1/3113

SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO

No. 08-079355- -00001-0000

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Tra. 11 PATENTEIYII Eve: 379 FASENACIONALII
Act. 329 CTOINFORMACION Folios: 3113

PETIT

FORMULARIO UNICO DE SOLICITUD DE PATENTE PCT ENTRADA EN FASE NACIONAL

30 Julio 2008

① **SOLICITUD DE :**

[X] Patente de Invención. [ ] Patente de Modelo de Utilidad

[X] Capitulo I (Ver folio 3129) [X] Capitulo II

② **SOLICITANTE (71)**

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Domicilio: ESTADOS UNIDOS DE AMERICA

IDENTIFICACION

C.C. [ ] NIT [ ]

C.E. [ ] Otro [ ]

Número

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Número 80.421.942 TP 74.555 C.S.J.

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Domicilio: ESTADOS UNIDOS DE AMERICA

C.C. [ ] **NIT.** [ ]

⑤ **PTC (86)**

Solicitud internacional No. PCT/US2006/048704 Fecha 19/12/2006
Publicación Internacional No. WO/2007/081519 A2 Fecha 19/07/2007

⑥ **TITULO (54)**

DISEÑO ADAPTANTE DEL GENIO (Ver folio 3129)

⑦ **Clasificación Internacional (51)** G06Q 30/00 (2006.01)

⑧ **Prioridad**

SI [X] NO [ ]

(33) País de Origen	(32) Fecha	(31) Número de Solicitud
ESTADOS UNIDOS	30/12/2005	60/755,291
ESTADOS UNIDOS	05/01/2006	60/756,607
ESTADOS UNIDOS	01/03/2006	60/778,313
ESTADOS UNIDOS	15/03/2006	60/783,018
ESTADOS UNIDOS	28/03/2006	60/786,906
ESTADOS UNIDOS	18/10/2006	60/852,794

⑨ **Comprobante de pago No.** **Fecha:**

Instrucciones para el diligenciamiento del presente formulario, ver reverso de esta página.

(10) Anexos

- [X] Comprobante de pago de la tasa de presentación de la solicitud
- [ ] Documento que acredita la existencia y representación legal cuando el solicitante sea persona jurídica
- [ ] Poderes, si fuere el caso
- [ ] Documento de cesión del inventor al solicitante o a su causante
- [ ] Declaraciones
- [X] Copia de la solicitud internacional (resumen, descripción, reivindicaciones, dibujos)
- [X] Traducción simple de la primera solicitud, si se reivindica prioridad
- [X] Copia del examen preliminar internacional efectuado por la Autoridad Internacional de Examen Preliminar (IPEA)
- [ ] Traducción del examen preliminar internacional efectuado por la IPEA
- [ ] De ser el caso, copia del contrato de acceso
- [ ] De ser el caso, documento que acredite la licencia o autorización de uso de conocimientos tradicionales de las comunidades indígenas
- [ ] De ser el caso, certificado de depósito del material biológico
- [ ] Arte final 12 x 12
- [ ] De ser el caso, información sobre otras solicitudes de patente o títulos en el extranjero por el mismo titular o su causante, relacionadas parcial o totalmente con la invención de esta solicitud
- [ ] De ser el caso, modificaciones efectuadas a la solicitud internacional

(11) **FIGURA CARACTERISTICA:**

(12) solicito la concesión de la patente

NOMBRE: MAURICIO JARAMILLO CAMPUZANO

FIRMA:

C.C. 80.421.942 de Usaquén T.P. 74.555 C.S.J.

Instrucciones para el diligenciamiento del presente formulario, ver reverso de esta página.

Industria y Comercio
SUPERINTENDENCIA

SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO
DIVISION DE NUEVAS CREACIONES
EXTRACTO PARA PUBLICACION
SOLICITUD DE PATENTE DE INVENCION PCT

(21) N. De solicitud : **(22) fecha de solicitud :** **(30) prioridad (31)** ***No. Prioridad*** **(32)** ***fecha*** 60/755,291- 30.12.2005 – US 60/756,607 - 05.01.2006 – US 60/778,313 - 01.03.2006 – US 60/783,018 - 15.03.2006 – US 60/786,906 - 28.03.2006 – US 60/852,794 - 18.10.2006 - US **(33) país** ESTADOS UNIDOS DE AMERICA	**(51) Int. Cl:** G06Q 30/00 (2006.01) **(71) Solicitante (s)** **STEVEN KAYS** **(72) Inventor (es)** STEVEN KAYS **(74) Apoderado:** MAURICIO JARAMILLO CAMPUZANO
(85) Fecha limite inicio fase nacional: 30.07.2008 **(86) Datos relativos a la presentación de la solicitud PCT** **Fecha de presentación de la solicitud:** 19/12/2006 **No. De solicitud:** PCT/US2006/048704	**(87) publicación internacional** **fecha (dd/mm/aa):** 19.07.2007 **N. publicación:** WO/2007/081519
(54) Titulo: DISENO ADAPTANTE DEL GENIO	

RESUMEN

La presente invención fue creada a través del sistema del genio, relacionado con químicos para el uso del hogar y del negocio, localizadores, audio, animales domésticos, adaptaciones plásticas y mecánicas, telecomunicaciones, entre otros.

SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO

NIT : 800176089-2

SUPERINTENDENCIA DE INDUSTRIA Y COMERCIO
No. 08-079355- -00001-0000
Fecha: 2008-07-31 09:47:36 Dep: 2020 NUECREACIONE
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Act: 329 CTOINFORMACION Folios: 3113

RECIBO OFICIAL DE CAJA : 08 - 61,243
FECHA : JULIO 31 DE 2008

***** C O N S I G N A C I O N *****

DEPOSITANTE	TIPO PAGO	BANCO	CUENTA	No. PAGO	FECHA PGO	Vr. PAGO
GOMEZ PINZON ASEMARCAS	CONSIGNACION	BANCO DE BOGOTA	062754387	919321	30/07/2008	501,000.00

***** C O N C E P T O *****

CANT.	RENTISTICO	CONCEPTO	TOTAL CONCEPTO
1	50005-01-01 SOLICITUDES	1 TRAMITES DE SOL. DE PATENTE DE IN	501,000.00
		TOTAL : $	501,000.00

SON: QUINIENTOS UN MIL PESOS

RESPONSABLE : _____

RECIBO DE CAJA APLICADO AL EXPEDIENTE No. _____

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60/783,018	15 March 2006 (15.03.2006)	US
60/786,906	28 March 2006 (28.03.2006)	US
60/852,794	18 October 2006 (18.10.2006)	US

(71) Applicant and
(72) Inventor *(for all designated States except US)*: **KAYS, Steven** [US/US]; LicenseItToday.Com, 1652 West Texas Street, 2nd Floor, Fairfield, CA 94533 (US).

(81) Designated States *(unless otherwise indicated, for every kind of national protection available)*: AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LV, LY, MA, MD, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RS, RU, SC, SD, SE, SG, SK, SL, SM, SV, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

(84) Designated States *(unless otherwise indicated, for every kind of regional protection available)*: ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, LV, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Declaration under Rule 4.17:
— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii))*

Published:
— *without international search report and to be republished upon receipt of that report*

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: GENIUS ADAPTIVE DESIGN

(57) Abstract: Explore interesting inventions inside, conceived by our genius idea generator. Discover history's most effective method in conceiving novel uses for existing electronic technology. License huge domains of intellectual property from the invention directory our system helped develop. The searcher can find one of our interesting inventions in this patent application via our LicenseItToday.com, etc. Call our California Headquarters 1-707-428-5000. View invention ideas, plus 100+ variations adapted for end user target markets. LicenseItToday.com fills out exclusive international license agreements valid up to December 2026. It saves time and money creative LP. over any other documented creative thinking process. Licensees seek outputted patents using our or their pat attorneys. Royalties can start when profits begin. Or you can buy the affordable I.P. rights. Proof is in tryingit out. Discover amazing inventions inside today.

WO 2007/081519 A2

GENIUS ADAPTIVE DESIGN

TABLE OF CONTENTS

FOR REVOLUTIONARY PAT APPLICATION

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. TRANSLATIONS/LicenseItToday.Com Translations in 40+ languages coming

. More at LicenseItToday.Com

INTRODUCTION SECTION 1:

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

. Features – short handy version. Read this soon.

. Abbreviations – short version

. Symbols – short version

INTRODUCTION SECTION 2: Read Much Later

. Awards We Gave

. Continuous Research In Past Decades

. Search & Replace

. Abbreviations & Symbols In Detail

. Figurative Drawings: diagram codes and more

. Less Common Features

. Miscellaneous: Key words, Details on common features.

COMMON FEATURES: Moderately Described.

COMMON FEATURES: In Greater Detail. Read Later.

Access

Adapting

Analyzer (decides how to get inventions you want)

Artist (creative process)

Behavior Analyzer (adapts to user's behavior)

Balance *

Basic *

Billing (generates income)

Brain (creative process)

Camera *

Cartridge (software license upgrade)

Characters *

Compose (creative process)

Content Analyzer

Coordinator

Dance (connects to what can move)

Database

Distancer (brings client to inventions)

Editor (adapts instructions, etc)

Educator (learn to use invention)

Entertainment *

Environmental Protection is important

Exercise *

Experience (improve user's experience so they spend more)

Game (concepts for non game applications)

Guide

Icon *

Keyboard *

Locator (find about anything)

Mainframe *

Manufacturer Programs

Microphone *

Morning Alarm (can remind about anything tide to invention)

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

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

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

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

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

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

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

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

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

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

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

. Game* (file)

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

LOCATORS (GPS):

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

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

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

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

I Directory Inventions

J Directory Inventions

G Directory Inventions

E Directory Inventions

D Directory Inventions

C Directory Inventions

B Directory Inventions

A Directory Inventions

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

The following table lists multiple sections that group different files.

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

INVENTIONS BY CATEGORY (A Small Portion Of Our Inventions)

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

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

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

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

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

Sound Analyzer

Sports using our technology

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

Tools for Consumers using our technology

Toys using our technology

Travel Gadgets

Visual Analyzer

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

I MISCELLANEOUS:

. 3E

. 3G

. 4E

. 4G280 Frisbee Adaptation

. 5E

. 5G

. 7G

. 9G

. Audio in General

. Cord Length Notifier

. Cord Length Research

. Invention – Motion Capture

. Jet Lag Adjuster

. Point of Sale Software

. "R" List Inventions

. Sea Food Poisoning Safety

. Voice Analyzer Pronunciation Guide

FIGURATIVE DRAWINGS

ABSTRACT

CLAIMS

. Independent Claim

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

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

For Updates & More Visit LicenseItToday.Com

File: Intro To Pat / Intro6 Section 1

SHORT INTRODUCTION TO PATENT APPLICATION
Updates at LicenseItToday.Com

PLEASE READ!

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

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

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

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

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

BRANCHING OUR INVENTIONS

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

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

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

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

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

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

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

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

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

GENERAL INFORMATION

Discover why this application was done differently from traditional filings.

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

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

Priority Goes To US Pat Applications:

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

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

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

This entire patent application is may be filed with updates within three weeks for national patent application submissions in different patent offices including the European Patent Office.
File: Features Intro / IMI S 5

FEATURES – SHORT HANDY VERSION
This File Gives Basic Idea For Each Feature.
Now Key Word Search Inside, Or Browse By Subject!

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

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

ANALYZER = Computer software analyzes how to handle situation.

AP = Application: How invention can be used.

ARTIST = Allows user to make and edit images.

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

BA = Behavior Analyzer. Analyzes live behavior of people.

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

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

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

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

CAMERA / LENS = The system's eye.

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

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

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

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

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

COORDINATOR = Coordinates different Features of system.

CUSTOMIZE = See our Adapt feature.

D = Diagram. This symbol often precedes diagrams.

DANCE * = Body movement generates sounds.

DATE = Internal clock, calendar, clock alarm notifier.

DB = Data Base

DISPLAY / S = Screen.

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

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

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

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

ENTERTAIN = Also used as form of entertainment.

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

EXERCISE = Also used as form of exercise.

FX = Fax transmissions.

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

GPS = Global Positioning System.

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

INTERACT / INTERACTIVE = System interacts with user.

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

KN = Invention by Steven K a y s.

LICENSEE = User who uses invention.

LOCATOR * = Shows location.

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

MIC / MICROPHONE = Microphone

MM = Multi Media.

MO = Modem

MOOD = User's mood.

MORNING = Morning alarm.

MOUSE = Computer mouse.

MP = Manufacturer programs.

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

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

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

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

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

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

OTD = Other Technical Details. For Techies.

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

PR = Program (software)

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

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

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

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

R = Remote Control

RC = Receiver

REACT = System reacts to occurrence as programmed.

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

S = Computer screen.

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

SENSOR = Sensor. Senses via many means.

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

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

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

SPEECH = System talks to user.

SP TEL = Speaker telephone.

STATUS = System shows the status of situation.

STEREO = Stereo

SW = Software

SYNTH = Sound synthesizer.

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

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

TDS * = Time Date Stamp.

T / TEL = Telephone.

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

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

TR = Transmission/receiving via airwaves & or wire.

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

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

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

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

UK = See "K".

UQ = User can ask invention questions.

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

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

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

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

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

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

Each Feature Is Explained In More Detail Throughout Patent Application

Abbreviations & Symbols – short list

File / Feature Intro / Abb-Sym Short 4

COMMONLY USED ABBREVIATIONS & SYMBOLS

With Simplified Explanations.

Read Expanded & Detailed List In Its Main Section.

ABBREVIATIONS – COMMONLY USED

'D' = Figurative Drawing, Diagram.

'El' = Electronic / *Electrical

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

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

'IMI' = See Features (Parts) File.

'KN' = Invention.

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

'Misc' = Miscellaneous

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

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

'OP' = Option(s).

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

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

"SW" = Software

'Sys' = Electronic system.

'U = User (s)

'Ver' = Version.

'W' = With.

'WO' = Without

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

SYMBOLS SECTION

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

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

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

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

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

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

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

'+' = One of the more important aspects.

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

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

Includes a limited list of possibilities.

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

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

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

File: Intro To Pat / List Awards

TOP AWARDS ARE GIVEN TO THE FOLLOWING PEOPLE:

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

T Acevedo
A Akiyama
R Akui
P Akuna
A Alexander

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

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

More Awards Are Being Given Next Year

File: Intro To Patent / Continuity of R&D

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

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

OVER VIEW: OUR RESEARCH SUBJECT MATTER

. Government security in: border check points when entering/exiting buildings to country borders, transportation: 'access, 'behavior analyzer.

. Adapting to cultural behaviors in Japan, Europe plus Former Soviet Union, US, Mexico, Canada, etc.

. Promoting the business incubator

. Researching the functions of: commercial and related (residential real estate), office business centers (executive suites), business incubators (funded by government and/or private sources). Many sources/organizations on the internet: OfficeBusinessCenters.Com, Technology.Gov, WorldBank.Org, Bio.Org, Jetro.Go.Jp, *NewEnergyFinance.Com, EmIncubation.Co.UK

. Government: 'BA for government employees (located regionally and elsewhere); citizens and voters; expressing views publicly and through government channels (for needed improvements and/or problem identification). Problems with self interest of power players that does not on average elevate needed benefits/improvements for the (regional) citizenry.

. 'Environmental Protection: recycling; generating/saving energy. 'Track via 'VA, 'SA, 'BA.

. Certain organizations obstruct the development of business incubators. This helped our researching and/or improving the business incubator concept and its process [even if final results didn't appear totally novel.]

. Researching the creative thought process. 'Adapting ideas, features, services to: culturally bound thought patterns (purchase decisions that aren't all economically based [as determined by 'ba]). This requires extra 'tailoring, since the role business economics plays in client thought patterns more easily transcends cultural lines.

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

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

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

. Cost effectiveness:

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

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

. Confidential matters explored, a portion are disclosed here.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

COORDINATOR = Client needs with available services and building facilities.

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

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

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

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

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

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

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

GPS = Who did W5.

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

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

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

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

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

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

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

Q = know 'W5 questions to ask

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

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

WS ™ = usage patterns for 'billable services

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

Much More..!

File: Intro To Pat / Search & Replace

SEARCH & REPLACE TEXT FOR THE PAT APPLICATIONS VARIATIONS

Important Simplified & Detailed Versions of this Patent Application

CHOOSE THE VERSION NEEDED

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

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

New Paragraphs:

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

Abbreviating Terms in General:

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

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

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

. Translating text into other languages. Adapt whats translated

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

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

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

Links:

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

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

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

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

Miscellaneous Pointers on Adapting This Text:

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

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

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

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

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

Search Strategies:

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

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

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

. and → &. & → and

. ao → /. ao → &or. &or → and or

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

. Footnotes → . For Techies

Lengthen:

. w → w/. w/ → with

. wo → w/o. w/o → without

. optional → optional/alternative

. U → User

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

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

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

`El, Electronic

`Fq, Frequency – the electrical type.

`IMl, Feature, Part, and maybe Function

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

`KW, Key words. Often followed by colons.

.'Nr, Notifier, Alerts

`Misc, Miscellaneous

`Obvious, Exists

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

SW , Software

`Sys = Electronic system.

U, User (s), Person

`W, W/, With.

`WO, W/O, Without

Abbreviated:

. approximate(ly) → approx

. average → av

. especially → esp

. experiment → exp

. laboratory → lab

. maximum → max

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

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

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

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

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

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

* Free Open Space:

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

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

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

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

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

. Replace two empty spaces between words to one space.

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

. Space before new sub-points. Alternatives:

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

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

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

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

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

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

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

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

Concludes This Search & Replace Section

File / Feature Intro / Abb-Sym 4

ABBREVIATIONS, SYMBOLS & RARELY USED FEATURES: In Detail

ABBREVIATIONS SECTION

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

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

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

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

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

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

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

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

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

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

`El' = Electronic / *Electrical

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

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

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

'IMI' = See 'Parts File'.

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

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

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

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

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

'Misc' = Miscellaneous

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

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

'OTD' = Other technical details.

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

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

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

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

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

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

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

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

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

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

"SW" = ("Computer") Software

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

'Sys' = (Related (EI)) systems, * system

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

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

'WO' = Without

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

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

SYMBOLS SECTION

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

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

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

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

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

. Edit: the program adjusts---

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

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

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

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

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

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

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

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

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

-also see `Intro to Parts' file for details

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

-see `Intro to Product Descriptions' for details

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

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

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

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

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

OLD ABBREVIATIONS SECTION

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

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

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

Mk: marketing

Moss: *Moscow

Mu: Musical, music

J: Japan

R: research

Req / RQ: requirements; require

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

SPB: St. Petersburg, Russia

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

letter / *mail

TYO: Tokyo

U: you*, newer definition is: user

Ur: your

X: document: for publication, viewed by public

2: Product Idea Development

4: Public relations, articles

8: Check to see who is copying my ideas

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

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

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

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

A = and

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

AT = and or

AU = for adult level 16 years old & over

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

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

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

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

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

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

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

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

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

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

ET = new type of entertainment (`entertain')

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

FIN = finishes product option descriptions

G1 = game for one person only

G2 = game for two people only

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

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

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

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

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

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

MA/FE = for use by males / females

ME = memorizes previous input signals in its "C"

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

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

O = or

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

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

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

RH = rhythm

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

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

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

SH = show

VC = person controls sound volume; "osc"

TD = technical descriptions

TO = toy use, *`entertain'

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

TM = trade marks for product

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

UR = your

WH = which

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

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

OLDER VERSION OF PARTS (Up to 1995 or so)

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

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

CC ** = Creative casing design.

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

.|||||||.

Colon bars (|} are the product

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

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

COLOR ** =

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

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

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

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

:.|||||||:. Colon bars (|) are the product

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

that plastic casing is an outside covering.

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

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

** PERIODICAL ABBREVIATIONS

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

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

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

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

QMRR = "Quirk's Marketing Research Review".

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

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

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

NK = `Nikkei Weekly', Tokyo.

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

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

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

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

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

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

FIGURATIVE DRAWINGS

INTRO TO OUR DRAWINGS WRITTEN IN TEXT CODE

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

Example

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

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

Details

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

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

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

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

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

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

-Diagram: Person = Keyboard = Computer = Printer

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

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

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

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

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

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

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

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

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

Diagram Examples: 3 Increasingly Detailed Versions Of Same Computer Invention

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

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

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

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

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

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

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

ALERTER = See "Notifier"

ALL = See "Basic"

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

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

BASIC ** = See appendix.

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

BRAIN = Feature name changed to 'Computer.

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

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

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

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

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

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

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

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

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

LENS = See "Camera / Lens"

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

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

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

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

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

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

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

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

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

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

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

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

. US Patents [12.95 bib disk]:

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

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

MOUSE * = Changed to 'Remote Control.

MP = Changed to 'PR [Program].

PI = Changed to UIP.

PP = Changed to 'PR [Program].

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

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

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

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

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

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

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

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

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

VOICE ANALYZER = See "Sound Analyzer".

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

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

File: Features Intro / Feature Synonym

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PARTS – WITH RELATED PATENTS:

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

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

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

. Improvement on patents:

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

--improvements:

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

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

BA = Behavior Analyzer. Analyzes live behavior of people.

. kw:

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

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

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

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

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

. Improvement on US Patent:

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

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

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

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

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

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

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

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

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

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

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

MAIN FEATURE FOLLOWED BY SUB-FEATURES STARTS HERE:

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

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

INTERACTIVE = *r seek&react sensor uip-tailor

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

LOCATOR = see: distancer

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

MIC = osc sa synth

MODEM =

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

MOTION SOUNDER = compose dance distancer *osc vr

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

MM / MULTIMEDIA = artist camera composition edit

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

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

OSC (Outgoing Sound Communicator) = balancer synth

PD (Positioning Device, GPS) = see distancer

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

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

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

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

SCREEN = interactive-k nr replaces-osc*

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

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

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

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

STATUS = analyzer bill score sensor tds *uip *zone

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

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

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

TDS (Time Date Stamp) =

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

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

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

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

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

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

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

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

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

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

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

W5 =

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

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

File: Features Intro / IMI Exist 2

EXISTING PRODUCT EXAMPLES RELATED TO OUR FEATURES IN 1996 *

Introduction:

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

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

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

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

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

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

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

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

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

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

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

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

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

R = Remote Control

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

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

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

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

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

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

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

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

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

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

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

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

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

" T " TELEPHONY FEATURE MANY OF ITS SUB-PARTS

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

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

TELECOM PARTS

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

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

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

-3 Remote ("R")

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

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

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

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

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

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

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

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

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

+ Offer free telephone instruments which automatically dial into your system. An extra button dials the access tel number automatically. Give free telephones in countries like Japan where they are extremely expensive.

Applications: long distance tel communication; information from mfh (weather, news, entertainment); dial into your mother/lover.

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

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

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

ANSWERING MACHINE = Telephony Answering System.

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

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

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

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

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

Footnotes:

Also acts like a fax receiving machine.

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

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

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

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

. 5A-5 > o Auto Call Back:

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

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

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

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

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

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

. 4C-160-000000 Tel Answer Delay:

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

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

-caller hears the live voice or recording

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

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

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

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

* 5G: Tel Answering Machine:

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

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

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

End Answering Mach

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

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

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

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

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

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

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

behavior/uip/what u wants listener to buy and or do); VOICE MODULATOR (); VR %(); WA %().
Following of this section are part of the additional examples:
G. Voice Actor: System analyzes speakers' behavior (callers/receivers of calls) (via "sound analyzer"). In tern their voices are modulated in order to help achieve desired effects (boost^: sales, work performance, improve rapport, make longer tel calls).

-System modulating sounds responds quickly and is controlled by C (UIP / uk objective of communication), which analyzes sounds and makes determined voice modulations.
G. "Speech" ~ "Sound Analyzer" (determining speaker's behavioral modes) = UIP.
Applications: if user is lying and which words tie to the lying behavioral mode; boost sales
-OTD:
.-^D: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speech"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**mfh / 9**mq / 10**uq = 11[tr/rc] = 12+C = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".
-D Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions)^:
-See Parts& for less crucial details
G. User accesses mfh for desired 'effects' via "tel". Effects^:
type sounds / music. With UIP system is well able to design the desired sound effects.
5A-880 Voice Analyzer: tells user the behavioral mode speaker was in while leaving message.
-user can opt to have analysis at command of button(s)
-D: speaker~tel=mic=c(sound analyzer/UIP)~mfh=osc/notifier.
-tel call is routed in tel system according to caller's profile (UIP, valued customer known via tel#, area code). This function is in earlier N.
5A-910 Voice Analyzer: "display" shows the additional level of voice modulation (inflection) needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alterations
-aim can be determined via^: selecting from option in menu; PP; UIP
-ap: good for music education; useful in my computerized musical instructor product too; teaches people how to be more polite (on or off tel); analyzes if speaker is good enough to be hired for job; analysis of speaker useful for developing UIP.
5A-940 Voice Analyzer: recognizes voice's emotion and analyzes the feeling and or behavior of speaker. This is part of a larger product with other features.
5A-800 Voice Recognizer: transmits speaker's words onto scream. -converts into language(s) of listener(s)
4C-090 Call Screener and Director:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

-applications:

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

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

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

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

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

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

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

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

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

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

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

<> MORNING *: each caller id gets different type of interaction also according to their UIP; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PD/GPS: C (UIP) analyzes both user's location (pd=tel) with their caller id; PRINTER *:; Remote ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:;

<>+ UIP : caller id helps c/mfh identify caller, and hence develop/provide information pertaining to UIP, D: caller's tel = their caller id = tr = tel = c~mfh = uip; UK: via C user can pull up information about a particular tel # / user's name/function and get data on their: history and other UIP information; WA's tel has caller id, D: wa=tel.

<> 5A-900 Related N. In-coming Telephone Sales System: Caller ID

Study customer behavior via (UIP) by merging following data^: items purchased over tel line, purchases made with their cards (credit cards, other member related cards) in other modes too. This way marketers develop detailed calculations about user / general market: what that person is likely to buy; past, current and future trends.

-in this manner, marketers can pin point potential buyers without inundating them with material they're not likely to buy resulting in excessive advertisement exposure of their brand names and wasted costs; and buyers begin to see such brand names in a more appealing light (that brand fits their lifestyle).

.-this UIP data can be shared between some or many firms, the more sharing the larger & more complex the database system, and more accurate in determining customer characteristics.

o-"sound analyzer" also helps in analyzing caller's behavior to some degree, and this can ad to the UIP's databank of info.

<> 6B-020 Caller ID Screener: Unwanted calls are channelled to the tel answering machine mode. Exists.

-Caller ID system gives certain incoming tel calls (based on their tel no) the tel answering machine recording.

Caller ID: system will respond to caller's tel number as user programmed:

-tel never rings when you receive calls from unwanted people (always gives a message to those you wish not speak with, so that you don't have to bother picking up tel or checking to see the tel number of caller on display ("S"). lets user pick up tel at other times with less risk of speaking to person they wish to avoid)

-gives different messages to certain tel numbers calling in

-has choice whereby user doesn't even have to hear the message from caller if user wishes to program device such. Eg: caller thinks their speech is being recorded; or device records yet listener needs to use extra keys in order to retrieve these less desirable messages (desired and undesired messages are stored in different places)

-When receiving another call on telephone, radio wave, etc the first, or second incoming call displays its tel number, caller's identification, etc. allowing receiver to choose to answer the call.

-Should call be undesired, receiver may opt to have incoming communication handled by a tel answering machine or related device. Or to keep things simple, any such unanswered call automatically goes to the answering machine.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Footnotes:

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

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

4C-090 Call Screener and Director:

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

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

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

-related to 5A-940

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

End of this CID Section

CLAP = D: clap = mm~c~t

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

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

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

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

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

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

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

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

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

FS = fs = c~t

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

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

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

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

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

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

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

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

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

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

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

MFH = Analyzes company's calling characteristics:

Calling Characteristics Analyzer.

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

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

.-related for this description was developed earlier too

-D: m = mm~c~t

-o-Tel # Database:

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

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

-makes contacting people easier, hence increases caller volume

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

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

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

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

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

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

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

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

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

<> 5G Automatic Outgoing Call:

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

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

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

. Applications:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

End of this Section of OSC.

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

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

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

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

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

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

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

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

ACCESS ** (remote tr special code)

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

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

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

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

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

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

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

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

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

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

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

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

ROUTER = Incoming TR are routed according to the PR.

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

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

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

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

.-Related to product 1C-290.

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

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

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

+-needed person is identified via:

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

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

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

*--particular flashing lights

*--display on wall or other location near tel

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

Applications:

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

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

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

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

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

S = D: s = mm~c~t

.~3C-370 Smell Telephone:

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

-System may best work within a special telephone network.

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

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

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

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

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

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

SCORE * = D: score = c~t

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

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

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

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

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

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

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

-OTD:

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

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

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

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

-exists?

SYNTH = D: synth = mm~c~t

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

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

`8B-16 Tel Switcher:

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

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

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

UIP * = D: uip = c~t

-Information about how those user(s) speaks with/ about himself, is collected (over time). UIP gets info from: "sound analyzer" = develops personality profile in C; what user "uk" = C.

%-o-C112 Computer ("C") predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-Sends warning via "tel". D: C112=tel/tr=osc (alarm)/notifier

5A-720 monitors number of calls and lengths of conversation between certain departments. A computer ("C") database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.

UK = D: uk = t~c~mm

-Hand written image input tablets: dial (uk) tel numbers by writing the number onto the tablet.

-Bar Code Readers - Writers: data read/received is TR; C can tell writer W5 to print which bar codes. D: bar code reader/writer = c= tr/tel = c/mfh

-Image scanners: scan tel numbers/codes to get/compile tel numbers. Part of needed info can also be scanned and then matched with other data, eg: scan people's names, and system's memory knows their tel numbers. Hence user can then quickly develop desired tel list for C/"tel".

-Touchscreen for - television, computer ("C") training devices, virtual reality, Intercoms:

User uk (touches desired numbers for contacting other party (via tel) (to get more information, place an order, friendly chat). -C32 Notebook computer ("C") with built in printer ("air pad" OK too, but make sure its built-in). IBM Think Pad 550BJ... Jan 93 release date X. D: C32 = "tel"~remote

-o-C99 Pancake music dial. Each disk controls different sound modulation. Sony. 15 Mar 94 "Brutus", p.24 published in Japan.

D: uk/remote (C99) = tel. (Dial/receive tel calls by rotating the pancake dials (not classic rotary phone dialer with the 10 holes)

<> 5A-710 Laser Keyboard: trip the light for the specific number wanted. Invention has ten lasers (for 0 through 9)

-great novelty

-"tel" is one of the applications ^: great for wealthy people in kitchen who want to make outgoing call from speaker phone with dirty hands; artists and clay sculptors; scientists and doctors who shouldn't de-sanitize their hands

Laser lights may also be directed out into open space (lasers are directed (pp) so user can control functions of any product from their favorite seat wo needing any apparatus (remote). D: Laser transmitters = (person can trip any lights here w the desired `code') = Laser receivers = sensor = c = control of desired product.

-`code': each laser can be struck like `Morse code' generating 100 possible type signals from each laser; the combination of codes from each laser can be (for three laser lights 100 times 100 time 100). So the total code (made from 1 or more lasers) makes the desired control, eg: on/off/change modes/etc.

-"osc" (beep: same or different sound according to code/laser) is made each time user: strikes laser / generates recognizable code.

-partial list of products the laser keyboard can control:

Answering machines; etc.

-this product is described in my other files, eg: Parts

-D: laser diode(s) = tel~c = display ("S")

-OTD (tel applications):

ACCESS **; BALANCE **; CART *; CLAP; "Composition" = Laser keyboard (5a-710) = *tel; Display ("S") (shows W5 of what's happening); EDUC** (can reprogram (pp) what each laser represents (for signal generation; EGH *); ENTERTAIN; EXERCISE ** (dial when wet: in sauna, where wet, while on jogging machine); FS **; MD * (osc); MFH; MORNING *; PP/MP; MQ/UQ *; MULTI-USER *; NOTIFIER;

OSC; PRINTER *; Remote ("R"); SCORE (length/cost of call; tabulation of UIP); SP TEL; laser dialer (5a-710) = STEREO; SYNTH; TDS *; TEL; TOY *; UIP *; UK; WA**

5A-930 Get dial tone via "remote"/"clap", then speak person's name user wants called.

-desired tel # can also be "clap" (make bursts of sound, eg: three beeps = the number 3 of tel #)

Voice Activated Key Pad: by making clear monotones in single or multiple bursts their corresponding key act as if pressed on normal key pad. Sounds can be of certain letters to ease memory for people in each language group. For people who can't touch keys:

-scientists, doctors: can't desensitize hands

-artists, ceramic people, rich people cooking in the kitchen and others with dirty hands

-activate system via foot or elbow triggerable switch

-system can beep sounds and or lights signifying that the key has been activated {eg: similar to getting a click when pressing a key in far enough} shows system accepts info. Each sound/light response might be different as with tel keypads

3C-010 Speaker telephone (incoming/outgoing calls; dialing (certain claps designate digits of tel number)

3C-120-08300Q Tel Touch Pad:

Press soft pad and the manner in which you pressed it is transmitted to receiver. This allows something closer to physical contact while speaking with your friends. Only popular for open minded cultures

-the surface hands touch is designed to maximize human pleasure, and reduce any feel of moisture.

-if the other person presses, you can press at same point too. This pleasant tension allows the stronger of the two people to force back the other person - just like two hands playing together. -Footnote: mp; all; toy; exercise; cr & cp; tel.

<> see below section for pools---

5G Speaker Tel Activated By Other Hands free Means:

-Gen: Activation/Dialing/Deactivation UK/"remote" methods:

UK buttons separated/attached to: TEL (tel can be replaced by other communication device (walkie talky, TR)

-Foot pedal(s): or use other instrument to UK activating tel line (answering call), dialing, hanging up.

.--^ code used to step on pedal represents each of the call activities: activation; each # has different code (dialing might even be done on one or more separate pedals); deactivation of call.

-"remote"

-wall mounted buttons (by bed).

-buttons part of another system / activates other functions: eg: lights, stereo, entertainment.

-<> pool side (those w pools are rich and desire the luxury of being able to stay in pool to handle calls)

--system's sound modulation handles splashing water so^: it reduces their sounds; reduces any conflict in audibility

--other: waterproof; portable unit (separate system/part can also go into water

--for use in indoor pools; saunas too

-hobby area (person doing ceramics)

.-kitchen, sauna, garden, auto, garage, industrial/hazard area.

-C: (don't leave computer ("C") to go and answer tel). Option: upon UK C, C might record/tabulate score/UIP of tel conversation. D: UK=C=TEL. Incoming/Outgoing voices might be modulated/interpreted/translated (simultaneously) as desired right on computer's DISPLAY/PRINTER.

-clicking button(s) on pen/watch/PD

-D: user=uk/remote=c=tel/sp tel=tel line

O-the volume of the speaker is controlled by the ^: number of bangs/type word spoken at the time the tel is being activated (1 bank is quieter than 3 bangs)

VISUAL ANALYZER % = D: binocular/camera (lens)~recorder = tr = c~mfh~display~uk~remote.

-Binoculars: viewed material is TR via radio wave / TEL. User controls ("remote") what is seen (camera angle/focus) from his remote ("R") locations.

VM / VOICE MAIL = D: mm~k~t~c = tr (telephony interaction) = t~c~mm~k

* 5A-870 Call Holding:

Listener requests type music/news they wish to listen (or none at all) during their being on hold

-caller's ID (shows their UIP)/caller's city/country area code can help determine type music they would prefer

-if desired, user can program from their tel to have the continuation of what they were hearing/seeing transmitted to them at their location (their tel) upon completion of the tel call; or PP when the TR should be made.

--user can even get the "mfh's" channel (its tel #) so user can 1] re-access 2] contact the vendor who can sell the service for his own co's tel system

2B-250 Verbally input information (into voice mail) which is then automatically routed to receiver either in verbal or written form. Voice mail knows how to route message simply by stating for whom message is for at the prompt.

.-Verbally input information which is then automatically routed to receiver either in verbal or written form. Voice mail knows how to route message simply by stating for whom message is for at the prompt.

All the inventions get people more interested in leaving a message, and leaves less of the impersonal feeling. Markets creative adults. Incorporates all standard answering machine functions: date/time stamp...

- All reasonably available answering machine features can be options for each invention
- All inventions applicable for tel answering machines too

.-2B-250 Verbally input information which is then automatically routed to receiver either in verbal or written form. Voice mail knows how to route message simply by stating for whom message is for at the prompt.

.-6B-010 = 6B-1 (was 6A-1) if caller leaves message, recipient must return call in order to get message. Recipient who wants friends to feel comfortable will have to call back and hence caller might feel more

comfortable leaving message. Recipient might then get caller and speak with them directly if original caller is at their tel.

-Touchscreen allows users to select from voice mail menu tr by other party's tel~c. (This is done simultaneously with voice communication (on same tel line)).

End Voice Mail

VOICE MODULATOR = D: sound -> signal converter -> k~c~synth -> signal converter -> tr -> t/osc

-Person who knows about voice modulation: Wendy Rocchi 303-488-5713 AT&T (Tu-Fri 0600-1400 MST)

-each person might have own voice module because each person speaks differently. Is used by lead singers already. This could also be done on the trunk of the tel line (if user changes locations, then their "access code"/cid might match the needed voice modulations).

-Use vocoder (type of "synth" where person speaks into system), benefits: voice sounds prettier (give voice fuller sound, give some reverb, remove some reverb, make it sound more gravely (sound is broken into bits)). Though more difficult the voice's `attack' can be modulated too.

--`Filter' (potentiometer and tuned coil) filters out unwanted frequencies

--`Noise Canceler': blocks unwanted frequencies, and or blocks out excessively high decibels.

.-8B-330 According to type application, person's voice is changed accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

5A-950 Accent Alternator: change your voice to that of person with another dialect of same language +change sexes, sound more domineering, gentle, etc.

A2-720 TEL FREQUENCY RETURNER: caller's fq recorded, then music/sounds in similar fq, stress, happiness, level/type of feeling is heard by caller while they're on hold. Purpose: makes caller feel at one with other party. e m might make alterations to change caller's behavior.

8B-330 According to type application, person's voice is changed accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

5A-90 (Needs more work) Convert voices into those which create the feelings of: passion, friendliness, energy, intelligence, impatience and the expectation that the listener perform their work well (studies show that speaking to people in certain voice tones tends to create better work results from them)

5A-91 the additional level of voice inflection needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alteration good for music education

5A-920 Modulate your voice on tel / intercom according to situations wo getting up your own psychological anxiety, eg: 1. up your volume, 2. sound more intense (create anxiety in listener)

-many don't bother to sound upset on tel (form of motivation) because it causes their own stress

for parents tired of telling kids to be quiet. Method #1: press desired button for wanted verbal announcement.

Volume buttons - select easily with one touch how loud you want to be heard. UP outgoing statements.
Method #2: device makes your voice louder so as to reduce your stress in yelling. Can be worn around neck too, or kept on table.
-different news broadcasts are available according to UIP (tel area code) too
-there may be other N related to this
5A-94 Voice Analyzer: recognizes voice's emotion and analyzes the feeling and or behavior of speaker. This is part of a larger product with other features.
<> Electronic translators: interprets/translates for user over "tel" lines.
-D: user=uk/mic=voice recognition system~clap~electronic translator~display=tel=tr
-Examples:
--uk/speaks desired words/text, then system will print out and or osc to party/c on other end
A2-140 TELEPHONE VOICE MODULATOR: mix w mind corrector, music selector, personalized CD. Too much or too little of certain fq need sound therapy. MFH listens to incoming and your outgoing voice. Get the therapies while you are on hold or when you ask for it or it kicks in (maybe - if you want) when needed based on your outgoing voice, or when co manager deems appropriate. Input personal info to activate. Can also increase feelings of seriousness, quality control, success...
End of Voice Modulator.

VR % = D: VR = mm~c~t

WA % = D: wa = mm~c~t. G. WA (walkman) which is mobile/cordless tel.

MISC: Octel Communications Corp can be designated developer of additional R&D and manufacturer for any KN Telephony invention. They're in Milpitas, California.

END OF THIS ' T SUB-PARTS SECTION
File: Features Intro / IMI * 5

TEL PARTS (FEATURES) *

Intro &: The applications / expanded additions of these Parts are found under the #1: Part's main headings; **#2: how the Part is used in other products and Parts.

ACCESS *^:
ANSWERING MACHINE^:

ARTIST ** ^:
BALANCE *^:
BVA^:
-The `Confidencer' telephony product may be placed in "mic" so that U's sounds (voices) are more precisely analyzed. Confidencer helps block out noise generated far from "mic" (street noise, etc).

CID^:
-CID is not restricted to just the trunk line # when receiving calls from companies (includes the specific # of caller too).
-since multiple people can call from the same tel ("T") # / trunk, highly sophisticated systems use BVA %[& any useful elements from uip] to help determine / decipher who the speaker is (from others using said tel ("T") # / trunk.

CAMERA (LENS)^:
CART^:
CLAP^:
-manner in which U "claps" (loudness, voice tone, speed of commands (exemplifies IQ / knowledge of system)) effects how system will interpret U's UIP.
COMPOSITION **^:
CONFERENCE^:
EDUC^:
-educational programs are tailored to uip. Eg the following are altered in the program: sound quality, graphics, intellectual content (menu choices / order of presentation), length of program. EXERCISE^:
FLOAT **^:
FS^:
-converts any MM image onto: paper, * stored electronic medium
GAME^:
INFORMATION SUPPLIER^: presentation utilizes EDUC modes
K^:
LOCATOR^:
MFH^:

-stores (complex) data / programs. Eg: EDUC, "information supplier", BVA PR, uip
MIC^: Connectable to vocoder
MOUSE^;
MP^:
MULTIMEDIA^:

MULTI-USER^:
NOTIFIER^:
NOTIFYING CALL^:
PD^:
PORTABLE^:
PR^:
PRINTER^:
PS^:
R^:
ROUTER^:
S^:
SCORE^:
SOUND ANALYZER^:
STEREO *^:
SYNTH^:
TDS *^:
TRANSFERRING INTER-SYSTEM TELEPHONY^:
UIP *^:

-speed in which users k needed digits (as requested by voice mail / for extension #s) helps determine u's behavior. Eg^: fast smooth entry is intelligence / familiarity w co or system , slow k being the opposite; uneven flow of entry is being unsure.

-Incoming calls on major networks are tagged according to Caller ID. The program routes calls according to information tabulated on the caller. Diverse applications, when properly utilized, are proven to boost company profits.

Sales Telephony (UIP)

Nationally advertised telephone sales numbers automatically route more valuable calls to appropriate sales people.

-Programming's many options let incoming calls to be tagged as needed. Examples:

-The caller's telephone number is matched against telephone numbers of past callers, or databases describing most telephone numbers nationwide such as by company size. Preferred callers are routed to staff with better sales skills, who may also be better trained in the caller's type needs. -Northern Telecom already routes calls in Canada to bilinguals according to the caller's region. In the US we can match calls coming from particular regions such as California or the South, with staff conversant in the caller's dialects and mental outlook. This is proven to facilitate rapport.

Tech Support Telephony (UIP)

Calls from customers with a history buying upgrades of the software are routed to better trained staff. Calls from difficult customers, or regions like New York are routed to staff with "hard phone skills". Verbal and data communication may also be routed according to the user's registration number, keyed in the beginning. Difficult callers can also be kept at the end of the waiting que longer.

-Results from extensive research on Telephony User Information Programming is available. Other systems developed by Steven Kays are being used by the Baby Bells and NTT.

UK^:

VISUAL ANALYZER %^:

VOICE MAIL^:

VOICE MODULATOR^:

VR %^:

WA %^:

Telephony Q:

DID: direct in dial telephone number

Dead Air: no music while on hold

VOCODER: (type of "synth" where person speaks into system), benefits: voice sounds prettier (give voice fuller sound, give some reverb, remove some reverb, make it sound more gravely (sound is broken into bits)). Though more difficult the voice's 'attack' can be modulated too.

FILER: (potentiometer and tuned coil) filters out unwanted frequencies. But by itself will make voice sound like something is missing. This is part of vocoder.

NOISE CANCELER: blocks unwanted frequencies, and or blocks out excessively high decibels.

Lingo Q:

-caller:

-receiver:

-while on hold

--put on hold

-call routing, according to: CID; system's database on CID; routing call within office during same call

CONCLUDES THIS FILE: FEATURES INTRO / IMI * 5 FILE

MAIN FEATURES File: Features Intro / IMI 26

Dec 2006 Version

OUR MAIN FEATURES FILE

For Updates & More Visit www.LicenseItToday.com. Tel (+1) 707-428-5000.

Introduction: This important file explains our features to a moderate level. Later more details can be read in our main features file. Features can also be viewed as parts or functions. * Later see table of contents for older and less used features.

THE FEATURES:

ACCESS = Gain access via a wide range of means to our electronic inventions. Methods include giving passwords, or having one's fingerprint analyzed. Like the word "access" suggests, it offers forms of Access include: Passwords, admission, having a license to use or produce an invention, connecting, contact. Having a license. Even visual scans of fingerprints, could be considered. For details on this and most of our other features, kindly visit the detailed features section listed in the table of contents.

ADAPTING ™ = Invention determines what is needed, and then automatically 'adapts itself. A common example is when it 'adapts to the user's needs. It can also be called Tailoring or User Information Programming. Details in UIP below. Then more info in the detailed features section.

ANALYZER = An important feature. Like the word "analyzer" suggests, it thinks about what is needed, and reacts. In other words it is a system that attempts to match the human brain in making decisions. Decisions are made from a choice of preprogrammed possible 'reactions. It makes the needed analysis as designed. Using fuzzy logic, it takes on the needed functions of software, as would be needed to handle the applicable tasks called for.

. For Techies: Forms of Analysis: estimate, 'predict, figure out, inspect, interpret, investigate, judge, resolve, scrutinize, %test, think through [the menu options], dissect, divide, audit,
canvas, formulate, [try to connect] 'associations [between digitized files representing real life matters], explore. See our Artificial Intelligence related files.

ANIMAL * = Inventions adapted for pets in a wide range of ways.

Read Later: Things our features can do for animals including pets: 'Analyze them, and their 'behavior. 'Track them. Their 'behavior modified via: communicating with them; 'interacting; 'educating them; keep animal away from certain zones. See our folders for: pet inventions, 'behavior analyzers, 'tracking devices, etc.

ART / ARTIST = Optional software can alter images. Tailor pictures to your taste. A useful multi-media tool. Can automatically edit images as programmed, or system can help 'guide user in altering images. System's 'Visual analyzer with wide powers, determines the characteristics of the image to be altered. Later read more details in the detailed features section.

ASSOCIATION / ASSOCIATE / ASSOCIATED / MATCH =
Like a human brain, it makes associations between multiple situations. A form of artificial intelligence relying on fuzzy logic. Look at it like a clever system that can find commonalities and connections between any two or more things. How do you use the terms in your vocabulary? That can be how we also define this useful features.

. READ Later: Functions like how a human or *animal draws associations between multiple things, people, actions, characteristics [experienced by five senses ('sensor)].

. Associative Memories [AI]: Example steps: At Home: 1. Owner's dog barks too loud or too long while owner is home, while UIP system and dog are at home. 2. adapt draws auto-associative memory, by matching what its 'sound analyzer hears. 3. adapt (UIP) slightly punishes dog. Out in Public: 1. System 'senses it's outside the home. 2. adapt (UIP)'s 'sound analyzer determines some dog has barked. 3. Via hetero-associative memory it realizes there's a dog. 4. Via associative memory it determines it's the owner's dog. 5. adapt (UIP) responds to owner's dog barking differently than when at home.

BA / BEHAVIOR ANALYZER / *BVA = Behavior Analyzer. This important feature uses multiple means in determining the behavior of who or what it is kindly observing. This information is available to the system that wishes to 'adapt a function for the user's tastes. See the detailed features section.

BALANCE / BALANCER ™ = Inventive way in which audio speakers balance their volumes so you feel you're still in the middle (sweet spot) as you move around.

C = See "Computer"

CAMERA / LENS = The system's electronic eye and visual recorder.
Read Later: 'Tracks and 'analyzes changes in its visual fields. It's 'visual analyzer feeds information to: 'behavior analyzer; 'notifier; other' analyzers; activator of function when 'designated [visual] occurrence has happened. Lens adjusts itself to best capture visual activity, e.g.: for distance, 'tracking moving object.

CART / CARTRIDGE = Just imagine a cartridge that gives needed functions just by popping it into an invention. It can be software and or an automatic license.

For Techies: Any of our electronic invention numbers / functions are [also] [un]pluggable. Connect/unconnected/activate an invention as needed. 'Cartridges are a [type of] 'node in the unity of

inventions' system. Cartridges can be inserted/connected into the [invention's] [sub] system. Can contain useful software / databases / features.
-'Customization: Use cartridges 'customized to the 'designated function; and or the 'cartridge has the 'customizing features built in. Can require 'access [passwords / licensing privileges to activate].

CHARACTER * = Animated graphics used in software.
Read Later: Characters portray: "moods", personalities, facial expressions, facial / body movement. See: + "Edits" "Images"; See "S" for other details. A 'game 'entity [normally not a live person themselves in flesh].

CHARACTERISTIC = Facets that differentiate something. How do you use the word "characteristic"?
Read Later: The distinguishing traits or marks [from other 'inventions, 'game entity traits], idiosyncratic traits are more distinguishable, what comprises the 'entity's or 'invention's character, feature, disposition, unique ['mood, 'editing, form of 'education or 'guidance.

CLAP * = Clapper. Activate electronic features by your making sounds. Each combination of sounds from hand claps or verbal sounds/speech controls a different function.
. Read Later: Allows user to control invention without touching. E.g.: via clapping or verbal commands -> mic -> sound recognition system -> c (computer – in center of system) -> activates function. Also: voice recognition recognizes human speech (follows spoken word's commands).

COMMUNICATE = Imagine people and or electronic inventions communicating with each other.
. Read Later: When any two or more people, other organisms, and or devices communicate with each other in any way. Modes of communication include: 'OSC (outgoing sound communicator) might speak words to a human, Electronic 'Transmissions, Signals, Something experienced by any of a person's or animal's five sensed (sounds or flashing light – see Pet-Communicate sub-part), 'Notifier, etc. Normally some 'reaction is expected in the counterpart of the communication, as there could be a purpose to communicating.

COMPOSE = What sounds might you like to compose? Or would you like an invention that has learned your tastes, to then synthesize something for your tastes? Do you prefer having more or less than normal levels of bass or treble? It can even talk to you like a favorite actor. Electronic Music Composition: The product can also be used to create interesting music or sounds.

+ COMPUTER / C = Computer. Central processing unit of this system and its inventions.

CONTENT ANALYZER / CA =

System determines the nature of a substance. Think of a substance you would like to have analyzed for its contents. Remember the world has a wide variety of ways to analyze just about any type of contents. They range from X-Rays to soil test equipment. They also include our Sound Analyzers (SA) and Visual Analyzers (VA). Also: our Smell Analyzers, Motion Analyzers and *Taste Analyzers.

. READ Later Rest of this Central Description: 1] Physical content 'analyzer: CAT Scanners, X-Rays, Scales*. 2] Database content 'analyzer: Types of 'databases analyzed include: ba-db (database); track-db (database). adapt (UIP)-DB development is a type of 'Content Analyzer. Applications: develop adaptation (UIP)-db (database) or adapt (UIP)-tailor.

COORDINATOR = This feature coordinates different parts and aspects inside the electronic system. Human beings naturally coordinate themselves, like their eyes, posture, hands and brain as they read about interesting inventions herein. Feature examples: 1. If a music synthesizer's volume goes up, it may refrain from allowing the bass to get too strong, to avoid damaging the speakers. 2. Windows close automatically when it gets cold, but if a flowerpot or something is accidentally left on the windowsill below where the window is coming down; the window will only close far enough as not to cause damage. 3. It determines which functions are more valuable for the person, and 'tailors accordingly.

CUSTOMIZE = Same as 'Tailor, 'Adapt, and 'adapt (UIP) (User Information Programming). The terms 'Adapt and 'Tailor are better than 'Customize. The latter is used as the term can shorten the text descriptions, because they require fewer accompanying words, e.g. "customize" is shorter than "adapt to the user" or "tailors it for...". Don't get stuck on the word "customize", stick with the "Adapt" concept.

D ™ = Figurative Drawing. See the Figurative Drawing file that explains the easy codes used in our drawings. Drawings were frequently called Diagrams up to 2006.

. Read Later: The term Diagram: May also be represented by "dia" or "diag" or "diagram". Also see "Tel" part. * Telephony is the old and rarely used abbreviation for "D". The old definition for D was telephony. [Since "D" for diagram is easily verifiable due to context, e.g.: it normally was followed by a colon and then diagram with parts lined together with the "=" symbol.] Please see "T" for the definition of telephony.

DANCE * = Things are triggered by how you move your body. A motion sensor interprets how you move. Imagine having sensors on your body's appendages; then a computer could see what was moved.

. Read Later: Sensor 'guides user in proper body movement for physical therapy, or for learning golf swings, etc. Movement of body / device% generates sounds. Includes Yamaha's Miburi, which copies KN.

DB = Database. Stores needed information: as short or long-term memory files. Database is important in the systems' 'analysis functions.

DESIGNATED = What has been selected. Refers to a scenario falling within a specified range. It's used much like the definition of "designate" in any dictionary.

-Examples:

--'Seek & react uses 'designate to 'seek some occurrence or state of being within a [pre] defined parameter.

-"Access" allows designated passwords

-"Behavior analyzer": designated behavioral profiles

-"Education": system seeks designated information user needs to study (from internet).

-"Visual analyzer" seeks certain images

.-The software 'program's parameters need element(s) within bounds of designated characteristics.

-Diagram: input ~ electronic signals ->c (computer)~ (designation criteria analyzer) = next step: after designation criteria are met following action can occur.

DIAGRAM = See "D" for Figurative Drawing.

DISTANCER ™ = Signals or system responds whenever any two or more parts: separate or touch or alters in certain algorithmic domains of time or space. 'Notifies when certain algorithmic functions have been met, eg: separated by certain distance; for longer than specific time spans. See +Positioning System, and +PS-Zone.

EDIT / EDITOR = Alters text and graphics as desired. Can be done automatically as programmed. Sample alterations: insertions or omissions; highlighting; rearranging.

. Read Later:

-Benefits of 'Editing: 'Tailors data; Helps 'artist and 'education process.

-Toggle Multiple Cut and Pastes. Cut and paste the memory of several different elements, without memory loss after a pasting. Toggle between pasting/activating multiple elements. Toggling controlled by 'edit, 'educate, ADAPT (UIP) Tailoring. A separate function controllable by human user.

EDUC / EDUCATION / EDUCATE = Teaches the user what is designated. Can teach user how to utilize and benefit from features. Software based training.

. Read Later: Educational: also used as optional learning program or experience. Teaches skills (via separate software tutorial mode). Overlaps 'Guide functions.

-Educational: can also be used as a learning program or experience. Teaches skills (software has tutorial mode). (Helps) replace human instructor. 'EGH [Educational Gets Harder] is subset of "Educ".

EGH * = Education Gets Harder. Compensates users for their improved performance. System remembers user's performance and makes itself more or less challenging accordingly. See 'TGH (Therapy Gets Harder) and 'Education files for details.

ENTERTAIN / ENTERTAINMENT * = Users can also derives pleasure from invention.

ENVIRONMENTAL PROTECTION / E.P. = Our system hopeful can monitor itself and or the environment. It may adjust itself for greater EP. Analyzer uses sensors to determine what's happening. It 'seeks and reacts to designated situations.

EXERCISE ** = 'Guides and allows user to use invention in a novel way for exercise and good health. Also might function as helpful companion, guide, or rule setter in physical exercise. 'Score's person's movements.

. Read Later: Also might function as helpful companion, guide, or rule setter in physical exercise. Drawing: 1 -> 2 -> 3

-For Techies [OTD (Other Technical Details)]: u (user) moves from body posture/point 1 to 2 while user is interacting with product both in 1 and 2; 3 person continues exercise (123456...); system is good for person moving about in at least a minor fashion, though not necessarily requiring strenuous physical activity.

-"Billing": bills. *See: Access' Features for Motion and BA (Behavior Analyzer) (behavior analyzer): type motion= matches needed behavioral profile to gain "access".

-Type motions ("scored" (via "sensors")): "Dance"; Vibration (KN); PS-Zone; Access' "Motion"; How object (made (by u) to "Float".

EXPERIENCE = Person experiences part or all of system by their physical senses. The joy of the experience is one of the invention's many benefits.

GAME = Common definition of game. Videogames. Arcade, computer, electronic, mobile and wireless gaming. Also potentially playable on [mobile and wireless] computers, Nintendo™, Playstation™, Xbox™, and or our 'designated invention [hardware]. Inventions have additional 'game related functions. See our many game invention variations in the games folder.

GPS / PS (Positioning System) = Global Positioning System. Studies any movement of one or more objects/parts in relation to any physical or time grid. Movement is correlated with other databases. See 'PS (Positioning System).

. Read Later: Receive 'guidance for what you do and where you go. For example, our GPS Controlled Headlights: 'notifies what's coming up, eg; curve in road. Tells users which way to turn. Or communicate any information as programmed. Light/sound/vibration can be emitted in any way [to driver/passenger(s)/back seat drivers].

GUIDE ™ / GUIDANCE = Acts as the user's personalized guide. Helps users learn how to use the invention, by 'tailoring the guidance to the user's interests. Helps users in way they will better understand, especially in areas they need more help.

. READ Later:

-Examples: 1] Suggest how best to use system to match user's particular requirements, traits or preferences. 2] 'Educates how to use system. 3] Knows when and how to prompt person so they can better use and or learn system.

. 'Tailors itself to user's unique needs: each user and situation or task is different.

-Suggests how users might proceed [when stuck or having other trouble (with system)].

-System guides / prompts users for when / how (w5 (what, where, why, when and how)) they can be "educated".

ICON = An image on a computer screen. It represents one or more features that can be activated when clicked.

IMAGE = A graphical depiction on a 'screen. 'Artist and 'edit can alter 'images. 'Icon is a type of image.

INTERACT / INTERACTIVE / INTERACTION % = Interactivity. Interactive system. How system responds to person. Useful interface offers multiple ways to utilize invention's features.

. READ Later Rest of this Central Description: System's advanced alternatives can approach virtual reality. 'Tailors itself to better interface with user(s) so as to: be easier, or more exciting to use, or better help accomplish user's desired task.

. Interactive modes of Activation: Activates a signal via one of the following methods without touching a button. User activates via remote mode, eg: user makes vocal sound, clapper, activates a distancer), touches a computer screen.

. Interface covers: How person and system interface 'seek and react to each other, focusing on the system's functions. Manner in which user interfaces with system. How system "reacts" to "user" / how "user" "reacts" to system.

K = Keyboard. Person inputs any type of information via whatever electronic means. This feature (also viewed as part) can be replaced with 'Remote Control part.

* "Interactive" Images: for computers or interactive screens: Can use "interactive" keys or icons (on 'screen).

KN = One of our inventions in this or previous patent filings conceived by Mr. K a y s.

* Invention shows that we have the same or similar invention. invention is a subset of N (one of our inventions).

N = Inventions in this or earlier filing, and or other's inventions and non-patentable products.

LICENSE / LICENSEE / LICENSOR = Having 'access to 'designated features.

* 'Billing: User/'Licensee is normally 'billed for payment, based on 'access related criteria. Payment [can be considered 'Royalty]. 'Tracks licensee [usage level (in 'designated 'zones/market regions)].

LOCATOR / LOCATE * = Locate what you seek, and it can be found. Uses GPS and other positioning systems to identify where something is based on its tag.

. READ Later: Shows object's location (or person its attached to): Correlates an object's location in relation to that of other set objects, eg: other 'positioning devices, (fixed) location 'sensors. Shows location. System's receiver (A) identifies the location of its related electronic devices (B) which can be separated.

M / MFH = Mainframe computer is connected to system.

MATCH: See "Associate"

MIC / MICROPHONE = Microphone records sounds onto microchip or tape. Such sounds can be studied by 'sound analyzer and used as 'designated.

-Microphone adjusts itself to the direction and distance and type sound, to maximize record ability.

MORNING * = Morning alarm system. Be notified in creative ways.

Also functions as a creative morning alarm.

. Read Later: Uniquely wakens up the user such as via morning alarm, next can require them to act in some manner to bring them to full wakefulness, eg: by requiring some intricate task [on their personal computer] to deactivate alarm. A common piece of hardware for the software is the popular P.C. Can alert one at any time, and might require a novel way to deactivate in a special 'order & timing. Drawing: tds/uk/remote =c (computer)= alarm.

MQ * = System asks person questions, enabling itself to be better adjusted to person's needs. Is an instructorial 'guide)for user; with help menus. MQ's analyzer studies behavior of user so as to better enable itself to gain information 'designated as being helpful for user interface. This is a sub-feature of the 'Adapt feature.

MM / MULTI-MEDIA = Exciting audiovisual effects. Great for the invention's interface. Enhances the user's experience of the invention's many features. Sounds, graphics, typeface and other images are 'tailored to interest the user.

MULTI-USER = Invention adapts differently to each user, which is why it's called Multi-User. Each user can achieve a different benefit and experience, as those features, which are needed, will be offered differently on an as needed basis.

. READ Later Rest of this Central Description: System is programmed to differentiate between multiple (u) users, and 'tailor itself to each different user's needs. Each u (user / person) is differentiated from others via their: physical characteristics, 'BA (Behavior Analyzer), 'access code.

N = Inventions in this or earlier filing; and or other's inventions and non-patentable products.

NOTIFIER /NR= User is notified when something happens. They are alerted to the occurrence of any designated event. Determines the nature and degree of urgency, and how best to alert the user.
. READ Later Rest of this Central Description: U (user) is nr (notified) via: sounds, lights, information on computer display, vibration (of device touching body).
-'Tailor or users 'designate what: occurrences cause the 'notifier to 'react, and 'W5 (what, where, why, when and how) are notified.

ORDER & TIMING / O&T ™ = It analyzes patterns in the order for how events occur. Different patterns are interpreted separately from other patterns. For example a slow beat of drums differs from a fast beat. Each pattern triggers a different event. The world of events is filled with such patterns. These patterns along with what the system may pick up by way of its available sensors help it analyze what is happening, so it can react accordingly.

OSC ™ = Outgoing Sound Communicator. Audio function. System's speakers communicate with users in words or sounds. System tailors its communication to the user's listening abilities and preferences, e.g. offers higher volume when the Sound Analyzer determines there is background noise.

OTD * = Other Technical Details. What can maybe be read later. Usually for those interested in the technological aspects. This term is simply a header used for the parts. "For Techies" can be the same as "OTD". Later read more about it in the introduction.

PD ™ = Positioning Device. The element whose location is being identified. GPS is one way to track positioning. Portable unit(s), which broadcasts their location to PS (Positioning System). See: PS.

PORTABLE * = Portable. The separate portable version can be half the weight, and twice as compact, and shock resistant as non-portable variations. Can be used as a Walk About invention.
For Techies: Drawing: c (computer) = battery = protective casing around product = handle
. 'WA strap: use the product while walking about, since the strap will hold itself in place on user's: upper leg, upper, lower arm, waist (use by just turning head down), necklace, or shoulder strap; bp. 5E090 Wireless terminals connect to central system.

PREDICT ™ / PREDICTION = Software predicts what will happen or how user will act. Its analysis of past action patterns, allows it to project future likely patterns. The more information it has about past patterns the better it will predict. Anticipating likely future occurences better enables the adaptive system to manage future situations.

READ Later:

In other words, likely occurrences, or behavior of others are anticipated, better enabling system to respond to or handle predicted situations.

-For example feature can predict: 1. what type of 'guidance user needs to become better 'educated with the feature's abilities. 2. Profitability from licensed inventions. 3. Ability for this patent application to maybe stop an infringer from using our ideas, e.g.: this application might show ten, one hundred, a thousand or more examples for how we describe our invention in our link structure.

-Prediction works via 'analyzing: 'order & timing; behavior; adapt-db (database); ('scored) +patterns; other algorithms.

. Prediction algorithm: Step 1] collects historical information. Step 2] identifies (past) patterns, especially searching for parameters as 'designated. Step 3] determines present and or future (known) events or parameters. Step 4] Fills in the missing elements of step 3 with multiple predictions for each slot. Step 5] each filled in anticipated scenario from step 4 is 'analyzed and 'scored for the likelihood of its occurrence (as in steps 2). Step 6] each prediction is 'scored for likelihood. Step 7] prediction may opt to use the prediction(s) with highest 'score(s). 8] Designated functions are altered accordingly.

. Likely behavior of others (in real life) is anticipated, better enabling designer of (kn) system to make their system respond to or handle predicted situations.

PR / PROGRAM = Program: User and or manufacturer program the product's computer software.

PS % = Positioning System. A general term covering many of our features. It uses 'Locators to identify something's position. Locators rely on a 'positioning device like a mobile GPS unit to read where something is located. Then this information can be sent wirelessly to the greater positioning system.

PS-ZONE ™ / ZONE = Studies moving things within a zone. Permission to use an invention can be zone restricted. For example one may have 'licensing rights for a wireless invention in Munich and Silicon Valley's Palo Alto.

Read Later: 'Analyzes the 'location of 'positioning devices, especially in terms of when and what (w5 (what, where, why, when and how)) they are doing in the 'designated zones. Limits or allows 'access to 'designated functions according to the zone of user and or what's attached to the 'positioning device.

Q / QUESTION / QUESTIONNAIRE = System asks questions to get needed information. System asking person questions better enables adapting it to the user's needs. User can ask system questions, such as via a software help menu.
READ Later:
.User / System asks questions to each other. See U (user asks system questions) & mq (manufacturer asks user questions to adapt it) functions for details.

R = Remote Control. User can control the system either via remote control, or keyboard.

REACT / REACTION = Subset of "Seeks & Reacts".

REMOTE = See "R".

ROUTE / ROUTER = Imagine a phone call getting routed through an international phone network. Users can also be routed within a system so they can access its desired features. Packets of data are sent where designated within the system.
Read Later: Software Routing Method. System analyzes user's needs and routes them to the designated points, eg: on information highway, or to designated files or programs within system.

S / SCREEN = Display Screen. There is a touchscreen variant too.
Read Later: Machine displays data on display ("S") screen. Display screen may also be "interactive" touchscreen (screen can function as keyboard "uk").

SCORE / SCORES / SCORING = Imagine a soccer or tennis game. The software keeps score. It scores just about any event that can be quantified. Example scores: 1. Users can score how well an invention adapted for their needs. 2. The system can score the likely chance that a user is actually hacking into the system based on their behavior profile. More.
Read Later: Invention can score numerical quantifications of a product; user's performance; or 'status of situation. Definition overlaps function of "Status". System reacts according to how good a score is, for example it may consider something with a high score more important.

SEEK / SOUGHT = Subset of "Seek & React "

SEEK & REACTS / S&R = System seeks designated occurrences, which intern triggers an automatic reaction. There are two steps: First the software seeks a designated occurrence, then it responds accordingly. It's like having a friendly butler to handle matters as things come up.

SENSOR(S) = Uses any available sensor to determine what has or is happening. Sensors can 'score for the presence of certain chemicals. The motion sensor catches movement in the area. Thermometers and other meteorological equipment are also sensors. Many more sensors exist.

SA / SOUND ANALYZER / SR / SOUND RECOGNIZER = Imagine having your ears in remote locations. And imagine your ears could interpret what happened for you while you are away. This is what the sound analyzer does. There are many benefits, for example: the system can react to an event based on what sounds it hears, such as turning on the lights when it hears your hands clap.

Read Later;

. In other words it 'Analyzes sound. Database memorizes tens of thousands of possible sounds. Analyzes type sound by frequency, volume and or direction and distance of sound source. Type sound generates a feature that initiates corresponding function.

. Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'tailor, 'visual analyzer.

SEARCH & REPLACE* = Imagine a text editor's search and replace feature. More specific examples include: 1. A child reading a storybook online has their favorite color green inserted into the text to replace red, when descriptions of toys and other inventions come up; 2. Features in this system driven by software, can have its code edited; resulting in its being better adapted to the user's needs.

Read Later: Aspects of database or other software elements are altered.

. People who happen to have dyslexia can have text 'edited so it is easier for them to read. Each person probably has different reading difficulties such as with specific characters. So system adapts accordingly. Kindly see our Search & Replace file that was in the introduction.

. 'Edit or 'Tailor alters how sections of computer, DNA or chemical code are 'Searched & Replaced. The suggested formula is 'tailored to the designated need.

SOUND VISUAL ANALYZER / SOUND VISUAL RECONGINZER %* = Imagine a laser beam bouncing on a screen based on the music's rhythms. It converts sounds to visual effects. Or conversely it can convert visual effects to sounds.

STATUS = Would you like an automated attended to tell you the status of a current situation? It is cheaper than hiring a live person. The feature determines the status of something based on what scores have come in. For example: This invention can see if a factory in Viet Nam is infringing on its inventions and to what degree by scoring the volume of its exports. Export figures can be obtained from customs houses in Europe, or even from investigators in the local country.

SW = Software Program(s). This can control what features are offered to the user, and how they are adapted. One can 'license software that is inserted like a cartridge.

SYNTH / SYNTHESIZER = Sound synthesizer. Received sounds are altered. "PP" & or "MP" selects the synthesizing program and how it processes sounds; microphone ("mic"). Sounds like music and verbal communication are ''adapted to listeners based on their hearing preferences. Useful feature in composing music, etc.

T / TEL = Telecommunications in its various forms are available. Mobile phones (called "cell phones" in the US). Telephones, Internet. System and its features can stay connected wirelessly or via fixed lines.

TAG = Would you like to know what is happening to something when you are away? Tag it, and have it tracked wirelessly by your system. Details in the 'Track feature file.

TAILOR ™ = See the 'Adapt feature, and discover how our inventions will tailor themselves to they adapt to the user's needs.

TDS = Time Date Stamp. Program memorizes, labels, and identifies timing of desired occurrences. It registers what happened.

TGH / Therapy Gets Harder * = Use can be psychologically therapeutic. Therapy machine helping people. Also, compensates for user's state of mind and or current personal info, and or condition, based on: what user keys in, are how well they scored in the previous physical therapy session.

TILT ™ ='Remote Control Joystick. Otherwise confidential.

TR = Transmission: sending / receiving via: air waves / wire.
. Read Later: Eg: radio waves, Infrared light, copper/optical cable, tel line (whether wireless/wire). Drawing: * electronic product/feature = transmitter/receiver = transmitter/receiver = * electronic product/part. "Billing": bills for time used / "accessed", eg: like tel bill. This 'TR feature can also be referred to by the term 'communication(s)' when used in the electronic context. 'TR is a needed component, eg: for 4E020 Registrar. The equal sign " = " in our drawings (diagrams) shows where the transmission 'links can be.

TRACK / TRACKER = Tracking System. Tracks. System 'tags then tracks designated: person, file, and type activity. Can develop adapt-Database on what it is designed to monitor / study as studied element changes or moves. Software driven. Example: an intelligent monitor that tracks what files a person accessed in a

computer; or other types of activity done by person. GPS follows where and how a person or vehicle travels on planet. Tracks a person as they try to gain "access", and what they do after.

TRAITS = Characteristics. Usually used as characteristics of a user, especially their preferences. What they want a system to do for them. See User Information Programming (adapt) on how it tailors systems to the traits of the users and or situations.

U = See User

UIP = See Adapt

UK ™ = User Keys In Information. This combines the U (user) with the K (keyboard) feature. Or just call this feature "K" or "R" (remote control) as a user is needed to use either access method.

U / USER = User can be a person using the system. Sometimes another invention connects to our system, in which case the outside (less central to the overall design) can be considered a user as well. Usually it is the entity licensed to use the inventions and their features.

VA / VISUAL ANALYZER / VISUAL RECOGNIZER . The camera can analyze what is seen. Its interpretation of the image is sent to the automated system that can react according to what has been seen. . Read Later: Studies image thru its 'camera. "Analyzes" images. System determines what images are present, then system responds to images as programmed. It's 'tailored to 'track 'designated 'images. Visually 'Seek 'Designated 'Images. A visual version of the Tagged Cascade Effect 7J08 invention.

VR **% = Virtual Realty. Future use with virtual reality technology possible. User puts on goggles and or gloves and or body suits that let them virtually experience what a situation feels like.

WA = Walk About Portable version of the invention. Communicates wirelessly with rest of system and/or other systems. User 'interacts with it also as a portable way to 'access desired features (in main system). Can have optional headphones.

W5 ™ (WHAT, WHERE, WHY, WHEN AND HOW) = What are the five most commonly asked basic questions in the world? This feature asks 1. What happened. 2. Where did it occur. 3. Why did it happen? 4. When? 5. How?

ZONE ™ = See PS-Zone.

FOR MORE INFO ON FEATURES SEE:

Table of Contents. Files with more details on the features include: Features Appendix (often includes important but less central specifications and diagrams), plus many files devoted specifically to each feature. Then follow the optional links to other parts of this and connected patent applications. For updates and other information visit our site www.LicenseItToday.com

☺ CONCLUDES CENTRAL SECTION OF THE FEATURES / PARTS FILE

SECTION FOR COMMON FEATURES IN GREATER DETAIL
READ THESE CENTRAL DESCRIPTIONS LATER

File: Access \ Introduction

ACCESS FEATURE

Access's Table of Contents:

. Introduction

. Behavior Analyzer for Access. Files: BA+, BA, BA-Auto, BA-SC, BA-Tailor, BA-IMI, BA-Pat, BA*.

. Common Features

. Images Needed for Gaining Access

. Patents and Keywords

. Miscellaneous : Access *

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There are many ways of giving access. Jump in and read how.

Forms of Access include: Passwords, admission, ability to approach / 'interact, connection, contact, introduction – greater levels need greater passwords, permit, intrude, infiltrate, license, seize magic words for entry, correct password / keyword, abracadabra, secret sign ['image]. Permission to: achieve, buy, catch, collect, earn, gain, get, have, promote, secure, take, win [a 'game], recognition, parlay, pick [from menu], succeed to do something,

Any action a user can make and which is picked up by a sensor and intern converted to signals, such as: standing one meter from a heat sensor for 10 seconds, or blinking one's left eye twice.

-Any occurrence can become an access procedure, whether in life form; or life form that effects a "sensor"; or electronically generated occurrence. Eg: any "R" or "K" or "Artist" invention is also utilized for generating (in

unique a manner) signals, which are subsequently interpreted as passwords. Examples of ways listed in Access' Features (Parts).

-(The term Passwords includes: Accessor's Changeable / Common Behavior Profiles)

+p--The untrained illicit observer may not realize there are actual signal occurring functions designed to gain "access", and even if it was noted, it may be difficult to log such actions by accessor short of having a motion camera. Required actions from accessor especially focus on those less readily capable by observers and hackers. Examples: body movement or behavior or work actions that may seem somewhat ordinary or which don't catch special attention. Password procedures may seem as slightly quirky behavior by observers, but possibly special notice wouldn't be made if the procedures are camouflaged - see "Hide Access Procedure".

-The largest Features (Parts) of "access" (as of 9.96) were analysis of images drawn, and analyzing behavior of accessor. Details of most access Features expound therein as well.

-"Morning alarm" introduction: This is only one of the many applications for "access". "Morning alarms" are systems created to uniquely waken up the users, and then to require them to acting some manner to bring them to full wakefulness, eg: by doing some intricate task on their personal computer. If necessary, "Morning alarm" can be ignored only to better understand the general natures of "access".

3C292 Magical Building Blocks: Each combination has designated results. See 3CE file.

-A1-290-121001 Finger Print Reader: Analyzes a person's behavior by their fingerprint. Also matches couples with compatible fingerprints. Related to existing "C" systems based on horoscope, blood type. Similar products exist at least in idea form, see "Popular Science" new products section for an issue in '94 - 4/96.

* The UIP (user information programming) of user can change from data collected via "tracking" sys. % "Camera" = "Track", % "Sensor" = "Track". Tracking by "C" originated signals (eg: what u (user) is doing on el (electronic) sys (u=k=c)) is favored tracking mode, and cheaper to produce.

.-"Router": locates then= retrieves needed data= for this part.

ACCESS For Medical, & Biological Research:

** = Gain access to electronic product's controls with a correctly keyed in combination.

Each subject (patient/element being studied/user (human/animal/virus/%bacteria/%plant)) has a separate code.

-Each subject has its own way of triggering the code. Examples:

-human keys in code

-characteristics of subject are determined (via sensors / uip), these characteristics hence trigger one or more applicable codes.

--Drawing #1: 1 characteristic (changes / identifies identity of subject) = 2 sensor = tr (transmits) (transmits) = 3 analyzer (uip) = c (memory).

--Drawing #2: D1 = tr (transmits) (transmits) = signals (electrical / commands to control or change (electronic) device which is designed to = effect / alter the subject = 4 change(s) in subject = sensed via (D1) sensor = D1.

4: characteristic, eg^ = (physical state or change (chemical, color, temperature / type and or quantity of viruses present)).

4 = function of viruses:^ speed of multiplying / deactivation / movement (speed / where to and from) /

4 = characteristic of larger organism subject hosting smaller virus subject(s)

4 = chemical state of subject (larger host / viruses) ^: Ph / blood contents / temperature / sweat contents

This and other password generations can be utilized for training animals. Invention can cross borders of language, culture, age, intelligence, physical handicap, and sometimes even (mammalian/farm/pet) animals.

2B090 Sound Art: Convert sounds into interesting (two dimensional) shapes and colors. Program how a sound is converted into an infinite array of possible graphics. Images also dance live to the user's tune of sound generated.

-correct moving image= access: u (user) is able to see how their sounds are generating the required ('images), allowing better sound control. Visual representation of sounds is easier for U (user) to gauge and make any needed corrections.

-see 2B090 for details.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(sound music) and (interact dance convert alter move) and (image picture color)

A1-540 Touch Card: Matches people's finger prints with their credit and identification cards.

-Checks the right person is using their card by matching fingerprints. Applications: credit cards, ID card systems.

-Can take fingerprints of those registered with (inter)national agencies, then you might also type a code, which helps "C", find your fingerprint more readily and as a safety precaution too. It accepts those who are sending their payments in time.

-use when using credit cards or other cards or other situations/products

-eye in machine can ask person to put their finger there and compares print with its memory.

File: Access \ Ac-BA +

COMPUTER HACKER BEHAVIORAL ANALYZER & TRACKER

This file covers ac-ba ('Access – 'Behavior feature) elements labeled with "+", then edited from there.

Abstract: The unique Hacking Behavior Analyzer catches hackers. It 'analyzes how a hacker's behavior deviates from what's expected from the legitimate password holder. This software invention is a defense against internal and external infiltrators with the [correct] ['access requirements (passwords)].

When issued, each password is scored for the level of security clearance permitted in each subject category. The built-in flexibility of the software saves security's man hours by occasionally allowing minor transgression into designated files deemed slightly sensitive and of possible use to the legitimate password. Hackers are flagged ['tagged] and so 'notified to the security system when the user accesses information [well] out of their password's normally permitted usage. The level of permitted flexibility to transgress is built into the password. It can be the live or automated security guard that determines how to handle/' react such a flagged password user.

Passwords later associated with minor deviant behavior (by the password user) result in a lowering of the password's security clearance. More serious deviation results in revocation until the password holder can pass diverse tests to authenticate themselves.

'Customization: Greater 'tracking is made upon user's whose 'scores suggest they're more likely to be illegitimate. System can 'react by offering traps that suggest user is getting information they need – as system 'tailors what they are fed. Links can be made to other 'tailored [patent applications] inventions/features. Manner in which our features 'interact with [illegitimate] user is designed to: 'tailor user's needs / entrapment / 'tracking.

-Data user gets/transfers is 'tagged [so that it continues to be 'tailored to the user / what is perceived as the user's belief for what the [stolen] 'accessed feature possesses. This data can become legally authorized software like virus [which leaves a trail] that can hopefully later be deactivated if/when time is right [hacker apprehended along with their accomplices]. This patent application need have no mercy for deceitful entrepreneurs.

Additional examples of deviant behaviors of password users include:

-the password's behavior (user utilizing specific password) in non sensitive areas is found to be deviant (very difficult for outside infiltrators to hide). In other words, the behavior pattern does not match up with their past behavior patterns.

-Caller ID doesn't recognize caller's location.

-Outside infiltrators may wish to reduce their risk of the system noticing a simultaneous use of the same password. They may seek access at odd hours. Hence unusual access times when the correct user is usually not on the system, drop the password's score for legitimate usage patterns. In other words the number of "suspicious points" is accumulated by this behavior.

-System scores hundreds of other subtle deviant behaviors.

Hacker Behavior Analyzer can be compatible with numerous existing security systems, to both protect valuable information, and free security personnel for their less automatable tasks. The hacker's inability to necessarily know that a required behavior pattern exists, let alone function within its intricate patterns, makes this patent pending software an essential safe guard.

End File: Ac-Ba +

File: Access \ Ac-Ba

"ACCESS - BEHAVIORAL ANALYZER"

Introduction: System determines user's identity by their personality profile, in other words their pattern of behavior on an electronic device such as a computer can be analyzed. System replaces a human sentry, which can permit access and determine if user's behavior is appropriate. Also uses fuzzy logic.

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The 'Behavior Analyzer Function: The software can automatically block information from the accessor. The differing behavior profile of each accessor, results in a scoring for how pertinent sensitive files are to the accessor, enabling the system to block information deemed less pertinent.

The Sensitivity Rating Function analyzes the system's files according to how it was initially categorized by security personnel. Files are categorized by subject, level of sensitivity, etc. This automatized screening system can also analyze contents via: key word analysis, and how the information is being utilized such as by whom and for what purposes. The Sensitivity Rating Function tracks changes in the file's content or usage to automatically determine if an increase or decrease in the level of security is needed.

+ Do: Take material from UIP.

The task at hand previously required excessive man hours. However, since no automated system is perfect, any of the system's security features can be programmed much like before, or overridden by the designated system operator.

Values:

+-makes the access sys more mysterious for hackers. More hurdles.

-Requires considerably more knowledge about: legitimate holder of password, how company operates. Hacker must also play act well above and beyond what they would normally prefer doing by pretending to use password legitimately. Limits the scope of potential hackers to those closer to understanding both the correct behaviors and access' scoring system. Yet none of the above is good enough if scoring system is tight enough.

+-potentially less cumbersome or annoying for legitimate users. Fewer access entry hurdles have to be consciously driven by user to continue access, if sys monitors their behavior.

+-Employers can more readily disguise their wish to limit access of (previously) legitimate accessors by stating: sys down failure, or the "ba" sys didn't work properly (due to incorrect uip=db).

+ Censorship: Limit what accessors can read or "interact" with, eg: parents limiting the "entertainment" and "games" children experience, by their subject content. Other types of "restrictors":

--By limiting sensitive material to area accessor is interested= accessor becomes less suspicious that material they view has been "edited" for them: Eg, customers, investigators, stockholders and journalists seeking to study organization's materials: cut out subjects that are sensitive / what journalist via their password may "seek".

++ Inversely:

Manner in which uip-tailor functions can also be a form of access control, in that functions and material not presented are also a form of uip-tailoring. ba ('behavior analyzer) can either "seek" what accessor Needs or is permitted To View; both being similar.

-In other words: access=ba can "seek" / "edit" information for accessor. This is a form of UIP-Tailor. Saves user's time.

-Also uses internet's sw ('software) that "seeks" "designated" news / other material that appears later on www.

-BA knows what accessor wants to "experience" W5 = uip-tailor.

-See: "artist's" "cut & paste"; "edit"; "seek"; key word "seeking"; ++"uip-tailor".

. "Education": correct behavior taught to accessor= thereafter such (correct) behavior required. Needed "education" determined by accessor's behavior.

.--Morning alarm: "designated" "reactions" from u (user) are "educated"= so in future u: more readily responds to alarm (in positive manner); teaches them new skills.

. Tamper Alert: System "seeks" unusual / unauthorized (re) programming of sw. MP.

.--morning alarm: legitimate user can't readily deactivate alarm so they can continue sleeping. Eg: reprogramming not allowed during wake up time period.

. Multi-User: Each accessor has differing access procedures, and safety protocols, and "access' ba".

--morning alarm: each user required to deactivate alarm in their own uip-tailored way.

. OSC (outgoing sound communicator) is used to elicit "designated" responses (behavior) from "accessor".

Additional Applications: See *"Game". Likely hackers= trigger (closer) monitoring= from "tracker".

+ Learning from behavior of previous hackers: The system protected by "access" is statistically more likely to get future hacking behavior= related in style to previous hacker activity.

-The behavior of previous hackers= is watched more carefully by "track". In other words: score is tighter for such behavior / "routing"= if its seen again.

How "Artist's Writing Instrument" is used = access-ba. deactivate morning alarm:

Material that is deemed restricted (for "designated" password) can't be: copied, transferred, printed, *viewed, *"experienced"= wo (without) higher level authority.

A computer system's table of contents has sensitive information blocked from "designated" accessors.

'Behavioral characteristics and or 'user's security clearance 'score can be integrated with a [private co's or credit rating agency or government] data base of people:

-employer helps determine safety in issuing security clearance to 'designated users.

-employer's info shared with the data base service can:

--help determine employer's and database's 'analyzer in determining the 'user's new/changed security rating score.

'--help data base bureau's data bank, like Dunn & Bradstreet which sells credit info, but also collects it from the same clients.

Spell Checker: the same people often make identical spelling errors. Helps determine if correct party is the accessor.

The language interface requested by user can also be useful in matching the correct user. Eg: A French accessor's password states their language of preference; and a 'notification will be made should a 'Spanish or 'Russian interface ever be made [and then actually utilized [for 5 minutes - need to maybe give allowance for the curiosity seeker]].

Issue is there are two Features to KN, one scoring accessors, the other scoring the information.

3E061 Motion Tutor: 'Guides users to improve their movements, eg: the correct level of movement gains 'access. System assumes user's movements will either change or improve over time.

END AC-BA FILE

File: Access \ Ac-BA-Auto

FILE AC-BA-AUTO

6B240 Driver Identity System: driver with key can only activate car if their body weight matches car's memory. Owner programs car for one or more driver weight settings, or changes in weight.

-integrates with any other 'sensor or related 'password function needed to activate a device/vehicle. EG: 'va, 'sa, finger print sensor.

-'notifies U (user) of weight gain/*loss; motivating them into better health. Uip/Bad/increased/any weight/health-condition might have device suggest user walk (more) (to [nearby] destinations instead of driving).

.-physical dimensions (eg: body weight on driver's seat matches car's "C" memory): uip, access.

-"PR": 1] Car owner can easily program a change should they wish to add or delete a driver. Eg: stop allowing your son to use car during school hours (access = timing device).

*- should driver's weight be changing and edge closer to the set permissible parameter, a warning sound and or "S" or light goes on to notify them of a needed change.

*- changes can also be made via keying in special difficult to crack secret code

.-The system measures driver via one or more of the following: approximate weight range, and or general physical appearance (eye, hair, skin color, height while sitting, etc) match car's "C". "Visual Analyzer"

.-if weight is the measuring device, it will limit the degree to which a person can experiment by adding additional weights. That is the weight can't keep going up a little at a time with the ignition then starting. Real driver(s) must be in normal sitting position to activate car, thereafter their weight change by moving, etc does not effect car's ignition system.

--should u gain or lose weight, they'll need bypass password / key to reconfigure ("pr") their new weight or other changed physical feature.

.-security is designed for up to 20 or more drivers.

* For Techies: All; "S"; "C"; pp; mp; uk; user behavior; alerter; osc; va; cart; access; uip.

-access = human breath "analyzer" (each person's breath possibly being different). Exists: can't activate car if alcohol on breath. US Patents: 5519260 using driver's license number.

6G241 GPS Tracker: 'analyzes travel patterns, and 'reacts accordingly. 'Designated patterns can be good/bad/other. Vehicle/device is deactivated in 'designated 'zones / w5 criteria. [details of this feature in 'zones].

-Only certain u/passwords can enter 'designated 'zones. Applications: car rentals; employee use of vehicles/devices.

CONCLUDES FILE AC-BA-AUTO

File: Access \ Ac-BA-SC

+ "ACCESS' BA = SCORE"

Introduction: All accessible 'multi-media have a 'score rating. Media are Desired files and *functions* (type behavior needed to deactivate "morning alarm"). Their scores must match the scores of Accessors if access is to be granted. Any number of criteria can be used to develop a score, with more or less or no weight given to possible criteria. Bad behavior can be similar to what access controller thinks is that of a hacker, hence a lower score is given.

How 'multi-media is 'scored:

-Multi-Media = what user wants or needs, namely: desired files and or (kn) functions.

-Media's level of sensitivity to: hackers (damage to company); inconvenience: loss of access due to= access controller's distrust= resulting in inconvenience; number of people who need information (the greater the number the wider the score tolerance?)

-Pertinence to accessor and or their department and or their function (for certain time frame, or via usage of certain password).

-Media's usage: media's frequency of usage by (all / "designated") passwords. The greater the level of importance or applicability= maybe the less strict scoring sys would be. UIP-Tailor.

-"Coordinator": the score for one form of media (when its changed) can effect the score of other related media.

-Sophistication: eg, a secretary's password accessing PhD level material is cause for suspect.

-"Morning alarm's "Notification" system: its level of pertinence to user's needs. Eg: how effective is it in waking user, based on user's uip-db (ba).

How accessors are 'scored:

-Time spent: the (percent of) time accessor might be utilizing certain files and or subject groups. Are they under utilizing something= in which case maybe a hacker is simply going for what they want. Are they over utilizing something? Hours of operation (after accessor's normal working hours)?

-"Routing": are accessor's steps through sys normal?

.-"track" and "score" "analyzes" accessor's behavior.

-Normality of user defined: 1] Based on user's previous history, with greater weight placed on more recent activity. 2] What other legitimate accessors are doing; maybe less important. 3] UIP-DB of user's behavior created by user / sys / "questionnaire" / "access controller". 4] Employee job function's domains.

-Accessor's "Caller ID". Is their originating telephone number in system's records? Accessor required to have caller ID active if they seek access.

+-Peculiarities of user's hardware: special (secret) Configurations in sw ('software) or hardware better label accessor correctly. Accessors (are required to) have "tags" on their hardware / software.

-H: invention "Sensors" = Analyze = match (behavioral / bodily) profile of accessor. See other Features of "Access".

-Typing pattern on keyboard - See invention in A or B directory.

+--How "R" is utilized, eg: way joystick is moved.

.-Sys "analyzes" why accessor is doing WS= then conclusions are analyzed by access controller.

-Lie detectors, and (ba) "questionnaires" accessor must answer correctly.

+-Accessor's activities outside password realm: sys not only "analyzes" what accessor is doing within (its / main) accessed system. BA (behavior analyzer) also "tracks": other "accessed" systems; W5 accessor does what they do %;

+?--system must connect ("coordinate") accessor's functions when they are on / off (main) access system. Eg: other "track" systems are connected, and these log when accessor enters / leaves office / computer room; (digitized) reports / results they submit, sys/supervisor analyzes if they are pertinent and or have reasonable quality (something harder for a hacker to do)

+-Accessor's history prior to gaining (any type of) access to said system. Their: criminal record, behavior as somewhat determinable by their curriculum vitae; facial analyzers %; intuitive reports written by others at work place (about their behavior / deviance / potential to hack).

-Accessor's errors: the more frequently accessor attempts access into files where accessor's legitimacy is concerned, the lower the accessor's score becomes. The greater the breach, the greater their drop in score. Eg: system allows three errors a day, maxing at five consecutive days.

-How accessor "reacts" (to system's "prompts" / "questions")

.-"EGH" (Education Gets Harder): Is accessor's learning curve normal? Based on media user "interacted" with previously. Eg: the portions of tutorial programs accessed should normally not go from very sophisticated, then months later to less sophisticated too often.

-"Morning alarm": user's wakefulness before* and after the alarm; their behavior= as matched against the notification mode.

Subject group "designation": Media is scored also by its type of subject category. Also, accessor is scored for how likely they're a hacker by the subject matter they address.

-How often does the accessor access material in our outside their permitted subject area? For material which can be "tagged" under multiple subject categories, how important is the actual subject category in the material - this would be measured by the frequency of the "designated" terms used in classifying the material's category.

. In other words: Frequency of "designated" key words (found via saw's search function) of files, or functions (their labels, command codes, instructions, "q").

-Accessor is assigned a list of key words, these and their related words (found via saw's thesaurus) can be used in scoring.

-The system may (not) seek a limited frequency of these terms used in the material (files) accessor "seeks"= and uses.

. The one or more "tags" assigned to each set of data (within a file), file, directory, group of directories, other groupings: web sights, particular "mainframe" computers. Multiple labels give a value representing different scoring systems, each scoring system is applicable for same file. In other words, each file can be rated differently according to what rating system is used.

. How material was used: Who / W5 used the files -> "edits" the label= of said files; updating of files can "edit" the file's label(s); if hackers accessed material previously, or "access controller" determines a higher / lower security rating is needed.

-"Morning alarm": it's levels of: effectiveness, "entertainment", "education", user friendliness.

+ Subject categories that may have tighter scores:

-finances; company's planning department (new products, future trends); anything that can financially help hacker, and or hurt owner of system being protected by access; file on the access system, eg: information on how hackers are caught; information risking the organization or country's or world's peace; information on criminal behavior (of potential hackers), eg: police records; any other information commonly protected as stated in encryption software articles and patents.

-"Morning alarm": those with more difficulty in waking.

Composite factors: W5 composite of factors used in determining "accessibility":

-Any one or multiple factors determine= "access": one or multiple scores; the type score most applicable carries greater weight; system "merges" multiple "scores".

-Fuzzy logic: when accessor does not quite meet the needed scoreof file or system: The "access controller" can be stricter; or for better user friendliness, more flexible. All dependant on one or multiple variables.

-type (deviant) behavior(s)= "results" in= "designated" scoring system(s). Eg: sys "analyzes" 7 positive, 3 deviant behaviors=scoring system for the 3 negative behavior "tags"= goes into operation.

+ different scoring systems applicable (Irrespective of accessor's behavior). Diverse screening systems can be an additional safe guard, since accessor may not know the "order & timing" of the access system's requirements at any moment. What can trigger differing scoring systems: time of day, month, year; stock prices; excess number of accessors logged into system (a way to reduce congestion); accessor behavior; legitimate accessor's behavior ("group behavior"), eg: their "order & timing" or subject matter or w/ (with) that they are "interacting"; type "hints" or "prompts" used; at the mercy of (human) access controller.

--Roulette: random process= w/ (with) almost no detectable pattern for selecting= the scoring or other access protocol.

-Example: u accesses two out of three files, which match his "score" and the third file is beyond his range by 30%= sys may permit access. Reasoning behind this: the score matching of other files helps determine legitimacy of accessor; system can narrow the level of tolerance for deviant scores for each file if other factors are taken into account as well.

-Composite of factors especially useful when: access is during same session (as the behavior being analyzed), * or near each other, * or when accessor is known to be at facility / work site / "access" gateway. Known via: "track", having "accessed" into building.

-Compares UIP-DB of accessor with= "scores" of what's accessed.

. Multiple scoring systems operating within same system.

-Differing external factors. Examples: If hackers are a higher percentage of accessors after working hours, scoring system becomes stricter then; There's some crisis in the organization or system; System is overloaded with accessors, hence needs to limit access to those with highest seniority or scores.

-Hacker is thought to (possibly) be in system. The perceived interests of the hacker (eg: via the subjects they seek)= analyzed= "designated" scoring system enacted.

-Something like a computer virus is thought to be in system. This virus needs an anti-viral or related sw ('software) program.

.-"Designated" scoring / screening system enacted according to circumstances. "Seek & React".

-"Morning alarm": requires different access mode for morning wake up applications.

Changes in "Score" of accessor (one who (seeks to) gain access:

+ System can automatically (slowly) alter accessor's type score. In other words: as user's behavior changes= the needed behavior profile to gain access changes slowly over time.

--In other words [third re-explanation]: Due to the inconvenience in needing to have access controller frequently alter user's password= as accessor's functions change= uip="analyzer" can (automatically) "edit" the accessor's "score".

.-Scores tied to accessor's password(s) changes with their natural changes in the work place (as their job / company / economy changes). UIP-Tailor.

.-one or more scoring criteria can be utilized. Criteria can change by the password / accessor's (changed) behavior. If one criteria isn't suitable W5= then another is (automatically) adopted.

. Negative accumulated scoring shortens lifetime of password:

+ passwords can have limited active life= measured by amount password was used while there was a (semi) negative score for the accessor / material they accessed.

+--also measured by: calendar or usage time; "group behavior"; suspicion that hackers have penetrated (in past); other scoring criteria.

.-User must keep password alive by just activating (part of) password if they aren't using; after disuse, access controller needs to be "interacted" with= reactivate ("edited") password. Unwatched / unused passwords more prone to hacking (without notice by sys or accessor), eg: "scores" can be changed by hacker, legitimate hacker may not note unusual activity on their password account.

Miscellaneous:

-when needed= accessor's functions can have differing passwords, better allowing sys to permit user's behavior, which may alter from accessor's normal role.

-D1: accessor's (changeable) "score" = k (keyboard entry) = c (computer) (access sw) / "Correlator" (compares scores of accessor w= file "sought") = material (file).

-D2: accessor = [password w= score / cart] = access controller = c (compares scores ("coordinates")) = elements (to be) accessed.

-can have one or multiple password(s) "designated" for applicable functions.

-can only utilize passwords a maximum or minimum number of times = tds (time date stamper) / Score (of (type) usage).

-Irregular usage? Sudden excessive usage= might drop the score.

.-files can be "tagged" / "designated" by: 1] actual files; 2] directories; 3] subject groupings.

+-(Access') scoring system also scores itself for: ability to keep out hackers; user friendliness; how good it's uip-tailoring; user happiness. Also uses "questionnaires" answered by accessors in determining final scores; these ask accessors their: intuitive suspicion; user friendliness; how to alter scoring; W5 of scoring needs adjustment. System "merges" / "analyzes" answers (w/ (human) access controller).

-System sorts through different factors to= "designate" which are better / worse / applicable for lowering or raising score.

Drawing: ["Access" = "BA" = "Score"] =

"ANALYZER" = Compares scores of password over time.

"CHANGE ACCESS PROCESS" =

.-One of the causes are when sys questions legitimacy of accessor= serving as excuse for user to go through (security

checks and) process of getting new password (=via automation).

-"Morning alarm": new interesting ways of waking each day, versus repetitive actions.

"GAME" = *Scores accessor's performance. "Morning alarm":

"HIDE ACCESS PROCESS" = *1] Fact that "scoring" system is in operation. 2] "Questionnaire".

"HINT" = Hints to accessor that their behavior might need alteration to get / maintain access.

"Prompts" suggests: alternative files, W5 for behavioral functions. "Morning alarm": when user stalls

"MOOD" = Accessor's level of: (happy) "entertainment". Their "mood" is used as score. Mood determined via: key word searches of what accessor inputted / *"experienced". "Morning alarm": uplifts user's mood.

"MOTION" = Level of motion's deviance from the best path / %"route"= is scored.

-Deviance types / levels. Too: big or small; fast or slow;irregularity (of: speed, shape).

-"Morning alarm": requires user's physical action, eg: run treadmill, physically get out of bed.

"NOTIFIER" = The degree of urgency= as measured by score= results in different type of signal generated from notifier.

-"Morning alarm": user is jolted more greatly when: they're exceeding the time limits to act; that day is "designated" as more important.

"ORDER & TIMING" =

-Timing: scores are given to different time parameters / durations.

-Order: The ordering of events comprises a string of blocks.

Placement of blocks can be measured by the block(s) preceding and following / the *number in place as measured from the front or back.

-"Morning alarm": creates the "designated" "mood", eg: jarring "mood" created by OSC (outgoing sound communicator) to awaken user from sleepiness= followed by more civil requirements if user has actually arisen, so they're also mentally more awake.

"PROMPT" = User's score / their uip-db much determines type of prompt they'll get.

"PS-ZONE" =

-bulls' eye: Like concentric circles, the closer to the bulls eye representing the best location, the higher the score.

-beehive: different sporadic spots might be the best locations.

.--in which case the central cells have highest ratings, the neighbor cells may have 50% of the best cell's rating, the next tier out having 25%, and next out zero, and next out, minus 10%, and so forth. Different central cells can have differing scores.

-outer ring donut: higher scores for "designated" distance from centrally measured point.

-altitude: measured in mm or km

-angle: eg: 45 degrees from centrally measured point. This can be combined with "designated" distance.

-depth: must be below or covered by something (of designated substance / thickness; or be covered and of certain distance from the covering). Eg: "seeking" buried material.

-multiple zones: two or more "designated" zones must be active / activated / occupied: simultaneously / in designated "order & timing" (path accessor physically walks).

--each "k" (key) can represent a zone. The "order & timing" of their being activated= creates a pattern. "Key" is a very broad area of applications. See: "compose", "route", "track".

"QUESTION" = "MQ". "Morning alarm": creates "mood" / "entertainment" to awak OF = ACCESSOR'S ACTIONS: What Influence Improvement:

Accessor is working with material versus stealing:

-Hackers want to take material, and are often less interested in doing other things beyond sabotage: Is action simple stealing? If accessor is "editing" material, they're more likely to be legitimate.

-Is material being shared w/ other password holders, if so W5? Sharing can be form of "interaction" / "editing".

-Accessor is bringing in (legitimate (pertinent, virus free, non-sabotage type material) and "merging" information w/ system's db.

-accessor erases or junks all / part of files accessed. To reduce detection, they might simply download material= then "cut & paste" what is wanted on their system?

-accessor re-accesses same portion of file again (if they didn't save or transfer it earlier).

. Psycho-Sociologically normal: Form of user "interacting" w= other accessors (is (sociologically) normal):

-One employee (leader) accesses= then followed later by others (subordinates).

-(Most of the) mistakes accessor makes are of a less intelligent nature that smart hackers wouldn't make, eg: guessing at publicly known software functions until they get it right.

--BA can't "correlate" any abnormal patterns of accessor= with its (uip) db ('database) of abnormal behavior. Eg: unsteadiness in using mouse / joystick ("tilt").

-accessor "interacts" with (answers)= behavioral "questionnaires" / "educational" (tests). Especially when accessor's score drops. Subject material also "seeks" from accessor= information about their identity= which ties with= access controller's uip-db of legitimate accessor.

-miscellaneous: (frivolous) material sought by accessor= isn't of type sought by the more mentally ill.

-"Morning alarm": form of user's actions w/ computer system, or other co-workers is normal= otherwise implies not functioning at "designated" levels. System might be more tolerant during other parts of day if "morning alarm" is the main desired function.

. Legitimate accessors (helping) catch hackers:

Different people are learning from each other, possibly implying the parties really know each other; its also hoped that legitimate parties in the "interaction" have other (intuitive) ways of sensing hackers= that "access" might otherwise not have. Eg: One password human user= "educates" another accessor= while they're on the system, as evidenced by "track".

-system "prompts" accessors to "interact"= in manner the legitimate accessors / access= can catch hackers. Legitimate hackers might be "educated" in catching hackers (w/o risking (too much of) how "access" functions.

-If legitimate accessor is suspicious of another accessor: Confidentially anyone can "tag" potential hackers= resulting in: their lower "score" / system "tracking" such entity more cautiously / access controller confronting accessor directly / cutting off access (if access has other reasons to believe the human suspicion could be correct).

-"Morning alarm": co-workers "score" other user's functioning. Eg: tardiness, speed of action.

. Miscellaneous good behavioral characteristics:

Accessor's frivolous activity: Accessor is "drawing", or playing computer "games" (when they should be working), or accessing portions of internet outside access' domain. Its important system finds accessors being frivolous since hackers are on a serious mission or afraid to get caught wasting time doing such. Other activity by accessor would in most likelihood not be what a hacker would (risk) "seeking" or doing:

-Accessing of information that is (readily) public knowledge.

-"location" of accessor is from good "zone", eg: good postal code or prefix of tel number, or where there is less crime, or fewer college students (more apt to be hackers?)

-good interpretations (via "analyzer") of behaviors= receive a positive "tag" / "score".

What Elements Influence Worsening of Scores

Worse score is anything that is opposite or *different from desirable behavior.

-Asking the system to do or give something that is not possible (w/ or w/o the best password)= can be indicative. Hackers might be less able to gain "access" to "educational" material on how to use system= since: such instructions require (additional) access procedures; access to such might be suspect.

-(communications / access) software used by accessor is different from: what is standard / know / assigned (to employees).

-difficulty in pinning down who accessor might really be: eg: their caller ID doesn't match up; their behavior doesn't match password.

-accessor is running a (large) "bill" payable by owner of accessed system.

-accessor uses protection to help hide accessor's true identity, eg: accesses via strange tel numbers, or from outside office.

-takes psychiatric related drugs

-when material is transferred to or accessor "interacts" w password which: is w/ (with) lower score; outside company; or to unknown location; or sys doesn't know what happened to material.

-when accessor seeks to "interact" w= other accessors= who don't choose to respond / *"interact" in full manner (as requested by initiator).

-accessor doesn't care about negative effects of their actions: they mess up files (they've accessed).

-Hours: if accessor rarely comes to work before 9 am but as can be usual stays occasionally until 10 pm= score is tighter on access at 8:30 am then at 10 pm.

-material accessed was questionably for accessor= then sys= can't "track"= material any longer.

-"Track": material movement is "tracked" via: identifying "tags" "hidden" in material; keyword searches (for "designated" aspects of material (less likely to be subsequently "edited" by accessor)). E-Mail (between password holders).

-Loss of traceability drops accessor's score.

+ Accessors might be instructed / required to keep data w/in system. Trying to bypass this rule is very bad (without permission from access controller).

Miscellaneous Good & Bad Behaviors:

. Accessor's behavior outside the system= which "access" is protecting / carefully monitoring:

-Does accessor give indications they are hacking another company's system (as well)= as determined via "track".

-Other DB: Criminal records; accessor's school or university records.

. Accessor's importation from outside domain protected by (main) access:

-files or software from outside domain protected by access.

-connecting to other systems or ("interactive") products.

. "Multimedia": Sys seeks unusual behavioral elements of user in following parameters: How accessor (re) programs sw; types of mm options u selects, eg: color and "osc" option selections.

. "Entertainment": Accessor must make access (gate point) happy to "designated" level.

-Methods: "Game": letting opponent win; stating correct words; "drawing" "entertaining" "images"; "interacting" w/ (with) "interactive images" in "designated" manner. Interaction can occur at entertainment's `Electronic Meeting Place'.

. "Interactive": Sys "analyzes" for unusual "interactive" behavior from "user".

. "K" / "R" = User "interacts" via = "Access' BA"

. "Locator" / "PS-Zone" / "Portable" / "PD": User's unusual or un-programmed locations are used in "scoring" if "accessor" is permitted continued usage of system.

--See KN (invention) (pre-1996?), especially PS-Zone.

. What accessor "interacts" with or has outside of the main system:

-What's on accessor's computer: System "analyzes" (all) the files of accessor's computer, whether accessor does or doesn't choose to permit them to be accessed by access controller. These other files helps develop uip-db of accessor.

-What accessor does on world wide web: web sights accessed / *created; type E-mail sent and received.

-is accessor receiving tel / fax / other telephony (at work) (of nature not related to sensitive material)? "Tracks" incoming/outgoing calls based on: CID of other parties; key word analysis studies word content.

. Grammar or spelling checked: System compares the accessor's language proficiency (tested earlier) with= their actual ability on system. Eg: checks if accessor is or isn't a native speaker of the language used, hackers might more likely be native speakers using a non-native speaker's password.

. Familiarity of system= to accessor: The more familiar the better. Eg: Accessor's behavioral speed in gaining access. Hackers are more likely to be unfamiliar with non –publicly available facets of the access process or related software.

-"Morning alarm": lack of familiarity is sign of not being fully functional.

. Exists: "Tracking" of airline passengers based on their behavior profiles, eg their: country of birth, travel history. Consider comments about how terrorists can outsmart the system.

1G22 Reward Generator: Reward Generated By Usage Level.

END ACCESS BEHAVIOR SCORE SUB-PART

File: Access \ Ac-BA-Tailor

FILE ACCESS-BA = ADAPTION (CUSTOMIZATION):

* Intro: Below is copied and improved from UIP section of the file IMI&8 before the document was upgraded. 'Tailor is also called User Information Programming, 'Adapt, or 'Customize.

For Techies: Drawing: data input = analyzer = memory (M, cart, recognizes multi-user) = analyzer = data output = function.

.-5A-810-042003 Advisor: compiles and analyzes user's information.

-For Techies: fd-hdd; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); educ%; M%; score (score information can be processed for the UIP database; and UIP can help generate desired scores); cart('software cartridge) (for additional data for the database; and or software's for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database to people with the right password).

-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints". Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.

-UIP formerly titled "PI".

-For Techies Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities and or difficulties on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; user takes one or more test(s), the type and quantity are determined by the desired application of product; another person or device (M) gives information about user; etc. Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs. The manner in which invention tailors itself to user's needs can alter according to: small or big changes in uip database, pp.

-FOR TECHIES Part #2: D (UIP) =

"Billing"; User can take their cart (their personalized uip for all identical or related products) from machine to machine, eg: % existing card used to both activate and select desired preferences in car stereo systems; different cart ('cartidge for software) effects user's uip differently with the correlated changes in functions; type "character" changes according to uip (if a display ("S") is used); date; uip data can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp; multi-user; uip's database guides system's functions (determines the type, manner, timing, whether or not to notify, mq, osc, synth; pp; uip database influences printer's print out parameters, score, speech, vc, manner in which it functions as a semi-toy, it prompts - accepts - processes uq; tds; uk. Data is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP can be programmed/understood with the help of: psychologists, sociologists, marketing experts; U's city (tel area code/zip code) / caller id / location based on pd effect how system interfaces w/ (with) U.

-Drawing: data input/output=tr/arc=c

-o-C85 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK. Drawing: C85="tel" %-o-C112 Computer predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-utilizes fuzzy logic

-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, K a y s ' N. Eg: Xerox's Park Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D-021 Sys reacts to external products according to w5 they are:

Eg: Incoming-Call Identifier - Screener / External Element Identifier.

Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimuli from central "C" or "M") / visual analyzer / sound analyzer.

-If user walks over to device, the caller's tel number and or name... appears on screen ("S").

-Drawing: Central Product / Sys = c (computer) = sensor / analyzer / uip analyzer / caller ID sys part = tr/arc = External Product / Sys.

-For Techies: ACCESS *; BVA ; CID ; CAMERA (LENS) ; CART (type uip or senses or data sought); CLAP ; INFORMATION RETRIEVAL ; K (keyboard) ; M ; MIC ; MOUSE ; MP ; MULTI-USER ; NOTIFIER (when desired contact has been made with part or organism); pr (software program) ; PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R (remote control) ; ROUTER (routes external product by their type nature); S (screen) (shows status); *SCORE ; SOUND ANALYZER ; tds (time date stamper) *; TRANSFERRING INTER-SYSTEM TELEPHONY ; UIP *; UK (user at keyboard) ; VISUAL ANALYZER %; VOICE MAIL.

-A sensor that connects to u (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap version will sell for $100-$200.

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

-See "Brain".

% US Pat # pertaining to helping U (user) develop new N, eg: for "D" directory KN: 5153830 Method and apparatus for providing assistance with respect to the development, selection and evaluation of ideas and concepts.

-US Pat No's: search str in Bib 9.94: (adapt or adapts) and user*: 5324021%; 5208898 Adaptive knowledge inference method and system; 5313532% Recognition of patterns in images; 5212821% Machine-based

learning system; 5092354% Cosmetic kit: make-up; 4700295 Forecasts bank traffic and scheduling work; 5321626 battery performance / forecasting system; inventory control: 5237496 & 5287267 & 5128861; 5136502 "analyzing" health care liabilities; agricultural forecast 4837146; compatibility forecasting 4711632; 4197854 patient danger forecasting; game playing involving forecasting 3473802.

--search str: 1] (adjust or adjusts) and user* - barely skimmed; 2] forecast (did only Bib 6.94 disk).

UIP-Tailor and UIP-Suggest:

. UIP-Tailor = SW: For: (automatically) suggesting how sys can better tailor itself to u's needs / helps get product ideas / helping User brainstorm.

. Introduction to formulae generation systems:

Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w/ (with) uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important Features: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. General Examples:

1] develop an nr ('notifier) for desired application = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other applications for 7G050.

3] SW ('software) sys may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs. Gives ideas to U (user) = from which U (user) can choose = then sys reacts accordingly by offering such tailored functions.

-Example: u using information highway software often requires more than two minutes before u requires M (mainframe computer) to act = resulting in SW ('software) asking u if they still want to stay connected = frustrating u by requiring them to respond to such petty questions. It may also be problematic for u to locate where in the software they should go to stop such prompts, but if sys were to offer such a suggestion as, would you like the default mode to give you 10 minutes before such prompt (after sys has determined ("status") 80 percent of the past 50 interactions between u and mfh (mainframe hookup) were at least 10 minutes w/o (without) activity).

--Result: sys tailors itself to u, by first giving u a choice in matter - maybe u wouldn't want the change to occur w/o (without) their acknowledgement. Manufacturer determines to what degree uip-tailor will suggest or bypass former and simply alter itself to u's need.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or Features, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N). 7G050 related.

6] Patent search strategy for idea suggestion generation sys: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

-KN: medical prognosis sys that studies all the characteristics of illness in determining type of illness = 2E suggests possible medications.

-Suggesting possible combinations for drug to solve designated illness / problem: file for each aspect in situation (uip-db) matched w/ (with) = files of existing / potential future drugs or chemicals.

8] Brainstorming: Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

9] Nutritional recipe generators based on needs.

Indicator Examples: 7G050

1] Indicator type Suggester: Researcher anticipates they will be coming into contact w/ (with) 7G050 related: diverse (hazardous) chemicals / harsh environments -> Those chemicals / environments are keyed into computer -> c (computer) "analyzes" for type indicators that may nr ('notify) more than one of these (unrelated) chemicals / environments [sw tries to find indicators that can be compatible in seeking diverse chemicals / environments] -> suggestions are made to u -> u may next need to do additional research via: this same SW ('software) / other references sources / do experiments testing out the sw's hypotheses / stated facts.

2] Body protection device Suggester: Researcher keys in that they will be working with three differing chemicals (of differing acidity) -> SW ('software) suggests which 7G050 type gloves to use for all / each situation / occurrence / type activity (eg: working with sharp objects in such liquids requires thicker gloves) -> Designated gloves can be identified by glove's manufacturer / model number / generic type. Sys may also suggest other protective gear used in hazardous situations, eg: aprons, body suits, masks, goggles, gas masks, shoes, (replaceable) filters for HVAC [Heating, Ventilation, Air Conditioning sys].

-sw used on case by case, day by day basis, or planning future long term projects, or + designing new research laboratories, eg: type surfaces (paints, flooring, counter top materials, air filters....).

3] UIP: Characteristics of u (user) are "analyzed" -> sys makes suggestion: User will be having likely designated occurrences (outlined in 7G050) = SW ('software) suggests: types of protection (protective gear); methods of (cautious) research (protocols) already determined to be safe via reference manuals on the subject or SW ('software) (db).

"PR": SW ('software) (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. FOR TECHIES Drawing: User = This N (invention) Sys (sw suggesting formulae) ~ c (computer) = ACCESS ; ANALYZER ; BILL ; cart('software cartridge) ; EDIT ; EDUC ; MULTI-USER ; pr (software program) ; Q (asks questions) ; ROUTER ; +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS ; tds (time date stamper) (scores time delay in getting nr ('notifier) effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); User (researcher, student = "educ"); UIP .

D (Drawing) Overview - How Features might fit:

For Techies: Drawing: User / Other (KN) Sys = This N (invention) Sys (software used in developing / analyzing / evaluating formulae for food, chemistry, etc.) ~ c (computer) =

. PS (positioning system) - R (remote control) - Tilt:

Zones - Monitoring:

Zones - Utilization:

Access: u (user) needs to usually continue to develop formulae that match those u (user) developed w/ (with) sys before. Villains w/o (without) most proper knowledge can be noticed (nr). Access allows for normal percentages of cases w/ (with) negative results (caused by human error).

-4E020 Registrar:

-4E030 Image Input Access Sys:

+ Indicators: 7G: hazards, novelties, el (electronic) monitoring of events: formulae for developing needed indicators developed.

Technical:

How files in db ('database) = match / compare up w/ (with) / relate / score w/ (with) = data provided to begin search by: u (user) / another sys. Steps in Examples:

Salt Avoidance Recipe Generator Steps:

Suggestions on replacing salt in bean soup:

1] User may normally prefer the saltiness taste to equate at 0.5% of soup volume to be real salt.

2] This preferred percentage is determined via: what u (user) K (keyboard) / nr ('notifier) placed in soup.

3] User K (keyboard) 2 liters of soup will be made, and lists volumes of ingredients making up 2 liters *(both before combining, then after coming (and evaporation) - though latter can somewhat be calculated by sys). Example: 1 liter water, .4 liter kidney beans, .3 liter potato.

4] User lets system to recommend other ingredients (if no real salt were actually to be used).

5] System's db ('database) "analyzes"/shows (s/printer) other non salt ingredients shown to statistically satisfy a large percentage of population (in u's zone) who are on salt restrictive diets. "Score" for each of those ingredients on salt replacement value. 6] Those ingredients that came up in previous step are next "scored" for their compatibility w/ existing ingredients u already (fairly) decided to keep in soup. Each food ingredient in db ('database) has many sub-files, each sub-file being the type application / situation / type food such ingredient may be used in = and the corresponding "score". Example: carrots get high score for soups in general, yet a higher score in sub-sub-file: western vegetable or meat soups, but lower score in sub-sub-file in Japanese miso bean type soup.

7] The differing "scores" are= "coordinated" / "analyzed" -> suggested ingredients are grouped into differing sets / files of ingredients. Compatibility of ingredients with each other in designated sets (including ingredients required by u) based on db ('database) of past statistical taste studies for how such combinations (may) satisfied people.

8] S (screen) / Printer shows = Suggested recipes = to U. The order in which they are shown might be those w/ (with) higher "scores" for the set, or by other means, eg: cost, "score" for how all the ingredients are commonly available in u's zone's supermarkets, uip - db ('database) for what u (user) liked in the past, etc.

. Indicator Development Idea Generator Steps: SW ('software) will suggest what u (user) can use / do / replace / alter in their (research) plan / strategy / process.

1] All type materials in situation are entered into= computer, eg: type hazardous materials (acid, pH level, 7G050 chemicals listed). Eg: type + gloves, type + containers holding chemicals, + acids and where they are, where acids might spill, environmental effects (temperature, time span (in which acids will be in contact), other circumstances.

2] The files for characteristics for each of these elements is either known by sys (uip-db). If the db ('database) exists it was compiled by: "analysis" of research material, surveys of chemists %, developed by u (user) (or their company) for future applications (by other researchers of the company).

-Each element has different files, according to the circumstance of its usage. "Analyzer" determines which sub-files are applicable via, eg: label of file, % key word search, "status"*, uip.

3] Files are matched. Examples: only 2% of glove/container types are suitable for working with acids = next SW ('software) determines three best gloves/containers for said acid, listing best first.

4] If u (user) is unable/unwilling to make changes in glove / container, sys can suggest differing acids, or time period during which work should be completed.

5] If all suggestions by u are good, sys can "score" what u planned to do / still give other better / good but worse options / precautions (whether using products or not, and if so, how they should be used) = S/Printer.

6] While research is taking place = "sensor" = "analyzer" = NR: when sys determines there is or could be (based on score) a situation needing special attention (danger, loss of money, inability for u to get desired results).

Large Diagram Begins Here: The following 'Diagram Insert #1' is for the large diagram below it, titled:`D-#1'. The For Techies: D below `D #1' is a subset of the latter. All Features converge in the central computer in `D #1'.

'Diagram Insert #1': For +D-#1

Type suggestions made by sys to achieve needs stated by u (user) (so suggested future N (invention) or sys functions as needed in future situation / environment and able to handle designated occurrences as envisioned by sys / u.

Suggestions are made by sys: for one or more of following: nr ('notifier) type - 7G050. Protective gear type suggested: against (chemical 7G050) hazards. PVC Resin / metal constitution. Formulae: pharmaceutical, food recipes, pvc resins.Other Formulae. Likely scenarios:

--how to prepare for: fire and other natural disaster drills / preparedness.

--accidents: (chemical) accidents; vehicle; building (collapse);

-Desired effects: any (el) %KN, any (el) %N, as prescribed by UIP-Tailor

*

-1J010 Body Movement NR: how sys can adapt to different: sized people / applications.

-2E010 20 30 40 50 Recipe Softwares:

-3E020 GPS Record Keeper: what records might want to be kept, which zones are important, drawing boundaries between zones (based on uip of situation).

-3E060 Interactive Morning Alarm: what Q (asks questions) sys should ask = matched w/ (with) uip of u (user) / what u has to do later that day [sys puts u into mood for predicted occurrences/work]

-3E061 Body Motion Instructor:

-3E150 "PS-Zone": which zones are important, drawing boundaries between zones (based on uip of situation).

-3E151 GPS Circumstance correlator and Controller: which zones are important, drawing boundaries between zones (based on uip of situation).

-3E180 GPS Locator: suggests where to begin looking or what needs to be found and how.

-3E190 GPS Billing Systems: which zones are important, drawing boundaries between zones (based on uip of situation).

-3E040 & 41 Tel Noise Canceler: what environmental sounds might be semi-canceled (at the risk of impairing listener on other end from part of speaker's natural voice).

-3E210 Indoor GPS Extender: where / how extender could be used / placed.

-4E010 Alternator: which activities offer greater battery power build up

-4E030 Image Input Access Sys: what images sys may use to trigger designated functions (access).

-5E020 Magic Wand:

-3G010 Tel Ring Delayer:

-4G190 Insulated Scoring Ball: how to play / develop new "games".

-4G200 Fruit Encapsulator: how to adjust itself to cut in ideal manner. Other methods for peeling, cutting, processing, cooking, canning the foods.

-5G061 Dyslexia SW: how u (user) may wean himself off the software; how sw ('software) may help u (user) - eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer.

-5G070 Speed Reading SW: how u may wean himself off the software; how sw ('software) may help u -eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer.

Drawing #1:

For Techies: Drawing: User = (+ See: `Diagram Insert #1') ~ c (computer) =

ACCESS: Access restriction strategies suggested: db ('database) of past hacker / villain activity = matched w/ (with) = db ('database) of known / existing / available remedies or traps = suggested "access" control strategies = [security manager's suggestions = K (keyboard) = access - analyzer - sys]: sys analyzes any input from security mgr during the multiple steps via which sw ('software) w= mgr together brainstorm for strategies.

ANALYZER ; BILL ; CART ('software cartridge) ; EDIT ; EDUC ; MULTI-USER ; NR ('notifier) ; PR ; PS-Zone ; Q (asks questions) ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; tds (time date stamper) ; T (tel) ; TILT ; TRACK ; UIP ; VISUAL ANALYZER ; VR* ; WA (walk about) .

UIP-Tailor & UIP-Suggest: see suggestion sw ('software) (being) developed from 2E files.

+ Five senses are altered to match user's tastes: Senses: images (see "edit"); sounds (see sa); "vibration"; odor releasers (see smell "analyzer" details mixed throughout files; *taste (see A dir KN)

+ "Game" application: UIP Game Effect "Editor": User is requested to experience different effects like sounds and type images. The U's response is "scored" and intern the game's effects are tailored to get a more desirable response from the players. Each game's aspects have multiple "editable" choices, and sys utilizes those best matching player's preferences.

-images: see "edit" = images; colors; textures of skin or objects; size

-sounds: sys "synthesizes" sounds (in its memory); sa scores sounds.

-"scoring": to match u's tastes: human body "sensors" are placed on player (skin) to gauge reaction levels; u (user) personally K (keyboard) in their (multiple choice) preference of effects.

-What's scored: user's "mood" reactions "scored" / "analyzed": pleasure; excitement; passion; fear; relaxation (between episodes, type of break for player, so they don't over exert and tire= in tern playing game longer).

-How sys utilizes player's preferences: User asked which of 12 effects elicits greatest: passion. Then when passionate encounters occur in game, that "edited"/"synth" version is utilized.

-User generated effects: players can program / create / record (mic) sound effects into the game itself.

-Related to A or B* dir KN (invention) where games are sold via vending machines and tailored to buyers.

. "Synthesized" music / sounds altered.

End of ACCESS-BA = UIP

File: Access \ Ac-BAIMI

COMMON FEATURES FOR ACCESS'S BEHAVIOR ANALYZER: FILE AC-BA-IMI

"ANALYZER"% = System "analyzes" the (criminal / access related) behavior characteristics of "accessor". Methods include "analysis" via: uip; "analyzer"; *"access"; frequencies of user's voice ("sa"), eg: voice lie detectors. Cheaper systems can simply seek high frequencies representing stress.

-sa: "mic" -> "analyzer" (system analyzes person's voice) -> system responds according to PR (software program) / *U's control.

-Drawing: Voice = "Sound Analyzer" ("mic" = sound to signal converter) / **M = c (computer) = function (application) / osc

. "Coordinates" between different behavioral characteristics (of accessor).

-Coordinator - Score: Score: sys coordinates/juggles different Features/files behaviors according to "accessor's" "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence

w= designated protocols/sw of sys.

"ARTIST" = (Method in which) images generated = BA.

See: Artist's image analysis systems. Manner in which images are generated / something is "edited" = is unique like finger prints= as determined via ba. The level and types of narrow scoring on "drawing" is unlimited.

-"Character" = "Image": 1] Designed to portray "designated" mood. 2] Accessor= selects a "character"= which is connected with= diverse characteristics: behaviors; levels of access; moods.

-"Morning alarm": create required "images" in "designated" "order & timing".

"BEHAVIOR ANALYZER" IN GENERAL =

+ SEE LARGE FILE TITLED C:\K\BA

-User's Behavior includes. Their: feel, style, commonality of actions over time, rhythm of movement, preferred movements, and thought patterns (as "analyzed" by their key words).

-"Morning alarm's" "Work motivator".

"CHANGE ACCESS PROCESS" =

(Behavioral) parameters for gaining access can be changed / "edited" (according to w5 / uip (how accessor behaved, eg: they were determined to be a hacker) / creating additional hurdles).

-These parameters change (gradually) as uip "analyzes" accessor's (work) functions are changing accordingly.

+ "Score": Access procedures= become more or less strict / are altered= according to accessor's= behavior.

-'Customizes by [giving greater/lesser tolerance for deviation from expected behavior / 'access requirements of user].

"EDIT" = BA=UIP-Tailor determines what ("entertainment") u (user) (subject) should experience. The type experience "designated"= is designed to fit (uip-tailor) accessor= via use of "edit".

-H: "edited" "images"= entices hacker= into "trap". Material most compelling to hacker is more likely to pull them in.

-form accessor= selects material to be "edited"= studied by ba.

% data "edited" for "morning" application.

"GAME" = Games: How user plays computer games: where in game player takes their character, like to the secret cave or by touching

highest apple on third tree. See "Game"="Access".
--How a user plays a game determines access: 1] sys studies u's moves via = uip, eg: u (user) prefers using rook in chess game, and u might accentuate their playing styles accordingly (if access denied). 2] access provided if/when u wins/loses game (in / within designated number of moves. 3] U's (designated) piece arrives at designated square / point / stage in "game".
-"morning alarm": play game correctly or to win and deactivate alarm.

+ "GROUP BEHAVIOR" = How accessors behave within the context of their organization. The greater the positive level of their "interaction" with fellow members (seen by their password / "track")= the better the accessors' scores. System judges for normal behavioral modes (based on organization's / department's / employee's history or "program"). Large systems are representatives of major sociological "interactive" systems: access-ba must seek out the dangerous deviants (much like how people intuitively judge other's honesty in real life outside a computer system).

Examples:
-each password is labeled w: seniority; their relationship with other employees and degree and type of importance / closeness to each other; newness to company (hackers more likely to be new infiltrators). Every accessor is tied to: password, their history, and normal behavioral profiles. See access=score.

What accessor does w/ what was accessed:
To whom do they transfer the files? Does accessor have traits that can be harmful or the opposite? The traits of accessor include both group and non-group oriented behaviors.

"Morning alarm's" "Work motivator": requires "designated" group behavior.

"HIDE ACCESS PROCESS" = + Hacker that knows about "access-ba" and avoids its "traps". What hacker may attempt doing= and how access can try to deal with them anyway:
-steering free of files that it knows definitely will set off "nr". Hacker may want such files but stays with safer files.
-blends in activity that makes hacker appear more normal, eg:

accesses files "designated" for the password they're using.
-see "Trap's" mirror section.
-this is a difficult area, and one which requires closer
analysis, and or may be "routed" to the human version of access
controller for closer inspection.
"HINT" =
-UIP-Tailor: what passwords are / when (w5) they should be
entered.
-Helping accessors w/ (with) scores only a little out of line: "Prompts"
u to alter their behavior= if ba= finds accessor's score is
improper.
-"Morning Alarm": what actions user requires.
"MANEUVER" = How accessor: "motions"; "merges"; + "routes" himself through
system or main access process; functions as scored by= "order and
timing"; "repeat".
-each facet of maneuvering= has a different "score"= later merged
with accessor's= other scores.
-movement patterns needed for: "r", "draws"%
"MERGE" = Scores that are mergeable:
-those tabulated over time (w preferential weight given to the
latter).
-one or more scores= generated via any method= are merged.
-other accessors in "group behavior"= to which accessor is
"tagged". If other accessor's behaviors are changing= each
accessor's scoring system can change accordingly, eg: via the
averaging of this and or other group's scores.
Miscellaneous:
-material accessor "merges"= W5 -> score
-examples of what's mergeable. Accessor's: "artist", "group
behavior", "mood", "motion", ps-zone, "scientific signals",
"sensor", "track", "visual analyzer", "uip-db", W5 of accessor's
other behaviors.
-Manner in which files are merged= based on= ba.
"MOOD" =
Sys matches its characteristics with that of what it determines
user's behavior is like.
. "Hint": the mood created gives cues / "prompts" for u (user) to

answer "questions" (needed to help determine accessor's authenticity).

.-This is an example of a subset of "Mood". And this "mood" is a subset of "Access"" = "BA", which is a subset of "Access".

-Manner of hints are "editable" (according to "order* & timing" as guide / accessor's behavior).

. OSC (outgoing sound communicator) = ("Prompt"): System's OSC (outgoing sound communicator) matches / mimics the user's voice so as to solicit the desired response (emotion/feel rapport/make them want to act in certain manner (purchasing / work productivity, behavioral modification). Psychologists established which type of voice / sound frequencies are most apt to achieve the desired effect according to: circumstances (UIP / U's state of mind (at a particular time)). *TDS: osc's sound modulation might be effected by the time of the day (U may need more energizing in early A.M.).

.-In similar manner, sys generates a "mood"= matching user's behavioral profile.

.H "Trap": hacker is made to believe they are a legitimate accessor via many methods including "mood", "hint".

. "Designating" what is best "mood": develop uip=db of accessor's behavior.

. Creating the desired "mood": "Edit" (effects the visual appearance / wording utilized); See "osc" above.

-% odor release = smell analyzer; vibration emitted = vibration analyzer.

. Drawing: Accessor's (behavior) = c (computer) (designated mood generated for accessor according to: u's behavior / below Features) ~ Access = W5 // CHANGE ACCESS PROCESS // HIDE ACCESS PROCESS // HINT // NOTIFIER // ORDER & TIMING (how "edited" material is shown to accessor) // PROMPT // SCORE .

"MORNING ALARM" = Manner in which user does access process= deactivates the morning alarm. + See: "Morning". Has much information.

.-"Morning alarm" introduction: This is only one of the many applications for "access". "Morning alarms" are systems created to uniquely waken up the users, and then to require them to act in some manner to bring them to full wakefulness. If necessary,

"Morning alarm" can be ignored only to better understand the general natures of "access".

"MOTION" = Human movement about premises:

. Parking lot outside working hours:

-"visual analyzer" / [motion]'sensor = "tracks" license plate numbers.

-hackers might park elsewhere and walk to premises. Hence sys is more suspicious when someone enters building= w/o (without) triggering entrance "sensor"= signifying accessor= drove onto parking lot= thru "sensor" gateway. The number of cars in lot should match number of people / users in building / on system.

-see KN: sys "tracking" employees whereabouts (in a building)

. Motion / Vibration: Access' "Motion": type motion= matches needed behavioral profile. Form of User causing "vibration".

-"Motion Sounder": "sensor" "seeks" unusual (body) movement.

"ORDER & TIMING" = the "order and or timing" in which the user utilized different software programs is 'tracked.

"PS-ZONE" = Score judges= point of access= by u.

"QUESTION" = "MQ". UIP generated questions:

-System "prompts" "accessor" to "react" to questions or occurrences.

-Occurrences - General: Without knowledge= accessor might not recognize / know the presence of "occurrence", and or= what the needed "reaction"= by accessor is.

-Type occurrences = Any sw ('software) change / potential "prompt" that accessor should keep their eye out for.

--Eg: any "interactive image" creatable by "artist" / "artist's" "edit"; any occurrence= that can be "sought" by= "seek & react"; any text or "image" that directs / "hints" accessor to: another "location" in "c" (sw, file) / physical "location".

-"Questions" posed to "accessor":

User is required to answer questions about their history, or what and why they accessed system previously.

. Sys generates questions which require correct (near correct) responses to gain / maintain access. Randomly selected authentication challenges.

-DB uses file of questions= chosen at random= then "seeks"= correct "reaction" (answer).

--Exists: access system that shows what accessor previously did.
.-Drawing: Questions come from sys studying u (user) = creating / delineating information in question / true-false statements = which u must respond to.
. "Morning alarm's" "Work motivator": requires "order & timing" of computer work by user.
. Answers are 'customized.
"REPEAT" = One of the many manners of judging if accessor is who they claim to be. Files accessor accesses and or the * order in which they're accessed is normally repeated.
"SCIENTIFIC SIGNALS" = Body signals of accessor studied= and matched w/ (with) accessor's earlier signals.
"SENSOR" = Body Movement: way u (user) moves its body / objects on "s" or in hand = access "analyzes" its uip-db to see if there is a match. Other movements: drawing, walking around.
"SMELL ANALYZER" =
"SOUND ANALYZER" = Voice command systems judge people's stress levels= lowering score for: higher stressed / lieing behavior, since this can signify presence of hacker.
-system takes into account: differences in stress levels for male and female voices (password shows sex); deadlines accessors must meet; accessor's general level of stress is compared w= stress level at time of access.
"TEL" =
"TRACK" =
1] U's behavior monitored to see if their behavior matches system's profile of their behavior: uip-db.
2] Identifying villains: Similar to immunological Anti-body recognizer. Commonalities of villains "analyzed" -> uip-db of villain; next time someone tries to gain access w/ (with) designated degree of common characteristics (from previous episodes) sys hones in on them. 3A205 Tampered Alert. Villain usually is unawares they've been identified by sys.
3] Sys monitors U's activities. Hidden (computerized) codes: embedded in stolen data: easier to "track" where these codes go; eases court prosecution. 2E251 Intelligent Monitor
[Sys "tracks"="analyzes" u's behavior] = ba ('behavior analyzer) = Conclusions

(Score) utilized by "analyzer" / UIP-DB.

. Miscellaneous:

-information used to monitor and determine who user is and W5 they are doing.

. "Track": System identifies via a third party's list of potentially bad people. This list includes those who are suspected, indicted or convicted of: any crime, hacking, deception, etc. The main "access-ba" system can also funnel information about accessors to this 3rd party list. This system is quite certainly illegal as of this time.

"TRANSMITTER" = Magnetic Device

"VISUAL ANALYZER" = fingerprints; face; pictures.

"UIP" = Learning about Accessor: Info learned about User is fed into UIP. Existing UIP data may be: considered more or less important than the BVA's analysis (at that time of U's interfacing) according to PR. System may adjust to U's fluctuating moods. Also see: "Questions"; ba; sa; uip=db; "track".

-results from behavior "analyzed" are compared to a reference level (for applicable access=ba function / uip). Eg: US Pat 5461231

"UIP-DB" = "Score": "seeks" what elements needed= for compilation= then organizes data in usable form= for UIP-Tailor.

--Notes: Seeks: via "questionnaires", "ba", "track".

Organization of db's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor seeks which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information. Example: "Access' BA's Score" - db compiles data to show how accessor is rated= intern if accessor's changing rating stays good= uip-tailor / "access controller" permit access.

-if system determines this user's usage of a sophisticated electronic system matched their normal behavioral profile, by utilization of certain (confidential) files or functions and not others.

-see Access' BA's "Question".

. People User knows: u (user) reads or hears voices / information =

then u responds accordingly = and if correctly u (user) has access.

Examples:

-_User must recognize designated voices (such as their co-worker's or mother's) and only respond to their commands. After such voices, questions must be answered to the satisfaction as if they were being critiqued by said voice. Hackers may not know which is the correct voice, nor attach the voice with the needed answers. These voices may not have tags such as boss or wife.

--u hears three voices, and one is their wife's/co-worker's = u selects the familiar voice and access continues. Voice induces u to work harder or have better moral (tgh) / induces humor, eg: says `work harder', `get to it', `make lots of money honey...', `you lazy bum'.

--"order & timing" of such people's actions need to be made correctly.

-_accessor might not know what sys will ask him. Sys may have received input from others (knowing accessor) w/o (without) accessor's knowledge (about their input). Such information might not be made available to anyone except under designated circumstances such as time (w5). See "Hide".

"UIP-TAILOR" = Manner of use / access controls product: correct behavior not only permits access= but it can control products as well. This is a merging of the fields of access and R. Results in= uip-tailor adjusts to accessor's behavior.

"W5" = Access at right time: designated temperature, weather, certain news in mass media, when another "designated" u (user) also has "access".

End of Access - Behavior Analyzer Features

File: Access \ Ac-BAPAT

ACCESS BEHAVIOR ANALYZER RELATED PATENTS

This section is a copy of what was sent to files: Ac-ba, educ, score, ba. 9/1996

-Pat search strategy: (behavior* or psycholog*) and (software* or computer* or %program*)

D1:

BA / Access=BA / Educ (ba) / Score (ba) / Track / *Game =

US Patents:

-4571682 System and method for skill enhancement and behaviior modification = "education" / "ba"

-Miscellaneous *: 3944796 5533093 4569526="game"=4666160 5349539 5493185 5473537="scientific signals" 5111413 5485600 48182345434788=gps5524176 5260867 = c (computer) used by accessor

-4751642 "Interactive" sports simulations (vr) system with physiological "sensing" ("scientific signals") and psychological conditioning ("mood" / motivation / "educating")

-4796194 Real world modeling and control process = seeks deviant behaviior on factory floor

+ 5123045 Comprehensive "software" protection "system". Patent works with I/O behavior.

-5507649 = "images" are "designated" to= match accessor's behavior. Eg: children receive different images from adults.

5483112 / 5377258 = Method and apparatus for an automated and interactive behavioral "guidance" system: "interacts"= w/ (with) user via= T (tel) / mfh (mainframe hookup) / r; "educ"; uip-db; "questionnare"; sa (patent's voice stress analyzer); requires user's "reaction"; access' password = patent's PIN; "Trap": motivating hackers

-this patent number mentioned elsewhere in KN (invention) filing.

-

. D1: ["Access" = "BA"] ~ 5377258 =

-

"ACCESSOR" // "ANALYZER" // "ARTIST" // "BEHAVIORAL ANALYZER" // "CHANGE ACCESS PROCESS" // "EDIT" // "GROUP BEHAVIOR" (how employees "interact" w/ (with) each other / system) // "HIDE ACCESS PROCESS" // "HINT" // "KEYS" // "LIGHT SENSOR" // "MERGE" // "MOOD" (motivating accessors) // "MOTION" // "MANEOUVER" // "NOTIFIER" // "ORDER & TIMING" (patent's mention of time duration) // "PROMPT" // "PS-ZONE" // "QUESTIONARRE" // "REPEAT" // "SCIENTIFIC SIGNALS" // "SCORE" // "SEEK & REACT" // "SENSOR" // "SMELL ANALYZER" // "SOUND ANALYZER" // "TEL" // "TRACK" // "VISUAL ANALYZER" // "UIP" // "UIP=DB" // "W5".

5515270 Technique for correlating purchasing behavior of a consumer to advertisements:

. How functions described in abstract of patent are replaced with KN (invention) Features:

-buyer behavior can be replaced with: how accessor functions in other manners described

-advertisements and promotions consumer has been exposed to can be replaced with: "promts"; "hints"; "guidance"%; material accessor was exposed to or "interacted" with (on system);

-monitored replaced with: "track"; "analyzed"; "ba"

-montitored together replaced with: "merge"

-readable record: uip-db

-subsequent behavior replaced w: "track"; "order & timing"%

-consumer = "accessor"

-information combined to analyze*: uip-db; "analyze"

-cash register: "billing"

-consumer* inserts this record: "cart" / password / uip-db

-promotion type classified: ba ('behavior analyzer) of advertisement; organized by subject; uip-db

-only portion fo collected data needs to be analyzed: portions are "tagged"

Search Strategy: (score or scoring or scores or measur*) and (behavior* or psycholog* or personalit*)

Scoring of behaviors / Predicting behaviors (for uip-db) / "Track":
-4971561 Apparatus and method for learning about the relationships and ...
-5424945 System for evaluating a psychological effect of a document
* 4481593

File: Access \ Ac-BA *

File: ACCESS-BEAHAVIOR ANALYZER *

Repetitive information: Any (set of signals) "analyzed" by "BA" from which ba arrives at a conclusion can achieve "access". The conclusion from ba acts as a type of gate - one must do something or act in some manner to gain "access". This is a very broad area.
-Example: "BA" determines if u / viewer had good/undesirable behavior (w/in parameters of system's ba of u) -> level of access afforded matches accordingly. Eg: limits kids watching excessive TV (violence).

Patent search str (strategy). Abstract 1974-7/96: (password* or access*) not accesso* and (behavior* or personalit*).
-str: (behavior* or psych* or personalit*) and (software* or computer* or access or accesses or accessing or password or security or guard*)
-US Patents: 4854877 5343871 5465729 5470235-Child behavior improvement system 5250946 4741320 4013294="game" 5469506 4533244.
-Pat search strategy: (behavior* or psycholog*) and (access or accesses or accessing or password*) and (software* or program* or computer* or electr*)
Existing systems used to analyze a person's psychological profile can be utilized, requiring similarly correct responses.
Any "designated" signals generated by accessor's behavior = "access" / nr / track. Manner in which any passwords are triggered = needed passwords = can be generated or altered according to: UIP or BA.

OTHER: * Each accessor has differing hurdles to pass= and gain access. Needed passwords (are uip-tailored) to each accessor= better helping accessor remember password(s).
.-"Changing Passwords": Needed passwords may need to be altered ("edited") each time in different manner within the profiles of accessor's = ba.

Below is altered version of IMI24's "BA" Section. Adapted to Access = BA:
* Introduction: most of the original IMI20's BA was moved to Access' BA's Parts Section.

* Product's "access" functions +might be (slightly) altered according to U's determined (via: BVA/UIP) behavior.

*-The OSC's sound quality (might be) is so excellent / similar in vocal characteristics to u/listener it sounds like the real person speaking to U. The sounds also have such color, they: make the U's ears feel like they can visualize the speaker / function (whether there is or isn't an S).

--Sys "analyzes" type (sound, behavioral) files targeted person better matches = then communicates w them to create maximum psychological impact (sales, "mood") as determined via "analyzer" / K / pr. D: mic = bva / uip = c = osc.

. For techies: D: Organism being studied (human, *animal, other) = This N Sys (BA) ~ C = ACCESS (sys upon "access" monitors (2E251) organism); ANALYZER (); AP=Access (% scientific, % psychological, % medical, % business research projects); BRAIN (); C (); CAMERA (2E251 Intelligent Monitor="track"); CART (sw, db, differing cart for type organism or ap); EDUC (); GPS (); K (); M (db, brain); MIC (sound analyzer); *MO (); *MOUSE (); MQ (); MULTI-USER (differing "accessors" (u), organisms being studied); NR (w5 required parameters have/haven't* been met (via "score" = "analyzer")); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (motion); SOUND ANALYZER (); SOUND VISUAL ANALYZER* (); * SPEECH (); STATUS (); SYNTH ("analyzes" for sounds that better influence organisms (per pr/u/k)); TDS (); T* (); U (researcher / * organism being studied); UIP (uip of organism / *u (studies/tests objectivity of researchers)); UQ (); VISUAL ANALYZER (); VR* (); WA (use outdoors).

-Sub-Parts: BA-UIP; BA-BVA; BA-Tag: tags (then tracks) designated people according to certain profiles.

Other: * "Router": locates then= retrieves needed data= for this part. A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit". "Bill"

. Drawing #1: Improvement on US Patent: "Accessor" = [5377258 Method and apparatus for an automated and interactive behavioral guidance system: "trap"; "hint"; u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required] = = C =

= ACCESS () // ANALYZER () // EDIT = "Seek & React" = (sys edits out less needed input from: determination if accessor is legitimate) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR () // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to train u) // R () // SCORE (how well u's (user's) behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK () // UIP ().

. [UIP = DB collection] / "Question" to determine authenticity =

Example of source that "analyzes" behavior: "Who do you think you are?", a CD-Rom published by Harper Collins Interactive. Also read its book version and bibliography, and speak with the developers of this and related books (as found in Library of Congress or Bowker's "Books in Print" subject section) for type formats depended on each KN application.

+ "REMOTE": Manner of User's usage of "remote" control device is a pattern that falls within or out of "designated" behavioral patterns. The pattern of movement might be "educated" to user, and or "ba" may pick up on u's (fairly) unique movements, like analyzing a person's movement to generate their signature.

+ Correct utilization of "Remote" -> "Password". See "Remote" part's details.

. Examples:

-"Tilt" (joystick); "Dance". Laser switch, Clapper, Interactive Projected Display, Remote Control Mouse, etc.

-Each squeeze generates signals to control device. Eg: 4G010

-See 3C-290 Bouncy: How object is played with.

-Activate, deactivate any electronic device and or control its operations without touching the main unit (unit's buttons).

Interactive Lock: Correct dialogue activates lock. Applications: students pass test before being able to activate desired systems like tv's and stereos; different and changing information can be required from special people seeking access into premises. 3A-891-042005

Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface. Each different stroke creates a different signal. (PD) 3A-790-042004

-Camera "Sensor": Changes in what's seen can represent changes in behavior or other (needed / likely) occurrences.

% Light Sensor: Senses changes in light measured by: presence or lack of light, or more precisely the amount of light; frequency of light, eg: color; duration and or time in which light was generated.

Breath Sensor: Blow your breath into sensor in desire combinations. Works with smell sensor, not allowing eg: garlic or alcohol breaths; or can only be activated if system can differentiate between different people, eg: chewing certain type of gum or food. Judges also for pressure from mouth and or wind speed.

Laser Switch: Activate any function by only blocking the switch's laser light with your finger. 3A-751-042003 5A-460-042004 5A-710

The term –media- is for files or desired functions.

Below is altered version of IMI&10's "BA" Section. Adapted to Access = BA:

D2: "Analyzes" = W5 of Accessor's Actions =

1] 4A09 Behavior Analyzer: (future product) Judges region ['GPS] of speaker, and maybe social stature - all based on word choice, accent (sa), etc. Can seek all the possible questions to behavior and type psychology of speaker currently able to be done by human ear (as in over "T" conversation).

2] 5A1090 Sounds & Music & Verbalized Words and Creature Sounds "Analyzer": it observes changes in behavior according to such being emitted by "accessor" and or caused by what accessor is doing (to (any) system). "Sa".

3] 5A1100 Smell Analyzer: observes changes in behavior upon emissions of any smell (smoke, flowers, sex smells, etc) or matter being studied.

4] 5A1110 Sight Analyzer: what does "accessor" see and how they respond to visions from displays, pictures. "Images" created via= "edit".

5] Manner of changes in accessor's keyboard behavior = access:

A1-320 Activity Identification Software: senses fingers on keyboard and blips if you aren't writing. It senses when you are lacking in creativity, clarity, confidence by manner of key stroke rhythms. Mix with Therapy Machine, Taro Machine.

-"Tilt": controls sys' functions. If "tilt" not used (correctly) it nr too.

6] A3-13 EMOTION WATCHER: tells you how unrelaxed you are by how: product (ball, top, doll, coin, etc) spins in container, on CRT. Can output words, suggestions, slogans. Checks p by: u touching a pad measuring your temp; sensing stress in voice (product exists) whenever speaking (and hence operates whenever machine's on).

7] A2-170 HANDWRITING ANALYZER: sw studies what p writes onto special display ("S") or paper (then read via optical reader).

8%] This aspect repeats other information:

A2-610 BEHAVIOR SCALER: like "mainframe" detecting if person is lying by stress... in voice, detect how:

a] sexual another person feels. Even try it on yourself to see it works. Know if you should pursue another for a hot date.

b] reliable and or constant and or organized and or committed and or ability to follow o lead

9] R132-1 Behavior - Medical Symptom Analyzer: System correlates patient's behavioral with their medical symptoms. Patient's graph for changing emotional state is matched with body symptom graphs, giving researchers additional needed analysis. Invention is the software's merging of data.

10] R132-1-5 Biofeedback - Body function analyzer: User can look at their medical analyzers and see how they are/were performing (psychologically) intern user gets to know themselves better, intern user is better able to (intuitively) psych themselves up in the desirable manner. Use with sporting equipment. Portable version with wireless transmission. Also can develop database of user's physical profile.

Notes for D2 Diagram's above parts: This focuses primarily on the type of behavior access-ba= analyzes= accessor as exhibiting (in response to any stimuli= created by sys). The person or other entity mentioned is the "accessor". The desired functions of accessor are what is controlled by access. These parts were copied and altered from IMI&9 in 9.96. See full description of these parts in IMI&'s BA.

Access = Fingerprint: A1-290 Finger Print Reader: Analyzes a person's behavior by their finger print. Also matches couples with compatible finger prints. Related to existing "C" systems based on horoscope, blood type.

-finger Match(ing): dating service matching behavioral types associated with genetic finger printing. Genetic Finger Match(ing)

If security lacks the funds, they can pretend to have such a hacker behavior analyzer by giving out false cues to [all] users, eg: occasionally asking 'designated questions, according to user's behavior; although such information is not [always] [fully] analyzed.

END AC-BA*

File: Access \ Ac-Features

ACCESS FEATURES - File: Ac-Features

Examples for Access features organized by category.

"ACCESS CONTROLLER" = "Access"' Gate Controller is notified about the good or unusual status of any accessor's functions. The form of notification is via "notifier", eg: an alert signal. Any one of multiple people or systems can be notified via one of multiple modes. What decides the type access permitted. This can be a (fairly) automatic algorithm and or human officer who (helps) "designate" the level of access permitted. The "Access Controller" function sat or with the gateway point (where access is or can be given or denied).

.-Access controller can be: (senior) employee; security guard(works on computer and * physical entrance way to building or system); police; government intelligence system or employee; anti-hacker entity; one who controls "tracking" system (against hackers).

-Automatic mode drawing (diagram): locks all / part of the files / system to "designated" (multi) user; triggers "nr" -> (human) access controller.

-Drawing: Accessor -> Access' gate (Access' controller = k / (ba)analyzer/"score") = Electronic system that can be accessed.

. System checks how good it is itself: Access=BA: analyzes=access controller because: it may be fraudulent / dysfunctional/ a poor screener of hackers / causing excessive problems for legitimate accessors.

-BA analyzes the score access=ba gets in: catching hackers; being inconvenient for legitimate accessors.

"ACCESSOR" = Accessor. One who seeks to gain access.

-Legitimate user with privilege for accessing system; or the opposite can be a criminal, namely a computer hacker.

. User: Anyone trying to utilize a function or feature of (electronic) device or system. See library and patent literatureon: encryption, passwords, security control (of el systems). This anyone can be:

. Person: One with required security or usage clearance; "Bill": one who has credit line; employee; friend; family (over certain age); one who has won usage credits (via "game" or "bill"); owner of system.

-A person with / lacking needed skill / training / password can(inadvertently) (not) cause damage, including: use of medical equipment, other expensive or dangerous machinery (in chemical laboratories), damaging other's research test results.

. Animal: Keeping animals in and or out (at "designated" times). Eg: training animals to behave in certain ways by= having 'ba determine desired behavior= and if so= allowing access. See: KN's animal "tracking" and "analyzing" systems; systems to motivate and or control organism's behaviors.

. Another electronic system: "Computer" on WWW; "M". A system or KN utilized to gain access. The other system may be designed to work in conjunction w/ another system that requires access procedures in order for them to "interact", eg: computers on a network.

. Hacker: they're unwanted, but may try disguising selves as a legitimate user. Spies: they may seek sensitive or confidential information. Their usage might cause greater wear & tear on system. One who seeks to sabotage the: system itself, another system tied to system they try hacking, or sabotaging something or someone not tied to system but can be attacked after getting something (information or function) from hacked system. It's a person who is or should be incarcerated. Someone posing as someone else; hence sys' access "analyzer" needs to be very good /cautious / meticulous / detailed in its access procedure requirements. Another system can be utilized to hack.

-Anyone who can't correctly (re)create password is probably a hacker= hence probably treated like one. System(s) may consider allowing accessor to subsequently prove they aren't a hacker via generating correct passwords.

. "Access = BA" identifies not only hackers but (similarly) also any "designated" type of:-incompetent employees / mentally ill people / terrorists /legitimate accessors who (might be too curious wondering beyond their "designated" "locations" on sys) / access controller ("tracks" W5 it monitors= punishes), since it can't always be trusted either.

-Determines such type accessors based on their: performance or work results "score"; errors they make; psychotic behavior; keyword searches.

Drawing #1: Accessor = Seeking Access to utilize / control / "program"/ "edit" ~ C: Access functions: ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // KEYS () // LIGHT SENSOR () // MERGE () // MOTION () // MANEUVER() // PS-ZONE () // REPEAT () // SCIENTIFIC SIGNALS () // SMELLANALYZER () // SOUND ANALYZER () // TEL () // TRANSMITTER () //VISUAL ANALYZER () // W5 () // CHANGE ACCESS PROCESS () // HIDEACCESS PROCESS () // HINT () // NOTIFIER () // ORDER & TIMING ()// PROMPT () // SCORE ().

. Drawing #2: Accessor = Seeking Access to utilize / control / "program"/ "edit" ~ C: BILL* (); CART (retrieve info from cart); EDIT (); EDUC (); MULTI-USER (); NR (); OSC (); PR (); PS-Zone (); Q (); R(); ROUTER (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); TDS (); T (); TRACK (); UIP (); VISUAL ANALYZER(); VR (); WA ().

"ARTIST" = Method in which images generated permit "access".+ See main "Artist" section, especially it's "access" sub-section.

. 3D-010 Tilt Alarm: Tilt alarm in correct position to deactivate. Required angles can change daily, requiring user to discover the right position by looking at optional display which shows angle at which device needs to be deactivate.

-Applications: deactivate morning alarms, burglar alarms, gain entry, or lock or unlock anything else practical.
-Drawing: alarm = [activator/deactivator] = "tilt" -For Techies: "Access" (failure to deactivate alarm / turn on System(s) correctly -> alerts security personnel).6.96-Like 5A480 Laser Lock, both require designated motions.
-play "game's" joystick (tilt) to win game, hence gain "access" or other desired function.
+ Required motions: Generating the path / algorithm / image of actions. Eg: they can be those u made at some previous task within narrow time parameter, eg: how they controlled a vehicle; joystick from earlier "game" they played; replicating (joystick)motion made by character seen on "S" (nearby).
--if the actions are not made or repeated, accessor can generate a (moving) picture / "image" of the scenario. Or, simply k /generating the SW (Software) codes for the scenario in the correct "order &timing". These codes mentioned are those generated after the accessor correctly hurdled the obstacles to gaining access.
-pat search strategy: (tilt*) and (password* or activate* or access*).
. R45 'Dynamic Signature Verification': Write in your password. System identifies user's handwriting style too. [Communication Intelligence Corp, Redwood Shores, CA / Riley Design Associates, San Mateo, CA 4.94 PS]

. For Techies: ACCESS: (also permits access with (additional) one or more of following^: visual analyzer (user's face, finger print), other" access" modes, (in tern serving as additional test barriers to entry)); ARTIST:(behavioral analyzer studies images made); CAMERA:(); CART:(); K:(stylus; r*); MFH:(database for visual and behavioral analyzers); MULTI-USER:(); NOTIFIER:(status, score, alerts when access denied); OSC:(); PR:(); PRINTER*:(); Q*:(); S:(); SCORE**:(tds); UIP:()

4C210 "Artist" Access: Duplicates 4E030 Image Input Access, but this is older KN #, hence kept for priority date.<1 (signature analysis aspect is 1, excludes pictures), 3 or 4>User must electronically draw needed picture to deactivate alarm ;or draw picture onto paper and have scanner check if image is near enough to the needed picture (machine is the final judge)-display can show the picture needed to be created--system's judge compensates for differences from needed and actually submitted text (given by human). --very similar to 4E030-may be any text (signature) can be given by person, system just analyzes it for: complexity; and or how well the brain is alert(by using database with psychological analyzer), etc.
-sys judges for uip (calligraphy analysis) = "analyzing" ('visual analyzer) identity-similar and compatible w/ "Sound Lock" Invention in C Directory, 4C190Smell Lock. Existing Invention which analyzes finger prints / eye's iris for "access"
.-patentability?: signature analysis by computer exists, thumbprint analysis*
. [o-Sys displays an image, u must draw as closely as possible. I fits within right parameters, System(s) analyzes user is fine physically. Eg: they are in space, and oxygen deprivation is judged. Or draw picture fast enough - KN, within certain time pattern.
--for drunk drivers. If drunk, user can't type combination quickly enough to enter car.
-Above (for this sub-section) mostly from Mark Rossi Mar 1995,703-739-0220.]
. Drawing: System(s) prompts u = u responds (writes/draws/"artist") =sensitive pad = analyzer = access.

. Changeable password elements. "Order & Timing" of: image generation. Correct "artist" functions deactivate "Morning alarm".

"CHANGE PASSWORDS" = + For added security, system requires differing passwords for user. These newly needed passwords are those that accessor knows or can guess, but difficult for hackers to determine. Subset of "Generate Passwords".

-Value in changing passwords: u may not force themselves to change their password on a timely basis; keeps out: hackers, those who may have copied or illegitimately gained passwords otherwise, users who have expired or exceeded their "access" privileges; makes accessors appreciate more highly: need for security, value in accessing.

--.May require accessor be more on their toes / alert / kept up to date (on business or sys) since changes in passwords can be related to what and how and-w5 accessor does their work – hence newly generated passwords can be uip-tailor related.

-Methods of gaining access change according to any (random /"designated") criteria, making additional hurdles, eg: should an illicit person gain the password. Altering responses to access' questions based on cue when such alterations should be made. -"Hint" / Cue determines how passwords are to be altered. Eg: 1]if u receives tel call (from machine) stating word 'Apple' = u (user) knows variation version #35 of password is used until = next such incoming tel call. 2] uip generated cues based on: what u did earlier, their history / hobbies / what u should know based on their work. If statement is correct / of certain topic designated variation of password is valid.

-Other cues: day or week or month; weather (yesterday's high temperature reading); stock quote for particular company; type music played (listen for second word in song (which could even be one of needed passwords)); + pat 5442342 User inputs wrong answers based on cues, eg: days of week. 8.95 Hughes pat awarded.

-Patents: 5365587 self-modifying access code for altering capabilities.

+ Camouflaging passwords accessor entered / How system alters passwords: -Drawing: How u/sys = changes/"edits" inputted password(s).

. See "edit": any text / signals entered (kn, "artist", password)into system can be altered as "designated". Examples:

-reverse the signature or images drawn. See "access=artist".

-Altering typed or spoken responses: "edit"-Reverse the order / "order & timing".

-skip sections: first/middle/last digit(s)/words/sections.

-speak in different tone = "va"-utilize "synth" to alter inputted sounds-respond in different languages (with different meaning, or(near) identical translation).

-Combination / Order altered. Eg: changes typed password while substituting flashing lights for inaudible sound, and doubles waiting time between typing password and touchless access process.

-Fingerprint of different fingers / people. One or multiple people enter their prints / other images in altering "order &timing".

. Multi-step Alteration - Scrambler: system's hw (hardware) or sw(automatically) alters inputted passwords after entry. Password only effective after altered as designated (within designated time / w5):

-Makes harder for those w/o (without) this scrambler (accessing System(s) from remote location). -Alteration made more complexicated: each u's passwords scrambled differently; + password= entered into sys/k= shows up on s/printer/etc= as being different ("edited") from what was entered. Purpose: fool onlookers / hackers (who see history of accessor's activities namely what passwords they entered).

-altered differently in different circumstances (w5 of password entry): minimizes ability for hacker to get code for how password was altered. Multiple step alteration: System(s) alters, then re-alters password numbers of times prior to concluding altering process.

.-Access needed to change or do anything. Eg: password "edit": Alteration mode has barriers to access from hackers, eg: can't access from remote location; has minimized points of access from anywhere. Presence of alterator hidden.

-Pat search strategy - USPTO Bib disk ~6/96: ((change* or changing or alter*) near9 (access* or accesses* or accessing or password* or verif*)) and (computer* or electr* or software*) not alternative-User must meet one or more differing (creative) criteria prior to gaining access. Each criteria can change, eg: being are requirement / duration of criteria's activity / which u of several should meet which criteria(s) / rhythm in which criteria is met. Any one of the criteria's can be the controlling factor for other criteria.

-"Edit": u's signals may need altering as "designated". Such editing may be w/in System(s) or "cart" (carried by User (as a key)).+ Causes of change in needed passwords: "ba" "scores" accessor's behavior (during accessed session) as falling out of (their)typical usage patterns. System "prompts" accessor during this/later access procedure for differing password.

-"Access" = "Visual analyzer": need to change "designated" aspect of image. Eg: third line from left of right index finger needs to be erased or otherwise "edited": to achieve 95thdesired function.

. "Access Controller" or legitimate accessor can alter needed" passwords" for themselves or other users. Limitations may include: Accessor can't alter passwords for those his senior (w/higher access privileges); other accessors can override initial change of password via: additional more powerful passwords /after "designated" time period or other criteria.

. "Morning alarm": different tasks required each (part of) day=make it both more challenging / uip-tailored to user's needs or situation.

"GENERATE PASSWORDS" = System(s) generates password / access instructions / type hints. See "Change Passwords".

-sys studies uip-db / behavior (ba) and gives password more readily remembered and difficult for others to guess.

--examples: "maneuver": "route" u walks from their private office to access point must be redrawn by u to gain access: a]'from' location can change, hence System(s) "tracks" u (where ever they're (in building)).

-Pat 5398285 generating passwords using public key cryptography.

. One or Multiple sources generate password: If any one System(s) /person is incorrect / uncooperative = access denied. The order in which parties cooperate may be essential. Option: the effect each source has on password generation is geometric, eg: it puts a twist / alters / "edits" / re-"pr" what sources before / after enter = to create password. Things that cause "change password" can also be used to "generate passwords".

-Size of password generating devices: 1] might be large enough so as not to escape detection by building's entrance security guards and scanners. *2] small enough so u can hide it from others apt to steal it.

-Drawing: accessor = uip ~ score ~ analyzer = access ~ c.

-Destructibility of password generating device: difficult to dismantle / upon dismantling designed inoperable thereafter. Reasons: limits hacking / dismantling for theft or study of parts. "NR" activated by destruction.

-UIP / BA = utilized / "analyzed" to= "generate password"(changes).

+ Passwords System(s) generates (usually) easy for accessors to remember and hard for others to guess. Hopefully replaces need to write down password or process. But the passwords if they are needed to be written down, are those that can more readily be written down in abbreviated or other disguised way so others who find it can't readily understand / utilize the information. Eg, laser lock requires hand motion in hexagon. User writes word laser inside a hexagon.

--sys may keep passwords in such manner as well= with a decoder down the line to possibly interpret w5 necessary.

+--uip-tailor chooses easy to remember passwords for accessor's human memory.

--Nature of behavioral process accessing is such that it can be easier to remember than other types of locks, eg - Laser lock: move hand in shape of hexagon = blocking multiple laser lights in designated order.

. Changeable password elements. "Order & Timing" of: how passwords are generated.

"HIDE ACCESS PROCESS" = Makes it more difficult for unwanted people to either: know an access procedure is being utilized, and or for them to document it. See: "generating passwords" and how generation process kept secret; "changing passwords": camouflaging passwords.+ Hackers may not realize accessor is accessing: -Examples: When accessor: "Maneuvers": hackers may not realize what accessor is doing is actually accessing. Reason - access process doesn't look like access process. "Motion"; "ps-zone"; "repeat"; "ba"; "artist"; Touchless passwords: smell; motion; transmitter from u; Order &Timing: Mix password entry process with non access modes, eg: multiple access procedures interspersed with more normal activity, eg: maintain connection to System(s) for maximum 3 minutes until all 4 passwords entered. Repeating Past Patterns To Gain Access: Less likely u will write down password.

-US Pat: 54997421 Protects confidentiality of passwords.

-Need a password to get your password. Upon entry (by u or sys)to this "c" file, u must know w5 to find disguised password(s)designated for differing functions.

-password entered by u differs from what shown on "S": Differentiating factors include: slightly altered picture; showing letters typed by finger to be one key away, eg: u typed`2' but "s" shows `3'. Additionally, the password transmitted from u's point may first get scrambled to be what showed up on "s". Later down the password access process, System(s) can rescramble password to: originally typed / other code. "Edit". See "Changing

Passwords"-* 6B790 Barrier hides hands keying password: put hand into compartment or glove from which they can key in codes (eg: one per finger) in order to keep codes confidential. For cash machines requiring: personal identification numbers; entry into house, office, etc.

-depending on applications and quality of technology, system can" hand cuff" one hand of an individual who was attempting an illegal activity; held until police come (system calls for police) and releases person upon correct code by police and or other source. Discourages hackers and others attempting illegal activities. Replaces needs for guards saving thousands of dollars per location.

-hand cuffing may be illegal-cash machines are probably used by most people in the wealthy countries-the handcuffing might occur, and then simultaneously the majority of the machine's exposed parts might have its strong screen come down. There might not be enough time for the handcuffed person to think about grabbing a weapon to strike the computer ("C"), since they'll be in shock about their hand being trapped and will focus on getting their hand out. Just the presence of this on some machines can greatly reduce cash machine theft.

-obvious? can also catch villains by emitting red ink onto them(washable)-Pat search strategy - USPTO Bib disk ~6/96: (hide or hides or hiding or hidden) near11 (camouflag* or access*or accesses* or accessing or password* or verif*) and (computer*or electr* or software*)-Certain files can be kept closed or virtually unreadable (even to system's chief operator) except when an "access" criteria has been met, eg: time in future. Examples of such files: those used to generate future passwords; information about legitimate accessor's such as those needed to analyze if their behavior matches.+ "Sensors" can't be easily replaced:" Sensors" that sense / "track" access procedures can have their own methods to keep hackers from getting their own related sensors to gain access. Eg: the correct "sensors" can have additional needed codes transmitted w/ accessor's created signals; or correct sensors can encrypt / "edit" the codes generated by accessor.

Hiding Presence of Password From Accessor:+ Passwords can be something even "accessor's" are unaware of. Passwords can be something they may habitually be doing anyway. By not giving them the password, "hide" is strengthened. -Such password generations= need to study (ba)= accessor's.

-Example passwords: --subjects they commonly access or are authorized to access=access' caution "analyzer" is triggered when behavior is out of the ordinary.

--typing in one's name--accessor's location: ps-zone--typing style / rhythm / speed. See typing style analyzer KN.

--normal "order & timing" of accessor's actions.

--finger print: u thinks they simply need to press button (and warm it up)--sa: accessor thinks System(s) needs to be verbally controlled (without realizing voice must be of "designated" people's).

-other benefits: makes users feel more comfortable in not necessarily needing passwords (they must remember or even know were required).+ "Hint": System(s) can ask u questions w/o accessor realizing correct answers are the password.

. Passwords can't be transferred out of computer: system= "keyword" search= "seeks" access process digits= then blocks / nr when= such is being "transmitted" (via modem). . Drawing: Accessor's (behavior) (presence of password hidden from accessor's knowledge) = C ("Analyzes" if correct parameters were met) ~

Access = ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // MERGE () // MOTION () // MANEUVER () // PS-ZONE () // REPEAT ()// SCIENTIFIC SIGNALS () // SMELL ANALYZER () // SOUND ANALYZER() // TEL () // TRANSMITTER () // VISUAL ANALYZER () // W5 () //HIDE ACCESS PROCESS () // HINT () // NOTIFIER () // ORDER &TIMING () // PROMPT () // SCORE ().

"HINT" = what passwords are / when (w5) they should be entered. -Sys hints what passwords are / when (w5) they should be entered. US Pat 5425102 Password hints; 5345549 Multimedia based security systems give cue based on strong personal recall ability. *5454091-(accessor receives / requests hint) = (for) need password= to get hints for= subsequently needed passwords(s).

. Manner of hints are "editable" (according to "order* & timing" as guide).+ How System(s) determines how to "hint" = "uip-tailor": see:" generating passwords", and other access sections; what accessor previously (see "repeat") used to develop questions' for 'accessor to answer to gain access; access' ba's hint.

-"Morning alarm":

"INFRA-RED SENSOR" / Heat "Sensor" = Infra-red Sensor: Senses body heat of User and or any number of people required (nearby). Limits ability of hackers to pretend to be at access point. Infrared: body heat / light.

-movement(s) of people must be in designated pattern. See" artist's" image generation mode for "access".

. US patents: + 5406261 Computer security apparatus: accessorizes wireless infrared transmitter.

. pat search strategy of USPTO bib disk –6/96: infrared* and(access* or accesses* or password*)-Any signals generated by accessor's (infra-red related) behavior= "access". Changeable password elements. "Order & Timing" of: emissions.+ Indoor / outdoor weather meters must "score" weather at" designated" levels, eg: room thermometer would limit hacker during non working hours when temperatures might be less controlled.+ "Designated" objects: shapes / size / type of heat emitting elements: appendage: accessor's right index finger / hand; pet(dog) in vicinity; any other four legged creature; (cold blooded)animals seeking to access water gate (keeping out human scuba divers seeking (natural resources)); (sun) light reflector; heat emitting objects (heat from power generated source or solar power); pens / pencils / computer stylus / "R"; 101 insect scrawling in jar (in random fashion / collected at or * moving toward food source); their temperature can be above / below (via cooling agent) room temperature w/in "designated" parameters.

--password generation objects: create objects via clay, plastic molding... Insert any needed temperature effecting agents (into slot).

-BA / Motion "analyzer": studies W5 objects are presented: in moving manner; "laser lock" type motions.

-"Drawing" "images": "artist's"="images" generated on "interactive" s by finger / other object. Use of finger nail or other room temperature objects (won't) access (according to W5).

--"sensor" seeks image drawn via: heat / pressure "sensors" on tablet; laser movement "sensor" - see "laser lock".

-infra-red / (sun) light = "sensors": way in which light shines into room needed to gain access. Eg: light angle(s); level of warmth emitted from light (above room temperature); what is lighted W5.

--"order & timing": light must have occurred over set duration prior to access-"Morning alarm": user's body movement= getting out of bed /doing "designated" task.

"KEYS" = R113 <*origin date?>Intelligent hotel room key goes beyond old magnetic card keys, has circuit chip. Can be programmed re data pertaining to user, billing, etc. 18 Dec 92 X.

-For Techies: ACCESS **:; CAMERA: is activated at check in/out point; CART*:; CLAP: for additional codes (to gain "access"); Display("S"): touch-screen (uk for access); %GAME **:; "M":; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE("R") ("R"):; SCORE:; TDS *: time of each action; TEL:; UIP*:; UK.

-Keys: metallic key; magnetic entry card; "cart" (w needed software / passwords, pat 5475839); other standard / bank(combination) locks. 9G190 "Cart" only functions when the sensor on it receives correct stimuli, eg: fingerprint of designated persons; "access".

+ Cart is a key for access. Enter whatever changeable codes desired into the cart. Cart can be a microchip placed into a(metallic / magnetic strip) key; whereby cart's codes are needed to gain access, as well as other characteristics of the key. The key portion can be any type of possible or KN type key or %access procedure's object (triggering hard object). Cart might be invisible, eg: key can get copied but won't function; it could be buried or hidden by material by which key is composed. --Repeated explanation: cart also acts like a key to sys' lock: eg: (reprogrammable) card key (w/ password code). cart ~ key =access. Cart can be microchip built into "key".

-"Cart" = "Access's" "Infra-Red" Object (Key).

-"Access": need (recent) fingerprint / bar code = scanner /"sensor" / "camera" [for reading images] = "analyzer" ~ UIP-DB = Lock (U is given or denied "access").

. Drawing: Accessor's ("Cart" / Object (whose movement or presence triggers "sensor" / behavior) () = C ("Analyzes" if correct(movement) parameters were met) ~ Access =ARTIST (its movement) // BEHAVIORAL ANALYZER () // INFRA-REDSENSOR () // LIGHT SENSOR () // MOTION () // MANEUVER () // PS-ZONE () // REPEAT () // %SCIENTIFIC SIGNALS () // SMELL ANALYZER(object emits odors) // SOUND ANALYZER () // VISUAL ANALYZER(studies shape of object or shape of its movement paths) // W5(moved) // CHANGE ACCESS PROCESS () // HIDE ACCESS PROCESS () //HINT () // NOTIFIER // ORDER & TIMING // PROMPT (when to insert key) // SCORE (key used to generate correct score, eg: key ="tilt"). Changeable password elements. "Order & Timing": which "keys"/ "carts" were utilized.

"LASER" = +p <3> 5A480 Laser Lock: Activated by tripping laser lights in designated patterns. See KN's Laser Harp & Tel as signal generators.

-Safer from others learning the combination person is keying in. Multiple lasers activated in designated order by u making motion of certain shapes.*-Eg: run finger through light back and forth three times, wait three seconds, then run them two times more, wait three seconds [or longer - can have variable minimum waiting times, with flexible maximum waiting times] then easily {quickly} swing back and forth twelve times.*-system locks for certain duration without allowing any access if attempted entrance code is [wrong] or very different from correct code. Helping to eliminate illegal entry.*-applications: put on back of any electronic device (computer,

door handle of car, of specially designed door handle of building*-electronic guard/lock device*-has multiple lasers to increase complexity of cracking codes*-Easy to change combination. .

-this function like most other User Behavior Process Functions is such that it can be difficult for casual outside observer to see combination being programmed in, as with other combination locks. .

-doesn't require security cards, keys, etc which can be lost or stolen.

-upon gaining access, user has choice of not requiring combination for re-entry (if their combination) allows them this privilege. Useful with car and building doors.

.-lock activation, deactivation feature can be turned on when motion sensor senses an oncoming person (eg: infra-red sensor in combination with sensors for changes in vibration, sound, camera image).

.

-4C020 (sound lock) = 5A-480 (laser lock's old KN #)--the remote control device to unlock car door exists, yet may not stop this patent.

For Techies: #1: +access; access: each type access (made) -> database ->uip; access = r (tr/rc fq); artist: manner in which Frequency to (gain)access is tr is done in artistic / creative manner: "compose" sounds / lights / other Frequency - %(sys's (behavioral) "analyzer"(helps) determine entity (trying to gain access), according to type creative work, eg: similar to determining real composers /painters by characteristics in their work; balance: u must create/ hear sounds in certain (non perfect) balance; access=bva (sys seeks certain audio Frequency / words / rhythms / decibels); c=access; camera: visual analyzer (determines u (via uip / matching current lens' input w/ database of u)); cart: c(cart)=access; cart=(magnetic) card / SW (Software) (w u's encrypted codes); clap; date: access only possible w/in certain times / different times require differing methods for gaining access; display: System(s) offers u one or more choices for u's selection from larger menu -> correct selection by u -> access; *educ: u learns skills while learning access methods: answers to history / math / science / security /organization's (protocol) questions; gps: access only possible w/ in limited geographical zones / when u (their portable gps)traveled a limited (path / zone / manner / bar) to the access(check in) point; k=access, manner in which elements typed(speed, rhythm, stop and goes); locator: System(s) finds/follows/studies u according to u's whereabouts based on what "access" (codes/modes) u used/uses, eg: u is in north wing of building because access check points are passed to get in or out of wing; or user is in sw's 40th database, and in tern uip on u is developed accordingly.

-Exists: IR? for controlling locks, probably via ultra-sound too(well known).

-M = "ACCESS" (4C-020):M's database matches needed data / code / process / etc before "access" permitted. artist=access=m. balance=access=m. bva=access=m. c=access=m. camera=access=m. cart=c=access=m. clap=access=m. composition=access=m. date=access=m. display=access=m. distancer=access=m. educ=access=m. gps=access=m. k=access=m. mic=access=m. mo=access=m. mp=access=m. mq=access=m. multi-user=access=m. notifier=access=m. *osc=access=m.

pd/locator/pp/pr/ps/r/score/sensor/soundanalyzer/speech/status/*synth/tds/t*/uip/uq/visual-analyzer =Access = MFH. -MIC = ACCESS (4C-020): ACCESS / ARTIST (control images via" speech")/ BVA (certain u's voices and or vocal patterns, eg: sing particular tune) / C / CART (sound database, sw)/ CLAP /COMPOSITION /

DATE (w5 of incoming sound)/ S / DISTANCER (u must be at certain distance from "mic" to activate access. Space from u to = "sensor" (thermal / distancer / vibration sensor / other sensor's judging presence of user (s)) = "analyzer" ~c)/ EDUC / K(control "mic") / M (sound database; sound analyzer) / MIC / MO /MOUSE / MP / MQ / MULTI-USER / NOTIFIER / OSC / PP / Q / R / RC /SCORE / SENSOR / + SOUND ANALYZER: sound database; u's sound=sound analyzer=access (analyzer)=controls designated function (open gates; permits u full or partial function w/in some designated System(s) (sw) / SPEECH / SP TEL / STATUS / STEREO /SYNTH / TDS / T / TR / User / UIP / UK / UQ / VISUAL ANALYZER / VR *= MIC Light Sensor: Senses changes in light measured by: presence or lack of light, or more precisely the amount of light; frequency of light, eg: color; duration and or time in which light was generated. -Flashing lights. Drawing: access point = alters in designated patterns / colors = from el light "tr" = c~r = u. Morse code.

. pat search strategy of USPTO bib disk ~6/96: (laser* or light*) and (access* or accesses* or password*)-light / laser may need to be of "designated" distance: if two or more light frequencies are used, System(s) knows distance of light source, or may know via other "sensor" / methods (where access renters password at remote location (ps-zone)).

-Any signals generated by accessor's (laser /light) related)behavior = "access":. Changeable password elements. "Order & Timing" of: which laser lights are tripped / activated / deactivated / altered (its light bent) / w5.

"MANEUVER" = Maneuvering through any of the needed steps / stages necessary to conclude access process. The "order & *timing" process are the essentials, what's actually keyed in at "designated" points being the subset. Maneuvering through images / computer screens and programs: U maneuvers through images on computer's screen, going into deeper layers until they've selected designated image which is the password. The manner of u's moving cursor through the jungle of images, and avoidance of traps permits access.

Sample "routing" style required of "accessor":1] click on icon of flower -> u moves an animated character over to third flower to smell it -> u opens bee hive -> u directs bee to 8th flower for pollination -> resulting see planted in planter box #10,303 -> character clicks on 75th apple from tree of planted seed -> further "access" hurdles -> "access" provided.2] click on 'deactivate music box' -> however music box opens ->u plays 29th song -> song plays while its wording shown -> u must click on designated word / phrase / melody (at right time) ->further hurdles -> further "access" hurdles -> "access" provided

+Style of computer's response / terrain in which u must maneuver can be different / changed according to w5 / "multi-user":

+-u must know / intuit how to respond / behave.

+-uip: System(s) knows enough about designated correct u to adjust /make hints / design path for maneuvering= so u knows how to maneuver through barriers. Based on uip-tailor, similar to" generating passwords"=uip-tailor).+-differences between correct and incorrect maneuvering can be minor or major, eg: flower smelled is still the 3rd one but changes from red to pink (while other flowers changed from pink to red), resulting in confusion for hacker, eg: changing of designated software codes.

Miscellaneous: "maneuvering" is a quick process ("mouse" around)

+ "Change Access Procedure" = Adding on additional steps:

.-scenery / type maneuvering change constantly. Example of "Change Access Process", and generating passwords.

+-As in semi "game" / "entertaining" "interaction": each subsequent access attempt requires the correct addition to the previously known steps.

+--What new step(s) may be:

--- Errors might be tolerated in each new stage added onto previously known maneuvering; but next access attempt requires unto "repeat" previously learned "access procedures". Or may be accessor decides what each next stage will be, and simply needs to remember (example of accessor being the password generator (in "change access process").

---Sys "hints"= allowing accessor= five attempts at intuiting correct access procedure.

---"Repeating" what u did or experienced in past= tied to correct choice(s).

--see: access' repeating section; "artist's" "draw"; "track" ="repeat"; "track" ~ "ba" = generating "hints" for u's subsequent steps.

.-external events: time of year; events in world or organization.

. "VR": manner in which u moves -> access. See KN (maybe under "vr").

+ "Crawler": Automatic maneuvering system: Something is designed to trigger the maneuvering process (in event its too cumbersome for accessor). Examples: a software pr activated by u; cart; clicking of designated icon (only available at designated locations / times). See "artist's" "crawler": this has a function of its own (can be triggered by u/sys).

.-Password needed to activate the automatic maneuvering. User may need to maneuver part of the course = type of password, then =automatic maneuvering process.

.- "Order & timing": User must created designated images ("artist")in sequence.

-Sequence here is defined as the manner in which each: 1]step/stroke in image generation is implemented; 2] sequence in which (total / partial) images are inputted / released by u.

. pat search strategy of USPTO bib disk ~6/96: (move or movement or moving or moves or maneuver*) near5 (access* or accesses* or password*)-Any signals generated by accessor's maneuvering behavior ="access".

. Changeable password elements. "Order & Timing" of: how accessor must "maneuver"+ See "maneuvering" via "game's" character. Manner in which accessor acts is the needed pattern for gaining" access". -See "Artist" = "Maneuver".

-U= needs to know= where to find what "prompt" seeks= (to have "merged")= for "access". Where or how to look (for other element(s) needing to be merged: how to "maneuver" / play "game" / which files to check.

"MERGE" =

+p Need to merge any multiple files. Namely, accessor merges two or more elements in designated "order & timing".

-Accessor may need to match (icon or file) (w "mouse" via dragging across s) any (past occurring and recorded event's filed signals / element / file / text with something else: Examples:-Voices: multiple voices somehow related (by birth, work);typical functions or responses said voice or person would make, or how they would respond to any real / imagined scenario(something like a "game" playing).

.-the synergy from a merging = "access" / "artist's" "crawler".

.-the order subset of "order & timing" can be a form of merging.

. Changeable password elements. "Order & Timing" of: what is "merged" w5.

-see: "Artist's" "Merge"; "Artist's" "Synergy"%

Drawing: "Merging" of Access procedures = C ("Analyzes" if correct parameters were met) ~ Access (Offered / Denied) = ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // KEYS () // LIGHT SENSOR () // MERGE () // MOTION () // MANEUVER() // PS-ZONE () // REPEAT () // SCIENTIFIC SIGNALS () // SMELL ANALYZER () // SOUND ANALYZER () // TEL (transmits signals of password procedures / CID / "merge" w/ other passwords) //TRANSMITTER () // VISUAL ANALYZER () // W5 () // % CHANGE ACCESSPROCESS () // HIDE ACCESS PROCESS () // HINT () // NOTIFIER //ORDER & TIMING // PROMPT () // SCORE ().

"MOTION" = Manner of accessor's movement gains access. Motions include: "exercise", "distancer", "ps-zone", "dance"+, "vibration" analyzers. this overlaps: Access' BA: type motion= matches needed behavioral profile.

"NOTIFIER" = + "Access"="Notifier" is a subset of "Seek & React": Legitimate/ Illicit users of (kn) System(s) cause a "reaction". Reactions include: turning system off / on; punishing u (denying them future access for set time duration or other via other w5 "reaction" mode).

-Notifier functions as an alarm or the "reaction" itself is a notifier (catching the attention (of security (personnel)).

-See KN's Tamper Alert: "Nr" activated when anything has been illegally accessed.

-Accessor= generates password / "access" / behavioral pattern(s)=permit "designated" "access" / "designated" "nr".

"ORDER & TIMING" = When; Time duration: What; in what order access process' methods were enacted. Pauses in enactment.

. 6B370: Press keys designated length of time per key:+-"access": must press key designated length of time.

--or activate code (on and off w/ designated number of pressings. Can expand to include: certain time each pressing should be made with needed pause time between pressing).

+ User must know w5 to enter designated data, w/ or w/o (without) prompts. Entering data in designated rhythm.

--Eg: hold key 1.5 seconds and wait 3.1 seconds between keystrokes. The order of KN access modes alters each month[multiple access procedures].

.-Multiple Access Procedures: User required to use one or more access "kn" procedures.

.-Accessors required to respond quickly: Illegitimate accessor SW (Software) difficulty in reading / locating "prompt" -> respond to c sw's prompts fast enough can't gain access, this makes it more difficult for computer hackers to gain access when/where (w5*)they are less initiated into sys' functions; those trying to gain access (then failing on initial trials) are more closely tagged(2E251 Intelligent monitor) during any subsequent access attempts they may attempt. 5G070 Speed Reading Software.

-Patents: 5451934 time delay features * 6B370 Measures time(s) door chime / k was pressed. Signifies frequency, etc of those who are not that close who sought contactor entry. -system additionally might register all times door was opened if U Pr. Each type of door entry signifies different type person.

-applications: "Track": was person or employee honest about what occurred, record keeping, security, evidence (eg: when something was delivered, when employees came and or left, etc)-limits u access by amount or type. "Access" restricted to time(s) of day/year possibly in combination with other hurdles.

-Accessor= generates "order & timing" related behavioral pattern(s)= permit "designated" "access".

-Other elements determining timing of access: Gravity from moon or planets (see astrologers); astrological charts designating which days are good / bad for any criteria (accessor, company, love). "Designated" hours, days (birth dates of known people).

-See: 'Sound analyzer's = 'order & timing.

"PROMPT" = What prompts U: to begin access procedure. "Hint" issue-set of "Prompt".

-any required type signals (from u or sys). Such signals can be "access" signals (which simply need to be "repeated" / "edited" again). -Drawing: prompt= accessor generates behavioral pattern(s)= permit" designated" "access".

-may need "access" to get to (next) needed "prompt"= then enter access.+ prompts can be disguised: to look like something other than a prompt, eg: egg / "crawler" / "game" (for "maneuvering") labeled number five= inside SW (Software) window number three.

-activate prompt= then it is ready to= accept password.

-"Morning alarm": clues user= should they not know how to "react" or function.

"PS-ZONE" = "PS-Zone" 3E150 : u must be in limited localities to gainaccess. US Pat search strategy: location* near5 (access* or accesses*or accessing or password*)

-US Pat: 5243652 Location-sensitive remote database access control.

-Accessor= generates "motion" / ps-zone behavioral pattern(s)=permit "designated" "access". Changeable password elements. "Order & Timing" of: which zones are entered / activatable w5.

"REPEAT" = <+> Access via Repeating Past Patterns:+1] Repeated action: User repeats an action they committed earlier. -Required motions: can be those u made at some previous task within narrow time parameter, eg: how they controlled a vehicle; joystick from earlier "game" they played; replicating (joystick)motion made by character seen on "S" (nearby).

-U hears something they said during last ("c") session, repeated back to them when they next gain access. This existing System(s) shows if there was tampering.

+2] Copying: User sees something and uses it as a cue for the needed access process. Examples:-Password is shown on "s", u simply must reverse its order, or ignore last and first three digits.* Pat search str (strategy): access* and (repeat* or repetitive). Nothing-comprehensible found.

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

--improvements:

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

-Pat search strategy - USPTO Bib disk ~6/96: (repeating* or repeat*) near5 (access* or accesses* or accessing or password*)Accessor= generates repeated behavioral pattern(s)= permit" designated" "access".

. Changeable password elements. "Order & Timing" of: how accessor should "repeat" aspects of previous activity (w5)"Morning alarm": do it to deactivate alarm.

"SCIENTIFIC SIGNALS" = Body signals. Body signals: System(s) gauges bodily signals unique to individual. Examples: body's natural electrically generated signals; skin chemistry; heart beat pattern; heart beat speed (u works on treadmill to get heart to designated speed = and u sees their rate on "s" and when achieve, it requests access at this time.

-Drawing: u = sensor = medical "score" "analyzer" = access.

-Pat search strategy - USPTO Bib disk ~6/96: (signal* near5 body) and (access* or accesses* or accessing or password*).

-Accessor= generates scientific pattern(s) = permit "designated" access".

-Animal / Organism monitoring KN must "sense" designated criteria= access (for animal).

. Changeable password elements. "Order & Timing" of: scientificsignals."Morning alarm": body signals must imply (full) wakefulness. User is up to psych up themselves to then= alter their body signals.

"SCORE" =Limits amount of access. Eg: kids can't watch TV over 10hours/week on week nights.

-6B370 Measures time(s) door chime was pressed.

-Scores w5 of person's hacking activity to better enable court prosecutor's request for stiffer sentencing.

-UIP: 1] Studies if u's actual behavior matches how System(s) thinks u would behave. 2] Identifies then "tracks" villains. 3]"Analyzes" contents and restricts accordingly, eg: limiting programs for children.

-"Edit": Limits functions available based on u's "status" /"score".

-9G220 Channel Scanner Skips Stations Having Commercials:(access/uip determines what (w5) u needs to view (access),communications/data that can selected include: t, mo data, a/v material, db, m access, usage of r

functions. System(s) blocks: commercials, aspects of data (which are coded as restricted to certain access coded u)-"Bill"-Accessor= generates "score" pattern(s)= permit "designated" "access" / nr.

-"Track": system records who gained access (w5). Each person[or department] has different code. "track" = ba = access.

-criteria #A, K: correct rhythm of typing necessary; criteria #B: correct password needed; criteria #C: (entry) data must be tr by the second of three people. Access sys's = "analyzer" = randomly determines which of the three A/B/C allows access (on a month by month basis for a u by u basis) -> access procedure for isolated situation: 2nd u k password (w/o regard to rhythm) -> 2nd u types letters in certain rhythm.

"SENSOR - MISCELLANEOUS / CHEMICAL" = Chemical "Analyzing" systems / "sensors" / probers% that sense the presence of any designated object w/ "designated" chemical constitution. Eg: salt; gold; water; any chemical "Smell Sensor" senses; any chemical compound(s) given in designated "order &timing".

+ Liquid or solid chemical produced by company and competing w/similar chemicals sold by others. Eg: bring your Coca Cola but not Pepsi into exhibit at carnival and get free entry. Needs good applications if patentable.

+ Applications: -Particular sports shoes (with unique: colors, or chemical constitutions on portion of shoe).

-Particular sauces: eg, Kikkoman's but not other brands of soy sauce or other Asian sauces.

-Labels on products w/ designated chemicals. Labels attached to product. Eg: Floppy disks; "cart".

-Passwords can be built into part of product. Only users of legitimate brands gain "access". Each product (model number) may have designated passwords.

-Number of "accesses" might be limited. There would be some counter / "score" / wearing off (of chemical) per usage (for access).

-Additional Applications for giving preferred treatment to user's of one's products: Access to (free): water; soda dispensers; physical access to permit entry into a gated area or building or zone= w/ desired products / services; "stereo"; "osc"; information; kn function; or anything else that can be limited /quantified / restricted to certain people (such as via "access").

-at end or (running) race, only those w/ Nike tennis shoes can get free Coca Cola, and with this soda, they get access to next function.

-Electronic system only functions when fed or given such label supplies or parts. This may fringe on U.S. laws, hence discounts or other preferences can apply.

-Presence of correct protective clothing, eg: gloves required. See KN's 7G forms of shielded protection, counter tops, proper containers, etc.

-Other valuable applications should exist!-Those w/ or w/o excessive radiation prohibited access.

-7G Indicators KN: any chemical that can be "sought" via "indicator"= qualifies as a triggering agent for= "access".

-Exists: bar code readers for "billing"; magnetic strips on flat keys for "access" and credit cards; microchips built into keys for "access", eg: on Cadillac cars.

-Patentability: System(s) "seeks" elements not commonly "sought" after for "access"; access process doesn't usually require carrying of an extra object, eg: key (since the presence of (main) element is enough to gain "access").

. Changeable password elements. "Order & Timing" of: which chemicals are needed.

. This is a subset of: Access' "Sensor Miscellaneous", and KN's7G Chemical Indicators = "Seek & React". "SMELL ANALYZER" = +p 4C190 Smell Lock: Unlocks only in presence of certain smell, eg; wearing of cologne. If person's special cologne recipe is secret, this will be a difficult lock to break, and it will be difficult to even detect that a smell lock is the type of lock being used. User might wear colognes unrecognizable to human noses, in tern fooling observers seeking a way to gain illegal access into any electronic system, eg: computers, walkways, safes. Smell lock couples with additional safety measures, eg: passwords.

+p-some smells are not detectable to human nose, hence wearing such smells, which are noticeable by "sensor", increases security. Smells can be masked by combining w/ other smells (perfumes) not(always) needed for "access".

.-similar and compatible w/ "Sound Lock" Invention in C Directory, 4C210Artist Access.

-uses existing smell technology-Drawing: perfume -> chemical "sensor" = analyzer = access.

-Smells generated from: particular candles (scent from wick /elements in wax); cologne / perfume; hair spray; other cosmetics; insect repellant; body odor (advanced System(s) identifies each u's unique body odor); lack of certain odors (having just taken shower); weather conditions (smells just after rain), hence "access" limited to weather conditions (or weather conditions require differing access process).

-different combinations of access processes required for differing days / situations / type access desired.

-Hazardous situations: access might only be / also be offered only at times of hazardous chemical release (such as to escape through controlled doorways). eg: chemical spill / radioactive release where (air) sensor picks up on it. Reasons: u doesn't have time to fumble with passwords. Cautions built against those seeking go gain access by inducing disasters, eg: accessor is photographed / not allowed out until security clearance.

-Smell "Analyzer". See 4C190 Smell Lock: Unlocks only in presence of certain smell, eg; wearing of cologne.

-Pat search strategy - USPTO Bib disk ~6/96: (smell* or odor* or cologne* or perfume*) and (access* or accesses* or accessing or password*)-Accessor= generates smell pattern(s)= permit "designated" "access".

-user must blow (via mouth or fan or natural wind) air / cologne in designated "order & timing". This patterning process might tolerate drafts or odors in between the blowing / transmission times (due to less controllable air flows).

-Needed "changes for access process" can be: using more / less cologne *; mixing cologne's; not wearing cologne at "designated" times (w5 access is desired).

-Smell types. Particular kinds of: flowers; foods; spices; mildew or rot from certain elements; ink (fluids); elements kept in capsules and (plugged into "sensor"= resulting in less loss of odor for subsequent usage); minute odors from woods, plastics, metals, stones; liquids (w/ other elements); wax; other chemicals; hazardous chemicals (those mentioned in KN's file 7G).

-Smell can be replaced w/ particular types of weather: humidity; atmospheric pressure; level of ionization; pollution; altitude; longitude; latitude.

. Changeable password elements. "Order & Timing" of: w5 odorsare dispensed.

. Odor may only be released when the previous access procedure was conducted= intern this odor triggers "order & timing's subsequent needed password.

-Punishment: wrong access procedure can release an odor whichcauses: system shut down / inability to re-attempt access (W5)(during set duration) / nr / unbearable odor, eg: skunk's.

-This an other password generations can be utilized for training animals.

--Eg: animal's actions cause an odor= animal then gets food. Poor behavior from animal causes wrong odor and no food or electric shock or piercing sound.* Not important! "Morning alarm": are body odors slightly different in morning? If so this can be utilized to determine wakefulness. Applicable to animals being researched?

"SOUND ANALYZER" = Synthesizer: Password is the setting needed to alter u's synthesizer: need "synth" set in designated ways to make sounds audible / comprehensible to (human) ear.

+5A500 Sound Lock: Activate lock by emitting special inaudible sounds from tiny pocket device. +-Key attached to the sound transmitter.

+-sounds may be inaudible to human ear, lock opens. Helps prevent people or other's monitoring systems from knowing a sound lock is being utilized. Access' "Hide". The audible / easily recordable portion of sound might not be the sound needed to gainaccess, misleading hackers, while the presence of this sound functions to let accessor know the sound mode was activated (w/in certain time period from when important sound was transmitted by 'osc).

.

--there are frequencies which cannot be easily recorded by equipment (illegal copies of sounds for unlocking). Its more difficult to copy and or know about copying if the transmitter sends sound in frequencies not audible by human ear-the volume might be set at certain level, to further complicate accurate copying / needed access procedures.

-changeable password elements. "Order & Timing" of designated: sounds; pauses; volume; pitch; bass; w5 sounds emitted.

-others nearby may not know how the lock is opened, adding tosecurity.

-4E020 Content & Date Verifier: of (any said) occurrences, eg:"tracks" occurrences; "analyzes" occurrences (for uip)"Speech": voice recognizing System(s) seeks certain sounds "sa".

.

-Patents: 5450524 Password verification system based on a difference of scores ("scores") of type sounds (SA); 5499318audible uttering and timing of uttering.

-type sound(s). Different: regional accents; languages; person's voice; any other sound distinguishable from other sounds such as by their frequency, duration, pattern, volume, pitch, distance from microphone.

-Pat search strategy - USPTO Bib disk ~6/96: (verbal* or sound* or music* or audi* or voice) near15 (access*or accesses* or accessing or password*).-US Patents: 5517558 Voice-controlled account access. 5426450Hands-free hardware keyboard. 550303 Accessing information

-AT&T 5335313 Voice-actuated, speaker-dependent control system for hospital bed. 5309504.

-sounds can be used to create "artist's" images -> gain "access": Manner of sound generation (by u) determines type image. Accessor= generates sound pattern(s)= permit "designated" "access".

. Changeable password elements. "Order & Timing" of: w5 sounds are emitted.

-"Morning alarm": UIP-DB stores the sound types of user when they are wakeful = this database compared against= those vocal sounds emitted by user in morning. User needs to bring themselves to wakefulness = to reach the "designated" "mood" in user's voice= as "analyzed" by "sound analyzer".

"TEL" = also see file: Parts-Telecommunications for further explanations parts codes used. Eg: for telephony, information highway related applications of "access".

. "CID": can only gain access from designate tel numbers. If caller not from designated tel #: User designated as suspicious. Access is limited, eg: by time parameters; subject matter; additional passwords needed. System(s) calls back u on the tel # u should be calling from, and expects a busy signal. Access may select not to even answer / respond fully to calls from unknown tel numbers.

-Pat 5280581 System(s) calls back accessor.% Misc: 3E040 3E041 Telephone Noise Canceler: (sound sources identified by their tr (access/uip code transmitted) are processed/handled differently as pr; system better hones into/away sounds w/ or w/o such tagging transmitters)-3G010 T Ring Delayer: (only for calls coming from particular CID)-4E020 Registered Electronic Media Communication: (1](registered) material is "analyzed" for uip/key words and this analyzed material is then = tagged (uip) = intern such tagging helps in matching whatever (u who is being evaluated (for their access/uip) w/ the (registered) material. 2] "Analysis" helps control/guide the 2E251 Intelligent Monitor.)-"Morning alarm": user's port connects to "mainframe" computer. "TRANSMITTER" = Transmitter from u (as u walks by "sensor");Magnetic Device.

. R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "PS", "Score", "Track".

. Magnetic Device: The presence of a magnet touching, or not touching within a few mm or cm, activates and or deactivates. Differing type magnets or other devices emitting other electrical forces give different commands according to the activator. An activator may have the ability to transmit one or more different type signals. Accessor must exert designated strength, eg: type magnet and or distance they're placed from" sensor's" magnet. Changing distance ("distancer") creates needed patterns = Access' "order & timing".

.-copied from IMI&8 "R" part.

-Accessor's (portable) magnet / object may also need to meet following parameters by having/being: a size (fits into slot);include a microchip with built in password; (standard) key; attached to another kn (invention) password generating device. "Transmitter"= Accessor's "Key".

-Drawing: similar or opposite magnets = "sensor" = "scores" degree of pulling or pushing = access.

-Radiation: radiation needed to gain access. Values: such key can't easily get taken out of building / area since it needs to be housed in a large enough lead container readily noticed, plus security at entrance checks / scans all packages / people.

--Drawing: mild radiation = Geiger counter "sensor" = access.

-Pat search strategy - USPTO Bib disk ~6/96: magnet* near9 (access* or accesses* or accessing or password* orverif*) and (computer* or electr* or software*)4C020 Transmission Lock: * <1 (good argument), 1, 4, 4> Activate lock via any type of transmission. The exact frequency and the combinations of on and off activate the desired functions. Combinations can lock or unlock, turn on lights, call security. Example frequencies: light, sound, or any other airwave.

-activation via vibration(s) - the level of vibration (impact /movement) and or the code determine "access". The 'code' is determined by: time period of each vibration mode / time period between each mode / level of vibration intensity / number and type of modes / in combination with other factors, eg: other "fq"(sound/light) / key / combination / password / other "access" entry factor. -the more different factors, the more difficult to gain entry /crack the code (for "access") / "access".

-(instead of magnetic...) any frequencies which cannot be easily recorded by equipment (illegal copies of sounds for unlocking) -its more difficult to copy and or know about copying if the transmitter sends sound in frequencies not audible by human ear-the volume might be set at certain level, to further complicate accurate copying-transmission can be of any other electromagnetic airwaves Laser Lock: Activated by tripping laser lights. <3> 2] 4C020 <- 5A-480-042004. Laser lock details found in "access" main file.

-Accessor= generates transmitter signal pattern(s)= permit" designated" "access".

. Changeable password elements. "Order & Timing" of: w5transmissions are transmitted.

"TRAP" = + "Maneuver" = "Traps" (Punishment for having wrong password): Trap types: images beckoning ("prompts") accessors yet results in: -deactivation of desired function. This part in this way might not be used. -gives enough information / acts (almost) like how the hacker may think System(s) should work.+ Booby Traps: fools "accessor" into believing they gained access: initial password typed in (whether correct or not)results in System(s) stating /implying such was correct answer:-yet u trips up on some later step (while falsely thinking they have one of the correct passwords).

-sys "tracks" (compiles enough information on hacker) to punish them: identify hacker (who or where they are / W5 they access);"notify" security; ba on hacker to better catch them upon any subsequent attempts they may commit in hacking.+ "Bluffing" - leading accessors on: some sensitive information may need to be given to continue fooling hacker into believing they've not been identified as a hacker. Depending on the level of access system's sophistication= the "designation" between sensitive and non-sensitive and "trapping" information given=will better allow access System(s) to accomplish its aims: "trap" accessor; stop reattempts at hacking.

-Files used for "bluffing": "designated" files need to be triggered to open when hackers are deemed present. These files must be accessible in a realistic manner, eg: u keys in (again)(same) password. Files for "bluffing" may be altered from the real ones via: "editing" / search and replace / manual alteration.

--they hopefully don't contain (enough) information for accessor to figure out how to (W5): gain access and not be considered a hacker; learn about "bluffing's" presence / characteristics; commit sabotage against anyone or thing, even if its not sensitive to owner of the system being hacked.

-keeping hacker from thinking they're being led on: any foolish(password) action by accessor can't necessarily be tolerated.

. Types of "trapping" information or elements given to accessor: tel numbers for accessors to call= which have CID (requirement to gain access)= then identify hacker; other sources or places hacker can visit (by "computer" w/ their CID) (on WWW).

-sw (with computer viruses (that might best be deactivated by controller of access gate way), hacker contacting this human controller can give way to identifying who hacker is (if hacker is unaware the virus is actually a booby trap). Accessed system/ Virus can have information / contact points to disable it.

-hacker's system is labeled for all future "interfacing" with other computers, so other systems know hacker's system was once used by a hacker.

--Eg: 1] hacker's CID tel number is registered in <black list>tel number db. This is an example of how booby trapping occurs w/o (without) hacker's awareness. 2] portion of SW (Software) or hw is (permanently /secretly) "edited". Such as portions used for helping computer System(s) to: identify itself; gain access; use modem; "interact" with new data / SW (Software) (on internet / m).Misc: identifying -> "tracking" = hackers / nr / "trapping" hackers.

-value: fear of (further) punishment helps ward off hacker's subsequent hacking attempts; legitimate u w/o correct access procedure are (more) forced to speak w/ their supervisors (before damage is done in some manner (releasing of sensitive information; damage to system or what it is effecting (by incorrect usage)).+ Hacker's or their colleagues' subsequent attempts at hacking:-"track" = "ba" are more on the look out for similar accessors again. Chances are likely hacker's have some common behavioral pattern (UIP)= that is common in each access (attempt).

--if UIP-DB on hacker's behavior is lacking= System(s) may continue to allow hacker to be fooled into believing they're gaining access=while UIP builds up its db on hacker(s).Other "traps" and punishments: Any other known way of "restricting" / punishing human hackers / equipment used by hackers, w/ or w/o hacker's knowledge.

-See patent database: Key Words - (password* or access or accesses or accessing) and (track* or punish* or trap* or fool*).+ Building a better defense against hackers: UIP on likely hackers: develops db=ba (what behaviors to seek)against future (different) hackers. Learns what is more sensitive and sought after by hackers, intern requiring extra defenses. In other words: Access' "analyzer" identifying weaknesses in their defenses (so System(s) can (automatically) repair itself).

. Drawing: "Trap" = C ("Booby Traps" appear in below listed parts /below parts are used to beckon hackers / the parts are uip-tailored to beckon hackers) ~ Access =ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // KEYS () // LIGHT SENSOR () // MERGE () // MOTION () // MANEUVER() // PS-ZONE () // REPEAT () // SCIENTIFIC SIGNALS () // SMELLANALYZER () // SOUND ANALYZER ()

// TEL () // TRANSMITTER () //VISUAL ANALYZER () // CHANGE ACCESS PROCESS () // HIDE ACCESSPROCESS () // HINT () // NOTIFIER () // ORDER & TIMING () //PROMPT () // SCORE (Accessor made to believe they had a high enough score or "status").

"BA": level of crime or damage conducted by hacker= according to("analyzer")= results in a corresponding level of punishment= to hacker. Mirror: accessor is (partially) allowed to see themselves as access controller sees them. System= next analyzes how accessor changes its behavior / access process. Those changes are more carefully "analyzed" for what accessor might be trying to camouflage about themselves, eg: their bad traits= that system is trying to "track".

. "Tracking" hacker= after they've been identified:-"Tags" are placed in the material hacker downloads. As this material is moved ("routed") around (their / main system / WWW)="track" follows it= to: others collaborating w/ hacker / hacker's whereabouts / better understand hacker's behavior. "Guides"= "hackers"= into their "designated"= "trap". Morning Alarm: if user turns off system / deactivates alarm * in/on-authorized manner= punishments can include: loss of files /other functions alarm System(s) is tied to. See information on other ways user is punished / motivated= so they get into and stay in a state of wakefulness.

"VISUAL ANALYZER" = fingerprints; face; pictures. This part is very related to: Access' "artist", and "image" input for gaining access.+ Eye blinking: pattern of blinking -> codes. Possibly only for unique eyes of each person (iris). Blinks Morse codes. Another example of body movement gaining access. --needed eye color can be achieved by wearing colored contact lenses.+ Accessor must wear/present particular (coordinated) colors for access (entry, usage). Other "artist's" "image" examples: company logo emblazoned on attire; picture ID clipped on shirt. These are examples of needed "images" / visual "coordination" needed for access via va.

-see "Artist's" R24-1 Image Coordinating Software-Fingerprints. Also: Different genetic fingerprints = typed /scanned in; photographs (faces, bar codes, scenery). Lines also from: palm and any other body part.

-"Visual Analyzer" for externally shown 3-dimensional objects: U's unique face; any picture or object they = show "camera". Objects might need to be turned / angled up to 360 degrees (at designated speed, such as by putting it on a speed set turntable).

-"Visual Analyzer" for images on flat / 3-D surface: -Image generation: ("Printer") prints a different image each time, based on its changing password creation System(s) = images scanned = c = access. --Multiple sources generating password: User might also be asked to make all / part of the image generation, so image's output effected by the symbiotic help of each source. The geometric effect SW (Software) may have on each source's input on each other causes a result nearly incomprehensible from what any one source entered - increasing difficulty in identifying each source's input.

---Drawing: each source (c (password generator sw) / u) = enters images/ data / SW (Software) / etc = "analyzer" = c integrates inputted elements ~alters according to source(s) / c integrator = final password developed (double checked for accuracy / functionality / security clearances) -> password given / printed / stated / tr to other.

-Previously generated / used passwords need designated alteration("editing") for subsequent access.

-Images include: bar codes; abstract designs / paintings; single or multi-color; coloring in shades / solid blocks or (tiny) dots as in periodicals' full color printings.R174 Computer ("C") checks person's fingerprint before allowing" access" 2 Aug 93 NK-moved to "access" 6.96R195 Fingerprint operated entry system. 25 Jan 93 NK-moved to "access" 6.962E251 Remote Controlled Camera: (sys monitors people according to their access/uip (code)).5G061 Dyslexia Software: (speed at which info given determinedly u's access: either u gets info faster (inhibits uninitiated computer hackers) / SW (Software) slows down when c/security guards need more time to "analyze" the "access" level of u (who is being questioned (by c); 5G070 Speed Reading Software)--form in which u sends / receives. Pat search strategy - USPTO Bib disk ~6/96: (photo* or finger* or (bar near2 cod) or image* or imaging* or vision* or visual* or pictur* or (bar near2 code)) near9 (access*or accesses* or accessing or password* or verif*) and (computer*or electr* or software*)Accessor= generates image pattern(s)= permit "designated""access". Changeable password elements. "Order & Timing" of: w5 images given.

. see: + "Visual analyzer", and "Artist" = "VA". Other "artist's" "images" needed for gaining access:. any product of nature with its visual characteristics. System(s) can require characteristic common to the species or scientific category of product, eg: any cat's hand or piece of gold, or be more particular eg: front right paw of specific cat, or 22 carat gold in "designated" shape. Seeks: color, texture, (overall)weight) of objects. Access requirements alter according to reasonable criteria, eg: plants change their condition (dormancy)at certain times of year; hands are colder in winter (eg: for infra-red "sensor"); % since there are no Oak trees in Hawaii, leaves must be flown in and hence will lose some of their color in the interim. Objects can be placed in certain manner by (non- visual analyzer) "sensor". Examples: -people: any body part.

-animals: any body part.

-plants: any body part: leaves (their veins, outer shape, color(changes by time of year access sought), branches*-organisms: any type cell or "scientific signal" they generate.

-chemicals: needed formulae: percentages of differing chemicals/ (total) quantity of any parts. Access = chemical content"analyzer".

"W5" = Access at right time: designated temperature, weather, certain news in mass media, when another "designated" u also has "access". See Access's "Order & Timing" subset.

-Accessor= generates W5 behavioral pattern(s)= permit" designated" "access".

CONCLUDES THIS ACCESS-IMI FILE (Parts)

File: Access \ Ac-Image

File: Ac-Image. Image Input Access System.

. $$$P 4E-030 Image Input "Access" System:

The user or one who wishes to gain access into a system must make certain pictures to gain access. The accessor must create an image with a computer mouse, or via other means; which must match the diagram in the computer's memory. This image acts like a password.

-The system has a designated tolerance for images that differ from the one in its memory; the accessor may draw the picture in a somewhat different manner each time. This form of tolerance can for example seek a square or triangle of any approximate size.

-The 'image permits 'access to any privilege described in the "access" part.

. Applications include: (de)activate alarm; additional verification of u (user) (person trying to gain access (via matching images / uip-ba (signature analysis N))); slows down u (user) whom sys suspects are hackers / villains; gain access into^: entry way; use of product (c, some el (electronic) sys); use of game; higher levels of usage within sys; banking: electronic funds transfer; gaining access into building or C.

. Image types needed for access:

-straight lines connected at angles; (u)closed shapes drawn with lines, eg: circles, triangles, squares, rectangles, pentagons, hexagrams, polygrams...; (lines of) dots at designated locations (on S).

-the type 'image required often will be those for which the 'system's 'analyzer can build a reasonable tolerance for differentiation [should such 'images be inputted by the accessor's hand and not via other means like a picture, thumbprint, etc].

-make similar or related or unique picture, system may give (prompts) ideas for picture, eg: ones which instill the idea of waking up like running to catch bus.

-type diagram examples: additional add on elements are made to previous diagrams - to better assist user in remembering needed diagrams; diagrams can be from sets of things such as vehicles (first car, next bus, next airplane), or shapes of provinces or states, or words (middle names of one's family); zig zag lines, eg: spider's web or child's drawings (required length of (straight) lines with certain angles needed at points lines bend / intersect.

+-Altering type images / methods / mannerisms needed to gain access, in order to avoid hackers getting a non-changing password type image or method. Sys determines (from hacker's point of view) haphazardly w5 needed images are changed (according to circumstances).

--For Techies: Drawing: User = This N (invention) Sys (what helps in the determination ("analyzer") for type images needed = % type images given (entered); type prompts and or other challenges can be more difficult to hack / crack depending on, eg: circumstances (see Features following) / perceived security risk (type u (user) / type application sought by U)) ~ c (computer) =

ACCESS ; AP (type application of N); ARTIST (if "artist" type N (invention) is connected to main N; u's drawing ability (uip, score)); ba ('behavior analyzer) ; CART (entered into sys by u); EDIT (analyzing inputted images by u); EDUC (if sys needs to teach u); K (keyboard) (if only keyboard is available/functioning, then available images are reduced; or entire sys can shut down in this case due to higher security risks); MOUSE & R (remote control) & K (keyboard) & Tilt & T-bandwidth (type mouse being used, its limitations being taken into account); MULTI-USER ; PR (software program) ; ROUTER (where on information highway / web u (user) came in from); SCORE (u's previous performance); SPEECH (sound analyzer); STATUS ; tds (time date stamper) (occurrence of past / current activity of u); TILT ; TRACK ;

User (who they are); UIP ; UQ (type questions u asked / errors they made, helps create a perceived security risk of U).

+-3D: User may need to enter / create / respond to 3-D images (onto "interactive" "S"). "VR".

--user may need to 'interact with the 3D image, such as knowing where in the 3D maze or terrain the "secret door" or "key" or that day's password is located.

---accessor may need the first password to get into the terrain.

---too many errors in seeking to locate access in this terrain invalidate that user's first password.

-Color: the color shown on S (screen) may change, even though the color code used (via K) is the same. Purpose: fool hackers sharing information with each other of getting data from their notes which mention which colors are used/needed/responded to / altered W5.

-Size: simply change size w (with) (most) other aspects of image remaining the same.

-U / Sys may know / suggest when (w5) needed images are to be changed.

-Drawing: u (user) = K (keyboard) = visual analyzer = access (analyzer, score (security risk)).

. Prompting may simply help u remember nature of desired image, w/o (without) giving all data on the images.

.-U knows additional 1] subject matter and or 2] manner in which depicted subject is to be drawn. Eg: prompt states 'citrus' = u (user) via #1 recalls its an orange (not the tree or leaf), via #2 that the image should be drawn with thin or thick lines (caused by pressure level / manner of stylus/R (5E020)) and whether the fruit should be filled in with shading / various colors or just the outline to be drawn.

-Prompts: For Techies: Drawing: User = This N (invention) Sys (type prompts given u determined via) ~ c (computer) =

ACCESS ; ANALYZER ; CART ('software cartridge) ; EDUC ; mfh (mainframe hookup) ; MULTI-USER ; PR (software program) ; PS-Zone ; Q (asks questions) ; SCORE (u previous performance / prompts during previous sessions); %SOUND ANALYZER ; STATUS ; TDS (time of day, length or level of security clearance for designated type access/task); UIP ; VISUAL ANALYZER.

-Perhaps only the entity seeking "access" knows what to write (clues/prompts may help a computer hacker).

-very similar to 4C210

.-compliments other "access" features^: u's finger print or eye ball image scanning->c (correlates against memory); cart; password; 'transmitter worn by u (user) (user) (seeking entrance).

-use system to "score" u's behavior/ability: uip; bva (this is part of bva); u's ability for specific tasks, roughly replicating any existing psychological/*sociological testing system (on paper) which studies u's behavior; "visual analyzer".

--done via help of: "visual analyzer" (of images made by u to gain access, or during work session on C), "uip-ba".

-D1: u=(stylus/finger)=s (touch screen)=c~access = osc/printer/m/cart

-copied to better N (invention) file 1.95

-For Techies: access; "morning": deactivates alarm upon u's correct input (level of similarity controlled by pr).

.-uses any existing electronic "analyzers" which analyze human signatures / images. Also see listed patent numbers. US Patent office is working on a visual analyzing system for their patent database.

. PATENTS:

-Patent search strategy: #1: securit* and (signature* or draw or draws or drawing or (image* near5 creat*)).

#2: (security or (gain adj access) and password*

KW: access

-US Patent Numbers: 5319797 5222138 4903991 4908861 4991205 + 5111512 Method for signature verification - 1992 patent. Access is given with correct signature.

4850018 4869946 4758718 4799258 4816653 4851937 4876717 4326098 4023139

-especially patents listed / related to "visual analyzer" and "access"; and to some degree "ba" versus patents of other Features for this KN.

Claims include: helps solve the problem that people's signatures are often commonly available.

-the needed diagrams can change over time and or after designated number of usages.

+ Generating images via: "C" "mouse"; 5E020; c (computer) input tablet using stylus or finger or other stick; "Artist"; R; % "Sound to Visual Converter"; manner in which one walks about near the motion "sensor" = "access".

-UIP / BA: these are also used in determining whether access is permitted. Sys "analyzes" past and current images generated by User and studies them via UIP-BA or US Pat No 5111512 in judging how close / dissimilar the recently entered images / signals are from needed criterion.

+ "Artist": all the (existing) diverse ways one can input / alter / "edit" the images / drawings, which were generated / started by person (u, one seeking "access") or sys (via its prompts) can be utilized.

-Additional examples:

-Patent search for this "artist" sub-section: (artist* or draw* or (creat* near3 image*) or (creat* near3 picture*)). KW: create can be replaced w: alter, design, edit, make, develop)

. For Techies: Drawing: User = This N (invention) Sys ("Access" gained / effected / "analyzed" based on functions for any of following) ~ c (computer) =

-1J010 Body Movement NR:

-3E150 PS-Zone:

-3G010 T (tel) Ring Delayer: ("analyzes" w5 u (user) answers the tel, eg: if u is often not answering for some time, then maybe u is somewhere too far from where they should be, or is busy w (with) something else, or is poor employee (lazy))

-4E010 Alternator: (sys must have designated level of)

-5E020 Remote Control Stick: (generates images, eg: abstract versions of C=stylus)

-5G061 Dyslexia SW:

-7G050 PVC Notifiers: (presence of certain chemicals (also) needed for "access")

.-7G052 Flexed Level Notifier:

. For Techies: Drawing: User / Other Sys = This N Sys (Access: (Type) input to gain access) ~ c (computer) =

PS - R (remote control) - Tilt:

Remote Control
PS
Access
SW
Exercise
Analyzers
Indicators

-Sensors: hazards, novelties, monitoring of events: designated chemical needs to be: inserted / placed into/onto sys; causing nr ('notifier) to change.

3E152 Positional Image Generator: Changes in position of moving objects are registered by system which intern generates an image or "track" for said changes -> when such images match "access's" criteria, "access" is granted. In other words their pattern of movement via zones / tilt generates a pattern as perceived by "sensor" -> C. Moving or stationary images are generated by location of elements in subject that can generate signals in "Visual Analyzer".

-position of each element generated by: 1] light / color / heat generated from portion / all of targeted object. / 2] tr (transmits) (transmitters (on surface / appendages / inside) targeted object. / 3] "distancer". / 4] locator: KN (invention) finds objects.

-Drawing: signals coming from (moving/stationary) object(s) = "analyzer" = image generator / "track" (score, intelligent monitor 2E251, uip-db development).

-this part is similar to many other sub-Features.

Password/"score" needed so= image generation is in= desired color= to gain access.

-1C310 Software Multi-color Adventure Pen: The device decides when to change color into another matching color. In pen or software format.

US Patent Search Str:

(access or accesses or accessing) and/adj15 ((gain adj9 access*) or enter* or password* or secur* or protect or authoriz*

-US Patents: 5491752 Increases difficulty of password guessing attacks.

--Pat search str: Worked w/ US Pat Database 'Bib' 4.96 Disk.

. Encrypted: encrypted with state of the art.

-u's activities: access processes, files, etc.

-password systems / pr, or the fact that one exists.

-Miscellaneous: "Track", "Score", "UIP" (uip-db)

-password itself encrypted = and only decrypted by access point's "analyzer" = to determine if access permitted.

+ See "Artist" image generating modes: any of these can create the necessary image(s) / processes to gain "access".

US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device include sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

Accessor selects "images" that are "edited" as "designated"; or "edits" them= then gains "access".

-Same "edited" form can't be used more than twice in a row.

-"images" undergo ongoing "editing"= accessor needs to know at which point in the evolutionary process= access is viable.

. Hypervideo (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable.

--Access applications: user must know in what chain or 'order & timing, in which they need to click images, as [they] 'route themselves in the program to gain access. Clickable 'images can change [in 'tailored fashion], eg: user only clicks on what they recognize, eg: faces of people / objects they are [intimately] familiar with, or which have some [semi]-logical reason to be clicked on, eg: story line [based on user's 'ba].

END File: Ac-Image

File: Access \ Ac-Pat Sch&

ACCESS PATENTS AND PATENT SEARCHES

Key words for patent search strategies: access*, computer*, entry, (gain* or keyless) adj3 (access* or entry), password*, interactiv*

.--toy*, fun, play*, child*, kid*, image*, imaging, create, creating

-str: (achiev* or obtain* or accomplish* or get [or gets or getting] or gain* or keyless) adj3 (access* or entry)

-str: password* and (access* or entry)

-str: security* and access*

-str: (draw* or create or creating) adj9 (access or accessing)

-US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered = needed to gain "access".

12.95 Bib Disk US Patents = Access: Search strategy on USPTO's Bibliography CD dated 9.94: password - many related N, only scanned the list, eg: 5323465 Access control; 5289540 Computer file protection system;

5276314 Identity verification system resistant to compromise by observation of it use; 5206905; 5115508; 5111185%; 5097506.

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

. Improvement on patents:

. Sub-Parts:

-Access-Restrict: Different u have differing levels of access to full range of information / functions = (based on their password).

.-Access-Track: follows target upon entering (mode) (until which time the one accessing is deemed a low security risk.

-Imi Part 'Burglar, is subset of 'Access.

Pat search str: password* US Pat Numbers about sys generating passwords (pat search str: password adj15 generat*): 5513263 5509070 5491752 5469564 +5442342 5428349 5416840 5365574

-+ Main at search strategy for all of "Access": (access* or accesses* or accessing or password* or verif*) and (computer* or electr* or software*)

File: Access \ Ac-Pa

ACCESS PATENTS AND PATENT SEARCHES

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+ Main at search strategy for all of "Access": (access* or accesses* or accessing or password* or verif*) and (computer* or electr* or software*)

File: Access \ Ac&

ACCESS' Miscellaneous Information: File k\ac&

Miscellaneous forms of actions permitting "access":

-Forms of motion by U. See KN's Yamaha Miburi and related KN.

-Form of User causing "vibration".

-Way something is assembled or taken apart: 3A205 Tamperer Alert. Rubrics cube.

-Motion access procedures: Correct movement of hand or joystick. Motion type #1 -> motion type #2.... -> access. See KN's Miburi from Yamaha and related KN.

-Vibration Sensor: Senses vibration, eg: if person is walking or sitting on sensor; or senses vibration signals coming from elsewhere.

Miscellaneous: includes known (c) systems which restrict "access" of people / other systems to: use, work w (with) particular el (electronic) N.

General Diagram for "Access":

. D1: 1 UK (user at keyboard) = 2 C ('computer) = 3 tr (transmits) = 4 M/5 function. D1's For Techies:

Details:

+1: Passwording: gain access via keying in alpha-numeric combination; key insertion; via remote ("R", password tr (transmits) from R); fingerprints, passwords, key cards, uip, another C ('computer) (their sw), clap* 25: access can be changed via pp, mp, cart, u (user) with higher (overriding access, eg: supervisor, C ('computer) sys itself); character; 24 tds (time date stamper) (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database], 4E020 Content & Date Verifier]; 25 "S"; 23 %distancer activates/deactivates lock; 123 access lock can be a physical (lock & key) / (programmable C ('computer) chip) card key / software barrier = (who can "access" 4E020 Content & Date Verifier / 2E251 Intelligent Monitor); 245 "C", 4E020 Content & Date Verifier, 2E251 Intelligent Monitor; 245 %interactive (activates/deactivates access, 2E251).

13: signals for activation/deactivation of access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access/2E251); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R").

2: *tilt (2E251 activated by N's movement); *distancer (eg: clapper); 245 mp; 24 mq (machine asks user questions) (prior to activation/deactivation; for uip database upgrade); 24 multi-user (individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system); 25 OSC (outgoing sound communicator) (if password or other activator / deactivator effected desired function, eg: gained access); 24 * uip (access draws on pi's database to mq (machine asks user questions) prior to allowing user access to user; 24 questions for access change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score (2E251).

2 the necessity for the access feature is normally trivial, but assists in marketing, and helps organize differences between multi-user; uip.

1 the type code used in the password (a series of sounds, lights, letter or number combinations, etc) activates and or deactivates the corresponding function reserved for individuals equipped with the password.

24tds of user's past access is used develop his uip. Excessive or insufficient usage can exclude him the uses from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail.

24 the type of uq can consequently (according to system's uip, mp, pp) affect/control the type of password/manner needed to activate/deactivate; 5 speaker.

. For Techies: drawing This invention Part (Access) =

-E020 Remote Control Stick with Switch: (functions of any R (remote control) controlled by access/uip)

-5E080 System self analyzes best synthesis for acoustics of room/hall: (matches uip/access of u; u (user) may not hear/read certain OSC (outgoing sound communicator) (sounds/data))

-5E090 Wireless Music Band: (access limits usage of certain portable el (electronic) N)

-7G050 & 7G051 PVC Perforation Alerter & 7G052 Flexed Level Notifier: (type access determines: type of pvc needed (for extra/less protection: to save money/trouble); which types of occurrences (chemical contact, perforations) need nr ('notifier) to u/sys/monitor)

. "ACCESS": (4E030 Image Input Access Sys):

For Techies: D: User = This invention Sys (access: such actions (gain) "access") ~ C ('computer) -

-1J010 Body Movement NR; Yamaha Miburi.

-1J080 Ice NR: 7G (colors must change) = visual analyzer (c) = access

-2E010 20 30 40 50 Recipe Softwares: u (user) must request / read via sw ('software) certain recipes = (track) = gains access

-3E010 Mobile Tel Location Notifier: nr ('notifier) functions only for those w (with) "access"; u must be in designated zone (at certain radius) prior to "access"

-3E020 GPS Record Keeper:

-3E150 "PS-Zone":

-3E210 Indoor GPS Extender:

-4E030 Image Input Access Sys:

-5E020 Magic Wand: KN

-3G010 Tel Ring Delayer: KN

-3E060 Interactive Morning Alarm: KN: answer / ask right Q (asks questions) = access

-3E061 Body Motion Instructor: "educ" teaches u (user) how to move = future access.

-4E020 Registrar: uip of u (user) must match db ('database) = then access

-5G061 Dyslexia SW: "edit" changes according to u's type access

-5G070 Speed Reading SW: u's reading speed must match = speed designated by = access.

See 'Sound analyzer for: R54-1 Voice Recognizer Differentiates Between Multiple Speakers-

ACCESS = Passing of tests 'scored for level of accuracy.

-Forms of access: Access is achieved when the system 'receives the right electronic signals such as: in the correct 'order & timing, and duration of correct signal types.

--License: having a proper license for which royalties paid are up to date. Not exceeding the terms (limits) of the license, per the license agreement. License rights include: geographical territories ('zones); usage of 'designated 'Features, 'functions, and 'inventions; time periods; licensee's proper behavior (as observed by 'tracker and 'behavior analyzer). More details of our license agreement on our posted website, or *those commonly used for intellectual property.

–'frequency signals from: 'remote control device.

-other correct human or machine generated actions: that can be picked up electronically by 'sensors for:

--sound (of user's or animal's or device's unique voice or sound). Differing sounds from such sources permit differing types of access.

--visual images (for finger prints, eye's retina, other body elements). Images studied by 'visual analyzer.

--temperature: of human appendage such as finger or palm, or other [heated or cooled] device, or room temperature w/in 'designated range.

Changing Access Levels Granted to Users:

-analyzer: stops access upon suspicious activity. Eg: computer hacking - attempted access into files or functions for which system has not offered access.

-'score and 'uip alter access level, when (behavior patterns) of user are in/out of 'designated (behavioral) patterns.

-Access granted to all or portions of functions available: W5: each 'multi-user has own time frame (TDS) to gain access. Differing desired functions can have their own access time/type parameters.

-forms of access can periodically be fully or partially changed.

. Differing 'scores: The type of 'score achieved functions as the gateway to 'designated functions associated with such 'score.

–What type 'scores offer: Time length of access, or quality of function. Higher 'scores can activate more or fewer functions. Differing 'scores can activate 'designated functions with no one possible 'score allowing access to accessible functions.

. Notifier activated if system gives a high 'score chance that accessor is illegitimate.

-* Diagram: user = access = computer = results for user

--"Explicit Knowledge": Documented info 'accessible at any time by anyone with or without a password". This is left available as 'system in 'programmed.

.-From *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

End of File: Ac&

File: Adapt / Intro & Tailor

INTRODUCTION - ADAPTING INVENTIONS TO PERCIEVED NEEDS

Also Called - User Information Programming

Adapt Table Of Contents For Multiple Files

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

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Adaptation tailors a system's features for the unique needs of specific users. The entire patent application shows examples and related information.

ADAPT = User Information Programming ™. Also called Tailoring ™, or Adapting

adapt 'adapts the system to the situation. A common example is how it tailors itself to the user's unique needs. System uses stored information about the user, which it then customizes its functions. Improves product performance. In other words, it self optimizes its functions, to tailor itself to the situation at hand. It is often an invention's optional bonus feature. adapt is a central theme found in our inventions!

-adapt is a form of 'adaptive Interface: The electronic interface automatically and dynamically 'adapts to the needs and competence of the user.

-Adaptive functions include how adapt can: acclimate, accommodate, accustom, alter, change, comply, conform, revise / harmonize / familiarize with user's needs, tailor, attune, coordinate and integrate matters for user's greater benefit, adjust, collect and adopt info about what's to be tailored.

-Includes: Player Information Programming ™ and Player Modeling ™ for video games.

Adaptation Process Is Open Minded:

. The 100,000+ invention variations made it able satisfy a wider range of needs than nearly all other related patent applications.

. Ties with main inventor's conceiving 1987's best selling book "Closing of the American Mind" about higher academia stifles creative thinking. Despite the fact that this may historically be the world's largest patent application with extensive support for its claims, we expect to be challenged by the patent system, just like the main inventor was at some of the world's top universities.

. A more polished and refined version of this application is coming forth.

. The work stems from top inventors including our Eastern Europe's largest known electronic research program in 1990's, plus his research into methods for increasing people's creative intelligence.

Tailor / UIP-Tailor

This Patent Application Gives Thousands Of Examples For 'Tailor

System tailors its functions to the unique needs of specific users. Each user can have their unique profile stored in UIP-Database, which includes their: needs, preferences, and behavioral traits. Tailor then matches the database, with a menu of function choices.

. Integrates and Often Overlaps These Part Functions: 'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'UIP-Emergence (2G180), 'UIP Tailor.

Tailor titled 'UIP-Tailor, as it's a subset of 'UIP.

-tailors sys for "designated" users. Matches characteristics of user's db= w characteristics db covering all/some of sys [abilities of sys]. Sys / U* "analyzes" for best ways to tailor sys for u = then selects best/better options = u may select better options and brainstorm further on subject w sys / sys automatically implements its tailoring (wo "editing" from u / other sys). Extensive examples in KN files.

-Access' BA also selects what users want:

access=ba can "seek" / "edit" information for accessor. This is a form of UIP-Tailor. Saves user's time.

--also uses internet's sw that "seeks" "designated" news / other material that appears later on WWW.

--BA knows what accessor wants to "experience" W5 = uip-tailor.

--See: "artist's" "cut & paste"; "edit"; "seek"; key word "seeking"; "uip-tailor". + "Predict" which is a subset of UIP-Tailor. "Guide": "Game's" "Guide" which guides player according to player's UIP-DB.

-See File 2E - Idea Generation Software in directory "I" - effective pre 12.96.

.-'Edit or 'Tailor alters how sections of computer code are 'Searched & Replaced.

Tailor-Simultaneous: Time related [and 'tailored] events [if not simultaneous] and how they can be 'tailored. Each function/benefit being 'tailored can take into account the traits for traits from the other elements [being 'tailored]. [Don't] create [some/much] synergy between each ['tailorable] trait.

Examples:

-Effects in 'Entertainment, 'Games, Etc: Simultaneously tailored effects reflect the traits of the other effects. E.G. While opening a shipped invention in a wooden case, smell some fresh wood while hearing the box cranked open. The toy robot popping out 'interacts with the box as it makes the rest of the way out, like the 'traits of a butterfly coming free from its cocoon. A/V effects from car races. Mother's A/V 'reaction to baby crying or wetting diapers. See 'Game Parts section for 'Effects.

-Multi-Users: Functions benefiting one 'multi-user, can be compromised to help others: Features [[address the lowest common denominator (for 80%)] of the users (so they can better understand [and be 'educated]).
-Environment: it reflects 'mood of 'entertainment.
-it causes 'reactions: Ambient light or darkness having an effect on 'reaction from virtual objects.

File: Adapt / Adapt Inventions
ADAPTIVE INVENTIONS
OPTIONAL WAYS FOR USING ADAPTATION IN OUR INVENTIONS.
* 5A810* Advisor: compiles user's information: birth date and time (astrology); takes picture of palm (or asks user to identify type lines they have on palm or computer); taro cards (more optional).
* For the hobbyists into Numerology: numerology (takes the important numbers in person's life, eg: drivers license number, "T" numbers, address number, etc and sees the significance in them, eg: "8" means strength and "1" or "10" mean beginning. All the numbers in a tel number are added together, then the multiple digit final number is treated like a multiple digit numbers whereby all the digits are again added together, for example - tel number 222-2222 = 14 = 5) Numerology has been popular with mankind since ancient times.
-device can be in non-vending type machine too, for home use: people can consult it each day for decision making.
-marketing: the(simultaneous) use of multiple measuring systems ('analyzing user info) could be argued in advertising as being more efficient.
-system can give equal weight to each method of 'predicting future and 'analyzing person's current and past situation(s). And or, user or manufacturer may give greater weight to some modes than others. Naturally, system must learn to compensate for times one method gives conflicting/opposite advice/'predictions/'guiding/suggestions of another 'analyzer/user (info programming) - but in such cases, system might simply give no comment on area the two methods analyzed.
* Voice Recognizing Vending Machine:
Function #1: user states/'keys in what and or how [w5] they want something provided, eg: temperature of food or beverage served
Function #2: recognizes particular person using device, and [doesn't let others it doesn't recognize use the machine] adapts accordingly.
. Other: Also for vending machines. *4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
-"Entertainment" / Program (sw) Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)
-'Guides / *'Educates users [for how to improve their 'game skills/functions/'scores].
R53 Computer Tailoring: Computer interacts with users at a level corresponding to their level of computer expertise. ['egh]. System also adjusts by: adapting to strengths/weakness/interests in different subjects/type of computer applications [it deems user is more interested in]. Users select from [three] different

levels of operating instructions. Relates to products from Fujitsu Ltd, 1060-1, Marunouchi, Chiyoda-ku, Tokyo 100 03-3216-3211 NK]

-uses R52, eg: R52-1 + UIP

access **:(); artist *:(); camera:(); cart *:(); composition *:(); entertain:(); "m":(); morning **:(); multi-user*:(); notifier:(); osc:(); pr:(); printer *:(); ps:(); q *:(); r:(); s:(); score:(tds); synth:(); tel:(tr); uip:(); wa:().

-any el kn sys = "interacts" w/ = according to u's level of expertise (in using product / field of knowledge, eg: medicine, art, other application for product).

-'tailors 'game/'game entities skills to 'game [main] entity's skills.

R122 (User) Error 'Prediction: Compares 'database

-Computer ("C") 'predicts human error. [Studies user's UIP first.] 15B: Computerized typewriter gives verbal warnings when user is about to erase something from memory. [Related to: 15A: Central Research Institute of Electric Power Industry, 30 Sept 92 YD; 15B* Toshiba 7 Feb 93 YD]

. For Techies: ACCESS **:(); %ARTIST:(); CAMERA:("visual analyzer" (notifies) unusual movements)/studies movement behavior for UIP; CART *:(); CLAP:(); %COMPOSITION *:(); Display ("S"):(); "M":(); MORNING *:(); PD:(develop uip); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(user/observer (analyzing for other's potential mishaps)); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(); SCORE:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().

-used also in: 'heuristic [A.I.] ['predictions] 'analysis.

-'scores chances of error in how 'predictor may be wrong [in how a 'game entity will act/be weak].

* A9-01 AFTER LIFE SOFTWARE: 'Entertainment.

Before a person dies, they can deeply analyze themselves in terms of how they would respond to their children's, spouses, former employees, etc questions. The intelligent computer will be able to make rough estimates as to how the person might have answered.

o has a clock in which the person being copied can leave certain statements, reminders (eg: take care of your health, stop drinking too much, keep studying, etc), new aspects to their will, etc. Keeps user plugged in and curious.

o rich people would be willing to put their money into this because: they can't take their money with them, want to leave an impression (the desire in most of us), want to care for their loved ones, its novel, its the next best thing to being with the loved one after death.

-More details in IMI25 file.

3J010: Tailored Reading: Suggested information is given to User (user) in forms of: world wide web / internet / America On-line / Compuserve / cable entertainment and or information (Viacom [company]).

3J020: Ads / Descriptions / Behaviors / Communications of User (user) are analyzed and sys matches User (user) with what Sys thinks User (user) (may) want: (Classified) Ad insertions made by User (user) = analyzed = sys suggests one of following which matches User:

-existing services / companies

-direct mail lists; contacts who may buy and or use services / products offered by U.

-shows competing ads (from other companies) ·

-D: compares ("analyzes") key words of User (user) (its ads / co / product / service descriptions) w/ = ads/services/co descriptions (in db / business directory / on-line services).

-can focus (only) on material that is "registered" (KN)

-Sys finds specialists for activities U (user) is engaged in and for which U (user) may be less qualified. Sys studies work history / test "scores" of employees from U (user) and = matches with curriculum vitae of others outside U's company. Sys "scores" importance of function and if its worth bother of getting outside expertise. Sys offers contact information on outside experts. Sys might be offered free by service / sw company (that makes money only on experts utilized). This serves as a back-up for management who knows their employees may be too afraid to hire outside experts in the event that the outsiders are better and can take away jobs from insiders.

3J030: Targeting Ads:

UIP of audience compiled = then ads only go to those w/in designated UIP guideline.

-Mediums: on-line, WWW, printed publications, cable entertainment (television ads).

-"Access" of different viewers using same/*similar system can be different intern, ads targeted will differ. "Access" code may come from the password to activate sys (cable tv / on-line) and or remote control device and or UIP generated by sys w5 (when, how) U (user) accesses program / sys.

-Similar systems are probably known.

3J040: Life Form Matcher:

Characteristics of environment are matched with the ideal growing conditions of each plant or other organism in the database. Environment's characteristics are inputted by U (user) (from known information) / sys analyzes characteristics.

-(Plant) Characteristics of environment include: (average) daily temperature fluctuations / humidity / precipitation / soil moisture (retention) / type soil (nutrients, problematic elements, eg: poor Ph, undesirable chemicals) / air or water pollution / light levels / depth of soil / common (insects / bacterial / viral pests) / (legal availability of) insecticides / etc . Covers each minute of year.

-D: uip of plant db = matched w/ = uip of location = "score" shows how well matches are made = a percentage of 0% to highest score of 100% is shown / chart / bar graph / printed explanations.

-shows ideal age of plants for moving / transplanting.

-any (other) life form can replace plant, eg: animals, insects, micro-organisms. In which case other functions are (also important): cages / food needed or given.

-Cost versus benefit "analyzer": benefit and cost value proportions for different types of foods given / how valuable the life form is (to reduce costs, cutting corners which can be poor for plant or other life form, might be worth it).

-how to maximize productivity: harvesting of plants or organisms or maximizing (healthy) reproduction (offspring).

3J050: Life Form Doctor: Adjustment Suggester:

-related to Life Form Matcher - above KN.

-when organisms are already in the environment / U (user) wants designated organisms = sys suggests how environment can be altered to improve growth or health.

-"analyzes" solutions to illnesses / diseases that have or may hit organisms. Eg: stopping epidemic; software doctor.

-suggested activities for organism: exercises for unhealthy humans or mammals; changed diet; medication; temperature; light levels; other therapies.

--(disease's / situation's / environment's) characteristics = analyzed /k = uip = suggestions.

--uses related / KN '(medical) diagnosis' / "analyzing" systems (sw).

-sys "tracks" changes in organism / environment = "nr" / makes suggestions (on needed changes (from earlier suggestions, eg: more medication, chemicals, light)).

+ 3J060: Formula Adjuster: System adjusts formulas based on User Information Programming. Applications include: food recipes, clothing styles for (human) clothing 'tailors. (residential) architecture, etc. . Applications:

-Recipes: System can also adjust for multiple people, by picking food formulas that can best average most people's tastes. Non essential ingredients area adjusted, eg: for omlettes there can be more or less cheese, but the egg isn't adjusted.

--Food provider matches U (user) with other db (via Dialog (co)) that helps food provider determine uip on u.

-Pizza Delivery: if user previously ordered pepperoni on pizza, and next they want sausage instead, chances are U (user) prefers the spicier variety of sausage and or other pizza ingredients (eg: more red pepper, oregano, pepper....). Or, U (user) fills out uip type of questionnaire. Questions include: favorite ingredients, foods, questions in other (UIP) KN. Large tour groups can have their people fill out questionnaires = future food providers provide (ala cart's) targeting average tastes of group's UIP.

-Restaurant Guide Company's Service: U (user) (customers) fill out questionnaire. SW matches = U (user) w/ = restaurant's whose ingredient / style (ambiance, type furnishings) UIP matches = U. Or, the middle-man restaurant guide company = suggests how restaurant alter recipe / menu for U (user) = via U's "access" (card number U (user) shows when ordering).

-KN uses "CID" - Caller ID to know what pizza User previously ordered (Exists). Other functions are improvement of this.

-Region of client calling in (known by first three digits of local tel number) shows up on caller ID; then system determines regional tastes and or lifestyles.

-Image' based software systems (which 'tailor color matching for the user, such as suggested home decoration colors, fabrics and furniture designs.

. System is a form of UIP Database collection/tailoring. Diagram: UIP of User (customer) = used by sys to suggest = alterations to (main) menu's recipe.

+ 3J070: Sound Adjuster: KN? See music or SA file.

Each musical piece to be played has UIP "score" which can be matched with the UIP of desired mood.
Examples:
1] co stock going up, so build on the momentum and play Tsaichovsky's 1812 overture. 2] It's Friday and employees are less serious, so play classical versus pop music. 3] People are semi-brain dead, so play Bach which is cerebral and creatively more inspiring (according to questionnaires - see KN).
-Applications: office background music; music while people are on telephone hold; public areas: train stations, restaurants, hotel lobby's or rooms.
-D: UIP of situation (system "analyzes" / person k data in) = UIP of situation/environment determined = C = matches UIP of situation w/ UIP of Music (from music db) = controller = selects which (pre-recorded / to be composed (see KN composition N) musical pieces are played and in what order (order has effect as any Disk Jockey knows = this effect matches UIP-targeted objective) = "stereo" / osc.
%-selected visual images (also) displayed on "S" = match U's UIP. See KN.
%-suggested attire worn by employees match = designated situation: customers / type work (hazards, 7G KN).

3J080: UIP Time Correlator:

Matches which occurrences (emanating from U's sys, w5) get greater (desired) effects and when. In tern sys adjusts itself by putting out more of the elements (applications, functions, effects, results, information, osc) during the better times.
Applications:
-when to play designated music / show designated visuals on S. Above KN. Example: when which music has greater effect on productivity (as measured by average typing speeds of all employees hooded into M).
-when to place which ads to targeted audiences. Above KN.

+ 3J090: Personality Profile Matching:

Sys gives each user tasks and or questions. Based upon response, system gets better understanding of each user/'game player/'entity than more standardized (multiple choice) questions.
. Things measured:
-creativity (see KN paper "Inter-cultural Engineering").
-manner of expressing oneself:
-temperament: anger; stress level (how much stimuli a person can take / likes) -> resulting in one of many possible behavioral reactions (such as how User will predictably act / react in designated circumstances).
-see: "score"; UIP
-percent of time User spends doing different tasks (especially those that are connected to an electronic "tracking" sys), eg: cruising info highway for girls; data processing; computer games; sending / reading electronically transmitted letters / data; financial.
-uses any current / future (electronic / sw) behavioral analyzing system / process.
-human controller of sys k what they desire from sys = sys decides what needs to be measured to achieve this goal = sys determines what data is needed (via human or M psychologist) / gets data via any means (UIP, M) = UIP-Analyzer = output: suggestions

. Applications:

-how User is predicted to act / react in designated circumstances.

-developing UIP in sys to better interface w/ u.

-suggesting how one person can better communicate with / work with / sell to / teach: designated User / customers / (work) associates / students.

-becomes a db (database) for UIP.

-see UIP; *pr; KN (using UIP); other 3J file UIP SW inventions

-dating service

-matching User (job prospects) with new work openings / tasks: getting those who can do the job best; matching skills and personal needs/characteristics of person with task/job

-avoid problems: poor matches of people; reducing risks (not allowing people w/ poor skills or behavioral patterns to (take on risky tasks, eg: chemical handling, make important business decisions if they appear to be drug addicts or emotionally unstable, air pilot selection).

-sw for increasing creativity: see KN's Inter Cultural Engineering paper.

-conflict resolution: sys suggests how to better speak with antagonists; how to present constructive proposals, eg: should it be more emotional or intellectual, or is there a greater need for trust in one or more of the parties.

. UIP - how its developed:

-"scores" are developed per User / group of users (company / dept) / task / (geographical) region / interest / application (of program or data) = "analyzer" = output.

-see UIP

. How SW responds:

-it thinks of all the possible results for each action proposed by the sw, eg: like computerized chess games with Gary Kasparov fighting IBM's computer in Feb 1996.

4J030 Experience your future personality: System studies your current personality and guesses/'predicts approximately what they/'game players will be like in the future. UIP, BA, SW.

-hear what you'll sound like

-visualize what you'll look like

-understand how your personality will change

-guess how others will respond to you differently according to how you change and the world changes

-guess how you'll be living your life differently. Considers: living at home (appliances, chores, entertainment); "interacting" (electronically) with = family; work (electronic modernization, automization); etc.

-D: +db (uip, data compiled from experts in predicting future (worldly) changes) / sa / tds (tracks how User changes over time - during / before User started using sys) / "visual analyzer" / analyzer+ = c~osc = u.

. Database of worldly known knowledge available from specialists for understanding User now and estimating likely corresponding changes:

--Voice & Visual appearance (face, body) / Behavior of U: physical and behavioral doctors and audiologists are used to create db; they're consulted for how mankind (of designated existing behavioral / medical / genetic / family characteristics; ba) change over time. "track".

--Where world is headed. + Future products/inventions: see KN+. Futurologists also consulted for current and future characteristics (*ba, *analyzer) in int'l: economics, business, politics, laws, culture, family relationships, etc.

-How sw thinks: Different db = are compared ("analyzed") = w/ User (their uip-db). -> This in tern creates a set of parameters (how User is expected to be in future). -> Next: How world will react to the changing User / How User will react to changing world. [In other words: SW "analyzes" concurrently how different changing factors influence each other, and how they are effected in tern effects how they effect other elements. This is sw algorithm]

.-Example: John's a United Parcel Service delivery man in year #1. By year #10 he'll use his back less due to estimated future technological changes (people deliver fewer products / automization of delivery), hence less likely he'll suffer from back aches and live longer due to his more positive outlook on life. Due to John's other characteristics (his inventiveness as measured by "ba's" personality/creativity test) he'll in future have more energy to invent new ideas (rather than be tired from exhaustive work, draining his creative thinking ability). In tern John will desire to buy more new products for his home, and or then get a new job dealing with a more creative sphere (eg: advertising (John has right personality for this). John likely to get married and have 2.5 kids (2.1 of which will go to college in the same country), 1.2 of which will stay within 100 km of John's home when John is 65 years old... John has less stress (than 80% of others in year #20 because he's more adaptive to technological progress in society, this giving him a better income (bigger house, more products, less into family values...)...

-Idea generation sw used. Including, KN: 2E010 2E020 2E030 2E040 2E050, "analyzer".

Patents: 5410634 Self-optimizing method and machine.

See 7J07 Shopping assistance: suggests what user may want to buy. A shopping agent. Useful on places like EBay.com and Amazon.com

Keeping personal identity confidential: UIP's database can have restricted 'access (only for the user). Some portions of the UIP can be made public, eg: for a search engine or remotely related (marketing / info matching) system. User's accessing public/private networks/search engines can 'designate certain sections/files of their UIP database for (limited) public use (as applicable to the needed function).

Tailoring Pop Up 'Interfaces: the type and manner of pop up relates to uip. Software interface matches user's needs.

Following Developed While Focusing On Game Aspect Inventions:

Paste Then Tailor: Build up UIP-Database by pasting from other sources what one finds. Find digitized/digitizable material, then copy and paste into UIP-Database. User/System searches/'seeks elements that [don't] appeal to them/others/'designated applications. Seeking can be for UIP [narrow

parameters] types of: colors, objects, 'inventions, people, terrains, events [historically based] [and their video clips].

-'seek can find what's liked via any searchable method: browsers [google.com] how they are today and tomorrow; 'image and audio searches via 'audio recognizer and 'visual recognizer.

-Applications: UIP for one or multiple entities; creating a menu for data one/system can select from when in UIP-Input mode; %creating audio/visual stories from assembled pieces.

File: Adapt / Adapt Sub Parts

ADAPT'S FEATURES

Sub-Features For Adapt With Specific Benefits

UIP-BA / Behavior Analyzer: Studies the behavior of users. System reacts accordingly. Concludes with a behavior profile of target, then can 'react accordingly. UIP-BA or BA can also be synonymous with UIP [in other words, interchange BA for UIP often is OK].

-Behavior Analyzer 'reacts to situation:

--System adapts to user / their mood'. Different 'moods of user (help influence) result in different command codes in controlling system.

--'Tailors itself to user's 'behavior.

--System determines the behavior / 'mood of speaker, then 'reacts as 'designated. The behavior of the user= is determined via the 'sound analyzer. Different behaviors result in differing 'reactions.

-saves time for human or less efficient computer studying.

-can process much in given time

-occurs automatically

-U / customer can over-ride sw; and or reprogram UIP sw

-sw also operates on any (common) foundations, eg: Windows 95, windows, DOS, Unisys, MAC, others and their future versions.

+ UIP-DB: Database system compiles the needed database which includes characteristics of: user(s), environment, other connected systems, and system(s) hosting UIP.

--The development and or utilization of database on u's characteristics: identifies/develops differences between users (multi-user) intern allowing sys to better tailor itself (UIP-Tailor). UIP-Tailor uses the UIP-DB.

Examples: "Access' BA", "Track", "Artist": preferred ways u likes "images" "edited". Extensive examples in KN files.

--SW (Software) Diagram: "seeks" what elements needed= for compilation= then organizes data (via fuzzy logic) into usable form= for UIP-Tailor. ---Notes: Seeks: via "questionnaires", "ba", "track". Organization of DB's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor seeks which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information. Example: "Access' BA's Score" --db compiles data to show how accessor is rated= intern if 'accessor's changing rating stays good= uip-tailor / "access controller" permit access.

--See 'Content Analyzer's Database Analyzer which overlaps UIP-DB.

- Embed UIP in a browser: where it can be gathered, and made [partly] available [to those with 'access].

UIP-Edit: System edits material according to user's needs or characteristics. Edited material includes: text, (portions of) images, (portions of) sound tracks, computer code, etc.

--Omits material to match user's DB (database); UIP-Tailor - alters text, (*"entertainment") of material (9G220). "Edit". *"Router" is a subset of "Edit". See 'Artist.

. Hypervideo (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable. UIP Applications: tailors itself to user by providing 'designated images/info via proper w5.

UIP-Gets-Harder: The type of access into a system adjusts according to the user's situation. EG: access to info related to another project user is working on in the system might be required for more classified information. There could be three levels of system access clearance for a user: Level One: all data available; Level Two: access requires UIP-Access' approval. Level Three: No access allowed.

-User's characteristics (signals, UIP) "analyzed" to: determine whether to allow: "Access" (entry, level/type usage permitted u). Parts To See: +"Access', BA".

-'Games: proper actions achieves points, more 'lives.

--'Tracked method of playing 'game correctly is a needed password [for any type 'access into real world ('invention)]. Winning might not be via obvious manner of what looks like getting the most points [way to keep hackers from figuring out how to play/lose game to gain access]. 'Game tailored for player so no two 'game identical, and the 'tailoring is such that only legitimate player may know how to play/'react/answer uip-database's question, eg: pet your dog or cat, sitting near 99 other cats and dogs; then 'interact with pet to do 1, 2, 3 steps...

+ UIP-Guide / 'Guide: UIP knows how to best show user what they need.

-Guides user to gain more benefit from the available functions. 'Tailors itself to come close in replacing one on one tutoring and help: focusing on the needs for specific user(s), versus generalized forms of help. See 'Guide.

UIP Input: System 'analyzes user's behavior/tastes, then files it for future reference to 'tailor itself. User or any person inputs their traits, desires. Also see file once called "UIP Input *Ga"

UIP-Link: UIP LINK = Optional ways of dealing with situation when a function isn't working OK. Compensates by suggesting alternative functions and pathways. See UIP-Link File.

UIP-Match Making:

-Invention connects and 'scores the uip characteristics for two or more entities (users, companies.

-Exists?: web interface suggests what's the best product at close location to user. System then makes the (tel) connection. From French inventor with patent pending invention.

-Our invention matches the characteristics of the user's tastes with available products, services, styles, and other 'designated characteristics.

-Providers can also access (user's / other co's) uip db, to target clients / other designated parties.

-Computers (with their hardware and software characteristics) might seek proper matching with other electronic hardware and or software. Applications: 1. 'scoring compatibility between one or more softwares and or hardwares. Improves current compatibility checkers; such as by the 'score system gives to the compatibility of 'designated aspects (uip shows/guides) of the matches. 2. 'notifies when (non)compatibility (appears) may / does occur (for 'designated aspects or functions) (of the sw/hw).

-Drawing: u (uip database) = (internet) connection = computer / ISP = uip database of user/provider/what's needed (by user).

UIP-MQ = Machine Asks Questions to user:

Machine asks user questions to obtain information so system can better serve user. Answers used to develop "UIP-DB".

--Drawing: sensor/analyzer/software analyzer = tr = c = display/prompts user allowing them to respond (via uk) (if they wish). OTD: ^Sample Situations: personal information; information on game participants and environmental elements; prompts user for needed information; etc. One use can be for system to better function by adapting to user's needs and or tastes. This feature can also store more information about the user for the "pi" database.

Product's self analysis: ^system asks user questions about any mechanical failures.

--See "Brain"; "Access' BA". "Edit": determines type questions.

-Asks user if characteristic(s) discovered by UIP Info Input are correct [via (window) menu (with visual examples)]

UIP-Router: Via (software), user is directed to the designated programs or functions.

--"Routes" u to applicable programs based on UIP.

UIP Seeks Reaction: UIP knows "what buttons to push in another, to get the desired reaction." Inn other words: UIP hones in on an entity's or invention's characteristics 'predicted to elicit the 'designated 'reaction. See 2G330.

++ UIP-Tailor: See Tailor Sub-Part file. And how it's amply demonstrated throughout pateent application.

UIP-Track *: System recognizes and is less apt to lose person/user being tracked. UIP-Track differs the target from the environment by user's characteristics. EG: existing computer camera' follows person in room based on facial recognition.

--"Tracks" u by following signals = characteristics of person; Intelligent Monitor 2E251; "access"; "visual analyzer"; "sound analyzer". Tracks user for UIP-Database's compilation of info.

UIP-VA: VISUAL ANALYZER: Search for designated images, which is edited' as programmed. System learns/tailors' itself to know what images they should: track, edit', locate for user; eg: though user doesn't consciously know exactly what they are shopping for online, system learns the user prefers designated characteristics based on what user: bought or offered through the machine's question (UIP-MQ) process.

-"analyzer" / user = (automatically) assigns desired uip-based code of characteristics to designated image(s) = such codes are utilized by (CAD) to manipulate/process/edit the images tied to the codes = results in outputted

images/text/suggestions/technical data as u requested/wants (uip) = these outputted data (can) have codes of characteristics = so such output can be altered (like requested earlier).

CONCLUDES THIS ADAPT SUB-PARTS FILE

File: Adapt / Adapat Expand

EXPANDING ON USER INFORMATION PROGRAMMING

BROADENING UIP – OVER VIEW: EXPLORING MORE OPTIONS FOR ADAPTING INVENTIONS.

Imagine about any type of product, real or imaginary. Everyone has different needs. What are they, and how can a conceptual product be tailored?

INPUTS: Whose Info/Needs are used/tailored to benefit the user and or others. 'Databases (that system compiles) about user's characteristics:

-User:

(typical) individuals who get products to better do what they want, by allowing system(s) to receive info about their 'behaviors, needs, etc. Common aspect UIP.

-Friends:

Entities who associate with / know user: providing their views of user / desires from user

-Environment:

culture (culturally bound thought patters, like communicating, or matching preferable interfaces matched to particular mentalities); (natural) terrain; weather (road conditions);

.--automated systems giving info for (user's) system to adapt / utilize with situation, and or the environment tied to the situation.

-Institutional / Authorities:

school, government, law enforcement, safety officials

-Employers: work functions tailored for employee (employee's interest to discover new things about their work, improves comprehension, focus, productivity, Q&A (quality and assurance).

-Parents

-Health professionals / systems:

'sensors 'guide user for health improvement, eg: see our motion tutor 'guide, related to existing golf swing instructor relying on RFID (PS).

-User Themselves:

person, group or company giving / receiving ('ba related) data.

-Marketers/businesses

-System to System Interaction:

Characteristics of alien/other products / systems / software: UIP receives their (characteristic) input via digital (packet attached to alien product; or UIP 'analyzes alien product and related info to develop a UIP 'information base.

-Robotic / Virtual Reality:

Robots who learn how to interact with people/users/systems for the latter's' benefits and or robot's. Robot can take on all (UIP related) (behavior) characteristics of a (designated) human. How one robotic/vr system interacts with other (similar) model.

-'Analyzers: 'Content Analyzer; 'Sound Analyzer; 'Visual Analyzer; 'Scoring; 'Sensors

-'Seek & React: the seek aspect, allows the benefits aspects.

-'Tag

BENEFITS / Purposes of Tailoring: goals; matches user's needs:

-Buy / use more something: user better gets what they want (qualified matching); increases sales; reduces shopping / marketing time/energy/costs.

-'Guiding / 'Educating users: 'guides users where user and or others (employers/marketers/parents) want them to go/experience/interface

-'Editing:

-'React: Automated Responses; Responding to emergencies; 'Access.

-Nurtures better (personal/business) relationships

-'Entertainment: another way UIP can "hit the sweet spot" of the user.

-'Games

-'GPS

-'Interact

-'Predict

-'OSC: 'synthesizer

-TGH and EGH

File: Adapt / Adapt Article

Adaptive Technology Article: Mixes info from others with inventor's.

Adaptive Technology (is also used for handicapped enabled hardware/software) and Intuitive Computing.

Adapt (UIP) Examples: 1. Black & White - Computer 'game. Uses an AI (Artificial Intelligence) to make the game more interesting. The AI can be trained to perform actions based/'tailored on user's goals/tastes. 2. Expanding upon Microsoft Office - The microsoft office assistant 'analyzes how the user is 'interacting with the office software. If the user is randomly pressing keys and buttons it will offer assistance. If the user starts writing a letter it will offer help formatting the letter. 3. Technology is not where it needs to be to provide a truely adaptive experience. Most designers focus on making the software intuitive for the end user and offer tools to manually 'tailor the application to the users taste.

INTUITIVE COMPUTING (UIP)

Intuitive computing is much of what User Information Programming does. With intuitive computing users collaborate their activities with an intelligent digital assistant that models the user [via 'behavior

analyzer]. It suggests or carries out actions it 'predicts will satisfy that intent. Intuitive computing systems can be 'tagged and 'tracked to individual users, travel with them, and analyze' their needs. They can actively monitor the physical environment; learn from past experience; seek out and utilize distributed information and computational resources; use innovative algorithms to compute the most promising courses of action in the face of complex, incomplete, or contradictory inputs; and employ powerful yet natural spoken language and graphical interfaces.

The term "intuitive" ['predict] applies both to user intuition regarding system behavior and to two forms of system "intuition": inference/prediction of user intent, and selection of promising actions to satisfy that intent. They're mutually supportive, in the sense that the modeling and support of user intent makes systems dramatically easier to use, allowing them to interact with human beings in a way that more satisfyingly resembles the ways in which human beings act alone, and or with others and the environment.

Though it may employ resources spread across the Internet, an intuitive computing system can have an interactive locus that can also travel with the user or mobile invention, much like today's PDAs. It can, however, have multiple physical components, some embedded in personal wear or even the body. Using multi-sensory (sensor's) input, including sound (SA) and vision (VA), the system can monitor the physical environment and the user's focus of attention. It can then combine this environmental information with past experience, commonsense knowledge, and task-specific knowledge to drive a sophisticated model of user intent and feasibility, allowing it to resolve ambiguous requests, to propose appropriate actions, and to anticipate future needs.

It manages an unlimited variety of tasks. It can augment human memory, answer questions, and gather and organize information for upcoming activities. It can notify' users, educate' and guide' them. Both proactively and on demand, it can negotiate with systems associated with other human beings, with organizations, and with objects in the surrounding environment. As a servant, it's available when needed; and can be ignored by the user. While intuitive computing tasks can be short-term and highly constrained, others can be much more open-ended, and capable of consuming arbitrary amounts of computational and other resources. The algorithms to perform these tasks can also employ: both heuristic and traditionally rigorous techniques, with the choice among them driven by intrinsic problem complexity, resource availability, and the nature (completeness, consistency, accuracy) of the input data. Challenging functions include: choosing the most promising actions in the absence of complete knowledge of external state and consequences, balancing resource requirements against quality of results, allocating available resources among competing goals and obligations, managing and mining large amounts of current and past sensory information (from databases' (compiled by UIP)), and selecting the order of access' to outside information sources.

In an internetworked world (where the parts are highly interconnected in unlimitedly potential ways), an intuitive computing system can communicate extensively with other invention parts, and information sources around the Internet. For cost efficiency, e.g. battery preservation, and saving computing power (in an invention part), it can offload expensive computations when feasible. It can offload to nearby servers whenever possible. When resources are plentiful, the system can speculatively gather and organize information in anticipation of

future needs. When resources are scarce, it can use its knowledge of user focus and its model of user intent, to allocate what resources it has to the tasks its computations determine can best (most likely) meet user needs.

Diagram: Data collection (database, tracking)/ UIP (intuitive computing) = service provided = user.

INVENTION'S CHALLENGES

Artificial Intelligence, Natural Language, and Knowledge Representation:

planning for the future based on uncertain or incomplete knowledge; natural language understanding for multiple speakers (users') in noisy environments; modeling of intent in general contexts; knowledge acquisition and representation (collecting information for UIP's database'); learning and inference; intelligent agency: deciding what to do and how to do it (W5), balancing conflicting goals and obligations against each other, and against available resources; integration of symbolic and spatial knowledge bases (databases').

-Computer Vision (VA'), Robotics, and Virtual Reality (VR'):

object recognition in general environments; recognition of spatial location/context and user/human activity; connection of visual perception to primitives useful in natural language and planning; tracking' and exploitation of user attention and focus; real-time integration of augmented reality with vision and eye tracking

Computer Systems:

generation of secure mobile components with embedded resource (computation, communication, data, energy) and quality of service (response time, throughput, accuracy) requirements; application partitioning and relocation mechanisms; optimization techniques to distribute these components to maximize performance and minimize cost; compile (time) prediction' and run-time monitoring of data access' patterns for locality optimization and usage prediction'; attention- and intention-driven scheduling and dynamic component offloading; naming (tracking'), discovery, and routing' for wide-area agents and resources, using peer-to-peer and mobile ad hoc techniques; high-performance, low-energy processing and communications for mobile platforms

Theory of Computation:

algorithmic task decomposition and flexible serialization/ parallelization; anticipatory computing via exact and approximation algorithms, and stochastic modeling of human/machine behavior and environments; approximation algorithms (including progressive approximations); complexity studies to clarify the demarcation line between exactly solvable subtasks and those to be approached approximately or heuristically; computing with uncertainty (regarding input, environments, and payoffs); cryptographic security (access'); data mining (of database')/warehousing/classification/clustering;

query-order theory to improve information access' patterns.

Following is a list of the patents ordered by how relevant they seemed to be to UIP. So far I haven't found anything enough like it. I put 1s by the patents that seemed to be fairly similar, 2s by the ones that had some theme in common and 8s or 9s by the ones that seemed like they MIGHT have a little to do with certain aspects of it, but possible little to no relevancy. Here's what I did: I started out by searching by keywords and trying to read each patent that seemed similar to try to tell how close it was to yours, then following the links on those patents to "references cited" (other patents) but that seemed to take too long, and skipped around too

much. I ended up searching by keywords then browsing to weed out the ones that didn't fit (like human protease inhibitor stuff) and ordering the ones that seemed to relate. I was going to go through and read over the ones that seemed to match better and give a percentage of how much they matched, and follow the reference links inside the patent to determine if any of those were relevant as well.

The following patent numbers are just from a preliminary search of "database" AND "tailor". It came up with over 2,300 hits, and I've finished weeding out and ordering the most relevant patents. I was going to read them over and give a better idea of just how much they relate or if some of them didn't fit as well as I thought at first glance etc. Other search combinations came up with over 30,000 hits. So this seemed like the best one to start with.

CONCLUDES THIS UIP ARTICLE FILE

File: Adapt / Adapt Sequences

ADAPTING THE SEQUENCES OF SOMETHING LIKE:
ADAPTATIVE CODE SEQUENCES IN SOFTWARE, DNA, ETC.

CLAIM:
OUR SYSTEM ALSO ADAPTS TO NUCLEOTIDES, AMINO ACID SEQUENCES & OTHER BIOLOGICAL MOLECULAR STRUCTURES:
Adapting to the need for tackling germs on a case by case basis. Adapter 'guides user by giving them a chemical formulae designed to neutralize dangers from specific germs and their sequences. For example the bacteria (P.gingivalis). Chemical indicators notify if and when items placed into the solution have been cleaned enough. The same features used to adapt the situation with this sequence apply to electronic software codes as well.
. More details on chemical sequences throughout the application including, our chemical indicators, 'content analyzers, etc.

ADAPTING TO NUCLEOTIDES, AMINO ACID SEQUENCES & OTHER BIOLOGICAL MOLECULAR STRUCTURES:
. 'Content Analyzer: it 'seeks and 'reacts to 'designated situations including: chemical combinations, and/or behavioral traits (see 'behavior analyzer).
-Can 'Seek: changes in situation and/or 'designated circumstances (compositions [at certain temperatures and/or quantities (percent of solution)].
. 'Notifies user/('reaction) system 'W5 triggering event occurs.

. Set combination of chemicals/solutions is required to 'access / trigger an event. A form of password is achieved when the correct nucleotides and/or amino acids are found in 'designated [percentage of solution] / other criteria.

. Engineer nucleotides and/or amino acids so they 'adapt to needed circumstances! Components of a nucleotides and/or amino acids, and or an entire nucleotides and/or amino acids chain can be [automatically] altered/'edited to 'adapt.

-(Video) 'Game:''Adapting nucleotides and/or amino acids can be a strategy game.

CHEMICAL ELEMENT CAN BE A ALTERNATIVE FEATURES:

Each (known) nucleotides and/or amino acid sequences has the option/alternative of being one of this pat application's features (inventions) (based on characteristics from being synergized with something else such as other (parts of) nucleotides and/or amino acid sequences.

-As with any part of this pat application, the stronger the knowledge with other sections of this pate application, the easier it will be to understand/use its features.

-'Software is used to 'analyze / 'coordinate nucleotides and/or amino acid sequences [based on what the 'content analyzer's 'guidance/'reaction].

-Shrink or expand nucleotides and/or amino acid sequences and their inventive features in this pat application.

. Benefits from altering ['editing] nucleotides and/or amino acid sequences include:

-Bioengineered medicines and/or foods. Non organic/natural life/chemical forms can be 'tracked so they are properly used. EG: place 'tags in/near the nucleotides and/or amino acid sequences.

. 'Interactive molecules can function like features [synergizing] each other. Common features [also for non] nucleotides and/or amino acid sequences like 'access also have [purely] chemical / nucleotides and/or amino acid sequences (whose characteristics are 'sought and 'reacted to) features, e.g.:

-A correct sequence is needed to trigger/gain 'access/'notify = in order to achieve the 'designated (chemical) 'reaction.

-(Auto) safety air bags (any anti infringer method in application) can be instituted [quickly]: Figurative drawing:

--(Infringing) event occurs = person / system identifies [via sentence structure 'analysis] event = 'analyzer ['editor] 'adapts to event by = (activating) its links that are 'associated (with possible infringement 'predicted) = (user) files patent application (with system's help) = patent granted = ['predicted] infringer is stopped (this protects the operator of this system (functioning like an air bag)).

FIGURATIVE DRAWING (diagram) of nucleotides and/or amino acid sequence example:

. Drawing #1:

1 User's Need Determined -> 2 'Keyboard Input -> 3 'Computer's 'Analyzer -> 4 Changes the constitution (sequence) (to adapt) -> 5 Container holding nucleotides and/or amino acid sequences.

--Notes on above diagram:

---1: what a user or system needs 'adapted; their needs can be 'scored / 'tracked for changes to the (sequences) in nucleotides and/or amino acid sequences.

---2: 'remote control / 'reaction controls what #3 does.

---3: adapts situation / nucleotides and/or amino acid sequences

---4: altered nucleotides and/or amino acid sequences (based on how sequences are/were 'edited) (by 'adaptation).

---5: can be moved (carefully) via ('WA) in the research laboratory. Any accidents / spills are monitored/'tracked by 'sensors, with 'notifications made when needed.

. Drawing #2:

'Designated need (determined by 'keyboard input / 'sensor's 'analyzer) → 'computer = mechanical (arms) device moves/combines/alters the nucleotides and/or amino acids (along with chemicals that can change their 'feature / characteristics / 'character / (%video game) 'agent features).

BRIDGING NUCLEOTIDES, AMINO ACID SEQUENCES & OTHER BIOLOGICAL MOLECULAR STRUCTURES:

. Adapt available resources like software codes or chemicals to achieve adapted results.

. Splicing and or connecting chemicals and/or (our) software code has many similarities (and we 'predict more so in future).

. Achieving 'adapted sequences / software codes = can be done by having an 'analyzer output a formulae / 'guidance for how this sequence can be created 'W5.

SEQUENCE CODE WRITTEN BY OUR (CHEMICAL/ELECTRONIC) 'BEHAVIOR ANALYZER, 'ACCESS, 'CONTENT ANALYZER & OTHER FEATURES:

'Adapt 'designates a need = then 'guides the technician / automated 'editing software programming device = to write up a sequence / software 'program 'adapt 'predicts will achieve the need to 'Access through the body's brain membrane needed medicines. Steps:

1. 'Analyzer instructs molecule #1 = to mix with molecule #2 and #3 = creating chemical #1 & #2 = which has the characteristics of getting through the brain membrane. #1 is a chemical 'behavior analyzer that can find #2 and #3. The latter can't gain 'access to the brain without the other (#2 and #3). But #2 & #3 can't find each other as they lack the 'behavior analyzer themselves, but their 'sensors are good enough to determine a #1 when they are close enough.

2. As only chemicals #2 and #3 are needed in the brain, and #1 must be removed for #2 & #3 to function as desired; chemical #4 is later released at the right time and situation ['w5] by the 'analyzer = to dislodge #1 already behind the brain barrier. The medical problem (need to change the brain characteristics causing brain problems, eg; epilepsy or cancer) was solved via this adaptation. As each person/situation is different, the prescription/'guidance adapted to all the circumstances, eg: other drugs person is taking, their age, weight, and/or what might (not) cause ill feelings (nausea).

OUR SEQUENCES & TABLES:

. Our feature lists function as our creative tables.

. Features show sequences (chain of events / diagrams) that can represent chemical features.

. Our system is easier (for lay people) to understand compared to the traditional format in which sequences are currently required by patent offices.

EXISTING US PATENTS:

6,974,706 Application of biosensors for diagnosis ['analysis] and treatment ['adpatation] of disease. The subject invention also provides a method for screening ['access] those analytes/biomarkers ['tags] likely to be present in exhaled breath.

20020007249 Personal computer breath 'analyzer for health-related behavior modification ['behavior analyzer] and method (Doesn't mention amino acids, but relates to above patent – 6,974,706)

7,129,554 Nanosensors:

Electrical devices comprised of nanoscopic wires are described, along with methods of their manufacture and use. The nanoscopic wires can be nanotubes, preferably single-walled carbon nanotubes. They can be arranged in crossbar arrays using chemically patterned surfaces for direction, via chemical vapor deposition.

-Our features: 'sensors, arrangements mentioned can be in an 'adapted fashion.

7,062,092 System, method, and computer 'software product for gain adjustment ('adaptation) in ([biological] microarray) scanner ('analyzer).

PHENOLPHTHALEIN – A Ph Chemical 'Notifier (Indicator):

. Turns pink ph becomes above 10.

. When doing a titration phenolphthalein could be used. Measure the concentration of a solution (its acidity) to 'predict how fast it will eat through an (un)known or little known substance. Phenolphthalein can be used as a device to 'score that acidity, with this info one can determine an additional way of knowing what the substance it is eating away at ('content analyzer). Characteristics of a substance include how fast an acid of certain formulae will eat away at something (a prescribed number of millimeters).

Killing microorganisms – Harmful to humans/animals, eg: Bacteria (P.gingivalis).

'Adapted system 'seeks and/or 'guides (user) with its generated formulae to achieve the desired acidity or base 'associated with a chemical that kills ('seeks & 'reacts) (specific) bugs:

. Bacteria (P.gingivalis) its sequence: tcc aat gaa ttt gct cct att ttc gaa tga aat ttt tcc aat ttt cct tga.

2: Inserted into chemical formulae designed to kill it e.g. citric acid at a concentration of 0.1 normal. This results in formulae going clear (hence it is safe(r).

--When ('w5) Hydrogen Peroxide / *Sodium hydroxide solution which is base enough (to show pink from 'indicator), user knows that it is a good solution to place the bacteria element into, e.g. dentures.

. 'Visual analyzer determines from an indicator that a chemical solution's 'status has 'scored high enough to be 'adapted to the need for killing the 'designated ('tagged) bug.

Entire patent application ([can] with its explanations) be one or more sequences and/or software codes. There are well over one million possible combinations we wish to submit to the patent office however, current patent office regulations would require us to spend well over US$12,000,000.00 just in per page filing fees. Traditional sequence filers are exempt from paying $12 per page after the first 430 pages (first 30 pages free, plus 400 extra per page fees). Hence readers need to read our condensed version herein. It could be more condensed but we put in the extra years and page fees to assist with comprehension. The information needed is linked to from this patent application.

Adapt's Sequencing system can use: 'Content analyzers, plus 'Order & Timing. They apply to how elements from atoms up to complex molecules and (software for) electronic features are organized. Even the proper placement and order of the features can involve sequencing.

CONCLUDES THIS ADAPTATIVE SEQUENCING SECTION

File: Adapt / Adapt *

ADAPT *

(Maybe Less Important Specifications. For Techies.)

2D-021 SYSTEM REACTS TO EXTERNAL PRODUCTS according where (w5) they are:

Eg: Incoming-Call Identifier - Screener / External Element Identifier.

Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimuli from central "C" or "M") / visual analyzer / sound analyzer.

-If user walks over to device, the caller's tel number and or name... appears on screen ("S").

-D: Central Product / Sys = C = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: ACCESS *(); BVA (); CID (); CAMERA (LENS) (); CART (type uip or senses or data sought); CLAP (); INFORMATION RETRIEVAL (); K (); M (); MIC (); MOUSE (); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with part or organism); PR (); PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R (); ROUTER (routes external product by their type nature); S (shows status); *SCORE (); SOUND ANALYZER (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL ().

-A sensor that connects to u (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap version will sell for $100-$200.

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

-See "Brain".

% US Pat # pertaining to helping u develop new N, eg: for "D" directory KN: 5153830 Method and apparatus for providing assistance with respect to the development, selection and evaluation of ideas and concepts.

-US Pat No's: search str in Bib 9.94: (adapt or adapts) and user*: 5324021%; 5208898 Adaptive knowledge inference method and system; 5313532% Recognition of patterns in images; 5212821% Machine-based learning system; 5092354% Cosmetic kit: make-up; 4700295 Forecasts bank traffic and scheduling work; 5321626 battery performance / forecasting system; inventory control: 5237496 & 5287267 & 5128861; 5136502 "analyzing" health care liabilities; agricultural forecast 4837146; compatibility forecasting 4711632; 4197854 patient danger forecasting; game playing involving forecasting 3473802.

--search str: 1] (adjust or adjusts) and user* - barely skimmed; 2] forecast (did only Bib 6.94 disk).

. 'Tailor and 'Guide: 'Tailor = SW: For: (automatically) suggesting how sys can better tailor itself to u's needs / helps get product ideas / helping U brainstorm.

Introduction to formulae generation systems: Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. General Examples:

1] develop an nr for desired application = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact. 2] Other applications for 7G050. 3] SW sys may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments. 4] UIP-Tailor = UIP-DB: adjusts to u's needs: Gives ideas to u = from which u can choose = then sys reacts accordingly by offering such tailored functions.

-Example: u using information highway software often requires more than two minutes before u requires M (mainframe computer) to act = resulting in sw asking u if they still want to stay connected = frustrating u by requiring them to respond to such petty questions. It may also be problematic for u to locate where in the software they should go to stop such prompts, but if sys were to offer such a suggestion as, would you like the

default mode to give you 10 minutes before such prompt (after sys has determined ("status") 80 percent of the past 50 interactions between u and m were at least 10 minutes wo activity).

--Result: sys tailors itself to u, by first giving u a choice in matter - maybe u wouldn't want the change to occur wo their acknowledgement. Manufacturer determines to what degree uip-tailor will suggest or bypass former and simply alter itself to u's need.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N). 7G050 related.

6] Patent search strategy for idea suggestion generation sys: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

-KN: medical prognosis sys that studies all the characteristics of illness in determining type of illness = 2E suggests possible medications.

-Suggesting possible combinations for drug to solve designated illness / problem: file for each aspect in situation (uip-db) matched w = files of existing / potential future drugs or chemicals.

8] Brainstorming: Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

9] Nutritional recipe generators based on needs.

Indicator Examples: 7G050

1] Indicator type 'Guide [also called 'suggester']: Researcher anticipates they will be coming into contact w 7G050 related: diverse (hazardous) chemicals / harsh environments -> Those chemicals / environments are keyed into computer -> C "analyzes" for type indicators that may nr more than one of these (unrelated) chemicals / environments [sw tries to find indicators that can be compatible in seeking diverse chemicals / environments] -> suggestions are made to u -> u may next need to do additional research via: this same sw / other references sources / do experiments testing out the sw's hypotheses / stated facts.

2] Body protection device suggester: Researcher keys in that they will be working with three differing chemicals (of differing acidity) -> sw suggests which 7G050 type gloves to use for all / each situation / occurrence / type activity (eg: working with sharp objects in such liquids requires thicker gloves) -> Designated gloves can be identified by glove's manufacturer / model number / generic type. Sys may also suggest other protective gear used in hazardous situations, eg: aprons, body suits, masks, goggles, gas masks, shoes, (replaceable) filters for HVAC [Heating, Ventilation, Air Conditioning sys].

-sw used on case by case, day by day basis, or planning future long term projects, or + designing new research laboratories, eg: type surfaces (paints, flooring, counter top materials, air filters....).

3] UIP: Characteristics of u are "analyzed" -> sys makes suggestion: U will be having likely designated occurrences (outlined in 7G050) = sw suggests: types of protection (protective gear); methods of (cautious) research (protocols) already determined to be safe via reference manuals on the subject or sw (db).

-"PR": sw (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. For Techies: U = This N Sys (sw suggesting formulae) ~ C =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting NR effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

. D Overview - How parts might fit:

. For Techies: U / Other (KN) Sys = This N Sys (software used in developing / analyzing / evaluating formulae for food, chemistry, etc.) – C =

. For Techies: PS - R – Tilt; Zones – Monitoring; Zones – Utilization; Access: u needs to usually continue to develop formulae that match those u developed w sys before. Villains wo most proper knowledge can be noticed (nr). Access allows for normal percentages of cases w negative results (caused by human error). 4E020 Registrar. 4E030 Image. Input Access Sys.

+ Indicators: 7G: hazards, novelties, el monitoring of events: formulae for developing needed indicators developed.

. Technical: How files in db = match / compare up w / relate / score w = data provided to begin search by: u / another sys.

. Salt Avoidance Recipe Generator Steps: Suggestions on replacing salt in bean soup:

1] User may normally prefer the saltiness taste to equate at 0.5% of soup volume to be real salt.

2] This preferred percentage is determined via: what u k / nr placed in soup.

3] U k 2 liters of soup will be made, and lists volumes of ingredients making up 2 liters *(both before combining, then after coming (and evaporation) - though latter can somewhat be calculated by sys). Example: 1 liter water, .4 liter kidney beans, .3 liter potato.

4] U lets system to recommend other ingredients (if no real salt were actually to be used).

5] System's db "analyzes"/shows (s/printer) other non salt ingredients shown to statistically satisfy a large percentage of population (in u's zone) who are on salt restrictive diets. "Score" for each of those ingredients on salt replacement value. 6] Those ingredients that came up in previous step are next "scored" for their compatibility w/ existing ingredients u already (fairly) decided to keep in soup. Each food ingredient in db has many sub-files, each sub-file being the type application / situation / type food such ingredient may be used in = and the corresponding "score". Example: carrots get high score for soups in general, yet a higher score in sub-sub-file: western vegetable or meat soups, but lower score in sub-sub-file in Japanese miso bean type soup.

7] The differing "scores" are= "coordinated" / "analyzed" -> suggested ingredients are grouped into differing sets / files of ingredients. Compatibility of ingredients with each other in designated sets (including ingredients required by u) based on db of past statistical taste studies for how such combinations (may) satisfied people.

8] S / Printer shows = Suggested recipes = to U. The order in which they are shown might be those w higher "scores" for the set, or by other means, eg: cost, "score" for how all the ingredients are commonly available in u's zone's supermarkets, uip - db for what u liked in the past, etc.

. Indicator Development Idea Generator Steps: SW will suggest what u can use / do / replace / alter in their (research) plan / strategy / process.

1] All type materials in situation are entered into= computer, eg: type hazardous materials (acid, pH level, 7G050 chemicals listed). Eg: type + gloves, type + containers holding chemicals, + acids and where they are, where acids might spill, environmental effects (temperature, time span (in which acids will be in contact), other circumstances.

2] The files for characteristics for each of these elements is either known by sys (uip-db). If the db exists it was compiled by: "analysis" of research material, surveys of chemists %, developed by u (or their company) for future applications (by other researchers of the company).

-Each element has different files, according to the circumstance of its usage. "Analyzer" determines which sub-files are applicable via, eg: label of file, % key word search, "status"*, uip.

3] Files are matched. Examples: only 2% of glove/container types are suitable for working with acids = next sw determines three best gloves/containers for said acid, listing best first.

4] If u is unable/unwilling to make changes in glove / container, sys can suggest differing acids, or time period during which work should be completed.

5] If all suggestions by u are good, sys can "score" what u planned to do / still give other better / good but worse options / precautions (whether using products or not, and if so, how they should be used) = S/Printer..

6] While research is taking place = "sensor" = "analyzer" = NR: when sys determines there is or could be (based on score) a situation needing special attention (danger, loss of money, inability for u to get desired results).

Large Diagram Begins Here: The following `Diagram Insert #1' is for the large diagram below it, titled:`D-#1'. The OTD D below `D #1' is a subset of the latter. All parts converge in the central computer in `D #1'.

. `Diagram Insert #1': For +D-#1

Type suggestions made by sys to achieve needs stated by u (so suggested future N or sys functions as needed in future situation / environment and able to handle designated occurrences as envisioned by sys / u.

Suggestions are made by sys: for one or more of following: NR type - 7G050. Protective gear type suggested: against (chemical 7G050) hazards. PVC Resin / metal constitution. Formulas: pharmaceutical, food recipes, pvc resins. Other Formulas.

-Likely scenarios: how to prepare for: fire and other natural disaster drills / preparedness. Accidents: (chemical) accidents; vehicle; building (collapse). Desired effects: any (el) %KN, any (el) %N, as prescribed by UIP-Tailor.

* OTHER: 1J010 Body Movement Notifier: how sys can adapt to different: sized people / applications. 2E010 20 30 40 50 Recipe Softwares: 3E020 GPS Record Keeper: what records might want to be kept, which zones

are important, drawing boundaries between zones (based on uip of situation). 3E060 Interactive Morning Alarm: what q sys should ask = matched w uip of u / what u has to do later that day [sys puts u into mood for predicted occurrences/work]. 3E061 Body Motion Instructor. 3E150 "PS-Zone": which zones are important, drawing boundaries between zones (based on uip of situation). 3E151 GPS Circumstance Correlator and Controller: which zones are important, drawing boundaries between zones (based on uip of situation). 3E180 GPS Locator: suggests where to begin looking or what needs to be found and how. 3E190 GPS Billing Systems: which zones are important, drawing boundaries between zones (based on uip of situation). 3E040 & 41 Tel Noise Canceler: what environmental sounds might be semi-canceled (at the risk of impairing listener on other end from part of speaker's natural voice). 3E210 Indoor GPS Extender: where / how extender could be used / placed. 4E010 Alternator: which activities offer greater battery power build up. 4E030 Image Input Access Sys: what images sys may use to trigger designated functions (access). 5E020 Magic Wand. 3G010 Tel Ring Delayer. 4G190 Insulated Scoring Ball: how to play / develop new "games". 4G200 Fruit Encapsulator: how to adjust itself to cut in ideal manner. Other methods for peeling, cutting, processing, cooking, canning the foods. 5G061 Dyslexia SW: how u may wean himself off the software; how sw may help u -eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer. 5G070 Speed Reading SW: how u may wean himself off the software; how sw may help u -eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer.

D #1: U = (+ See: `Diagram Insert #1') ~ C =

ACCESS: Access restriction strategies suggested: db of past hacker / villain activity = matched w = db of known / existing / available remedies or traps = suggested "access" control strategies = [security manager's suggestions = k = access - analyzer - sys]: sys analyzes any input from security mgr during the multiple steps via which sw w= mgr together brainstorm for strategies. ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); NR (); PR (); PS-Zone (); Q (); ROUTER (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); TDS (); T (); TILT (); TRACK (); UIP (); VISUAL ANALYZER (); VR* (); WA ().

OTHER: UIP-Tailor & UIP-Suggest: see suggestion sw (being) developed from 2E files.

+ Five senses are altered to match user's tastes:

. Senses: images (see "edit"); sounds (see sa); "vibration"; odor releasers (see smell "analyzer" details mixed throughout files; *taste (see A dir KN). "Synthesized" music / sounds altered. Related to A or B* dir KN where games are sold via vending machines and tailored to buyers.

+ "Game" application: UIP Game Effect "Editor": U is requested to experience different effects like sounds and type images. The U's response is "scored" and intern the game's effects are tailored to get a more desirable response from the players. Each game's aspects has multiple "editable" choices, and sys utilizes those best matching player's preferences.

-images: see "edit" = images; colors; textures of skin or objects; size

-sounds: sys "synthesizes" sounds (in its memory); sa scores sounds.

-"scoring": to match u's tastes: human body "sensors" are placed on player (skin) to gauge reaction levels; u personally k in their (multiple choice) preference of effects.

-What's scored: user's "mood" reactions "scored" / "analyzed": pleasure; excitement; passion; fear; relaxation (between episodes, type of break for player, so they don't over exert and tire= in tern playing game longer).

-How sys utilizes player's preferences: User asked which of 12 effects elicits greatest: passion. Then when passionate encounters occur in game, that "edited"/"synth" version is utilized.

-User generated effects: players can program / create / record (mic) sound effects into the game itself.

3E061 Motion Tutor: 'Guides users to improve their movements according to the user's needs.

Diagram #1: ["Tracker" / "analyzes" = U's behavior / db (description of U)] = C (sw = develops sw / programs which are tailored to (u)) = (desired/desirable) function(s).

-Developing UIP: UIP (of U / other element being matched) compiled from any source including: questionnaires (answered by U / service providers); monitoring organizations (Dunn & Bradstreet, TRW); any KN monitoring / "tracking" / "scoring" system(s); UIP.

-

D (Diagram): data input = analyzer = memory (M, cart, recognizes multi-user) = analyzer = data output = function

.-5A-810-042003 Advisor: compiles and analyzes user's information.

-OTD: fd-hdd; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); educ%; M%; score (score information can be processed for the UIP database; and UIP can help generate desired scores); cart (for additional data for the database; and or software for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database to people with the right password).

-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints". Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.

-UIP formerly titled "PI".

-U or Computer (Administrator) can select which UIP mode will be used / desired.

-Brainmaker 2 - (Professional version), p.76. [Existing N functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: UIP-track.

. For Techies: Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities and or difficulties on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; user takes one or

more test(s), the type and quantity are determined by the desired application of product; another person or device (M) gives information about user; etc. Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs. The manner in which invention tailors itself to user's needs can alter according to: small or big changes in uip database, pp.

. For Techies: Part #2: D (UIP) =

"Billing"; User can take their cart (their personalized uip for all identical or related products) from machine to machine, eg: % existing card used to both activate and select desired preferences in car stereo systems; different cart effects user's uip differently with the correlated changes in functions; type "character" changes according to uip (if a display ("S") is used); date; uip data can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp; multi-user; uip's database guides system's functions (determines the type, manner, timing, whether or not to notify, mq, osc, synth; pp; uip database influences printer's print out parameters, score, speech, vc, manner in which it functions as a semi-toy, it prompts - accepts - processes uq; tds; uk. Data is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP can be programmed/understood with the help of: psychologists, sociologists, marketing experts; U's city (tel area code/zip code) / caller id / location based on pd effect how system interfaces w U.

. For Techies: D: data input/output=tr/rc=c. C85 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK. D: C85="tel". %-o-C112 Computer predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-utilizes fuzzy logic

-UIP was formerly titled PI (Personal Information).

-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, Kays' N. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

-Marketing Enhancement Systems: UIP suggests / 'guides users to alternative products or services.'system judges may suit (part of) their needs.

-Publications Related:

"Collaborative Filtering": comparing people's 'behavior and preferences with those of other people ('users) who match a similar profile to 'predict what additional info might be relevant to that person. From *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"Datamining": open-ended queries of customer data and other info sources; and to automate the process of 'predictive models of consumer 'behavior.

- ? "Dialogue Marketing": adjusts info delivered to the customer based on real-time interaction between the customer and the co. 'Predictive modeling and datamining techniques to enable a more 'tailored "dialogue" with 'users (customers) in (real) time.
.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999.
-"Experience Communities": Aggregated pools of knowledge based on the collective experience of many people ('users).
.-Also see *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999
-"Flex Pricing": 'System 'tailors prices to demand and supply (automatically).
.-Also see *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999
+ "Predictive Modeling" From *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999
-"Preemptive Marketing": 'Tailors marketing, eg: Eliminates future consumer decision points that might lead to loss of business.
.-Also see *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999
-"Pullcasting": 'User 'tailors which information or features they receive / or are able to utilize; but also creates such content / features / services.
.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999
-"Relationship Age": 'Systems communicate with 'users for [free] exchange of info/data to better perform 'tailoring functions.
.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999
-"The Shadow You": Electronic re-creation of the essence ('behavior profile) of a 'user's behavior. The 'database on 'user(s) for (purposes of 'tailoring).
.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

Search Key Words For Searches On Related Patents Include: "data base", adjust, tailor(s), tailored, adjust(s/ing/ed/ment(s)), alter(s/ing/ed), "(system/software/invention) learns", "self learning". What search strategies, and other terms?

TAILOR FEATURES - SOTTO N

4J030 FUTURE LIFE - FIND MISSING PEOPLE:
This may be helpful in finding missing children or fugitives. There already exists age progression art which predicts what someone would look like after a certain period, but what about what they sound like, act like, etc.? This can enhance such an age progression description. 'Tracks, 'Predicts.

6B-590 COLOR CODE - READING PRODUCT LABELS:
This can be used for reading food/drug labels. Suppose I need something that is sugar free, for example. I could read the entire label to see if it contained sugar or not, or there could be a color associated with this; I

program my scanner to check if the label has this color and, if it does, know that it fits this criteria. 'Visual analyzer, 'bar code reader, 'score.

3J070: AUDIO ADJUSTER – FITNESS:

This can be used for exercise classes or individual exercise sessions. If you have ever taken an aerobics class, you know that the instructor uses different music for warm up, high intensity and then cool down stages of the class. Suppose a device automatically sensed whether a group or person needed to increase heart rate, slow down, needed a change of pace, etc. and used music tailored for these situations. 'Entertainment, 'Guide, 'Exercise.

MISCELLANEOUS:

. Check Forgery: Have a pen that a bank issues with a checkbook. If a check amount is suspiciously large, or the check is suspicious for any other reason, the bank can check and see if it was signed with the accompanying pen or not; if not, it was probably stolen; they can call the customer and see if, in fact, it was his signature or not.

. Scientific Use: Scientists may be able to use this to identify chemical compounds by seeing if they are exactly the same color as some known compound.

. Agriculture: A plant is a certain color when ripe. Perhaps the scanner can determine when it is ripe, as well as when it is diseased. Plants that are not a ripe, healthy color will trigger the scanner.

. Education: Like the fitness example, the device could tell is a student or class was tired, nervous, distracted, etc. and play music that was appropriate for their needs. It can be used for both classes and when studying at home. Relies on: motion 'sensor, 'behavior analyzer.

. Insomnia/drowsiness: Perhaps this device could play 'tailored music that enables people to sleep more soundly when they are sleeping, the feel wide awake when they get up.

. Addictions: Like the above example, perhaps this device can lower cravings for nicotine, caffeine, alcohol or sleeping pills by enabling people to feel more wide awake or relaxed as need be via 'tailored: music/sounds, 'exercise, 'entertainment, 'education.

System tailors its functions to the unique needs of specific users. Each user can have their unique profile stored in adapt-Database, which includes their: needs, preferences, and behavioral traits. Tailor then matches the database, with a menu of function choices. The function chosen is the one that best meets the user's preferences.

-adapt-Input develops the adapt-Database by: 1. 'analyzing user behavior, 2. Allowing user to input their preferences, 3. Linking to other databases with user's preferences.

-Integrates: 'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'adapt-Emergence (2G180), 'adapt Tailor.

-Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.
-See many huge adapt files..!
CONCLUDES THIS ADAPT* FILE
CONCLUDES THIS ADAPT CENTRAL DESCRIPTION SECTION
File: Features Intro / Analyzer

ANALYZER

Like the word "analyzer" suggests, it attempts to match the human brain in making decisions. Decisions are made from a choice of preprogrammed possible 'reactions. Using fuzzy logic, it takes on the needed functions of software, as would be needed to handle the applicable tasks called for.

System tries to think like a human brain (where (w5) feasible), sys (system) tries to know its limitations. Uses the best knowledge in the field. 'Analyzer 'customizes itself. Uses the best knowledge in the field (from 'sensors, UIP, etc).

Figurative Drawings

D1: 1 signals -> 2 data from particular input (item being analyzed) -> 3 put into file(s)1 = 4 tr/rc = 5 c (6 existing files) = 7 matched/8 compared w 9 inputted files = 10 similarities and 11 differences noted = 12 type/level of differences 13 determined/14 "analyzed" = 15 conclusion made = 16 signal = 17 action made by 18 sys / 19 s or printer shows conclusion.
-D1 Notes: 1: optional part of data flow; sounds = 2 sound analyzer; lights; body movement = (2 sensors); visions = visual analyzer. 2: communication w other el products; c. 3: sw; different files are pre. or automatically labeled according to type situation according to circumstances/occurrences (1). 6: files developed earlier by manufacturer (mp), or u's pr. 7 & 8: similarities/differences noted/analyzed via: key words/paragraphs%, visual analyzer, SW ('software) number crunching. 9: data from 1, 2, 3, 4, 5. 13 & 14: sw analysis. 15: SW ('software) analysis. 16: computer code labels the type situation sw has determined to be the case, eg: favorable, unfavorable, and or what action is needed to be taken (due to the "status" of situation).
-D2: input -> c (analyzer (sw)) -> results / function (altered according to how sys may want to adapt according to determination(s)/conclusions made by analyzer).
-D3: Read Later D C (SW Analyzer) =
ACCESS (determines w5 can access into any given sys (c, m, any portion thereof, eg: particular files or software programs/features)/ BILL / CART (differing SW ('software) for type analysis needed)/

COMPOSITION / DATE / S / EDUC (sw determines u's level of sophistication (w sys/sw) = intern simplifies/complexities the SW ('software) interface (and available functions / steps needed to achieve desired aim (via pr/k)))/ K ('keyboard) / LOCATOR / M (uses M's database(s) for (additional) information from which to (better) determine analysis)/ MQ (sys asks (intelligent) questions to better collect needed data for better analysis; development of uip)/ MULTI-USER (analyzes (tasks/things/occurrence) differently according to type/uip of u; development of uip)/ NOTIFIER (u alerted when analyzer determines u (user) (may) need to know (status))/ OSC / PR (how analyzer is to function / what its to seek and how process information / for w5)/ PS (determines location of object(s), processes information accordingly (as pr))/ Q (decides what questions to ask u (user) according to circumstances, eg: what u (user) wants or is doing (w5), u's status*)/ *R / SCORE (new scores matched with earlier developed files for analysis; creates new files for new scores, development of uip)/ SENSOR (compares files for inputted signals w (with) what is wanted/needed/expected/is standard/has historically occurred before (uip/m/database))/ SOUND ANALYZER (compares inputted sounds w previously stored sound files)/ SPEECH (sound analyzer)/ STATUS / SYNTH (sys synth (automatically) according to: pr/uip/u's k)/ TDS (effects score, development of uip)/ T (telephony sw applications)/ UIP (compares files)/ VISUAL ANALYZER (compares files, 2E251 Intelligent Monitor)/ VR* (compares files).

-in some (simpler) circumstances, the analyzer functions wo software, eg: simple turning on/off according to situation.

. % Read Later This N Part :

-2E251 Intelligent Monitor: ; 3E040 3E041

-3G010 T Ring Delayer:

-5E080 System self analyzes best synthesis for acoustics of room/hall:

-7G050 7G051 PVC Change Alerter: ; 7G052 related kn.

-9G220 Channel Scanner Skips certain stations...

-"Analyzer" and how it matches and compares files and determines conclusions also explained in UIP (UIP-Tailor, UIP-Suggestion).

Fuzzy logic. AP = Applications: the related product applications, and specifications, for the listed application(s) are obvious.

-4E020 Registrar.

.-"Router": locates then= retrieves needed data= for this part.

-"Bill"

-Related existing SW ('software) from "TDSW":

Brainmaker 2 - (Professional version), p.76. [Existing N functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: UIP, "track".

-ProTEM - Business Process Improvement.

Takes on the functions of software as would be needed to handle the applicable tasks called for by invention disclosure.

* ANALYZER – READ LATER SECTION MAYBE =

Diagram 1: 1 signals -> 2 data from particular input (item being analyzed) -> 3 data put into file(s) = 4 tr/rc = 5 c (6 existing files) = 7 older files are = 8 matched and compared w (with) 9 newer inputted files = 10 similarities and 11 differences between files noted = 12 type/level of differences 13 determined/14 "analyzed" = 15 conclusion made = 16 signal = 17 function/action made by 18 sys (system) / 19 s or printer or notifier shows conclusion.

--Diagram 1's Notes: 1: optional part of data flow; sounds = 2 sound analyzer; lights; body movement = (2 sensors); visions = visual analyzer. 2: communication w other el products; c. 3: sw; different files are pre. or automatically labeled according to type situation according to circumstances/occurrences (1). 6: files developed earlier by manufacturer (mp), or u's pr. 7 & 8: similarities/differences noted/analyzed via: key words/paragraphs%, visual analyzer, SW ('software) number crunching. 9: data from 1, 2, 3, 4, 5. 13 & 14: sw analysis. 15: SW ('software) analysis. 16: computer code labels the type situation sw has determined to be the case, eg: favorable, unfavorable, and or what action is needed to be taken (due to the "status" of situation). . drawing 2: input -> c (analyzer (sw)) -> results / function (altered according to how sys may want to adapt according to determination(s)/conclusions made by analyzer).

. drawing 3: C (SW Analyzer) = ACCESS (determines W5 (what, where, when, why and how) can access into any given sys (system) (c, m, any portion thereof, eg: particular files or software programs/features)/ BILL / CART (differing sw for type analysis needed)/ /COMPOSITION / DATE / S / EDUC (sw determines u's level of sophistication (w sys/sw) = intern simplifies/complexities the SW ('software) interface (and available functions / steps needed to achieve desired aim (via pr/k)))/ K / LOCATOR / M (uses M's database(s) for (additional) information from which to (better) determine analysis)/ MQ (sys asks (intelligent) questions to better collect needed data for better analysis; development of UIP)/ MULTI-USER (analyzes (tasks/things/occurrence) differently according to type/uip of u; development of uip)/ NOTIFIER (u alerted when analyzer determines u (user) (may) need to know (status))/ OSC / PR (how analyzer is to function / what its to seek

and how process information / for w5)/ PS (determines location of object(s), processes information accordingly (as pr))/ Q (decides what questions to ask u according to circumstances, eg: what u (user) wants or is doing (w5), u's status*)/ *R / SCORE (new scores matched with earlier developed files for analysis; creates new files for new scores, development of uip)/ SENSOR (compares files for inputted signals w (with) what is wanted/needed/expected/is standard/has historically occurred before (uip/m/database))/ SOUND ANALYZER (compares inputted sounds w (with) previously stored sound files)/ SPEECH (sound analyzer)/ STATUS / SYNTH (sys synth (automatically) according to: pr/uip/u's k)/ TDS (effects score, development of uip)/ T ('tel)

(telephony sw applications)/ UIP (compares files)/ VISUAL ANALYZER (compares files, 2E251 Intelligent Monitor)/ VR* (compares files).

-in some (simpler) circumstances, the analyzer functions wo software, eg: simple turning on/off according to situation

END OF THIS 'ANALYZER FILE

File: Art\Ar Intro & General

ART FEATURE

Table of Contents for Artist Section:

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. AR IMIS
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. AR Write
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. AR Dys-IMI
. AR Dys1
. AR Dys2
. AR Dys App
. Artist Misc*

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Tailor pictures to your taste. System's 'Visual analyzer with wide powers, determines the characteristics of the image to be altered.

. For Techies: 'Edit pictures. User alters pictures or text. System alters images for user (in 'tailored form).

. Functions: accentuates images; automatically 'edits as programmed (so as to best 'tailor itself); improves visibility, readability, excitement, user's interest in (multi media) presentation; images are made to 'interact w/

(with) user or other images on screen; 'cut & paste software function; user 'draws images; 'visual analyzer studies 'images created by user or other source.

The Following Are Electronic Art Generation Elements:

-#1 OTD: D =

*5A-110-042003 Master Artist: make masterpieces similar to the masterpieces or choose your own. Select painting desired, and electronic device will help guide user in any one of many methods. Incorporate different parts via selections and or drawing.

*5A-120-042006 Camera Editor: Take photographs, which you can then edit on the related computer system {camera and editing aspects can be on same or different pieces of equipment}.

*5A-130-042004 Color Sticks For Computer Drawing Pad: Simplifies computer graphics system for children. Child inserts plastic piece for the desired color.

*3A-110 Antenna Art

3A-580 Air Pad

*"Sound Analyzer", and "Sound-Vision": used to convert sounds into visions.

*"Composition": sound effect composition might work in parallel or in synergy with "Artist"

*"Remote"

3A-790 Magic Air Pen

*5A-620 Virtual Reality Invention Laboratory.

"Bill"

-OTD #2: display; fd-hdd; pp; mp; uk; mouse; toy; basic; printer; M%; osc; speech; md; cart (image creating software options); cp; uq (eg: how to operate software); mq (eg: how user wants to generate their art); UIP (system generates graphics according to past images user preferred; such user preference can be inferred with some margin of error based on the graphic editors selected earlier and or the types of images user made in the past - this "pi" system might be an optional mode, and valuable considering that it might be too complex for some users to select the graphic image editors that he might like most); character; motion sounder% (activates images according to how a device is moved, while simultaneously making a sound corresponding to the type motion); multi-user; cc; notifier; tilt (graphic image editor is effected by how the part and or device is tilted); air pad.

-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u

"interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS () // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

Introduction: Each / Most Artist KN also have a sw version - D: U = mouse / r / k = c ~ image generating sw = s / printer / [tr = another c] / access.

Fidelity Catalogue's Product Improvements: Many Non-electronic

* See catalog for details on existing products: The catalog containing Fidelity's products was received on Dec 31, 1994. It's cover has black marble background with pictures of taxi, and appliqué film system. Catalog dated "Winter 1995".

[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725]

Portable Drawing Board: Sliding guides; corner clamps.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.3]

Rotary Cutters: cuts pads, foam, etc.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.3]

Clip Compass: draws circles by gripping (any) writing instrument.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.9]

Electric Eraser: for lead / ink.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p12]

Tracing / Overlay papers.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.13]

Waterproof paper: Use in copiers.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p. 13, 14]

Non Reproducible Blue Grid (Paper).
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.14]
"Access"

Graphic Arts (Masking) Tape
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.15]

3C292 "Images" of Magical Building Blocks: Each combination has designated results.

Person generates and edit images. It can be compatible with existing multimedia ("MM") hardware and or software.
-D: 1 uk = 2 base ("C") = 3 tr = 4 "S"/5 function/6 M
-OTD: 2 access; 1 air pad; 12567cart; 1245cc; 4character; 4color; 2%composition; 2date; 4images are "displayed", stored in 2memory, 234 projected onto walls (via color lights), 5converted into printed pictures and or 5cinema or 5video; educ; %egh; entertain; 2fd-hdd; 124float; 5fs (send/receive images in black & white/color = separate computer/e-mail/fs/special computer=printer located in other location; game; 23%gps; 2interactive; md; 12microphone=4=5/speaker/osc/play back/stereo; 4mo; 25%morning (user must generate specific images to deactivate the alarm: generate similar / related / unique image. System may inspire ideas for image(s), eg: one which evokes the idea of waking up, like running to catch bus; 1 mouse; 2mp; 2mq; 2multi-user; 5**notifier; 5*osc; 26pi; 1245portable; 2pp; 5printer; 124rcp; 1remote; 2score; 5speach; 2tds tgh; toy; 1vc; 5visual analyzer; 5 vr (create images desired for your virtual reality experience before / during use, eg: have a virtual reality-type experience painting. This can inspire individual creativity); 25 camera takes pictures, allowing user to memorize and modify, eg: size, color, slicing, adding shapes; 26 user needs visual ideas, so they uk: w5 of situation requiring a visual piece / uip of person & or co & or situation; %wa.
-See "Brain": sys adapts images for u.
-OTD: U = "Artist" Sys ~ C

ACCESS (limits functions, each movement of r / r stick 5E020 is interpreted ("analyzed") according to password); OSC (each "Ra's movement can tie in w corresponding type sound); PR (u designates which

movements of "R" represent which type of marks/functions 5E020); Q (U asks how they can draw differently / program their R differently (from what's stated in N description)); S (interactive touch screen; color monitor); %SCORE (drawing aptitude); (Motion) SENSOR (of R/%U); TDS (); UIP (DB: image data bank); %VISUAL ANALYZER ().

-"Router": locates then= retrieves needed data= for this part, eg: images (from image data bank (db) (on m)).

-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-"Bill"

END THIS ART FILE

ARTIST – SUB-FEATURES SIMPLIFIED:

"COLOR" = Any color(s). Any "edited" colors match.

"CRAWLER" = Externally controlled image creating mode crawls across screen.

"CRAWLER'S VIRUS" = Crawler attacks other's functions. "Game's" opponent player's functions represented visually. Crawler "edits" opponent's functions inturn effecting their abilities.

"CUT & PASTE" = Standard computer terminology plus more.

"DRAW" = Create image.

"EDIT" = Alters images in complex algorithms. Eg: "crawl"; makes colors or shapes compatible; "cut & paste".

"GUIDE" = Suggests how user might proceded in creating images.

"IMAGE" = Picture.

"INTERACTIVE IMAGES"

"MULTI-COLORER" = Same as crawler except user controls how crawler moves.

"MULTI-USER" = Each user "edits" each other's "images".

"SW" = ("Artist") software; program.

"WRITING INSTRUMENT" = Mouse, stylus, "tilt".

File: Art \ Ar-IMI

ARTIST - COMMON FUNCTIONS FOR EACH ARTIST KN:

Intro: Each "artist" function theme below includes different variations detailed in the grouping of related "artist" inventions.

"ANALYZER" =

Sys has a mind of its own. How it will automatically: "Edit", "Draw", "Crawl". "Designating" "images" for labeling / "coordinating".

% "Tracks" / "Scores" the "artist" occurrences / functions.

"BEHAVIOR ANALYZER" =

US Patent: 5507649 = "images" are "designated" to= match accessor's behavior. Eg: children receive different images from adults.

* "COLOR" = Any color(s).

.-Color Selector: (Printed) guide shows numerical code for numerous colors. Software version too.

[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; all of p. 4, p. 5, top p. 6]

--each numerical code used by "color" = "analyzer" for: color "coordinating" or other "editing"; "mood" and ba (how each color effects viewers).

.-"colors" are changeable / refillable: (Refillable) Ink Marker Systems.

[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555

Fax 800 842-2725; p. 6, 7, 8, 10]

. Access: Hurdles to gain "access": type color(s) used W5.

"COORDINATOR" =
Any "edited" colors / images match. Modes of coordinating colors and images are similar.

Color Coordination:

. Color choice process (for "Crawler"):
+ Colors compatible: The colors used blend (well - as pr), eg: green matches / blends with blue, creating blue-green in between; red and blue blend to make purple...
+--the manner of color changes pre-"analyze" how colors blend together
--The colors used blend well, eg: yellow blends with blue, creating green in between; red and blue blend to make purple...
--the order of color changes consider how colors coordinate and blend together
-device uses single colors, and or blends desired colors as user selects.
+ Compatibility of colors may imply that: they are of a related subject, function, u, application. "Coordinator" "designates" colors accordingly.
+--'Character's 'image portrays (compatibility / type) of subject matter. See: 'Guide's = 'Character.
+ How colors selected: 1] sys= "analyzes" color compatibility charts. 2] Second color utilized has color pigments that are the same / similar / compatible w (with) first color and compatible with second color. Applies to three or more colors too= whereby all colors added into other colors must be compatible w (with) every other color. 3] UIP tailoring according to: u's or customer's tastes; target audience's behavioral parameters. 4] See "designator".
+-Style of outputted coordinated colors = uip= depends on "designated" color desires. Applications: greater or lesser color coordination or contrast (to catch people's attention or create relaxed "mood" for "entertainment" or "educ" or "tgh").

Image Coordinator:

Imaging Compatibility: changes made to be (non) coordinating.
Sys "edits"/"cuts & pastes"; adjusts/coordinates existing/future
sizes of shapes w (with) colors (to give desired / ["crawler" generated]
appearance). R24-1 Image Coordinating Software.

++ R24-1 Image Coordinating Software:
"Analyzes" for compatible colors / image texture / shapes / color
intensity.
Analyzes and rates how well chosen colors are coordinated.
Generates compatible colors in output modes of "multi-colorer"
and "crawler". Applications: analyzing photographs, graphic art
software (limited color choices influenced by type printer or
compatible software).
-"edits" non-compatible colors/shapes -> eg: colors/shapes become
compatible algorythmicly:
--#1 changing designated colors/shapes. Designated colors:
those least compatible; using u's uip color preference chart,
omitting colors closer to disliked spectrum (all together);
colors needed to effect desirable results via "ba" / "uip", eg:
uses yellow or red to catch people's attention (in emergency /
for "nr").
--#2 changing all colors/shapes -> eg: bringing them closer in
line compatibility wise -> by adding / omitting coloring agents.
.-ARTIST:(system will select color(s) according to colors to
which it must 1 match / [2: pr (program) / uip = SW ('software) knows w5 to color
coordinate, then does so (automatically)].
.-user selects one or more colors, then sw offers (available)
choices of compatible colors.
.-C SW D: color determinator (sensor, sensor = lens, color's "c"
codes) = "analyzer" = s / printer
-OTD D: This N Sys (image coordinator) =
ACCESS (person must wear particular (coordinated) colors for
access (entry, usage)) - copied to "access" 7.96; ANALYZER ;
+ARTIST (sys fills in colors (after certain areas are done;
adjusts/coordinates existing/future sizes of shapes w (with) colors (to

give desired appearance as defined by graphic arts schools);
CAMERA (inputting of images ("cut & paste")-> processed ("edited"
by this sys); CART (type coordinating sw); COMPOSITION
((automatically) merges graphic w audio composition); S ;
EDUC (learn coordination, art, read up on past painters;
guides/teaches u (user) if/when/w5 (colors) match); M (sophisticated
sw, colors, coordinating analyzers); MULTI-USER (how each u
likes their sw); pr (program) ; SCORE (how well coordinated: color,
shapes, texture (2D or 3D*)); SENSOR (for colors); **SOUND
ANALYZER ; STATUS (sys judges its ability to do the
necessary/requested task / judges what it did; shows numeric
possibility of error); UIP ; +VISUAL ANALYZER .
-2E251 Intelligent Monitor: uses sys (system) to better notice w5 sys (system) is
studying/following.
.-R numbering Sys: because this KN has an extra digit (R24-1),
its strictly a KN and doesn't include existing N, yet the R24 of
R24-1 relates to existing N which is remotely tied to R24-1.
-image's texture, defined: comprised of many/small/big dots of
single/multi-color; substance image looks like (fabric, stone,
shiny (metallic, plastic), rough (wood), cardboard, paper, (live)
vegetable matter.
-5G061 Dyslexia Software.
-sw's ("guide") icons can be "edited" between different shapes:
squared / rounded (circle/oval) / triangular (perimeters) w
"color" w/in changed as "designated".
+ "access": u's "cart"/sw= must have designated shapes/colors= to
gain "access". In other words: shapes in= pr= of u (user) must have
correct "image" parameters for= "access". Patentable?
--level of u's sw= "analyzed" for compatibility= level of
"access" given determined by closeness of compatibility.
--accessors aware of this sys= may change their type images=
within range of image that gave them some access.
=
. R24 Paint mixer makes ranges of colors.
.-[Rock Paint Co 3-1-47 Himejima, Nishi-Yodogawa-ku, Osaka 555
06 473 1551 15 Feb 92 NK]
-D: cart ('cartridge) ~ c ~ container for different elements for painting =

mixer = paint transfers to dispenser = dispenser
(brush/spray/**drops paint/inserts paint into containers user can
remove and use as (fresh) paint) = paints surface = surface.
-paints different shapes, textures, thicknesses of paint, etc.
according to programming (pr) / user instructions.
-system analyzes the texture/surface onto which it will paint,
and in tern determines the best chemical mix to (stick and stay
on for desired period of time) and thickness and number of coats
needed. surface analyzer (scrapes surface = tests in its lab;
"camera" = "visual analyzer"; user "k" type surface and any other
information (whether indoor / outdoor; temperature parameters
year round...)
-OTD:
ACCESS **:(ranges of colors possible restricted as well as any
access); CAMERA:(studies (existing color of environment) to
determine best color to mix); CART *:(pr; inks; paints;
chemicals; scents [mix w (with) paint]); COMPOSITION *:(automatically
paints according to signals from sound analyzer - D: sound =
sound analyzer = R-24 = painted surface); ENTERTAIN:; MFH:;
MULTI-USER*:; NOTIFIER:; OSC:; PR:; Color PRINTER
*:; PS:; Q *:; R:; S:; SCORE:(tds); SYNTH:;
TEL:(tr); UIP *:(color combination according to uip of target
audience/user and or according to desired effect (according to
uip of target audience, eg: maybe best color to increase
productivity in blue jean factory workers in Thailand are light
burgundy painted walls)); WA:.

3C-210 Color Selector: (older KN?)
-Point device at anything, and its colors are altered or
dissected, eg: something green can be divided into yellow and
blue; or changed altogether, eg: to white, pink or brown...

. (D) Drawing: "Artist" (Color Coordinator or Selector) / Artist's "Edit"
R24-1 Image Coordinating Software/ (Colored) "Image" output = C
((Color) "Analyzer") =
"CRAWLER" (effects manner of coordinated color output) // "CUT &
PASTE" (each section can have colors coordinated differently, in

other words the method and style outputted differ according to the section (all visible simultaneously on same s)) // "DRAW" (manner of drawing triggers differing "color" generating/coordinating modes) // "EDIT" (how coordinated) // "GUIDE" // "IMAGE" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "WRITING INSTRUMENT" .

. Hurdles to gain "access". W5: Manner in which following are coordinated: images; user's behavior ("ba"); colors; shapes; W5 u accessed sys.

+ Sizing / Color / Shaping%: "Edited" as needed for compatibility. Eg: size of tree doesn't exceed house size by two, and its fruit is double the size of door's front door knob. Sys can alter shape of tree and or its fruit in differing fashion. *D: "cuts & pastes"= then "edits" accordingly.

End "Coordinator" = "Artist"

+ "CRAWLER" = Externally controlled image creating mode crawls across screen. Also functions like an organism crawling across images leaving altered visual effects in its wake. Differs from multi-colorer whose movement is controlled by u.

-%crawler can be in form of cart / SW ('software) (inserted into function / mode / sys (system) / sw / c) / icon or "interactive image".

-D Algorithms: previous image's characteristics (f1) X crawler (f2) -> f3 X any other variables (time, additional input given crawler (by u)) -> synergized function (f4) -> altered image(s) -> time pause -> last image can be re-"edited" (into something new / repeating related algorithm)

--each 'f' = function: has hidden codes. These codes are hidden in that they don't (necessarily) relate exactly to the image shown; but influence: subsequent "crawler"-type events.

. Read Later (D) Drawing: u (user) = This "Artist" System ~ C ('computer) = COLOR (chooses what colors appear when and how (w5)) // DRAW (crawler itself decides how it will draw / "edit" // GUIDE (u may "guide" crawler. Though crawler may choose to ignore requests from u.) // MULTI-COLORER (what crawler does too) // MULTI-USER (each crawler can be considered a u (user) in this circumstance=

resulting in each crawler "editing" images each crawler generated, or each crawler can alter other (living) crawlers) // WRITING INSTRUMENT (crawler takes form of any writing instrument).

-See additions to "Crawler". Was in file: k\ar\IM1& in 7.96.

. Hurdles to gain "access". W5 Crawler is utilized via one or more of following:

-U attaches their key or other related element to the correct crawler which takes them through the hurdles, though u (user) may be required to take "designated" actions controlling crawler and or anything in its environs W5.

-Crawler must be reprogrammed as "designated"= then taken on (one of) the path routes it's designed for according (according to type application / access desired).

-W5 how u (user) controls or reacts or creates crawler (virus*) in any manner: "game", "artist", "access" = "order & timing"+, "crawler"="cart".

-see "game", "game" = "crawl"

-"crawler" knows W5 (what, where, when, why and how) to get u (user) to desired point of access, saving u from keying in unnecessary strokes / information. Like an electronic bookmark: u selects which bookmark they want crawler to take them to.

+ "CRAWLER'S VIRUS" = Crawler attacks other's functions. "Game's" opponent player's functions represented visually. Crawler "edits" opponent's functions intern effecting their abilities.

-An algorithmic function that alters function of whatever its designed to attack/effect; Virus is a subset of `Crawler'.

-Also functions like crawler however the altered results also include functionings correlated to the attacked images.

-See "Crawler".

* Read Later (D) Drawing: u (user) = This "Artist" System Changes the abilities of other player's abilities in below manners ~ C ('computer) = GUIDE (how they can control their players/crawlers) // MULTI-USER

// SW ((partially) disables their ("artist") sw) // WRITING INSTRUMENT (what it can/can't do).

. "Access": How attacks hackers: Crawler seeks (via "analyzer") WS hackers are present in sys= attacks / disables hacker's: sys or (sw) portion thereof that technically allows u access, eg: erases needed SW ('software) codes for pr (program) to get into sys during that or future attempts at access.

"CUT & PASTE" = Standard computer terminology plus more. Cut out spaces into which images inserted: these images are: drawn in / previously drawn images / "camera's" photos / other (downloaded) images; fragment cutting / pasting shows up (randomly) over (pr) sequence of time.

+ VA ('visual analyzer) seeks "designated" images= then "cuts & pastes"= as "designated" (by "edit"). SW's search and replace.
Applications:
-creating collages;
+ compiling images w associated text of needed subject matter: Asian feature faces; (portions of) password icons (w "designated" function).
-"entertainment".
+ sys gives user a menu of images to choose from= to "cut & paste" as u (user) desires.

.-Puzzle "Game": cut & paste omits sections of image / screen = u must guess what's missing.

. Read Later D: u (user) = "Artist" (System's "Cut & Paste") ~ C ~ What is "Cut & Pastable" =
COLOR (colors but not necessarily the shapes or text) // CRAWLER // EDIT // GUIDE // SW // WRITING INSTRUMENT .
-"score" shows WS / how often elements were used / viewed / "cut & pasted" before by "designated" u (user) for designated applications.

+ "Artist" automatically jazzes up what's cut & pasted: select "edit" mode.

+ Any function can be labeled w/ an "image": Anything representable as an "image" is cut & pastable. Any KN (invention) function (shown on its s). Eg: U requests VA ('visual analyzer) to seek= then "edit"= all icons with features (parts) which are over 80% green, blue and or blue-green.

What's cut & pastable (w or wo "image" (parts) / other elements): any KN part, eg: "score"; desired uip elements (desired functions, portions of db influencing what uip determines as being desirable functions); parts (visual presentation or function) of icons.
-"Artist" / KN Function type gained or lost: "draw", "edit", "writing instrument" ability.

. Hurdles to gain "access". W5: "Merge" = "Artist's" = "Cut & Paste".

-Lines where "cut & paste" cut determined by: how sw shows where images start and end as "designated". Eg: VA ('visual analyzer) seeks: faces (wo hair or background), precut (blocked) images are cut in entirety.

"DESIGNATOR" =

Colors, shapes or other images are utilized or "edited" to achieve "designated" result. System automatically determines via any kn "designation" criteria what needs to stand out / be "edited". Results in greater help to u: "nr"; what needs attention; "status"; intuitively user may know what "designated" changes mean, saving time from having to read text, look up meaning or have s cluttered. "Editing" mode selects: color, "coordinator's" (compatibility level), "crawl".
-form of Seek & "React": Though nothing may need monitoring or "tracking", or be occurring by accident or chance; sys (system) or u (user) wants "images" / (corresponding) %functions altered as "designated".

. Patentability issues: how designation works automatically coupled w (with) the benefits.

. Need for "designated" result determined by: "nr"; "uip"; "score"; "tds": shows deadline coming up; "analyzer"; "sensor" is triggered; creating designated "moods" for: "entertainment", "educ", "tgh", "mm".

Applications:

What needs "designation":
-designing anything (house or N plans): certain colors/shapes are needed (to catch attention) wo creating an overall unpleasant shape/color/other (how u would use N= determined via ba) coordinated scheme; this coordination is such that the important colors stand out to the degree desired as well.
.--Eg: have orange [stop] button while rest of product is in white or grey, but not dark burgundy (burying the orange).
-(automatically) gives same / related colors/images to each type of function (sw icon). Results in u's eye being more readily able to classify "images".
--"designates" color according to "score" of function color is tied to.
-"nr": gives "designated" changes to: catch attention. Eg: red is most serious crisis in department A, while lighter shades (pinks) are less serious in same department. Orange and lighter shades for department B of company.
.--"Nr" induced changes may only be temporary or in effect until problem solved.
+ Who did / is / needs to do what, why, where, when and or how (on sys): ("game") Who and W5 (was in ps-zone)
-influences "mood" generation: according to W5.
-Chemical indicators: SW ('software) shows "status", "nr", w5
-"CID" / Text / "C" file names or icons: Know w5 / "score" of value about subject / caller.
-Shows if something doesn't belong where it is. Eg: customer's

file in wrong sw directory; wrong chemical utilized= causing possible hazard / 7G indicators.

-number of times someone "accessed" (which sections) of sys and WS.

-how well material u (user) is seeking / reading / experiencing= matches their UIP. For seeing titles of internet articles. "Score" occurs via key word / subject matching as w/ Yahoo sw.

-M / DB: "designated" u browses world wide web, and he or sys "scores" value of sights (creating bookmarks of "designated colors") for others / themselves in future "access" of such sights. Magellan internet sw's rating system.

--"Scored" data used accordingly for developing UIP-DB. Colors let others quickly see how well sights were rated (by previous person / sys).

--material "routed" to pertinent subject category files= on U's c / db.

-

. VA ('visual analyzer) seeks -> "reacts":

-"cuts & pastes": va seeks "designated" "images"= then: "edits" as "designated". Example: va seeks thru db ('database) for "images" of masks= "cuts & pastes" the masks found= onto pumpkins= then changes and "coordinates" coloring into shades of orange and black for Halloween =

.--Next ->*: u (user) can next select preferred newly generated "images"= and: print them (onto stickers) / use them for labels for icons or "crawlers" or "game" characters.

-Designated images attract characters / small "images" which look different according to what character is there for:

--Labels subject: va seeks negative "images"= then places "game"=character "image"= next to negative image. This nr character is different according to what it is nr / "designating". * Eg: Character is a: dog when labeling security or "access" issues; baby when labeling toys or thing for babies; red stop sign when labeling most important cautions.

--Character represents additional information of interest= as pertaining to what images character is near or pointing to.

--designated images altered otherwise: to get attention, eg:

circled / color or size changed.
-"Sound to Visual Converter" - Old KN. Eg: bar codes conver
-"Routes" designated images to: files organized by: subject category, "score", "status", "uip"; u (user) needing image (according to uip).
--(sys seeks and tr (transmits) designated (uip-tailor, "visual analyzer") images)
-SCORE (how closely each image (sys can "analyze") comes within desired image's paradigm) -> sys (system) "reacts" w/: greater or lesser "editing".
-Image db ('database) Searcher: VA ('visual analyzer) scans db ('database) / world wide web for "designated" images ("routes" it and any attached text / page / web sight text / other images) to= "designated" file.

. D: "Artist" / "Image" output = C ("Analyzer" seeks following (according to W5 (what, where, when, why and how) criteria)->) = "COORDINATOR" (what is or isn't (poorly) compatible) // "CRAWLER" // "CRAWLER'S VIRUS" // What was "CUT & PASTED" (according to W5) // "DESIGNATOR" (what / W5 altered according to "designator" / "edit") // "IMAGE" // What was created by "MULTI-COLORER" (according to W5) // "MULTI-USER" // "SW" // "SYNERGY" ->
-> "Reacts" as "designated": "Edits" / Alters information or codes or images.

. (D) Drawing: S' "Images" / W5 / "Score" / u (user) / What part is/was (not) in operation =
Artist's "Designator" ~ C =
ACCESS ; ANALYZER ; BILL ; CART ; EDIT ; EDUC ; MULTI-USER ; NR ; OSC ; PR ; PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ('tel) ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA ('walk about) .

Misc:
.-Functions automatically, or u given menu of best choices ("guidance"), and or occurs while u (user) "draws". Related to:

"edit", "coordinator".

. "Access" = "Designated" images:
-Hurdles to gain "access". W5 needed "access" passwords its images are created (password generation): "Designator" creates the needed password (or image representing password)= according to "designated" uses u needs.
-Attacking hackers: Hackers' password images / sys are attacked ("edited") as "designated". sys (system) may also stop / make difficult for hacker's computer to subsequently gain access via: making it difficult for them to (re) create needed images for gaining access.
--"VA" / "BA" "analyzes" how potential hacker's images (passwords) differ from "designated" criteria.
-Each application (according to W5) needs differing "designated" images (passwords).

"DRAW" = Create image.
Paint; move computer mouse to draw image; "tilt"; brush on; selecting and utilizing "color"; * normally excludes taking picture via camera; %`crawl'; %"camera" takes pictures (then sys "edits"); color sticks utilized; multi-colorer; (sw) pen or brush; paint; rub (finger on "interactive" screen); "dance"; move "R" in fashion to create / *"edit" image.
. Read Later D: u (user) = This "Artist" System: "Draw" ~ C = COLOR // CRAWLER (what crawler does) // EDIT ("artist" = "edits"= what was drawn) // GUIDE (helps u (user) draw) // MULTI-COLORER (way of "drawing") // MULTI-USER // SW (determines how u's use of "writing instrument" comes out) // WRITING INSTRUMENT (tool for drawing).

. Hurdles to gain "access". W5: the needed shapes / colors are drawn; at what speeds images are being drawn (mouse's (average) speed) or time (duration) from start to complete.

"EDIT" / "EDITING" / "EDITION" =

Alters images in complex algorithms. Examples: "crawl"; makes colors or shapes compatible; "cut & paste".
-Edit modes: "Cut & Paste" (sw, algorithmic function); % any change in function or effect can be controlled by u (user) / "crawler" / other non-user controlled modes. "Multi-colorer".
-D: U (artist) -> "mouse" -> c ("edit") -> image output.
=
* 5A120 Camera "Editor": Take photographs which you can then edit on the related "C" system.
-camera takes a picture which is shown on "C" system. This gives spark to the artist (studies show a majority of "semi-artists" are more inspired when they have such a scene to work with - it is more difficult to create art from nothing)
- add animated characters (user can find it easier to create them if they choose from 1. existing characters, 2. faces, bodies, hair colors, etc then "stick and paste" on "C". Characters can even be moving.
-characters can communicate in written or "osc" form
7.96
+ "Visual analyzer":
+- Seeks and alters "designated" images: seeks designated images / aspects thereof -> they are altered ("edited") as designated -> output: altered image(s).
--seeks "images" via: "camera"; "db" of "images" (in m / c).
-Camera's images are alterable as in "Guide": 5A110 Master Artist.
-"access": u (user) must "edit" images in "designated" manner.
=
. Read Later D: u (user) = "edit" System ~ C ('computer) =
COLOR (how colors altered) // CRAWLER // GUIDE (suggests how u may edit) // MULTI-COLORER (u may edit the pr (program) controlling how "colors" are outputted) // MULTI-USER (each u edits each other's images (in their own fashion or via own crawler)) // SW (controls

edit).

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R57 "My Magic Diary" creates drawings from preprogrammed images to store along with phone numbers. Helps user remember people.

[Casio, PS ('positioning system) 10.93]

-OTD:

ACCESS**:; BA;

CAMERA:(take digital picture of targeted person, and insert with "k" info about person); CART*:(database; sw); COMPOSITION **:(vocalized recording: user's info/music matching each person); ENTERTAIN:; K:; MFH:(uip->behavioral analyzer); MORNING:((at alarm time) see pictures/images of people/events/etc (for things to do for that day; can be part of massive training program for many people); MULTI-USER*:; NOTIFIER:(alarm calendar: functions like "morning" at other times too); OSC:; PR:; PRINTER*:; PS ('positioning system) (see R58-10); Q*:; S:; SCORE:(# times user contacted such person; tds); SYNTH:; TEL:(tr; automatically dials tel number (when user places system by tel's receiver / system connected to tel via tr (wire))); UIP*:; WA:.

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R57-1 Facial Image Generator: User selects adjective words to alter type face on software. Merges multiple characteristics. Characteristic selection process requires less screen space. Example, user selects: nose (big); hair (blond); sense of humor; fat; intelligent; intern creating single preprogrammed image including all factors. u (user) saved from having to see all possible facial choices first. From Casio: "My Magic Diary" creates drawings from limited preprogrammed images to store along with phone numbers. Helps user remember people.

-facial images can be generated in connection to any type of image / information.

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-ARTIST:(user's keying in their view of person's uip (personality traits) effects facial images created^: cut and pasteable elements effected; entire face can alter; eg: user says devilish->the first choices for eyes are narrow / strange ones; or

sloppy/poor hygiene->slightly messy appearance (hair, clothing)).
-characteristics to use for behavioral selection listed in
personal ads (seeking lovers), as found in newspapers world-wide,
eg: height (tall, short), face shape (long, wide...), eyes
(big...), dishonest, devilish, body build type, age, thickness of
eyebrows or nose or lips or biceps...
-D: K ('keyboard) = SW ('software) menu = selected choices merged = displays image (face)
= image merged with: tel / address / written description of
person / notes / *uip / *access
-utilizes 57-2
-D: This N (invention) Sys (facial image generator) =
ACCESS / ANALYZER / ARTIST / BVA ((t) voice -> bva = this n
draws face (typical possible images from such voices, also
utilizes any uip available, eg: via caller ID) = uip/m)/ C /
CAMERA (stores -> converts images (when behavior of person (is
expected to change))/ CART (how alter images)/ CLAP (control
sys)/ S / EDUC (learn relationship between facial images with
behavior types: studies confirm relationships, though this is not
politically correct, eg: people who are overweight, or slur their
words are less likely to control themselves)/ M (database of
potential images matched with all available information on
targeted person, uip)/ MIC (voice analyzer)/ MQ / MULTI-USER
/ NOTIFIER (when trouble is expected (from person being
watched/studied), eg: they look like they are about to act in
desirable/undesirable manner. uip = nr)/ osc ('outgoing sound communicator) / PR (artist)/ Q
(menu of choices, how to use)/ R ('remote control) / SCORE (likelihood images
generated (more by sys than u) are correct, based on
database/analyzer (of past experience related systems had with
such trials and errors, and as studied, concluded upon, then
inputted into c (by humans/c))/ *SENSOR / SOUND ANALYZER (t,
mic).
-type face generated= corresponds w/ "designated" subject matter
or "mood".
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6B180 Photo Paints: draw onto pictures (color or black and
white) with colors of your choice. Do while camera is in still
motion, then with mouse or pen draw and or move around pieces.

Involves taking of picture before and or after (memory required)
-developed pictures can receive wanted colors by applying special inks right on top of special or standard prints.
-developed pictures entered into computer ("C") for future editing
-add color onto black and white photos
-replace all of certain colors with desired color

-SW version of: Correction Tape Dispenser: can be typed / written on. "Cut & Paste" on the tape.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.9]
-"Restricter": some "images" are pr (program) to be (fully) "editable" while others aren't (at all).
-"Edition" = image after having been "edited".

End "Edit" = "Artist"

EDUCATE =

Guides users to draw better.

* 3E061 Motion Tutor: Guides users to improve their drawing movements, eg: guides how their arms move.

+ "GUIDE" / "GUIDANCE" = Art Instructor. Suggests how user might proceed in generating "images". Useful for large sector of population.
Fill in colors in designated locations. System guides / prompts u for when / how (w5) they can create art.
Subset of: "Educ".

-Answer's user's "Questions", so u (user) may better achieve

"designated" desires.

Instructs u (user) how to learn use of each "artist" system element.

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. Read Later (D) Drawing: U = This "Artist"="Guide" ~ C =

COLOR (color choices / how colors are "edited") // CRAWLER (how its controlled within crawler's limitations or temperament) // DRAW (how to draw (within "designated" desires)) // EDIT (how utilize edit) // MULTI-COLORER // MULTI-USER // SW (controls "guide") // WRITING INSTRUMENT .

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5A110 Master Artist: make master pieces similar to masterpieces. Select painting desired, and electronic device will help guide user in any one of many methods. Incorporate different parts via selections and or drawing.

Guiding methods:

.-outlines each color area, remaining left blank, allowing user to ad their color choice(s) and different shades. User might select from suggested choices, the first choice made then influences the option available subsequently (color coordination)

-outline drawer: when making the outlines, the mouse or joystick is completely restricted, or gets a bit more difficult to maneuver when it goes a bit far off required lines - hence guides artist. And or, a light goes on showing level at which they are on course, eg a green and red light, and maybe even a yellow light. "C" or user may designate which lines they are attempting to draw so "C" knows how to help guide it

-abstract art and related: make wild brush marks, and only those that fall within the programmed parameters make it into the art piece. Eg: ink is like metallic powder which only sticks to where the magnetic areas are found

. Guidance: tgh, educ.

. "Restricter": "Guides" u (user) with restricter. Form of difficulty in maneuvering is one form of guidance.

. Technical: artist can see their creations directly being made onto screen or paper. Later printer might transfer screen image to printer. Prints in color; black and white (with different shades of black)

-H-Non Electronic version: mechanical device might guide the pen/brush/pencil/etc. w/ or without artist's hand actually being used at time. Artist selects colors. Writing instrument can be stable while paper moves, or visa versa

-"tilt": controls sys' functions, its r = paint brush.

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-Filling in colors (for "Crawler"): "Coordinator".

--develops/colors (preexisting) shapes (as in filling up a coloring book): 2D / 3D / circles / squares / dots / balls / prisms / dots -> changing into 2D or 3D images.

--5A110 Master Artist:

+ UIP = "Guide": sys (system) suggests forms of art generation. Sys knows UIP data via: "va" past "images" u created; menu of preferences chosen by u: "image" types ("colors", shapes, *sizes, type "coordination" (compatibility).

--. D: "Image" output = C ("Guide" / UIP~"analyzer"~"va" / asks U Q / u's art generation "ba") = "COORDINATOR" // "CRAWLER" // "CRAWLER'S VIRUS" // "CUT & PASTE" // "DESIGNATOR" // "DRAW" // "EDIT" // "GUIDE" // "IMAGE" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "SYNERGY" // "WRITING INSTRUMENT" .

. Hurdles to gain "access".

-Sys teaches u (user) how to develop / use password (images).

-Hacker "reaction": upon sys (system) "analyzing" presence of hacker, it will (suggest) a "guidance" tutorial that gives (partially) correct / incorrect information to trick hacker.

Art Instructor: "coordinator" = good art / "images".

-see KN's: Music instructor %; + Dyslexia's Writing Instructor; + "Educ".

"IMAGE" = Picture and or its colors.

Graphic(s); something drawn (by u); % sw icon; line(s) / dots / other graphic fragments ((made to) compris(ing) more complex

image). Images can be made "interactive" for touch screens. Chief definition excludes text, but can be made to include text depending on embodiment of invention.
-Comprised of "colors" / shapes that can be= "edited".
* Read Later D: u (user) = "image" ~ C ('computer) = COLOR // CRAWLER // DRAW // EDIT // GUIDE // MULTI-COLORER // MULTI-USER // SW (forms/stores/edits images) // WRITING INSTRUMENT .

"INTERACTIVE IMAGES" =

+ "Interactive" "Images" for computers or interactive screens: u / sys can create "interactive" touch screens w/ its needed "images". Generated images (icons) have functions triggered according to how they are touched / activated. Interactive images can be made for and utilized by any KN's S, and control "designated" functions. For 1D-010 Adaptive Design System.

Each "interactive"="image" is like a key or key stroke w/in "K" or "R". Design and or control any product's functions by pr interactive image's functions / image (how it looks and feels).

Programming interactive images simplified: Process becomes more of an "entertaining" designing process. u (user) (who may not be programmer) can generate interactive images by "drawing" ("cutting & pasting" subset images= representing features (parts) of entire function scenario).

UIP: Menu of function options based on UIP-DB. Manner in which functions are carried out effected by UIP-Tailor.

"NR" / "Score" / "Status" : Are built into interactive images or corresponding images. Their differing / changing values= represented by "designated" "images".

Image types: Multi-faceted icons comprise numerous (unfoldable)

parts each being a representation. "Designated" images= represent correlated functions. Shaped in icons or other images commonly shown on (touch) screens= for representing: functions / directory and files (text, "image", pr) / data / web sights.

--Other images as used by: Microsoft, Lotus, IBM, Apple, Borlund, Octel, AT&T, "Billing" (banking) institutions, Surveillance and access control ("Access", and "Track") related companies; "MM" companies. Other companies and research laboratories in and or dealing with: ACCESS ; ANALYZER ; BILL ; cart ('cartridge) ; EDIT ; EDUC ; NR ; OSC ; pr (program) ; PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; UIP ; VISUAL ANALYZER ; VR ; WA ('walk about) .

-Icons are two / three / four / five+ dimensional. "Designated" parts can only unfold / be present (seen / functional) when icon or part is manipulated: turned / moved (to another ps-zone w/in sw (file)); be handled according to any ("access") WS criteria.

"Interactive Image" Synonymous Terms:

-Icon = "interactive image" or "K" or "R". Icon / its parts tie to= "designated" functions.

-Function = What u (user) / sys (system) desires (to happen). Functions are tied to icons.

. Futuristic: Three dimensional "images"= move hand / instrument to (nearly) touch the interactive image. Eg: "interact" with front / side / back of image= each side having different "r" characteristics. Also: for simpler "interactive" touch screens.

Applications:

D: u (user) / "Designated" functions = ("interactive images") ~ C =

. ACCESS: Need special icons: U (re-creates / needs) (uip-tailored / specially designed) interactive images. Only u knows how to alter these icons. Icons (and non "interactive images) can only be activated / created / "accessed" w: right hw / SW ('software) / cart / access.

. BILL: design icons "designated" to the billing structure / type client / uip-client.

. CART: u knows which cart ('cartridge) is being used by corresponding "edited" icons. Carts can change icons / have or activate needed icons.

+ "image" = "access'" password.

"Interactive Images" = click on image then ->:
-get definition / explanations / answers to "Questions" / "Educational" session.
-osc states related information
-information given in "designated" language

"MERGE" =

By combining multiple elements= system integrates / syngerizes them= creating a new "image" (barely) distinguishable from the original elements. Elements include: "images" and or their parts or functions.
-System "analyzes" for a compromising where the middle of a road is taken. A type of balance between different directions, eg: if three files are merged, it takes 33% from each, giving preference to those elements causing the least conflict or poor compatibility with the other two files.
-

* (D) Drawing: "Artist" / Altered "Image" output = C ("Merge") = "COORDINATOR" // "CRAWLER" // "CRAWLER'S VIRUS" // %"CUT & PASTE" // "DESIGNATOR" (what's designated is altered by the merge function / designator functions as a form of "merge" function) // "DRAW" // "EDIT" // "GUIDE" // "IMAGE" // "INTERACTIVE IMAGES" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "SYNERGY" // "WRITING INSTRUMENT" .

+ "MULTI-COLORER" = Same as crawler except user controls how crawler moves.
-U has no/minimal control over output of color/images, but u controls where the output is made (where pen/mouse is moved). Differs from crawler which moves on its own.
+-see "Crawler" for all its functions with potential for u (user) to control where "writing instrument" flows its ink(s).
. Read Later D: U = This "Artist"="Multi-colorer" ~ C ('computer) = COLOR // CRAWLER // DRAW (color output = multi-colorer) // EDIT // GUIDE // MULTI-USER // SW // WRITING INSTRUMENT (color output = multi-colorer).
.-functions in any sw/hw "writing instrument".

. Hurdles to gain "access". W5:
-U's Multi-color (a type "crawler") needs to function according to "designated" criteria.
-(Nearby / Sys) observers of accessor see / "analyze" function of u's multi-color= "react" W5 (what, where, when, why and how) u has: exceeded "access" / been determined as a hacker (due to wrong colors being emitted W5).

"MULTI-USER" = Group "interactive" art generation. Each user "edits" each other's "images". See "game". Each party generates own art whereby they can ad [or delete] portions of other's "images" (simultaneously).
. 6B030 Multiple Artist: Done on same or connected computers.
-Teachers, editors, and people down the creative production line can make future changes as well
-Done via: modem, tel ("T") (regular or cellular), etc.
-Each separate person's contribution may be tagged by: different color, or can be separated by any user (just single person's work might be brought up onto display ("S"), or a person's contribution may also be separated by the time or time period in which it was entered. Can also be separated according to type of item entered, eg: explain what was keyed in then have it delete all material afterwards, etc.

. Read Later D: u (user) = This "Artist" System ~ C =
COLOR // CRAWLER // DRAW // EDIT // GUIDE (guides
each u to "interact" / preserve (sections of) other's "images")
// MULTI-COLORER // MULTI-USER // SW ('software) .
+ Same sys can uip-tailor same icon for different users:
("interactive") "images" apply to all / "designated" / "multi-users". "Designated" functions of interactive images
apply. Eg:
same basic icon has five variations for each u= w differing
visual representation / function. U can pr (program) icon to be so
differentiated.
.-each u's needed (image) passwords differ.

"REASONS TO DRAW" = Miscellaneous.
+ Gain "access".
+ "interactive images"
-Generate desired "images".
-"game" function (of player; to win): Creating images such as
those of characters and tools. Create those images most likely
to help player win, eg: biggest, brightest, placed in
"designated" location (ps-zone) (in relation to environment's
factors (enemy's attacking / defending points or modes).
-"educ"* (improve drawing / sw abilities);
-"tgh" (creative therapy): % "Access": correct u's "reaction"=
ba determines u= is a legitimate user.
-increase u's creativity: see Intercultural Engineering paper,
and referrals to the paper.
-make art
-"ba"
-"MM": other multimedia
-utilize for applications in: "entertainment", "osc" mixed w/
images, "tgh", other KN (invention) utilizing (changeable) "images".
* Other: help sys' uip better understand u (user) being studied ("ba");
create needed images/designs/image of kn; % compose: designs made
are interpreted into sounds ("visual to sound converter"). (KN)
product's design: external casing; images used in its sw.
-"Entertain" (artist playing).

-Dyslexia Software 5G061.
-Any sw's needed imaging, eg: `User "interface"'; icons;
. "Status": u's status= correlates w= how "images" they see= are shown on "screen".
--Types of status "designated": length of u's usage of system; level of "access"; subject material u (user) is viewing/"interacting" w.
--Values in showing status: shows people ("nr") who walk by u's status= such as for u's level of access; "Educ": shows instructors their student's "status" / "scores"; motivates u to do better= and get= better "scores" (from "educ" / "game" pr).
++--The changing image represent the status of the user. In other words, the Image Effects U's Behavior: (Subtle) differences in altered images influence u. Eg: they work harder to get better images due to its scoring; u (user) is more cautious (instinctively when colors are more yellow, red or orange).
Color change = "nr". UIP influences "editing"= eliciting better "response" from U / %sys (image -> va -> "response").
--"Access": level of u's access "scored" by type "images" appearing (on S / stored on files after they've been accessed).
.--"VA" treats u/sys w (with) "designated" images differently. Sys can treat u differently by their status or score, but via "va" is simply another algorithmic method.

"RESTRICTER" =

+2D100 Movement Restricter: Writing instrument movement controlled (via magnets or pr): Different levels of resistance and ease in drawing can facilitate creative inspiration for abstract art.
-D: pen (magnet) = writing surface = magnets (below surface)
-crawler virus infects writing instrument: `crawler's' virus= having "accessed"= writing instrument= effects how instrument alters/creates images. The crawler / its virus function like the magnets in effecting how writing instruments moves / writes / functions in other aspects.
+ When (W5) pen movement ability changed: u (user) (in "game") goes up

a hill or other difficult terrain; tds: time is running out; battery running out; "game": player was weakened by opponent; ("nr" for) "c" or sys (system) slowing down; type text or pr or color or image or UIP related material; "drawing" "designated" types of art such as one's signature may require a one to one ratio.

--when multiple factors influencing movement occur (simultaneously) pen controlled by: averaged power, lowest or highest influencing factor(s).

+ Type effects: like "multi-colorer"= pen's movement's "reaction"= has (unpredictable) resulting ("images"). U can pr the preferred ratio between movement and interpretation. Different "colors" emitted according to: the interpretation ratio / w5.

.-sw / hardware (mechanical / el) versions (unattached to pc "c").

. Construction of writing instrument: "Mouse": the ball's stickiness changes (by break touching ball w differing degrees of pressure (like car's breaks).

-physical movement by user is altered according to program.

-different pens (operable simultaneously ("multi-user")) have movement interpreted differently.

-ratio between physical movement of pen w (with) how its interpreted: ratio between (u's) moving pen= w how it translates on S has algorithm.

.--Eg: standard can be move 1cm and S interprets at 1mm movement, while slow down can have 1cm physical movement and .2mm S movement, or pen can be empowered to show on S as moving 1mm to 2cm.

p+ 4J050 Mouse Restricter:

Ease in moving mouse is restricted as a guidance system. Mouse's movements are harder to maneuver when it enters into undesirable area.

. Hurdles to gain "access". W5 "Restricter" (can) function:

-Passwords may alter how "restricter" "restricts"= (changing what can be accessed W5).

-Results / function of "restricter" determine W5 can be "accessed".

"STATUS" =

+ "Edition" shows status of situation: type subject matter / nr / "routing" shown by how images are "edited". Value: requires less text explanation cluttering screen. See: IMI's "Score", "Status".

. Examples of what "editions" represent:
-amount of shadow shows how much additional information in db is available on the "interactive image"; color shows subject; multiple colors like blue and green or blue-green (mixed) show a combination of status' eg: subjects.
-direction of shadow can show on which side or area (of s) u (user) can find: applicable information, icons, files.
-possible functions of "interactive image".

. "Status" (D) Drawing: "Artist" / "Image" output / "Status" (of "artist" feature / how icon interpreted by (u)) ~ C =
"COORDINATOR" // "CRAWLER" // "CRAWLER'S VIRUS" // "CUT & PASTE" // "DESIGNATOR" // "DRAW" // "EDIT" // "GUIDE" // "IMAGE" // "INTERACTIVE IMAGES" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "SYNERGY" // "WRITING INSTRUMENT".

. "Status" D: U = / "Screen" / "status" (Anything that can be "designated" by these functions can have a corresponding "edition"; W5 part is being used)~ C ('computer) =
ACCESS (W5 is accessing); ANALYZER ; BILL (if function is being billed and at what rate (w5)); CART (which cart is used); EDIT ; EDUC (what information can be learned (*W5)); MULTI-USER (who's using system W5); + NR (what needs attention w5); OSC* ; pr (program) (w5 can be programmed); PS-Zone ; Q ; R ('remote control) ; ROUTER ; + SCORE ; SENSOR ; SOUND ANALYZER ; STATUS

; TDS ; T ; TILT ; TRACK ; UIP ; VISUAL
ANALYZER ; VR.

"SW" = ("Artist") software; program.
"sw"; "pr"; "cart"; "editing" program; %`crawl'; % `crawler's'
virus; %multi-colorer.
. Read Later D: u (user) = C ('computer) = SW Controls / "Guides" =
COLOR // CRAWLER // DRAW // EDIT // GUIDE //
MULTI-COLORER // MULTI-USER // SW ('software) // WRITING INSTRUMENT.
-"designated" "sw" = "cart" / "access".

"SYNERGY" =
Synergistic effects of "Artist" parts:
Multiple parts can work together to create results different from
what would be created had they functioned (more) alone. Eg:
Writing instruments:
-Movement Restricter. Restricts: (automatic) edit mode by:
slowing down / reducing available editable options, eg:
"coordinator", "crawler", "cut & paste".
-Multi-colorer: W5 (what, where, when, why and how) u (user) "cuts & pastes" determines resulting
"color" / how images are "coordinated".
-Crawler: "cuts & pastes" / "coordinates" along its wake.
-Color sticks: insert into any writing instrument or edit mode.
Stick becomes primary or secondary... color (in color
coordination schemes). Effects colors in newly created "cut &
pasted" images.
* Bouncy: controls how edit functions.
-"synergy" = "access"

"TILT" = See "Writing Instrument".
Each angle of "tilt" correlates w (with) associated functions: type
color; thickness or darkness of color.
"USER" = Artist; drawer; user; tilt = "writing instrument".
% person being effected/shown created images; % u being analyzed

by "ba"; % u (user) trying to gain "access"; % observer (of images (being created)).
-see "tilt" = "access".

+ Magic pen: KN. Can "draw" while in bed, bathtub, etc.
+--shocks from moving automobile are not transferred to "writing instrument" / "mouse"= "sensors" judge "vibration" level from outside sys= and compensate when interpreting / "sensing" how "writing instrument" is "drawn".

"VISUAL ANALYZER" =
(With the absence of correlated codes) "VA" analyzes "images" (created by "artist")= and "reacts" as "designated".
-Values: can save the need to write / generate additional codes (for what color is / stands for) - this saves human labor time in entering or creating the information, and space on computer, assuming the "image" / "color" are already there anyway.
+-Patentability issues: when color or images represent something= the VA ('visual analyzer) is another (though less efficient) way of sys' knowing / tabulating ("artist's generations) wo the codes.
+--"Access": Additionally this may serve as an "access" hinderance for hackers wo the codes nor "designated" "va". A new way to store c data.
--suggests what subjects are missing via "va": subjects labeled by "images".
-see "VA" = "Access"

"WRITING INSTRUMENT" = Mouse, stylus, "tilt".
"Mouse"; "R"; (El) pen or brush; "Computer's" cursor; % "Crawler"; "Tilt".
=
5A130 Color Sticks For Computer Drawing Pad: Simplifies "C" graphics system for children. Child inserts plastic piece for the desired color.
-Insert one of many colored crayon shaped plastic pieces activating the desired color.

-select the color stick you want, insert a third of the way into the slot, and move around this joy stick to create the shapes you want. For a different color, select another fun stick!
*-use many colors in your picture
*-can print out pictures
*-base of device has other programmable functions
-design with joy stick also [joy stick might take color "inserts"]
--system identifies the type stick via: small differences in shape at the connection point; or light, electrical, etc frequency emitted at the time it is plugged in.
O-one stick might have ability to create several or all colors. the color selector might be from a key board, or switches on the joy stick. This is simpler, yet maybe removed from the saleable idea of one color has one stick.
-OTD: "S"; "C"; pp; mp; uk; mouse; interactive%; educ; toy; basic; entertain; exercise of creative skills; portable; sst; printer; "M"; bp; sp; alerter; osc; egh; score; tgh; md; cart (colors, graphic possibilities, how movements can be interpreted and altered, etc); cp; uq; pi%; character; clap.
%-"Tilt": differing parts mentioned can also act like a r
-"cart": item one might insert for getting additional colors / "artist" functions.

. Manual version of "Writing Instrument" (for "Crawler"):
-the ink flow-through parts of device can be: switched / replaced. This helps if a pure alternative color is wanted quickly; wear and tear; for cleaning...
-this has both mechanical and or electronic versions
=
. Read Later (D) Drawing: U = "writing instrument" ~ C = COLOR // CRAWLER // DRAW // EDIT // GUIDE // MULTI-COLORER // MULTI-USER // SW .
=
. Ink flow for sw / manual versions:
+ ink (looks like it) flows out through one/multiple sources (simultaneously). Changes in color happens (gradually).

+ ink flows out through (one) source. Changes in color can happen gradually/abruptly. Point of flowing out on SW ('software) version is represented by an image: cursor / pen / brush / spray (can/nozzle) / finger / *tail / computer mouse [fully depicted on s] / (rolling) ball / animated character (from its writing instrument)

-* can have two or more ink heads working simultaneously, each with own or separate "brain" that decides when and how colors change. This allows creating of interesting rainbows. Colors can change at same or different times.

--each side of pen has different color at one time

-can have image of two or more ink heads working simultaneously, each with own or separate "brain" that decides when and how colors change. This allows creating of interesting rainbows. Colors can change at same or different times.

=

+3C-290 Bouncy:

How object is played with triggers corresponding signals. Multiple "sensors" are activatable simultaneously according to the extent of pressure and or area(s) of object were manipulated.

-How manipulated: Roll it. Buttons / Joystick ("Tilt"): press or rotate or bend or twist. All these actions trigger art creation. In multiple shapes and sizes, eg: ball, rectangular prism, cube. Squeeze or twist: triggering signals according to what tiny "sensor(s)" where simultaneously activated (under the cushioning. Drop or throw: different levels of impact create corresponding signals.

-Interpretation of manipulations: Differing (simultaneous) signal generations W5= corresponding result. Consecutive triggering of (same) sensors such as via bouncing can have differing effects (from subsequent near time triggers).

-SW Versions: Bouncy object is on s= u (user) manipulates it= w "writing instrument".

--(standard) mouse: activates bouncy to behave (automatically) upon u triggering desired behavior's icon. Bouncy can function like a "crawler".

-"Game": move character by manipulating bouncy (shaped as doll).

-Patentability issues: Similar to: "VR", remote control of robots. Maybe applications and unique signal creating modes are the patentability issues.
-like a puppet bouncy can be used to control any "R" listed control function. Examples: move a 3D doll.
.-Device transmits via wire or air waves
-Insert different items, eg: plastic sticks, and move about when inserted.
-D: Manipulate any object's "sensors"= in any way= and its resulting signals= are interpreted as "designated".
.-related to 5A-130; reference to this KN made in "R". (related description probably included earlier).
.--According to type item inserted, different graphics created. Receiving device identifies the inserted items by their: bar codes, "C" magnetic tape, shape... People can buy such additional pieces separately from the main unit.
.--Insertions might also have software inside it, or come with a separate software disk insertible into main unit
.-Ap: graphics generation, toy, acts also as standard "C" mouse; paper weight; decorative piece; can be in shape of interesting objects: doll, animal, creative machine, car, plane...
-OTD: new type of Rubics cube; game; is "R" control device which also activates other household appliances and entertainment systems; "R"; "S"; "C"; pp; mp; uk; mouse; date; tds; interactive; educ; toy; all; game; entertainment; portable; printer; "M"; can be a small "C" by itself, with own "S"; bp; osc; vc; score; tgh; egh; md; cart; cp; uq; mq; access (for the fun of it); uip; character.
=
% 3C-310-083009 Disk Art:
Spinning disk lets user dab on colors to create wonderful art color shows.
-Done manually with real ink
-on "C" using mouse to dab the color..
--can also have spinning object (two or three dimensional) that get ink as they spin around. The three dimensional objects might also spin on their own access - like planets in universe.

--can have all (non spinning) types of movements creating colors
-computer version lets people merge colors too...
OTD: "S"; "C"; mp; pp; mouse; toy; printer; "M"; score; egh;
character.
-sw version.
-disk can start and stop at pr (program) times/speeds= enabling u to dab
paint= so there's less than complete circle painted (like
dashes).
-`crawler' stays motionless altering image on disk= while disk=
moves.
=
* R39-10 Finger Art: press fingers along screen to generate
desired effect (images; commands (touch control screen): certain
sections of screen can be for commands, other sections for other
purposes: "s", touching to create images, etc)
-bring up past images, then edit/alter via standard graphic
modes^: cut and paste; in/decrease size(s)
-D: user = touches/keys in = s = c = printer/*osc/desired
function
-OTD:
ARTIST:; CAMERA:; CART*:; COMPOSITION *:;
ENTERTAIN:; K:(r*); MFH:; MORNING**:; MULTI-USER*:;
NOTIFIER:; OSC:; PR:; PRINTER*:; PS:; Q*:;
S:; SCORE:(tds); SYNTH:; TEL:(tr); UIP*:; WA:.

-SW version of: Revolving Receptacle: holds everything, eg:
pens. U clicks= via "mouse"= desired writing instrument /
"editing" mode.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On
File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555
Fax 800 842-2725; p. 9]

. Hurdles to gain "access". W5 "Writing instrument" (can)
function = "access".

Additional ways to play artist:

-"Restricter": electric cord of actual 3D tool can be represented by how far tool can reach around on S (as "designated" / so as not to negatively effect certain (important) elements. Tools wo cords are more mobile / w (with) fewer "restrictions".

+ Vacuums / Fans: Clean up unwanted (loose lying) scraps / elements w= vacuums. p77, 63. Especially for sub-images that aren't firmly fixed w/in larger image. Eg: va determines that loose leaves or paper or dirt on lawn can be blown away or sucked up wo damaging rest of image, and results in rest of (lawn) below becoming visible. (Then sucked up images can be: collected / "merged" for "cutting & pasting" elsewhere.

+ wheel barrow / pick up trucks = "cut and paste" (taking and dumping)= then u (user) must "edit" from there in more careful manner. p68. Paths traveled may leave interesting marks / "trackable" mark so u knows what was "cut & pasted" W5 (by age of track marks).

-textile clothing / helmets (worn by "character" = *"game") protects them from: colors / "images" / "crawlers" (going astray (hence lose fewer points)).

-heaters: makes (semi) frozen "images" / "crawlers" more mobile / functional (up to its full ("access") abilities). p77

-screws / nails: the stronger the longer / W5 images are "*cut & +pastable".

-concrete mixers: pour into (3D) molds created previously by U= making new "images". p79

-thermometers: shows "status" / "score" of images. p83

-tape measures / calculators: size of images (for "coordinator"). p83

-(metal) detectors = va's seeker: seeks "designated" images.

-engines: power of tool associated w (with) type engine used. p88

+ Brush: "sensors"= on image input tablet (kn)= s brush strokes.

% Also: brush may have material (chemicals / electro charging elements / small hard objects / tough bristles / wire) whose presence is more readily sensed by "sensor".

File: Art \ Ar-Write

ART-WRITE PART:

Software for teaching dyslexics and young writers how to write.

. Image input writing tablet:

-What user writes is represented on the "screen" after it was quickly "edited".

-in other words: as u writes certain letters= ocr (optical character recognition) automatically "edits" "designated" characters. Enables writer to better read their material / see how dyslexics will read their material.

+ Writing instructor:

Teaches people to write correctly. Alerts for dyslexic or poor handwriting. Saves from having to pay teachers to read material for corrections.

.-D: u (user) = "writing instrument" (stylus = image input tablet) = VA ('visual analyzer) (optical character recognition) / "guide" = nr: whenever u (user) writes a non-standard letter, word, %phrase.

-D: "Artist" / "Image" output = C ('computer) ("Visual Analyzer"/Optical character recognition / Dyslexic sw) =

+ "COORDINATOR" (compares past w= present (written/read) errors -> UIP-Tailor / "guide") // "DESIGNATOR" // "DRAW" (writing "images") // "EDIT" (what's written= is "edited") // "IMAGE" // "INTERACTIVE IMAGES" // %"MULTI-COLORER" // "MULTI-USER" (has different "educ" program) // "SW" // "WRITING INSTRUMENT" .

-UIP-Tailor: System tailors itself in teaching student to write according to their poor abilities. In other words: this system "visually analyzes" student's errors= then develops UIP-DB= for UIP-Tailor, so SW ('software) tailors itself to user.

-BA: handwriting "analyzer": [KN from A, B or C Dir] -> gives behavioral prognosis (possibly related to reading/writing problems).

-Type handwriting taught in any language. For learning: non-dyslexic writing; good calligraphy;

-See: + "Artist's" "Guide", "Artist's" "Restrictor".

. Other troubles sw teaches:

.-left hand writers who need to make their writing look as if it were from the right hand.

+ NR: Software shows how letters should have been written by superimposing the correct form in an alternative color over what was written.

.--In other words: How sys (shows needed) correct(sions): in a different color= sys semi super imposes where the pen should have gone= while showing what was "drawn".

.-poor handwriting style defined as: if u presses too hard or too lightly (in uneven manner) = nr W5 (what, where, when, why and how) was done incorrectly; written letters too big/small/unevenly written; illegible (though VA ('visual analyzer) might be able to read); too quickly written (hence illegible).
-NR prompts slow writers / readers to go faster. "Score" beeps when u (user) is too slow. Rewards user when their writing is good via positive "mood" in forms of: osc, text.

US Patent Search Strategies:
-str: (software* or program*) and (teach* or educat* or learn* or instruct*) and (write* or writing* or draw* or paint*).

-* US Patents: 4138719 4972496 5365598
-5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for 'interactive/'adaptive keyboarding. The device includes sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

File: Art \ Ar-Cause

PART: ART - CAUSE
What Is "Designated" As Needing "Editing" & Why:

Miscellaneous things that are "edited":
+ Numbering: Some numbers dyslexics may have trouble with: number (digits, eg: 3 versus 8, 2 versus 7, 6 versus 9, 5 versus 6, 1 versus 11. .--Eg: left portion of 8 would be bolder than right side, and likewised for bottom of 2, and bottom left of 6; the digits of 11 would be seperated a bit more than usual and maybe each digit is made to look slightly different. Commas might be boldened, coupled with greater spacing between each set of three digits.
-Time pieces: clock's time face: digital or dial [mark shows/reminds u, which side is right and left, * which top and bottom], numbers are "edited", or not used at all.
--Other alterations: shapes of face or dial; their colors or textures. Make easy for children and dyslexics and sight impared. Each hour can have different shade in background. See KN's smell clock in 5J.
+ Color blind: helps teach color blind people to better identify between colors. Examples: text versus background colors are those giving reader difficulty; "games"/exercises test/remind u that red lights at stop lights are above the yellow, with green on the bottom; street stop signs are shown in colors other than red, so as to be more effected by their shape, and common locations on corners.
--degrees of shaded differences (as experienced by color blind subject) are altered (over time).

UIP [User Information Programming]: System identifies what needs 'altering after having "analyzed" user's previous behavior pattern, such as their errors on computer. This is an example of what portions of software that may be too difficult to develop for its earlier release versions.

-"Edit" / "Route" locates certain terms of special interest to user based on UIP = intern sys will highlight such chapters (w/in text's menu) / paragraphs / sentences / words / letters / image(s).

-system decides (based on uip) which words are important for u, eg: "cherry tree" is marked in cherry red while remaining text is all one other single color (white, or grey, etc.), because reader operates an orchard or likes cherries.

+ User selects words they need help with: U develops file(s) comprised of text they have special problems with (above and beyond how their sw handles images). Eg: common word processing sw has ability for u to include new words for their spell checker, but this file is used as a seeker= then edits.

"Education": Difficult images are used more frequently= giving reader more training and experience. Via sw's thesaurus= words are replaced with other similar words (even if it can be slightly awkward). Alternatively, difficult images are replaced with easier images (if user is being over whelmed).

"Designating" which words need "editing":

System decides what needs altering to help each user according to their own problems. Software searches for designated letters/words (according to UIP / PP), then alters targeted "images" accordingly.

-UIP: if system determines u is making certain mistakes it will "edit" "images" as "designated".

--.Examples for how sys determines u's difficulties / "score": sw's spell check shows they incorrectly replace certain letters such as <Better> becomes <Detter> (when they type = K); UIP questionnaire / sw test: determines type problems U has.

-.Speed reading sw (KN) shows reader is slower at certain points which are what are (already "designated" as likely dyslexic) problems.

-Possibly all difficult letters throughout text may not get edited to ease the dyslexic's reading ability. Only elements highlighted for whatever reason have chance of getting additional contrasting / highlighting for the dyslexic.

END MAIN PART OF ART-CAUSE

File: Art \ Ar-Crawl

ART'S "CRAWLER" FEATURE

+ <4, 4, 4, 3 $(if hw n)> AR5-1C310 Software Multi-colorer:
Device decides when to change color. Multiple triggers cause the automatic color changes. Screen color changes can also signify status of situation, eg: level of access' security clearance. One's "entertainment" abilities change according to external criteria: game's characters; "composing"; "tgh".
-In pen or "artist" software versions.

+ Causes: Externally generated causes for color changing:
-"Score": U's "score" correlates w color mode. Type scores: "game"; grade given to their (previous) "educ" examination.
--U's score color enables other players to know U's "status" which can include additional powers / "game's" character's abilities. Game characters of differing colors can gain or lose a notch in their color hierarchy if they are able to touch each other, eg: lower color gains a notch while higher drops a notch or dies.
-"Access": u's access status correlates w color (on "s"). -whether u is a customer / employee / vendor / student. Their level of value: height in organization / volumes sold or bought.
-Punishment: sys punishes hackers by changing color accordingly for designated time thereafter hacker's computer is turned on. % Also applies to c of hacker in distant location. Poor "scores".
-Danger levels: eg: yellow is more used when u is dealing w dangerous (u's location w/in "c" is where chemical / research accidents are more prone); sensitivity of information (level of secrets have corresponding color codes).
-Subject matter: of db; type sw utilized.
-D: U = This N Sys (causes for color changing) ~ C =
ACCESS () // EDIT (type editing mode used by u/sys) // NR (type of nr = type color shown) // PS-Zone (zone of applicable people/elements) // *Q (type q u asks) // R (whether r is or isn't being used / of if activated) // ROUTER (how something is being routed) // SCORE () // STATUS () // TDS (timing of occurrence results in corresponding color) // T (whether "T" is/was used: if info was obtained from internet) // TRACK (type activity of tracked person/object/element/process) // UIP (whether activated or not / if uip was used to achieve current scenario (q, information). 'Customizes the 'artistic features.).
-user programs or manufacturer programs the time interval between each color (interval can be in: writing time, time ink is sticking out ready to be used, amount of ink used, etc.); or decided by random (with a minimum and maximum period for each color)
-time pr (date): user programs or manufacturer programs the time interval between each color (interval can be in: writing time, time ink is sticking out ready to be used, amount of ink used, etc.); or decided by random (with a minimum and maximum period for each color)
. Subject matter: different types of information / db / functions have corresponding colors. Quickly lets u and onlookers know that general nature of subject matter. "S" can have multiple colors, each section/color designating differing subject.

-identity of communicator: person / company / department / country / male or female / age / level of seniority or influence or value.

-suggestions for u: System "analyzes" possible interest (uip) for u to "route" himself into other subject matter, eg: additional ideas that are related to what u is working on; u should type more quickly (see KN: u's typing speed "analyzer" and= "nr"); time left for user to use system ("tds").

-know the day / time of day by the color.

-"game": winning/losing points results in changing of abilities/colors.

Effect (color) changes have / (Color) changes signify:

. "Game": Functions change.

characters' weapons / weapons' type emissions change color and function accordingly. Each play / their character needs to adjust to the changes (quickly), requiring agility. Player can has one or more characters. Examples:

1] Attacking Mode: red bullets kill then-> bullets change to blue and can only name other players -> requiring shooters to change their shooting and overall play/movement/offensive/defensive patterns accordingly; each player may have differing colors, changing at different times. If color changes occur wo prompting, player might avoid being far from defensive cover while they're in offensive (red bullet) mode.

-other attacking modes onto other characters/players: (temporarily): immobilizing others; changing their allegiances to attacker; activating (booby) traps; activating dormant attackers helping player.

2] PS-Zone - type barriers change: what it protects against; changing distance attacker needs to be from target to attack; location of barriers; buffer surrounding character where ever it is (though buffer might not be effective in designated zones (ps-zones). (Attacking) powers of characters change in designated zones. Color of zone can change. Character or their weapons change color resulting in= effect each zone has on it.

3] Character's movement modes:

=

. "Entertainment" D: U = This N Sys (Effect externally controlled changes have on designated functions) ~ C

=

ARTIST () // BALANCER (degree to which sounds are from left or right side) // CAMERA (direction camera is pointing) // CART (each cart has differing pr to effect changes) // COMPOSITION / DANCE = (u's ability to compose altered, eg: each k / sw icon changes its sound generating abilities) // DB~UIP = (sys brings up data as designated, eg: names of famous people; points in history of world or u; related facts) // + EDIT (u watches= sys alter images) // EXERCISE () // GAME () // MD / MOOD () // MOTION SOUNDER () // MULTI-USER * MM / MULTIMEDIA () // NOTIFIER () // OSC () // PS () // R () // SCORE () // STATUS () // SYNTH () // TGH () // TILT () // TOY () // UIP () // WA ().

=

. Image selector: "va"/"camera" brings up images on s for u. Images (periodically) flash up (inspiring u's creativity; giving related ideas). Examples:

-u is drawing (many) circular objects while in the "artists's" advertising idea writing sw program= then sw selects related images= eg: bubbles, balls, balloons, lady painting balls, girl in polka dotted dresses (with balls flashing)...

-u drawing any images= then sys scans u's room in random fashion= showing images onto s.

=

"Edit". U ("interacts" w / "entertained" by) = sys alter images/sounds/(flashing) lights/other effects via:

-u/sys pulls down `scroll' over / clicks on image= which is subsequently altered according to designated pr.

-all or portions (always) changing

-how designated element(s) or portions are altered by: color; changing size of all/separate pieces/sections of screen; replacing portions; switching portions; slicing (merging slices w slicings from other images); empty gaps created (allowing u to insert images / draw within).

-synth: changes according to uip preferred synthesizing mode(s).

=

+ Crawlers:

-`crawler' alters image as it moves across image.

Image altering point moves about image in forms of: scrollers;

-shapes of crawlers: big/small dots/blocks/other shapes; donuts; broom type images/icons;

-how crawler moves: packmen (from late 1970's video games); falling / sliding objects/snow; toy vehicle's track marks; trucks dumping images at designated location(s); snake; any other mammal/reptile/bird/fish/insect/micro-organism/other moving organism; how plant grows (excessively); shadows or prints made by anything (KN image (generator)); "tilt"; "dance"

-Influence original image has on subsequently= altered image(s): crawler extracts designated elements from original image, eg: changes circular elements to polygrams, blues to greens, dots to larger blobs, changes only shell / perimeter / center of original images.

--both crawler's function and characteristic of image feeding into crawler both independently / simultaneously / synergistically= effect altering process.

-Crawlers merging:

--one crawler can= crawl upon= another crawler resulting in:

a newly generated crawler / merging of all or some of crawler functions (to an exponential power) / canceling out of any touched/untouched crawler

--like magnets they can +tend (via fuzzy logic) to attract / repel each other (in terms of chances they'll merge / touch). Other aspects effect abilities / chances of crawlers to "interact": type pr / u's moving around sw / moving of crawler (by sys / u).

-Computer viruses: `crawlers' crawl throughout designated pr / digital images / s, on designated computers / systems (of targeted systems). Examples:

---used in "games": attacking opponents' territories/functions/crawlers/attacking abilities/drawing abilities. Eg: a] player #1's crawler goes across / penetrates / destroys player #3's wall ("access" point) allowing player #1/#2

to more readily enter ("access") = intern doing designated damage (limited by crawler's functions). b] knock out opponent's "game's" computer system's designated functions. c] means of mobility (moving about pr / cursor): drawing / movement of crawler / speed of "game".

---"Access": `crawler viruses' may: crack passwords; lock out those w correct passwords by accessing and in process change password against former legitimate users

---Box holding virus: player can open pandora's box for corresponding desired virus, though virus can attack opener if opening player isn't cautious or if opener has bad luck (due to crawler's being controlled by external circumstances). Crawler might have abilities to open these pandora boxes and be negatively effected as well.

---crawler is shown in color / osc mode how virus effects target, eg: targeted computer turns red (shuts down), or turns blue (slows down / limited functioning abilities).

---crawler can also function like other existing (harmful) viruses (but in playful "game" mode). Patent search str: virus* and (imag* or pictur* or visual*) and (computer* or software* or electr*) not (blood* or cell* or organ* or medic* or liv* or life)

--Used only under legal circumstances! Use this patent application filing as additional grounds to punish malicious computer hackers!

-Crawler D: U = This N Sys (each type `crawler' (and its variable functions) controls / is controlled by) ~ C = CAMERA ((panning lens) sends images to screen) // CART () // COMPOSITION () // DANCE () // EDIT () // GAME (crawler effects game functions, eg: attack modes / how player's territory designated or protected) // MOTION SOUNDER (sounding device alters according to crawler) // MULTI-USER (each u generates/receives different type crawler) // MM / MULTIMEDIA () // NOTIFIER (how it notifies) // OSC (how it sounds) // PS-Zone (each zone effected differently according to type crawler and in what mode its in) // R () // SCORE () // STATUS () // SYNTH () // TILT () // TOY () // UIP () // WA ().

-pen / other writing instrument: functions like `crawler'

=

. Was 1C-311:

"C" version: The color of commands automatically changes color without prompting. This can be fun and valuable for the artist that likes making spontaneous, abstract art. It ads a new dimension to the making of art.

.-Can develop sw images of many types (to draw), eg: ball point, felt tip, lead for mechanical pencil, chalk, pastel, certain types of existing durable paint-like brushes, etc

=

Misc:

-* NR: user is notified when color changes via: a light, click of mechanical parts, or sound; or sees color change on "s".

.-manual version also: too expensive since market wants lower priced unit.

.-This can be fun and valuable for the artist that likes making spontaneous, abstract art. It ads a new dimension to the making of art.

.-Can be electronic device which changes the color of ink (ball point, felt tip

--* lead for mechanical pencil, chalk, pastel

*-certain types of existing durable paint-like brushes

-related to: 1C-311.

-* user is notified when color changes via: a light, click of mechanical parts, or sound

.-user can also request when a color is to change

.-device uses single colors, and or blends desired colors as user selects

. D1: SW Version D: 1 u -> 2 c (cart) = 3 sw = 4 pen / 5 altering images / printer / m / uip = 6 ink / 7 creating images.

. D2: SW (Software=C) D2: 1C310 Software Multi-colorer =

+ACCESS ()/ +ARTIST ()/ CAMERA (c imports (and alters) images from (attached) camera / digital data of images on disk or via tr (from m/cart/sw))/ +CART (sw: imaging abilities; database of images)/ *COMPOSITION (images (created) -> converted to sounds (osc). Sounds (created/imported via tr or cart) -> converted to images. Images/sounds can be altered at any step in the flow processes.)/ DATE (tags files; date is one of the elements that influences sw's analyzer (w5 colors change (automatically)))/ S ("interactive" touch screen; c=s=sw adjusts to type s in usage, eg: better visibility)/ EDUC (increases creativity; see paper titled "Intercultural Engineering" and other material on increasing creativity; helps u loosen up (their creativity); helps user try new things / helps user feel experimental / helps user let go / lets user enjoy surprises; helps u try to control their thought process less; merging of sw/graphic modes. Creates an interesting 'transcending beyond the predictable' mode sparking creativity.)/ K (control sys/pen)/ M ((image) database)/ MIC ()/ MO ()/ MOUSE (pen)/ MQ ()/ MULTI-USER (preferred style (uip) of u lets sw better tailor to each's preferences)/ NOTIFIER (pr amount of time before color changes or other occupance happens; if quality of work may be of poor quality and or difficulty in printing out; lacks enough ink of particular color in cartridge before u: tries to print / expands image)/ OSC (nr)/ PR (artistic style, eg: u prefers water color / oil / Rembrandt / classic / collage / abstract mode(s))/ Q (help menu)/ R (pen: while in bathtub/car)/ *SCORE (quality of art = visual analyzer; for test purposes; for psychological testing or uip)/ SENSOR (level of pen's (stylus, pressure on key pad (k)) pressure)/ SOUND ANALYZER ()/ SPEECH ()/ STATUS (# images (in database/completed))/ *SYNTH ()/ TDS ()/ U (artist, observer%)/ UIP (data collection; personalization)/ VISUAL ANALYZER ()/ VR* (draw while in vr mode)/ W5 (uip; personalization of sys (uip)).

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-Footnotes: display ("S"); "C"; pp; mp; uk; interactive; each color when used triggers a different sound, blended colors blend the sounds; educ; toy; all; entertainment; art exercise; portable; bp; vc; egh; score; tgh; md; cart (colors, sounds, functions...); cp; uq; character; according to type sound the color generated changes.

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. US Patents - 12.95 bib disk:

-str: (pen or pens or pencil*) and ink* and color*

% US Pat: 5412021 5411344 5376958 5368405 5352051 5306092 3552867
-str USPTO's WWW 1977-6/96: (image* or pictur* or color*) and (software* or computer*) and (chang* or random*) and (draw* or paint* or brush* or gam*) not (data or document* or simulat*)
-Image(s) that can change color(s). All or designated parts of: drawings / "camera's" pictures / text. Sys can effect colors on all of or part of: "s", printings from "printer", data transferred to: floppy disk / another "c" or "m".

. Writing instrument:
-width(s) changeable for: `crawler'; what is being drawn/changed. -US Pat 5325110 Multi-control point tool for computer drawing.

. Benefits from changing colors:
-others (co-workers) know the level of access given u, hence easier to catch hackers w excessive access.

. The color change triggering effect also causes following occurrences:
-"OSC": diverse sounds. Different sounds connect to differing triggering factors.

+"Crawler": "Cut & pasted" element becomes a "Crawler": Alters what or W5 it touches or "interact(ed)" w.
-This is one method for creating "crawlers". U selects from menu of possible crawlers= cuts & pastes= then may "edit" "crawler"= to function as desired (by u).

END - PART: ART'S "CRAWLER"

File: Art \ Ar-Educ

TEACHING PEOPLE TO READ (NEW VOCABULARIES)

File ar-educ
Software for teaching the young to read: Helps guide readers into more and more difficult text. The purpose being a gradual introduction to more complex text, saving the teacher's time. (Patent searches on application for young children not conducted.). Also see "Education", and Encapsulation, and Speed reading.

Our software scores the user's perfomance, and adjusts itself to the user's improved reading skills they've picked up by using the software. For example, it will stop accentuating certain new words the reader has learned.

+ Teaching the young to read:

Text has applicable images next to certain words. Eg: picture for house adjacents the word 'house'. Picture can be same size as (large size) text; or number next to word matches number next to picture elsewhere on screen or printed material.

-system learns number of times user has come across such words (on the sys).

-system or human teacher allots # times of viewing text balanced with complexity of word.

-Weaning: After designated occurrences of said word / concept, pictures may no longer appear (weaning reader off assistance).

D: (Young) reader = "Artist" / "Image" output = C ("Analyzer") = "COORDINATOR" () // "CUT & PASTE" () // "DESIGNATOR" () // "DRAW" () // "EDIT" () // + "EDUC" // "GUIDE" () // "IMAGE" () // "INTERACTIVE IMAGES" () // "MULTI-USER" () // "SW" () // "SYNERGY" // "WRITING INSTRUMENT" ().

Pat search strategy:

-kw: dictionary, word's defintion

-str: (software* or program*) and ((definition* or learn* or educat* or teach*) near9 and read*)

US Patents: Programmable question and answer device 4118876 *; 4579533 Method of teaching a subject including use of a dictionary +; 5180307 5218537 3999307 5421731 Method for teaching reading and spelling 4083120 4138719

File: Art \ Ar ReadHelp Intro

PART: ART'S READING HELP SOFTWARE

5G061 Reading Assistance Software: This file is a subset of the file titled: "Artist - Edit". <3, 3, 4-pat-sw-version, 1.5-mk, 3>

General Information:

+ New words receive special "editing" attention:

-What's designated: Sys seeks words which are "designated" according to: subject; newness (to u, field of study (new idea)); difficulty u has had in past occurrences as "analyzed" by (test's) "score"; what u or his supervisors determine he should learn / "interact" with (for more experience, "educating" himself (in its multiple uses and contexts)). What "educ" / "router" / "mood" / nr: "analyzes" needs learning / attention.

-Wean user off this editing after they've seen word designated number of times. The more characters in word / type subject determines number of times u reads it in "edited" form, w/ eye catching modes diminishing each time they've read or written it.

-However, the level of special attention can be varied, or non-existent.

-User can at any time point click on the problematic word or "encapsulated" paragraph and view corresponding picture. In such case, the sys (might) continue to show picture for such word certain # times more.

-this learning to read application is simply an example of how sys tags (UIP-db, matches) certain material (words), next "edits"/alters it accordingly. SW search and replace.

-.sw has (invisible on s) slot in which image can appear / change.

-click on image to get: osc verbalizing what picture or text represent; video program; any other system triggering one of u's five bodily senses (see kn).

+ Teaching the young to read:

Text has applicable images next to certain words. Eg: picture for house adjacents the word 'house'. Picture can be same size as (large size) text; or number next to word matches number next to picture elsewhere on screen or printed material.

-system learns number of times user has come across such words (on the sys).

.--system or human teacher allots # times of viewing text balanced with complexity of word.

-Weaning: After designated occurrences of said word / concept, pictures may no longer appear (weaning reader off assistance).

Weaning:

Weaning User off of the reading assistance system. Like learning to bike first with training wheels, then they slowly removing the extra help.

-the accentuating modes of designated text, might be reduced over time. This reduction can apply to all / most difficult words.

--"Designated" words w/ good "scores" showing reader doesn't have (much) trouble can be weaned more quickly.

-weaning off process is controlled: automatically or by u / by guardian (doctor) or teacher or uip*.

-if user is having a bad day [difficulty reading], they can alter the degree / type of differentiation sys makes for (previously / newly) designated text / other problems.

-(In normal text) images might be boldened or underlined, herein the same can be done, with additional changes to its shadows, etc. Replaces other "editing" modes.

. Sporadic Changes. Problematic letters are sporadically designated differently from remaining letters/words/text. Examples: every third problematic letter so handled; special handling handled via random (sw) process.

-same type problem might be designated differently in different times/situations. Eg: confusions between letters b and d can be green versus red; and at other times white versus black.

-TDS: differing days problematic letters are represented in differing colors. Value: user doesn't expect difficult letters to always be so represented, eg: for reading newspaper, etc. where such 'assistance baggage' may not exist.

--sys helps wean u off of the assistance sw.

-helping wean u off of this n: any difficult letters/words might simply have differing typeface or color, so there are two modes, normal appearance and second appearance which isn't different vis a vis the other difficult letters/words. Helps u to be extra careful when coming upon potential problem.

-the window size [via which text is read] can be made as small or big as desired, while any of other features can show up within this window on S. 5G060.

Exists:

Dyslexic's Software: All it does is highlight one word or sentence at a time. If reader has trouble, it will verbally (osc) announce it. Existing product called: Click-Reader from CAST for US$20.

-if word is in larger print (headline)/italics, it will read material in louder voice.

-Click-Reader: Reading template for any text and pictures. Includes customizable auditory supports for decoding, visual tracking, and organization.

-manufactured by: CAST - Center for Applied Special Technologies. 508-531-8555. 39 Cross St., Peabody, MA 01960.

.-Related patent: US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game".

.-(The level of "score" / "status" effects the type of color change found on S / Nr of any product / sys; eg: 7G)

Software showing nature of situation simply by way it's edited, saving screen space from excessive text.

-Also see the seperate file + "Artist's" "Status".

-Nature of problems represented in how images altered: type of dyslexic or young reader's problem shown by type "edition".

"Score":

-"Educ": system can have timer and or other electronic analyses for how user's reading skills are improving, eg: ability to read or write correctly; speed of reading.

--system may force/suggest user to speed up reading / increase window size when their "score" improves.

-How "scores": when u deemed (not) to have made error= sys= nr.

US Patents: Search Strategy: dyslexi*. Up to 8.96. Searched db via key word of full patent text.

Understanding user's problems.

D: "Scoring" -> UIP DB Development - UIP-Tailors SW= for reader. What's scored and (W5): "Scoring" levels / types of user's (eye / cognitive /reading) difficulties; "BA"; "educ's" "score"; "status". Related patents follow:

4556069 RE34015. 4706686 4421122 4408616 4407299 5474081 4528989 4706686 4889422 2838681 3842822 5067806 3952728

-Following are comparatively maybe less pertinent:

4216781 5048947 5331969 3893450 4030211 4735498

4102564 4211018 5260196

Teaching methods:

Ways of "editing" / helping (+dyslexic) readers: "Educ" / "EGH" / "TGH". Related US patents follow:

4379699 4979902 5360937 5336093 5543867 3906644 4007273 4764973 5114346 4123853 4090311 4770635 5366377 4354843 4643679 4747682 3955564 4007548 4708567 4961640 5328373 5451163 4940346 3828316-Character adressing in a word oriented computer system.

-Following are comparatively maybe less pertinent:

4136361 4661074 5145377 5312257 5421729 4351831 4346085 4346084 4479241 4456598 4430330 4636494 5253799 4498080 5315668 4021611 4089126 4498869 5360438 5302132 5387104 4592731

END MAIN PART OF ART'S READING HELP SOFTWARE

File: Art\Ar\ReadHelp*

LESS PERTINENT INFO TO UNDERSTANDING INVENTION

Introduction: Search and Replace / "Edit":

-User programs (pr) how software will make the desired alterations (nr).

-Software searches then alters particular words causing problems.

-'Editing is 'customized.

There is a plastic version of this electronic software driven invention. This plastic version can be of plastic, or its functions represented in software as well. Details:

Software/Plastic versions of Guiding window 5G060:

-Examples: see just one or more letters, words, sentences, paragraphs at a time.

-window can have clear and or changeable colored see through plastic. Certain colors backgrounds can enhance reading and or increase comfort

-certain shapes and or letters in the cut-out areas can be shown, if helpful. Eg: user has trouble differentiating between "b" and "d", so the top of cut out (blank) area has one or more "b" letters and the bottom has one or more "d" letters. User can refer to them whenever they need to better remember their distinctions.
*-construction of plastic and or cardboard. Square's window size created by adjust from one to three of the sides.

System Analyzes Reader's Speed Via:
-eyeball "analyzer": watch eye movement, each movement represents: a letter, syllable, word, word group; mathematically calculates via (triangular) configuration what eye is seeing, via its position to the shown text (s).
-reader hits key as they progress by: *letter, word, sentence, paragraph*.
-user scrolls text

Patents & Patentability:
Software signal processing is the patentable issue to some degree.
-Simple version (Mechanical): placed over printed text. Can scan by hand over written text by hand or el. By hand version less patentable?
.-Pat Search: need to check the modem capabilities of devices available for assisting the partially sighted to read.

PATENT SEARCH Strategy & some related US patent numbers:
5G061 Dyslexia Software: (). Str: dyslexia* or dyslexic*
-Str APS 69' to 6.92: dyslexia or dyslexic:
--US Pat No's: +538880 Shows material little at a time? so reader moves eyes minimally.
--83'-86': + 4379699 improves reading efficiency, increases light contrast. However my invention changes color in respect of adjacent letters. Whereas the existing patent increases intensity of letters vis a vis the environment.
--+ 4979902 Dyslexia reading device 1990: restricts field of vision. However this may not stop my sw version of vision restriction. 5421729 Color coded catalog and sales method %; 5420653 Method and apparatus for amelioration of visual stress and dyslexia *.

Miscellaneous:
-new sw codes are used for "edited" "images". Both the sending and receiving ends may have abbreviated forms of interpreting these differently altered "images" to speed transmission via: modem; cart.
-sw version: info given electronically: scanned / on-line / cart (floppy disks, cd) -> sw converts text -> s / printer.
-Software uses simple version (5G060) too. Combine with product 5G070.

-this invention number was cut out from and a subset of 5G060, then changed to 5G061 in 7.95.

-Software version too. D: sw = c = display (desired effects and 2D (or 3D) images). Has same and more functions than the mechanical version.

Diagram of plastic version:

-D1: flat (on electronic) version:

.....

. ...

.. 1 ..

. .——. .

. ...

.....

The graphics printed onto the card is on the outer perimeter. The inner perimeter is the see thru area. The bars across the middle show a possible position at which the window is partially closed with colored opaque material (can maybe still readily read thru it). The sliding door (comes from the bottom).

-colors used in the opaque shutter / any window (1) cover; plus the colors for the outer perimeter can be chosen by psychologists/dyslexia experts/u, according to the color(s) (combinations) that show best results / preferred by u.

Second related diagram:

-D2: .....

: b d :

: ..... :

: : 1 : :

: ..... :

:.....:

Notes: The diagram has big square, with smaller square within - labeled 1. 1=cut out window; letters b & d are printed onto outer (non-cut) area, above/below/to side of (reading) window.

.-Epilepsy and Parkinson's have similar symptoms to Dyslexia. Hence these products mentioned as helping any one of these problems can be applied to helping the other illnesses. Eg: via altering the way in which they focus their minds.

OTD D: This N Sys (dyslectic's sw) ~ C =

ACCESS ("behavior analyzer" studies (reading behavior) intern: only allows those w (dyslectic/unusual) reading style to gain access); ANALYZER (sys adjusts its modifications according to u's

needs/behaviors/uip/pr); CART (reading text, sw, multi-media effects, uip, access); EDUC (improves reading, study habits, speed reading); M (text, uip, access*); MULTI-USER (each u's differing reading needs met); NOTIFIER (when reader not reading fast enough / as needed); OSC (); PR (how alter text); Q (); S (); SCORE (speed, tests memory retention of read material); SENSOR (u's reading speed); STATUS (); SYNTH (adjust osc according to: uip, behavioral analyzer, pr, text); TDS (reading speed, score); T (mo); UIP (sys studies reader's (reading) style, eg: speed, comprehension = offering better training / assistance programs (sw)); VISUAL ANALYZER (reader's eye movements).

OTD D2: This N Sys () ~ C =

ACCESS (password shows needed sw / current uip and score of u); ANALYZER (tailoring uip to how data best presented); ARTIST (); BALANCE (osc adjusts sounds according to u's uip for any type hearing problem/needed assistance, eg: sound always louder in u's left ear); CAMERA (scanner); CART (art, tutorial sw); EDUC (tgh); K (joy stick); M (uip db); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R (); SCORE (studies level of situation (dyslectic problem, u's interest in material, marketability of material) via: asking (dyslectic) u questions to determine: memory retention, speed of reading), uses existing dyslectic / reading tests (sw)); SPEECH (); STATUS (compares u's scores over time, graphs u's improvement curve; analyzer = suggests future types of actions/sw u can use to better achieve desired aims); TDS (); U (dyslectic, general target audience of non impaired people); UIP (reading / personal (interest) habits); UQ ().

O - System tutors artists in improving their image making:
-D: Artist = Analyzer = C = U (human artist). U draws onto C / material scanned by C / cart (of art work) / tr from other C = C = sought after parameters (as pr) are selected = compared w parameters of tutorial sw (pr) = score/analyzer = suggestions made = visual examples / written commentary / score sheet / suggested books to read (selected via matching of book's UIP w artist's uip (at that scoring time)).
-This an old KN?
-similar to music instructor, yet this is more on the visual mode.

. Circumstances of developing this invention include: Mr. W.S., Sr. is interested in the subject and has a large electronic manufacturing plant. The SW version grew out of the hardware product version. Inventor is healthy and not dyslexic.

'Track: u's position in material (text) "tracked" (via sys similar to Speed Reading SW: 5G070)

'Customize (UIP-Tailor): Sys converts text / "entertainment" / sw so its material is converted / processed according to uip. Eg: scan [digital] newspaper and be better able to read the text; get periodicals/letters from e-mail then convert; better play video "games".

% Virtual Reality: VR: walk around and have all elements converted as wanted. "Camera" = "visual analyzer" = converts as programmed.

* Shapes are altered. Image shape "editing-ar":
readers w difficulty seeing / *reading particular shapes, eg: polygons are "edited" into curved shapes (circles).
-in event there are both readable and difficult shapes in same screen / file= sw converts only difficult shapes into ones compatible w= existing shapes.
--details in "Artist's" IMI sub-section "Edit". Within "Edit" see sub-section `Image Coordinating SW".
=
. OTD D: U = "Artist" ~ 5G061 Dyslexia SW (designated images of functions/"guide"/wording) "edited" for dyslexic) ~ C =
COLOR (adjusts coloring to reader's preferences) // CRAWLER () // DRAW () // EDIT () // GUIDE () // %MULTI-USER () // SW () // WRITING INSTRUMENT (stylus inputted words -> optical character recognition sw -> digitizes text into letters -> "edits" as "designated").

.-text used in diverse type softwares are altered as well: word processing, spread sheets, CAD, telephony sw, sw utilized in (simple) LCD (s) for = any n/kn.

.-Following is somewhat repeated information: SW causes sections of "screen" to have greater contrast / differential (image) elements based on: uip, pr, kw. Certain words, images, words pertaining to nr are specially and automatically give special graphic attention (as in this 5G061) when special attention could be of use. Examples:

% See "Synth" for adapting sounds for those with auditory problems. Sounds are altered in manners akin to how visual text is "edited".

What can be "Edited":
-"routing": when u moves to different file/sw sys recalls what u was last experiencing/reading (uip-db, kw) and helps save u's time by accentuating materials in next file that may match u's interest (in any manner). Examples: U was reading about eye surgery in Chicago, then opens file of telephone numbers, menus/tel #'s pertaining to eye surgery are accentuated, then those #'s in Chicago are accentuated even more (more bold or brighter lettering or are highlighted). Naturally sys doesn't know all possible interests in u, and only saves u's eye scanning time, since u may read highlighted material first thinking that has greater chance of being what he wants.

-converts certain words into other languages, eg: the Japanese are often upset that English words (written in katakana) are replacing theirs, in which case such English terms are changed to Japanese (kanji or hiragana) text.

-wording showing up on "entertainment" programs: films, television, sw, "games".

-vision apparatus (electronic goggles / binoculars*): U able to read text they see in real world while: driving, walking. VR*.

-SW: text converted for programmer, while they are doing programming text. Eg: authoring language sw has their text / commands / prompts / etc. converted (for easier readability).

-anything that can be represented, eg: "status", "score", "notifier" is edited. Eg: type problem, level of seriousness.

-reader's speed (speed reading sw kn). "Scores" speed.

-type text or "entertainment", eg: only certain material in "entertainment" mode is edited.

The user controls how this software works. Examples: U (user) controls the level of contrast/added on 'assistance baggage' accorded (problematic) words / text. Eg: contrast level of b versus d versus all other letters.

Other ways text appears and or is transmittable:

All written text is made available to users via e-mail, conversion of printed matter via scanner, disks. SW functions w/ special hardware or home personal computers. (Large) color monitors would help, but aren't required. Works with all languages, including Japanese, Chinese, Arabic, other European languages.

Making the same "edited" text easy or less unusual to read for non-dyslexics:

-shadows created by letters can be such that the light source for right half comes from right, and left side has own light source= resulting in right side having shadows going to left side. Letters chosen (by writer) simply need to have letters like "b" on right side (of s) and "d" on left side. Dyslexics accustomed to the shadow form of "editing" will more quickly.

Glasses or Contacts:

-same text read without eye wear by regular readers, shows up as normal text. Eye wear changes images. Allows different type readers to view same text. "Multi-user": those w differing (degrees of) problems.

-Specially colored eye contact lenses might be used for color blind / dyslexic people to help alleviate their problems. Research needed. D: contact lens =). U = eye =) = viewing area [altered by lens]. Or change color of: "C" "S"; eye glasses; shades over eye glasses; light bulb; colored surface surrounding the "C" "S" (since this color contrast may effect different people differently such as men who get squirmy whenever they see red or green due to their being color blind.

% Readers may have lenses which also allow u to see fairly normally objects not on s, so u need not wear special anything just for s viewing. Unlikely to work. See eye doctor.

+ User carries something like a compass which tells them at all times which side is left which is right, however this can also be done simply by carrying a card (printed on both sides) and viable as long as reader knows what is the top and bottom of card. Some dyslexics forget their left from right sides. Use this idea w sys. Standard compass useful too.

-D: "Visual analyzer": optical character reader / some character recognition = once designated text/images are recognized (via uip-db) = then make assignment of alteration to designated text via: color / typeface / etc = CRT Display (S) / (Color) printer.
.-sw rejects repair - if character can't be read by machine - sys will highlight that text.

-System only shows user what they want to see. In other words: "visual analyzer" (only / especially) shows u images / data what u (most) wants. S = gives preference to the images to the degree their "score" is higher.

. UIP-KW:
Certain words/letters are altered in their color in terms of:
.-what word represents, eg: word cherry is shown in red, while `over ripe' cherry can have a darker hue. Over ripe cherries of certain varieties / from certain parts of world might have a purplish hue as well.
.-uip-analyzer determines via (color) db the appropriate color(s), sounds (osc, recorded sounds), etc = which match the letter, word, paragraph, page, chapter.
.-applicable images can be inserted near the designated terms / concepts, so images are on same page or near designated words. -Designation for which terms receive images determined via: u's request (k); sw; application of program (uip).
.-Designation/selection/creation of applicable images via: "image analyzer" = "artist" = uip.
.-Applications: same text / "entertainment" for differing audiences, kids/adults can be "edited" to match their uip. Images, colors, even the text itself (9G220 Channel Skipping, "editor") can be altered as well.

User / "edited" (instruction/nr) "image" output = This N Sys (dyslexic conversion sw) – C =
ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER ("edited" differently for each u); NR (); OSC (); PR (); PS-Zone (); Q (); R (); ROUTER (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); TDS (); T (); TILT (); TRACK (); UIP ().

Additional Applications:

. Key boards' lettering. "K". The "edited" keyboard can be via: changing the "image" on each key; the key board is represented on the "screen" (shows what and how (w5) user is typing / "drawing".
--"Computer's" (plastic) keyboard (k) (ink) can also have their letters altered and or they might be on the "Screen". Either letters painted onto k / key pad is an interactive screen / each key has a small (LCD) screen which is programmable.

. "Game": players have to guess which letterings are incorrectly "edited". Incorrect "editing": mirror images (as a dyslexic may interpret what they view wo assistance). "Score" according to number of times player catches mistakes in what they see.

. Additional uses of multiple colors: Differing color(s) helps (re)train people/u who are: color blind; sight impaired; reading impaired (in some other manner); have eye sight problems; have eye to cerebral cognition difficulties (physical or psychological impairments).

. Labeling what's important: "Artist's" = "Designator": labels what needs most attention (via va) = w a tag.

* System reads out what user is reading. :
OSC = "image": each letter read / typed makes "designated" sounds.
--Sys knows letter*/word/line/paragraph u is reading at moment. In tern, sys will read out those words (that cause reader problems via pr/uip).
-see related existing patent mentioned in this Dyslexia filing.

% lettering in four dimension can be any one or more features in addition to the three dimensional "editing".

* Braille: sight impaired readers suffering from some type of related confusion - those words / letters can have other factors better distinguishing themselves, eg: higher or thicker bumps or have additional bump(s) nearby specially alerting u/reader (nr).

% Material being read can be experienced in a wide array of ways: Different letters / words / images have differing corresponding: sounds / smells / tastes / audio modes (osc, "speech").
-as reader reads / experiences material, the other modes may help user.
-just use your imagination!

Makes users more interested in reading and in computers in general.

File: Art \ Ar-Dys-Ed

PART: ART'S "EDITING" MODES

Introduction: since people with dyslexia need new ways to have the images inputted into their brain, system alters images in most effective manner according to user's preferences, or other needs. Following are only limited possible examples:

+ Letters portrayed in three dimension:

-each letter can be shown in three dimension, eg: the letter "b" has light shed on it from the left, and "d" has light shown from the right (or opposite lighting). The other form in which 3-D takes place is to show the sides of the letters, as if they were wooden blocks.

.--Shadows or sides also shown from: top or bottom, or front or back, or other angles.

.-shades or sides: can be of different colors as "designated" according to: which letters / words / type problem of reader. U can "program" how shades appear, like any other "artist" element. .--Size of shades / angle of shading can be increased / decreased for changing emphasis.

-Each reader has different difficulties, eg: some in deciphering "b" and "d". Also some can better read the same difficulty after they've been "edited" in a fashion better suited to them, eg: some prefer red or green sides.

.--"b" and "d" have different coloring; difficult letters are all highlighted/colored differently from the remaining text.

-Weaning: those people who can improve their reading can then slowly have the designations of the difficult letters/words be made less and less distinct so gradually all text is the same. On difficult days the distinctions can be made again.

Redesigning specific "letters" and words:

Section(s) of letters that better differentiate themselves may utilize special typeface that exaggerates the differences. Since language's lettering is simply an invention in and of itself, there's no reason to slightly or completely re-represent each letter in a different type "image".

-the straight lines in b and d can be emphasized, plus maybe the (upper) part of the curve which meets the bar.

-n versus m, the middle line in m is emphasized.

-n versus u, or m versus w.

-c versus letter o - the open space in c is wider, while the right side of o may be thicker.

-e versus c, the line in e is put into bold lettering. Or the capital E versus 3 or 8*.

-g versus p - p's bar and g's line going down emphasized, q's bar emphasized.

-p versus q altered in manner similar to b versus d.

-b versus h - bottom of curve on b emphasized, while open bottom of h made wider and more emphasized.

-i versus l - dot emphasized, maybe stock of i bolder, while l letter extra tall, and i extra short.

-u versus o - open part of u opened up like h versus b.

-s versus z - s made more curvaceous - its start and ending lines are extra curvy, z made more squat and hence zagged.

-q and p versus b and d - what is above or below is emphasized w extra thickness.

-saw versus was, or dan versus and, whte versus with, or its versus ist - can be differentiated by having: first and last and or *middle letters of different letters from each other. Purpose better help reader to ground themselves into what's on the right versus left.

-etc.

. Color / Special-effects Compatibility:

system (automatically) "analyzes" which effects/colors are appropriate for each situation, eg: red vis a vis green has more contrast than grey versus white; * other effects are utilized when necessary (according to uip).

-presence of certain shapes / textures which are in / near / between lines of text may psychologically help readers. Readers / instructors select which effects are desired.

-Type "edition" shows type difficulty: depending on type problem, each "edition" can be different so reader knows what type problem is by type "edition", eg: text changed to red perimeter implies different problem / *meaning from blue letter or text w blue shadows.

-User "programs" system: User can select what they want edited by selecting from menu the type color codes wanted or not wanted. In other words: User can "program" system (not) to seek= then alter certain color group problems.

Encapsulation:

What's encapsulated: Small or big sections of (problematic) text are found in any encapsulated shape / background / other "edited" format.

-Shapes: Squares, circles, spheres, cubes, triangular prisms, tubes, etc.

-Dividing text into smaller bite size pieces: each paragraph placed in different squares, purpose being to break up large pieces of text which commonly scares young or dyslexic readers. -Each encapsulation can function as "interactive image".

.--flip / spin encapsulation to see additional definitions or functions of interactive image.

.-Spin the ball / cube: text written on sphere (which need turning (by mouse)) to proceed to additional text.

OSC sounds while its moved.

H-See KN's software that sounds when pages are turned.

--."Game": spin and land on whatever "image": this is part of game, eg: spin the bottle, or whenever a (random / gambling) choice is needed.

Additional sample effects:

-Lines of tiny cubes in designated color(s) lined between lines, or around perimeter of "s" or printed page.

--each line or word is of different color: helps stop blurring of text. Within each word, each letter can have (slight) variation in color.

--SW's images can also be shown in between lines, with or without a special colored backing for these implanted images.

--makes user feel more secure in the swirls of print. May serve as some type of psychological grounding or prompting or motivating or "mood" enhancer.

.-picture representing ("designated") words appear adjacent to text. Picture / word is the interactive image. Programmer "programs" in pictures via: "drawing" / "cut & paste" (w= "camera"). Doubt is patentable.

--motion of picture depicts message as well. Eg: what it's pointing towards; facial expression of its character designating "mood".

-any accentuation can be flashing or moving to better catch attention. Flash speed can be so user barely sees it going on/off, and on 75% of time, off 25% of time.

. -Marker: text is on one side of cube, and shadows / lines / markers emanate from difficult text to other side of cube.

. Additional "Editing" modes of letters / words:

-making them bigger/smaller.

-thickness altered, eg: the curve portions of letters b & d.

.-typeface altered (valuable on non color screens, and weaning of sys).

H- See "Artist's" "Status": Edition shows nature of situation, saving from needing extra text cluttering screen.

. Background behind text:

-certain color backgrounds enhance readability, eg: via color contrast or not triggering psychological symptoms. See dyslexia medical studies.

-(background) images controlled by: uip / pr / what came w cart/el text. Eg: read jungle fiction and see/hear lions roar and monkeys swinging from trees. Background has "edited": "colors" / texture / text / sounds%

* Background effects altered for uip / application.

-OTD D: U = This N Sys () ~ C = NR (); OSC (synth); VR% (); WA (); enhances "mood"= for "designated" tasks (conducted by u).

. Speed reading sw (training) version: marker shows where reader should be at as they're reading text. When cursor lights upon difficult sections, it marks "designated" images accordingly. This assistance only when marker has arrived, helps induce slow readers to speed up, to gain benefit of the "editing" function.

See 5G060.

PART: ART'S "EDITING" MODES

File: Art \ Ar-Dys-IMI

"ART'S" GLOSSARY OF TERMS

Any concept (part) w/in each below group is normally interchangeable. Deeper definitions divulged in other files.

Accentuate: part of text is made more visible or altered more than remaining text, eg via: color, typeface, size, boldening (made into bold lettering), highlight. "Edit".

Causes for editing: What needs editing and why. Alters sections of text according to the software's criteria. Examples: words difficult for dyslexics, new words. See "Designate" in *main IMI and "Artist". System studies user's behavior and determines how what text creates more problem - see UIP [User Information Programming].

Customize: 'images are 'tailored to 'designated purposes. Can be an automated 'image/'text editing system controlled / partly 'guided (along with user's input) by 'customization.

Designated text altered: SW search and replace; portions of text altered to improve readability / comprehension; desired accentuations made.

Dyslexic: Reading / Sight impaired. % Readers and viewers who stand to gain via any type of "editing".

Dyslexic program: "Editing" (sw / pr); %sw; %pr.

Edit: Accentuate text. Convert image to help reader read. Examples makes differences in letters <b> and <d> stand out more.

Educate: Software teaches people to read: dyslexics, young readers, for new secondary languages. Teaches speed reading.

Help Read: improve reading ability, help the dyslexic, improve readability or visibility. "Educ". Assist user in %understanding material.

Image: Any element viewable on screen: text, pictures.

Letters / Characters: Any letter or digit in alphabet or mathematical representation, or % "image". Letters can be "edited" into any new letter, which may look similar or completely different from the original (English) language letter. Eg: b -> a triangle of similar size, d -> square.

New words: Software accentuates new words, such as unusually long terms, or ones young reader has not read before through the software. Can be a vocabulary builder: those pertaining to a new subject matter user is learning. Used with "Education" program.

Read: View material; experience material/program (with text or images*) focusing more on the visual aspects. % "Interact" with visually presented material.

Text: (Part of) text, letter, word, material, %paragraph, ("interactive") "image" - see "Artist".

Weaning: This software can be designed as a crutch which later teaches users to read on their own.

File: Art\ Ar-Dys1

Reading Assistance Software

File: Ar-D1. 5G061 Reading Assistance Software: This file is a subset of the file titled: "Artist - Edit". <3, 3, 4-pat-sw-version, 1.5-mk, 3>

+ New words receive special "editing" attention:
-What's designated: Sys seeks words which are "designated" according to: subject; newness (to u, field of study (new idea)); difficulty u has had in past occurrences as "analyzed" by (test's) "score"; what u or his supervisors determine he should learn / "interact" with (for more experience, "educating" himself (in its multiple uses and contexts)). What "educ" / "router" / "mood" / nr: "analyzes" needs learning / attention.
-Wean user off this editing after they've seen word designated number of times. The more characters in word / type subject determines number of times u reads it in "edited" form, w/ eye catching modes diminishing each time they've read or written it.
-However, the level of special attention can be varied, or non-existent.
-User can at any time point click on the problematic word or "encapsulated" paragraph and view corresponding picture. In such case, the sys (might) continue to show picture for such word certain # times more.
-this learning to read application is simply an example of how sys tags (UIP-db, matches) certain material (words), next "edits"/alters it accordingly. SW search and replace.
-.sw has (invisible on s) slot in which image can appear / change.

-click on image to get: osc verbalizing what picture or text represent; video program; any other system triggering one of u's five bodily senses (see kn).

+ Teaching the young to read:

Text has applicable images next to certain words. Eg: picture for house adjacents the word 'house'. Picture can be same size as (large size) text; or number next to word matches number next to picture elsewhere on screen or printed material.

-system learns number of times user has come across such words (on the sys).

.--system or human teacher allots # times of viewing text balanced with complexity of word.

-Weaning: After designated occurrences of said word / concept, pictures may no longer appear (weaning reader off assistance).

Weaning User off of the reading assistance system. Like learning to bike first with training wheels, then they slowly removing the extra help.

-the accentuating modes of designated text, might be reduced over time. This reduction can apply to all / most difficult words.

--"Designated" words w/ good "scores" showing reader doesn't have (much) trouble can be weaned more quickly.

-weaning off process is controlled: automatically or by u / by guardian (doctor) or teacher or uip*.

-if user is having a bad day [difficulty reading], they can alter the degree / type of differentiation sys makes for (previously / newly) designated text / other problems.

-(In normal text) images might be boldened or underlined, herein the same can be done, with additional changes to its shadows, etc. Replaces other "editing" modes.

. Sporadic Changes. Problematic letters are sporadically designated differently from remaining letters/words/text. Examples: every third problematic letter so handled; special handling handled via random (sw) process.

-same type problem might be designated differently in different times/situations. Eg: confusions between letters b and d can be green versus red; and at other times white versus black.

-TDS: differing days problematic letters are represented in differing colors. Value: user doesn't expect difficult letters to always be so represented, eg: for reading newspaper, etc. where such 'assistance baggage' may not exist.

--sys helps wean u off of the assistance sw.

-helping wean u off of this n: any difficult letters/words might simply have differing typeface or color, so there are two modes, normal appearance and second appearance which isn't different vis a vis the other difficult letters/words. Helps u to be extra careful when coming upon potential problem.

-the window size [via which text is read] can be made as small or big as desired, while any of other features can show up within this window on S. 5G060.

Exists:

Dyslexic's Software: All it does is highlight one word or sentence at a time. If reader has trouble, it will verbally (osc) announce it. Existing product called: Click-Reader from CAST for US$20.

-if word is in larger print (headline)/italics, it will read material in louder voice.

-Click-Reader: Reading template for any text and pictures. Includes customizable auditory supports for decoding, visual tracking, and organization.

-manufactured by: CAST - Center for Applied Special Technologies. 508-531-8555. 39 Cross St., Peabody, MA 01960.

.-Related patent: US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game".

.-(The level of "score" / "status" effects the type of color change found on S / Nr of any product / sys; eg: 7G)

Software showing nature of situation simply by way it's edited, saving screen space from excessive text.

-Also see the seperate file + "Artist's" "Status".

-Nature of problems represented in how images altered: type of dyslexic or young reader's problem shown by type "edition".

"Score":

-"Educ": system can have timer and or other electronic analyses for how user's reading skills are improving, eg: ability to read or write correctly; speed of reading.

--system may force/suggest user to speed up reading / increase window size when their "score" improves.

-How "scores": when u deemed (not) to have made error= sys= nr.

US Patents

-Search Strategy: dyslexi*. Up to 8.96. Searched db via key word of full patent text.

Understanding user's problems.

D: "Scoring" -> UIP DB Development - UIP-Tailors SW= for reader. What's scored and (W5): "Scoring" levels / types of user's (eye / cognitive /reading) difficulties; "BA"; "educ's" "score"; "status". Related patents follow:

4556069 RE34015. 4706686 4421122 4408616 4407299 5474081 4528989 4706686 4889422 2838681 3842822 5067806 3952728

-Following are comparatively maybe less pertinent:

4216781 5048947 5331969 3893450 4030211 4735498

4102564 4211018 5260196

Teaching methods:

Ways of "editing" / helping (+dyslexic) readers: "Educ" / "EGH" / "TGH". Related US patents follow: 4379699 4979902 536093? 5336093 5543867 3906644 4007273 4764973 5114346 4123853 4090311 4770635 5366377 4354843 4643679 4747682 3955564 4007548 4708567 4961640 5328373 5451163 4940346 3828316-Character adressing in a word oriented computer system.

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4136361 4661074 5145377 5312257 5421729 4351831 4346085 4346084 4479241 4456598 4430330 4636494 5253799 4498080 5315668 4021611 4089126 4498869 5360438 5302132 5387104 4592731

File: Art \ Ar-Dys2

5G061 Reading Assistance Software. File Ar-D2.

+ New words receive special "editing" attention:

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File: Art \ Ar-Dys-App

ADDITIONAL APPLICATIONS TO DYSLEXIA READING INVENTION

File ar-dys-app.

+ "Educating" people in learning to read difficult words.

-What are "analyzed" as being difficult words:

all words likely to be new or over set number letters are "designated" as likely to be needing special attention; those words non dyslexics and dyslexics often have trouble with= according to db. See <new words> section.

--a new way to introduce new words. Eg: for people learning new languages.

--user can click mouse on this differentiated word and 'software will show its meaning. The type definition given can be 'designated according to:

---uip; context of the word; native language of user; user's intelligence, skills or technical ability or experience...

-User can select (from menu) subject categories / root words / type word help needed.

-"Designated" words can be "interactive images" which when clicked: give (Webster/Britannica) definition; show (moving) "images" depicting (definition / application to u (uip)) / "route" u as "designated" (to related files (by subject)) / osc gives examples for how concept sounds.

. Letter sizing: with enough space between lines, more difficult "images" can be made (larger). % If made smaller: its to make the mind concentrate on the smaller images (w different coloring to help identify).

--the longer the word the (bigger) the typeface: for kids.

. "Edited" text can be shown in following contexts:

Cross word puzzles; "games"; mm (multi-media); text that is below movies or Karaoke; books; (journal) articles; WWW; advertising; labels on products (on / off / power / volume / other k); "nr" / printed caution signs (used in facilities frequented by dyslexics), the writing can be so non-dyslexics understand as well / aren't too put off; Any type of (sw / pr) instructions (booklet / "guide"); "interactive images"; library (sw) catalogue systems (for dyslexics).

. Non-SW "image" generation: Stenciling: have cut outs from plastic sheets through which letters are (spray) painted. Rub off letters. Pre-cut glued on lettering. Stickers w printing.

-A two stage stenciling process can be used to created different colored / textured effects. Example: shadows or sections needing special accentuation.

. Focuses User's Attention: Teaches people to focus; acts like training wheels for bicycle learners, user sees a little at a time, increasing the amount shown, so they don't get overwhelmed. Accentuating text is a form of focusing on what the eye should better catch. Encapsulation limits the overwhelming effect.
-Important words, sentences, paragraphs, chapters, headings can be 'designated to show: (type of) importance [according to color code].

File: Art \ Artist Misc *
ARTIST MISCELLANEOUS FILE *

-See KN: R24-1 Image Coordinating Software; 3C210 Color Selector
-Diagram: user = mouse / r = c ~ image generating or 'editing software = screen or printer.
-'Designator: Colors, shapes or other images are utilized or "edited" to achieve "designated" result. System automatically determines via any invention "designation" criteria what needs to stand out / be "edited". Results in greater help to u: "nr"; what needs attention
-
-In other words: Change graphical appearance. Altering is any means to manipulate images, eg: cut & paste; crawling; (u) drawing.
-'Image - term defined: any graphical design, or graphical interface, that can be 'drawn or 'edited by 'artist.
-"Interactive" "Images" - term defined: for computers or interactive screens: u / sys can create "interactive" touch screens w/ its needed "images". Generated images (icons) have functions triggered according to how they are touched / activated. Software icon (related).
-Diagram: U / "Designated" functions = ("interactive images") ~ C = 'designated [kn] function.
-Reasons to 'draw: 'entertainment; function in 'game; creating presentation packaged in 'mm or printed material.
-'Status: "Editing" shows 'status of situation: type subject matter / nr / "routing" shown by how images are "edited". Value: requires less text explanation cluttering screen. See: IMI's "Score", "Status".
-('Artists') "WRITING INSTRUMENT" = Mouse, stylus, "tilt".
"Mouse"; "R"; (El) pen or brush; "Computer's" cursor; % "Crawler"; "Tilt".
-How (tailored) "images" are "edited" and or "drawn" (by user/'tailor):
-Any alteration / generation can be part of the "artist" process. Can create some related "artist" effect:. Eg: even a stapler gun leaves a mark (shown in differing color), and whatever is stapled is a "cut & paste" because this is the most common function of the tool. "Mouse" controls below icon tools' movements / "editing".

.-Image generation modes related to tools and functions as found in "Tool Crib of the North" sales catalog #966 August 1996. Page numbers mentioned are only one of possible multiple examples in catalogue.
-Jig saw = cut portion of "cut and paste".
-carving sets / router (not "router")
-sanders / (wider) drills: getting deeper in "designated" areas brings up corresponding layered colors. Pathways of tool are shown.
-flashlights: what is shined upon has "edited" color
-screwdrivers leave mark that something was "cut & pasted" previously.
-Labeling each tool as an icon: the actual instruments can be represented as icons on s= so user can click on them to begin desired "artist" function.
-Cut / sand off sections of wood (images) = "editing"
-Polishers / Sanders: the texture changes accordingly (w or wo (drastic) color changes)
-"Color" sprayers. p39
-dust collectors p39
-Glues / Vices / (Pony spring) Clamps = (temporarily W5) "cut & paste".
-Work benches= have tools on the bench (for "artist"). A work bench can be a file / icon w/ sub-parts (sub-icons).
-Lawn and garden chain saws: more mobile and can more easily cut where desired. p59

. Each / Most Artist KN also have an sw version - D: U = mouse / r / k = c ~ image generating sw = s / printer / [tr = another c] / access.

CONCLUDES THIS CENTRAL DISCRIPTION SECTION FOR ARTIST

File: Features Intro / BA

BEHAVIOR ANALYZER IN GENERAL

Use Our Masterminded Patent Application To Improve Your Ideas In Adapting To Client Needs By Better Understanding Them! Learn about our quick and easy licenses. Call (+1) 707-428-5000
www.LicenseItToday.com

(Most of the 'BA part is filed under the 'Access part)

Intro. Also look under: UIP-Tailor, UIP-DB development. Applications for 'BA include: UIP, UIP-Info, 'Games, many more!

BEHAVIOR ANALYZER'S 'REACTION =

It uses multiple means in determining the behavior of who or what it is kindly observing. This information is available to the system that wishes to adapt a function for the user's tastes.

System adapts to user's mood. Different 'moods of user= (help influence) result in different command codes in controlling system. A form of UIP-Tailor adjusting to user's behavior.

READ LATER:

-System determines the behavior / 'mood of speaker= 'reacting as 'designated. The behavior of the user= is determined via the 'sound analyzer. Different behaviors result in differing 'reactions.

-'Program the degree to which system alters itself= by the 'scored shift= in user's behavior.

Examples:

3A280 Interactive Alarm: At designated time alarm is triggered, person must use their voice to vocalize sound to stop the alarming. Thereupon depending on person's voice tone machine reacts in accompaniment. Machine's microphone and "brain" knows how to respond. 'SA.

Purposes: causes sleeper to interact with machine, which gets their brain working, and into awakened interactive mode for the world. An interesting marketable novelty, gift for your friend(s) who need help waking up in the morning.

-Alarm waits certain time period before beginning alarm again (allows time to deactivate alarm)

-Option: if word is sounded, machine restates person's word in different way psychologically designed to help waken them up. Interactive Alarm can respond differently each time/day creating curiosity about the "unknown" reaction of alarm to their voice (the suspense further helps waking up). Initial outgoing sound in morning can also change.

. Read Later D: U's created sounds (voice / 'clap / machine generated (osc)) = This N Sys [sa/access] ~ C ('computer) =

BA [] // cart ('cartridge) [] // MULTI-USER [different sounds from different u] // NR [when command is triggered= u notified (by osc/beep)] // OSC [controlled by U's voice] // pr (program) [adjust what sounds cause what 'reactions] // SCORE [type sounds for its characteristics or importance or degree...] // SEEKS & REACTS [to sounds] // SENSOR [] // SOUND ANALYZER [] // TDS [] // T [] // TRACK [w5 sounds made] // UIP [] // VR [] // WA [].

-'Notifies 'game player when to do something according to w5 / UIP.

A3-13 EMOTION WATCHER: tells you how unrelaxed you are by how: product (ball, top, doll, coin, etc) spins in container, on CRT. Can output words, suggestions, slogans. Checks p by: u (user) touching a pad measuring your temp; sensing stress in voice (product exists) whenever speaking (and hence operates whenever

machine's on). Mood Test(er). Mix with therapy machine product idea (notarized 13 Dec 91). Portable option as well, w/ all functions built in.

-Level/type/'score of u's 'mood/stress can be shown in any manner: 'nr, 'screen, 'educational, 'artistic 'images= changing by type 'mood.

.--sys 'analyzes how u reacts to their 'score.

-measures 'game player's 'scored performance

Changes in: (degree / color / type of) lighting or sound; synth; how system 'interacts w (with) u; any other alterable function, such as those listed in: UIP-Tailor, R, K, 'React...

BEHAVIOR 'SCORER =

-Determines the types and degrees of person's behavior= according to what the system is 'programmed to 'seek= and 'analyze.

+ R132-1 Behavior - Medical Symptom Analyzer: System correlates patient's behavioral with their medical symptoms. Patient's graph for changing emotional state is matched with body symptom graphs, giving researchers additional needed analysis. Invention is the software's merging of data. The system assists psychiatrists and others in correlating mental w/ physical symptoms.

-patentability: Steven's guess is a facet of this might exist in market place. Patentability might cover those other areas not existing.

-Applications: correlating mental state w: diet; heart rate; metabolic activity; genetics; pollutants or poisons(internalized into body); etc. General research. Identifying medical ailments by the deviant / changed behaviors.

-sys correlates user's body symptoms and signals (eg cardiograph) with subject's behavior (w5 they do). D: organism -> sensors = c.

-"questionnaire" filled out by user = uip-db= which is used by the ba. Medical symptoms are compared against= this ba.

-OTD D: This N sys (system) =

ACCESS ; ANALYZER ; ARTIST ; C ; CART (type analysis); S ; EDUC (learn medicine, use in medical internships or classes); M (database of medical symptoms which tie up to possible medical ailments (listed first in order of greatest likelihood listed ailment is the actual diagnosis); MIC (hears body parts); MULTI-USER (remembers data/analysis/uip for different patients); NOTIFIER (when serious medical conditions are found= predicts future occurrences); OSC ; PR (how analyze patient); Q (mq to improve "analysis"; doctor asks questions, eg: what doctor should do, prescribe, how cure, how use sys to better/further analyze patient); R ; SCORE (medical symptoms noticed/being studied); SENSOR ; SOUND ANALYZER (body symptoms, eg:

coughs, breathing, heart beat, other oral functioning); SPEECH ; STATUS (medical condition (changing)); TDS (w5 of each medical occurrence); T ; UIP (behavioral and medical conditions being analyzed); VISUAL ANALYZER (analyzes medical images); WA ('walk about) (portable body monitoring device (any type as needed).

+ All types of medical equipment that can study patient, then turn results into digital signals and intern create the data to match with this sys, R132-1.

-utilizes R132-1-5, a subset

-

-Pat search strategy: (behavior* or psycholog* or psychiatric* or personalit*) and (medic* or scien* or physiolog*) and (software* or computer*)

-US Patents:

--4751642 Interactive sports simulations system with physiological sensing and psychological conditioning. Replace patent's 'psychophysiological manipulation' w: predicting user's behavior / "mood" in "designated" circumstances.

--4852578, 4818234

--4951197 Weight loss management system = "ba": for causes in eating disorders / changes in behavior caused by type diet.

-info gained is for: UIP-Info; building stronger 'game entities/players; 'guiding user while 'educating them.

A2-170 HANDWRITING ANALYZER: sw studies what p writes onto special display ("S") or paper (then read via optical reader). Available in 28 languages. M seeks the characters and its deviations that it can identify, plus other general tendencies whether characters are or aren't identifiable. Pen writing preferred (best are fountain pens) for paper version. Manufacturer programs machine to seek classical styles commonly accepted for their implications.

-u asked to write something w/ "tilt"=pen which is= "analyzed"

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

A2-610 BEHAVIOR SCALER: like system detecting if person is lying by stress... in voice, detect how:

a] sexual another person feels. Even try it on yourself to see it works. Know if you should pursue another for a hot date.

b] reliable and or constant and or organized and or committed and or ability to follow o lead

Op: gives readout of user's many other possible behavioral characteristics via po, dd, crt; input user's face & it will po/show on crt what they will look like at pp future date, or that of their children...

TD: JK(until science has advanced enough to validate results)

-Portable option: Small and portable - keep in bag or pocket and look at later to determine analysis, just turn on switch to listen in for pre-programmed time length. And or use keeps hand on switch as to when they want to

or not to receive input for analysis, eg: determined by timing of important statements, whereas minor talking might be less important for analysis.

4A09 Behavior Analyzer: (future product) Judges region of speaker, and maybe social stature - all based on word choice, accent, etc. Can seek all the possible questions to behavior and type psychology of speaker currently able to be done by human ear (as in over "T" conversation).
5A1080 Food - Behavior Change Analyzer: observes behavior changes in animals, insects, bacteria, viruses, people - according to types foods, when served (and still available), where served and served under what conditions. Observes changes in tastes made to standard foods, eg: more salt...
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

5A1090 Sounds & Music & Verbalized Words and Creature Sounds Analyzer: it observes changes in behavior according to such being emitted by itself, or observes what happens when organisms make such changes amongst themselves. It also notes to volume of sound made.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

A1-290 Finger Print Reader: Analyzes a person's behavior by their fingerprint. Also matches couples with compatible fingerprints. Related to existing "C" systems based on horoscope, blood type.
-finger Match(ing): dating service matching behavioral types associated with genetic finger printing. Genetic Finger Match(ing)

EXTERNAL EFFECT ON BEHAVIOR =

5A1100 Smell Analyzer: observes changes in behavior upon emissions of any smell (smoke, flowers, sex smells, etc) or matter being studied.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

5A1110 Sight Analyzer: what do creatures see and how they respond to visions from displays, pictures, other animals (friendly/unfriendly put in cages near them.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

HOW 'BA HELPS USER =

A1-320 Activity Identification Software: senses fingers on keyboard and blips if you aren't writing. It senses when you are lacking in creativity, clarity, confidence by manner of keystroke rhythms. Mix with Therapy Machine, Taro Machine.

.-"Tilt": controls sys' functions. If "tilt" not used (correctly) it nr (notifier) too.

++ R132-1-5 Biofeedback - Body function analyzer: System is a self analyzer, teaching users why they are acting and feeling the way they are. Portable wireless version also.

.-User can look at their medical analyzers and see how they are/were performing (psychologically) intern user gets to know themselves better.

-

. What user learns: W5 effects their behavior:

-learn how to (intuitively) psych them up in the desirable manner.

-Ideal mind / body = symptoms / signals. Use with sporting equipment.

-Diet: effect on their human: "mood": optimism, depression; behavior (determined via ba); sports ability: body coordination, thinking style; thinking: studies, test scores, memory, creativity; safety: reduction in human error or poor quality control (when working w/ hazardous chemicals or other dangerous jobs); quality of getting along with other people (ba, "score").

-Sports: tennis player who is winning (statistics show at that point they are historically (uip) 62% of winning entire game/set) = should have heart beat (within set parameters) based on their uip heartbeats in other situations/times, 71% of time. If user isn't winning, but their heart beat is in this winner's heart beat pattern, then chances of user winning increases by 8% (since user has confidence/right attitude/energy/feel). System can teach player via R132 and or other behavioral analyzer systems to see their behavior analyzed = shows on s / notifier = in tern user gets better at controlling themselves (internally^: psyches themselves up to speed up/relax/up or down creativity/etc)

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.-Miscellaneous: Portable version with wireless transmission. Also can develop database of user's physical profile.

-Usage of cardiograph is one example: level of excitement / physical activity = determined by c (analyzer)~behavior analyzer = notifier (R131/R131-10)

-this system used as component for "behavioral analyzer" system(s)

-uip: determined/s for applicable user (human/animal) (by species/task/situation/environment) what heart beat represents which behavioral mode (how user feels/what they think) (with designated percent chance of validity)

-

-D: *behavioral analyzer/sensor=tr=c (analyzer/behavioral analyzer/uip/*mfh) = develops uip (for behavior analyzer)/notifier (R31,R131-10) /s.

+-attach sys to sports equipment: treadmills, muscle building equipment, waterproof Walkman for swimmers (wa), pedometers, etc.

-utilizes R132-1.

. 'Analyzes 'game entities/player's type actions/behaviors for: what they are doing w5 and 'scored by quality/effectiveness, etc.

'B.A. 'PREDICT =

-Having 'analyzed the different determinants / causes for the user's [current / foreseen] personality or 'moods= via the ba= 'predict can estimate the likely future scenarios / how systems can be better 'tailored for user / 'designated systems / functions.

. General Behavior Analyzer Info:

Phone Behavior Detectors: Used by tel call centers, e.g.: insurance claims offices that will ping 'designated verbalized statements by callers; and in tern have reduced fraud [by 25%]. Algorithms can sense: irritation, duplicity, delight, sexual arousal. Archived records store and match keyed in data by call taker, and can store for long time [for UIP-Input]. System responds ['seek & react] to 'designated key words, then transfers ['routes] caller to boss/etc. See Wired Magazine, June 2005, page 44.

. PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:

-Set 1: (psycholog* personalit*) and (study* studies analyz*)

--US Patents via main key words: 4354844 Behavioral and psych test instrument 5414644 3971034 stress measurer, much like a lie detector *5209494 biofeedback game.

-Set 1 and (computer software)

--US Patents via Set 1 and computer SW ('software) kw:

5414644 4459114 +5596994 Automated and interactive behavioral & medical guidance system 4699153 assesses verbal psychobiological correlates 4751642 4751642 Interactive sports simulation system w/ physiological sensing & psy conditioning. *4007430 rhythmic biofeedback 5486999 categorizes health care utilization

-USPTO Classifications: 2.97 searched 434/236*

--434/238 US Patents: 5338202 5040988 5573405-Behavior monitoring & training device * 5573404 5511981 5399092

--434/322 US Patents: 4627818 psych testing method* 5551880-employee success prediction system + 5465982-method and apparatus for disclosing a target pattern = ba-db

Key Words maybe: biofeedback (handwriting adj analysis); behavior - problem word, brings up eg: behavior of chemicals...

-Str: (human near/5 behavior) and (study* studies analyz*)

--US Patents: 5227874 measures effectiveness of stimuli on decision making, eg: ads on viewers.

Methods include "analysis" via: uip; "analyzer"; *"access"; frequencies of user's voice, eg: voice lie detectors. Cheaper systems can simply seek high frequencies representing stress.

+SEE: "Access'" = "Behavior Analyzer", eg: it's "Group Behavior". "BA" there has more details than this file.

-"mic" -> "analyzer" (system analyzes person's voice) -> system responds according to pr (program) / *U's control.

-D: Voice = "Sound Analyzer" ("mic" = sound to signal converter) / **M = C ('computer) = function (application) / osc

Applications: #1: system's osc ('outgoing sound communicator) matches / mimic's the user's voice so as to solicit the desired response (emotion/feel rapport/make them want to act in certain manner (purchasing / work productivity, behavioral modification). Psychologists established which type of voice / sound frequencies are most apt to achieve the desired effect according to: circumstances (UIP / U's state of mind (at a particular time)). *TDS: osc's sound modulation might be effected by the time of the day (U may need more energizing in early A.M.).

%#2 Info learned about U is fed into UIP. Existing UIP data may be: considered more or less important than the BVA's analysis (at that time of U's interfacing) according to PR. System may adjust to U's fluctuating moods.

%#3 Product's functions +might be (slightly) altered according to U's determined (via: BVA/UIP) behavior.

-This being a new part, references to this part will not have used this abbreviation, though descriptions will have discussed this part's concept, which can be looked up in detail herein.

*-The OSC's sound quality (might be) is so excellent / similar in vocal characteristics to u/listener it sounds like the real person speaking to U. The sounds also have such color, they: make the U's ears feel like they can visualize the speaker / function (whether there is or isn't an S).

--Sys "analyzes" type (sound, behavioral) files targeted person better matches = then communicates w them to create maximum psychological impact (sales, "mood") as determined via "analyzer" / K / pr. D: mic = bva / uip = c = osc.

-C43 Lie Detector: Judge via person's voice's stress (on the tel), if they are honest or not. (Useful for UIP) (D) Drawing: C43=tel~c~remote

-See "Brain": sys' part adapts according to circumstances.

-OTD D: Organism being studied (human, *animal, other) = This N sys (system) (BA) ~ C = ACCESS (sys upon "access" monitors (2E251) organism); ANALYZER ; AP (% scientific, % psychological, % medical, % business research projects); BRAIN ; C ('computer) ; CAMERA (2E251 Intelligent Monitor); CART (sw, db, differing cart for type organism or ap); EDUC ; GPS ; K ('keyboard) ; M (db, brain); MIC (sound analyzer); *MO ; *MOUSE ; MQ ; MULTI-USER (differing researchers (u), organisms being studied); NR (w5 required parameters have/haven't* been met (via "score" = "analyzer")); OSC ; pr (program) ; PS ('positioning system) ; Q ; R ('remote control) ; SCORE ; SENSOR (motion); SOUND ANALYZER ;

SOUND VISUAL ANALYZER* ; *SPEECH ; STATUS ; SYNTH ("analyzes" for sounds that better influence organisms (per pr/u/k)); TDS ; T* ; u (user) (researcher / * organism being studied); UIP (uip of organism / *u (studies/tests objectivity of researchers)); UQ ; VISUAL ANALYZER ; VR* ; WA ('walk about) (use outdoors).

-Sub-Parts: BA-UIP; BA-BVA; BA-Tag: tags (then tracks) designated people according to certain profiles.

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12.95 Bib Disk US Patents = BA

-US Pat # 5121434 Speech analyzer and synthesizer using vocal tract simulation.

-Interactive sports simulations system for providing an actual physical trial of the sports performance to be enacted.

-4751642 Interactive sports simulations system with physiological sensing and psychological conditioning. 5481265 4741320 5546943 4013294 4818234 4899106

Audiovisual means for simulating actual sports environment, sensors for measuring the performance and physiological performance of athlete...

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-search str bib 9.94: behavior* analyz*: Analysis and treatment% of swallowing dysfunction 5143087.

-"Edit": ba ('behavior analyzer) determines what u (subject) should experience.

-[Sys "tracks"="analyzes" u's behavior] = ba ('behavior analyzer) = Conclusions (Score) utilized by "analyzer" / UIP-DB.

.-"Router": locates then= retrieves needed data= for this part.

.-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-"Bill"

-results from behavior "analyzed" are compared to a reference level (as in a db or uip). Eg: US Pat 5461231

. kw:

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

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

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

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

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

. Improvement on US Patent:

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

OTD (Other Technical Details) Read Later. Drawing: u (user) = This N sys (system) (BA / 5377258) ~ C = ACCESS // ANALYZER // EDIT (sys edits out less needed input from: u, uip-db) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to train u) // R // SCORE (how well u's behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK // UIP .

-8/96

-Example of source that "analyzes" behavior: "Who do you think you are?", a CD-Rom published by Harper Collins Interactive. Also read its book version and bibliography, and speak with the developers of this and related books (as found in Library of Congress or Bowker's "Books in Print" subject section) for type formats depended on each KN application.

-BVA is a subset of both ba ('behavior analyzer) and "Sound Analyzer".

. "Access = BA": identifies not only hackers but (similarly) also any "designated" type of:

-incompetent employees / mentally ill people / terrorists / legitimate accessors who (might be too curious wondering beyond their "designated" "locations" on sys) / access controller ("tracks" W5 (what, where, when, why and how) it monitors= punishes), since it can't always be trusted either.

-Determines such type accessors based on their: performance or work results "score"; errors they make; psychotic behavior; key word searches.

-"Morning alarm" (and its "Work motivator"): system awakens and improves user's wakeful "mood" according to their behavior.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. 'Predicts how user will [incorrectly] speak, and 'guides accordingly. It's in own file.

End of this BA - General

File: Features Intro / BA*

BEHAVIOR ANALYZER – MISCELLANEOUS SECTION *

BA REACTION, BA SCORER, EXTERNAL EFFECT ON BEHAVIOR, HELPS USER, UIP-Tailor

BA RISK 'ANALYZER: determines the predicted chance of 'designated occurrence(s)= via 'score.

. Examples of what's 'scored:

-'Access' Behavior Analyzer: determines chances user is an illegitimate user.
-User's skills ability 'scored.
-User's chance of making an error, or not performing up to the 'designated 'score.

HOW 'SCORES OF USERS ARE MADE. See: uip; uip-db; 'analyzer; access' ba; user's (and their boss' and coworkers and 'tracking systems) filing out or inputting into computerized 'interactive forms/questionnaires that develop a personality profile of user;
-user's past performance (uip-db) is 'scored (as in a graph)
-PLACE CONNECTION NOTE: in Access' ba ('behavior analyzer) - for above, below to 'reaction.
-'analyzer calculates the 'reaction of user in each typical case scenario= via running possibly existing business scenario type softwares, possibly used by businessmen trying to brainstorm business strategies and or to learn how business runs and the effects of business decision making...

INSECT BEHAVIOR ANALYZER: Electronically monitor insect behavior for research benefits. What behaviors might be monitored, and how? Possible methods: Visual Analyzer follows movement patterns and sends in digital reports. Can use other types of creative sensors.

BEHAVIORS ANALYZED: The personality / psycho-sociological elements, histories, risks 'analyzed. The person's:
-creativity [see article on enhancing creativity]
-value to company: skills; reliability; speed of work; their work history
-social skills: ability for them to get along w/ friends; peers; co-workers; teachers...
-psychological profile
-sociological profile

See 3E061 Motion Tutor: 'Guides users to improve their movements.
END THIS FILE BA&

File: Features Intro / Balancer

BALANCER

8B110 Automatic Speaker Balancing System: The volumes from each speaker adjust according to where you are. Adjusts as you move.

PERSONALIZED SPEAKER BALANCE: Sound system automatically compensates for person's location in room. When they are closer to one speaker, the farther speaker gets louder. For home, car, etc. speakers.
-Multi-User: senses where the "averaged" center of all people is and adjusts speaker balance accordingly
-system identifies location of people via: motion "sensor", and or laser tripping device, etc.
-identify location of people also by: the portable transmitters they are wearing or carrying; can be attached to a "R" control device which also has many other functions; sensors on seats, eg: in automobiles
-Extra fancy choice: If there are more than one persons in the room, and one likes high base while the other prefers it low; they system can make some compensation by adjusting according to each person's locality in their room. Each wears a different transmitting device; or program room so that it stays thus permanently. The option of this working on a transmitter basis is not required.
OTD:
"R" Control; "S"; "C"; mp; pp; uk; toy; all; "mic"; synth; portable; "M"; bp; osc; vc; score.
R198 Stereo turns to face the listener's REMOTE ("R") control transmitter. [eg: give N# for our balancer). 22 Feb 93 NK
Sound Follower & Balancer: As person walks, the speakers near them are activated.
*-Ap: **-games; **-getting information while walking down hallways; **-speakers may be portable, as well as microphones
**-couples as paging system in large buildings;
-television scream's position adjusts to best position by where person(s) are.
=
-system identifies person's, animal's location via movement sensors; then can announce statements via speakers nearest their location
*-same product might also be used to broadcast via the speakers according to product's central control (not based on positioning of human(s)
-related to product 1C-291
O-Walk About:
+-According to user's location, the speakers balance their sounds accordingly.
-user's transmitter (PS); or systems motion detector determine locality of person(s) and decides which speakers need more or less sound.
--if there are more than one people, then system balances sounds according to the rough center of the multiple people
-ap: television, radio, any other music or sound generating device
=
O-The following was product number 1C-050: Sound Walk About:
continue to hear the sound of what you are listening to regardless of where you go in the house or other premise.
-when on speaker tel, you can continue to speak to person throughout your room/premise since the covered area has multiple microphone and speakers

-when watching television or listening to sound system, you can hear almost equally as well regardless of where you go. Even different tv screens can automatically go on when you enter a different location. (Ecologically minded people don't want multiple tv's on at same time).

-person walking around has transmitter identifying their location and or transmitting their outgoing voice via their microphone.

-related to product No 1C-110

-OTD: remote control of balancer; pp; mp; date (at certain times the balancer is programmed to over-ride where people are and has a set balance that is needed); interactive%; basic; vc; score%; md; cp; mq; access; UIP; clap; distancer.

-BALANCE: ACCESS (sys works only for certain u (user) (who have access))/ C ('computer) / CART (sw for controlling balancer)/ CLAP (control)/ DISTANCER / K / LOCATOR / MP / MQ / MULTI-USER (each person (u) has different preferred settings for balance and other (stereo) settings)/ NOTIFIER / R ('remote control) / SENSOR (u's location)/ SPEECH / SP TEL (speakers for T ('tel) are balanced)/ STEREO (balance)/ SYNTH (according to u's location in area, sounds are synthesized differently (to compensate) (for street noise, acoustic structure of area, other need as pp)/ UIP (sys determines w5 balance works)/ UQ / VISUAL ANALYZER (determines location of one or more users)/ VR* / W5 (pp how balance works) = BALANCE. For two or more people, system uses the middle point in the (approximate) center. Also titled "Balancer". See 1C-290.

--C93 Stereo turns to face the listener's remote ("R") control transmitter. 22 Feb 93. D: remote ("R") = C93 (osc/speakers)

-D: 1 remote ("R") = 2 tr/3 "sensor" = 4 "C" = 5 signal converter = 6 amplifier = 7 speakers/8 display/9 other function

-OTD: 4* mode of balance shown on display ("S"); 4** cart (software 'cartridge) controls type of balance; * entertain; 4 uk; 4 pp & mp controls balance; 4* multi-user (each user has different setting for how they want the balance to work for them, eg: user keys in code or certain button signifying the program is to run according to their previously entered pp); 7 8 9 *speech; 3 senses people via: pressure sensitive panels in chairs, *heat sensors; for one or more user's their remote ("R") designates their location, since "sensor" judges distance and location of the remote ("R") (via changes in light/radio frequency wave length, GPS); 1 can also manually control which speakers are louder via buttons (arrow keys: < or > going up, down /sideways). User(s)' location also identifiable by user(s)' "remote": user can "uk" desired function/how 7 8 9 adapt to user. 8: "C" or TV/Cable scream adjusts/angles itself, to give user better view. 9: *telephone nearest user's tr/remote rings.

-according to PD (GPS) location, osc ('outgoing sound communicator) automatically balance accordingly. Manually set the balance for two or more speakers in one or more rooms

-includes sound functions found in virtual reality (vr). Other examples: as listener changes distance from speaker(s) osc might be modulated to depict yelling (with beckoning that listener come back closer for more "interactive"/whispering.

-R's K control how speakers are balanced, eg: sliding knob pushes to left or right / arrows (2 to 4 (going in all 4 directions: N (invention) S W E)) control speakers (in similar manner as on most stereos). Supplements other described ways of controlling balancer. D: K ('keyboard) ((arrow) button(s)/sliding knob/ = r = tr (transmits) = C ('computer) (sound source (player/*recorder) = osc (speakers (2 or more)))

US Patents = Balancer

-str: balanc*, audi*, speakers.

++ US Patents: 5287102 "Whenever the pointer is located between the left most and right most icons, the volume is balanced substantially equally between the two speakers" I.B.M. = "Balancer"

-see KN's own pat application.

OTHER ELEMENTS ADJUSTED FOR PERSON'S LOCATION^: S's angle, **blowing of wind from HVAC [Heating Ventilation Air Conditioner], *lighting (so that glare is reduced allowing user to read "S" comfortably.

.-See "Brain": sys' part adapts according to circumstances.

-US Patent No: 3.497,622 Balanced Remote Control, 1980. This is very similar to main section of this "balancer" part.

.-"Tilt": controls sys' functions, eg: turn end of stick to left to the degree the left speaker is to increase/*decrease/alter (via synth) its (designated portion of) sound frequencies.

END OF THIS BALANCE SECTION.

File: Features Intro / Basic*

BASIC *

READ THIS LATER

Optionally applies to [all] electronic central descriptions of our functions listed in the functions section, and under invention numbers, *plus their links.

OTD: #1+: every electronic hardware product has a "C" (computer) in its diagram. This "C" is labeled `C1' within this "basic" Part. *#2: languages for software program, button labels, printed instructions: English, Japanese, Russian, German, Spanish, French, Italian, Mandarin Chinese. (Connects to C1: #2=C1). #3: Easy and cost effective to repair. *#4: Automatically switches to the applicable electrical currency: 100/110, or 220 volts. (#4=C1). #5: Long lasting design: one year warranty; designed to take shock (can be dropped 8 cm to hard floor without damage); semi-water proof; one version of product operates in temperatures between -10 C to +45 C. #6: Beeps a sound of one or more sounds upon activation or turning of crucial feature(s), eg: on/off switch. Different beep signals when: all systems are in working order, at the time user turns on system, sound for each separate key, etc. (D) Drawing: Status of system = tr (transmits) = osc. (#6=C1). *#7: Has the other hardware and software functions and buttons common to the related products. (#7=C1). #8: For consumer and

or commercial and or peaceful and friendly scientific applications only! Is good for mankind. Ecologically friendly. #9: Memorizes all previously entered programming signals after being turned off. For example: previous settings for: volume control; way in which machine should respond or function in different situations. User easily re-programs ("pp") to make alterations. (#9=C1). The old Part used before 1994 for this was "me". *#10: Product design, and the included "mp" & "pp" functions, are designed with the intent to hopefully be interesting, and as easy to learn and use. #10=C1. *#11: Specification tries to keep manufacturing costs down. *#12: One or more variations have sleek miniaturized product design. *#13: Malfunction Alerter signals W5 (especially: why) a likely technical failure has occurred. Sensor = analyzer = osc/display/printer. (#13=C1). *14#: Outer product casing & colors designed to maximize potential purchases based on buyer psychology. *15#: Meets the other many common sense requirements of western manufacturers and users. 16#: Option: Battery Powered ("BP"). (BP=C1). Automatically recharges batteries (located in back bottom of device) when plugged into electric wall socket. Automatically powers system if other electrical energy source fails. Display can be made to show amount of energy in battery; warns 30 minutes or more before battery goes out via sound or light or notice on display ("S") or %notifier. %uses standard functions for saving energy (device partially or fully shuts down after 10 or more minutes of non use, product design requires less energy for most functions, system may save energy in same manner whether it is drawing from standard or battery's electric current). 4E010 Motion Powered Re-Chargeable Batteries.

.--Solar powered option: product is connected to solar panels, or has the panel(s) located on product where it is most likely to receive maximum sun exposure; * portable solar panels; battery as back-up (rechargeable and non-rechargeable battery options). Solar panels/electrical outlet = charger/analyzer/display = battery. *17#: designed to be less obstructive in possible electronic interference with other products, such as: air travel safety, computers, other wireless products, etc. #18: Waterproof system (buttons keep out water using special diaphragms). #19: Designed to take normal wear and tear (semi-shock proof). #20: Transmissions ("tr") via one or more units in the system ("remote") can be via: wireless/wire. #21: Product can be cased in: cc/cm/cp/cr. #22: Standard, and more expensive upscale models of the standard system can be developed. *#23 "Billing". #24: +R28-1 Repair software analyzing system: Studies product's history.

END OF THIS BASIC SECTION

File: Features Intro / Billing

BILLING

This function creatively determines ways in which to charge users fees:

. Fees can be charged digitally, and or come in the form of license fees paid as royalties. Royalty rates can be flat percentages of (wholesale) pricing (with or without a monthly minimum).

. Applications - additional: Study u's behavior = UIP; "track".

. 3E190 GPS Billing Systems: See "PS" Part's "Track" sub-section.

. 'Customized billing based on: 'score for type function/service rendered [higher 'scores 'designate more expensive function]; volume or promotional discounts; surcharges [based on user's profile ('ba)]; country currency; delinquency [penalties]; tax surcharges; services/functions offered but not utilized [as determined by 'analyzer / 'tracker].

EXLUSIVE LICENSES: 'Access can restrict usage to, or away from 'designated users and or markets (the Japanese – South Korean region). Bills paid by [primary] licensee (authorized user).

6B220 MONEY METER – ROYALTY GENERATOR:

Device shows through window the amount and rate at which the internal meter is clicking away, paying for the [parking] meter. Saves from having to collect coins, have coins, dealing with broken meters, running to and back to car. Pay only for invention features/services/what you use, some people might over stay because they are over paid. From economic point of view, people might get their business done more quickly were they not planning to spend a set predetermined amount of time doing something since "the clock is ticking".

-cities might have lower rates per minute for shorter term parkers; limit total parking time (shown on display ("S"), and such display ("S") will only go off after driver has driven the required number of meters, not reinserting more money into meter)

-signs can state at what rate driver should be setting their meter

-for people traveling to cities outside their state, the home state (or wherever meter is registered) gets the money, yet perhaps an equal number of people are traveling out of their state so all balances out.

-if product is cheap enough, all car owners can get such devices at the time they get their car safety check as required by law

-saves space on sidewalks, can take away the parking meters

-device can flash, etc if car is illegally parked, eg: over time limit, ran out of money

-color code(s): depending on type place and restrictions of parking as programmed by driver, color(s) show up for easy identification by parking meter police inspectors

-drivers with unpaid traffic tickets can't put more money into their parking meters. Pay for meters at gas stations, etc. [Money deducted automatically from person's checking account]

-o-account is deducted automatically for traffic violations: car's device transmits coded message of license number and province of issue, police grabs info on speeding cars, or receivers might be done by computers working without a human; parking violations: police simply key into their system car's license or other number which automatically creates a deduction from account

-car owners get periodic statements explaining type deductions made

-car owner might have special combination via which to activate certain features, eg: parking, etc. Reduces ability for unauthorized usage.

-"Tracker".

BILL – READ LATER SECTION MAYBE =

. Functions / Services / Information utilized:

-OTD (D) Drawing: U = This N sys (system) sub-part (what's can be made available; pay for these) ~ C ('computer) =

ACCESS ; ANALYZER (have "brain" achieved desired purposes, or "analyze" designated subject matter; like hiring an automated thinker); cart (software 'cartridge) ; EDIT ; EDUC ; MULTI-USER (allowing multiple u); nr (notifier) (pay for this service); OSC ; PR (pay for ability to reprogram); PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

. Limiting "Access": based on amount u (user) can / may / did / promises to pay.

-OTD D: U = This N Sys (level of "access" permitted = determined via; type/level of usage to date) ~ C ('computer) =

ACCESS (type/*level of usage to date); ANALYZER (type/*level of usage to date); CART (type cart used); EDIT ; MULTI-USER (who u (user) is); nr (notifier) (u warned upon excessive usage); PR ; PS-Zone ; Q (type / *level of usage to date); ROUTER ; SCORE (level of usage to date); SENSOR ; SOUND ANALYZER ; STATUS (level of usage to date); TDS (level of usage to date); T ; TILT ; TRACK ; U; UIP (type / *level of usage to date); VISUAL ANALYZER .

* Modes of transmission: (tr) to U / (U's) Sys or N: C = C; U's C = M; T; "modem"; RF; infrared*; wire; OSC; S; "game", "educ", "entertain". Mode of "interactive".

-OTD D: U = This N sys (system) sub-part ((what determines / how / type) mode of tr) ~ C =

ACCESS ; ANALYZER ; cart (software 'cartridge) ; EDIT ; EDUC ; MULTI-USER ; nr (notifier) ; PR ; PS-Zone ; Q ; R ('remote control) ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

. Miscellaneous: bills in any (major / hard currency). Credit checks usable. Credit cards and other financial instruments, eg: bank checking accounts may be verified prior to offering service / credit. U w (with) good credit can still be blocked if / when they are (perceived = via: uip-db, +"access", security personnel) villains, hackers, or other undesirable elements (of society) (needing to be restricted (for the benefit of society / (local) economy).

-Gen D: u (user) / sys (seeking to gain "access" / to utilize) ~ C ('computer) (cart, access) = M = What's desired (by U): function / service / db (information).

.-See article: "Copyright wrong? A fight brews over who gets to own the future", US News & World Report", Sept 18, 1995, page 99.

-patent search strategy for this general part: (bill or billing or bills or (credit adj card*) and (information* or (electronic* near5 service*) or internet or (information adj highway*) or web*)

-billing programs and fee schedules offered to u based on u's previous history (what services / functions were used (w5); all customers can qualify for any billing rate applicable, but those offered may be different, since seller will maximize likely chances of their increasing profit / *revenue.

. Faults and how overcome - additional:

-Problems: illegitimate "access", credit fraud, inability to pay. Solutions: "track", credit rating reports developed* / ordered, uip for targeting likely problem makers.

-Excessive expense: discounts given to charitable and educational and younger* aged u (user) (w limited services for such targeted audiences, and limited time).

. Charging users utilizing information / functions / (el) services. Limiting "Access": based on amount u can / may / did / promises to pay. Limits: Functions / Services / Information utilized.

-R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "PS", "Score", "Track".

END OF BILLING'S THIS SECTION

File: Features Intro / Brain *

BRAIN * (Artificial Intelligence)

This Older Function Is Now Changed Mostly To: 'Computer, 'Analyzer, *'Coordinator, Etc Functions

Artificial Intelligence - Software that tries to emulate a human's brain functions as best as possible, including inventors, and bright and/or creative people we researched in the past decades around the world.

(C, SW, Analyzer, UIP, Access) = Any of brain section in this file:

Synonymous with "Computer" part; similar to "Peter".

System tries to think like a human brain (where (w5) feasible), system tries to know/learn (memory, analyzer) its limitations. Uses the best state of the art in the field. Fuzzy logic.

DIAGRAM #1: 1 uk = 2 c = 3 tr (transmits) = 4 M/5 function. D1's Read Later: Explanation for previous diagrams' parts is based on the number in the diagram. Commas below aren't usually used to separate the part numbers, eg: "25" is the same as "2, 5"

25: access/analyzer/uip can be changed via pp, mp, cart, u with higher (overriding access/analyzer/uip, eg: supervisor, C ('computer) sys itself); character; 24 tds ('time date stamper) (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database], 4E020 Content & Date Verifier]; 25 "S"; 23 %distancer activates/deactivates lock; 245 "C", 4E020 Content & Date Verifier, 2E251 Intelligent Monitor; 245 %interactive (activates/deactivates access/analyzer/uip, 2E251).

13: signals for activation/deactivation of Analyzer/UIP/Access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access/2E251); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R").

2: *tilt (2E251 activated by N's movement); *distancer (eg: clapper); 245 mp; 24 mq (prior to activation/deactivation; for uip database upgrade, Analyzer/UIP/access); 24 multi-user (Analyzer/UIP/access; individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system, and or Analyzer/UIP/osc); 25 osc (if Analyzer/UIP/password or other activator / deactivator effected desired function, eg: gained access); 24 uip (Analyzer/UIP/access draws on UIP's database to mq prior to Analyzer/UIP/allowing user access to user; 24 questions for Analyzer/UIP/access - change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score (2E251).

2 the necessity for any Analyzer/UIP/access features might occasionally be trivial, but may at minimum assist in marketing, and helps organize differences between multi-user; uip.

24tds of user's past access is used develop/alter Analyzer/UIP/access. Excessive or insufficient usage (as determined by: Analyzer/UIP/Access) can exclude/limit u (user) from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail; helps in billing u; nr (notifier) sent (to supervisor, security) for unusual quantity / type activity.

24 the type of uq can consequently (according to system's uip, mp, pp) affect/control Analyzer/UIP/password/manner needed to activate/deactivate; 5 speaker.

-includes known (c) systems which "Analyze"/UIP/restrict "access" of people / other systems to: use, work w (with) particular el N.

. Read Later (D) Drawing: This N (invention) =

-2E251 Remote Controlled Camera: (sys monitors people according to their access/"Analyzer"/UIP/(code)).

-3E040 3E041 Telephone Noise Canceler: (sound sources identified by their tr (transmits) (analyzer/access/uip code transmitted) are processed/handled differently as pr; system better hones into/away sounds w (with) or wo such tagging transmitters)

-3G010 T ('tel) Ring ....(only for calls coming from particular CID, "Analyzer", UIP)

-4E020 Registrar

-E020 form of remote control

-5E080 analyzes for better acoustics

-5E090 Wireless Music Band: (access limits usage of certain portable el N)

-5G061 Dyslexia Software: (speed at which info given determined by u's UIP/access: either u gets info faster (inhibits uninitiated computer hackers) / SW ('software) slows down when c/security guards need more time to "analyze" the "access" level of u (who is being questioned (by c); 5G070 Speed Reading Software)

-7G050 & 7G051 PVC Perforation Alerter & 7G052 Flexed Level Notifier: (type "Analyzer"/UIP/access determines: type of pvc needed (for extra/less protection: to save money/trouble); which types of occurrences (chemical contact, perforations) need nr (notifier) to u/sys/monitor)

-9G220 Channel Scanner Skips Stations Having Commercials: (analyzer/access/uip determines what (w5) u (user) needs to view (access), communications/data that can selected include: t, mo data, a/v material, db, m access, usage of R ('remote control) functions. sys (system) blocks: commercials, aspects of data (which are coded as restricted to certain access coded u)

-"Bill"

. % Read Later This N Part (Brain, Analyzer, UIP, Access):

-2E251 Intelligent Monitor: ; 3E040 3E041 Telephone Noise Canceler:

-3G010 T ('tel) Ring Delayer: (w5 sys delays ring (on a caller by caller basis))

-5E080 System self analyzes best synthesis for acoustics of room/hall:

-7G050 7G051 PVC Perforations Alerter: ; 7G052 Flexed Level Notifier:

-9G220 Channel Scanner Skips Stations Having Commercials:

%-o-C112 Computer predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-utilizes fuzzy logic

-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u (user) carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, KN. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D-021 Sys reacts to external products according to "analyzer"/uip/"access"/w5:

Eg: Incoming-Call Identifier - Screener / External Element Identifier. Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not. -(Designating different type connections / (incoming) calls related to another of our ideas?): sys (system) responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimulate from central "C" or "M") / visual analyzer / sound analyzer.

-D: Central Product / Sys = C = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: NOTIFIER (when desired contact has been made with part or organism); PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R ; ROUTER (routes external product by their type nature); S (shows status).

-UIP=Analyzer: A sensor that connects to u (user) (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap will sell for $100-$200.

OTD D: This sub-N (monitor) / C =

-3E020 GPS Record Keeper: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E151 GPS Circumstance Correlator and Controller: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-5E040 Recording prompted upon presence of certain sounds: when object goes in / out of range / desired uip = monitor (begins) "analysis".

% See 4E020 Content & Date Verifier: Sub-N of "Brain".

% 9G220 CHANNEL SCANNER SKIPS PARTICULAR INFO: Sub-N

-This main sub-N is for skipping tv commercials.

-Dissemination of codes from 3rd company source, continually broadcasts signals guiding entertainment system to avoid channels which are in commercial mode at any one time. Charge $20.00/mo.

-system codes type data/shows by: status / "analyzer"/uip/"access". In tern, sys (system) knows (better) what (w5) to focus on / "analyze".

-OTD: D (This N) =

ACCESS (to monitoring organization / u (user) / prevent non subscribers from using service); ANALYZER (uip); BILL; CART (sw of uip, pre-recorded entertainment); M (monitoring service); MIC (voice); MULTI-USER (each u wants differing stations to enjoy); NOTIFIER (connection w (with) monitoring service terminated or if problem); OSC (w5 advertising starts/stops; W5 (what, where, when, why and how) desired programs are (about to be) broadcast); PR (uip; synth; osc; stereo); PS (broadcast shown in room u (user) is in at time); Q (how use sys); S ; SCORE (u's past usage pattern, eg: w5 for type entertainment; T ('tel) (mo; u's sys / this N = monitor service's c); +UIP ; VISUAL ANALYZER ; WA .

% Other (far out) applications: u nr (notifier) when services are cheaper due to drop in usage by other users.

-utility users of: electricity; (long distance / cellular / expensive) telecommunications (t); satellite usage; M usage (database, number crunching, etc); gas (cooking, heating) *.

--u nr (notifier) when services are being less used, hence charges drop at these (unexpected) times, or prices rise at unexpected surges in usage.

-System determines via its "analyzer"/uip/"access" the content of material

—especially useful when material / broadcaster / service provider doesn't supply codes / access which helps u's selection sys (system) select for their tastes/needs.

-"analyzer"/uip/"access": u's situation changes by the hour (for business), hence u's needed info changes accordingly = "analyzer" determines what needs selecting = this N.

END OF "BRAIN *" SECTION

File: Features Intro / Camera*
CAMERA *

3A930 INTERACTIVE MICROSCOPE: when 1) colors, or shapes change beyond certain point, or 2) certain color(s) begins to take prominence in a microscopic growth - triggers alarm
-the brain of system memorizes the (timed picture) point of reference from which it should notify the user of change
-UP approximate level of change wanted before being notified
-motion "sensor" {might have clock which date stamps & memorizes when certain movements were made, and possibly visually store such occurrences, eg: small organism gives birth, or moves across screen} -has date, time calendar, which can also date stamp each picture
-built in alarm designed to go off at certain time (based on clock only) and or if something changes significantly enough in image
-saves man hours
-microscope applicator: injector will inject, spray or drop in chemical(s), food, etc into area(s) being observed by microscope.
Injection occurs at appointed hour on its clock and or when certain changes have taken place
-at desired timing/occurrence(s), invention can (on microscope slide): cut; or connect two parts/regions; agitate, etc via: laser, cutting instruments, needles, shaking device, etc. These functions can be handled via a small joystick type device; commuter type mouse which shows on screen what needs to be altered and then device handles rest on its own.
-display shows what was done and how and how effected, and kept in memory
-computer with its software, which operates one or many microscopes simultaneously, can record new general scientific tendencies and chart numerous graphs and tables from collected data
-software has [all] functions common to {many} any database or scientific softwares.
.-4E020 Content & Date Verifier: of (any said) occurrences

6B110 CAMERA ALERTER: Signals cameraman when technical difficulties are occurring during filming. For still or motion cameras.
-when excessive movement(s) occur, device will emit light, [sound] via externally broadcast means (non-camera people might know about problem), and or through eye viewer (seen by cameraman). Purpose: redo tape while actors, set, etc are still in place; perhaps cameraman was not so aware (or director isn't yet aware of cameraman's poor abilities).
-catches: low light; when item being photographed moved to quickly (cameraman simply ignores this warning when the blur from excessive speeds is wanted)
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-signals to cameramen whenever any normal technical filming problem occurs: poor light; bad sound frequencies (too high pitched)
-for still and motion cameras of all types

OTD:
Signals whenever these problems occur: certain colors that are not well reproduced (or reproducible) onto film; Codes: all; "S"; "C"; pp; mp; uk; date; educ; "mic"; synth; portable; sst; "M"; bp; alerter; osc; vc; score; teach; cart; cp; for still & motion cameras.

6B100 REMOTE ("R") CONTROL: control the rolling of film; direction of camera (camera might show what it is catching on a tv screen - allowing user to better direct camera); light; speed; etc.
-control with wire for on/off exists

6B160 KEY CHAIN CAMERA: portable or regular camera attached to key chain. Has auto focus and exceptional ability to take pictures in all light conditions, especially dark and work with infrared flash (can't be seen when flashed by humans). Takes picture fairly quietly.
-purpose: picture people attacking user, or criminals at large; special occasions when you really wish you had a camera
-may shoot in black and white if quality of photo is easier in this mode
-might hold 20 to 36 pictures; or only 8 or so if this will allow camera to be much smaller
-has feature which will take all except last two (or so) pictures in quick sequence automatically (camera will refocus between each shot)

6B170 ELECTRONIC POSE: prior to taking picture on still or video camera, device entertains and or cheers up and or makes people being photographed more relaxed and or photogenic. by:
-flashing lights and or sounds
-display shows moving or stationary: character(s), faces,
-doll pops out, with or without sound and surprise
-audio states things or makes sounds
-device is built into or separate from camera, video camera

* 3C-440-083005 CAMERA'S ENTERTAINER: Creates surprises for better pictures. Examples: something pops out one second before the camera's flash; has 1,000 different possible audio messages. Similar to KN (invention) from A or B dir.
-Tripod Entertainer: puts kids, adults into good moods for photo taking.

*.-Costumes: - each of three legs made to look like that of a creature's eg: dragon, pig, chicken, angel, madam, witch, elephant, goat, dog, cat, fish, etc.

*.-attach electronic entertainment, eg: flashing lights, with or without sounds (OK for still life) - sounds can even be of laughter, etc.

-4A-41 product number is merged herein

-Only the below is wanted for the patent application. The above helps explain the basics.

Device can move, even in unexpected ways to create interesting reactions for photo. There is just a second or more from the time the device pops out something unexpected to the time the camera takes the shot.

-the device may have many different options of creating excitement, thereby allowing several different picture takings.

+ the "surprise generating device" may also be part of cameras, even the disposable kind

-the surprising device reduces the chance of shock to the camera, so there might be at least a second between surprise and camera shot =

Possible types of surprises:

+ -something pops out and dangles

+ a verbal announcement, sound or music is created which can be humorous, shocking, etc.

-surprises can also be a sound which is selected from a memory of 10,000 possible sounds, words, and interesting unexpected phrases.

OTD: "R"; "S"; pp; mp; uk; mouse; date (activation of surprises); interactive; toy; entertainment; portable; sst; bp; osc; vc; score; tgh; md; cart; cm; character.

3C-490-083005 THREE DIMENSIONAL CAMERA: Computerized system analyzes shape and reproduces image into plastic. Special camera memorizes each section's distance from lens. Pictures are taken from multiple angles. System merges all data to compose dimensions of object. Data is for analysis and or transmitted to the reproducing device. Example applications: Copying sculpture, machine parts; easily redesign objects with accuracy.

3 DIMENSIONAL, ETC: Camera shows the heights and depths for all elements in the photographed frame. This information is merged with a real life photograph. Each distance factor (from the camera, etc) is coded by: a different color/shade; or, small numbers throughout the photograph showing the distance(s); or additional photographs which exemplify distances...

OTD: "S"; "C"; pp; mp; uk; mouse; educ%; toy%; basic; (microphone and synthesizer: convert sounds into corresponding images and then onto objects, eg: sing in a deep voice and make string sculpture, sing in a high voice and create image of laughing monkey)%; printer; au; t; c; osc; speech%; vc%; egh%; score; cart; tr; mo; cm; uq; mq; access; pi%; character; clap%; distancer (used to generate images)%; multi-user; remote%; notifier; air pad; visual analyzer (compares final product with what "C" said device should look like).

-Sys allows for self-guiding in three-dimensional world. Applications: "locator"; judging distance ("distancer") of object/villain/their speed; understanding relationship between designated elements (object/person) w (with) environment.

* 2E-100 GENERAL DATA ON VIEW FINDERS (N 2E100 to 2E130): for moving pictures ^(video, cinematography), still life (color, black/white; with images onto film and or stored in memory).
-D1: 1 camera lens = 2 camera = 3 image conversion/computer = 4 image transmission = 5 view finder
-D2: 7 "printer"/8 "mfh" = 3 computer ("C") = 6 "UK"/9 "osc"
Notes on D1: 1 2 3 for: any type of film, eg: video, cinematography, still motion photography; 3: huge memory

OTD for general data: 1 access; 1-7 air pad; artist; 9 balance; basic; 3 cart (software 'cartridge) (image editing, information processing/organizing (type menus)/transmission modes)); cc; au; ch; 5 7 character; composition; 3 date; 5 display ("S"); educ; entertain; 3 "C"; float; 7 fs; game; interactive; 3 locator; md; 8 mfh (for live broadcast, editing possibilities, storage in "MFH" of images); 8 "mic"; 3 mo; 3 9 motion sounder; 3 mouse; 3 6 mp; 3 5 6 mq*; 3 multi-user; 3 6 notifier; 9 osc; 3 8 uip; portable; 3 6 pp; 7 printer; rcp; 6 remote ("R"); 3 6 score; 3 sound analyzer; 3 9 speech; 3 sp tel*; 3 stereo; 3 connects w/ any video display/retrieval/recording system; toy; tr; uk; uq; vc; visual analyzer; 3 4 5 6 8 9 wa.

Additional Applications for 'it' [this new general product category section 2E100 - 2E130]: any one or more of the following applications/products in 'its' fields may be used separately and or together; with or without 'it':

S 2E110 CAMERA LIGHT ANALYZER: Determines from which direction additional light is needed. Suggests ideal type light sources to integrate with existing lighting, via use of its light frequency analyzer. This invention doesn't cover how this could be done.
-(Camera's / "Lens"') Lighting Analyzer/Demonstrator: the source from which more light might be needed and or how much more light (watts needed). Mk? Cost to produce?
-D: light "sensor" = "analyzer" = computer ("C" / "camera") = display/other output
-OTD: u k / sys "analyzes" colors visible via "camera" lens -> in tern the necessary light / other factors necessary for desired effect (known via^: uip; pr; q; analyzer) are made known -> to u / sys (system) -> sys / u adjusts sys accordingly -> improved imaging (onto film / memory=c / "printer" / projection (onto wall) / slides).
-for semi-professionals, yet top professionals don't need it.
-camera gizmos been around since 1800's
-To make more patentable: Sys or u says one side of human face needs more light, because it's a face, it adjusts suggested light needed (eg, because reader read idea in article). U says they do/don't want light evenly balanced.
-Patent search strategy:
.-(guide* or tutor* or analyz*) and direction* and light*

-guide* and direction* and light* and angle*

-problems needing to be overcome: sys knowing how to suggest (via "analyzer") in which direction additional/less lighting is needed.

* 2E-120 AIR PAD VIEW FINDER: Exists

-Watch yourselves when making videos by looking into the viewfinder while filming. Good for indoors or outdoors.

--the viewfinder can be with wires; wireless version transmits from camera to view finder ^via: cellular tel ("T") technology

-Watch what is happening in another room, or part of the world. An advanced version of AT&T's Video Tel ("T")

-also view TV/VCR on system

-D: camera = computer ("C") = transmission = display ("S")

* 2E-130 IMAGE-DATA PRINT OUT: Conveying of images to non-film medium:

print out, fax/tv teleconference transmissions/receptions of the view. Application: show images to directors at a different location - helps get quick approvals from ^directors/customers while ^things are in place.

--transmission(s) ^via tel lines, wire, radio frequency, cellular tel lines

-sender = visual/%audio signals = computer ("C") and software = alter the images = print/transmit.

The receiver of the transmission may tell the filmer what they want by altering the image ^this way.

--effective for situations for which time is crucial, eg: live tv news casting

-Date Marker: "TDS" each screen ("S") and or segment of shots taken.

* 2E250 VCR CAMERA: An improvement of Sony's miniaturized camera.

1 Camera = 2 base/3 recorder = 4 tr/5 editing/6 play back/ 7 other.

OTD: 2 image converter; 2tr air pad (viewer/control camera); artist (edit images recorded, eg: add graphics); basic; 2 cart (editing); cc; 2clap; 2composition (combine edited visual effects with composed/edited/synthesized audio); cp; 2date; 2display; 2 distancer (activates/deactivates camera/system); entertain; 2 "C"; 123 float; 1 camera works (under water 5000 meters below sea level, and in all weather conditions); 2fs (fs out images made); %game; 7 satellite; 2gps (system will state/show the location in which view was made, help analyze correlations between location and audio/visual data collected for/from such locations); satellite controls w5 images are shot/recorded/"tr"; interactive (camera shoots in certain instances: when 3"visual analyzer" is triggered in any way like a motion being sensed, type of image made is automatically 3routed/edited according to how "visual analyzer" analyzed image); 2"locator" seeks desired object/situation needing to be shot, and directs camera; md; 7 mfh; 2microphone; 2mouse (editing A/V); 2mp; 2mq; 7notifier; 7 osc; portable; 2pp; 7 printer (prints images copied; 2remote; 2sound analyzer;

speaker; 7 %stereo (enjoy images made with tv/vcr/VTR/stereo system; 1tilt; 2uk; 2uq; 2vc; 2visual analyzer; %vr; %wa.

R30 VCR RECORDS SUPER-SLOW MOTION. Captures 500 frames per second in real time.
.-[Nac Inc 2 May 92 NK]
-visual recording system can also be "Camera" (still photo onto film / digital memory)
-2E251 Intelligent Monitor: allows more precise "analysis" for changes in smaller time periods. Converts images into digital format.
OTD:
This N (Intelligent Monitor 2E251, Slow motion recorder) = ARTIST *:; CAMERA:; CART *:; COMPOSITION *:(visual display (s) matches the osc ('outgoing sound communicator) (by tempo; theme (eg: upbeat music has upbeat images)); ENTERTAIN:; MFH:; MORNING **:; MULTI-USER*:; NOTIFIER:(visual analyzer = C ('computer) = notifier); OSC:; PR:; PRINTER *:(desired photos (from sequence)); PS:(camera tracks pd); Q *:; R:; S:; SCORE:(visual analyzer = c = score; *tds); SYNTH:; TEL:(tr); UIP *:

+ R30-1 SELF ADJUSTING CAMERA MONITOR: Automated camera recording system alters itself according to occurrence. Occurrences include: existing security system detects possible trouble; visual analyzer detects interesting changes in unmanned research laboratory. Camera intern: increases number shots per minute (so can be played slow motion later), or activates microphone, or goes into zoom or wide angle, or turns itself on/off.
-ACCESS **:(visual analyzer effects control of system (on/off)), eg: security application, capture people when sys (system) analyzes there appears to be a villain;
o-additional situations (triggering "camera" sys responses): access code denied (yet person tries physical / c entry anyway); security system alerted (to possible villain), eg: see "access"; uip shows situation, eg: one or more of w5 plus other uip data occurring (simultaneously) (increases chances) that situation might want to be photographed (for security, research applications); visual analyzer = detects particular changes in lab experiment.
-"camera" responses (to such situations): increases number shots taken per minute / increases recording speed; zoom; wide angle; "mic" w= "camera" activated; sound analyzer activated/controlled; security/observer nr (notifier) to situation.
-D: situation (triggering sys (R30-1) to react) = sensor = c (analyzer) = recording (a/v) / nr (notifier) (notifier) / m (uip)

R47 MINIATURE CAMERA [Hoya-Schott Corp, 2-7-8, Nakaochiai, Shinjuku-ku, Tokyo 161 03-3952-5011 1 Aug 92 NK]
-D: camera = tr (transmits) (wire/wireless) = C ('computer) / standard film using mechanism = "M"

-lens follows (points to) desired object(s) according to camera's pr/uip. Images obtained used to develop uip.
-OTD:
ACCESS **:; CAMERA:; CART *:; S:; ENTERTAIN:(see other people at party); "M":. PS:(guides which camera needs to capture which object/person and at which angle lens should be pointed (due to tr (transmits) from pd)); this identical N (invention) probably in C ('computer) dir (better N).
PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:(alerts to unusual activity as system intelligently determines via changes in pixels which in tern correspond to certain images designed to trigger an alarm), this is the KN "visual analyzer" code; OSC:; PRINTER *:; R:; SCORE:; SYNTH:; TDS *:(each scene); TEL:(tr); UIP *:.

R82 DIGITAL STILL CAMERA has built-in transmitter: pictures taken transmittable via tel lines. [Olympus Optical Co: 2-3-1, Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-09. Tel 03-3340-2121 NK 16 May 94]
-2E251 Intelligent Monitor

R118 SYSTEM RECORDS VIEW BEHIND VEHICLES for truck drivers, eliminates blind spot. [Clarion, 17 Feb 93 YD, Before 92 - MF]
-OTD:
CAMERA:; CART *:; CLAP: (for desired view/controlling "camera"); Display ("S"):; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; UIP *: ("scores" past near accidents of driver); UK:; WA ('walk about) (to improve driving performance / training).

A4-71C TINY PORTABLE CAMERA. Keep for emergency photos. Smaller size permits easy portability w/ some loss in quality.
Applications: catch hit and run drivers; thieves; give to police officers

Captures visual images and translates them into two or three-dimensional images in electronic media (digital) / film (video/color negative type). (D) Drawing: camera=tr/rc=c=tr/rc=viewer/r -Many optional features, examples: Camera can zoom / pan as directed by c/system/user/"remote". Viewer lets user see what camera sees. Light/flash (direction of light can be controlled). Auto-focus.
%-Location of PD (Positioning Device) / person (based on signals they generate: heat, vibrations, visual movement detected by camera's "sensor" directs angle of camera's lens.
-Camera angle controlled via r, pr (program) on sight, and or from * remote location.
-OTD: % visual analyzer =uip/notifier. + "Track", "Track" = "Visual Analyzer".
-o-C86 Electronic Camera records still & moving images. Ricoh 3 Oct 92 NK & 8 Mar 93. D: R ('remote control) = C86
-4E020 Content Date Stamper: Registers and organizes previous occurrences.
-"Bill"

-Advanced Photo System (APS) (primarily for portable cameras) described in "Popular Science" 6/96, p.86. Digital cameras.

"Camera - Control" IMI. Each of its imi belongs in another bigger imi. Camera is wo brain by itself, hence don't expand herein. Focus: w5 camera focuses; expanded in "va". track: expanded in track
VA: camera sees then responds accordingly; expanded in VA

2E110 CAMERA LIGHT ANALYZER: Determines from which direction additional light is needed. Suggests ideal type light sources to integrate with existing lighting, via use of its light frequency analyzer. This invention doesn't cover how this could be done.
-for semi-professionals, yet top professionals don't need it.
-camero gizmos been around since 1800's
-To make more patentable: sys (system) or u says one side of human face needs more light, because it's a face, it adjusts suggested light needed (eg, because reader read idea in article). U says they do/don't want light evenly balanced.
-<3, 3, 2, 3-mk>

2E251 REMOTE CONTROL CAMERA: Camera functions are controlled as dictated by distant computer. Computer records according to what its visual analyzer is seeking: what, when, how, why. Examples of when recording takes place: cells in petri dish divide; particular people enter or exit (system determines person via their transmitter or other means); there is any type of threat or disaster. This is an application of the visual analyzer which is another invention.
-<$, 4, 3>
-Remote control camera itself is not new.
--Exists: c controls camera, eg: when: every 30 seconds, or when joystick moves. When there are no more parts coming down assembly line, sys stops itself. C ('computer) moves camera under a preprogrammed manner, eg: panning every so often - probably not adapting to environmental changes.
--Maybe exists: probably minor pixels change on frame-to-frame due to electrical static. But sys ignores such. It searches for big changes. Then sys follows the big change's movement. But might not have improved above.
--Maybe Patentable: sys identifies (particular) person (via uip (access, color, height, w5), then camera follows. Then sys automatically goes to top 3rd part of person. Sys knows to go to top of image.
---nr when bottom of Petri dish is filled.
---point camera into nuclear plant, point at unusual area (hot), camera (infra-red) then moves its head to other important areas (thereafter, which might intern be effected).
-2E210 Image searcher: camera seeks particular images, intern shoots, follows, pans, etc accordingly (to pr).

-if there are multiple unusual / sought after circumstances, sys can (quickly) pan between the two, giving equal time to each, or proportionally more to the one by how unusual it is (with a maximum 65% of time to any one point).

--if one of the points becomes less unusual (villain left their bag on floor and walked further), sys gives less attention (since its not moving (much) anymore)

--sys functions w one or more cameras that (partially) overlap the same view area.

-camera zooms into desired activity, person, object, (as changes occur)

. Detection System - camera seeks out (unusual) activity via:

-motion detector: (old N, KN), heat sensors, changes in visual pixels, tripping of laser lights, vibration sensors, "sound analyzers", changes in light (switching on light switch (sys ignores (via c) changing sun motion)), etc.

-sys may ignore (pr): sounds of particular frequencies - "sound analyzer"; motion by other cameras (within its view); moving shadows via window light source, via: sun, moon, car or street or other outside lights (due to sys' c=memory (uip of such type occurrences).

-Interacts w (with) other sys: this n "interacts" w (with) any KN / existing% security monitoring sys: gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

.Reacting to Villain: when sys (system) 1st identifies unusual activity / determines there's (likely) a villain.

.-police, internal security contacted

END OF THIS CAMERA SECTION

File: Features Intro / Cartridge*

CARTRIDGE FUNCTION (PART) *

This Can Be More Of An Auxiliary Option Than Many Other Features

The cartridges contain accessories like software. Additional objectives, functions, and processes are sold as separate high profit yielding cartridges.

-D: 1 cart (software 'cartridge) = 2 C ('computer) = 3 tr (transmits) = 4 function/5 other

-OTD: 1Software contains databases; 1each software has different but similar functions and objectives; 1examples: software programs for word processors, game cartridges for electronic game devices; 2345the central features of the system might be unchanged by the cartridges; 1cartridges are designed to earn high extra profits (normal practice) since user may want the many extra features which are designed for the specific product; 1*access (each cart is a type of key gaining access, each cart can alter the required method of gaining access); 1% cart for artist; 1character is within the cart; 1% cart for composition; 2display shows the cart in

use; certain 1cart allow invention to access 5M [via its built in password and or parameters of software]; 1%morning alarm; 2% uk's, remote's, mouse's movements are interpreted differently according to the cart (software 'cartridge) being used; 2mp & pp the cart; 2user and or other companies can design new cart for the invention; 1 cart is designed for %multi-user; 1% each cart has its own parameters/methods via which to collect, analyze, dispense and or utilize uip; 14* cart for 4printer; 1% tabulate & 2keeps score; 1cart for %sound analyzer; 4% speech; 2% synth; 2*tds; 1 cart for mq/uq; 2fd-hdd. Interchangeable ROM cards (snap into slots (in back of system)) (as used by Franklin's Digital Book System's (Microchip Library), from USA; etc).

-Sub-Parts: Cart-SW: permits differing functions; Cart-UIP: multi-user, access.

-Sys "tracks" how u uses (w5) cart.

-Cart keeps log/score for frequency cart / particular functions of cart were used (for specific applications).

--Greater usage effects billing of customer. Customer purchases limited usage times (tds: total hours used).

.-"Cart" controls how "Router" locates then= retrieves needed data= for this part.

-A code (access, el (electronic) `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

+ "Billing"

.-US Patents: 5426762 system for determining authenticity of software = "access" / "c"; 4553252; 4870605.

--str: cartridge* and (computer* or software*)

-"cart" has (imprinted) "access" information (on outside of disk) that needs to be read (via scanner ("va") before cart is utilizable. Eg: printed bar codes or microchips on cart.

. $ 9G180 "Cart's" Security protection: surface area has special ability to get / retain finger prints.

--This surface can also help date timing of such imprints, via later chemical analysis.

File: Features Intro / Character*

CHARACTER FEATURE *

Extensive Details in the 'Game features folder.

Guide-Character: It takes on characteristics to better help user. Character changes its image to offer type needed information, while its image creates the desired 'mood= to better elicit desired response from user. Image's changes take into account the synergy of: subject matter; u's uip; nr; 'billing [amount owed to date on that transaction; billing rate for subject matter character is in at that moment].

-Character's 'image is 'edited according to type 'guidance. The difference in 'image allows:

-u to sw click on differing parts of 'character for: tutorial; 'routing.

-the 'mood of character's 'image: fits the task [via its altered attire, size, parts, colors, environment in which its found-matching scenario of user].

.--eg: 'educational sw for sales people shows confident and ambitious 'character in business suit; has visible smile and open face.

.--eg: 'game's 'character shown to be friendly, versus hostile to player being guided. Such as via: 'guide character's attire, facial and other body features being friendly, confident and similar to 'characters which are on player's side of 'game. In other words, 'character is different from the [enemy's] 'characters or other elements.

-uip: 'image match's u's (behavior / physical) profile, eg: hair/skin coloring, age. 'Multi-user.

+ Subject matter u encountering on 'C: u knows type db ('database) or other field of SW ('software) / internet= u is in based on change in 'character's 'image. Value: a faster way for u to know where (W5) u is without having to read for information somewhere on 'screen.

+--big area expandable. eg: every type of 'score / 'tds or other measurable element can be portrayed in changing character's image.

File: Feature Intro / Compose

THE COMPOSE FUNCTION

INTRODUCTION: What sounds might you like to compose? Or would you like an invention that has learned your tastes to synthesize something for your tastes?

It is known as 'Compose or 'Composer. They improved past interactive musical parts. See the folder of Musical N. First See Parts: Balance, Educational, Entertainment, Guide, K, Mic, OSC, R, SA, SoundVis*, UIP, WA*, VA

+ 3K-3 KEYBOARD SHOWS NEEDED KEYS:

A musical keyboard that only shows the keys needed for the desired task. Saves from confusing novices with too much info. They can focus better on what interests them. It's easier to sell inventions which just show the needed keys for what the walk in client wants the system to do.

. User Information Programming learns what keys are likely to be most needed by the user. System has learned what keys the user has used for designated applications in the past. It also predicts new keys the user may need based on their changes in habit, such as their learning curve.

. Expansion Ideas:

-Novel functions in and outside the world of music.

////

-only keys needed for type composing are shown

-easier to sell: salesman judges level to which user knows music composition, and shows them correlating complex tasks desired; salesman need only show those functions wanted by user, telling user, there are nearly as

many functions as desired (but these additional functions won't get too much in the way of the functions user wants/understands)

--lets user move up market by purchasing "cart"

-cheaper version: only buttons applicable for desired program light up

. Read Later:

ACCESS **:; ARTIST *:; CART *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; FS **:; MFH:; MORNING **:; PS:; PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; R:; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:; WA:. This idea originally developed before `94, its earlier N # not listed here.

-maybe shared idea with Korg in 1991, perhaps without diagrams.

+ 3K-4 AUDIO SKATEBOARD:

Kids can insert sound effect options into the device. Then different sounds are emitted based on how the device is used.

-Skateboard examples: each speed level, and type turn or jump has a corresponding sound. Sensors tell the outgoing sound communicator's synthesizer what's happening.

-Other applications: Any toy with moving parts sound by how and or when they move. Toys include: robots, vehicles, even pet toys.

-expand the keyboard market by letting users make sounds for their product (skateboard, bike, roller skates, car) moves/is used.

. Read Later:

CART *:(type music wanted (u makes music on his system then insert/tr into his skateboard); COMPOSITION *:(mfh / other computer); S:(lights/graphics while making sounds); ENTERTAIN:; PS:(skateboard makes different sounds according to location (makes laughing sounds while u is going by those he isn't friends with); PP/MP:(osc); Q *:; MULTI-USER*:; NOTIFIER:; OSC:; R:(observer can control the a/v effects); SCORE:(for game scoring (speed / # of tricks performed successfully); STEREO:(play in outdoor picnic by plugging into (portable) speakers); SYNTH:; **TEL:(mobile); UIP *:; K:. This idea originally developed before `94, its earlier N (invention) # not listed here.

+ 3A420 WIND MUSIC GENERATOR:

Converts wind into pleasant electronic sounds. Set how you want the invention to jingle or make other sounds based on the wind. Air movement sensors show the direction and speed of air movement. Those signals are used by the synthesizer to generate sounds. Program how you want the wind interpreted into sounds.

-Other variables that the synthesizer can use: time of day the wind is blowing, temperature, humidity level, day or month, etc. Each variable picked up by the sensor can have its own synthesized sound track.

-Example sounds: increases the volume of the actual sounds the wind is making. Lower the pitch. Have Christmas like jingle bells. Certain scenarios can trigger pre-recorded music. System can verbally state the outside wind speed and or other conditions.

-More variables: Sounds generate associated images on an LCD screen. Rotating sculptures can move with the wind while generating the invention's sounds.

-Expansions: What other marketable toy inventions might make sounds based on the wind or other weather patterns?

-electronically convert winds into unique "New Age" music. The generated sounds can be synthesized into any manner possible with current technology & standards.

-user cans make/listen to other sounds on same or attachable instrument, eg: other synthesizers, pre-recorded sounds/music. The other sounds can be played in conjunction (foreground or background) or separately from the wind generated sounds.

-wind can move, eg: bend, jingle, gyrate, invert, push, effect levers instruments which effect the "mic"

-gages speeds of wind

-convert wind into video images which can be synthesized via somewhat related methods, creating a/v, audio, or video impressions

-categories: weather, music, wind

-different speeds, sounds, etc can create different audio and or visual signals

-machine can print out the composed music and or visual effects

-has built in tutorials

+related to 3A-96-1 Water Composer Invention.

. Read Later: display ("S"); "C"; pp; mp; uk; interactive%; toy; all; entertainment; "mic"; synth; portable; printer (prints graphics generated by sounds); "M"; bp; sp; osc; vc; score%; md; cart (software 'cartridge) (sound generating softwares).

* 3K-1 VOICE INSTRUCTOR:

-system may know type song user will sing, to better analyze

. Read Later: ACCESS **:; %ARTIST *:(guides on how well user can copy (master pieces); BALANCE **:; CAMERA:(sees u's mouth moving and analyzes it for correct movement, via c=s system shows correct lip movement (teaches speech too)); CART *:; COMPOSITION *:; Display ("S"):; ENTERTAIN:; FS **:; MFH:; MORNING **:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; Remote ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:(shows user's progress, for UIP); TEL:; UIP *:; UK: See original descriptions filed before '94 (its N # isn't here).

* 3K-2 SOUND MASKER:

-UIP of previous 30 seconds is used to better handle current noises, the latter 5 seconds are given greater weight.

-emits constant sound

-user controls/"synth" type of grey/other sound desired to masks noises

-user can compose music (keyboard), system then modulates it to mask environmental noises

. Read Later: ACCESS **:; BALANCE **:; CART *:; COMPOSITION *:; S:; ENTERTAIN:; MFH:; PS:(certain environment's particular noises (a s in database/uip (for user) show certain locations need differing sound cancellation according to type sounds heard in such locations); PP/MP:(how system can cancel/alter (unwanted) sound); Q *:; MULTI-USER*:(tailors tape cancellation per each user's preference (in style)); NOTIFIER:(alarms heard by u if important^: tel, fire); OSC:; **R:; SCORE:(sound analyzer studies unwanted noise's behavior); STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:; WA:. This idea originally developed before '94, its earlier N # not listed here.

3K-5 PERSONALIZED MANTRA SELECTOR :

-simple system, or can be done now on keyboard

-sell mantras according to type help needed, "synth" in tern can alter according to user's UIP.

-System matches: 1. user's behavior profile; 2. ba's suggested form of therapy; 3. sounds/music which matches suggested therapy mode.

. Read Later:

CART *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; FS **:; MFH:; MORNING **:; PS:(changes osc by location); PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:(messages (sw's horoscope or other advice (from UIP)); R:; SCORE:(when u meditated); STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:; WA:. This idea originally developed before '94, its earlier N (invention) # not listed here.

3K-6 SEAT COMPOSER: Interact with your compositions/name brand music labels. Eg: change volume, treble, voice, rhythm by touching buttons/moving.

. Read Later:

BALANCE **:(type body movement effects^: which speakers make louder sound, influences the sound effects too (OSC); cart (software 'cartridge) *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; MORNING: (vibrates u to (help) wake him up); PS:; PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; R:; STEREO:; SYNTH:; TEL:(vibrates furniture when tel rings); UIP *:; K:; WA:. This idea originally developed before '94, its earlier N # not listed here. Apparently being produced by Pioneer, and other Japanese manufacturers before '94.

3K-7 SOUND DIVIDER:

-each piano key emits corresponding light/visual effect. Cheapens the cost of productions. Creates more interest in keyboards.

. Read Later:

ARTIST %:; BALANCE **:; CART *:; COMPOSITION *:; S:; ENTERTAIN:; PP/MP:; Q *:; NOTIFIER:; OSC:; PRINTER *:; R:; STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:. This idea originally developed before `94, its earlier N # not listed here.

3K-8 REMOTE ("R") CONTROLLED "MIC":

-select which "mic" is activated and when. Applications: for section of room/store/outdoors/proximity to which instruments.

. Read Later:

ACCESS **:; ARTIST *:(a/v show); BALANCE **:; CAMERA:(control activation / (angle, zoom) movement of camera in similar manner); CART *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; FS **:; MFH:; MORNING **:; PS:; PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; R:; SCORE:(for UIP); STEREO:; SYNTH:; TDS *:(when each incident took place, for MFH/UIP/etc); UIP *:; K:. This idea originally developed before `94, its earlier N # not listed here.

-1.06: SA ('sound analyzer) and VA ('visual analyzer) and Track' suggest/control which sounds and locations need better monitoring/focus. See these other parts for details.

3A550 LASER HARP: Make sounds by intercepting each string's laser beam. The closer the finger's interception from the light source, the higher the pitch. Also in shape of guitar, piano, etc.

- item can make sounds related to any other common instrument which corresponds to above patterns; each string(s) represent different instrument

-displays: sounds, frequencies, instruments, etc being emitted

-makes sound according to distance from light source (position on string).

. Read Later: pp (what sounds ("osc") can be generated via laser chord, etc); mp; uk; interactive%; toy; all; microphones%; synth%; portable; sst; bp; osc; vc; md; cart (software 'cartridge) (sound generating softwares).

3A752 BODY MOVEMENT SOUND GENERATOR: As person moves about room tripping different laser lights they'll generate corresponding sound, creating a sort of new music. Can have multiple sources of light and or use light reflectors.

-Yamaha's Miburi came out with this idea after we filed this idea but abandoned the patent application.

5A150 AMBIANCE:

when sound frequencies in room lack certain frequencies (eg: excitement) or become too argumentative (high pitched high volume) the invention will compensate by adding the sound to the mix of conversations that help create better ambiance.

-replaces musical entertainment systems

-use in home, business meetings, restaurants, bars, etc.

-cheaper models will simply emit varying sounds designed to help guide toward type goal (creative brainstorming; planning; fun and games for adults or kids; slightly more serious discussions; etc). Sounds are proven to help increase creativity. User selects type discussion/goal so as to get type ambiance
O- air ionizer: ionizes air to give the fresh feeling created just after a thunder storm

5A160 MUSICAL CRIB: Baby discovers each colored shape on crib has own sound. The bars make music by the baby's touch. The bars making music can be of certain color according to type sound created. If more than one bar has same color, baby learns that all identical colors make same sound.
-touch mechanism is near top of each bar, so baby must be standing to make sound. This mechanism's location is designed to reduce frequent accidental touching; might be raised or lowered.
-the number of bars with sound generating capacity can be one or all. This device might be attached to the bar or the bar itself which may be replaceable or attachable to bar
*- guardian can record baby's or own adult voice or other sounds for baby to trigger as well
-* can attach musical instruments, toys, nipple for liquid feeding, etc to crib as well (for patent search, this isn't main part of product)
-UP sounds
*-baby can learn that one piece can be pressed to call mother (mother's receiver tells her the device was pressed)
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip); study baby/human/animal behavior = uip/research applications / upon getting or doing right thing = gain "access" %.

A1-141 BALL READER: buy the ball and let it bounce around the cup creating music. Choose cubes, pyramids, rectangular prisms, donut shapes, etc. Reader can also read elements inside (internal elements are of non-uniform substance). Use also for testing. m Instead of creating sounds, create frequencies, heats, vibrations, verbal commands. Held by hand and or attached to any device or a tabletop version.
Opti Music, Optical Music, Vision Sounds, See Sounds, See Music, Music Roundabout, Music Man
-option: make art onto any computer/electronic screen. Then machine will read it and make corresponding sounds/music.
+-"Tilt": controls sys' functions
-copied to 5e020 8.95
2/97
-different 'K represents which 'program / 'synthesizer is interpreting the movements. Each movement of ball or 'mouse [A1-141A] can interpreted in 1,000 ways. Using multiple interpretations simultaneously creates additional effects.

A1-141A: 'MOUSE COMPOSER: way any type of mouse is moved= corresponds w (with) type sound generated. Similar to A1-141 Ball Reader: 'mouse can be in any form.

A-370 DRUM ECHO: beat on desk and M will replicate pattern music. You or machine might choose option of additional background sound compatible to rhythm given. Good for lonely people, and those who like feel of control. Shuts off after brief time (can be set by user). Drum Partner. Mix: therapy machine. Mood, BP, HH, TT, S, Me copied to 5e020 8.95

A2-04A// SEAT COMPOSER: way u moves in seat creates music. Each part of seat has different music making possibilities. Eg: each area within arm rests, legs, upper middle lower chair, sides, below and behind (up to how far normal arms stretch) have buttons or recessed touch response feelers. Sounds heard via earphones a o speakers, storing onto disk.
.-Tilt Stick 5E020: Controls this N's functions

A2-04B// ENVIRONMENT COMPOSER: mix with music seat vibrator, seat composer #4B. Has 2 - 12 foot response pads; put lasers (function interchangeable with fq signaler alternative) on head, wrist, chest, belt, shoulders, knees, ankles, etc & let them trigger sound when hitting receptors in room. Co-compose with friend/partner. Perform at home or on stage (pr receptors to activate lights, or lights can be pr (program) to respond automatically). Each laser/light/fq signal & response system could choose between multiple receptors, eg: each laser has its own 1-5 receptors, each making own sound. Each laser's receptors grouped by type sound category. O each laser/signaler can strike any object and C ('computer) makes particular sound based on unique fq reflected (based on material). For fun/game, (w o wo blind fold) guess content of distant material based on sound. .-Tilt Stick 5E020: Controls this N's functions

A2-04C SELF COMPOSER: attach microphone (w recorder attached physically or remotely) to any moving or vibrating object: animal's tail, neck, foot; shoe; clock; door of busy place; body or bed while having sex, snoring; etc. Depending on fq received different conversions of sound are made into something interesting to hear. Or insert recorded bits into any of my composing systems and play around with it by: changing it; using as background/foreground sound; etc. Also acts as counter for number of movements (eg: times bird wing flaps o door of refrigerator opened by person on diet)
TD: sw C ('computer) e hh tt(base recorder) bp ep vp cons kids adult fun trick ll pp mp exc
.-Tilt Stick 5E020: Controls this N's functions.

A2-080 MUSIC CONVERTER: Make easy listening (perhaps non voice) music applicable to the environment's levels of desired energy, conservative, liberal, cerebral, intuitive, seriousness wanted for desired effect. For offices, churches, elevators, stores, public places, taxis, airplanes. For example: when an old rich widow comes to small bank to open account, music designated to up her good visions of (any) future (for her children), happiness; after bank closes (only for customers), need conservative, cerebral music to minimize mistakes in accounting; offices on Monday mornings, rainy days may want happier, more liberal music. Take standard

batch of music for system and program accordingly. There is too much confusion in buying diverse albums for purpose. Can even convert certain radio stations and still get news. Actual changes can be: bass, tone, speed, volume and any of the changes alterable on sophisticated synthesizers. For own music, can even ad additional sounds to music. There is limited number of soft easy listening radio stations allowing minimal options for fine tuning of environmental molding. E TT EP Med W2 Bus adult mood LL B PP D. PP may need mgr's code, or enhance productivity, sales, etc by setting from co's regional or int'l headquarters. Airport customs, security can change according to airplane's/boat's origin, or time of day, etc and desired sounds to better catch people more likely to have desired response. Music/Sound/Office/Store - Enhancer/Upgrader/Converter.

-"Entertainment" / Program (sw) Screener: 9G220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

-Tilt Stick 5E020: Controls this N's functions.

A2-230 MUSICAL HAT: walkman concept w (with) lights flashing to beat, this gives background for person dancing to only the music they hear and others see. Op: vibrations to beat. Lighting: little lights around perimeter of hat 1-2.5 cm above rim, around perimeter of outer rim, in the above crevice of rim. Has slot for receiving CDs, cassettes, radio frequencies.

A2-24A LASER RING: sh. jewelry, finger of glove sending out lasers.

-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

-2.97: laser / hand movements result in corresponding sounds / music.

> A2-310 Tel ("T") REGIONALIZER: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold.

-moved to T 2.97

A4-24AB: MUSIC MAKING LASER

No-man's land aisle is where laser travels without making sound, then it lights upon any key on either side. Can also use traditional keyboard which sends signal out to receiver. Certain keys and or the way any key is hit create sounds of fair to long lasting duration, allowing mono or multiple keys to be played simultaneously. Option: combine laser with entertainment system remote control

A4-72 TEL·FQ RETURNER: caller's fq recorded, then music/sounds in similar fq, stress, happiness, level/type of feeling is heard by caller while they're on hold. Purpose: makes caller feel at one with other party. e m might make alterations to change caller's behavior. P hears either voice or sound or music recordings. Machine only listens for pitch, not word content.

A4-72B VOICE REVERSER: record person's voice, then gadget will play back in reverse. Sounds just like speaker yet words not identifiable! As joke, tell person you recorded them speaking in their sleep, even ad, "this is your voice". If person isn't your lover they'll wonder how you heard them speaking in their sleep, and might even lose sleep trying to figure the whole thing out.

A6-010 MUSICAL NECKLACE: Girl makes interesting sounds and lights by squeezing any link in her chain. Additional interesting features activated when multiple links are squeezed simultaneously.
-Girl easily creates interesting sounds by, squeezing any piece in chain, or when touching each other in special ways. Flashes lights.
-Chain Music: playing them together can make music too, etc. Put all on necklace or bracelet. Sounds when they are individually touched
Option: touching each other makes sound.
Makes lights
-activates musical pieces, simple/complex sounds, gives verbal announcements (eg: "hello", tells story, etc).
-speakers and lights located in each link, and or in one or more other links in chain (of same or larger size)
-when multiple links are activated (squeezed or touched, or switch activated in any way) simultaneously, they communicate together via radio frequencies. A composition of more than one link activates other features. (Different yet related US patent: 4936185)

A8-04 CHARMS piece(s) used by hobbyists to create interesting sounds and or inventors for putting parts together into product prototypes, in their combinations they produce orchestrated sounds, designed to magically interact with each other. Trade Mark: Magical Music Blocks.
-Charms sounds ['osc] when two shoes touch by designated criteria ['order & timing].

A8-14 CHARMS MUSIC MAKING. Creates sounds upon their receiving laser. Sound may continue from one second to several minutes, allowing single or multiple sounds occurring simultaneously. Cheaper option: charms might only be activated manually. Light intensity of transmitter can be altered to effect type music from charm. Can also stop and start light by transmitter button or by waving hand in light stream.

A8-15 CHARMS have many little bird charms that can sound simultaneously. Buy a few and enjoy, then go back to store buying more for greater effect. Enjoy having the whole room or house chirping!

B7-09A MOTION SENSITIVE MUSIC GENERATOR: Sounds according to how device is moved. User programs any type movement to be converted into an infinite array of sounds. Are many musical instruments in one. Example: simply shaking "to and from" can created sounds of rattling, drum beats, or splashing water.

. Jumble Music Toy: according to movement of device the sound/music is triggered. The resulting sound can be a set tune, or sequence of sounds, for set duration, volume... Or, sound can be determined according to how object is moved.

-83: have three or more different sound options. Each sound option is different from the others (not just different in terms of faster or slower speeds of sound)

-sounds according to how it is being rotated; turned too

O- Jiggling of writing instrument creates corresponding (or any) sound (or multiple sound possibilities*). When writing instrument makes sounds - great for creative kids.

-Has buttons which allow more than one type of sound in a certain mode. Eg: in slowest motion one button allows one type sound, and in same motion with another setting of button(s) there are other possible sounds for same type motion.

. Read Later: Music may be recorded; pp; mp; uk; interactive; educ; toy; game; entertainment; "mic"; synth; portable; mfh; bp; osc; vc; egh; teach; md; cart (software 'cartridge) (sound effect possibilities); rpc; cp; cm; uq.

B7-120-022001 DANCER TOY:

Create interesting sounds as you dance. Dancer's movements can be converted into an infinite array of different sounds, as programmed. Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different sound, according to the area.

-Mobile Music: According to where in room user goes sounds will change

-Children can dance on the floor, making different sounds according to which devices they are dancing near. Eg: if they are near one block (transmitting or receiving signals) then the shoes or the block will make a different sound. That is put the blocks where you want, these blocks create "sound zones".

-For indoor or outdoor use

-Instead of shoes, users can wear jewelry: necklaces, bracelets, etc.

. Read Later: All; "R"; "S"; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; "mic"; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (software 'cartridge) (sounds); cp.

B7-160 BODY DANCE: Compose music according to how you dance. Transmitters on body are recorded, analyzed and synthesized.

-Attachments to body of person (which transmit signals to receiver) allow the following when person dances: lights and sounds in room according to body positioning.

+3E061 Motion Tutor: 'Guides users to improve their movements, eg: the Yamaha Miburi invention.

. Read Later: All; "R"; "S" (according to movement, graphics can be created); pp; mp; uk; interactive; toy; game; entertainment; "mic"; exercise; portable; sst (for carrying case of parts to device); iq; bp; alerter; osc; vc; egh; score; tgh; md; cart (software 'cartridge) (sounds); cp; cr; mq; uip; character.

B7-040 GROUP MUSIC VIA TELEPHONE:

Creatively interact with your friends without traveling.

-A person with one "T" line can make jazz digitally with their friend over the telephone line. Why travel when its so easy to play together now. Because of its shear novelty, you can even play in your own room with the friend next door! Great for invalids, new age elderly (let's wait a few more years), bored but creative and interesting mothers who have to watch their baby/kid(s), those waiting for a delivery repair man cable installer "T" call etc.

-Have an option to switch from music composing; music listening, recording, verbal communication, etc options.

-For two or more tel numbers working simultaneously

-device compensates for poor audibility on tel lines by transmitting digitally, so users can hear high quality sounds

. Read Later: All; use with electronic mail; "R"; "S"; pp; mp; uk; user beh; interactive; educ; toy; game; entertainment; "mic"; synth; portable; sst; iq; au; t; "M"; alerter; osc; vc; egh; score; teach; md; cart (options for: sound effects, compositional possibilities); "T"; sp tel; mo (for digital communication with other computers); fs (faxes visual effects as part of the musical group fun, eg: send pictures to...); rpc; cp; uq; mq; access; uip; character.

.-"Tilt": controls sys' functions

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

B7-150 COMPOSING TOY:

Diverse types of sound are created according to:

o pressing of buttons (like a flute with buttons)

+o instrument transmits via 360 degree transmitter (one sections of stick) to receiver which amplifies sound - very possible. Transmission via cumbersome wire unnecessary.

o moving to left right upside-down produces sound

+o shaking produces sound too

Comes in the following forms:

-Ball: Buttons producing music. Can twist the pancake layers within ball for sound effects. Moving to left right etc produces sound.

-Stick: Each notch position is different sound. Can rotate clock or counter clock wise.

+-Sounds according to how it is being rotated

-Can put object onto software screen and play via mouse or typewriter type or music keyboard. Can have two or more pieces playing with each other. Even gadgets on similar principles for feet, neck (thick collars effected by type of neck cranking).

-Other shapes: donut, fruit shapes, people, buildings, animals, plants with fruits or vegetables, armies with each man a different sound, "T" instrument (each button a different sound, other buttons are memories of sound

sequences, even have different type operator voices...), shoes (possibly even for walking too), sexy body(ies). CODES: All; "S"; pp; mp; uk (sound options); interactive; educ; toy; entertainment; "mic"; synth; portable; t; "M"; bp; alerter; osc; vc; md; cart (sound options); cp.

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

> 2D-160 Flashes light according to the beat/rhythm heard by listener. Lets others know the "motion" felt by user.

-moved to 'compose 2.97

+ $$$ 5E090 CORRELATOR. Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sounds making experimentation, cheaper recording.

-Group Music: There is a leading unit which interacts with "remote" units held by participants, creating (group jazz, educational forum)

-D: r (composer) = tr/rc = analyzer (cart, composer*, m*) = osc

-Example: Wireless Music Band: Each user's device inputs music into central system.

-Located in 1 dir (as of July 2000).

* 7G040 MUSICAL YO YO: Sounds generated according to movement.

-Musical Yo Yo: As yo yo goes up and down sound / music / verbalized statements are generated.

.-uses R248, ES 95, earlier N (invention) (A dir?)?

-according to yo yo's movement, sys (system) generates: osc; %r.

-D: yo yo = movement sensor = osc ((digital) osc)

-exists: yo yo which lights when moves. Hula hoop sounds when moves; whistling yo-yo's.

-this n is short leap from existing N.

-el or mechanical version.

-power source: battery; or alternator 4E010.

-Patent search strategy: +(yo adj yo) and (sound* or music*)

-US Patent No's: 5017172 Yo Yo converts to a top (can also create sounds in either case); 4418494 4437261 4442625 4492057 4632245 3452474 3564763 3805443 3895457 3924114-illuminated yo yo 3936974 3953936 4081924 4130962

-Exists as of at least 2005.

-1.06: different motivational statements, mantra's, fortunes are emittable.

8G050 Harp: Musical Instruments related to: Anyone Can Whistle - Catalog, ["Good thru 7.95], POB 4407, Kingston, NY 12401. Disconnected Tel as of 1.06: 800-435-8863, 800-898-9338, Fax 800-331-4470.

-

Harp: place pvc beads onto strings -> alters sounds respectively. Attaching bead to string: snaps on; folds over; place on string while string detached from instrument.

-differently colored / textured / sized beads making plucking string easier (for children).

1.06:

Electronic beads interact with musical system to compose/play music:

-Each bead (with different color, shape, size, texture and or buttons) when placed on designated spots/strings of system, will generate designated sounds. They synergy / programmed interaction between specific separatable parts and designated spots (docking stations) generates different music based on: W5, UIP, and User's more direct control.

-See

More Music Composing Functions

ELEMENTS: Read Later #1 (PART ONE):

* 3A-790 Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface.

% B7-040 Interactive Group Music Via Transmitter/Receiver, eg: telecommunications, wire, radio. M.

% B7-09A Motion Sensitive Music Generator: Sounds according to how device [includes its remote part too] is moved. User programs any type movement to be converted into an infinite array of sounds. Are many musical instruments in one. Example: simply shaking "to and from" can created sounds of rattling, drum beats, or splashing water.

% B7-120 Dancer Toy:

Create interesting sounds as you dance. Dancer's movements can be converted into an infinite array of different sounds, as programmed. Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different sound, according to the area.

% B7-160 Dance

Attachments to body of person (which transmit signals to receiver) allow the following when person dances: lights and sounds in room according to body positioning.

% 3CQ-090 Sound Distancer:

Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their instrument(s).

% 3A-762 Musical Kaleidoscope: according to the lights and or shapes seen, certain sounds are created. The lights/shapes may be generated via pure electronic means or the older methods.

% 3A-420 Wind Music

% 3A-630 Sound Analyzer (this product's transmissions are fed into the sound synthesizer, and or initiate other corresponding sounds)

% 3A-980 Karaoke Video; *5A-130 Color Sticks: applications for this product are changed so that each inserted piece generates corresponding transmission for: sound, or other desired function.

* 5A-460 Touchless Switch: how to activate musical/sound functions;

A6-010 Musical Necklace

% O-"Sound-Visual": for creating sound effects from images; for creating images from the sounds generated by a "composing" element(s).

<3, 2, 2> 1C-180-083005 Interactive Station Selector: System selects radio and film broadcasts according to your tastes. See file 1CE.

1C-181: Channel Selector Rating Service:

From 5.96: Private parties rate broadcasters and other data providers by any criteria. Ratings in turn influence channel selection / screening by subscribers to rating service. See file 1CE

+ <3, 3, 4, 4 Not$> 1C-290-083004 Automatic Audio Balancer: Speakers' volume adjusts according to where person sits. System uses central point for two or more people. Example: home or car stereo. See 1CE.

+ 1C290-5 Sound Follower & Balancer: As person walks, the speakers near them are activated. 1ce file.

+ <3, 3, 3, 4> 1C-301-083001 Voice Instructor: Learn to sing, or improve pronunciation of new languages. Identifies which voice elements need correction -> by giving audio examples. Device cleverly adapts to user by producing sounds within user's unique physical voice characteristics. See 1ce file

1C010 TOUCH SCREEN MUSIC:

Depict certain musical instruments or normal household object, etc onto screen, then create music from those parts selected and put onto screen. More trumpets selected create slightly different sound. Also, user can then use other functions to decide how they should be making their music.

-Activate the sounds via: moving mouse; activating via keys; or touching the screen using the interactive video technology

--commands can tell how certain instruments are to play over future time, letting user subsequently control other instruments, or relax

-Footnotes: remote ("R"); display; c; pp; mp; uk; mouse; interactive; educ; toy; all; entertainment; "mic"; synth; portable; sst; iq; t; mfh; bp; alerter; osc; vc; egh; score; cart (sound generation capabilities); cp; uq; uip; character.

1C-120-08300A QUIET NEIGHBORHOOD: Silences noisy animals in vicinity via sound waves inaudible to human ear. Device's sounds induce animals to leave the area and or reduce their aggressive emotions. See 1CQ file.

1C-230 VOICE GENERATOR: Converts keyed in words to voice. And visa versa, should exist: spoken words into text. See 1CQ file.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

HYPERVIDEO (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable.
-Compose application: system suggests/'guides user to 'images it feels represent the next sound/accompaniment(s) that are 'correlated to the 'music [user composed / is playing].

1C-110 "Mic" Director:
Portable transmitter is worn by user, then the "mic" will attempt to direct its recording primarily in the direction of the transmitter(s) and or sound source(s).

END OF THIS COMPOSE SECTION

File: Functions / Composer *
COMPOSE FILE *

OTD for each invention has following: "synth"; "osc"; "basic"; "C"; balancer; "composition"; entertain; uk.

4 MUSIC SEAT VIBRATOR: matches music played. Connect chair by wire with music/sound source, or chair has microphone. Chair does conversion. Can replace chair with (bed, car seat, mass transit seat, dance floor, glasses, watch, bracelet, necklace, earrings, gloves, pen, stool, drinking glass (for disco's too), blinds, curtains. Portable type can be put on/below seat (all above) which reacts (for portability, joke when you yell, etc.) Sound Vibrations [Vibra(tor/tions)], Action Vibrator. HH, TT, W1, BP, E, Cons, Small through Large, Kids, Adult, Fun, Mood, LL. FIN

4A// SEAT COMPOSER: way user moves in seat creates music. Each part of seat has different music making possibilities. Eg: each area within arm rests, legs, upper middle lower chair, sides, below and behind (up to how

far normal arms stretch) have buttons or recessed touch response feelers. Sounds heard via earphones a o speakers, storing onto disk. FIN

4B// ENVIRONMENT COMPOSER: mix with music seat vibrator product, and seat composer #4B. Has 2 - 12 foot response pads; put lasers (function interchangeable with fq signaler alternative) on head, wrist, chest, belt, shoulders, knees, ankles, etc & let them trigger sound when hitting receptors in room. Co-compose with friend/partner. Perform at home or on stage (pr receptors to activate lights, or lights can be pr (program) to respond automatically). Each laser/light/fq signal & response system could choose between multiple receptors, eg: each laser has its own 1-5 receptors, each making own sound. Each laser's receptors grouped by type sound category. O each laser/signaler can strike any object and c makes particular sound based on unique fq reflected (based on material). For fun/game, (w o wo blind fold) guess content of distant material based on sound. FIN

4C SELF COMPOSER: attach microphone (w recorder attached physically or remotely) to any moving or vibrating object: animal's tail, neck, foot; shoe; clock; door of busy place; body or bed while having sex, snoring; etc. Depending on fq received different conversions of sound are made into something interesting to hear. Or insert recorded bits into any of my composing systems and play around with it by: changing it; using as background/foreground sound; etc. Also acts as counter for number of movements (eg: times bird wing flaps o door of refrigerator opened by person on diet). TD: sw C ('computer) e HH TT(base recorder) bp ep vp cons kids adult fun trick ll pp mp exc.

4D A PRE VR product: using current technology. The manufacturer can implement options from a wide menu of which some are enclosed herein.

COMPOSE =

-Can be compatible with existing "multimedia" hardware/software.

D: uk/mic = "C" (cart/display) = osc/play back/stereo

See this file's appendix for details.

% Exists: Solar powered chimes. Solar panel powers revolving striker. Sold via Sharper Image - '94-95

. (D) Drawing: uk/mic = computer (cart/display) = osc/play back/stereo

. Miscellaneous:

* "synthesizer", ability to transfer signal to audio or videotape, recordable CD.

-Signals created can be synthesized into video images. Device can print out the musical and or video creations in color / black & white graphs, 'images, 'artist ['icons], codes.

-has display showing signals being received, how they are being converted, stored, sent.

-system synthesize, file in memory, and edit all signals in any way technology now permits

-signals can be converted to also control lights according to corresponding sounds, rhythms, etc. (eg: flashing, moving, alterations of color via rotating translucent multi-colored pie sheet, or usage of desired colored light

bulbs, alteration of light color by change in transmitters electronic signals generating different light frequencies from same general source - eg: same screen or bulb or bulb part

-signals can create vibrations corresponding to sound, rhythm, etc, effecting: any standard portable or stationary massager, eg: hand controlled massager for all or any part of body, seat, bed, whirl pool water massage, etc. These massagers emit in bursts, speeds, cycles, rotations, etc.

-signals to alert user of any external stimuli via any of the resulting effects described in this product category, eg: notified of person entering dwelling, room; fire; burglar; problem with child - crying, woke up, time alarm, tel ringing, door bell, any one or thing activating any call for communication or help w/ or without user knowing type of situation with a code for type situation. Such signals can be the sole purpose of product, or be a feature, which interrupts any other system described herein or other (eg: entertainment system, tv, video game, etc). Also applicable for physically disabled people, helping them know what' happening, or used as physical/psychological rehabilitation/therapy.

-play with laser percussion instrument (laser only replaces stick), "drum pads" respond to lasers (each laser "stick" having different effect). Frees player from being in set location

-alternatively, device can be made into manually driven instrument with an optional microphone and without a synthesizer

*OTD #3: display (the type sounds being generated, the type sound synthesizer mode currently in activation); fd-hdd; pp & mp (how sounds are synthesized/created); uk (type sounds wanted, timing, how and when to store sounds in memory, and all other computer related actions common to electronic sound composing equipment); tds ('time date stamper) (each series of sounds within the composed piece); interactive% (interactive computer scream to generate sounds by pointing to right place); toy; basic; entertain; microphone (sounds created by user in the room); synth (user's control, eg keyboard and or software synthesize); printer% (print out the musical scores); M% (for more complex operations, eg: to get rare sound bites [eg; exotic bird calls], like a library of sounds); osc; balance; speech%; vc; tgh% (music therapy, by playing and being guided in proper manner according to psychological texts and tests, user can make themselves feel better; md; cart% (synthesizing softwares, sound bites, memory expansion); cp; uq (how to use system, requesting menus); mq; pi%; character; motion sounder (the manner in which any movement of any separately piece [even if need still be connected by wire] generates the corresponding sound according to the sound synthesizer's program, or user control); multi-user (each user can have their own "pi", memory, and versions of softwares (eg: synthesizers) which differ from that of others using the same system); cc; remote (ways in which to generate signals (create and or synthesize sounds); notifier (user sees without being disturbed by sound that "status" of sound generating or play back status); air pad (transmissions generate sounds and images).

-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / W5 (what, where, when, why and how) of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

. US Patents = "Compose"

-str: (sound* or music*) and (compose or composing or composer or improvis*)

-str: (sound* or music*) and toy* and electr*

-US Patents: 5451709 5375501 5369216 515057 4314499 53713136 5239124 4616547

. US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered. Pat issued 11.94.

% Manner in which "artist" generates "images", or accessor gains "access" is related to manner in which sounds are "composed".

. Guide - 'Composition (of sounds): uip's determination of sounds user likes= are given preferential treatment (uip-tailor's selection process) is 'guiding user.

. 'Guide Applications:

-Gives ideas for new music: when user is stuck [lacks ideas for how to continue their sting of sounds or music]= 'guide [having studied user's uip-db & pattern for early part of last piece(s)] gives suggestions on how to continue the music: based on u's past music patterns composed

--UIP of composer= 'analyzed to give 'guidance: what is studied in user's past music pieces [in accordance with W5 of the music's elemental pieces]. U's preferences in type: keys; identifiable groups of keys [rhythm, tempo, beat]; where the climax of songs is placed...

-Suggests type sounds that better achieve desired [psycho-sociological / 'mood] effect= for listeners:

--D: u = selects from menu type of effect desired = k in information about target audience [uip] = analyzer = guide suggests: [existing] sound tracks / type synthesizing = osc ('outgoing sound communicator) ~ u hears = user K ('keyboard) in their response to sounds suggested [eg: good or bad or other pointers to improve type sounds suggested] = analyzer reconfigures suggestions closer to what user desires = sounds created = stored in memory.

-'Guides= the 2D-040 Motion Simulator:

The sounds appear to start from the front speakers, and go to the back.

-US Pat 4331061 teaching musical instruments* 4281579

File: Features Intro / Computer

COMPUTER – IMPORTANT CENTRAL PART OF PATENT APPLICATION

C / COMPUTER = This is the Central Processing Unit (CPU) and or Computer. One of the most important central part in [each] electronic function and feature. Following details are not necessarily of any central importance to the "C" concept. The 'Computer function's capacity is usually synonymous with the 'Brain, 'Analyzer, and 'Mainframe functions – where one of them is included in a specification, it assumes the other two can be as well. As with the entire patent application, any conflict from a function can be omitted/subdued if desired by the user / system / 'analyzer = [then 'customized].

**OTD FOR "C":

.-If one unit's desired size restricts / doesn't allow a computer within it, computing abilities (memory, "M", "pi") are connected to the "C" in diagram via^: wireless (radio, sound, light) or by wire, transferring of disks.

-"C" may be connected to other parts in system via wireless "tr".

-Ranges in all sizes and capabilities.

-Possible example applications: allows user/system to alter/control/monitor/show "status"/keep memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function.

-D for "C": **1M = 1A tr = 2c/3fd-hdd = 4display/5output

-Notes on D: 1: optional. 1A: optional; transmissions via: radio, light, sound waves; "cart" can be transferred between "M" = "c". 2: at minimum, a small processing unit; analyzes inputted data and determines response. 3: optional.

"C" also includes the old "FD-HDD" Part.

--FD-HDD = System incorporates a computer processing unit. Has memory, and "display".

-D: 1 controller = 2 tr = 3 fd-hdd = 4 tr = 5 function

--OTD: interactive; 1mouse; 5osc; 1 remote; 3 uses a floppy drive with hard disk drive, and a micro-processor and other elements necessary for computerization; 3 pp (user programs computer to his tastes via selecting from menu); 3mp (manufacturer provides system with operating software including menu and possibility for 3pp); 1uk (turning on and off system; activating display or 5printer); 5printer; 3 cart (new software functions saleable).

-Product functions (the on/off activation switch) controlled via: button(s), "remote", "clap" (voice activated). Each product incorporates the optional Diagram: uk(pp/mp)/remote(pp/mp)/clap/[control signal(s) from other product unit(s) or part(s)] = tr/rc = C [title for this central computer is `C1'] = tr/rc = "display"/"notifier"/[other function]. Possible example applications: allows user/system to alter/control/monitor/show "status"/keep

memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function. -System incorporates **"basic"; % Signal may come from / * go thru, another (related) system (M / [[c/tr/rc]=12C]) before being connected to 12C: ([1 thru 10] / [14 thru 21]);

-1 or more ports in "C" interface with all peripherals / other products. Eg: see the P1394 interface in `Popular Science' magazine's 4.94 issue, page 51, and other related products being developed by^ Apple, IBM, Digital, NCR, Texas Instruments.

%-Includes anti-virus software program, if system is in possible position to receive a virus. C="Bill"; C="Coordinator"

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

-D1 Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions). See Parts&.

-D2: user = c = "brain"~sw = 'designated output (according to commands made by u).

-D3 User = C = [access / cart / cart / multi-user / Q / R / sensor / T] = Desired function:

%ARTIST [] // ANALYZER [] // BA [] // EDIT [] // EDUC [] // NR [] // OSC [] // PR [] // %PS-Zone [] // ROUTER [] // *SCORE [] // %SEEKS & REACTS [] // %SENSOR [] // %SOUND ANALYZER [] // TDS [] // %TRACK [] // UIP [] // %VISUAL ANALYZER [] // %VR [] // %WA [].

COMPUTER =

. Misc: ACCESS = Gain access to electronic product's controls with a correctly keyed in combination. +ANALYZER = Computer software analyzes how to handle situation. "BILL". * BVA = Behavior's ice Analyzer. System analyzes voices of people, so sys can respond appropriately (via UIP). +C = Computer. The center of the system unless otherwise described. M / MFH = Mainframe computer hookup option for more complex tasks. PR = Program (software) sys' "brain" to function as desired. %PS = Positioning System. Identifies the position of the PD (Positioning Device) via its airwaves broadcast, sys responds accordingly. *Q. = User / System ask each other questions. Helps each better understand each other. Via "Analyzer"/UIP/*"Access" sys knows what questions to ask. SCORE = The status of situation and or user's performance. Helps: "Analyzer"/UIP/*"Access". *SENSOR = Sensors help: "Analyzer"/UIP/*"Access". *SOUND ANALYZER = Analyzes type sound. Helps: "Analyzer"/UIP/*"Access". STATUS = System shows the status of situation. +UIP = User Information Programming. System uses collected information about user to better serve them. *VISUAL ANALYZER * = Alerts when camera sees a change in its view. D1: 1 signals -> 2 data from particular input (item being analyzed (for: uip, access)) -> 3 put into file(s)1 = 4 tr/rc = 5 c (6 existing files) = 7 matched/8 compared w 9 inputted files = 10 similarities and 11 differences

noted = 12 type/level of differences 13 determined/14 "analyzed" = 15 conclusion made = 16 signal = 17 action made by 18 sys / 19 s or printer shows conclusion.

-D1 Notes: 1: optional part of data flow; sounds = 2 sound analyzer; lights; body movement = (2 sensors); visions = visual analyzer. 2: communication w other el products; c. 3: sw; different files are pre. or automatically labeled according to type situation according to circumstances/occurrences (1). 6: files developed earlier by manufacturer (mp), or u's pr. 7 & 8: similarities/differences noted/analyzed via: key words/paragraphs%, visual analyzer, sw number crunching. 9: data from 1, 2, 3, 4, 5. 13 & 14: sw analysis. 15: sw analysis. 16: computer code labels the type situation sw has determined to be the case, eg: favorable, unfavorable, and or what action is needed to be taken (due to the "status" of situation).

-D2: input -> c (analyzer (sw, uip, access)) -> results / function (altered according to how sys may want to adapt according to determination(s)/conclusions made by analyzer).

-D3: C (SW Analyzer, UIP, Access) =

ACCESS (determines w5 can access into any given sys (c, m, any portion thereof, eg: particular files or software programs/features)/ CART (differing sw for type analysis needed)/ COMPOSITION ()/ DATE ()/ S ()/ EDUC (sw determines u's level of sophistication (w sys/sw) = intern simplifies/complexities the sw interface (and available functions / steps needed to achieve desired aim (via pr/k)))/ K ()/ LOCATOR ()/ M (uses M's database(s) for (additional) information from which to (better) determine analysis/uip/access)/ MQ (sys asks (intelligent) questions to better collect needed data for better analysis; development of uip)/ MULTI-USER (analyzes/uip (tasks/things/occurrence) differently according to type/uip of u; development of uip)/ NOTIFIER (u alerted when analyzer/uip/access determines u (may) need to know (status))/ OSC ()/ PR (how analyzer/uip/access is to function / what its to seek and how process information / for w5)/ PS (determines location of object(s), processes information accordingly (as pr))/ Q (decides what questions to ask u according to circumstances, eg: what u wants or is doing (w5), u's status*)/ *R ()/ SCORE (new scores matched with earlier developed files for analysis/uip/access; creates new files for new scores, development of uip)/ SENSOR (compares files for inputted signals w what is wanted/needed/expected/is standard/has historically occurred before (uip/m/database))/ SOUND ANALYZER (compares inputted sounds w previously stored sound files)/ SPEECH (sound analyzer)/ STATUS ()/ SYNTH (sys synth (automatically) according to: pr/uip/u's k)/ TDS (effects score, development of uip)/ T (telephony sw applications)/ UIP (compares files)/ VISUAL ANALYZER (compares files, 2E251 Intelligent Monitor)/ VR* (compares files).

-in some (simpler) circumstances, the analyzer/uip/access functions wo software, eg: simple turning on/off according to situation.

-D: data input = analyzer/uip/access = memory (M, cart, recognizes multi-user) = analyzer = data output = function

-OTD #1:

5A-810 Advisor: compiles and analyzes user's information.

-OTD #2: fd-hdd; both pp and mp program how they want the system to collect, retrieve and "analyzer"/uip/"access" the data in database; uk; tds (when and how elements occurred); educ%; M%; score (score information can be processed for the UIP database; and UIP can help generate desired scores); cart (for additional data for the database; and or softwares for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); "analyzer"/uip/"access" (limits access to sensitive information within all or part of the database to people with the right password).

-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints". Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories

-OTD Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities and or difficulties on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; user takes one or more test(s), the type and quantity are determined by the desired application of product; another person or device (M) gives information about user; etc. Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs. The manner in which invention tailors itself to user's needs can alter according to: small or big changes in uip database, pp.

-OTD Part #2: user can take their cart (their personalized "analyzer"/uip/"access" for all identical or related products) from machine to machine; different cart effects user's "analyzer"/uip/"access" differently with the correlated changes in functions; type character changes according to uip (if a display ("S") is used); date; "analyzer"/uip/"access" data can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % "analyzer"/uip/"access" can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp; multi-user; "analyzer"/uip/"access" database guides system's functions (determines the type, manner, timing, whether or not to notify, mq, osc, synth; pp; uip database influences printer's print out parameters, score, speech, vc, manner in which it functions as a semi-toy, it prompts - accepts - processes uq; tds; uk. Data is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP can be programmed/understood with the help of: psychologists, sociologists, marketing experts; U's city (tel area code/zip code) / caller id / location based on pd effect how system interfaces w U.

-D: data input/output=tr/rc=c

-o-C85 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK. D: C85="tel"

+Organizing & Processing Data D: This N Sys (C=SW for organizing & processing data. // 4E020 Content & Date Verifier / C / 2E251 Intelligent Monitor / "analyzer" / uip / "access" =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); BILL; CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, nr data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

System tries to think like a human brain (where (w5) feasible), system tries to know/learn (memory, analyzer) its limitations. Uses the best state of the art in the field, Fuzzy logic.

-"Brain" is a combination of the following:

ACCESS = Gain access to electronic product's controls with a correctly keyed in combination. +ANALYZER = Computer software analyzes how to handle situation. * BVA = Behavior's Voice Analyzer. System analyzes voices of people, so sys can respond appropriately (via UIP). +C = Computer. The center of the system unless otherwise described. M = Mainframe computer hookup option for more complex tasks. PR = Program (software) sys' "brain" to function as desired. %PS = Positioning System. Identifies the position of the PD (Positioning Device) via its airwaves broadcast, sys responds accordingly. *Q = User / System ask each other questions. Helps each better understand each other. Via "Analyzer"/UIP/*"Access" sys knows what questions to ask. SCORE = The status of situation and or user's performance. Helps: "Analyzer"/UIP/*"Access". *SENSOR = Sensors help: "Analyzer"/UIP/*"Access". *SOUND ANALYZER = Analyzes type sound. Helps: "Analyzer"/UIP/*"Access". STATUS = System shows the status of situation. +UIP = User Information Programming. System uses collected information about user to better serve them. *VISUAL ANALYZER * = Alerts when camera sees a change in its view. -D1: 1 uk = 2 c = 3 tr = 4 M/5 function.

-"Brain" bridges functions of one or more listed parts (via "analyzer") as listed: within general "brain" part / the "sys" at large. % Eg: integrates uip with "access" in Intelligent Monitor 2E251.

. Computer: usually the most important central part in each electronic [less] related feature, product number.

* Following details are not necessarily of any central importance to the "C" concept. Synonymous with the part "Brain"; *'Analyzer....

**OTD for "C":

.-If one unit's desired size restricts / doesn't allow a computer within it, computing abilities (memory, "M", "pi") are connected to the "C" in diagram via^: wireless (radio, sound, light) or by wire, transferring of disks.

-"C" may be connected to other parts in system via wireless "tr".

-Ranges in all sizes and capabilities.

-Possible example applications: allows user/system to alter/control/monitor/show "status"/keep memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function.

-D for "C": **1M = 1A tr = 2c/3fd-hdd = 4display/5output

-Notes on D: 1: optional. 1A: optional; transmissions via: radio, light, sound waves; "cart" can be transferred between "M" = "c". 2: at minimum, a small processing unit; analyzes inputted data and determines response. 3: optional.

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--FD-HDD = System incorporates a computer processing unit. Has memory, and "display".

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-1 or more ports in "C" interface with all peripherals / other products. Eg: see the P1394 interface in `Popular Science' magazine's 4.94 issue, page 51, and other related products being developed by^ Apple, IBM, Digital, NCR, Texas Instruments.

%-Includes anti-virus software program, if system is in possible position to receive a virus. C="Bill"; C="Coordinator"

D1: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speech"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**M / 9*mq / 10*uq = 11[tr/rc] = 12+C ("Coordinator") = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".

-D1 Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions). See Parts&.

-D2: user = c = "brain"~sw = 'designated output (according to commands made by u).

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End of this "Computer" Section

File: Features Intro / Content Analyzer

CONTENT ANALYZER

Physical content 'analyzer: CAT Scanners, X-Rays, Scales*, Metal detectors, Weight scales, Smell analyzer, Light sensor. Database content 'analyzer: Types of 'databases analyzed include: ba-db; track-db.

A4-R29A METAL DETECTOR WHICH IDENTIFIES THE TYPE SUBSTANCE LOCATED, EG: type metal, chemical substance, etc.
Problem: product might be too big for identifying type substance, shape is easier.

-

8B420 X-RAY SCALE: Discover the weight, density and other properties for internal sections of item.
-Scale for Sub-Section Analysis: use frequencies eg: sound, X-Ray, etc to judge density and weight of internal or other sub section of an item. This way one is able to get better idea of weight and or density of a section of something of which one is not wishing to cut up.
-scale might be used to weigh total item as well. "C" subtracts weight of unwanted parts.
-OTD: "S"; "C"; pp; mp; uk; date; basic; educ; portable; printer; au; t; "M"; bp; score; cart; uq; mq; uip; character; notifier; X-Ray and all other standard modes of understanding contents can be used, eg: sound analyzer; how light is transmitted through (if semi-opaque); etc.

-

Database content 'analyzer: Types of 'databases analyzed include: ba-db; track-db. UIP-DB development is a type of 'Content Analyzer. Applications: develop uip-db or uip-tailor.

+ <3, 3> 4C170 SCALE: Alerts user if something isn't in perfect order:
4C171: Alarms if it isn't at zero grams prior to person placing item on scale. Saves user from having to read scale before, or user may forget to check for dust or obstructions.

4C172: ALARMS IF THERE ARE VIBRATIONS OR SCALE IS NOT FLAT ENOUGH. Also monitors itself for mechanical problems.

+-alerts w/ OSC, etc if scale is or isn't near zero grams when then someone puts something onto scale. Purpose: assures only wanted items are being weighed

+-system checks self if all the measuring systems are in perfect order; if not it will alter itself and or alert user to the need for corrections

+-(for vibrations and or if scale is not flat)

-helpful for frequent users of scales (in laboratory). Best option may be for a semi short sound to go on when there was an above zero weight on scale for over 5 minutes = when more weight is then added.

-D: scale -> weight determinator (analyzer) = c = osc/s

++ 2D-200 MEDICAL SCANNER: System analyzes body surfaces for any abnormal colors, textures via transmitting diverse light frequencies to help identify particular light reflections. System's database matches reflected light images against large database of known illnesses and their associated color patterns, and other symptoms. Database helps doctors diagnose type illnesses with an array of other existing tests. Also scans chemical substances to help determine their constitutions.

-

Checks for abnormal color(s) or texture(s) on surfaces of skin and any organ.

-transmits any array of (differing) light frequencies to analyze surface for color abnormality. Type tr (transmits) effects type of possible reflections, hence a wide array of different spectrums to be "analyzed".

-D: C ('computer) = transmitter (lights/sounds/etc) -> (surface of) object being studied) -> reflection (s) -> sensor = analyzer = c =s/printer/m/cart

-scans the surface for roughness of texture (analyzes the minute differences in distance from transmitter/receiver)

-eyeball examiner correlates eye being examined with its memory of other normal and abnormal images of eyeballs

-ap: for any or all body parts normally exposed, or internal organs during surgery

-all this data is analyzed by computer "C" medical analyzer to determine: ailment, cures, amounts of and how prescription should be administered, etc

-the more data on normal and non normal conditions of the body, the greater the uip database developed on the patient/object -> SW ('software) "analyzes" the probable mathematical chances = for type diagnosis.

--need to first develop large database of symptoms of known ailments -> c's database.

--mode of calculations: uip of other diagnoses are matched against current study = when all/many match to particular ailment -> doctor/scientist "notified".

-Types of software (cart): uip (sys = m)

-2D-201

2D-201 BODY VAPOR / EXCRETIONS ANALYZER: "Analyzes" airborne particles from body: breath, body odor, sweat, tears, etc. Studies characteristics of particles obtained for anything unusual/normal.

-uses (similar) SW ('software) as in: 2D-200. Related to KN (invention) from Directory A, where u mails in bodily excretions and recordings of body sounds/pulses for analysis by medical technician/doctor.

$ 1G19 LIGHT MEASURER & ANALYZER:

Sun or Electric light level received is measured and analyzed. For: meteorology; horticulturalists; studying relationships between light and related chemical / biological reactions, eg: 7G N.

-shows^ number of minutes received for which levels of light, eg: direct sunlight at highest point in sky = 310 minutes, direct pm (2-4pm) light = 59 minutes.

-D: "sensor" = C ('computer) = timer

-Patent Search Strategy: light near5 measur* - but this brings 400 patents on USPTO CD.

3J170 HEALTH ALERTER: Analyzes when human / animal / other life form's health may/has entered into danger zone. sys (system) studies all digitized signals from organism, eg: sounds, existing health monitoring systems. Many related KN.

-differs from existing systems by incorporating KN, eg: + 3J160, + 1C250, UIP (for what's sought -> nr)

-OTD D: U = This N sys (system) ~ C =

ACCESS (only certain signals will trigger: "analysis" process -> nr); ANALYZER ; BILL (charge per nr (notifier) / hr); CART (differing cart per organism / disease studied / environment / study); EDIT (sys filters out less pertinent data before "analyzer" gets = it); MULTI-USER (adjusts for different: studies / scientists / patients or organisms); nr (notifier) (notifier) ; osc ('outgoing sound communicator) (get info on organism via audio / printer / s); PR (w5 needs "analysis"); PS-Zone ; Q ; R ('remote control) ; ROUTER (designated "edited" data routed (to db / m / scientist (doctor))); SCORE (health of sys / organism); SENSOR (existing medical sensors studying "status" of organism); SOUND ANALYZER (studies: breathing, heart rate, arterial flows, body movement%, etc); STATUS ; TDS ("analyzes" frequency and time spacing between events being studied); TRACK (organism's history); UIP (studies within programmed parameter resulting= in only nr (notifier) desired occurrences; sys adjusts itself to changing circumstances w/ organism and or what's being studied (w5): organism's health problems change (differing symptoms) worsen/improve); VISUAL ANALYZER (medical image KN: X-Rays); WA ("analyzes" organism as it walks about / lives its (near) normal life).

MISCELLANEOUS:

. (Laboratory) Content Analyzers

. This file covers X-Ray Related Equipment, Systems analyzing contents of other material.

. (D) Drawing: element being analyzed/studied = signal (light/radio waves) being transmitted ~ transmitter / receiver (getting signals (being bounced back) = C ('computer) = display / printout / tr (transmits) = other C / mfh

. Content analyzers synergize with: UIP (on elements being studied), databases.

. Changes in "status" of contents (over time / in response to stimuli) can be studied as well with UIP (on elements being studied), databases.

SURFACE AREA ANALYZERS: different radio / light frequencies are sent, the resulting reflection is analyzed accordingly. For medical / non-medical.
-Data obtained is pooled with much other data to better understand the prognosis
-Human/animal/plant/other skin analyzer. Analyzes any surface area, also: eyes, fingernails, hair, ground formations from satellite

UIP & DATABASES:
Compiled by using content analyzers on numerous elements with known conditions. Hence, the characteristics from such can be matched with other elements (with unknown condition) which also exhibit same/similar surface/content analyses.

Includes: 'Behavior Analyzers. 'Predictors for future likely contents – one day even an advanced ESP (Extra Sensory Power) Analyzer might be developed (for fun).

. Smell/Chemical Analyzer: analyzing smell in the environment where video is being shot. Results of smell will be digitized and transmitted for decoding by a smell decoder/'sensor at any display or u (user) point.
Development of smell 'analysis and code protocol that could be added to the data and communication layers of devices. Relies on odor 'sensors/indicators. For example smoke detectors can 'analyze certain gases. How about adding a code for each 'analyzable gas and transmitting the code to other devices that have smell emitters.
-Smells list: Food smells, flower smells, smoke, smog, pollution, gases, perfumes by brand (Calvin Klein, Liz Taylor, Channel.) Etc
-Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'Content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.

END OF CONTENT ANALYZERS
File: Features Intro / Coordinator

COORDINATOR

This feature coordinates different parts and aspects inside the electronic system. Human beings naturally coordinate themselves, like their eyes, posture, hands and brain as they read about interesting inventions herein.

This function describes how different parts / aspects can be coordinated [within] the system. "Coordinator" is also called a 'Correlator, or 'correlating. It can be closely related to 'Associate or 'Associating.

Different parts / aspects are coordinated within the system. "Coordinator" is a (+software) Correlator. D: Coordinator = C = Aspects of invention(s) / parts / functions.
-Coordinator - Importance: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w (with) greater degree (of influence).
-Coordinator - Score: Score: sys (system) coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys.
-overlaps: analyzer (fuzzy logic), uip-tailor, edit, 5E090 Music Band Coordinator
-"Access" "BA": "coordinates" between different behavioral characteristics (of accessor). The score for one file can effect the score of other related files.
-See 'Sensor's 'Coordinator: which coordinates between multiple sensors in better to determine nature of occurrence.

COORDINATOR - IMPORTANCE: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w (with) greater degree (of influence).
-D: occurrence = sensor~analyzer = c (coordinates) = function / process / result.
. Read Later D: U = This N (invention) Sys (Coordinates how parts work w C ('computer) and other parts) ~ C =

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of these depending on designated application); SENSOR (correlates the values of (differing) sensor's signals, eg: which/what should be dealt w (more) seriously;); SOUND ANALYZER (correlates sounds picked up by mic w= db ('database) of sounds = helping identify = process / label sounds picked up by mic = resulting effect; correlates between more and less important/pertinent sounds); STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

COORDINATOR - "EDITOR" & *"ROUTER": Read Later (D) Drawing: U = This N Sys (coordinator = editor/*router) ~ C = ACCESS ; ANALYZER ; BILL ; CART ; EDUC (effects W5 (what, where, when, why and how) student learns; determines what material / methods used to teach, or the necessity to teach; uip); MULTI-USER (each u treated differently).

COORDINATOR = MULTI-USER: Read Later D: U = This N sys (system) (coordinates different parts/aspects/functions which are available to or used by u) ~ C =
ACCESS (coordinates different parts/aspects/functions which are available to or used by u = based on u's password); BILL (itemizes bills according to u, and by session / type application); cart (software 'cartridge) ; ROUTER ; SCORE ; TRACK ; U; UIP (differing uip are developed for each u then= sys (system) coordinates = functions for each user accordingly).

COORDINATOR - SCORE: Read Later (D) Drawing: U = This N Sys (score: sys coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys)
~
C = ACCESS ; ANALYZER ; BILL ; CART ; EDIT ; EDUC ; MULTI-USER ; nr (notifier) (the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys); PR ; PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

COORDINATOR - CORRECTIONS: Sys adjusts to poor quality performance (as measured via: "score", uip, *ba) by: downgrading/cutting out less desirable elements/modes, or "routing", or "editing". Read Later D: U = This N Sys (coordinator - corrections, 5E090 Music Band Coordinator) ~ C =
BILL (bills for more pertinent aspect of user's usage, eg: when multiple services / modes are utilized); CART (controls Correlator-corrections); EDIT ; EDUC (gives learner better / more pertinent information / training); MULTI-USER (Correlator balances usage between several people using sys (simultaneously)); PR ; ROUTER (signals / files associated w= low "scores" are routed = (edited) accordingly); SCORE (score used to designate what needs corrections/alterations w5); SOUND ANALYZER ("synth" poor/undesirable sounds); STATUS ; U; UIP ; VISUAL ANALYZER .

This part was formerly only: 5E090 Music Band Coordinator: <(3.5-pat, 2.5-mk), 3.5> Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. Corrects faults of players via: 1] u delineates certain player's whose sound is reduced [because they need to play but group doesn't want them]; 2] sys "analyzes" (sound analyzer) how each player plays then = adjusts osc ('outgoing sound communicator) accordingly, eg: cuts sounds exceeding sound frequency parameters.

System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple (portable) units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sounds making experimentation, cheaper recording.

-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.

-sys can also be an accompaniment (need fewer players); not limited to fixing/altering their poor music.

-signal processing part is what would make this patentable

-can cut down volume of particular players.

-"air pad"

Other applications: any portable N (invention) / part of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main T ('tel) sys (w (automatic) receptionist, related KN)

Terminology: External units: the mobile/portable units that are connected to central sys (c=brain) via (wireless) tr.

OTD drawing #2: (Multiple) U = External Unit / This N Sys (5E090) ~ C ('computer) = ACCESS ; ANALYZER (how each external unit interacts w (with) each other and or central c); ARTIST (group art making - each u has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating w which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C (each external unit can take over (many of) the functions of central c via: access, consensus from other external unit (their u), tds ('time date stamper) (that unit's time slot), uip/score = "game": who is winning game); CAMERA ; COMPOSITION (stick 5E020, Yamaha Miburi); DISTANCER ; *EDUC (learning terminal); K ; M ; MQ ; MULTI-USER (central c differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR ; SOUND ANALYZER ; SOUND VISUAL ANALYZER ; SPEECH ; STATUS ; STEREO ; SYNTH ; TDS ; T ; tr (transmits) (wireless,

cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP ; UQ ; VISUAL ANALYZER ; VR* ; WA .

OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C (5E090) =
ACCESS ; %ANALYZER ; ARTIST ; BVA ; BALANCE ; CAMERA ; CART ; COMPOSITION ; EDUC ; GPS ; K ; M ; MIC ; MO ; MOUSE ; MQ ; MULTI-USER ; nr (notifier) ; OSC ; PR ; PS ('positioning system) ; Q ; R ; SCORE ; SENSOR ; SOUND ANALYZER ; SPEECH ; *STATUS ; STEREO ; SYNTH ; TDS ; T ; UIP ; UQ ; *VISUAL ANALYZER ; VR* ; WA .

PATENT SEARCH Strategy & some related US patent numbers for 5E090. Music Band:
-US Pat No's *: Stringless piano-touch electric... %636035; Motion-controlled musical tone control apparatus [Yamaha's Miburi?] 636035.
.-sir APS 69' to 8.92: :
--US Pat No's: design pat: D245,197 1977 Portable, electronic, remote-control, wireless keyboard musical instrument
.---this pat found via bad search strategy: (cordless or wireless) and (music* or band*)
-S: this N is a wireless version of 5E080.
-Str APS 79' to 82': (sound* or music*) and (analyz* or analys*)
-kw: audi* stud* [study] correct*
-US Pat No: +? 5063820 Electronic musical instrument which automatically adjusts a performance depending on the type of player.

ELECTRONIC MEETING PLACE: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys (system) functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

* COORDINATOR MAYBE READ LATER SECTION =

-Different parts / aspects are coordinated within the system: "Coordinator" is a correlator.

-Different parts / aspects are coordinated within the system. "Coordinator" is a (+software) correlator. D: Coordinator = C ('computer) = Aspects of invention(s) / parts / functions.

-Coordinator - Importance: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w greater degree (of influence).

-Coordinator - Score: Score: sys coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys.

-overlaps: analyzer (fuzzy logic), uip-tailor, edit, 5E090 Music Band Coordinator

-"Access"' "BA": "coordinates" between different behavioral characteristics (of accessor). The score for one file can effect the score of other related files.

-See 'Sensor's 'Coordinator: which coordinates between multiple sensors in better determining nature of occurrence.

-Coordinator - Importance: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w (with) greater degree (of influence).

-D: occurrence = sensor~analyzer = c (coordinates) = function / process / result.

. Read Later (D) Drawing: U = This N (invention) Sys (Coordinates how parts work w C and other parts) ~ C =

ACCESS (protection; level of security clearance granted limits usage level of other parts in sys; analogous to the bar's front door bouncer who doesn't allow in bad people (villains as explained in access) to upset the happy party (functions, confidentiality, tying up sys (system) so those who need to use it are temporarily barred)); ANALYZER (how to coordinate); BILL (bills according to which parts were used w5 / for how long; if different parts were used simultaneously the billing per minute can be higher, but say not double if only two parts were used); cart (software 'cartridge) (controls how coordination made possible; multi-user); EDIT (how edit facilitates desired effects; coordinating multiple editing modes (simultaneously / for same application/function)); EDUC ("analyzes" how u can best learn what sys/student/u/guardian wants u to learn); MULTI-USER (balancing act between differing users); nr (notifier) (correlating different occurrences with corresponding NR); PR (correlation mode in (re) programmable); PS-Zone (correlates zones u / sys is in w= corresponding signals = how such signals are interpreted / processed); Q (correlates what sys knows about questioned material, eg: db, uip, uip-db w= u's questions (by tying characteristics of q w (with) characteristics in sys' information base); ROUTER (how router facilitates desired effects; coordinating multiple router modes (simultaneously / for same application/function)); SCORE (decides which scores or score sys (system) to use - correlating between several of these depending on designated application); SENSOR (correlates the values of (differing) sensor's signals, eg: which/what should be dealt w (more) seriously;); SOUND ANALYZER

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. Coordinator - "Editor" & *"Router":

. Read Later D: U = This N Sys (coordinator = editor/*router) ~ C = ACCESS ; ANALYZER ; BILL ; CART ; EDUC (effects w5 student learns; determines what material / methods used to teach, or the necessity to teach; uip); MULTI-USER (each u treated differently).

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Sys adjusts to poor quality performance (as measured via: "score", uip, *ba) by: downgrading/cutting out less desirable elements/modes, or "routing", or "editing

. Read Later D: U = This N sys (system) (coordinator - corrections, 5E090 Music Band Coordinator) ~ C = BILL (bills for more pertinent aspect of user's usage, eg: when multiple services / modes are utilized); cart (software 'cartridge) (controls correlator-corrections); EDIT ; EDUC (gives learner better / more pertinent information / training); MULTI-USER (correlator balances usage between several people using sys (simultaneously)); PR ; ROUTER (signals / files associated w= low "scores" are routed = (edited) accordingly); SCORE (score used to designate what needs corrections/alterations w5); SOUND ANALYZER ("synth" poor/undesirable sounds); STATUS ; U; UIP ; VISUAL ANALYZER .

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-"game": each player connected via (wireless) tr to central C.

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-t = main t sys (w (automatic) receptionist, related KN)

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-US Pat No: +? 5063820 Electronic musical instrument which automatically adjusts a performance depending on the type of player.
-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / W5 (what, where, when, why and how) of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

End This Coordinator's Section
File: Features Intro / Dance*

DANCE *

Movement of body / device% generates sounds. Includes Yamaha's Miburi which copies KN.
-Yamaha's Miburi: Spoke with: Nick (Mr. Katada) [I called thru 0120-084808 then connected to his tel # at: 054-60-3277. He said: they released the product idea July 15th, 1993 to the mass media, and he said Yamaha invented the product.].
.-Miburi functions: sensors on both wrists, elbows and shoulders. Wrist: controls volume, by turning wrist in - changes vol.
Elbow: controls the sound, "do re me fa..." each elbow has 3 positions, creating 3X3 equals 9 functions of sound possibilities. Should controls sound color, sound effect. Person is hooked by wire to sound generator, amplifier, speaker.
'Customization: sounds tailored.

*US Patent Number: 5373096. Title: Musical sound control device responsive to the motion of body portions of a performer. US filing date April 8, 1993, Pat issued Dec 13, 1994.
-See: "Access", "Artist".

+ See 3E061 Motion Tutor: 'Guides users to improve their different body movements, including 'dance related.
End of this 'Dance's Section

File: Features Intro / Database

DB / DATABASE

Stores information for 'adapt and other features.

D1 (Drawing #1) (Diagram #1): users= k (keyboard) = c (computer) = software = db (database). -D2 (Drawing #2): c (computer) (sw, (db) database) = M (mainframe computer) (main db (database) for sys [system]). D3: c (computer) = adapt (UIP) = db (database).

-PR utilizes type data from db (database) (based on type adapt (UIP)).

.-4E020 Registers all elements in database.

-Sub-Parts: +ADAPT (UIP)-DB: tailoring sys (system) [system] to u [user]; DB-M.

.-System "tracks" user/object = develops ADAPT (UIP)-DB.

-"Router": locates then= retrieves needed data= from (C/M's) DB.

-"Billing"

-US Patents & KW: "Interactive" = "Database": 5257185 Interactive, cross-referenced knowledge system; 5455945 Updating db; 5442786 Records u (user) interaction w/ (with) "c" = "db"; 5410692 "interactive" = "q" of = db; 5379421 r (remote control) = access; 5287493.

-US Patents & KW: "Track*" = "Database": 5470233 / 542846 ps=db/track; 5383112 inventory management; 5270718 "tracking" targets; 5233520 "track" food in-take

DRAWINGS OF THE DATABASE FEATURE:

-D (Drawing) 1: u = k = c = SW ('software) = db. D2: c (sw, db) = m (main db for sys). D3: c = uip = db.

. Other: PR utilizes type data from db (based on type uip). 4E020 Content Date Stamper: Registers and organizes previous occurrences. See "Brain". Sub-Parts: +UIP-DB: tailoring sys to u; DB-M.

.-Sys."tracks" u/object = develops UIP-DB. "Router": locates then= retrieves needed data= from (C/M's) DB. "Billing"

12.95 Bib Disk US Patents

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End of 'Data Base

File: Features Intro / Distancer

DISTANCER

Signals or system responds whenever any two or more parts: separate or touch or alters in certain algorithmic domains of time or space. 'Notifies when certain algorithmic functions have been met, eg: separated by certain distance; for longer than specific time spans. The main part of this function came on the market after we worked on around 1990 and 1991.

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See *"GPS" for further details.

-D: 1 = 2tr = 3 "C" (PD) = 4tr = 5/6/7satellite/8M

Signals via radio waves if separation (of 1356...) is more or less than desired/set/programmable distance. Different changeable distances between two or more parts (1356...) creates applicable signals (especially in 3, but also 1568..., these signals in tern command applicable function(s)3.

-Distance is gauged via: GPS (Global Positioning System) technology (see appendix to this file for details), and radio frequencies (see appendix)

.-See Parts& and other files for: GPS; distancer's radio frequency systems for details; separate distancer patent application.

-See "Brain": sys' part adapts according to circumstances.

. US Patents 12.95 bib disk:

-str: (find* or locator) and (electr* or computer* or software or mobil*)

-US Patents: 5463597 fish locator; ++ 5461387 position and direction finding instrument; 5280293 Mobile direction finder; 5173709 direction finder; 5146231 direction finder.

A2-28 DISTANCER ALARM: 3 pieces. Tiny pieces w (with) micro-chip attached to each glove, larger piece kept in coat/purse. If separated by more than mp distance, alarm. hh bp vb s w1 cons kinds adult. Save a Glove, Glove/Mitten - Saver/Alarm/Finder/Protector.

Product applies to anything else one may not want separated by pr (program) distance, eg:

pets (owner's piece alarms, maybe pet's piece on collar says in owner's voice "come home Charlie", or "..." or has whistle dog is accustomed to be for him w (with) prior training by owner. Something lent/used by employee/friend/stranger (pen from store). Autos, wallets, purses, jewelry, cash clips, etc. Carpenter's Tool Mate (pp); Thief's/Runaway's Best Friend;

6B040 INTRUDER: Attach secret distancer to unwanted person (eg: in shoe, bag, on car, watch...) and whenever they come near or in premises an alarm is triggered. Used as joke

6B930 PET DISTANCER: know if they are close or far away. User's receiver can tell them if animal is getting closer or farther as they walk, receiver will show number of meters, or codes for very close, close, etc as they walk around.

-as person is walking closer or farther, and system recognizes this, it will instead of saying close, say "closer" simply based on changes in distance from animals air frequency transmitter

3C-110-08300Q JUMPING JACKS DISTANCER:

Distancers between legs or arms. Each time person exercises by moving their legs or arms apart beyond certain distance, the distancer will sound.

-distancer can also count the number of times the movement was made (if the legs or arms went beyond minimum distance.)

-another way of measuring: distances traveled by animals on foot or by wing; the amount of work conducted by certain machinery, eg: pistons (the amount and degree to which they go up and down)

3C-111-08300Q WALK RESTRICTOR: (DISTANCER)

Distancer between legs creates effect if the two legs are ever parted beyond a certain distance. Replaces needs for chains on legs of convicts.

-The effect when legs go to far: sounds; or creates pain; or alerts central "C" via radio waves...

-A more civilized way to keep prisoners from running away

--Attachments to the legs are nearly impossible to take off illegitimately

3CQ-090-000000 SOUND DISTANCER:

Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their instrument(s).

-applies whenever the sound volume, frequency, or type sound is to be altered according to how far or close two or more parts from each other.

Ap: toys - when a police car drives near a certain object or place, it will siren, or an audio statement goes on, eg: "pull over"

-when a person or other organism or object comes close enough (or goes far enough), triggers (or deactivates) a: sound, light, or other electronic function

This file copied from n\c\distance to "Distancer".

Distancer file - function: Whenever Two Or More Parts Are Separated Beyond A Certain Programmed Distance, the receiver part will alarm.

USES: Gloves, children, pets, ex-convicts kept within certain radius, military applications, vital medication dispenser, hikers (so as too inhibit wandering too far), reference books which need to be kept in certain areas or rooms within libraries, when mother goes away leaving baby device automatically plays sounds / music distracting baby from crying ("osc" is psychologically geared to reduce crying feelings & create feelings of independence)

THEFT: office and home electronics; stores showing "S" models without wires - know something was lifted before you discover the person walking out the door and then running down the street; discover if it's your car that's being taken (alarms aren't good if you can't see car from window) gives you time to contact police in a minute. Alarms if windows or doors part beyond certain distance (another gadget to foil thief)

THEFT MISC: causes item to not work / sends alarm which can later be picked up by police when they later have enough receivers; if owner not in attendance, receiver contacts police, etc.

VERBIAGE: put it back / then "this is being stolen"; owner's or parent's voice says "come home", or if they then go too far, gives sound of "food", eg: can opener

TECHNICAL: reduce size battery by sending occasional pulses. Can operate on an FCC or toy frequency. Relatively cheap to produce. The small size allows it to be hidden within equipment foiling thieves - can also be built as a disguised piece of equipment.
Options: Upon separation beyond certain point distancer can send two short bursts of sound, or continue sounding. Buyer selects from different models triggered to alarm when separated beyond different distances. Or, for more expensive models, user can program distance permitted.

GAME APPLICATIONS: pieces need to be placed in the right distance from certain other pieces (results in wanted or unwanted sounds as confirmation). Outdoor game: if one playmate is beyond range (real life too). You know if someone is approaching (real life too)

MISCELLANEOUS APPLICATIONS: sends notice if remote machine isn't performing according to plan. Insert into the thing or car you are following: tells detective to wake up and start following after a brief pause. Auto speed monitor: attach unique signal to vehicle -street receivers can electronically catch speeders, those taking illegal turns (camera's more prone to vandalism and has visibility problem, etc.)

PEOPLE 'TRACKER: insert transmitter/'sensor into person's car, purse, etc. Whenever they leave receiving machine states time of departure and return. See if person is honest when asking when they were out. For spouses watching each other, managers spending much time out of the office, military. *Related to existing Loach for cars – tracks stolen vehicles via GPS.

FUTURE: Monitor via receiving satellites - watching world movements.
Transmitter begins transmitting upon separation, eg: credit card from wallet. wallet from purse. M indicates if wandering element is semi or very far. TM: Wanderer

UPON CERTAIN DISTANCE CREATED, items sends sounds or worded alarm (such as in person being run off with by mugger - speaker is well implanted so mugger must stop and find the money which might be in a semi-secret compartment.)

ANOTHER IDEA ON THE DISTANCER is to measure the distance the two parts are from each other in terms of zones. The stronger the frequency picked up by the receiver, the closer the distance. Also, both parts can have their own transmitters and receivers for particular applications.

Miscellaneous:
. End of section moved from c:\n\c\distancer
* 1G12 "Sensor" for blind people / robots. "Distancer" gauges distance ahead from objects which can obstruct its path (walking, rolling). Probably exists with current mobile robots. D: "sensor" = c (analyzer)
> R130 Distancer. Taiyo Elecs Co: REMOTE ("R") sounds if child is 2 - 7 meters away. Dec 92. KN Russian Pat Application Number: 045892 23 Sept 93 for "Distancer", KN filed by Professor Tsibin. Moved to "distancer" 6.96

END OF THIS DISTANCER'S SECTION

File: Features Intro / Editor

EDIT [FEATURE / PART NAME]

Introduction: Much of 'Edit is found in part Artist-Edit as well. This file covers mainly text 'editing, though also covered in Artist-Edit. Function 'customizes material.

9G220-EDIT: Channel Scanner Skips Stations Having Commercials:

Dissemination of codes from 3rd company source, continually broadcasts signals guiding entertainment system to avoid channels which are in commercial mode at any one time. Might charge monthly 'access fee. Also scans and 'edits: radio; parental content controls – whereby undesirable content being viewed by minor at that time is 'edited; printed material [shown online]; music; [online moving] graphic images *; educational programs; what else?

-Also codes type shows, eg: adventure, mystery; user priorities type shows they prefer, so when surfing, system gives preference to desired shows. Currently exists in some degree.

-Keywords for searches include: commercial(s), advertising, (cable) television, radio, broadcast(ing)....

-OTD: This N (invention) Sys ~ C ('computer) =

ACCESS (to monitoring organization / u / prevent non subscribers from using service); ANALYZER (uip); BILL; CART (sw of uip, pre-recorded entertainment); M (monitoring service); MIC (voice); MULTI-USER (each u wants differing stations to enjoy, so system 'tailors itself accordingly); *NOTIFIER (connection w (with) monitoring service terminated or if problem); OSC (w5 advertising starts/stops; W5 (what, where, when, why and how) desired programs are (about to be) broadcast); PR (uip; synth; osc; stereo); PS (broadcast shown in room u is in at time); Q (how use sys); S ; SCORE (u's past usage pattern, eg: w5 for type entertainment; T (mo; u's sys (system) / this N = monitor service's c); +UIP ; VISUAL ANALYZER ; WA .

-utilizes KN which scans (entertainment, information highway, cable, tv, radio) channels / services / forums / nodules which (somewhat) closely match u's uip/pr/type info or service wanted. Part of this particular aspect exists.

-Nr: u told when particular type service / broadcast is (becoming) available, though u might not be looking for it at the time. Sys continues scanning / rc (receiver) (from outside c) in u's c's background mode.

-Commercials can include any [broadcast] in non-program mode, e.g. radio jockey boasting the next hour is commercial free, static or non reception, broadcasting program whose contents don't match viewers preferences [based on UIP's database of user's TV tastes].

* Elements include: text; [moving] 'images; software functions; ADAPT (UIP) – like 'databases, 'tailored functions like 'guide; 'Editing functions/software [for 'game developers]. An enhancement for Apple, Microsoft, Cisco, Sun Microsystems, Linux, and more software and their publishers. Paste Toggling (Our future trademarks.

.-'Edit or 'Tailor alters how sections of computer code are 'Searched & Replaced.

-Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.

3G050-EDIT: Program Routing:

System 'routes user to (software) (pre-programmed) features that are best 'tailored. Details:

--'routes to other (related / better) programs, e.g.: based on UIP of u/programs.

--u may not want sys to stop showing existing program(s), hence 'editor gives u next best program(s) (from which u can choose another program if they wish) (so as not to disrupt/anger u/viewer).

--u may not be aware they are being routed to/from program(s), e.g.: 1] user won't realize system is seeking other programs while user is viewing current program. In other words, u experiencing one mode (a program) while "analyser considers routing to alternative program being made available. 2] aspects of program(s) u are experiencing are simply being blocked, eg: not shown on menu choices (or even in written manual).

-The content of the program best meeting 'designated needs, can then be 'edited and 'tailored.

.-5G061 Dyslexia: dyslexics can view material in manner designed to assist their interaction/viewing.

-See related 9G220 TV Commercial Screener: screens commercials (in like manner sys screens unwanted material).

-see 'routing part too.

EXPANDING SCOPE OF INVENTION FOR 9G220 + 3G050 –Jumbled Examples Follow

BEHAVIOR ANALYZER =

DATA BASE = for UIP

ENTERTAINMENT = 'routes for maximum 'entertainment value. EG: what TV show offers best 'tailored experience.

GUIDE = 'routing users, can be a form of 'guiding them. 'Guide relies on the 'route function.

MM / MULTIMEDIA = 'routes users to 'multi-media related functions

ORDER & TIMING = 'routes user to functions in a 'designated 'order & timing

SCORE = each 'routable function is 'scored for UIP pertinence

UIP (User Information Programming) = UIP-Access, UIP-BA, UIP-Edit, UIP-DB, UIP-Router, UIP-Tailor+, UIP-

VR = 'routes to Virtual Reality functions

WA = portable versions

Jumbled drawing Expanding Scope – Semi Targets 'Game Applications Too: User = 'Entertainment ~ Computer ~ Analyzer [UIP] = Access / UIP [users deemed/'predicted as having chance of being 'entertained w/ (good) 'reactions invited/awarded to 'interact or play entertaining games (in certain 'order & timing to get better 'mood effect in player)] // Agents ['entertainment part can be an agent that entertains entities or makes them entertaining (in 'games)] // 'Game Entity / 'Game Invention [user] // 'game 'Boss // [enjoy beating them in user's preferred uip determined style/manner] Edit / UIP [add and omit good and bad aspects of 'entertainment's software/'game function] // Effects / UIP [] // Data Base / UIP [what effects user's 'mood] // Emergence-AI / 'Peter [new genre's for forms of 'entertaining] // Group / UIP [average out each member's UIP-info] // Guide / UIP ['routes player via more entertaining 'route] // Heuristic-AI [create excitement by creating more possible 'entertainment/'game scenarios, rather than being limited to the more proven and filed options] // Order & Timing [up and down emotions juxtaposed create 'designate 'moods; also: fast/slow safe/dangerous 'games or easy/difficult] // More Lives [increase perceived value of 'lives in player] // Marketing / UIP [Say, "tailored to your tastes for maximum entertainment value"] // Mood / UIP ['score

'moods, along with associated/'predicted 'reactions/benefits/synergistic effects)] // Multi OBSTACLE [] // PD (Positioning Device) / UIP [move and exercise] // Ping-Pong / UIP ['order & timing leads to 'designated 'moods in user] // Predict / UIP [] // Power-Up [winning it is fun] // Puzzler [gaining 'access is fun] // 'Game - Real Time [gives more meaning to 'interaction/'game] Score / UIP [value for elements/characteristics in user/invention/other users are 'scored; 'score ('predicted) 'reaction in user – so as to offer best 'entertainment value] // Stickiness / UIP ['score elements effecting 'moods] // Trigger / UIP [] // UIP-Input [] // VR [] // More Related Functions.

A2-300 TRANSLATOR'S STYLIZER: Stylizer(tm) translates language to match use's lifestyle, situation, type p comm w (with) (versus stale verbiage for all occasions). STYLIZER ALTERS o adds: intonation, style of speech, word choice, spelling, pictures (still o moving), type style, volume (louder for discos), tenderness, strictness, slang, friendliness, business (reserved), wild party, sex pick up, liberal, conservative, etc. MP by culture, city, postal code (eg: more wild in Bronx than Wall Street [eg: party style communication/style differs by location; minimize awkwardness wo u knowing exact cause] whereby concrete and or feeling/sound related contents are altered to achieve desired effect.

TD: U: 1st selects style, then types in original language concept wanting to be translated, m does rest. e hh tt bp ep s w1 cons bus adult fun ll b mp exc d.

OP:

1] Converts currencies, times zones (calculating day light changes), teaches vocabulary (pp level of language).

2] At later time shows what terms it used, so u can review what you've used (learning by using in real life is better for memory, and aided by m printing out or screening words - paragraphs used with date.

3] sounds that represent what idea is (eg: barking, baby giggles/crying, shock, good surprise, passion [voice of ahh when opening soda/liquid to quench thirst - double meaning], laughter, singing (sexually, humorously, w/ pain, feelings...)-communicates w fun & or feelings & an excuse to say something harder to in words (great for advertising's non-direct product description).

MK: 1] Psychology: translating o speaking new languages (w o wo m) is difficult anyway you slice it. Current options normally are too reserved (sometimes too unreserved and if so communication doesn't compensate for subtleties). 1A] Non reserved stylizers pp mp will be fun at any rate (after all it's a [curios] machine). If u is low in energy or not in great mood for occasion, m helps bridge gap (even more useful for those who get energized by others who are in/put into good spirits. Working w Japanese requires reservedness in bus and wildness in the bar, westerners are inept in switching the cultures (to Japan and between its sub-styles) - adv: "let the machine help/guide/escort you."

Best ice breaker.

TM: Escort(er), Real Life/Party/Fun/Today('s) - Machine/Electronics/Translator/Communicator

.-"Entertainment" / Program (sw) Screener: 9G220: sys (system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

OTHER (FAR OUT) APPLICATIONS: u (user) nr (notifier) when services are cheaper due to drop in usage by other users.

-utility users of: electricity; (long distance / cellular / expensive) telecommunications (t); satellite usage; M usage (database, number crunching, etc); gas (cooking, heating) *.

--u nr (notifier) when services are being less used, hence charges drop at these (unexpected) times, or prices rise at unexpected surges in usage.

-sys can be free for u. Reasons: this selection service provider is slightly biased in inducing clients to engage w (with) certain programs (eg: c airline booking systems are free due to their biases); certain type selections wanted by u not allowable by sw; certain channels / services can't be scanned/monitored.

. Sys rewarding u (viewers) w/ more "entertainment" programs based on U's behavior (time spent studying, behaving well (uip, "scoring" by guardian/observer/sys). More programming = more time available / greater selection of programs (X - rated shows).

-3A-350 Study Watch Dog: more TV programming (9G-220) via = better behavior of student. 3A-430 Progress

3A-1190 INTERACTIVE TV: when film character shoots out laser or regular flashlight it shoots out of TV's transmitter into room. When laser hits certain electronic gadget something can happen

-D: TV sys = activates (room's external) = light emitter ~ osc. -Other effects: el (electronic) "entertainment"/osc/"mood" effects are activated by central "entertainment" sys, eg: lights in room flash; odors released; "t" rings (with (automated) voice communicating something pertaining to the ("entertainment") program being experienced by u. Effects u's: wa / vr.

--sys activates popcorn, dispenses soda when commercial for said product experienced by u on sys. Such products given as rewards ("TGH").

-U elects to get / screen out programs with this or other (unusual) mm features.

4A-140 HEAD PHONE / OSC'S SOUND SCREENER: screens out certain outside frequencies that are unwanted, eg: high pitch, high volume. One may listen or not experience "entertainment" (music) simultaneously.

-does so (automatically) according to: uip (of "entertainment" program / u)

-the consumer headphone version of this came out after I thought of it. Many companies make this since Feb 1994, one is called Sound Buster. .

% 5A-700 CHILD CONTROLLER: Limits usage of "t" or "entertainment". Note: this n initially written as a T ('tel) n, then expanded to include editing of entertainment (TV).

-to activate [outgoing call / particular (tv) program) feature, first press a special button (once or any number of repeated times in sequence) which lets you get [dial tone / program]. Caller must dial the numbers/code soon

thereafter or dial tone / connection/connectability/"access" is lost and any pressing of other keys on pad are ignored.

-Additionally, there will be a ring/beep(osc) if an incoming (t / %program) call/tr comes and can only be picked up (if handset is off hook) by pressing the same or other special button - this prevents kids from [answering the phone (should they be too young) / watching particular programs].

-parents can't always control their kids from using the sys ("T"), hence this is a valuable feature.

5A-720 TRACKING U'S BEHAVIOR: monitors number of calls and lengths of conversation between certain departments. A "C" database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.

-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

-"scores" frequency u experienced particular programs, eg: certain tv series / thriller versus romance movies / types music / type "interaction" with particular nodes or services on information highway. UIP-db development -> used for UIP-tailor -> u experiences desirable programs (w5 u wants it (w5))

-market research ap: study w5 programs are experienced, and tie = with the purchasing characteristics (ba) of u (viewers) (via tracking u's usage of their bank credit cards / "access" used at points of sale (cash registers at stores)).

-replaces service of Nielsen Rating services - monitors percent of population experiencing tv or maybe in future any "entertainment".

5A-730 TV (OSC) SYNTHESIZER: convert programs to your preferred sound style. Go beyond traditional base, treble and so forth. Change according to type accents and voice styles preferred. UIP-Tailor

5A-740 TV GUARD: Helps students study more by cutting back their television viewing time. Parent restricts times device may be activated.

-cuts of television after certain time period (up time span allowed to watch). Certain models allow user to turn TV back on, others are not allowing this, eg: interruptions (of pr (program) length) are form of punishment, or what u gets when their level of rewards has run out.

-records when TV was watched

-watcher keys in their code to turn on TV. They are allowed limited number minutes/day or month... Amount of allowed time might be determined by: their grades in school, other performance.... Parent who sees more than one person watching TV without each of their codes keyed in can have TV not allow them to watch tv for whatever time period as punishment

-OTD: "S"; pp; mp; uk; date; tds (scoring maximum # hours allowed per day, or week/ month; # hours which can be watched ("access") based on person's performance (eg: school scores)); educ; basic; alerter; access.

-Reward / punishment system's effects:

--certain programs are more restricted / emphasized (placed higher up on menu to encourage that versus other programs).

--type of editing functions in place, eg: kid (when in naughty period) gets rash/abrasive elements from program removed/altered, in tern helping positively help their growing up, while realizing omission of all abrasive elements from programs may be unrealistic.

--BA determines what (w5) u is encouraged to experience. Purpose: mold viewer's personality, viewer can be: child, jailed convict, customers (induce marketability of products)

--OTD (D) Drawing: U = This N sys (system) ~ C ('computer) =

ACCESS ; ANALYZER ; BRAIN ; cart (software 'cartridge) ; EDUC ; M ; MULTI-USER ; NOTIFIER (when u is hacking / bypassing editing controls); OSC ; PR ; PS (ps-zone); Q ; S ; SCORE (viewer gets brownie points when they choose to experience programs suggested by sys); STATUS (what viewer experiences/d); SYNTH ; TDS (2e251); %T ; UIP ; VISUAL ANALYZER (for editing); WA (vr, walkman type devices, eg: edit wireless broadcasts).

`BROWNIE POINTS':

-How they are: lost or rewarded [to viewer] / calculated ("scored"). Sys also helps replace live teachers / guardians in assisting their subjects' positive/desired stimuli attainment/"experience":

1] [(school / guardian's / (cart) sw program's) test or performance "scoring" systems] = "Analyzer" ("Score") = Brownie points = memory (c, or cart (u can take cart with points to differing compatible sys's, eg: to/from school, (friend's) home.

2] level of exercise achieved by u ("exercise" = "score"); 4e010 motion powered battery is another reward (u must be good to recharge their batteries). Only this sys can recharge the needed batteries to operate desired function (via the "portable" mode).

3+] BA: Sys watches u behavior (ba, 2e251 intelligent monitor). ba ('behavior analyzer) "scores" u's behavior (via designated "scoring" sys).

4] U selects more desirable programs (as determined by sys), though u has a choice to experience less preferred programming. Perhaps watching some programs can eat up more points (per minute/program) than other programs; or watching some programs either takes no points or ads points (if watched from beginning to end (as evidenced by kn "sensors", or how well u "scored" in answering q about what they experienced/learned (*TGH)).

5] Read Later D: U = This N (invention) sys (system) ~ C =

ACCESS (points can't be earned by all u, or when u doesn't have right password for certain programs/sys); %ANALYZER ; %EDUC ; MULTI-USER ; NOTIFIER (u given score); PR ; *PS-Zone ; Q (scores how good u's q are); SCORE ; STATUS ; UIP.

* User must be in good state of mind to use / continue using sys, or watch particular programs = "behavioral analyzer" / uip:

A2-070 MIND CORRECTOR: when mind goes into pathological fq, modes, it sends alarm (osc) (pr/choose soft, med, loud) which tells person to correct their mind waves. People often drift and can be helped when u is told by machine which checks for beta, alpha, theta and others. Wear as necklace, watch, bracelet, keep in pocket, bag. Police are called when person is about to go into dangerous frequencies (murder, suicide). If you feel crazy/bad/in need of pep, confidence it can send healing sounds/music/voices - statements/commands/support. Soothes anger, jealousy, sadness, manic behavior. TM: Mind Alert, Crazy/Mind/Head/Frequency - Zapper/Alterator/Alarm/Corrector. HH E BP SP VB S Med W1-2 Cons Kids Adult Fun Mood LL D MP dd rpc cp mp pp vc d mem shoulder-strap aca v

Screening processes: A2-090 STATION SELECTOR: request type entertainment by #8's (A2-080) categories. Good for companies, travelers, drivers. Changes TV, cable stations by the show. Mix with Music Converter. Choose restaurants, discos, clubs, theaters, stores. By logging into M u connect with L C. This N was copied by in its cruder form.

-A2-080 MUSIC CONVERTER: Make easy listening (perhaps non voice) music applicable to the environment's levels of desired energy, conservative, liberal, cerebral, intuitive, seriousness wanted for desired effect. For offices, churches, elevators, stores, public places, taxis, airplanes. For example: when an old rich widow comes to small bank to open account, music designated to up her good visions of future, happiness; after bank closes (only for customers), need conservative, cerebral music to minimize mistakes in accounting; offices on Monday mornings, rainy days may want happier, more liberal music. Take standard batch of music for system and program accordingly. There is too much confusion in buying diverse albums for purpose. Can even convert certain radio stations and still get news. Actual changes can be: bass, tone, speed, volume and any of the changes alterable on sophisticated synthesizers. For own music, can even ad additional sounds to music. There are limited number of soft easy listening radio stations allowing minimal options for fine tuning of environmental molding. E TT EP Med W2 Bus adult mood LL B PP D. PP may need mgr's code, or enhance productivity, sales, etc by setting from co's regional or int'l headquarters. Airport customs, security can change according to airplane's/boat's origin, or time of day, etc and desired sounds to better catch people more likely to have desired response. Music/Sound/Office/Store - Enhancer/Upgrades/Converter.

A2-090 STATION SELECTOR: request type entertainment by #8's categories. Good for companies, travelers, drivers. Changes TV, cable stations by the show. Mix with Music Converter. Choose restaurants, discos, clubs, theaters, stores. By logging into M you connect w L C.

A2-110 CUSTOMIZED CD: program your personal info (age, sect eg: baptist or Lutheran), your zip code, occupation, education, hobbies, family statuses, etc. Then m personalizes editorial content for your tastes. Personal o co's info inputted by product marketer, provider of credit card - bank account - bus account, church,

yourself, school, store, manufacturer, parent, etc. SW-o-cd C E HH TT BP EP SP Med W2 Cons kids adult mood LL. Bible/Philosophy/Reading/Books/Magazine (On) Disk/CD/Tape, Custom(ized)/Personal(ized)/Your/John Doe's Magazine/Book/Philosophy/Education/Dis/CD/Bible/Entertainment.

A2-11A TRAVEL CUSTOMIZED INFO: continued from #11: Customized CD. Travel service co's output info in priority order and in type info based on client's previous type activity, eg: level of importance of low pricing, type facilities o vacation spot characteristics... Tel ("T") marketer's PC shows sales info based on client's past purchasing style and personal info (probably exists in some format).

A2-120 PERSONALIZED ENTERTAINMENT: mix w (with) A2-110. After personal info input (M or U keeps previous scores and responses for analysis), have following matched for you: games (chess, IQ or Creativity or other behavioral training/fun, versions/enhancements of computer games on market), drama, music. Personal(ized)/Your/Customized/John Doe's - Tutor/Instructor/Teacher/Helper/Fun/Game(s)

A2-12A PERSONAL(IZED) GAME(S): mix w (with) A2-110 110A A2-120. Game develops specific rules for u's personal info. Each person has certain aspects of game that cause: fear, stress, adventure, excitement, interaction, harmony, romance... that they like or don't like.
M po o dd rules and game plan more likely to create more satisfying response in person. M can merge personal profiles for multiple game players, developing the most satisfying, level of complexity, energetic... way for them to interact; may even be used to improve their relationships by solving problems; letting out steam where useful; avoiding attacking opponent where potential improvement is minimal / they are psychologically fragile. All people have same or different set of game rules & or paradigms. M prints out game number name & or both with type game category, u can reelect game again (w or wo same players); M can play multiple or unlimited number of games, even never having rules ever again quite same w (with) o wo pp.
. Public Relations elements (options, uses, benefits, training assistants...): u / (and or) m/programmer/party giving personal info requests/selects automatically: game type category; # players; outdoor game; indoor game (on board, type c (hh, tt, model no); using room/house as game board (maybe include floor plans for personal info); stop & play, eg: if ur at work w (with) long wait gaps; teaches role models for kids, adults for life in general, being an employee/boss/sales person/a particular job position, -- handling crises: medical emergencies, war, terrorism...(does this by creating semi-life like situation where u must play, combat w, construct, de/re-construct situations); learn languages like speaking w (with) live native, by having conversations by keying in a reading dd/po or verbal in/out-put; completely program ur (your) own personalized games from scratch or authoring language software, - or make your own general prototypes from which to create personalized games for others; rules might be changed, added, deleted in middle of game (based on developing handicaps to some degree against winner, increased personal info) EXAMPLE GAMES: The already published game "Risk", roles played: machine gives p countries according to cultures, histories... they like - less aggressive p who is

fascinated w (with) Mussolini gets Italy and if they're aggressive northern Africa goes to opponent semi-matched to each other's personal info. Peace lovers get Switzerland, Scandinavia. Japan phobics get Far East Asia so as to attack Japan. The p who is different from the norm, above average intelligence and feels trapped as a result gets Japan or Israel w (with) strong armies to expand. In "Scrabble" of any language, p get letters spelling words that will satisfy them, players in any game need not know m rigs rules for personal info (eg, don't tell ur (your) grandmother; have m make it easier for her/younger p to win).

MK: now everyone can agree on games to play; the only game you ever need to buy;

TD: Memory of past games played & performance & maybe level of satisfaction & increased knowledge of personal info; C ('computer) sw e hh tt bp ep med W4 kid adult toy game trick joke ed mood ll crt M(for personal info, new games, adaptations to current events...) rpc cp pp mp b vc exc(outdoor games) aca v . Where game is played: on 1 or multiple keyboards/crt/dd; po board graphics pinned to blank board clipping po paper; po game piece graphics attachable to plastic type weights by clip, glue, magnet...; a machine that only produces games and played on PC...

A3-R12B= MAIL ORDER GAMES: mix w (with) 12 12A. Low investment costs. a co might only take personal info and be a mail orderer of personalized games personalizing games/marketing by u / market for: reg cons, therapists, reg / specialized schools/classes; cons magazines (new age, military, needle crafts, fantasy, wrestling, cars...). Maybe money back guarantee, or free/cheap. Let buyers of m be their own game seller, going to schools, friends...

A3-15// ENTERTAINMENT CENSOR: tv, radio, music system, tel ("T"), computer game cuts off after pr (program) time (by parent, teacher, boss, manufacturer, retailer, government) and tells u to study, clean room, exercise, make your appointment (eg: go to school, see date), or gives commercial, national security announcement (eg: tornado watch), or person/parent calls in to say meal is ready, somebody on tel ("T") or at door for you. Or, maybe unit just cuts off automatically - good for adults who don't want addiction. Addiction Watcher, Addiction, Stop. Or, might just tally number of hours or time watched on semi-restricted channels. Attaches to unit. EP W1 Cons Bus kids adult ll pp mp d

-second program ("game") (automatically) restarts from where it left off before (when previous commercial, or u chose to stop interacting w (with) such 2nd program) (via el (electronic) bookmark).

-the human/sys monitor which codes when there is/isn't a commercial/desired program = transmits their codes via: m; information highway; to u's modem; t (tel line); radio fq; etc.

-this sys better than existing commercial deletion sys because broadcasters/producers/tr of (commercial) broadcasts can become more sophisticated in fooling receiver's "entertainment"/"tv" sys that there are/aren't commercials; plus our sys (system) is more accurate and with more features.

-if u/viewer wants more notice time for when commercials stop/start, they can elect to have a delay as to when their (home) sys/tv receives program. In other words: program has 1 min delay time and viewer given a 50 second notice (nr) before change in channel being experienced.

MISCELLANEOUS: Terms within each group are normally replaceable:

-Material: Program; "Entertainment"; tv/cable/radio/cd/"cart" show/program; Text: fiction, non-fiction, legal text, periodicals (on-line), text CD's; Music; Recorded/Live sounds (osc) or voices (see kn - sound cancelers too); Images; What "camera" sees

-Edit: Skips; cuts; editing/selection process

-Analyzing Contents: UIP: "analyzes" (kw) contents and cuts; "Scores" material; % Edits; "visual analyzer"

-Unwanted material: commercials; advertisement; material with poor "score"

-Reactions of sys (beyond simpler editing): % moves camera / "visual analyzer" into/away from material according to its "score" (2E251 Intelligent Monitor); "routes" u to other material (only during pause while material is being cut); tells u there is no more material w (with) desirable "score"; Collages clips of better material.

.-Experience: view/read/hear material; "interact" w (with) material

.-"Entertainment": movie; show; "game"; % material.

-Rewarding viewer: getting more "entertainment" time / viewing / reading or experiencing time; level of reward matched by what they can experience (material w/in certain "score" parameters); getting brownie points (even w (with) or wo being translated into being awarded more experience from sys); awarding u/student/player ("game" player)

. Sub-Parts: Edit-Program; Edit-Reward; Edit-Route; Edit-Teach: alters / routes data to better teach student (uip)

6B-12 BLOCK OUT: omit / 'Edit parts of picture not worth seeing by blotting out with a set (or UP [user programmed*] shape, size and color, eg: a round neutral color blob (color is simply a mix of the colors- being blotted out, or a mix of the colors in the surrounding area.

-feature is activated at time of shooting pictures

. for still life or moving image camera

. Screening / Editing Selected Programs - Sys Routes Viewer To Alternative Programs.

-Programs: TV, Games, Music, SW (aspects of program), Other MM.

N EXPANSION: Following terms are normally interchangeable w/in each group:

-Group 1] program, sw, mm, tv show, entertainment program, material being viewed/studied/%experienced; film; video; music; channel%; [broad cast] channel;

-Group 2] screened; altered; adjusted; (partially) blocked; restricted; access%; reroute%.

+ A CODE (ACCESS, EL 'WATER MARK') BUILT INTO THE DATA/SW LIMITS HOW IT CAN BE: "edited" / copied / utilized (to operate device).

Producer / Supplier / Broadcaster of program / data can via its code (access) limit how (w5) the material gets "edited".

-Examples: can't copy; if part is canceled = the entire program / file(s) of data, or portion thereof are erased (automatically) or made unaccessible (by u/sys who tried to "edit" it).

-these `codes' or `watermarks' described in NY Times Aug 7, 1995 article, p5 "Digital Commerce - two plans for watermarks, which can bind proof of authorship to electronic works", ref # article #2.

-usage rights (copyrights / fee paid for # times of use) can be risked by "editing" if done in designated methods.

-a special (sw) key (for which fee needs to be paid (to activate)) is needed to "edit" / experience the program. "Access" limits functions of "edit".

-the `water mark' stays w (with) any data that was "edited" (cut out and transferred).

-Codes effect "Editing" of sw [type of program (available for purchase)]: codes limit how sw (cart) can be (re)programmed / altered / what products it can control / effect. Examples:

--parent restricts sw's functions to three of twelve (separate) el (electronic) products. Of the three mentioned, only one product can be fully utilized, the second can only have half its functions utilized, and the third can only be utilized if other criteria are met: W5 (what, where, when, why and how) / ps-zone / ba.

--D: u / guardian = C ('computer) (sw = code) = controls designated products / functions in this or other (detached) sys = desired function

"Bill":

-See also 9G150 Getting info during tv commercials.

% Like 'synthesizing, sounds are altered. Synthesizing is a form of editing or altering [sound] content for 'designated results. See the part 'synthesizing.

HYPERVIDEO (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable.

-Editor applications: it determines which hypervideo 'images will be shown and how [w5]. 'Images are editable. Editor controls: how user is 'guided to which images [w5], eg: to get better: 'education, 'egh, 'tgh.

* EDIT – READ LATER FILE MAYBE =

-Automated image alterations: via any image changing algorithm in +"Artist".

. System automatically edits available functions of system (for U / Other Sys/C).

-Sys (SW) edits/alters programs (sw, "entertainment")/functions as designated by UIP, Access.

. The V Chip: which edits out certain television, radio, www or other electronic media shows or channels.

. System determines via its "analyzer" the content of the service's transmission. Intelligent monitor 2E251: c selection process SW ('software) = u's C ('computer) sys watches (TV type) shows for = behavioral analyzer (key words spoken/printed, sound analyzer, visual analyzer).

--especially useful when broadcaster / service provider doesn't supply codes / access which helps u's selection sys (system) select for their tastes/needs.

-UIP: u's situation changes by the hour (for business), hence u's needed info changes accordingly = "analyzer" determines what needs selecting = this N.

-OTD D: U (viewer, C user, computer programmer) = This N Sys (Data selector) This N Sys (service/broadcast selector) ~ C ('computer) ~ U =

ACCESS ; ANALYZER ; CART ; EDUC ; M ; MIC ; MULTI-USER ; NOTIFIER ; OSC ; PR ; PS ; Q ; S ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; SYNTH ; TDS ; T ('tel) ; UIP ; VISUAL ANALYZER ; WA .

-User wakes up to (TV, cable, stereo) program at anointed hour = (tds = alarm) = 9G220 Channel Scanner finds appropriate station according to U's UIP = U views station.

. Exists: R42 Omits commercials: system knows when commercials start and end. [Arista, Hauppauge, NY PS 4.94]

-the human or el (electronic) monitor can monitor: tv (air broadcast / cable); anything on information highway (mm programs, e-mail messages received (isolates similar/identical messages sent to differing parties - and therefore probably from a marketer of some sort). Saves u's time.

-see KN (invention) in file G1 : sys screens/edits material, eg: kids watching X Rated programs on TV, MM.

. PATENT SEARCH Strategy & some related US pat numbers: Also see IMI-Intro& for details.

9G220 Channel Scanner Skips Stations Having Commercials:

. old str [strategy]: (bypass* or ignor* or hid* or cover* or skip* or erase*) and (commercials [keep s otherwise get commercialize] or advertis*)

-new str: (television* or tv* or broadcast* or cable*) and (commercials or advertis*) and (1st section of old str - but then erase it)

-US Patent No's: Classifies patterns of tv programs and commercials based on discerning of broadcast audio / video signals 5343251; 5343239%; 5319455*; 4647964*

-sys ads/superimposes over commercials another program: US Pat # 5264933*; 5233423*; 4724491*; 5424770 automatic insertion of a television signal from a remote source

-identifying what is and isn't a commercial (done automatically wo human monitor): 4739398+; 4750053+

-automatically edits commercials (wo human monitor): 4390904+

-miscellaneous 5404566 Generates "entertainment" audio signal interrupted by advertising audio signals and device for carrying out the process; 5319455% distributes customized commercials to television viewers; 5233423% Embedded commercials within a tv receiver using integrated electronic billboard.

+-5241428 Variable-delay video recorder: Allows simultaneous recording and playback of program material, including means for controllably varying a time delay between the recording and playback of recorded material. Previously recorded material temporarily stopped and then resumed without interrupting the recording of new material. User can interrupt playback (eg: to take tel call) without stopping the recording, and then resume

playback, user watches rest of program delayed by timer period. User can "fast forward through those recorded portions [unwanted, commercials] and catch up to the live broadcast. Patent issued Aug 31 1993.

-Editing other elements: Sys edits any type of unwanted program / data / images / words (key words) / other content by cutting entire material that is presented within certain time parameters (eg: middle 45 seconds), or program continues but certain sections are cut, eg: kw, so entire length of program is the same.

-sys can fast forward thru questionable (has medium "score")/unwanted material.

-"Scoring" System: continued: kw; applicability to task/need at hand. Especially for reading text; uip.

-Sys develops a collage of bits and pieces of material, stringing the clips in order and or next to each other in terms of their - "scoring": relatedness of material to each other; how reader might better view introductory info to better understand subsequent material - complex task for sw; "visual analyzer" - for color matching (easier to do), level of panning, amount of action (movement); etc.

-Screening Via:

--"Analyzer" studies contents then determines appropriateness of material for u / viewer / human or sys monitor / another "analyzer" sys.

--Analyzer determines contents via: 1] seeking particular words (key word search) / images (visual analyzer) / types of sounds (passion, gun shooting, screeching cars, crashes, breaking glass, etc - via "sound analyzer"). 2] uip: matches what u does/doesn't want w (with) the broadcast/sw/mm program(s).

-OTD (D) Drawing: U/Viewer/Guardian = This N (invention) Sys (Program Screener) – C ('computer) =

ACCESS (+password, *key); ANALYZER ; CAMERA (visual analyzer: views what is occurring in other locations); CART (sw: how program is screened/altered; or the actual program to be checked/altered, eg: video tape, CD, sw, data (novel)); K ; M·("analyzer" for judging type content; monitoring individual which experiences then "scores" each program (and or its sections); MQ (what u/guardian wishes sys (system) to edit); MULTI-USER (identified via their access); NR (notifies if/when/w5: sys being hacked; watcher (kid) watching material that could be edited; guardian notified); OSC ; PR (screening); PS (u must be at certain location (room)); Q (menu of programs available); R ; SCORE (guardian / u can see what programs are available and their score / how good they are); SOUND ANALYZER (for screening); SPEECH (for screening); STATUS ; STEREO (screen radio); SYNTH (for altering material into desired by-product); tds ('time date stamper) (limits times u can experience program); tr (transmits) ; U (student, child, adult (seeks differing type of screening from kids), general audience (employees, students for class, clients, users of other (unrelated) sys that incorporate the programs that get screened)); UIP ; VISUAL ANALYZER (for screening); VR* ; WA .

-ACCESS: -u's qualifying "status" changes (over time) due to: code(s) given to them by human/sys guardian; (growing) age of u; previous material u experienced, eg: tgh after u learned more; uip.

-abuse of access, eg: c hacking -> nr (notifier) to guardian.

-guardian K ('keyboard) in (different) code (each) u needs to experience program. Or, u who has a code can experience any program, and (younger) u may not have the code hence is restricted.

-EDUC: -(elements in program (eg its differing files) are coded (by manufacturer/u/guardian/this sys) for their educ (tgh) difficulty/applicability level (for particular task, study, student). U might still be able to view all/most aspects, yet have desired material presented in best order (logically gets more complex building on previously presented material) while other material that doesn't fit is at: menu bottom / in different window (needing "access", or 'brownie points (see kn) for good behavior' prior to opening/experiencing);

-UIP determines material u needs to learn via: the incorrect answers / statements / q posed by u/student. UIP of all previous material studied by student ("tracker").

-What's Screened / Altered. Programs that are / have / suggest / condone: (physical) violence; (poor / type) language(s) / idea(s); sex: acts, suggestions, unsafe sex practices (eg: no condom); religious views; racism; political views; particular lifestyles; types of music / concerts.

-u may have sys select out material that is either not puritanical enough, or too puritanical (boring).

-How program / material / sw / mm altered / rerouted:

-given programs have multiple sub-programs that can replace multiple portions from (main) program. Examples: lady politely bids man good night at her doorstep, rather than their kissing; when spending night at hotel, each character has separate rooms rather than same room, so actions before and after the hotel scene need not be effected. Film maker might simply shoot double the normal footage, with special attention to the main program. Results in differing people seeing same program via differing versions.

-each scene / aspect / element of program is coded

-entire packages of programs can be blocked, eg: films #4, #8 are routed to films #30 which is also an action packed thriller type film (package).

-Related KN: -3G010 Tel Delay: U may need to temporarily delay use/"interactive" ability w (with) program until program has been screened/altered.

-What is screened (blocked) / edited / altered / synthesized*:

-TV; Games; Music; SW (aspects of program); Other MM ("entertainment"); "entertainment";

-Transmission (to viewer) via: traditional air broadcast; satellite; cable; M; T (line, cellular); other wireless modes (rf, infrared); "tr" = Received ("rc") by u (viewer).

.-Note: US mass media started covering the ability of parents to edit out unwanted programs their television broadcasts since maybe July 1995. My major expansion of this theme started Aug 6, 1995. However, earlier, I developed several related N, plus the imi part files.

. Sys (SW) edits/alters programs (sw, "entertainment")/functions as designated by UIP, Access.

-Sys "tracks" u: score/ba-track determines how sys may edit functions or programs for u.

-U can easily toggle between experiencing select channels, most, or all types data:

--Different channels/files have differing desirability "scores". This preferential rating system is stored in differing files. U selects which such file is wanted. Examples: 1] they want to experience thriller movies, "R" will surf (only) channels w (with) such programs (then after they have (all) been viewed (once) w/in (last 10 minutes, sys (system) can allow user to see all / next lower "score" channels (as well)).

-K pad has differing switches / control settings, which allow U to select type "edit" mode.

-"Router" is a subset of "Edit".

-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied.

.-sw edits out sexually explicit images. (It blocks TCPIP flow). Their employees monitor the information highway web, updates are sent to user who then is unable to "access" certain sights.

--Surfwatch Software, from Surfwatch Software, Inc., 105 Fremont Ave., #F, Los Altos, CA 94022. 800 458-6600.

From 5.96:

-New existing V-Chip blocks TV violence and sex. Blocks: "full screen or picture-in-picture boxes, and TV and VCR clock setting." From Zilog, Inc in Campbell, California. Part name: Z86129. * 10 line article from S.F. Chronicle, p. D1, May 29, 96.

-12.95 Bib Disk US Patents = "Edit"

-str: (edit or editing or edits) and (computer* or software*)

-US Patents: 5465324 defining geometric relations in CAD; 5442744 "editing" multimedia.

-Sounds are "edited": US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered. Pat issued 11.94.

-? only went half way into A dir for merging w (with) old N; already merged w (with) IMI.

. System automatically edits available functions of system (for U / Other Sys/C). It seeks then gives what user or system may want.

END OF THIS MAYBE LESS IMPORANT SECTION

END OF THIS EDIT'S SECTION

File: Features Intro / Educate

EDUCATE / GUIDE

'Guide is a subset of Educate

MISCELLANEOUS: .- "Guide": Art Instructor. Suggests how user might proceed in generating "images". Useful for large sector of population. Fill in colors in designated locations. System guides / prompts u for when / how (w5) they can create art. See: "Artist's" "Guide", "Access' Guide". Subset of: "Educ".

. 8B290 Play out your future anticipated situation and or activity. Also learn new ideas and strategies about what to do. Excellent training tool. System might or might not give guidance as to best strategies to adopt via: suggestions, warnings, alarm when person is about to or has made a mistake....

. As training device, program situation to depict near life representations [in 'games] requiring skill needed in the future. 'Guides u in inputting information [UIP-Input] / how to use sys.

. Speech (Pathology) Instructor: student speaks= sa= compares spoken sounds w (with) db of correct speech= osc ('outgoing sound communicator) (correct speech)/ printer / score.

-see kn's music instructor.

A453A UIP-TAILOR AUDIO COMPUTER LEARNER: Learner selects from their electronic information source (Educ-db; uip-db) what they want to hear and learn. Information transferred electronically to user's portable player chip, which can be listened to while traveling. Great because user only hears what they need. For learning difficult material, such as language grammar or history dates, user can edit in just what they need to focus more on. Training tapes on market give the user the all or nothing approach.

Technical: also works with cassette tapes. This product is most likely to be an accessory for a larger educational / learning / information system such as #53.

. 'Software 'guides user to learn 'designated skills.

-Skills that can be taught include:

vocational; understanding the product that comes with this 'educations feature [trains how to use]; school or other institutional training programs [computer based training].

. How system determines what needs to be taught: 'seeks which functions user lacks proficiency.

. See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

. UIP-Access: earning high[er] 'scores from 'educational process gets points/'access

. UIP-Edit: material 'edited to 'tailor learning process

. UIP-DB of facts, info and uip-traits – helps teach/'guide

. UIP-Q&A: user asking questions and getting answers in form of 'education

. UIP-Router: get routed to topics, chapters, windows based on UIP-traits, high education learning 'scores.

. UIP-Track's student's learning progress.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U/Student (User of this Invention) = Applicable Functions Of 'Educational Features ~ 'C (CPU) =

[Parts Section #2]: ACCESS [smarter / faster learners] // ARTIST [increases creative thinking [based on understanding the role culture plays in the creative thought process] // ANALYZER [controls education's 'tailoring process] // BA (Behavior Analyzer) ['tailors learning to user's behavior profile] // EDIT [('game) 'educational content 'edited to user's age/skill level)] // MULTI-USER [] // NOTIFIER [] // OSC [] // PR (Programming) [] // PS-ZONE ['educational material 'tailored to user's zone] // QUESTIONING [menu of questions 'edited for 'tailoring] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS ['reacts with 'guidance when user lacks knowledge/skills] // TDS [] // T (Telephony) []

// TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [].

* Sections 1 and 2 interact.

. EGH (Education Gets Harder) is a part of "EDUC", though EGH can be a separate function from ED. See "ED" for details. Subset of "Education". See "Brain": system' feature (also viewed as part) 'adapts according to circumstances. EGH = Educational training product gets harder, compensating users for their improved performance. System remembers previous user's performance and gets harder accordingly; "Educ".

-Drawing: 1 User at K (keyboard) = 2c (computer)= 3 function.

-For Techies: 1 multi-user: each u (user) or player is 2 recognized as a different identity by 1 typing in their name or part; 2cart; 3display; entertain; % interactive; 3osc; 2pi; 3 print; 2score. "Edit".

* EDUCATION – READ LATER MAYBE =

-Stretches the 'user's mind, eg: increasing their creativity. See KN (invention) paper on topic.

-D: 1 uk = 2 c = 3 function

-OTD: %interactive; system sold with an educational manual/textbook in "C" or book(let) form; multi-user; notifier; mp; uk; % "M"; pp.

.-"Router": locates then= retrieves needed data= for this part, eg: information to provide better education.

-A code (access, el (electronic) 'water mark') encoded in sw/data* limits how sys (system) / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-Sub-Parts: Educ-EGH.

-"Billing"

.-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // GUIDE // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys (system) differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

.-US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered = "Educational" practice (improves thinking abilities: memory / analysis of sounds). 'Game
-US Patents = "Educ": str: educ* and (electr* or batter* or computer* or software*)
-"Access' BA": correct (EGH) behavior taught to accessor= thereafter such (correct) behavior required.

See +'Guide. END OF MAIN 'EDUCATE SECTION
File: Features Intro / Entertainment

ENTERTAINMENT %

Use of the invention can be: a type of entertainment; a novel / happy / fun experience; a creative experience; used to stimulate user's creativity.

MISCELLANEOUS JUMBLED INFO:
-generally the experiences of pleasure/well being outweigh aspects of the program/%product that elicit emotions of other types, eg: horror, fright, friction; pp; mp; %educational; %educational toy; %"game".
-MOOD* = Usage of invention often effects/improves user's mood. Product's sales literature states it improves and or alters human moods, feelings, emotions, or level of happiness. The following also are used to achieve this aim:
--'Interactive 'Game that is UIP-Tailored for user to elicit 'designated emotions in player(s).
--'game 'cart; 'cart; character; pleasant tones/sounds in OSC, synth, speech; software's wording, button labels, instructions in printed manual. This part might occasionally have been mistakenly called "enter"** in which case the context will justify the meaning. "Edit".
.-"Router": locates then= retrieves needed ("entertain") programs = as controlled by UIP-Tailor.
-A code (access, el (electronic) 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".
. Sub-Parts:
-Entertain-Program: films, music, %"games". Program can be digitally stored.
-OTD Drawing: U = (Entertain) ~ C =
%ARTIST ; %BA (to 'tailor [our] inventions to user); BRAIN ; C ('computer) ; %CAMERA ; CART ; %COMPOSITION ; EDIT (uip); EDUC (uip makes more entertaining); K ; M ; %MM (entertain is experienced by u via mm); %MIC ; MULTI-USER ; **NR ; OSC ; PR (u programs W5 (what, where, when, why and how) of entertainment); Q ; R ; ROUTER ; %SCORE ; STEREO ; SYNTH ; %TDS ; UIP (uip-tailor); UQ ; VR* ; WA . "Billing"

ELECTRONIC MEETING PLACE: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS (needed for

each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR ('program) (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

3G050 'ENTERTAINMENT PROGRAM 'ROUTING: System will route 'user to other (related or better) programs, eg: based on UIP of user/programs. See 'Editor part for details.

5J0411 ENTERTAINMENT BECOMES MORE REALISTIC BY EMITTING CORRESPONDING SMELLS

. Movie Smell Emitter : Odors and other stimuli are emitted for people according to any criteria. Examples:

-Movie / Electronic Entertainment viewers/users have their (five) senses stimulated at designated times (w5), to match the desired effect in the being.

-'Education, 'Guide, 'Therapy Gets Harder.

-Odor can have multiple simultaneous purposes: make pleasant to [human] nose; multiple behavioral effects; function as 'notifier [alerting danger or 'status of situation]. Eg: the smell both 'notifies user, while motivating them to act [such as lemony smell which might combat laziness], or emitting of food odors when its time for person to start preparing food or for when clients are motivated to purchase food [at 'designated time in movie theater]

-D1: person sets the time odor[s] are to be emitted in conjunction w (with) scenes in movie [as directed by computerized/printed guide]= odor type emitted takes into account the type scene [hence what odors are most apt to motivate users in that temporary 'mood] and the type food they are being motivated to purchase in the front room. The odors can also be used to enhance the movie experience [latter exists in Japan Times article from early 1990's?]

-D2: 'ba determines behavior [of person or organism]= smell emitted= behavior altered= 'ba determines 'score for change in 'designated behavior.

-5J041 and 5J0411 are related

. See 5J0412 Pet Toy Odor Emitter creates a bigger impact with the pet. Odor might be emitted when the Toy Vibration Sensor determines it is being played with.

-Different smells can emanate according to when and how [W5] it is played with.

-Invention 'tailors its functions for the user, pet and or application.

-5J0412 is in Pet-Entertainment sub-part

ENTERTAINMENT – READ LATER SECTION MAYBE:

Use of the invention can be: a type of entertainment; a novel / happy / fun experience; a creative experience; used to stimulate u's creativity.

-OTD: generally the experiences of pleasure/well being outweigh aspects of the program/%product that elicit emotions of other types, eg: horror, fright, friction; pp; mp; %educational; %educational toy; %"game".

-o-MOOD* = Usage of invention often improves user's mood. Product's sales literature states it improves and or alters human moods, feelings, emotions, or level of happiness. The following also are used to achieve this aim:

--OTD: cart; character; pleasant tones/sounds in OSC, synth, speech; software's wording, button labels, instructions in printed manual. This part might occasionally have been mistakenly called "enter"** in which case the context will justify the meaning. "Edit".

.-"Router": locates then= retrieves needed ("entertain") programs = as controlled by UIP-Tailor.

-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

. Sub-Parts:

-Entertain-Program: films, music, %"games". Program can be digitally stored.

-OTD Drawing: U = (Entertain) ~ C =

%ARTIST ; %BA ; BRAIN ; C ; %CAMERA ; CART ; %COMPOSITION ; EDIT ; EDUC ; k ('keyboard) ; M ; %MM (entertain is experienced by u via mm); %MIC ; MULTI-USER ; **NR ; OSC ; PR (u programs w5 of entertainment); Q ; R ('remote control) ; ROUTER ; %SCORE ; STEREO ; SYNTH ; %TDS ;

UIP (uip-tailor); UQ ; VR* ; WA .

-"Billing"

-Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

. 'Entertainment: ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys (system) differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

. Entertainment - 'Guide Applications: Suggests type 'exercises / body motions: Medical uip studies user's medical condition before / during / after exercising= analyzes type results from each possible 'exercise ['scores value of each] = suggests type exercise.

-Type results user may wish to have in themselves= and what they select from SW ('software) menu: more physical / mental energy [creative thinking ability]; improve medical condition= in consideration w/ u's medical condition, eg: their specific ailments; physical therapy 'guide= takes into account user's bodily limitations and any body areas that need special focus / handling= [for rehabilitation]; 'guide compensates for permanent damage / limitations in users, eg: old age, problems w/ particular body parts or limbs.

--'Analyzer suggestions: time length and rigor of exercise; frequency per week...

-See: 'Guide works with: 1J010 Body Movement NR: for carpal tunnel syndrome; 'entertaining forms of movement; body movements tied to 'compose.

END OF MAIN 'ENTERTAINMENT SECTION

File: Feature Intro / Environ Protect

ENVIRONMENTAL PROTECTION

[Automatically] functions to increase or fully protect the environment in one or multiple ways.

. 'Analyzer's 'sensors monitor environment – it 'seeks & reacts as programmed. 'Reactions include: 'notifying someone; altering how a product functions, such as deactivating or enhancing one or more of its parts/functions. [automatically] switching how product functions when needed [based on w5 (what, where, why, when and how)], to reduce/increase energy consumption, and or environmental benefit/damage.

. 'Behavior Analyzer studies the users' / device's behavior, then suggests/'educates/'guides the user/system to be more EP friendly.

. 'Educational Video Game stories give points for EP friendly behavior. EP unfriendly characters are villains.

. 'Guides / 'Educates users [with 'entertainment] to use products for better EP.

. 'Score: System 'scores itself/other devices for level of good/bad effect to environment. Info can be sent to the 'Analyzer.

. 'Sensors monitor and 'analyze EP levels: odor/chemical sensors, 'sound analyzer ['seeks & reacts to noise pollution, or sounds 'correlated with an EP issue].

. Adapt (UIP) of the designated environmental features tailors products to be environmentally friendly.

. Diagram: 'Sensor = Central Processing Unit ('Analyzer) = Output [invention adjust itself for better EP].

. W5 (what, where, why, when and how) : system adjusts its functions and self control based on when, where, why plus what is happening and how.

. What Needs Protection, e.g. publications from Sierra Club, United Nations, US Environmental Protection Agency [Federal Government]. More examples: Pollution Reduction. Green House Gas Reduction. Allergen

Reduction. Carcinogen [release] Reduction. [Wild] Organism Protection. Erosion Control. Electromagnetic / Radiation Reduction.

. Let's protect our planet in whatever way evolving technology allows. Discounts in 'licensing can go to organizations that are more environmentally friendly with our and other's inventions.

File: Features Intro / Exercise*

EXERCISE **

Also might function as helpful companion, guide, or rule setter in physical exercise.

-D: 1 -> 2 -> 3

-OTD: user moves from body posture/point 1 to 2 while user is interacting with product both in 1 and 2; 3 person continues exercise (123456...); system is good for person moving about in at least a minor fashion, though not necessarily requiring strenuous physical activity. "Billing": bills

.-See: Access' parts for Motion and BA: type motion= matches needed behavioral profile to gain "access".

-Type motions ("scored" (via "sensors")): "Dance"; Vibration (KN); PS-Zone; Access' "Motion"; How object (made (by u) to "Float".

'Customize exercise program [user is 'guided to taking].

END OF SHORT 'EXERCISE SECTION

File: Features Intro / Experience

EXPERIENCE (NAME OF A PART - HAS OWN FUNCTION)

. U (user) experiences part or all of system via: vision ("s") / sound ("osc") / "entertainment" / % "vibration" / % "smell". This is a subset of "interact".

. For Techies Drawing: users= "Experiences" ("interacts" w) ~c (computer)/ s (computer screen) / osc (outgoing sound communicator) / Following supplies what's necessary for "experiencing" =

ACCESS // ARTIST // %ANALYZER // BILL* // CART ('Software Cartridge) // EDIT // EDUC // Game // MULTI-USER // NOTIFIER // osc (outgoing sound communicator) // pr (software program) // PS-Zone // q (user and or system asks each other questions) // r (remote control) // ROUTER // SCORE // SEEKS & REACTS (React = "experience") // %SENSOR // SOUND ANALYZER // tds (time date stamp feature) // t (telecommunications) // Toy // TRACK // UIP (+uip-tailor improves the "experience") // VISUAL ANALYZER // +VR // +WA .

The nature of the experience is 'customized.

DIAGRAM: User experiences part or all of system via: vision ("s") / sound ("osc") / "entertainment" / % "vibration" / % "smell". This is a subset of "interact".

. Diagram: U (User) = "Experiences" ("interacts" w) ~ C / S / OSC / Following supplies what's necessary for "experiencing" =

ACCESS () // ARTIST () // %ANALYZER () // BILL* () // CART // EDIT () // EDUC () // Game // MULTI-USER () // NR () // OSC () // PR () // PS-Zone () // Q () // R () // ROUTER () // SCORE () // SEEKS & REACTS (React = "experience") // %SENSOR () // SOUND ANALYZER () // TDS () // T () // Toy // TRACK () // UIP (+uip-tailor improves the "experience") // VISUAL ANALYZER () // +VR () // +WA ().

END OF SHORT 'EXPERIENCE SECTION

GAME FOLDER INTRODUCTION

NEW CONCEPT OF ADAPTING GAMES TO PLAYER'S PERSONALITIES

Table of Contents For Games Section: GAMES Main Sub-Folder. Includes Sub-Sub-Folders with their files:

. Games Intro (file)

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

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

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

-Real Time Interface

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

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

Game* (file)

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

Adaptive Game Inventions Make Their Own Plot Or Are Functions Incorporated Into One.

BEHAVIOR ANALYZER Selects game options that excite a player.
Example: A guy who loves blondes rescues his dream girl.

PLAYER MODELING Adjusts the game's template for each player's behavior model.

SOME OF OUR ADAPTIVE GAMES: Magical Password Strategies. Morning Alarm Clock Games. Wireless. GPS Geodashing. Track then Trap Villains.

Personality Adaptation Games Give Players Just What's Wanted.
Educational Games Subtly Reinforce Good Personality Traits.
Helps ESRB Ratings While Keeping The Excitement.
Our IP Is Highly Proprietary Thus Highly Customizable. More...!

DATING SOFTWARE & GAMES: What does your fantasy lover behave and look like? Interact with your ideal lover in ways that make you happy.

PREDICTION GAMES: Gain valuable powers of predicting how game characters will behave. The 'behavior analyzer will 'educate the player about the character's behavioral traits. The game's 'analyzer will 'correlate the player's behavior model, with upcoming game scenarios, so it can 'predict how a game character will act. By 'predicting how a game character will act, the player has a higher chance of winning. The level of reliability in the game 'predicting the character's behavior can vary from character to character – this creates a level of suspense. At the same time, the 'prediction feature brings a new dimension to video games.

PUZZLE & MAZE GUIDES: System signals user whether they are getting closer or further from the desired result. Software and hardware puzzles can be any number of dimensions, and be in such forms as Rubik's Cubes. To be more interesting, there can be multiple routes to solving the puzzle or getting through the maze. Short cuts would be identified with a green light; while longer routes can light up yellow; and red lights show dead ends. This game's 'tailoring function works by 'correlating the current location, with the target point. As the player's location changes, the game's green and red signals 'adapt to player's new location.

INTERACTIVE ROLE PLAYING GAMES WITH REAL PEOPLE: Interact with people you know. 'Predict possible outcomes from each type of interaction, in imaginary life games. Learn how to solve interpersonal problems in work, family and other social settings. As a result, explore how relationships evolve in the game and real worlds.

REAL TIME DYNAMIC INTERFACE GAMES: Interact with facets of the real world. Game mixes reality with fiction. Interact with world leaders to discuss and solve problems; or respond to drops in over priced real estate prices by investing in venture capital funds. Interact with the properties of products from competitors, to come up with better invention ideas. Learn. Solve problems. Have fun. More..!

HERO COLLARS THEN CONTROLS OPPONENT: A collar's fuzzy logic hones in on the opponents traits, which are obstructing the hero. The collar rewards cooperative behavior, and limits obstructive actions. More...!

RPG PLAYER MODIFICATION GAMES: Parents will discover this can teach kids to be better behaved, while they enjoy the game. Parents can choose from a list of behavior issues their child is facing. The game template's plots change to match the plot with the player's characteristics. Improvement areas include: paying greater attention to the parent; and having more ambition in school. Boys or girls can work on their fears about succeeding in college and getting a nice date. More...!

CLAIM UNCHARTERED TERRITORY: Broadening intellectual property descriptions in the claiming of more territory. Anyone wishing to enter our territory (develop our inventive concepts) may pay high fees to license monopoly patent rights for up to 20 years.

OUR INVENTIONS ARE EXAMPLES: We're seeking broad patents on the inventions for which specific examples. Patents can give us exclusive rights for any game player that uses our hopefully broad gaming concepts. Think of the potential profits.

TREE BRANCHING STRATEGY: Inventions in one category can be used to expand inventions in our other electronic fields. Invention descriptions include parts; they are broadly explained in other files also sent to the patent office. Inserting a one word abbreviated part automatically can expand the invention by the number of pages of that part. Each part makes extensive connections to other parts, and those parts to other parts and patent numbers. Often one simply connects to a part, and the invention adapts to a new use. The coop's patent applications are usually titled "Adaptive Design".

UIP (USER INFORMATION PROGRAMMING): Has extensive applications in most electronic OEM products. Games are an excellent background in which to expand UIP, as it's a very fluid "culture". Focus on UIP applications for these and later inventions.

File: Games / Lic R / Collar Ga

COLLAR RESTRICTOR & GUIDE 2G150

Collar Restrictor: Both the player's characters and the other game creatures can be assigned collars which influence the strong and weak skills of the creature. The collar adapts itself to the user through artificial intelligence. It zaps the wearer based on what they're doing and are well skilled at. Collars can at worse, make characters zombies, or at best equalize skills between two or more of them. For example a player good with swords may find themselves penalized with a collar that hinders their sword or shooting skills. The penalizing can be weaker or stronger according to the punishment, and the character's or player's skill sets.

Details:

+ Collar has all functions of any of our invention parts, particularly those that effect behavior.
--Collars (carry all the features of an) 'UIP 'Agents that effect designated characteristics to the determined level, for the desired result.
-Players can win in multiple forms. For example: By removing their collar and exercise the full skills built up earlier; or Learning how to circumvent the collar's restrictions by finding niches by which they can exercise their skills – however the collar can learn how it is circumvented, resulting in the player having to find other cracks in the restriction.

(GPS) Collar Game Feature G105: Collar's UIP 'seeks and reacts to designated situations. Teaches/reminds wearer (character, person, animal) what to do based on what UIP/'Guide/'EGH/'TGH 'designates. EG:
-Popeye: boosts user's awareness/strength when (opponent approaches). Collar's 'ps knows when it's in designate proximity to ((hidden) 'access / escape point). Collar can emit: smells (of coffee); vibrations (to sooth or increase alertness); 'notifying sounds (osc); 'images/lights for any and all to see. Sends negative signals for (bad/dangerous) behavior (electric shock).
. User/'Boss trains their pet/robot/assistant with UIP collar. Trainer/wearer give the UIP-input. Wearers can't multiply in number, each having (same) collar, making it easier to make a group (to fight/act for trainer/boss).
-'Boss straps collar onto opponent/group member (can only be taken off w/ 'access (obtainable by 'boss/villain)).

Used Before: Shown on Star Trek TV show?

Snake Game Scenario: Slaves [partially mutated / shape shifts] into animals [they live nearby] [retaining human features / powers]. Player [such a slave] 'interacts w/ a humanoid / [huge] snake. Player avoids 'zone near snake. Player takes actions keeping snake away [from attacking player]. 'Collar can help/hamper player in: being detected by snake; fighting snake. Collar 'predicts how snake will 'react [whether player alarms /triggers a 'reaction from snake]. Collar uses/'tailors to environment as a resource/weapon for UIP-[input]: camouflages player.

-Collar will camouflage player's sounds/movements by tricking snake into thinking the commotion was caused by another entity, eg: rodent/snake's prey. Player tricks villain into interpreting/'predicting player's behavior as to being something different for what it is.
-collar gives player strategies on how to: bypass / approach / attack / fight (wrestle).

Collar-UIP: Immunity to 'designated problems, that 'analyzer realizes/'predicts exists.

Chess Like Collar Game Function: player moves a pawn; before opponent moves they'll judge/'predict how the other's anticipated move(s). Player attacks villain [latter evades attack].

Attack mode 'guide: based on target's [perceived] UIP, collar will know how to [better] attack giving strategies/tools. Target's other's weaknesses.

UIP-Input: collar learns from actions in [previous] games. It 'seeks weaknesses [through menu] in opponent.

Nintendo's Mega Man - here player works levels to get to main boss.

Collar Guide
Largely the converse of the Collar Restrictor. The collar learns the main player's weakness and guides them through rough spots. For example:
-Learn for Points: In exchange for some points, the guide will give the player practice sessions, and pointers. Pointers can be simplified so lengthy training isn't required. Pointers include stating: labeling weak spot of opponents; knowing which of the many buttons need to be pressed on the weapon to dominate opponents; magic words ('access) that will extend one's game life.

Diagram Expanding Invention's Scope: User = This Invention ~ Computer ~ Analyzer = 'Character Lock // Access [collar gains access] // Agents [agents can 'access/hack other agents, such as collars which are agents] // Entity / Invention [collar is an invention] // Behavior Analyzer / UIP [collar tailors to wearer] // Edit / UIP [collar's function] // Educate / UIP [collar teachers wearer] // Effects / UIP [on wearer's or player's experience] // Data Base / UIP [of wearer's traits & collar's functions or potential 'reactions (to wearer's behavior)] // Emergence-AI / 'Peter [suggests and how collar 'guides wearer] // Guide / UIP [where and how wearer can go/act w5] // Heuristic-AI [picks best action it 'guides user into] // Order & Timing [collar gives multiple step 'guidance] // Intro Sequence Options [explains the collar (thru moving action examples)] // More Lives [collars take/add lives] // Marketing / UIP [parents told it helps w/ kids' 'education] // Mood / UIP [alter/'edit moods] // Multi OBSTACLE [collar can be surmountable obstacle] // PD (Positioning Device) / UIP [collar's functions effected by zone] // Ping-Pong / UIP [collar acts, then 'seeks & reacts to what external events occur] // Power-Up [press (right) button to be powered up or (unwittingly) down] // Puzzler [to remove or 'access collar] // VR

[collar is a virtual reality device (with gear that transmits to all five humanoid senses] // More Related Functions.

File: Date Ga Detail

OPTIONAL DATING GAME DETAILS &
ABBREVIATED BUSINESS PLAN

Overview: This proposal involves several aspects of this abstract. The main part would consist of producing an artificial intelligence algorithm based closer to the way that the human brain reasons ['analyzes]. This would be based on the information presented in the website http://www.awayfrompain.com. This site and publications from it provide a working model of the conscious person and how they go about making decisions. By developing this model into an algorithm it would be hoped that the characters would be more believable.

File: Date Ga Detail

The second aspect covered is the setting up of ['game] characters and their personalities and behaviors.

The third aspect to be covered in this document is two real life applications that could be pursued once the other two issues are resolved.

1.THE HUMAN BRAIN ALGORITHM:

The conceptual model of the brain would consist of a 'database of information including a baseline starting database as well as additional data assessed ['behavior analyzer] [by the character]. All of the data would have six extra numeric ratings assigned to it. These would be moral importance of the information in the categories of love, wisdom, power, justice, and 'mood. These would be balanced against the character's desires regarding the data being 'analyzed. As the character experiences decisions the 'scores for these aspects on a given subject are altered providing an ever changing decision making model.

The incoming data is 'analyzed against previous information and the best match is obtained. The 'scores with this information as well as a random 'mood 'score would be assessed for the decision. The responses could be tied into multiple responses based on scores, or a reflected response based on the request. Once the decision is made on a response, the new updated data and scores are stored for future use. In this way the character is

constantly changing its decision making based on past data, current mood, and current desires. In this way it is hoped that the character's behavior would be more human like.

Another example would be a growing desire based on previous conversations. At some point it would win out over moral issues of the other four attributes. A method for restoring morals could be made for example if the character were to have a conversation based on religion or good behavior. This would then lower the desire score and bring the character back into a morally correct state. This would be akin to a conscience in a person. Their conscience can correct their behavior by reminding them of the morality of a given situation upon reflection and thus affect the outcome of future similar situations.

This is all in the conceptual stages and is subject to change. I am just trying to provide a working model of how this could be accomplished.

2. PERSONALITY AND BEHAVIOR OF CHARACTERS

Every character would also come with baseline personality characteristics. In order to facilitate the function of creating a character the user would be taken through a detailed questionnaire about how the character would 'react. This would then lead to an updated personality module [UIP] for the character which would then affect the 'mood and be factored into decision making ['analyzing]. As the abstract mentions, if the real life person / ['game 'thing] 'reacts differently this can be noted [uip-input] and then modified ['tailored] in the program.

The user would also fill out the questionnaire [uip-input] so that the character has a baseline personality profile for what kind of person it is dealing with. This would be similar to what the company Eharmony does on their website with their extensive questionnaire for matching people together. In this way the character can have an idea of what response will give the desired result.

3. REAL WORLD APPLICATIONS FOR THE ABSTRACT

Although it is apparent that there are far reaching applications for this 'invention, a few ideas came to mind immediately that might be interesting and are outside the scope of the abstract. The interfaces that came to mind for me were the Nintendo ds system as it is handheld, has IR communicating ability for two players, and is also capable of wireless internet connectivity. With two visual screens, a character can be placed on the upper screen, with modifying parameters made with a stylus on the bottom screen. The character could then be updated on the upper screen. This could be very useful throughout the programming model.

Another platform that I feel would have a quick time to market would be the internet applications of this idea. Below you will find two applications that I think have broad appeal and are easy to implement.

A Virtual Text Messaging Friend for Cell Phones / 'Walk Abouts.

1. An online website where the user goes and subscribes. They then take a personality quiz for themselves and any characters that they wish to setup. They also may use the built in characters. This application would be a text messaging service for people's cell phones from a person's virtual boyfriend or girlfriend.

They would be able to set the frequency, tone, and persistence of their online pal. They could even have a psycho girlfriend mode where strange text messages are sent at all hours. If the user 'reacts or sends a text message to the virtual server, it is analyzed and responded to in the best manner. In this way the user could have a running conversation with the virtual girlfriend. He/She/It would also be able to download their picture so that it would show up on the cell phone [with 'ps features] when the call/'transmission is received.

The person might want to use this service to impress their friends, to make a mate jealous, 'entertainment, or just for fun. High profile personalities could be given the same quiz [uip-input] and put into the system too. This could be marketed as a standalone website where the revenues are generated by the subscriptions, as well as the advertising on the site because of the volume.

Virtual Email Friend ['Virtual Reality]

This would be a similar service to the one above and could be run out of the same website or a different one. The concept and subscriptions basis would be the same except the virtual friend would be sending emails to the user as well as responding to emails. It would be similar in all other aspects.

These are just starting ideas. I believe as I am sure that you do that there are many other unexplored avenues for this concept. I do believe it should be developed in the context of existing delivery systems and gaming platforms and licensed and marketed through these channels. This would speed up the development of the concepts.

A Hong Kong company had a virtual girlfriend similar but not exactly what is proposed here in late 2004. I am not sure what happened to this idea. The problem was that they wanted to charge the users money to buy gifts and flowers to keep the virtual girlfriend happy. This was on top of a subscription fee. If you didn't keep her happy she would not talk to you.http://news.bbc.co.uk/2/hi/asia-pacific/3591856.stm

File: Date Ga

DATING SOFTWARE & GAMES 2G140

DATING SOFTWARE & GAMES

Interact with your ideal lover in four ways. Fuzzy logic matches players up with prospective dates that are real or imaginary. The system studies the behavior characteristics of the real life players, to either make the best match, or design an imaginary lover. The game version Lover Interaction engages people to play with their imaginary lover. The real life version is Virtual Matchmaker . Date Teach guides game players to improve real life social skills, to reach out to people, and then nurture the relationship. Intellectual property rights are being developed for Virtual Love ™ that comprises more advanced, virtual reality versions of these inventions to be taken to market when technology costs become affordable.

Details:

-Enjoy 'interacting with your ideal lover(s).
-Improve uip-info-input by how player selects their [potential] mates. Personalities, body/facial characteristics, player's voice and choice of words, etc... are matched and spark interest in players [and other entities].
-'Interact when bored / lonely.
-'Educate self on how to improve social skills; or get over fears when meeting ideal eligible people/entities.
-Fight to get (girl): (two) (men) fight, and win by mastering the other (by knowing their characteristics).

Software Versions & Applications:
-Game for two or more entities/players
-Real Life Dating Service: 'predicts how two or more real people will 'interact in different settings and one or more diverse goals, eg: seeking lover, friend, business partner, boss [employer or 'game villain to tangle with], and caretaker.'
-[Software] Toy to 'Interact w/ & Achieve Matches [while feeling Pleasure]: [romantic] playmate
-'Educational / 'Guide: learn how to date, be and grow with friends/business partners/an [ideal] lover.
-'Behavioral Analysis / UIP-Input for applications in other UIP programs [too]: learn about player, to tailor any software related device for that [type of person] then or in future.

Existing game "Sims". Just description follows:
a strategy game, build a city or land development. Sims hot date; builds up personality and confidence, eventually meets the right person. Click where your player will go. Create your character's personality, eg: shy, work oriented, outgoing, just hang out with friends....

-How character is built up: living off a fantasy world [character] – played over many days – causing addiction – like living life; this helps develop a behavior profile, used to decide how a match will work/last.
-player is 3rd person view strategy game.

Another game: Build points for character, to attract women. A flash based game – off Internet.

DIAGRAM EXPANDS INVENTION'S SCOPE:

User = This Invention ~ Computer ~ Analyzer =
-Access / UIP: mates need 'designated 'score (range) to play/get matched
-'Agents-'Game: explores [each] mate's characteristics
-'Entity / Invention: girl/guy matched to a girl/guy; (rare / hard to breed) animals/pets
-'Behavior Analyzer / UIP seeks info on how entities to be matched may: 'interact, and what types of 'interaction will result in what behavioral patterns [in an 'order & timing pattern].
-'Boss: the girl that best matches the 'boss for: making 'boss/girl happy; shocks audience in their contrasts like w/ King Kong and his girl.
-'Edit / UIP: player designs / chooses from menu the ideal mate [for subsequent 'interaction]
-'Educate / UIP: learn how to date / not be shy when w/ the ideal person. Practice speaking/behaving = then get 'scored / 'guidance.
-'Effects / UIP: passionate voices / colors / etc match player's preferred sound parameters.
-'Data Base / UIP: entities / their characteristics / uip = to match / 'interact / 'guide
-'Emergence-AI / 'Peter: creating ideal lover / or any other creature w/ 'designated good/bad characteristics, eg: 'boss, 'agent. Creating [ideas / parameters] for: 'acess, 'boss, 'editing, 'educating, ' effects, structure of 'data base, how 'emergence can work [computer teaching itself to perform better], 'group, 'guide, 'ping pong, 'stickiness to achieve desired result, 'therapy, how to seek/process info for UIP-input, 'virtual reality.
-'Group-'Game: matching groups with other groups / single entities/inventions. Magician entity [automatically] gives/offers invention that matches [all] of entity's needs.
-'Guide / UIP: offers mates [more] designed to 'educate entity [on how to date/'interact
-'Heuristic-AI: system puts either a neutral/guessed at 'score for characteristics about which it has little/no direct or correlated info.
-'Intro Sequence: smiling/happy entity shown.
-More 'Lives: if a date/match goes bad – loose a life(s); good matches add/extend lives
-Marketing / UIP: Slogans: "Find Your Match" "Be With Your Ideal Lover" "Guaranteed Lover Will Match Your Dreams".
-'Mood / UIP: moods 'scored, then matched. Some 'score value given for characteristics that balance each entity, eg: highly imaginative ungrounded inventor, matched with practical, "go getter" marketing style person.

-Multi 'Obstacle: girl plays hard to get via 'obstacles.
-'Order & Timing: dating process dragged out; home run comes later.
-*'PD / UIP: intimacy can happen in bedroom 'zone.
-'Predict / UIP: how the match will turn out today, and in any number of years.
-'Real Time-'Game: work with celebrities, whose characteristics can be changed to UIP match player's/entity's.
-'Stickiness-'Game / UIP: measure flexibility in tastes and ability to adjust one's personality to suit the other. Low stickiness in a non compatible trait, will improve the 'score for that trait, increasing the overall [averaged] 'score for the entity/match.
-'Template-'Game / UIP: pop the player's profile, and type lover wanted into the template.
-'Therapy / UIP: love used to heal [player]
-UIP-Input: studies [player's] behavior to create 'database on their behavior
-'Virtual Reality %: play with your lover, using all five senses. The more senses, the greater their synergistic effect! Keep [out] all known and adaptable adult toy [with G to R ratings] as an additional function; that works with the system's other 'Effects.

CONCLUDES THIS DATE GAME FILE.
File: Date Ga Detail

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A Virtual Text Messaging Friend for Cell Phones / 'Walk Abouts.

2. An online website where the user goes and subscribes. They then take a personality quiz for themselves and any characters that they wish to setup. They also may use the built in characters. This application would be a text messaging service for people's cell phones from a person's virtual boyfriend or girlfriend.

They would be able to set the frequency, tone, and persistence of their online pal. They could even have a psycho girlfriend mode where strange.text messages are sent at all hours. If the user 'reacts or sends a text message to the virtual server, it is analyzed and responded to in the best manner. In this way the user could have a running conversation with the virtual girlfriend. He/She/It would also be able to download their picture so that it would show up on the cell phone [with 'ps features] when the call/'transmission is received.

The person might want to use this service to impress their friends, to make a mate jealous, 'entertainment, or just for fun. High profile personalities could be given the same quiz [uip-input] and put into the system too. This could be marketed as a standalone website where the revenues are generated by the subscriptions, as well as the advertising on the site because of the volume.

Virtual Email Friend ['Virtual Reality]

This would be a similar service to the one above and could be run out of the same website or a different one. The concept and subscriptions basis would be the same except the virtual friend would be sending emails to the user as well as responding to emails. It would be similar in all other aspects.

These are just starting ideas. I believe as I am sure that you do that there are many other unexplored avenues for this concept. I do believe it should be developed in the context of existing delivery systems and gaming platforms and licensed and marketed through these channels. This would speed up the development of the concepts.

A Hong Kong company had a virtual girlfriend similar but not exactly what is proposed here in late 2004. I am not sure what happened to this idea. The problem was that they wanted to charge the users money to buy gifts and flowers to keep the virtual girlfriend happy. This was on top of a subscription fee. If you didn't keep her happy she would not talk to you.http://news.bbc.co.uk/2/hi/asia-pacific/3591856.stm

File: Games / Guide Behav Modify

BEHAVIOR MODIFICATION (GAMES)

A 'Guide Sub-Part. 2G190

'Guide punishes or rewards based on good behavior.

STEPS:

-UIP Database has list of [bad] behaviors wished to be modified.

--UIP-Input comes from: [menu] lists each potentially negative [behavioral] characteristic, from smoking or taking drugs, to joining gangs; See UIP-Input part.

-UIP/parent/user 'scores which characteristics appear most problematic for [child]. This 'edits the 'game / 'educating software template. For example:

--'game 'villain has undesirable smoking habit –villain smokes; and for the lazy kid who doesn't do their homework, the villain is shown [in the game] as one who didn't study in school. Or villain can have other negative characteristics player/child knows is bad, eg: violence, drug addiction.

-rewards for points won for good behavior: player can stay up later / have more privileges like an adult for good points earned via good behavior. Trade off: player gets more responsibilities.

APPLICATIONS / [GAME] SCENARIOS:

-girlfriend wants fidelity from her boyfriend: boyfriend's male character get venereal disease from dating with too many women; and his life falls apart [loses girl, job, can't make car payments...]

-teacher wants student(s) to study harder: student characters flunking classes, get kicked out of school, then kicked out of home, and go to orphanage, and get sick. Kid gets one chance to study and start all over again – if done well their life is better/great [again].

-unsafe driving / person caught driving drunk: character drinks and car crashes, causing *loss of life, or crippling handicaps so player can't 'score as many points to win.

-ADD or ADHD: character who doesn't try to focus has their life fall apart.

BAD GAME VARIATION: Winning points/benefits/'access for bad/rude/unethical/non-peace-promoting ['game] behavior, is covered in this invention, but not assignable for licensing.

TARGET MARKETS / BENEFITS: Any form of behavior modification; Parents/teachers buying for children; Used with 'educational products/services; criminal justice rehabilitation; [drug] addictions; teaches social skills; physical/mental therapy.

'GUIDE CAN BE SUBTLE so player won't easily rebel against a behavior modification/'educational program. EG: villain is smoking, but they don't put too much attention on it.

BROADENING INVENTION:

-[User] tries to 'edit/alter any behavior trait that one or more people/entities wish to positively or negatively instill on any player(s), group(s) [of players], and or 'things.

-Diagram:

--#1: "A" [parent / uip / user] has in mind/'data base concepts/files about [behaviors it wants to effect / 'interact with] = UIP 'database / 'Game functions ['edited as 'designated by UIP] = 'Game 'interactions = Player/Entities.

--#2: When event/situation/scenario "A" is/has occurred [good/bad behavior] = then player can / cannot do "B" [play (aspect) of game.

-Behavior traits [wanted to be modified]: proper manners; tidiness [in bedroom / house / on desk]; doing homework; timeliness ['time date stamp]; proper diction [avoiding crude words]; healthy dieting [nutritionally and caloric]; obeying [house/school/government] rules; exercising [proper style and quantity]; avoiding illegal drugs; associating with good friends/people [based on their uip-'scores interpreted by parent]; anything [typically] interesting to psychologists or juvenile delinquency specialists or parole officers or psychiatric hospitals or medical [physical therapy] specialists.

TAILORED COMMUNICATION

Broad topic with many invention variation spin offs.

Communication is edited to better achieve desired result in recipient.

Images and transmitted messages are automatically tailored to the target person. Applications: 'game 'character 'images and their verbiage generate greater emotional impact in the player are tailored to receiver's tastes; special occasion cards/messages; [calendar controlled] reminders for self and others.

Applications:

-Emailed notes to friends and game playmates: sender asks system to 'edit material from menu choices, eg: "letter to [very intimate] girlfriend" -> adds 'images of flowers and cuddly teddy bear; plus add's sentence "I love you"; offer to swap 'designated keywords such as "I enjoy being with you" to "I love you".

-Special online games: effects tailored to user.

AVATAR 'NOTIFIES USER OF SCORE [without needing digitized numbers]. Facial expression is the score. Avatar: Defined any ['game] 'image of a [character's face]. Character can be ['edited 'image] of any existing person/celebrity [you know].

--Put your photo or favorite image at blogs, forums, on-line games where you post something. Hindu for "incarnation of an immortal being".

. UIP Tailor:

-The avatar 'tailors its image to the 'mood of the user / situation; it's expectations.

. UIP Input:

--UIP 'image 'editor: Each person [based on childhood / culturally bound thought patterns] has [slightly] different 'reactions to the same [Avatar] 'image. Avatar's are tailored to user's UIP-traits.

--UIP Input: User answer's systems' Q&A on user's 'reaction to 'images for their changeable countenance, given facial/human body/*invention features, color, attire effects.

--System 'associates 'scores user gives 'images, with other similar [Avatar] 'images; thereby widening the UIP-Database for 'images.

-Avatar conveys you via Caller ID and related tech communications.

-Avatar conveys to user/its ['associated] owner the quality/'score/anticipated 'mood user will experience when opening/reading/experiencing the digital file the avatar is located at [prior to user (fully) 'accessing].

-File started in the 'artist, 'edit, 'image, etc files. Then altered by Stamos & Kays in 3.06.

-Broadening Invention: Any 'image / form letter, is 'editable and shown for 'designated times and purposes (w5), based on UIP preferences [as in old part files 'Artist, 'Edit, 'UIP].

AUTOMATED TAILORED MESSAGING SYSTEM:

['Game / UIP] Punishment/Reward/Tailored Communicator:

-sender contacts a party [entity sender knows] via [email, call, letter] stating a positive or negative 'tailored message. Or info gets posted on: web, blog, other posting.

--Senders include: 'game player/opponents; 'game [itself] in solitaire games; ['game / employer] 'bosses.

-Type Messages: special occasion/holiday 'tailored to user, eg: recipient who loves puppets and green colors gets a Hanukah card w/ plenty of green and [red] puppets / text with wording to such themes.

-Related to Google.com's system of sending junk email based on key words found in their text?

OTHER:

. This General Part Incorporates: 'Artist & 'Edit, *'Image

TAILOR [GAME]

2G110 [GAME] FUNCTIONS

OVERVIEW: Entity's traits matched by UIP. This offers interesting [game] options: players interface in manner that creates the best desirable experience.

-Similarities between groups of entities are 'scored.

MATCHING BASED ON UIP DATABASE: behavior, past 'scores. Compatibility of entities' traits [by past 'scores, traits].

-audio preferences of users are matched.

HOW MATCHED:

-Players 'routed to type 'games or sections thereof that match their and or other's UIP.

-Multiple Entity Selector: multiple game entities are selected by the potential synergistic qualities for when they 'interact, e.g.: Martha Steward and Donald Trump playing together have more spark than; Former VP Dan Quail, and Bill Gates. Player's UIP also used to select multiple (celebrity entities).

MISCELLANEOUS:

-use handicap functions (golf) that help/restrict abilities.

-Scooping Low – 'Reaction: when Martha fails, Donald's characteristic profile comes in, and he says "you're fired" [this characteristic came from how Donald acted historically on TV].

TAUNTING: Putting entity in awkward situation for [humorous] purposes. UIP of target 'entity shows what type taunting will provoke better response from target/audience, and what weak points to target.

--Historic-'Data Base: Part 1. Martha has history of inviting celebrities to TV and suggesting they do something out of latter's' characteristic profile. Part 2. Donald Trump sensitive about his toupee.

--'Emerging Artificial Intelligent: Match Martha's questioning style; with Don's sensitivity; results in Martha inviting Donald to discuss hair products on her show (with it's additional characteristics).

EGO BOOSTING: opposite of 'Taunting, and 'Scooping Low. Entity presses the happy buttons for other entities and or the player. Or when player succeeds, the manner of praise (verbal) is how player most likes being praised.

GROUPS OF ENTITIES:

-'Scores / [averaged] characteristics given for each team's/gang's member; and for the group overall.

-Environmental effects influenced by single entities, or averages for a group. One or more entities (player, 'boss) can place more weight on averaged 'score.

-Each team's averaged 'scores, 'interact with each others' averaged characteristics, creating a game dynamic.

UIP EMERGE 2G180

WHEN UIP-EMERGE RECEIVES A REQUEST to fill a tailored need; system will go through its database and associated one or more data files that can match the need. It 'seeks needed data to create the 'designated 'reaction like a needed 'invention pulled from our 'database, then 'tailored to further bridge the gap between what's wanted and given.

UIP-EMERGE [can] integrate 'designated data from multiple files. Files include: user 'traits; 'traits of problem being addressed; 'traits of potentially suggested solutions. After pulling up these type files, system 'analyzes/'predicts how different combinations can meet stated goals, with a 'score assigned to each suggestion/invention.

EMERGENCE DRAWS 'associations between available [data] and wanted ['tailored results]. Matches higher 'scores of data files, with desired traits files, then 'guides [user to] suggestions, ideas and or info.
-UIP Input: UIP generates files for what's wanted or needed, then 'seeks & reacts to [any] digitized data representing: facts, theories, laws, 'predictions along with all 'associated info and properties on the real/'game reality.
-Below has other aspects not fully understood by Kays.

'PETER = CENTRAL BRAIN THAT SPINS OFF inventions [it suggests for 'tailored applications]. Hypothesizes Ideas for Inventions, Inventive Functions, Scientific solutions: Formulates/'analyzes [scientific] 'predictions/hypotheses [and designing and running functions/experiments to test/'analyze them]. Can spot patterns in the [uip] 'database not [normally] recognizable/'sensed humans/other systems. Can grasp/'analyze the size and complexity of [one] 'database and 'associate/connects with another ['database, uip-need]. 'Peter 'guides / carries out into 'inventions. Parts: 'analyzer, 'content analyzer, 'predict, 'audio video recognizer, 'analyze so how to better 'tailor.
See "Economist Magazine, March 25, 2006 issue, page 83.

OUR OVERLAPPING PARTS:
'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'UIP-Emergence (2G180), 'UIP Tailor.

[SEMI-RANDOMLY] UIP COMBINES MULTIPLE ELEMENTS (characteristic functions) from its 'database; then 'associates each possible combination's characteristics with the characteristics of the desired result.
-For efficiency, system first 'associates files more likely to achieve desired results. Does this via: Working more with files w/ higher 'scores for being more 'associated with tasks at hand. Many low 'scored combinations, causes UIP-Emerge to 'seek other files.

+ 'PETER (PRODUCES INVENTIONS/IDEAS ON AN AS NEEDED BASIS). 'Emergence can "think outside the box" and suggest/'guide into [intellectual (property) ideas] it might otherwise not suggest, especially if it hasn't seen/stored such an occurrence/suggestion before. 'Peter will suggest inventions applicable to the current need. 'Peter's 'Emergence is another example for the unity of this patent application. [This is a creative 'tailoring of] "Chaos Theory" [bringing science to (disorder)].

-The bigger the ['associated] 'database, the more [idea] combinations possible. Expand range of combinations by getting input from as many sources as possible, eg: 'interacting with other 'databases [designed for (similar) UIPs). Expand 'Knowledge Base

GREY AREAS FOR PROPER BEHAVIOR, and or correct diagnosis [or (partial) lack thereof] 'associate with 'Emerge Analysis Functions 2G180. See: 2G240 Health Education [Game], 2G360 Good Intentions [Game].

-Handling 'Peter's Imperfections: Where 'Peter can suggest great ideas; 'Peter has menu choices for user to perfect the suggested [invention (and how it's operated/programmed)].

JUMBLED DETAILS:

-Ties with artificial intelligence's emergence functions; our 'Peter part.

Jumbled Diagram Expands Invention's Scope:

User = This Invention ~ Computer ~ Analyzer =

-'Access / UIP: elements for [behavior] characteristics [can be like 'game 'agents] given different 'access rights to 'edit/influence how UIP/'Analyzer function

-'Entity / Invention: who/what is created w5

-'Edit / UIP: 'heuristics controls what info is merged/'edited = and then how the results come up [in a 'thing] uip programmed to act

-'Educate / UIP: 'emergence created 'things educate / 'guide 'things [players]

-'Group-'Game: group's identity is created

-'Guide / UIP: 'emergence can be a 'game 'agent / 'entity [agent] 'guiding designated 'thing [by teaching an invention how to 'tailor itself to an [imaginary] entity/need.

-'Intro Sequence: feelings of being in an awesome environment

-More 'Lives: entities with their skills and 'emergence's 'agents, can add/lose 'lives.

-Marketing / UIP: Say, "Use our Emerge Outside The Box ™ functions in your game development."

-'Mood / UIP: excitement is elicited in players [by uip]

-Multi 'Obstacle: [artificial barriers] make arriving at solutions more appreciated

-'Predict / UIP: value of 'emergence's idea/entity/'agent is 'scored, by how it's 'predicted to meet [player's] needs. Examples include: matching players/lovers [per our other/dating invention 'games]; expected 'scores/'lives 'emerged and 'edited entity/'agent may get [vis a vis] the 'scored skill levels of other entities and 'game 'obstacles.

-'PowerUp-'Game: 'power-up via 'emergence

-'Real Time-'Game – Hold From bringing this "real time" aspect to public until maybe mid 1997: brainstorm for real life solutions [to address world problems with polluters, child molesters, wife batters, thievery].
-[Just] playing the game may 'trigger solutions [in the form of 'things that pop up, with uip controlled actions tied to 'guided/suggested solutions.
-system matches [characteristics of] each element comprising [possible] problems and solutions, which are each 'scored for their: relevancy to the issues and the other elements in the list and 'scored for each potential match [functioning somewhat like our other matching related games and software, including 'Peter; and games for Lover Matching, and Player Matching. See all of our invention/creative thinking software/*hardware invention tools, and writings on the socio-psychology of enhancing creative thinking.
-'Stickiness-'Game / UIP: 'scores how each element comprising the 'emerged 'thing is sticky; hence easier to work with for 'interacting with the other elements in main 'thing, or other 'things.

File: Games / Ga 3 / Predict Ga Function

FILE PREDICTION GAME FUNCTION 2G160

PREDICTION GAME: Gain valuable powers predicting how other entities will act. Even predict how others can predict your behaviors, and receive guidance in how to respond before it's too late. A high intelligence function well suited for intelligent players. This patent pending function can be made into games based on the prediction software, or an add on feature in other stand-alone games.

Predicts What Other Entity or Invention Will Do.
-See GPS invention 1G108
-The 'predict function tabulates (much like uip-input and 'analysis) what the focused upon and 'tracked entity is doing. Prediction Game 'seeks and reacts to coincide with target's predicted 'reactions to Predictor's actions/'reactions. Chain continues onward, and can incorporate/'interact with additional elements/actions in future ['order & timing].
-'Boss let's loose [into the game field] its 'things [villains / weird machines] with 'predict functions, empowering his group to fight (villains or good people [player] and player's 'group).
-Villain who can gain 'access to Predictor can alter Predictor as villain [re]programs/hacks it, e.g.: erase the 'predictor function; or have it turn on the 'boss.
-'Boss with the most (UIP) info on other 'things can win, by knowing where to be (w5) (and surprise the villain) and how to act w5.
. UIP-Character: studies others character, and makes past/current/future 'interactions an UIP-Input benefiting: 'boss, player, 'guidance for other [real life educational purposes].

. UIP-Character Lock: punishes opponent when they deviate from behavioral profile (such as via collar/'access)
. UIP-Remind: knows what to remind who ('boss) W5, base on 'predictions. See related GPS invention number beginning with 1G... [maybe 1G108?
. UIP-Guide: how to use 'guide to win via 'predicting
. UIP-Score: probability of designated future action (by opponent).

Exists - TV Show's X-Files: Person could bend back a person's will / will power. Character would ask the other what would happen if villain did "X" [suggesting spiders might come, when other fears spiders].

-

UIP: tailor attacking to opponent's fears/weaknesses.

'Prediction functions/options include: Player can see in future [via selectable window]; telepathy [window]. Pick one of multiple doors/windows.

Parent controls game content via UIP:
-if player in real life smokes pot, 'predictor suggests the kid may grow into worse drugs, hence paint bad pictures about worse drugs, eg: villain/player loses points for having been [semi]-duped into taking hard drugs.

What Players/'Things Can Want 'Predicted:
-is player making action choice based on: what they feel, to help another, or for their [distorted (real life estimate) without 'prediction's help] view on what will happen.
-opponent's future moves / strengths. Based on how opponent's behavior was 'tracked / 'database.
-what is around the corner
-speed of [driving] going [around the corner] without slipping/crashing. The more points, the more powerful, and the more powerful the more points generated....
-ETA: when where how [w5] opponent will arrive / get something [based on trajectory patterns – how fast they've been going so far].
-Likelihood of getting/losing points/lives for yourself/opponent. It 'Guides how to act within this parameter to maximize likely gain.
-Ability to go through/avoid barrier/attack.

How 'Predictions Given/'Notified to Player:
-OSC
-'Game 'Effects: color (red)
-Text / 'Image: exclamation mark [warning]
-vibrates: character, 'thing, ground, obstacle, opponent, joystick
-pause action/movement

-facial expression: pause, shaking head / acting confused; acting lost / puzzled
-environment changes: weather, rain, earthquake, sunny.

How 'Prediction Works:
-'behavior analyzer: 'tracks behavior of entity whose actions are being 'predicted.
-matches characteristics for one or more of following - [leading to 'predicted outcomes]:
--player's goals
--'predictions of opponents actions
--territory, environments, weaponry, items, inventions
-lives, failure rates
-elements of uncertainty – ads normalcy: wanting to or having ability to 'predict [may not exist].
-requires a collar / special powers / agent

Drawings for Prediction Games:
. [Player = UIP [database / info input] / 'Predict = Opponent] -> 'Scoring = Winning Game.
. player = predict = user's input = computer = computer output = prediction occurs / outcome.
. Software to make games include: flash, maya, 3D max, etc!

JUMBLED drawing EXPANDS INVENTION'S SCOPE:
User = This Invention ~ Computer ~ Analyzer [UIP] =
-'Access / UIP: only important elements/news with high 'scores get 'access into 'analyzable 'database for 'predicting/uip
-'Agents-'Game: each 'agent has own 'predictions. Invention can average each 'agent 'predictor [giving more weight to higher 'scored 'agents (based on 'scores from their previous results [that were reality checked])].
-Actual / 'predicted actions by [other] 'agents, influence final 'predictions [given to main player].
-'Behavior Analyzer / UIP: 'scored behavior tabulated for 'predictions.
-'Boss: can carry more weight in 'predicting game/overall results/'reactions
-'Edit / UIP: UIP 'edits 'guided / suggested actions for 'Peter [other player], according to 'predictions for how other 'things will act, and how 'Peter will 'react to that, and how others react to 'Peter's subsequent 'reaction.
Chain continues...
-'Educate / UIP: system 'educates [human] player [showing how it arrived at its 'predictions] [via giving list of 'scored elements/past actions/characteristics used].
-'Effects / UIP: may have less importance in 'prediction calculations
-'Data Base / UIP: 'score success rate for past / future 'predicted Predictions that will/can be made by 'things.
-'Emergence-AI / 'Peter: form of 'predicting

-'Group-'Game: averages 'predicted behaviors for each game member. While allowing [good] entity to single out [isolated hence weaker] members, then 'interact / tackle, based on 'predicting how opponent will act, and 'reaction...

-'Guide / UIP: based on 'predictions

-'Intro Sequence: becomes something of a 'template from which UIP-input starts collecting data. Ground zero [if data from anything before game are excluded]

-More 'lives: 'predict who will get more/less 'lives w5. 'Predict shows how to 'react to 'predictions in changing [otherwise] 'predicted gain/loss of 'lives / abilities.

-'Mood / UIP: factored into 'prediction process.

-Multi 'Obstacle: 'predicting another entity's 'prediction, is a valuable 'prediction [for 'guidance].

-'Order & Timing:

-'Ping-Pong / UIP:

-'Puzzler-'Game: guides player

-'Real Time-'Game:

-'Therapy / UIP:

-UIP-Input:

-'Virtual Reality:

Predicts non-entity and non-invention occurrences, eg: weather, news, intangibles effecting anything [in game / real life].

PUZZLE AND MAZE GUIDES 2G170

Puzzle & Maze Guides

System signals user whether they are getting closer or further from the desired result. Software and hardware puzzles can be any number of dimensions, and be in such forms as Rubik's Cubes. To be more interesting, there can be multiple routes to solving the puzzle or getting through the maze. Short cuts would be identified with a green light; while longer routes can light up yellow; and red lights show dead ends. Once a person has mastered the puzzle or maze, they can play it without the guide. People of all ages learn how to tackle tough puzzles and mazes through sample games, or the actual puzzle or maze they will be replaying later without the guide.

DETAILS:

-The fourth and additional dimensions can be: time slot in which the puzzle piece needs to be moved; player needs to be in a particular 'zone when playing with the puzzle; or when moving specific pieces; instead of

moving a puzzle piece player needs to do something like give an 'access password, jump or ignore and nor respond to something.

-Musical Rubik's Cube: Get into right combination and sounds and or lights as you get warmer (closer to the desired completion) system can give signals if you are getting warmer or colder by sounding/lighting

OTD: "S"; "C"; mp; pp; date; interactive (e.g.: to trigger status display); educ; toy; all; game; entertainment; exercise; portable; bp; sp; osc; egh; score; tgh; md; cart; cp; uip; character.

-Progress Indicator: Any type of puzzle/challenge/game/process in getting feedback (not limited to Rubik's) Get into right combination and sounds and or lights.

-as you get warmer (closer to the desired completion) system can give signals if you are getting warmer or colder by sounding/lighting.

-part of 3CE200 Rubik's Cube Guide and 3CE292 Magical Building Blocks. Copied to those N.

-See 2J02 Game instructor, 3C292 Magical Building Blocks.

. Drawing: U = This N~C~ANALYZER = EDUC [learn how to play the gadget/game; brain exercising] // MULTI-USER [each user has different levels of difficulty, or level at which the 'guide helps them] // nr (notifier) [] // OSC [] // PS-Zone // SCORE [] // SENSOR [what (piece) has been moved] // TDS [] // TRACK [player's movement patterns] // UIP [].

. Other: See 4C141 Game Maze & Puzzle Features. Inventions stems from short description in 4C140

+ 4C141 Game Maze & Puzzle Features: Players can be 'guided through mazes / *puzzle features, which are only an aspect(s) of the 'game. Examples:

--Maze: player is running after a 'boss. 'Boss knows the maze perfectly, and is further down the maze (sometimes visible to player). Player is handicapped w/ lack of knowing how the maze works. Develop game variations from there.

--Puzzle: need to get 'access by figuring out the puzzle. Have limited time, before the villain will: attack player / villain gets away. see 4C140 Puzzle & Maze Guide.

INTERACTIVE ROLE PLAYING GAMES WITH REAL PEOPLE 2G120

Interactive Role Playing Games With Real People:

Interact with people you know. 'Predict possible outcomes from each type of person-to-person, or player-to-player interaction, in imaginary or real life games. Learn how to solve interpersonal problems in work, family and other social settings. As a result, explore how relationships evolve in the game and real worlds.

DETAILS:

-assign/build character's 'character [choose from menu of role models]. UIP tweaks role models which user/uip select. Tweak selected behavior via: 'agents, 'edit, 'effects, 'guide, and by 'predicting how entity will act.
-entities include: people (boss, family, friends, acquaintances, (near) strangers, prospective (employers, lovers), past/current pets...
-practice user's: social skills; prepare for how to communicate/'interact with their uip-characteristics. Therapy for other issues – see elsewhere.
-each 'entity can show different sides of themselves, which are triggered [by external events or other entities].
-'interact with 'game 'boss, or employer 'boss [from real life]
-'interact with 'groups [game and real life]
-play out different 'moods. See which uip-tailored 'moods [consciously chosen by player] have which 'scored results from 'ping-pong 'interaction.
-discover/'score which characteristics in self/other 'entities are sticky.
-'therapy
-social 'interaction is UIP-Input for player
-upon player taking what they learned from game, into the real world; the 'reactions from other people should be 'scored [by player], to improve invention's UIP for each 'designated [real person] entity in the 'game. Future 'interactions become increasingly more accurate and more UIP-info comes from diverse sources.
-each [real life] player can play same/uip-tailored game [from same 'template]. Then: uip-input improves 'data base; while each player improves skills. 'Sticky 'score / how [each] player's 'scored characteristics are changed/'edited; after they were 'educated by the game's 'interaction. As player[s] evolve, the other players' characteristics can change in accordance; then the ripple effect of this ['order & timing, plus 'seek & react] progresses [into infinity / infinite possibilities based on other elements / real life events (as they come to play)].

FILE REAL TIME DYNAMIC INTERFACE GAMES 2G130
GAME & UIP INVENTION

Real Time Dynamic Interface Games
Interact with facets of the real world. Game mixes reality with fiction. Interact with world leaders to discuss and solve problems; or respond to drops in over priced real estate prices by investing in venture capital funds. Interact with the properties of products from competitors, to come up with better invention ideas. Learn. Solve problems. Have fun. More..!

-Game of life. Based on real life info. Sports players dynamically related.
-"Dynamic" defined: goes in real world; that data shows up in the game, eg: Oil prices effect decisions user wishes to make.
-View clips of what's happening elsewhere: 'visual analyzer's UIP selects 'images/scenes [then 'edits].

-Bridges reality with fantasy/game. Play with real life. In real life there's no 100% guaranteed 'predictions.
-Solve world problems / Play with history (historic 'database) for games:
--Solve DNA research issues (then get award/'access/public recognition). Needed solutions presented to player at level/format they can understand / 'interact with.
-One player's 'score effects another person's 'score. The first person's 'score, makes it harder for next person to win. "Harder" defined: need more points; 'boss is harder to get; character's skills be (less) impaired. UIP changes the characteristics / 'scores of obstacles (objects / villains) to match the 'designated level of ease.
-Feedback from other players: Online game. Your character's ability/score based on the other's input, eg: player that is dog bites you, or creature slows down main player.
-All players can vote ['score] on (all) the other players: 'scoring one or all of their [game functioning behavioral] characteristics. Pick fellow team members [based on their (past performance) 'scores].
-'UIP-Input selects what real time data to use, then 'tailor to users.
-Alter ('edit) Real Life: Real life people / objects / situations become 'entities / other manipulated elements whose characteristics can be altered by: user, UIP, eg: twist Donald Trump's behavior around; exaggerate his villain like traits.
. Representation of real life character (Martha Stewart). Steps: 1. Player asks celebrity question from four multiple choices. 2. Player picks "When will you sell stock in your company." 3. UIP 'analyzes player's behavioral profile for things like: preference for jovial humor versus sarcastic humor. 4. Each player's question has five possible answers, each based on player's characteristics. UIP gives answer whose 'score best matches player's characteristics. 5. Player better enjoys the 'interaction.
--Each celebrity can 'interact with other celebrities and or 'players, and or 'inventions. Secondary celebrities (not picked or controlled by user) are somewhat less controlled by player's UIP, because main celebrity (one picked by user) needs to have their characteristics matched with secondary celebrities characteristics, plus player's characteristics, thereby watering down player's characteristics' influence over 'interactions, to make it more believable.
--Applications: 'educational; 'entertainment.
. Representation of Real Scenario. Invention Start Up Company Game: Player's characteristic, of being more optimistic or pessimistic influences how game evolves (game's logistics / parameters). A pessimist wins by 'predicting a non-success. Pessimist enjoys this because this turns them on more than seeing something actually good happen (as twisted as this may be, it's a common human characteristic). So game's rules change, and it's about winning in a failing co scenario, eg: player gets company assets at low prices before they go bankrupt, and earns a profit by reselling what they got.

Game is like playing: God; salesperson [promoting product]; trying to fight the [political] system.

'Predict real life outcomes with a 'designated chance of occurrence. Either 'predictor gives the chance of occurrence, or player decides the chance. Points won by correctly using the 'predictions.

CONCLUDES FILE REAL TIME DYNAMIC INTERFACE GAMES 2G130

File: Games / Ga 2/ Good Intentions

FILE GOOD INTENTION GAMES 2G360

It's a race to judgment day. Villains usually amass points faster than the good guys, when they pretend to play ethically. Discovering the true intentions of players is key to winning. How does one make tough decisions such as the manner of fighting fire with fire for ethical purposes? The definition of ethics is largely tied to each player's view.

Mind exercising challenges come when players analyze different people's perspectives on what is good behavior. Get points by learning what to expect. Also learn how to make tough decisions, such as how much force should be used, and how, against a villain. Other behavior modification applications teach real life decision-making and consequences to normal children, and even the criminal justice system market.

MORE OVERVIEW: Now vent frustration at being deceived through our videogame invention. 'Score [game] 'entities for their ['predictable] honesty levels, and [be 'guided] to act accordingly. 'Bosses can win early in the 'game, but suffer near completion when 'scored by God character.

UIP-TOPICS USED IN GAME:

--Touch player's emotional buttons. [real life related] issues in 'game 'associate w/ emotionally sensitive or real aspects of player(s)' lives.

--Current [business, political, war, justice system [imprisonment of celebrities], corporate take over, and other news] [of greater interest to player].

-Players can play: the victimized, 'boss, angel, God, 'access guardian/controller of heaven/hell/other worlds [before judgment day]

-Players may not know they're being 'scored for honesty [when playing this optional game function that (randomly plugs into the game)].

WAYS TO WIN [lives/points] or prolong/shorten the game(s):

-being honest, and losing [short term gain] points. The more short term lost, the greater the long term gain [if player gets to judgment day].

-go to heaven

-kiss up to the [devil] while living/wasting in hell [slow point gaining mode]

-'boss accumulates [enough] points from bad behavior in time to avoid judgment day, or to donate [portion of] points won [then gaining heaven access via the faster Rockefeller method].

-Victims encumber, damage and or kill 'boss [and or their full ability to gain points in the [time critical] 'game.
-finished before opponents get needed points [to avoid judgment day and go to hell]. First 'access needed level [of points] brings on judgment day [if they wish, or can forestall until their buddies get needed points before it's 'predicted opponents will.

BLUFFING FOR FUN: Differentiating between another 'entities mistakes and deliberate deception: punishing one making errors hurt both attacker and attacked. Determine mistaken actions of others via: how their errant behavior doesn't match past behavior player observed / [system] 'tracked. However maybe entity is becoming more/less honest – so judging errors isn't full proof [but way of determining if player is changing their [constantly changeable] ethical behavior mode/'scoring system.

BEING GOOD & BAD / COMMITTING GREY BEHAVIOR: By switching modes, and offering false senses of trust in others; player can win more points. Bluffing [adds more/less points] 'associated with good/bad actions that are bluffed.
-Easier to sneak and trick [and steal] when others think you're honest, especially until: they realize your actions, and or can [retool to better] 'react.
-Like [FICA] credit 'scores:[past] bad behavior takes many [more] good points to minimize/*erase history.
-Chances are that ones practicing bad behavior [in general can] have better chances to win; giving enough bad players to make the game work. Victims who lose have 'tailored [A/V] 'effects making them feel better/martyr-like during and near game conclusion; [and they get more starter points next time.]
-Good guy fighting fire with fire: However the [very best chances of winning] come from being a purist, and fighting bad with bad, and fire with fire, while maintaining fine ethical lines [not killing (too many innocent civilians) while abusing enemy stronghold].
-Grey behavior = actions that can be viewed as good or bad, e.g.: kidnapping villain's innocent child, to force villain to do something good; attacking out of rage for there having been poor communication, hence misunderstanding that led to suffering/damage.
--[Good guy] [opponents] with lower intelligence / experience with the game / younger in age so as not to understand fine lines of ethics, [might] have it easier to win points while being good and [during questionable behavior].
--Definition of ethics 'edited for the culturally bound thought patterns of players. So as not to offend, let your imagination run wild in this game.
--Attacking 'entity for committing grey area action [though interpreted as bad by attacker] hurts attacker.
-Grey areas for proper behavior, and or correct diagnosis [or (partial) lack thereof] 'associate with 'Emerge Analysis Functions 2G180. See: 2G240 Health Education [Game].

EDUCATION': Great for juvenile/adult delinquents and criminals! Keeps them active while learning [don't give them other [non 'educational] games. Helps form good behavior/ethics for [everyone] all topics and moral

and spiritual values from the (exists?) "don't' steal from the store" to "learning ways to love others [through spiritual 'guide]"

-Incorporate ['game] features into our 'inventions with optional plug ins into: 'education, 'guide, *'sound analyzer, *'visual analyzer.

--Grey acts - Culturally bound thought pattern aspect: 'predict, 'track, 'tailor [to 'guide user without suggesting bad behavior], what's 'tagged (w5).

JUDGMENT DAY: Talk with God character and receive good/bad points then 'access heaven/hell [like (game) environment]. 'Education:

-[near] perfect 'scores are (im)possible]. Shows ethics has subjective qualities. Negative 'scoring from actions which could be best described as being grey, are filed in separate file [and 'analyzed/'associated/'scored differently].

-'Track and 'analyze honesty of [other ('game) 'entities (via 'associating files for their current/past actions, and what they promised and for what's in the ethical behavior file.

-See: 2G370 [Family / Group] Feud Game. *US Patent Numbers: 6149157 6120028

UIP SUB-PARTS EXEMPLIFIED:

. UIP-Access: good/bad points for heaven/hell; while bad guys [have more ways of attacking good guys or doing bad things to get points], each hit from a good guy brings more good points to the good guy, and more negative points for the bad guy. Start game with [uip-database for player's past honesty level score].

. UIP-Edit: cultural/personal values influencing 'score for good/bad behavior

. UIP-DB: + 'scores for many types of good/bad behavior. Each behavior has 'associated number of good (1 to 100), or bad points.

. UIP-Input +: player's ethical 'scores, views, answers from [psychological] question and answer.

. UIP-Guide +: through deciding on how to act good/bad in grey situations

. UIP-Predict: 'score of another entity's honest intention mode

. UIP-Router: 'routes players to hell/heaven

. UIP-Track: 'scored behaviors from previous scenes / games.

. Broad Issues:

--'Predict, 'Score, 'Educate, 'Access, 'Behavior Analyzer, 'Tag and 'Guide learn to label situations/files with vague [ethical] values [based on player's perspective].

--'Scored 'interactions based on [perceived] honesty levels.

. Replaceable terms/parts:

-Honesty [Level] = [invention/'entity] reliability [based in uip-database of historical info on it and related 'things; integrity; high/low 'score [for actions made] based on 'behavior analyzer. Good intentions.

-'Game = [mock] %real life scenarios [played out]

-'Education = Learn honest behavior; 'Guided into forms of good/bad [social/business/school] behavior; how to 'access success in [life] [via 'designated behaviors].

CONCLUDES GOOD INTENSTIONS FILE

FILE HEALTH GAME

2G240 HEALTH EDUCATION GAME FUNCTIONS

Also 2G250 Agricultural Education Functions. UIP Related.

INTRODUCTION: Revolutionary way players learn to heal themselves through role playing games. Game excitement is generated as it's about the player's real life issues. Also medical practitioners learn how to care for specific symptoms. The similar 2G250 teaches farmers how to care for their crops, in manners similar to caring for oneself through behavior modification.

[HEALTH] GAMES: 'tailored to teach player to improve their health/[(pain) coping] skills by giving them UIP-Characteristics 'associated with [their / common] [medical] concerns. Each player has different types/degrees of a 'designated illness, which is reflected in the game's 'tailoring; hence better teaching users how to monitor/keep/'track good health. Gain and lose points/lives for good behavior.

FUNCTION EXAMPLES:

-Diabetics are limited by sugar intake levels, and must check blood sugar levels accordingly like in real life.

-Dental: certain foods cause greater problems than others; and require more brushing. Failure to brush / eat properly is 'scored.

-Medical students learn how to monitor/'educate their players [patients], and 'scored on health giving/'tracking skills. 'Tailored to medical practitioner's: type education, 'game 'educated skill level.

-'Agent Game: Player is the 'agent/'boss representing the disease/health concern – and win points by provoking bad things in patient(s) / hospitals (management / organizations). Experience how the disease behaves.

-Player Response Requirements Change as [patient's] medical/ability/power change is 'edited: Punishments / Awards: experience worse/better illness /side effects [of improperly administered drugs]; whereby 'tailor 'reacts with changed symptoms and 'associated symptom characteristics user must now 'interact with differently than with earlier symptoms.

-Agility of dangerous acts games: player learns how to go near but not cross the line causing problems. Examples:

--Diet: Need to eat some but not too much [of a type] food [or get malnourished, excess cholesterol... starve, become obese leading to 'associated diseases / loss of 'lives].

-Exercise: People [needing] exercise move up to 'designated/preferred level, then suffer [with heart attack] if there's too little/much. Don't fall [especially for older [ladies] who forgot proper protection/devices/help. Player 'scores how 'entities move properly for their medical condition, or within the parameters of what's considered

healthy [aerobics/yoga] in fit kids/adults. 'Scores: speed, jaggedness of movement, balance, W5 'associated with character's age/medical condition(s).

-Safety Game: characters identify / avoid / remove dangerous matters in their [uip-tailored] environment, e.g.: asbestos, mold, loose electric wires, matters dangerous for [young] children, trip hazards.

-Pain Reduction based on ['tailoring behavioral attitudes about [physical] pain / drugs]. Background on alternative pain treatments see the talented Dr. Rob Woodman in Davis and Sacramento California. DavisPainClinic.com

-Mental Health: 1st: 'behavior analyzer is told via UIP Input what needs healing; or relies on its own 'BA methods. 2nd: it 'tracks then 'analyzes patient's behavior; which is monitored via: what patient inputs, and or whatever [behavioral] data 'BA can get and 'analyze. 3rd: patient's behavior is 'scored; and 'guided accordingly.

--Example: if patient's keywords in their emails show excessive worrying in a stomach ulcer illness, 'BA will 'guide person to: relax, meditate, read 'designated/'edited calming text/poetry/images, and or seek medication. Stomach pain from bad behavior is [exaggerated for effect].

UIP-ACCESS: earn privileges [in real life] as awards, eg: more game time, free time from work/school/hospital. UIP-Edit: player can alter uip of themselves, illness. UIP-Input Analyzer / *Filter.

UIP INFO INPUT:

-medical 'databases for existing medical conditions – features needed: how the condition/patient can be 'tracked over time; how symptoms or lack of show up in [skin color, life energy level, other symptoms [that can trigger 'associated illnesses]; 'associations between age/lifestyle/body response to [im]proper behavior.

-patient's UIP database: what's entered by user/doctor/['game] program [for that situation].

-Rewards/Punishments: getting/losing medical licenses; losing lives

-'Behavior analyzer 'associates/compares player behavior with change in their medical condition(s). Helps show [which aspects of] 'game help/hurt, for improvements in 'game updates.

-game continues from minutes to years [following patient until they're healed].

UIP-GUIDE + HOW TO LIVE/ACT/GET HEALTHIER

. UIP-Q&A for user to learn about best action [whenever in game they wish / need to make a decision] and get 'educated/'guided

. UIP-Predict: chance of getting better/worse based on: disease / behavior / patient's other profiles. Player can try working around/with the 'prediction.

. UIP-Router: player routed to right doctor / 'educational process based on their performance.

. UIP-Track's changes in health, behavior and 'associated factors.

OTHER: Grey areas for proper medical behavior/care, and or correct diagnosis [or (partial) lack thereof] 'associate with 'Emerge Analysis Functions 2G180. See: 2G360 Good Intentions [Game]. US Patents: 6699188, 6458080, 6168563, 5960403, 5901246, 5879163, 5601435, 5596994.

2G250 Farming Education Games – Healthy Agriculture: Organisms with health issues: people, pets, other zoological organisms, and plants [farmers need to raise and fertilize for better 'scored harvesting]. See 2G240. . Adapt: UIP-Access: awarded more farmland, bigger harvest, agriculture method 'guide with more 'educational skills so player can be in better chance to win later. UIP-DB: + agricultural related characteristics. UIP-Q&A. player asks ag questions. UIP-Track: for player's overall 'score.

CONCLUDES FILE HEALTH GAME

FILE SEEK A REACTION GAME 2G330
Invention Category Also Called Part "UIP Seek A Reaction"

UIP knows "what buttons to push in another, to get the desired reaction." In other words: UIP hones in on an entity's or invention's characteristics 'predicted to elicit the 'designated 'reaction. This expands upon the "UIP Seek A Reaction" sub-part.

An 'invention / weapon that taunts UIP-Targeted 'entities/enemies and lures them closer [by to Ratchet. Taunting focuses on UIP-characteristics to get better/stronger 'reactions from [players]. Any entity can have their taunting 'agent uip-target what is to be taunted in another to [get them to move, sleep, fall in love (with you)]. See 2G330

'Reaction Ping Pong: upon "A" triggering a 'reaction in 'entity/'agent "B", it might seek to provoke "A" in tern; then "A" trigger "B" and so forth. Examples: [chemical] chain reaction; domino effect, vicious circle. -Multiple Entities: The intensity/synergies of feelings can increase/decrease down the chain; and lead to causing 'reactions in any number of 'entities, growing or shrinking in number. Any patterns are OK.

How 'Agent "A" gets reaction(s) from 'Entity "B". Forms in which this ['game 'agent / 'UIP Seek A Reaction] functions / gets a 'reaction:
[backhanded] compliment; censure; comeback; dump; mockery; outrage; sarcasm; slap; getting snappy; tease; bother; offend; put down; quiz; rally; scout; tantalize; twitter; annoy confront; distress; disgust; exasperate; needle; nudge; perplex; perturb; pester; plague; pursue; ride; scare; instill a UIP 'designated feeling/'mood/'reaction in desired 'entity or 'thing; arouse; trigger; challenge; electrify; incite; prompt; stir; thrill; waken; whet; advocate; assist; condone; conspire; egg on; encourage; endorse; help; promote (market); urge; stimulate ['entity's creative thinking]; inspire; conspire; allude; collude; cook up; cooperate; devise;

intrigue; combine; show 'associations; hint; fish for; plot; plan; partner; pool resources; show willingness; side with; uphold; unite; maneuver [with 'predictions for how to maneuver w5]; play ['game] with; assessing the other; question; tax; test; try; address; appeal to; ask; ordain; collect.

-'interact / exchange [with synergy]: 'moods, words, 'images, physical actions or movements, more.

Synergy Invention: the sum of the triggering action, and a non-associated reaction made into an associated reaction can be greater than the sum of the parts. This is one of the invention's claims.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow:

[Parts Section #1]: U (User of this Invention) = Applicable Functions Of ['Game] ['Agent] [UIP Seek & React] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[user playing with / taunting system is a password] // ARTIST [taunting is an art form (how 'images provoke each other)] // [BEHAVIOR] ANALYZER [best way to provoke] // EDIT [change words/info to (better) provoke] // EDUCATIONAL [prod students] // NOTIFIER [get user's attention by provocation] // PS-ZONE [provocations are activated by what 'zone user's in (w5)] // QUESTIONING [questions to provoke; UIP-Input] // SA ('sound analyzer) or VA ('Visual Analyzer/Sound Recognizer) [what sounds provoke] // SCORE ['predicted level of provocation from a proposed trigger] // SENSOR [uip-input for provocation] // TRACK [past actions of targeted 'entity used by 'behavior analyzer, to conceive/'score good forms of future provocations].

* Sections 1 and 2 interact.

o o

Benefits of "UIP Seek A Reaction":

-'Reactions are UIP-Input [after going to 'behavior analyzer]

-Personalization. UIP-tailoring. System using this function appears more human/natural.

-More exciting ['game] 'interaction, that better triggers real feelings [in player].

-More effective 'education, and 'guidance.

-Mental exercise and 'education for user: increase sense of wit / humor.

-Trigger wide range of feeling, thoughts, and actions, to achieve [about any reasonable] 'designated [humanly possible] 'reaction / 'mood.

-Better form of punishment [in games], and way to keep unwanted 'entities away or from returning.

-Test user's intelligence/humor/behavior on how they 'react [and play "UIP seek & react" ping pong].

-With proper style, system will regionalize itself [adapt to local culturally bound thought patterns (for humor or wittiness)].

-Improves abilities of the following when "UIP Seek & React" is incorporated within: 'Predict, 'Educate, 'Guide, 'Access, 'EGH, 'Entertain, 'Game, 'Interact, 'Mood generation/'editing; 'Notifier; 'OSC [sound 'tailoring].

Examples for "UIP Seek & React": lure, hook, charismatic [charm], put a spell on ['game 'entity], incentive, attraction, camouflage, decoy, invitation, magnet, mousetrap, pull, sweetener, tempt, enchant [magically], bait, press, dangle, trap, tease, seduce [with 'images, 'osc and other senses], 'game [kidnapping/copying] [of (invention/data) (ideas)],

File: Games / Ga 1 / Games From 3-06

FILE GAMES FILE FROM MARCH 2006:

KEY WORDS: Character(s) (of user or acting member in game), characteristics (of person/game character). Behavior(s), behavior profile. Psychology, psychological analysis. Game, video game, computer game, arcade game, gameplaying role playing, roles. Adapt(s) adapting adaptive. Adjust(s) adjusting adjusted. Tailor tailored tailoring learn (from (user)), learns from..., learning, learned behavior.

2G260 FRIENDLY GUARD DROPPING METHODS FOR UIP-INPUT: Get players to reveal their inner selves, they might normally keep hidden; then uip can function better. Methods:
-the uip-input mode is less obvious to the player
-player may think they are being 'analyzed about (staged) X, but are really about Y.
-system's 'responses to users might also deflect from info more sought by UIP
-not designed for fraudulent purposes. Includes all adaptable techniques mental health workers use in real life
. Examples:
-The explorer must choose a path going by either a friend cat or friendly dog, while the bigger picture show a fuzzy or smooth creature guarding the entrance.
---Texture Choice: Player guesses who has the magic ring, and must choose from a fuzzy green character or another the same but is blue green and smooth. One can better test for color or texture preferences, when the next choice is between a fuzzy blue green and smooth green ball.
--Next a magical pet must be selected, and their choice probably shows their cat/dog preference.
--Next that type pet will be given to their main character, while the opponent plays with the other...further enforcing a normalization/culturalization making player more comfortable. People who prefer cats might be neater, and such is one more bit to suggest such is the case for UIP-input and analysis.

2G270 MASTERMINDING EACH OTHER'S UIP:
. Learn ('educate oneself) about another's uip, then: overcome them (control that person/invention); delete (parts of) their UIP files (resulting in party who lost parts of UIP to malfunction/not know which files were deleted hence how to function properly; or like a virus, insert codes to distrupt their UIP and or UIP's results.
. Anti Virus. build (software) defenses against UIP attackers (computer viruses/clever villains): anti (UIP) virus (attacker) software/protection is designed (for specific viruses).

-'Edit can alter UIP programming for oneself/others. 'Edit 'seeks 'designated codes/characteristics (as it scans system), then'reacts by making designated changes (to code or (temporarily) to the UIP's tailoring results).
-Anti-Virus 'analyzes UIP viruses whenever: one of the tailored results changes (as recognized by separate/remote system); other anti-viral programs known, eg: by Microsoft, Norton Utilities.
-Running UIP or our other inventions on Apple or other non MS programs may be more stable; safer against viruses (due to Microsoft's many flaws).
. Knowing another's UIP, lets person/invention better know how with them to: 'interact (to one's advantage); have better (technical) coordination/communication (with less breakdowns/bugs). A UIP can self generate around a (technical/characteristic) flaw in another invention/person. Examples:
--User's cell phone is entering a black hole (see our invention); and as UIP of caller/receiver knows they're entering such a 'zone, a 'reaction is made, eg: plays music nurturing patience; directs cell phone to another frequency/carrier (while in the black hole). Also, each black hole's (unique) characteristics are UIP registered.
--Our pet door invention: when it rains, pet waits longer outside. Pet collar's transmitter emits dampness (cats & dogs don't sweat?). User Information Programming Congruence results when pet collar's uip (showing it was wet so extra door mat cleaning time needed), matches with pet door's uip (make pet

2G280 BIRTHDAY GAME: For example, when your child gets older, she/he can come across a game scene where the boys are celebrating their father's birthday - but this happens only once within a week of his birthday. He wins if he can blow out the candles despite the fact that the "bad guy" is keeping papa from the cake. He has 8 minutes before the candles burn out, and is getting help from him son(s) and wife. Meanwhile an inventor calls the wife and transfers to her the needed magic powers. Happily ever after...

2G290 SPEECH AND SOUND INTERACTIVITY WITH GAMES: Invention to have wireless interactivity and radio interactivity as part of games. For example there are signal controlled games now. How about radio broadcast, speech recognition effects added for random speaking or communication in a field of play for conversational interaction with virtual objects. Interaction could be controlled or left to random, ambient effects.
E.g virtual objects dancing to music, responding to noise; marionette responding to a drum beat, guitar, piano, flute, pipe. A marching band responding to a conductor real or virtual either way.

OTHER 2G300 Can reword this paragraph: Multiple object control. Increasing interactivity and object control by substituting electromechanical controls with wireless voice control channeled to owned or domain of interaction. Say being able to have 10 interactive players and referees in a video Basket ball game instead of one controlled by a joystick. Remote and web-based participation in a game that will otherwise be played in person only.

2G310 CONTROL OTHER PLAYERS THROUGH THEIR HANDLES:

. "Handles" are what players can grab and control in the targeted 'entity.

. Control other 'characters [via their control points which are the [rfid] nodules added to 'character's face/body. By limiting a 'designated facial expression, 'character is prohibited from feeling/thinking [what player 'predicted they might feel/think/do].

-control options: move your own/voodoo's such [related] nodules; dream/think it up [by drawing or selecting from menu [which pop's up based on game/character's 'prediction of what control options might be wanted.

-points in controller/recipient can effect strength of causing / resisting control [for one or more target characters/inventions].

. Control Ping Pong: a tug of war between two/%multiple players and how they control each other [mind/behavior/action] [via 'agents]. 'Agents can 'access/hack into other 'entities [while being hacked into themselves (simultaneously / in limited dimensions of ('zone)).

-try controlling other player's controlling function/'analyzer; so their hacking [into your player] is stopped/hampered/bouncing back [into] hacker.

-goal: get other 'characters to give 'designated player the desired scenario/experience. Maybe 'agents do this when two human players play; with 'agent loyalty alterable [via 'associated hacking]. PVP [Player Verse Player 'games].

-another 'character can be an 'agent to control other characters, acting as [an 'agent].

-Indirect control in PVP: when one player winks, the other player's character's [facial] expression/experience can be associated, eg: feel/show passionate feelings [and act accordingly (without player [full] control).

-'Balancing between forces of multiple players possible, eg: equal power pushes to the middle, and 66% push from one side, and 33% on the other results in latter losing the amount/length of [half the forward/controlling/power of 66% force 'entity].

2G350 PLAY & LEARN FROM CELEBRITIES & HISTORIC FIGURES: Education': interact' with historic figures. Chuckle a bit. Interactive Software offers deceased person's or pet's past personality onto the system.

-Possible TM: Interact with History; Séance Software.

-User questions invention as to how the 'entity [deceased relative / celebrity] would answer. User 'interacts with [historic/fictional] ['game] 'entity based on each's UIP-traits.

--UIP Info Input from: historical 'databases; what somebody entered as to likely actions/'reactions of who the character is portraying.

.--User questions sys -> c sys (system) "analyzes" all the 1000+ questions and answers in its db ('database) on deceased party's feelings / opinions / commands / requests / beliefs / etc -> U feels a little more at home by semi "interacting" w (with) dead person's past (multiple choice) statements/answers.

--utilizes authoring language software, and other interactive computer based training sw.

--System 'tailors its response to U's situation (feelings, parental / guidance needs, etc). This is an example of Double UIP or Interactive UIP, in that sys and U both tailor themselves to each other.

-US Patent 5357427 Remote monitoring of high-risk patients using artificial intelligence: Questions to patient are = chosen using AI ("analyzer", "uip") = based on the patient's response...
-remove file / data from c based on its low "score": create less clutter (for uip-"analyzer" to function, let programmer better see essentials (for modification)).

FAMILY FEUD GAMES 2G370: See 2G360 Good Intentions

File GA Other
Game, UIP Related, Etc

GAME REPLAY: replay the game you/other player made. UIP can present the more important ['score getting] situations. UIP can utilize game reply info. 'Track.

FOR DOLBY:
-encoding [if there are two sound like signals simultaneously], and the 2nd isn't compatible with the first, the first is altered to be compatible to the 2nd.
--converting tape to digital is encoding.

UIP is User definable preferences of AI.

OTHER:
. Overlapping Parts:
'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'UIP-Emergence (2G180), 'UIP Tailor.

FILE 2G200 * These Games Conceived Mostly Before Year 2000

* 4A460 GAME BY MODEM: interact with each other. User's machine has coupler allowing receipt of messages for game when sender presses right button.

* 5A830 SHOWS the additional points ('score) needed to win 'game
-simultaneously showing the number of minutes left in game (or number of predicted time left based on rate of performance).

A2-470 ELECTRONIC PLAYGROUND GAME: applies to games and was expanded in 5E020.

A2-480 GAME BOARD(S): its printout attached to board (by clips etc) and it produces paper game board pieces u attaches to heavier objects. Choose game u want, eg: monopoly, your own game you have programmed, or purchased and inserted into m. Can alter rules. Mix w (with) Electronic Playground Game #47. TD: sw C ('computer) e hh tt bp ep med w2 cons kids adult fun mood ll pp mp exc

A2-560 ASPECTS OF GAME: mi all other G described earlier and later according to whether its rl o nrl.
1] Shoe Map G: mi 55 Shoe Map. rl. follow other's scent by picking up only where they have been w (with) set time/distance delay created by follower's product. Incorporate aspect into more complex G.
2] Reverse tape/microchip order of foreign & your language & their dialects. Guess which language. rl. Can also be played forward.
3] Destroyer creates paths of destruction. With or without foe which rebuilds/builds/fights destroyer. nrl.

A6-03 EASTER GAME: When user finds one piece and presses charm's sound button, the first's sound activates the next charm (which receives the first's sound) should make a sound, person finds next piece and goes to following piece in complete circle until all found.
o some may have thick safe short thumbtack type nail that can be secured into bark of tree
o use in games for detective, finding and chasing person who purposely leaves cues behind
-Option: For waking up - run all around the house in am (faster person get up the fewer alarms they have to deactivate).
-related US patent 4936185

A8-16 CHARMS BEAN BAG GAME: throw small hand size bag to each other. Attached to one side of skin is cap and beneath a sturdy control onto which users can input something.

A8-16A CHARMS MAIL MAN GAME: each player keys in short sentence (limited to 12 words), then passes to next person which only sees last sentence from which they make alteration. At end of round(s) the charm can go back to the last 15 sentences keyed in and show the progression of change.
-"Hints" given to players via: See 2J02 Game instructor

GAME PSYCHOLOGY: Limit number of words to ease keying in function, re-reading sentences later. Maximize number sentences in memory to induce frequent switching of modes from keying in process to sharing and laughter!

6B460 WAIT FUNCTION: key in the amount of time you anticipate having to wait. The game and rules are altered accordingly. Eg: U has incoming T ('tel) call. During pause, u might be unable to view s (giving him time advantage).

6B610 KARAOKE GAMBLING: pay to play, win drinks, food(s), other prizes. Judging done by: karaoke; vote of patrons; employee(s) of organization running karaoke; random chance
-guess the name of the drink, small or regular size servings
-best singer and or musician (normally using synthesizers)
-best acting: karaoke can ask people to personify a famous person(s)
-bingo; lottery; jackpot machines; any common gambling or non-gambling game which has objective of winning guessing name of drink (might cost a little) while it gives a purpose to drink too - getting people drunk)

6B960 PASS ALONG: start a story and pass along the item to next person who continues story. At the end, after going for example one or more times around the circle, people can listen to final story
-also makes sounds, or music and pass along, or start ideas for inventions, and pass along
-UP time limit for speaking per person to reduce excess time required listening to unimportant thoughts

8B300 THINK: Use learned information to progress in game. Game may or may not educate user about facts, skills, etc before starting. This type function may be a part of or main feature of games. Questions or prompts might be answered or responded to via multiple choice, or selection via a mouse or finger touch screen
Samples:
-impress the wizard, king, master, teacher, and person with information so as to: gain their favor, gain entry, get them to be your ally, etc
-gain access through door or gate by answering question correctly. -skills: learning how to talk with people and get them to like you (eg: how will you respond or act - great for teaching people social skills);
-learn laws: each action can result in breaking of law with improper action. Game has laws for part of real world, or its own rules - teaching people the thought pattern of operating within a legal structure. Eg: you are driving around a 90 degree corner, your display ("S") shows your km/hour and you wish to be the first person to finish a race, but you will be stopped by police if you go over 60 km/hr - this causes your delay
-tm: Doctor: operate on people, animals, plants. Discover or receive information on problems they have, then do surgery or prescribe medicine. A fun challenge!
-what to do and not to do in certain situations, eg: entertaining friends, or family, or business in your or specific other culture.
-See 2J02 Game instructor

1C-020-083003 SHADOW IMAGES: Project shadows onto wall making them into interesting artistic forms; play the game guessing what the shadow is.
1. guess what they are
2. merge shadows creating new possibilities
3. make a game of it, the one who guesses correctly gets a point. Plus it will be interesting to discover what the shadows are if not guessed.

4. play from bed, etc.

5. turn off lights and view from walls, or play on a CRT

-Footnotes: remote ("R"); display ("S"); c; pp; mp; uk; mouse; interactive; toy; all; game; entertainment; printer; bp; osc; score; cart; air pad. "Hints": See 2J02 Game instructor. Shadows / silhouettes shown on "Screen" too.

#<2, 2or3, 3 SW ('software) version> #<4 mech ver $> #<1, MK: rubrics still being marketed?>

3C200 SOFTWARE GUIDE: [Former title: Rubics Cube Guide]: When playing a game of skill w (with) one person, sys tells u if they are making progress or not.

-# = rubics sw/hw N (invention) only shown.

o Examples:

-Rubics cube software: shows # of steps needed to complete task. If # of steps increases after last step, u can back track to previous position.

-Chess: shows number of steps u and or opponent has to possible checkmate.

.--Sys vaguely gauges: level of each player / likelihood of human player(s) to make particular moves in isolated situations (based on uip for thousands of past players in database) / foresees possible moves / other aspects in computer software intelligence.

-"S" on one of the cubes shows the number of additional steps needed to complete puzzle. Acts as a guide in helping user know which move is better.

+-verbally told the SW ('software) version exists, but maybe without the instructional mode which may be patentable.

-Tells you the number of steps remaining to a corrected rubics cube. This number resembles the shortest number of steps possible. If a change is made by user the number can increase or decrease; if number is much bigger, user might avoid that step.

-other versions on software only: and can have interesting graphics possibilities, eg: putting 100 circles in right order; jig saw puzzle; staking items into 8 columns; etc.

-may also "notify" score, eg: (via sounds, lights code combinations)

*-applies to most other electronic versions of games with one player who controls all moves

2D-220 GUESS THE SOUND: Common sounds are synthesized, making them harder and harder to guess what they are. Moved to music folder in 1.06.

2D-221 GUESS THE _____ GAME: Similar to 2D-220. Game lets players guess what one or more of the following stimuli are (when given consecutively): images (sillouhette, outlines, color (combinations)); sounds; *vibrations; osc's words spoken; written text; circumstances: historical, other environmental clues; etc (2D-240, 2D-250). See 2J02 Game instructor

2D-240 GUESS THE ITEM GAME: Use microscope to guess what item you are looking at. The samples can be so small and kept in cover so user can best guess by viewing via microscope. Gets kids very curious about science.

-accompanying information displayed electronically or by manual can explain what they looked at, with details explaining why what they saw looked the way it did....

-2D-220. see "Visual Analyzer".

OTD (Other Technical Details) 1: the definition of game is more advanced than commonly supposed in society; pp & mp game's rules, scoring systems, score; uk; interactive; %exercise; %portable; cart (for more than one game playable - software); cc*: uip (game difficulty level adjusts to u's ability (tgh)). Rules of game alterable by u via: cart, pr, %uip, +"entertain", +"Edit".

-D: U (player) = [portable r unit]~c = (U (player(s)))

-See "Brain": sys' part adapts according to circumstances.

-Sub-Parts: Game-Video; Game-Outdoors: parts communicate via wireless to = main c.

%-"Router": locates then= retrieves needed data= for "game". Player(s) may need special data / role playing "game" skills.

-A code (access, el `water mark') encoded in sw/data* limits how sys (system) / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-OTD Drawing: U (game player) = This N (invention) Sys (game) ~ C =

ARTIST (u pr (program) type images / visual effects desired for game as seen on S); %BA (behavior of U determined, so sys can better UIP-Tailor how game revolves around player, eg: tgh); BRAIN ; CART (game cartridges - different cart has different games that can be played); EDIT (guardian can cut out certain features of game, eg: words / images (visual analyzer) / certain games (on cart / on-line / via broadcast) all together); EDUC (U learns skill(s) while "interacting" w sys); K ; M (down load additional games); MO ; MOUSE ; MULTI-USER (each player's different previous "scores" remembered and hence the tgh mode differs per player; differing "edit" for each player); nr (notifier) (u told when they lose or win game, or told their current "score" or "status" (physical position w/in game scene)); +OSC ; +PR (player changes roles played by characters, changes rules, player can design (nearly) new games (via usage of authoring language SW ('software) for game (prototypes))); +%PS-Zone (mainly for WA version of N, or the PS-Zone applies to the R ('remote control) portion of N (invention) sys; player's physical location: needs to be changed for u to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), u sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS); Q ; +R ; ROUTER ; SCORE (points player won, and compares player with other players (via "multi-user"); %SENSOR (sensor="analyzer"=effects how game is played, eg: motion sensor is needed if u is to respond to game situation, or hand's chemistry/electrical energy (from human body) effects game's reaction (u must be relaxed or u loses points)); SOUND ANALYZER ; SPEECH (player can respond to / control elements of game via speaking); STATUS ;

SYNTH (u's status in game effects SYNTH used by osc); + TILT (joy stick functions); UIP (uip-tailor, tgh); UQ ; VISUAL ANALYZER ; +VR ; +WA (VR, walkman type, game played (only on): audio mode - u hears game's actions & u responds via sound (and or K ('keyboard) pressing too); u still able to be semi aware of their real life surroundings (versus (VR))).

-"Billing"

. El (electronic) meeting place: Improvement on US Pat 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys (system) functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "Educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

. US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered ['order & timing], pat has it as game too = "game": with other possibilities: guess which button has which sounds ordered in which manner; create sound combinations different from those heard before by designated factors of difference (same sound segments but only 1/10 moved to another order)

-% Pat search str: game* and (electr* or batter*) not (video* or chess or pinball* or (board adj game*))

* US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device include sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

. BENEFITS IN PLAYING 'GAME: "Education": learn (real life) skills applicable to "designated" functions. Important for patentability. Examples:

--how to hunt, fish, or hike w/ minimal mishap or to gain: food, or point of destination.

--building one's personality: strength, endurance, ability to maneuver in real life, business skills, negotiating, battle (boxing, martial arts); (competitive) sports.

--learning how to use (KN) system / SW ('software) / tools.

--the practice that comes from game playing teaches on many levels: intuition; subconsciously dictated behavioral patterns; automatic responses

.-misc: "image" generation; gambling to win: money, points, another free game; "entertain".

. UIP: sys (system) better understands player's personality, and adjusts accordingly. Examples: sw (tutorials); how (KN) presents information, options, functions; learn a skill such as how to use a product= then u not only knows how better to use the product, but product's uip better tailors itself to= u: u = learns skill / uip learns to tailor to u = improved interfacing between u and KN.

-Following needs creative thinking: Player's behavior serve benefits, eg: ba, uip, access, Educ, egh, increases u's creativity (see creativity enhancement methods).

D: C ('computer) = "scores" = user: as u gets closer or farther from winning.

-player(s) = "interact" in "entertainment" mode / play = "game" ~ C = game movement "analyzer" / player's move(s) "scored" = "guide" suggests / predicts the moves / future moves of opponent.

. Patent search str:

-chess. Or: chess and (software* or computer* instruct* or teach* or show* or improv*).

--US Patents: 4098106; 4492581; 4515371+ - displays correct move after "designated" number of incorrect move by player.

-(game or gaming) and (instruct* or teach*) and (software* or computer* or electr*)

--US Patents: 5035625 3866338; 5497999; 4228596; 4289313 4416454 4611996 4421487 5169319 4122952 4990093.

-((player* or opponent* or user*) near/5 (behavior*) and game* and (computer* or software* or electr*).

.--US Patents: 4569526 4666160 498003 498002 4518267 4494202

-'R = "tilt"; remote control; joy stick; "clapping"; laser gun; (3-D / remote control) "mouse"

. Read Later Drawing: U = This N (invention) sys (system) (Sound Game / "Educator") ~ C = ACCESS (determine the nature of sound correctly to gain access) // *MULTI-USER // OSC // pr (program) // PS-Zone (different sounds heard / generated by zone) // R ('remote control) // **ROUTER // SCORE (level of user's correct responses) // SEEKS & REACTS (to sounds) // SENSOR (mic/other sensors "seek" the type of nature of occurrence= so u can better determine W5 of occurrence (then "react")) // SOUND ANALYZER // *TDS (when sounds / events occurred) // T // TRACKS (sounds) // UIP-DB (of sounds) // *VISUAL ANALYZER (helps determine nature of occurrence for: clues).

. APPLICATIONS (OF "EDUCATIONAL" BENEFIT):

-Learn new sounds: "Educates" user into what items sound like. -Malfunctions: U learning what malfunctioning sounds are associated w= which problem. 4C150 Improved Defective Sound Analyzer.

-Nature walk: match organism sounds; guess size of moving water and or its distance, or height of water falls. Speed / type / rate of water for weather: rain, wind, tornado. Type animal (even whose pet); type mating call (if male or female) or other animal communication and what it means.

-City walk: number of vehicles; height listener is in skyscraper from city noises.

-Emergency responses: what type sounds are associated w (with) what problems= and how u should respond.

-Guess the product: type vehicle and make. Sounds emitted by tinkering with the product by: dropping, banging, taking apart, recombining into new products. Guess which parts (with W5 (what, where, when, why and how) they are used).

-Who is it: Type "Character" / Actor speaking. Good for movie buffs.

--Friends can disguise their voices (via "synth")= requiring other players to guess. Players can speak out clues for other aspects of "game" too.

-"Portable" system is allowed to guess the type sounds, via its "sound analyzer". See: "SA".

-Guess the type "mood" / behavior (type) of speaker. See: 5A880 Voice Analyzer. 6B830 Voice Analyzer. 1C300 Voice Analyzer

MISC: * UIP Game Effect "Editor": U is requested to experience different effects like sounds and type images. The U's response is "scored" and intern the game's effects are tailored to get a more desirable response from the players. Each game's aspects has multiple "editable" choices, and sys (system) utilizes those best matching player's preferences. This sub-section copied to UIP. "Access" = "BA": Limit opponent's abilities by restricting those wo correct (behavioral) access parameters. Your players (and team players) who know the "designated" behaviors have easier access. Players can design own "Access = BA" passwords.

CONCLUDES FILE 2G200 *

FILE: INVENTION GA

REAL LIFE INVENTION INTERACTION GAMES

INTRODUCTION: 'Game related inventions. May apply to real life where technology is available to achieve the desired aims, and or game reality. Some Definitions – Expanded In Actual Examples:

MAGICAL INVENTION GAME FUNCTIONS

ONE OR MORE ASPECTS INTEGRATED INTO A GAME:

(PET) DOOR INVENTION (ACCESS)

. Dance to open door. Player seeking 'access must dance/move in 'designated and 'tracked pattern, in front of or in a 'zone (near the) magical door, to open it (get self or others in/out). Can surpass passwords, and is harder to jot down and fraudulently copy. Watchers might not even know this method is being done. Details in 'Access part. A player's simple wish may entail the previous paragraph. Or the winner gets/grabs the invention with the signals representing the required 'access movements.

--Player's uip for (typical) characteristic body movements (fast, jagged, hunched) can (be enough to get 'access) / allow motion 'sensor's 'analyzer to allow movement variances within the uip characteristics of the player.

--The password of correct "motion" can be replaced with any means of gaining 'access as explained in the 'access file, eg: speech, drawing 'images, (variable) speed – tempo –rhythm of typing (pw)/moving/speaking/breathing...

. Any other means of 'access can open door, eg: facial/hand 'image recognition. (Only) the user with the live hand/face gains access – something that (can't be lost) be effected by 'access' malfunction (caused by villain (virus)).

PLAY LAND TOUR – (G101 PS ('positioning system) Reminder):

-Player is 'guided (via GPS) towards points of 'entertainment/'education/user's interest. Each player's uip creates a different tour guide. Maximize your pleasure.

-Know which invention to buy where and when. UIP of both the (master) invention and player communicate so (slave) invention is customized for player(s).

OCEAN RESCUE: 2G210 Water Current Notifier. User's 'analyzing invention recognizes when they, or the person they need to rescue is (unknowingly) caught in an (ocean) water current. Others without the device don't recognize the issue, so empowering one with the invention.

-the object/person in the current can be 'tracked. So a treasure can be put to current, and hidden from villain; and should villain try catching the (decoy) invention, then villain (unknowingly) gets caught in current (and can't come back to fight/win the game).

+ DISTANCER INVENTIONS (Changes In Proximity). See G102, PS-Zone files.

FLAKY PERSON 'GUIDE: 2G220 Punishes and rewards people, based on how much they (don't) deviate from the 'designated behavior (as on UIP). Behaviors 'tracked and 'analyzed include:

-being/doing at set 'zone (w5).

-(long) (invisible) leash which emanates good/bad signals ('remotely) to person's (collar/device on their person (touching their skin)).

LOCATION/MODE BASED COMMUNICATOR: 2G230

-speak in new languages based on 'zone user is in. Get to 'designated/home zones and opponents can't understand/intercept communication/sharing info/strategies between group members.

-speaking right language can be 'access for that 'zone.

2G240 DIMENSION CHANGE ADJUSTER. First through three or more dimensions 'edited for player's [uip]. See 5J07

2G250 EXTEND 'GAMES INTO NEW 'ZONES [without direct GPS connection]. (GPS Extender G115). For Player Vers Player games, etc.

File: Games / Game*
GAMES *

See our many game inventions.
Objective of game is to: win [points], take part in a challenge, practice an activity, or only interesting experiences. A broad definition of game playing is used. See huge Game files.
. Examples: 'interactive functions can be challenging, rewarding, and 'educational. Limited non-electronic/software driven game functions apply.
. Program product's functions to make them more of a 'game for user. Eg ability to design: rules; functions of game; multimedia interfacing [can all be 'tailored to player's 'entertainment preferences].
-Player changes roles played by characters, changes rules, player/UIP can design (nearly) new games (via usage of authoring language sw for game (prototypes)).
-General: Hobby. Courage. Adjust to [other 'entity's needs, rules, 'predicted outcomes]. Gamble. Brave. Collusion. Conspiracy.
-Game difficulty 'tailored to player's skills/'score.
-Gaming includes: competition, tournament, [multiple] rounds
. Broad Types Of Ethical Games:
-Strategy / 'Entertainment: [user invoked / 'guided] design, joke, prank, scheme, 'order & timing of [thought out] stratagems, ethical bait-and-switch to beat opponent / 'boss. Win by 'predicting better stratagems. Recognize & take opportunities ['sound recognizer, 'visual recognizer]
-Waiting games: cat-and-mouse, lying low, wait-and-see-attitude
-Non-Traditional [Game] Features For Our Inventions: Jazzing up interactive features of applicable inventions via: [mental] recreation, adventure, amusement, play, festivity, merrymaking, follow-the-leader [who could be the game/its character/'entity/'guide], fun, 'entertainment.

LESS IMPORTANT SECTION MAYBE:

OTD 1: the definition of game is more advanced than commonly supposed in society; pp & mp game's rules, scoring systems, score; uk; interactive; %exercise; %portable; cart (for more than one game playable - software); cc*: uip (game difficulty level adjusts to u's ability (tgh)). Rules of game alterable by u via: cart, pr, %uip, +"entertain", +"Edit".
-D: U (player) = [portable r unit]~c = (U (player(s)))
-See "Brain": sys' part adapts according to circumstances.

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%-"Router": locates then= retrieves needed data= for "game". Player(s) may need special data / role playing "game" skills.
-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".
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-"Billing"
-El meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their

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-% Pat search str: game* and (electr* or batter*) not (video* or chess or pinball* or (board adj game*))

* US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device includes sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

File: Parts/UIP Sub-Parts Ga

ADAPT GAME RELATED FEATURES:

User Information Programming exemplified in Video Game applications. UIP is fuzzy logic which automatically tailors software driven functions, for designated purposes. See UIP details in other files.

Game Terms

Character:

-Personality / Personality profile. 'Behavior analyzer also defines character.

-Confusingly, in past this might also (but much less often) mean 'image of creature on video screen. Now it's called "Entity".

Entity: The player's creatures, or other creatures in the game. Includes: heroes, villains, and gangs of creatures with shared identities.

Thing: Entity and or invention that has some characteristics.

Parts & Functions

General Over Views of how UIP 'interacts with 'Games:

-UIP is User definable preferences of AI.

-Input: Any digitizable / 'scorable [game] event/element is 'tailorable.
-Output: any potential 'effect can 'edited as 'designated [within programmable parameters].
-It's the learning and autonomous adaptation to players.

UIP-Game-Access:
-'Access offered to players showing correct behavior / password.
-Entities developing correct behavior/character gain access.
-Age of player matched rating of 'game / 'entertainment. Membership based.
-Better 'game 'score / skill / level / particular life level gives greater/longer 'access [periods]. Greater 'access gives ability to get greater 'scores, in tern further enabling better 'access – snow ball effect.
-UIP controls which related game windows for which access is available. PS: can 'interact in/from 'designated areas. Certain 'zones give differential powers/limitations [to entities]. System knows/'tracks what you like based on what you did/want w5 for UIP-Input – set preferences for any UIP-Inputting. Use [blue tooth / wifi / tel] there to play – PS triggers possibility of connecting.
-new 'access [windows] into additional/alternative/'edited games accessible to players with 'designated 'scores/'uip profiles.

UIP-Game-Analyzer: Fuzzy logic.
-System self 'analyzes for the level UIP has deviated from the template form – for user and or clients and or other entities. Degree of UIP can be a handicap or power booster, e.g.: punish self a bit by having UIP to win.
-Computer cookies: any kind of data is fair game for UIP.

UIP Associative Memories: Associative memories work by recalling information in response to an information cue. Associative memories can be auto-associative,or hetero-associative. Auto-associative memories recall the same information that is used as a cue, which can be useful to complete a partial pattern. Hetero-associative memories are useful as a memory. Human long-term memory is thought to be associative because of the way in which one thought retrieved from it leads to another. When we want to store a new item of information in our long term memory it typically takes us 8 seconds to store an item that can't be associated with a pre-stored item, but only one or two seconds, if there is an existed information structure with which to associate the new item.

UIP-Audio:
-Any digitizable situation has corresponding tailored audio component. Certain info/actions/colors cause UIP-Audio's OSC to 'react.
. Modes:
-Minor chords (often) elicit feelings of: sorrow, anger, and dark
-Major chords (often) elicit feelings of: upbeat, powerful, bright, energetic
-Base – Low/High Frequency

For hearing impaired: make into deeper sounds [base]
-Talk in 'tailored [sound type] fashion. See our dialect converter invention in folder 1G.
-UIP-Input: 'audio recognizer: recognizes/commanded by speech commands from 'speakers.
-Slow/Speed/'edit speech/sounds for listeners [needing help to better understand / to better enjoy music].
-Voice/sound of entities and inventions are tailored. [Based on personality characteristics; be more frantic when [getting] nearer – entity's voice changes by changing proximity [to any 'designated 'thing].
-Function speaks out words in player's voice at designated times: Audio Capture / 'microphone: when player loses game [move] and says an 'associated (Artificial Intelligence) word, eg: the word "funk" or other sound. System starts 'microphone recording just before a positive/negative action game 'predicts, before player realizes their action/'reaction (reactive feeling) [triggers their losing point].

UIP-Color: Modes: Green & Blue (often) elicit feelings of: calm. Red, Yellow, Orange: intense, energy. Black: power, control. White: open-ness, purity, honesty, clarity.
. Game Lighting: gives 3D. UIP impacts game lighting – higher the level of 'entity the higher/lower the lighting/color (intensity) in hallo effect / entire screen, etc.
-Environmental effects where player [is] is tailored to the situation/'game.

UIP-Game-Behavior Analyzer: Analyzes behavior / functions of entities and inventions. Develops an informational database of those characteristics, with associated files on how they're interpreted, and can be 'reacted to depending what tailoring is needed in what's studied, or the entity/object than will 'interact with the studied thing.

UIP-Game-Character Lock: Lockable defined: Neither UIP or anything else can (normally) change the character / functional characteristics / system / program. See UIP-Game-Stickiness.
-Player's personality profile is lockable against: hackers, tampering.
-Player's actions are restricted to given ranges. Eg: they can only jump so high, and stoop so low, be so fast/slow, smart, nimble, agile, combative, (sexually) appealing (and attracting loving advances).

UIP-Game-Distancer: 'Seeks & Reacts in UIP fashion to situations when two or more things are in/out of 'designated distance 'zones of each other.

UIP-Game-Edit:
-'Edit / alter any portion of the game: character of game creature; uip; look and feel of game [to accomplish designated uip's need].
-Tailored Paste Toggling: When (cutting &) pasting / moving any info / object / entity; UIP will alter the characteristics of what is (being) moved. Examples:

--Player picks up a circle, then it gets altered into a green bubble protector keeping away 'designated entities.
--Synthesizing music (selected by player).

UIP-Game-Educate:
-when (a) game purpose is to learn.
-train/'guide people to like/dislike entities/inventions by giving 'designated positive/negative effects. EG: bad smell associates what kid should learn to stay clear of. Saves from using/relying on words of warning, etc. Reduces info overload where effects would necessarily crowd the mind filled with info: works more subconsciously.

UIP Enhancement Multiple Cut and Paste. Paste toggling (tm –trademark): Cut and paste several different things and not have the memory erased after each new cut or delete that way you can toggle between the a serial number of cuts and paste selectively or in arrear.

UIP-Game-Entertain: 'Tailored entertainment.

UIP-Game-Entity: Any creature in the (game). Includes: 'boss; members of any gang; player (this has two definitions – the user or the creature they play as in the game)

UIP-Game-Image: 'Designated 'images reflect player preference for: colors, shapes, patterns, sizes, special relationships (eg: emphasize strength by main creature (representing player) being much bigger than others).
-Facial 'images are/related to 'images that are/represent ideal personalities. Exists: patent for cutting & pasting one's face onto game character US5595389.

UIP-Game-Group: Attempts to achieve the 'designated benefits/results for two or more 'multi-users. UIP averages/merges/'interacts(integrates) the profiles for each player/invention.
-'designated players have more/less weight for achieving programmer's/user's/UIP's needs.
-'Groups 'educated/'guided on skills/learned from experiences for: (respect/ethics) towards/from one or more players in/out of the group; working together (bonding) for 'designated purposes; through 'designated means (as applicable for the type business; culture; age group).

UIP-Game-Guide: Teaches which game/life/business moves/strategies will help them (win/take control/profit/'track and catch villain). Each (potential) suggestion / (actual) result/reaction is 'scored; then matched with files: profiles; needed results.

UIP-Game-Input: Historian - Quantifies who/what is being studied: 'Tracks 'designated (main) user(s) for: any action convertible to recognizable/labelable digitized files. User/Person's info/actions inputted into UIP ('database).

UIP-Game-Marketing: People/Consumers can be convinced to use UIP features and minimize their concerns for privacy loss (especially in the US market) (also benefiting marketers) by:
-discounts for using/buying what they experienced
-free (hi-tech) services/products w/ UIP (marketing) add on features.

UIP-Game-Mood: Generate desired 'mood in player and other entities. A 'mood might also lead to other scenarios: better way to coax potential lover the player's way; or win over oppositional feelings from villain, and create peace.

UIP-Game-Multi-User: Single player plays against herself: User takes on role for multiple players. Each player has (one) character base (template from uip can tailor). Game will alter/tailor the actions taken by the user, in how user controls their player(s), for example player throws a ball to Mary, but the 'tailoring shows up as wind and puts ball in Beatrice's hands – this adds ('designated degrees of) uncertainty; so user is not fully playing with themselves.
--'Designated control level user has over their player(s): This semi-solitary game form is between 1. a player playing a chess board game with themselves (very solo); and 2. most common way a player plays: player playing with 'games rules (player has no control over the other entities other than by what it's player does (to the entities).

UIP-Game-Order&Timing:
-UIP 'reacts to designated 'order & timing of events, eg: when 'analyzer determines A then B happens, then UIP 'reacts with C ('computer) function/action.
-Patterned actions. UIP can control its actions in about any 'order & timing sequence. Each facet is alone or in synergy of other actions (by UIP) designed to create desired effect.

UIP-Game-Positioning Systems:
Important Inventions on how game and its entities 'react to the position of one or more (moving) entitles or inventions. For applications, skies are the limit until the stars fall down. Create separate file.
-Colder/Warmer Game Function: the nearer / farther [geographically or Conceptually] entity gets/is from 'designated 'zone/concept/answer/solution/needed info [to win game].

UIP-Game-Ping-Pong: Ping Pong: 1. Entity (Marionette) controlled (by (player's) voice). 2. then entity 'reacts (with voice). Entity's 'reaction tailored for player and way entity 'predicts user will 'react back to the entity

(marionette). 3. Player 'reacts to entity (in way it (consciously) is 'tailoring themselves to entity. 4. Entity reacts to user tailored in fashion like step 1.

-Ping Pong designed to be easier or harder for player, according to player's skills, eg; computer is easier on novice chess players, than chess masters.

--Difficulty tailoring: 'analyzer 'scores user's ability/skill/aptitude/knowledge, and the difficulty the 'game level is for the player = the two are compared and matched (at different points in time (as user's abilities change) = user plays game at 'designated difficulty/interest/'educational level.

-'Predicts where (w5) player will go/end up: geographically, spatially, which entities player will 'interact w/ and how [w5] player and entities will act. 'Tailored for 'designated effect / 'reaction / learning / experience (in player).

-Study computerized chess games for details [on 'analyzers].

UIP-Game-Predict: What's 'predicted. How: 1. another entity (villain) will act (in 'reaction to player's actions). 2. how player predicts (itself will) act in future scenario, hence how UIP-sticky and deficiency/neediness of characteristics are [to achieve goal].

UIP-Game-Remind:

UIP-Games-Rules: Set parameters of game for UIP. Rules of game differ for each entity.

Following Mostly Repeats UIP-Game in general:

A2-12A PERSONAL(IZED) GAME(S): mix w 11 11A 12. Game develops specific rules for u's personal info. Each person has certain aspects of game that cause: fear, stress, adventure, excitement, interaction, harmony, romance... that they like or don't like.

M po o dd rules and game plan more likely to create more satisfying response in person. M can merge personal profiles for multiple game players, developing the most satisfying, level of complexity, energetic... way for them to interact; may even be used to improve their relationships by solving problems; letting out steam where useful; avoiding attacking opponent where potential improvement is minimal / they are psychologically fragile. All people have same or different set of game rules & or paradigms. M prints out game number name & or both with type game category, u can reelect game again (w or wo same players); M can play multiple or unlimited number of games, even never having rules ever again quite same w (with) or without pp.

pr (program) ELEMENTS (options, uses, benefits, training assistants...): u / m/programmer/party giving personal info requests/selects automatically: game type category; # players; outdoor game; indoor game (on board, type C ('computer) (HH, TT, model no); using room/house as game board (maybe include floor plans for personal info); stop & play, eg: if ur at work w (with) long wait gaps; teaches role models for kids, adults for life in general, being an employee/boss/sales person/a particular job position, -- handling crises: medical emergencies, war, terrorism...(does this by creating semi-life like situation where u must play, combat w, construct, de/re-construct situations); learn languages like speaking w (with) live native, by having

conversations by keying in a reading dd/po or verbal in/out-put; completely program ur own personalized games from scratch or authoring language software, - or make your own general prototypes from which to create personalized games for others; rules might be changed, added, deleted in middle of game (based on developing handicaps to some degree against winner, increased personal info) EXAMPLE GAMES: The already published game "Risk", roles played: machine gives p countries according to cultures, histories... they like - less aggressive p who is fascinated w (with) Mussolini gets Italy and if they're aggressive northern Africa goes to opponent semi-matched to each other's personal info. Peace lovers get Switzerland, Scandinavia. Japan phobics get Far East Asia so as to attack Japan. The p who is different from the norm, above average intelligence and feels trapped as a result gets Japan or Israel w strong armies to expand. In "Scrabble" of any language, p get letters spelling words that will satisfy them, players in any game need not know m rigs rules for personal info (eg, don't tell ur grandmother; have m make it easier for her/younger p to win).

MK: now everyone can agree on games to play; the only game you ever need to buy;

TD: Memory of past games played & performance & maybe level of satisfaction & increased knowledge of personal info; C ('computer) SW ('software) e HH TT bp ep med W4 kid adult toy game trick joke ed mood LL crt mfh(for personal info, new games, adaptations to current events...) rpc cp pp mp b vc exc(outdoor games) aca v

WHERE GAME IS PLAYED: on 1 or multiple keyboards/crt/dd; po board graphics pinned to blank board clipping po paper; po game piece graphics attachable to plastic type weights by clip, glue, magnet...; a machine that only produces games and played on PC... .-"Entertainment" / Program (sw) Screener: 9G220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%). Copied to 9G220 Aug '95 .-Tilt Stick 5E020: Controls this N's functions.

-See: Requisite Pro, which is a requirements management software.

UIP-Game-Score: 'Scores used as UIP-Input.

UIP-Game-Effect: Smell Effect Tailoring:

-smells can also be very subtle, and uip designated. Smell in future technology might be programmed/manipulated via brain electrodes or other means (not yet fully understood now) to elicit experience of smells, where actual odors weren't emitted.

-each player might experience different smells per uip, as one smell's effect differs upon different people. the actual amount of smell might be minimal.

-applies to other audio-visual product packages: "C" based training; interactive video (system activated by user touching a screen - key boards may be used, but not required)

-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc

-product was merged with product 8B-19.

-smell coordinates with: any audio/visual invention, eg: TV, computer screens, ipod (while playing music), cell phones (while talking – smell matches who communicating with and about what, w5).
-user's preference for type perfume/flower emanates according to players/user's preference. Two people seeing same actress, will smell different perfumes associates with actress/entity being portrayed.
-'track smells. Smells act as 'notifiers for sight/hearing impaired/in dark.
-smell guard: odors tailored to keep away (villains), (while attracting other entities).
-be forewarned before an entity approaches, smell them coming (like animals can). Certain odors trigger different (fight/flight) responses in each entity.

Entities control emissions of tailored odor releases to: attract/repel entities; elicit desired 'reactions/behaviors; make self feel: pleasure, energy (smelling citrus), sleep, love (and or be loved); distract others.

'Interactive Smell 'Screen: smells are emitted to accentuate the feelings and experience while: watching television; selecting options from a CRT screen (for example when shopping via "C", certain clothing fashions can have a chic cologne smell emitted to enhance sales); learning something on "C" (helps increase memory retention - since material is experienced more intensely, pleasure); advertisements: smell the detergent or coca cola so that you want to go to the refrigerator and gets some
-smell emissions can also be in very minute quantities so as to have the effective subliminal effect
-some smell emissions might be created by normal chemicals in the air; blocks of natural chemicals from which a little is used at a time. The most difficult replacement factor might be with home televisions, yet it is in the interest of television and cable companies for people to have these, so they might be given away cheaply or for free
-studies show people enjoy watching programs with the smell dimension added (unless it is too over powering)

UIP-Game- Stickiness: How much and fast something can evolve. Degree to which entity/object can't change (persistence level) to UIP. Complete stickiness = UIP-Game-Character-Lock. Applications:
-System wants more time to 'track user's actions to determine how to (again) tailor itself. Program assigns stickiness 'scores for: stickiness of what's being changed, and the 'score for how influential 'designated UIP elements/'scores can effect the given uip-stickiness.
-Central/important/(feature wise) identifiable aspects of entity/invention might be more sticky so: user can (visually) identify it (while playing game); central identity/function remains [reasonably] in tact.
-The less sticky, the better it can adapt (more quickly) and win. However being too sticky can cause tailoring based on too little info received over too short a time, by which to make better decisions on how to 'tailor; then lose the game. Intelligent entities can determine something's stickiness by pushing/playing with it in certain aspects, and see over time how it and or its class of entities/inventions adapted. Next the intelligent entity can purposely cause the (minimally) stickiness to tailor itself to (semi)false/non-useful info; so the intelligent entity wins / gets what T ('tel) wants.

-Each given / needed characteristic is 'scored for importance / (desired/actual/predicted) stickiness.

UIP-Game-Target: 'Seeks any digitized information/entity/action, or interpretation thereof. It can 'react as 'designated, eg: 'edit, reprogram, stop, activate the target or a feature in/associated with it. In 'games, UIP-Target seeks 'designated targets based on the 'seeker's profile being sought, eg: 'Villains.

UIP-Game-Template: Game/Computer Based Training that can be (somewhat easily) altered to achieve the 'designated results in the user/student. The template requires less work than building game (platforms) from (semi)scratch. Major cost savings. Can tailor unique platforms for each user.

-Benefits/Applications (for user/employer/school): 'education; mental/physical therapy; 'guides user (to teach or help them).

-Menu: programmer selects from menu type: user, benefit(s) desired, method(s) to achieve desired benefit, type 'tailoring desired or which has been used, (add in the 'scores for results of any tailoring or other (behavioral/health analysis), characters (and how one or more to be individually tailored)

-'Analyzer's algorithms (please define any ideas here: _____) determine: how to achieve 'designated results per: UIP, what programmer/user (appears but may not fully explain) is wanted.

-'Guide: system guides programmer on how to assemble this. Examples:

* 4A430 Game Creator conceived basic idea in 1992.

-Marketing: buyers can select from (web based) menu; and seller's system will 'tailor then deliver to client.

UIP-Game-Therapy: (Game designed to) give / 'guide user to achieve therapy for: mind / body / spirit.

UIP-Game-Trigger: Tailor triggers 'designated (human) 'reactions in players/inventions. 'Trigger knows what reaction (feeling, thought, info, function, behavior) (can) come from the trigger. Trigger controlled by: UIP-Predict, UIP-Guide, UIP-Educate, UIP-Therapy.

-behavior reactions (in user): adventure, inventiveness, (phobic) fear (of inventing), excitement, harmony with (other people/characters in 'game/system/group/business).

.-A2-12A

UIP 'Vibration: rumbling (like earthquake): fear. Faster: feels like something is moving. Terrain and speed: changes vibration.

Edited From Portions of IMI25 File's UIP Section:

UIP = User Information Programming.

UIP tailors systems to the user's unique needs. System uses stored information about user's past ['tracked] 'game behavior to better assist. Improves 'game performance. It self optimizes its functions, to better tailor itself to the situation at hand. Often an 'invention's optional bonus feature.
-"Adaptive Interface": Computer interface that automatically and dynamically adapts ('tailors) to the needs and competence ('game 'character), of each individual user (of the software).

SUB-FEATURES CLASSIFIED

UIP-Access: The type of access into a system adjusts according to the user's situation. EG: access to certain 'game powers/priveledges/info/'zones. There could be three levels of system access clearance for a user: Level One: all data available; Level Two: access requires UIP-Access' approval. Level Three: No access allowed.
--User's characteristics (signals, UIP) "analyzed" to: determine whether to allow: "Access" (entry, level/type usage permitted u). Parts To See: +"Access', BA".

UIP-Edit: System 'edits 'game features/UIP material according to user's 'tailorable preferences/needs or characteristics. 'Editable material includes: text, (portions of) images, (portions of) sound tracks, computer code, etc.

+ UIP-DB: System compiles the needed database which includes ['game user/'player/'thing] characteristics of: user(s), environment, other connected systems, and system(s) hosting UIP.
--The development and or utilization of database on u's characteristics: identifies/develops differences between different games/users (multi-user) intern allowing sys to better tailor itself (UIP-Tailor). UIP-Tailor uses the UIP-DB. Examples: "Access' BA", "Track", "Artist": preferred ways u likes "images" "edited". Extensive examples in KN (invention) files.
--SW (Software) drawing: "seeks" what elements needed= for compilation= then organizes data (via fuzzy logic) into usable form= for UIP-Tailor. ---Notes: Seeks: via "questionnaires", "ba", "track". Organization of db's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor 'seeks/'associates which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information.

+ UIP-Guide / 'Guide: UIP knows how to best show user/'thing what they are 'predicted [by 'game] to want/need.
--Guides user to gain more benefit from the available 'game functions / powers that it 'associates with user's tastes. 'Tailors itself to come close in replacing one on one tutoring and help: focusing on the needs for specific user(s), versus generalized forms of help. See 'Guide.

UIP-MQ = Machine Asks Questions to player/user/'invention:

Machine asks user questions to obtain information so system can better serve user. Answers used to develop "UIP-DB". Player can select desired features they/others want in the 'game/scenario.

UIP-Router: Via (software), user is directed to the designated 'game scenes/plots/programs/game power functions.

UIP-Track *: System 'tracks 'character/person/user. Benefits: UIP-Info-Input; 'predict [next 'game scenario/action] and 'guides accordingly. 'Track is a 'game 'agent [that can fight 'designated opponents at 'designated W5].

UIP-VA: VISUAL ANALYZER: Search for designated 'images [from other (live human) players. System learns/tailors' itself to know what images they should: track, edit', locate for user; eg: though user doesn't consciously know exactly what they [may] need to win/have desired/'designated ['game] experience.
-"analyzer" / user = (automatically) assigns desired uip-based code of characteristics to designated 'game 'character/'thing/'image(s) = such codes are utilized by (CAD) to manipulate/process/edit the images tied to the codes = results in outputted images/text/suggestions/technical data as u requested/wants (uip) = these outputted data (can) have codes of characteristics = so such output can be altered (like requested earlier).

Mostly Reworded Or Common Sense Info:
-UIP-BA / Behavior Analyzer: Studies the behavior of [other][players/users/'inventions]. System 'reacts accordingly. Concludes with a behavior profile of target ['character], then can 'react accordingly. UIP-BA or

File: Parts/UIP Sub-Parts Ga Concluded

File: Parts/Action Points Ga

[GAME] ACTION POINTS

Applications Include: 'games, toys, 'editing, 'art generation, music 'composition for sounds esteemed to be any way associated with stated actions/situations, more..!

Airborne 'game weapons are 'tailored to 'entity's [abilities and needs for special types of protection (against 'designated opponents) 'predictor anticipates may 'interact with 'entity. These toys weapons seek/hit UIP targets via game weapons like: OmniWrench 8000; Bomb Glove; Pyrocitor, Visibomb gun.

Blaster: A rapid fire weapon that fires energy bolts. Not a powerful weapon, but is good for chipping away an enemy's mental state of mind / physical health at medium to long range. It kills smaller enemies in one hit but takes a few hits more to get rid of any larger foes / those with more points / better 'scores from 'behavior analyzer.

Glove Of Doom: This weapon deploys an egg which instantly releases four small robots which seek out and kills/'edits/freezes uip targeted enemies.

Mine Glove: A glove that throws hovering mines that will stay stationary until it detects an enemy meeting player's uip-target requirements. At that point it will home into them [seeking and blow up. The mine glove, used in conjunction with the taunter, can be very effective [in hitting right targets in 'designated manner]. Setting a few mines close to, but out of range of the enemies, then using the taunter will cause the mines to actively seek enemies at a longer distance.

'Seeks Reaction - Taunter-UIP: UIP knows "what buttons to push in another, to get the desired reaction." Inn other words: UIP hones in on an entity's or invention's characteristics 'predicted to elicit the 'designated 'reaction. See 2G330

Suck Cannon: Acting as a vacuum, it sucks up UIP-Targeted enemies [and shoots them out as projectiles / 'agents (serving the player's (good guy) objectives via player's infused UIP-Target criteria].

Drone Device: Sends out drones to protect Ratchet from fire by UIP-Targeted opponents. Will damage UIP-Targeted enemies that come into contact with them.

Decoy Glove
A gun that shoots out a decoy of Ratchet and distracts enemies [based on decoy related characteristics, most likely to attract / distract UIP-Targeted opponents.

Morph-o-Ray: A gun that turns UIP-Targeted enemies into chickens/other creatures.

Devastator: A rocket launcher with homing capabilities [onto UIP-Targeted targets].

Tesla Claw: A powerful weapon that shoots an arc of electricity and homes in on UIP-Targeted target(s).

Game Example: DARK CLOUD – (A RPG) http://en.wikipedia.org/wiki/Dark_Cloud#Playable_Characters

The Fairy King grants Toan the Atlamillia, a magical blue crystal with the power to restore the parts of the world based on UIP criteria / historical 'database, that have been [physically or otherwise] destroyed [in some manner (UIP-Targeted)].

-Xiao: She fights with slingshots and a unique talking slingshot [her UIP-'Guide], who offers advice on defeating enemies, comments on their appearance / UIP / it's 'predictions, or talks about his past methods that worked.

-Queen: Can create multiple space parasites/agents very quickly each with own UIP-Targeted criteria.

-Boss can be injured by firing/attacking weak points [mentally/physically based on UIP-Targeted criteria. Agents invading boss'behavior programming in designated ways – as explained in our other inventions.

-Omega Pirate .

Able to become invisible [UIP-Targeted 'entities] and regenerate health [back to it's original state based on UIP's 'database of characteristics] .

['Game / Toy] Weapons:

Any weapons and related matters in this game invention application [which don't exist as far as we know] are NOT ASSIGNABLE FOR APPLICATIONS THAT ARE MILITARISTIC OR UNETHICALLY HARM PEOPLE/NATURE.

File: Parts/Parts 1990's Ga

'GAME FUNCTIONS

Old Version But Needed

" ACCESS " = Entrant maneuvers to gain access.

-Details: Entrant needs to know "profile of game" / (secret) rules (needed to win/lose/bluff) and to maneuver into "designated" point / game 'zones: winning game; beating "designated" character; getting to specific location...

-UIP:

" CHARACTER – Old Definition" = Any movable creature /object / %invention that acts on its own, eg: attacking or friendly organisms; (one of the) characters representing a "player".

-New Definition: Since March 2006 means: behavior profile, entity's character, how one behaves, their preferences.

.-Excludes: objects with no mind of its own that have only one of following reactions: falling; snapping; hitting (knife); explosives; guns.

.--Exclusion doesn't cover any of these if they are self motivated, eg: heat sensing missiles; other weapons that only attack "opponents" [unless opponent has something about it or with it, as seen by players to keep such objects from attacking them, eg: device that doesn't give out heat for the heat sensing missile].

" EDIT " = alters game's rules / characters / scenario / opponents as designated. Personalizes "game" = uip. See "Game creator".

" IMAGE GENERATOR " = Movement patterns make images. Uses for these images: "access"; "artist's" "image" generation; "crawl" (and its generated images).

" OBSTACLE " = Hurdles; (booby) traps; other physical obstacles not easily crossed / entered: bodies of water, mountains, cliffs, walls, (electric) fences... "Opponent's" *"weapons".
-From any "player's" perspective: anything that can impede its progress: obstacles that effect its characters (more than its opponents (w tool / magic) better able to overcome it); (lack of needed) passwords for "access" or avoiding obstacles or opponent's attacking "characters".

" OPPONENT " = Other player(s) with any of their: "characters", "weapons", "obstacles".

" PLAY " = "interact" with (with) other player(s), and or game's: "character's", "obstacles", "rules", scenarios, etc.

" PLAYER " = One or more people "interacting" with "game". "User".

" PROFILE OF GAME": It's rules, obstacles, "behavior profile" of "characters".... Characteristics for 'games' UIP.

"ROUTER" = Takes player to "designated" aspect of "game": (based on their (game) 'scores / uip).

" SCORE " = 3C294 Game Score Ball: Score keeper inside insulated ball. Has flip lid. For any movable aspect of (sw version of) "game", eg: it's "characters", % "obstacles".
. In other words: Ball for sports also keeps game's score. (Well insulated from shock). Key pad and "S" inside flip lid.
-special lid is opened letting person key in data so device can tally and keep score
-ap: water polo, frisbee games, soccer, American football, basketball, rugby; toy thrown for dog to catch and bring back; other games with animals; * toys for babies
-any portable electronic device is insulated.

*.-also functions as one or more of following: calculator, audio recording device, small electronic organizer, portable "stereo", wa, r, part of PS ('positioning system) sys, flashlight, tv, container (for fragile materials), portable C ('computer) (notebook), pager.

-Ring relayer (nr u when: tel rings, door bell rings): u can control functions (cordless "t", door intercom) via R ('remote control) inside insulated container.

-score can be announced via osc: after each K ('keyboard) entry / upon request from user (by pressing key) -> sys (system) announces: score / other info as requested / pr.

OTD: "S" (for score, etc); "C"; mp; uk; date; interactive; toy; all; game; "mic"; exercise; portable; bp; osc; vc; egh; score; tgh; cart; cp or cr plus cushioning material; uq; character.

-activate scoring by sending tallies for scoring via "R" control to distant receiver/tallier. Can have small or very big "S". Waterproof, chew proof (against dogs, babies), non corrosive.

.-designed for all weather conditions, keeps out mud; "R"; "S"; "C"; mp; uk; date; interactive; toy; all; game; entertainment; "mic"; exercise; portable; sst; bp; osc; vc; egh; score; tgh.

-D: ..... 1 = window (s) for el (electronic) device. Dots are ball.

: [1] :

.....

User = K ('keyboard) (1) = c (memory) = s (1)/osc/nr/other (objects=function)

-D: 3C294 Game Score Toy =

ACCESS (tr from insulated object = entry mode)/ BALANCER / C / cart (software 'cartridge) / CLAP / DISTANCER / LOCATOR / pr (program) / Q / R / SCORE / SP TEL / STATUS / STEREO / SYNTH / TDS / T / +WA .

Status

Track

Non Real Life (Game) Weapon

Expand each IMI part, and show how u can both learn how to use and how UIP will tailor. Where file this?: uip; game; each part; "predict"... BENEFITS to playing game:

. "Access": see below

. Prediction: see below

." EFFECTS " = smells; osc; changing "images" correlated to situation

8B100 Video Game Effects: smell emits when: person or creature is hit; one goes into certain area: mushy swamp, garbage dump, smelly room; one comes close to smelly creature; when danger lurks; opening of package, etc; entering a restaurant; cooking; getting sweaty from activity; getting nervous; etc.

-level of difficulty (in terrain) / player's ability can be altered via UIP: entity wants / needs a tougher game.

Smell Effect Tailoring:

-smells can also be very subtle, and uip designated. Smell in future technology might be programmed/manipulated via brain electrodes or other means (not yet fully understood now) to elicit experience of smells, where actual odors weren't emitted.

-each player might experience different smells per uip, as one smell's effect differs upon different people. the actual amount of smell might be minimal.

-applies to other audio-visual product packages: "C" based training; interactive video (system activated by user touching a screen - key boards may be used, but not required)

-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc

-product was merged with product 8B-19.

-smell coordinates with: any audio/visual invention, eg: TV, computer screens, ipod (while playing music), cell phones (while talking – smell matches who communicating with and about what, w5).

-user's preference for type perfume/flower emanates according to players/user's preference. Two people seeing same actress, will smell different perfumes associates with actress/entity being portrayed.

-'track smells. Smells act as 'notifiers for sight/hearing impaired/in dark.

-smell guard: odors tailored to keep away (villains), (while attracting other entities).

OTD: "S"; pp; mp; uk; mouse; date; interactive; educ; toy; all; game; entertainment; osc; vc; score; tgh; teach; md; cart of smell causing elements; access (if smell device is used in arcades [public places with video games]); uip; character.

Smell Screen: smells are emitted to accentuate the feelings and experience while: watching television; selecting options from a CRT screen (for example when shopping via "C", certain clothing fashions can have a chic cologne smell emitted to enhance sales); learning something on "C" (helps increase memory retention - since material is experienced more intensely, pleasure); advertisements: smell the detergent or coca cola so that you want to go to the refrigerator and gets some

-smell emissions can also be in very minute quantities so as to have the effective subliminal effect

-some smell emissions might be created by normal chemicals in the air; blocks of natural chemicals from which a little is used at a time. The most difficult replacement factor might be with home televisions, yet it is in the interest of television and cable companies for people to have these, so they might be given away cheaply or for free

-studies show people enjoy watching programs with the smell dimension added (unless it is too over powering)

Chemical analyzer analyzing smell in the environment where video is being shot. Results of smell will be digitized and transmitted for decoding by a smell decoder at any display or user point. Development of smell 'analysis and code protocol that could be added to the data and communication layers of devices.
Smells list: Food smells, flower smells, smoke, smog, pollution, gases, perfumes by brand (Calvin Klein, Liz Taylor, Channel.) Etc
-For example smoke detectors can 'analyze certain gases. How about adding a code for each 'analyzable gas and transmitting the code to other devices that have smell emitters.
-Relies on odor 'sensors/indicators.

+ " GAME CREATOR " = Structure of game uip-tailored for player, eg: "character's" profile; how game's "guide" helps player improve their playing ability.

-D: Generate Behavior Profile of character created (by u / *sys).
3A500 Key in person's name and have them be the character in your portable action game.
-select from standard physical feature options showing rough body depiction, eg: color hair, height, body build, eye color, clothing color, etc.
-killing time waiting for an appointment? Like or don't like someone?
-characters move in animation (with solid non moving body or moving parts
-user selects which game they wish to play
-creates sounds
-has a tutorial
-system of watch can be left out

4A430 Game Creator: Game Creating Machine: User selects game element options desired in "C" game software cartridge. The shell of the game is the same while elements like color, choices of characters, etc are changeable. Applications: Buyer selects game variations wanted in software game cartridge; user creates own games within set parameters; games for entertainment, training; etc.

7A020 Choose the entities, skills, environments, styles and game (platforms). Develop and or select from character options that create type characters you desire, both the ones w/ characteristics you desire and those you might wish to fight with (and or select ready made characters(s)).
-after having selected characters, choose which game you wish them to play in. Then, the game's program might select scenarios, environments, combatants, etc to compliment/fit with the character(s) user selected.
+m education/therapy: work out the situations, behaviors, tasks you wish to handle, and learn.
+m select themes, styles, tasks
+m create art

-Sells software packages for video games. Buyer keys in options they desire in game and vending machine quickly develops the package for their special taste while buyer waits.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip). Shows W5 (what, where, when, why and how) u buy type "entertainment" programs.

4A450 Seasonal Converter: automatically converts characters to those appropriate for season. Game rules, plot and all remain, just changes in image. Switches according to internal clock, or by user's command. Goes into effect maybe 7 to 15 days before the holiday/season.
-tools/snow tires/paraphernalia/clothing/HVAC changes according to the season / UIP-need, according to the season.

UIP-Game reworded: A2-120 PERSONALIZED ENTERTAINMENT: mix with 11. After personal info input (M or U keeps previous scores and responses for analysis), have following matched for you: games (chess, IQ or Creativity or other behavioral training/fun, versions/enhancements of computer games on market), drama, music. Personal(ized)/Your/Customized/John Doe's - Tutor/Instructor/Teacher/Helper/Fun/Game(s)
.-"Entertainment" / Program (sw) Screener: 9G220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%). Copied to 9G220 Aug '95.

* A3-R12B= MAIL ORDER GAMES: Marketing 'games tailored to user's needs.
mix with (with) 12 12A. Low investment costs. a co might only take personal info and be a mail orderer of personalized games personalizing games/marketing by u / market for: reg cons, therapists, reg / specialized schools/classes; cons magazines (new age, military, needle crafts, fantasy, wrestling, cars...). Maybe money back guarantee, or free/cheap. Let buyers of m be their own game seller, going to schools, friends...
.-"Entertainment" / Program (sw) Screener: 9G220: sys (system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%). Copied to 9G220 Aug '95
.-Tilt Stick 5E020: Controls this N's functions.

"GUIDE" = 2J02 Game instructor: Teaches players which moves they might make so they may win.
+ Problem: maybe similar to how existing computers already play chess; different patents found but in general field, hence either unpatentable or maybe already thought up by someone. However the UIP-tailor aspect might be novel.

sh: Applications:
-Board "Games" of almost any type: chess (western, Japanese, Chinese, Korean, etc); checkers; other (strategy) "games"; cards (what cards should /shouldn't be played).
-Trivia "games": uip-db of player / trivia question= matches up related ("designated") information= for giving better clues to players.

-Computer games: games coming out from Nintendo, Sega, Atari, etc.

-

-Important parts: "Guide". "Educational". "EGH". "TGH". "Virtual Reality"

-Developing this sw: Programming can be done in Europe by programmers w/ excellent skills and interest in chess. Initial versions concentrate on lower skilled chess players. SW ('software) used on PC / electronic chess game sets sold as separate units.

+ "Behavior Analyzer" of player(s): studies main player's previous moves so system can intern suggest similar moves in the future; the better a system's suggestions match the player's natural move style, the more natural the "guide" will feel to the user, and the user will be better able to merge their natural thinking patterns w/ computer's suggestions. Eg: player prefers using their bishops in the offensive and knights in the defensive positions.

--in other words: remembers past play patterns preferred by user -> higher chance system will suggest such moves: "score" of suggestible moves rated by "uip-db."

sh: The system "analyzes" what are the better moves for the player, much as if the computer were playing its own game. However player must be the one to actually make the moves.

sh: "Scoring" of moves: This is done by scoring what it perceives is the value of each piece and or movement style or strategy, based on player's past performance. Past performance analysis is handled by the part "UIP".

-The computer "scores" each possible move it can suggest. The elements that increase a possible move's score are: chances it will help player win; "analyzing" it's player's style.

--System studies opponent's playing patterns: "analyzing" of opponent's previous player pattern (UIP of opponent), so system can better find its weaknesses. "Behavior Analyzer" studies opponent's behavior= "predicts" opponent's / main* player's future movements, based on opponent's behavior.

---areas where opponent are statistically more likely to have a blind spot, or poorer player ability to see far ahead into game, or utilization of pieces they might need.

.-Related to: Body movement "Guide". Body movement "analyzer" - see older KN, eg: Miburi. Sports; Acrobatics; Dance; Walking; Yoga.

-See Old N (invention) for details: 3C-200 Rubics Cube Guide: Display on one of the cubes shows the number of additional steps needed to complete puzzle. Acts as a guide in helping user know which move is better.

. Miscellaneous:

-buyers might be the type who play chess via internet / "modem" / air mail. This system however is not designed for people to cheat by utilizing this guide.

" PREDICT " = Type predictions for how "users" may: want to be "entertained", play "game". "Predicts" how "game" opponent will play= "resulting" in main player's sys "guiding" him how to win. See "Guide". US Patents: 4141548 Game apparatus for use in conjunction with the viewing of a spectator's sport.

" R ('remote control) " = "tilt"; remote control; joy stick; "clapping"; laser gun; (3-D / remote control) "mouse"

A8-17 Charm REMOTE CONTROL GAME: Interact between players by use of remote control which is connected to receiver or is a combination transmitter/receiver with display read out.

2A-7: trigger functions via coded whistling or (several years later) verbal commands. Watch can even respond with sounds. Can play without even seeing watch.

6B740 Laser Gun Game: Hit flying objects with laser gun. Keeps score.
-"Scores" a point when the flying object blocks the light from the background light "sensor".
-hit flying object, if no reflection comes back you hit it. Mirror causes reflection. Gun must be pointed from correct position to gain ability of a reflection should shot be missed. Additionally, one can only shoot in the distance during dropping or flying into the air while air born item in between gun and small or large mirror.
- hold gun in right position, or do it from a gun holder
-flying object can be a mirror ball, requiring gun person to hit squarely in middle, causing a reflection
-flying object, if thrown by device (or hand) in right manner, its sensor(s) in middle, when receiving laser can sound: beep; crash; sound bang; etc.
-Variant: flying object (probably ball) reflects laser light to gun's receptor, signifying when a hit was made.
--for use outdoors too
--ball is of non fragile light reflecting material
-user programs the frequency, force and speed in which balls are ejected
-Display shows score of player(s)
-OTD: All; pp; mp; uk; interactive; educ (teaches shooting practice); toy; game; entertainment; portable; iq; t; bp; osc (eg: when a hit was made); vc; score; cart.
.-"Tilt": controls sys' functions
-copied to 5E020 in 8.95.

3C-560 Driver Game (related to another product):
According to how user moves its "steering wheel" or other product, the system knows how it is being moved and reacts accordingly.
-eg: player pretends to be a driver using their "R" control steering wheel, they see how they are driving on the screen. Part of game, or driving practice; also for flying; walking; etc.

-accelerator, breaks, etc can be with footpads

+ 2D-150 Remote Control Game: Player's units "interact" w other player's units via wireless air pad. Play chess, etc.

=

Non game applications too. Each player has the same or related game scene on their person displays. Sit around the living room without having to crouch around a single place and play. Each move made is reflected onto the screens ("S") of the other player(s). Applications: chess; checkers; Sea battle (in Russian: Morskoy Boy); all card games, eg: poker.... Each piece can also be connected by wire

-obvious? D: "air pad" (r, s, game or SW ('software) cart) = "air pad" (r, s, cart) = "c" (cart)

R176 Laser gun game: user's vest reacts to laser when they get hit. 30 Aug 93 NK
-moved to "game" 6.96

" UIP " User Information Programming =
"BA" of one or more (winning/loosing) player(s): remembers past play patterns preferred by user -> higher chance system will suggest such moves: "score" of suggestible moves rated by "uip-db." Eg: see 2J02 Game instructor.

" VR " ('Virtual Reality) =

* 1E-01 Virtual Reality Game: For two or more people inside or outside. User's receiver can find the other players. Know when a hit or miss is made.
-uses electronic shields to hide your location or defend against coming gun or missile fire.
-related to Walkie Talkie Locator: know the location of your other party 3A-1280-42005

End of File: Parts/Parts 1990's Ga

File: Parts/Parts AI UIP Ga

ARTIFICIAL INTELLIGENCE & UIP
Comments Expand For Applications Into
User Information Programming , Games, More

*Intro: Expansions often placed below the standard definitions, and in the (brackets). Expansions are mostly in the User Information Programming field. Original AI definitions were somewhat changed. Terms in bold [if not accidentally changed, represent common AI terms].
-UIP is form of A.I.: where (humans, game entities, and 'interaction with inventions are involved.

Adaptive Interface Same as UIP-Tailor. A computer 'interacts and automatically and dynamically 'tailors to the 'UIP traits such as the competence of each 'multi-user. What's 'tailored: ['game] features; 'educational mode, more. See huge UIP files.

Agents / Entity / Invention: A thing [('game) entity or invention] is inserted with an 'agent. The 'agent is controllable by UIP, player(s), 'game's programs; to instruct the 'agent on what to do [w5], for 'designated results [in any aspect of reality/game it has powers to 'edit]. The 'agent [can be] an [game] entity or invention, with [its own] methods and properties [agent architecture].
-The 'agent does not have 100% will-power. But what does? All living creatures, people included are molded by their parents, society, etc.
-Object-oriented programming: includes 'agents

Agent Architecture: Multiple UIP functions operating [simultaneously], the 'agent architecture 'coordinates their functions (eliminating conflicts).

A.I. Effect: UIP's 'designated effect / *'reaction.
-Tree Effect: Chain reaction of 'AI Effects, results in "occurrence A", which then (can) trigger "occurrence B", as "B" is [automatically 'reacting / sensitive] to "A's" occurrence. "B" can lead to one or more [simultaneous] 'reactions immediately following "B". [A, B, C... represents: game things, UIP caused actions, or 'reactions].

Algorithm: Algorithms controls: 'predict, 'tailor, 'guide, more.

Associative Memories: See 'Associate / Associations part. Example steps: At Home: 1. Owner's dog barks too loud or too long while owner is home, while UIP system and dog are at home. 2. UIP draws autoassociative memory, by matching what its 'sound analyzer hears. 3. UIP slightly punishes dog. Out in Public: 1. System 'senses it's outside the home. 2. UIP's 'sound analyzer determines some dog has barked. 3. Via heteroassociative memory it realizes there's a dog. 4. Via associative memory it determines it's the owner's dog. 5. UIP responds to owner's dog barking differently than when at home.
See: Main part files; G105 GPS Distance Collar.
. Associative memories work by recalling information in response to an information cue. Associative memories can be auto-associative or hetero-associative. Auto-associative memories recall the same information that is used as a cue, which can be useful to complete a partial pattern. Hetero-associative memories are useful as a

memory. Human long-term memory is thought to be associative because of the way in which one thought retrieved from it leads to another. When we want to store a new item of information in our long term memory it typically takes us 8 seconds to store an item that can't be associated with a pre-stored item, but only one or two seconds, if there is an existed information structure with which to associate the new item.

'Analyzer: Identifying Cases For Diagnosis / 'Seek (data) & React (function)
-Automated Diagnosis Systems & Case-based Reasoning
'Analyzer associates past occurrence, with current occurrence, and saves the longer more difficult process of 'analysis.
-Bayesian Networks A form of 'analyzing what occurred, so UIP can better identify if the occurrence meets the 'designated pattern to which UIP is to 'react.
-Analyzer [In A.I. and or UIP sense] works with: Classification; Clustering; Cognitive Sciences; Collaborative Filtering; Commonsense Reasoning; Constraint Satisfaction; Data Fusion; Dependency Maintenance; Expert System; Fuzzy Logic; Inference Engine; Information Filtering; Knowledge Fusion; Model-based Reasoning; Neural Networks; Pattern Recognition; Qualitative Reasoning; Statistical Learning; Structural Pattern Recognition

Computer Vision: 'visual analyzer

'Data Base A.I.: Same as UIP-Database. Based by A.I. and UIP for Data Mining. Truth Maintenance Systems, etc.

Decision Aids
UIP and 'Guide suggest how user might make decision(s). Other examples: Decision-centered Design; Decision Support; Decision Theory; Decision Trees

Emergence: 'Peter Randomly UIP combines multiple elements (characteristic functions) from its 'database; then it associates each combination's characteristics with the characteristics of the desired result. +See 'Peter (produces inventions/ideas on an as needed basis). 'Emergence can [partially] "think outside the box" and suggest/'guide into [intellectual (property) ideas] it might otherwise not suggest, especially if it hasn't seen/stored such an occurrence/suggestion before. 'Peter will suggest inventions applicable to the current need. 'Peter's 'Emergence is another example for the unity of this patent application. [creative adaptation of] "Chaos Theory" [bringing science to (disorder)].
-The bigger the 'database, the more [idea] combinations possible. Expand range of combinations by getting input from as many sources as possible, eg: 'interacting with other 'databases [designed for (similar) UIPs). Expand 'Knowledge Base.

-See UIP-Emergence 2G180 & Emergence Game Features. Emergence includes: Fuzzy Logic; Inference Engine; Knowledge Fusion

Game Theory Weighted 'Analysis ('Scores each possible suggested function/invention). Then decides which to take.

Genetic Algorithms Search algorithms used in machine learning which involve iteratively generating new candidate solutions by combining two high scoring earlier (or parent) solutions in a search for a better solution. So named because of its reliance on ideas drawn from biological evolution.

Granularity Bigger UIP 'databases have greater 'granularity.

* Heterogeneous Databases Type of UIP 'db.

Heuristic Heuristic will help 'score and choose the best 'reaction/function [per UIP's needs], then decide which option is [heuristically] the best.

Intelligent Tutoring Systems 'Education. 'Guidance.

'Interact: When two or more ['game] inventions, functions, and 'entities interface and something happens [so the combination for separate actions, is greater than the sum of their being different; e.g. a pencil with eraser is greater than the two parts separately]. Works with: Programming by Demonstration; Prototyping

Knowledge-based Representations: 'Database

Knowledge Representation: UIP 'tailoring information for user, eg: making it more comprehensible; showing 'scores.

Logistics-UIP: How to use system resources, within 'designated parameters, controlled by UIP. Works with Planning and Scheduling; Planning and Scheduling Agents; Supervised Learning

Order & Timing: Time Series Analysis

'Predict Modeling: Synonym for simulation. UIP will see/'predict what the result/'reaction to UIP's suggested action/function will be. Works with: Plan Recognition; Programming by Demonstration; Prototyping; Statistical Learning; Time Series Analysis; Toy System

'Sound Analyzer: 'Tailors data from inputted sounds. Signal Filtering

Tactical Diagrams To be added

Task Transition Diagrams
To be added

UIP – Information Input: 'Database used to 'tailor functions for user. Works with: Knowledge Elicitation, Knowledge Engineering; Machine Learning

'Visual Analyzer: See 'Visual Recognizer 'Tailors 'image elements from inputted 'camera lens / 'images. Works with: Signal Filtering

Concludes File: Parts/Parts AI UIP Ga

File: Parts/Parts Ga Common

INDUSTRY VIDEO GAMING PARTS & TERMS

Introduction:
-Computer and video games can also be a subset of 'interactive media, which includes 'virtual reality, flight and engineering simulation.
-Generally video game industry standard functions/parts/terms, then modified for this patent application.
-Standard Video Gaming parts and functions were expanded. They're placed below the standard definitions, and in the (brackets). Expansions are mostly in the User Information Programming field.

action adventure A genre of games in which the player advances by "physically" overcoming obstacles and collecting items. Examples of action include running, jumping, shooting, etc.
-UIP Goal: player's 'character[s]. collects/earns/attracts the uip-characteristics desired/earned. 'Scores relate with the personality developed that 'tailor's player.

AI artificial intelligence. The manner by which a nonhuman character processes information [for uip]. All characters in video games not controlled by the player are imbued with some form of AI.
-Form of UIP

boss The enemy that must be faced by a game's main character before a level can be finished or before the game can be considered complete. Bosses can consist of a single enemy or some other obstacle.
-turn a negative into a positive
-UIP IQ Booster: boss' and opponents IQ can go up/*down, based on scoring. IQ based skills uip-tailored for player(s)' characters*, eg: main character's enhancements come from menu of IQ traits selected by player's (user) uip-characteristics (player wants).
-'boss' 'characteristics match what entity's uip shows they most dislike, e.g.: tailored 'image of satan [based on player's favorite [scary] childhood book; or selfish stepmother.

brainstorming games: teases/induces out player(s)' (to interact with each other) and their creative ('accessible / trackable) ideas/inventions. Come up with invention ideas [by assembling combinations of invention(s) with parts: see 'Peter.
-'Game Gambling:

bug An unexpected and unintended error encountered during a program's normal operation that typically causes an unaccounted-for problem or error to occur.
-Bug's presence becomes part of game. Game 'tailors itself with/around bugs, eg: bug effected software/game aspects are (semi)bypassed / deemphasized. Super advanced version makes the bug a game's characteristic.

* cell shading A graphics animation technique that makes 3D characters in a video game look like a 2D cartoon.
-Dimension switching: switching from 2D to 3D can signify different modes/realms of game (obvious?), eg:
--between character's dream and wakeful states.
--player's 'score; (type powers); degree to which character is uip-tailored.

* cut scene An animated or video sequence in a game that provides additional information, including story elements, tips, tricks or secrets.
-each scene can be different software file/tree/aspect
-scenes can be tailored to different aspects of each players 'user info. Makes 'editing of 'game (easier).
-player's can have differing (uip) characteristics in each scene/aspect.

* Easter egg A secret message or feature written into a game's code by the programmer. Easter eggs are often uncovered by clever gamers who go looking for them or by accident. Their locations and contents are then shared in forums, chat rooms, etc. until they become more common knowledge.
-'tailored Easter eggs

educational games Games providing some form of skill learning, and or knowledge, and or *therapy. 'Guides players to learn.

effects: All [humanly experienced] sensations can be stimulated in the widest possible ways. Senses include: 'images [visual]; sound ['audio recognizer (interprets) and relays (synthesized sounds); feel [communicate via 'vibration (signals)] and touch sensations for softness, texture, dampness, etc; smell and *taste [via brain implants (for people who enjoy/can't taste food [from A/V 'entertainment]. %ESP (how extra sensual powers / intuition might be experienced and or conveyed). System ['edits] and ['tailors] any one or more [simultaneous] effects to: increase 'entertainment value; portray [clearer meaning/effect]. Effects w/ greater emotional impact, are emphasized [by volume, (color) intensity], and less emotionally impacting effects can be deemphasized.
-Simultaneous effects are 'tailored to compliment each other, eg: smell apple while hearing entity bit into it. A softer red apple sounds less crunchy, than bitterer green apple. See UIP-Tailor-Simultaneous for more.
. System generates life like smells, feel, 'images etc for whatever's depicted: 'Content Analyzer 'associates smell and any other feature of [game] element, and creates 'database for its characteristics. When [something similar to] that element shows up [in software program], user/audience can experience sensations [similar to] what it exhibited/had potentially in real life. E.G.: [movie audience] sees apple skin and flesh scratched, then two 'associated odors/sounds/visual effects/*tastes/*feels are transmitted [to audience / UIP-Database].

emulator / invention emulator: The virtual simulation software that enables a gamer to re-create a specific piece of hardware. For instance: allowing someone to play a console game on their computer.
-play games with (our electronic) inventions that are emulated. Eg: swap one product for an invention, or advertised product. Each invention brings its uip-characteristics. Another way for us to interconnect the different (aspects of our) inventions – see our Peter files.
-different inventions/products interact, bringing along their respective uip-characteristics. Benefits: market research, opens up creative thinking to improve invention by re-experiencing it, marketing invention.
-(game (aspect)) of invention/'Peter played out in all the ways this and our other patent applications' inventions described.

ESRB (entertainment software ratings board) A committee formed in the mid '90s by the gaming industry to provide a self-regulated system for rating and describing game content. Similar in function to movie ratings.
-UIP rating: (easily) change/'edit the 'game's/scene's aspects/'images according to the rating desired. (Game should be pre-designed such as its characters, language, action capabilities) for what 'tailored purpose is desired, eg: therapy, child audience.

event-based Linking [real life] occurrences within a game. Another term for cause and effect; events within a game that you control, influence or cause other events to follow.
-uip = 'seek & react: 'tailored events follow (from (hidden) menu of options). (Video/VR) games can be (just) like real life for (people), eg: things happen to people greatly according to the person's/player's (real life) 'characteristics ('ba).

-includes [TV soap opera] scripted/fictional/created events: when your 'game 'entity also on TV get's a new girl friend, next the previous entity is more enlivened and brings a new entity to the game.

fantasy A genre of game that typically involves characters and events of a medieval time period and includes elements such as mythical creatures, treasure, wizards, etc.
-UIP controls degree ('score) to which fantasy deviates from normal/known/other reality.

first-person Vantage point as seen through the eyes of the game's main character. Often used in FPS ("first-person shooter") games.
-1st person can alter/'edit uip of game's other characters, inventions, animals..
-1st person's view is uip altered [as if they're on drugs].
-1st person gets another entity's view. Helps entity 'predict [the other player's uip].
-'boss can kick 1st person/player into 3rd person perspective. Like wise UIP can effect 1st, 2nd, 3rd... person [hind-site / for-site] perspective.

Gambling: game gambling. Effects tailored to user.
.-Details: Greater 'scores equates with greater winnings. Can bet on [other player's] game 'scores. Gambling game effects 'tailored [to player tastes]. Type awards 'tailored to: player, type game, W5 (what, where, when, why and how) points 'scored.
-'Easter Egg – 'Game: guess which egg / 'accessible object / 2 dimensional square [on grid] has the award [related info], results in gambling winning. Pay for [each time player guesses if 'thing is the right won to win].
-'Effects based on 'scores: more dazzled/'edited effects occur when player wins/loses a score/game.
-'Tailored 'Effects: any effect in [traditional casino type] game is 'edited to player/gambler's tastes.
-'Geodashing: [win chance of] getting to 'designated store/reward pick up point/Starbucks; then get [free coffee, or café latte for greater 'scores].
. Ways of paying to gamble / generate revenue & profits. Pay for each: shot; minute of game/live action; mistake / accident / loss [allowing players (who pre-registered w/ credit card) to start at zero money put in to start]; get a new life.
-EGH: 'scores for winning tied to user's ability.

Geodashing Sport whereby waypoints, or dashpoints, to be reached are randomly selected. See also Geocaching. Both at wikipedia.org/wiki/geodashing

FMV full-motion video: An animated video intermission within a game; typically used to narrate the story of the game, reveal secrets, paths or information crucial to your character's survival. The animation typically seen during a cut-scene.

-time for player to play with UIP options / UIP info input; or learn about (their) UIP (options) (in the game).
-'education [edg, tgh] can give 'guidance then. Learn from answers. Player given questions/suggestions about how they could have played better/*worse.

* genre A category a game fits into, such as fighting, driving, action, puzzle, 'gambling. Games within a genre generally share similar styles of gameplay, goals and characters. Our games usually encompass multiple genres.
-genres from our (game) inventions: Game Therapy , Therapy Game , Educational Game , Game Tailoring

geodashing mobile sport in which players use GPS or other 'Positioning System [receivers]. Waypoints to be reached can be randomly selected. Win goes to player[s] with most dashpoints in a given time.
www.en.wikipedia.org/wiki/Geodashing
-each 'zone has associated ['accessible] functions / ['game] abilities/powers. Player[s] [in multiple 'zones simultaneously] get/give/lose power for themselves/other [players] according to any 'designated behavior/action characteristics of player[s]/'things/scenarios/what uip [seeks to 'educate/adjust/'guide] for anyone.

* hack 'n' slash A genre of game - typically labeled action or adventure; whose gameplay consists of characters using various weapons to battle their way through countless enemies to reach a goal.
-Characters, weapons, elements of battlefield (walls, doors, tunnels) have 'editable 'characteristics. Each characteristic when confronting another characteristic (character, weapon, element) has a 'designated 'reaction. Like chemistry, combinations of elements result in set (color / characteristic). EG: only a red sword can break open green doors, where upon sword man's ability to see through walls increases.

HUD (heads up display) Used most commonly in first person games, the heads up display refers to (uip) information appearing (and or experienced) on the screen such as life meter, level, weapons, ammo, map, (plus uip-database info of (all) players (particularly the (easily) reprogrammable characteristics), etc.

intro sequence A typically short animation shown at the beginning of a game when it is first loaded. The animation often introduces characters from the game and sets up (the uip options for) the storyline to follow.

isometric view A game's overhead, angled vantage point; also known as view.
-each character/uip-characteristic can have its own (isometric/(shaded)color/type sound) perspective.
-can be 'edited like we explained in 'game's "1st person".

joystick An analog or digital controller that consists of a base unit, stick and button(s).
-each uip-characteristic interprets joystick and (other human control functions) in a unique way.

lighting effects Special effects used to set mood, control the appearance of objects and re-create atmospheric conditions, such as fog, daybreak and night.
-uip controls all game effects: 'lighting perspective [intensity, color, direction, beam size/coverage, how it follows the 'entity, on/off features].

* lives In some games this measures how long you have left to play. The number of lives or a life meter gives you an idea of how many mistakes you can make before needing to restart from given areas.
-the better (the player helps) match uip-info w/ what player needs (to learn/better function), the (easier it is to get more lives).

* morphing An animation technique used to transition between two shapes or images such that the first appears to change into the second.
-uip can use morphing to emphasize uip's presence during any game sequence(s), eg: pop eye changed upon eating spinach, then morphed back.

motion capture A technology that digitizes the actual motions of a human being or animal and then transfers it into 3D animated models (after uip 'image/characteristic 'editing).
-another example of bridging real life with (UIP) gaming
-user's motion's impacted 'game play: rf/rfid identifier.
-the motions selected and or their interpretations are uip controlled.
-PS [positioning device] movement is capturable. Speed of entity's [real life movement] tailored: speeds/slows 'designate player(s).
-use someone else's PS ('positioning system) 'tracked movement, eg: where co/governments president moves/moved/is.

* 'multiplayer games Games that allow more than one person to play at the same time.
-advanced uip programming allows each player and their uip to 'interact (favorably for each player's uip designated needs).

* multiprocessing The ability of a system that contains more than one processor to simultaneously execute separate (UIP) processes on each.

* multitasking The ability of an operating system to execute two or more (UIP) processes simultaneously.

power-up An object (such as (UIP), a (UIP) health packet and or (UIP) weapon) within a game that, when picked/(touched/looked) up by a player, gives special powers or extra lives (to player and or their power-up uip).

* preview A non-critical account of a game prior to its release that highlights the anticipated (UIP) features composing a game.

puzzler A genre of game in which puzzles are solved by manipulating geometric shapes.
-uip 'edits (the 'images/'osc of) each (puzzle) object (and how multiple objects 'interact). (Designed to maximize (therapeutic/'tgh/'egh) value.

real time When events occurring in a game appear to happen in time corresponding to real life. For example, one hour of playing the game equals one hour of events in the lives of the characters and the environment of the game.
-bridges UIP with real life.
-Sim games: simulate an entity, city – tailor the simulation.

RFID Radio Frequency ID / Positioning device: states (who/what) is there W5. Interchangeable with RFID/GPS. User carries (invisible) RFID with own UIP functions. Can usually replace RFID with our 'PS (Positioning System).

RPG role-playing game. Player develops (uip) intelligence and (uip) skills by collecting points and solving puzzles. UIP helps construct the [menu for] role(s) to be played. The built up attributes from points earned are 'tailored.
-Elements effecting RPG's characteristics: any digitizable info, eg: boss, other entities, environmental, [weather / geographical (terrain/zone)] conditions, 'score of [any] entity, stated goals, uip for other entities.
-Have an RPG 'agent. Be an 'agent of an RPG. The avatar/RPG/uip/score of one situation/game can be transferred to another game/situation.
-any digitized element can be RPG 'tailored.
-the real life temperature / climate of player 'tailors 'games temp/climate. When it rains loud outside, the game has heavy rain, and rules/game parameters change accordingly.

shooter A game where the object is to destroy enemies by shooting, while also (through uip better) avoiding enemy fire (or attack/aggression/gain/deception). Typically through a first-person perspective and are commonly referred to as FPS or "first-person shooters."

simulator/sim A game genre that replicates actions of "real" life.
-bridging games with UIP

therapy games Games which are therapeutic.

-Games (automatically tailored/created) for user and (offers therapy ('therapy get harder - TGH) and 'education ('EDG). Ideal for specific behavioral issues. Tough getting people to sometimes commit to therapy, but a game helps. Problems to address include: childhood / adult's issues from ADA to being irresponsible; and criminal / physical / occupational / career rehabilitation.

third party A software company that produces games for another company's console.
-different types of UIP related functions can be 'cartridges for addressing the 'designated need.

Terms - Generally Non-Part-Like Terms Defined & Expanded: from Steve Kays. Parts or terms can be replaced with others in the same group:
-Entity: PC (Player Character). Might include: *good guy, *boss, *villain, *bad guy, 'boss, 'agent
-'Game: 'educational method fot 'guiding players.
-Interact: how player interfaces / plays with game
-Invention: object, tool, device, product, %obstruction with powers; one of our ('Peter) inventions [as demonstrated in (our) games]. Inventions too costly to research or build might stay in the 'game reality [for now].
-Player / User: 'Entity, 'Character ('editable cartoon 'image), person
-PVP: Player Versus Player game
-Real Life: Real world that can also be outside a game reality.
-'Tailor: adjust, UIP-Tailor
-Thing: 'thing is any animate or inanimate thing. player, 'entity, 'invention
-UIP might include: 'tailored, 'tailoring, adjusting to, UIP Input, match. See many huge related descriptive files.

Concludes File: Parts/Parts Ga Common

File: Parts/Parts RPG Plot List

LIST OF GAME PLOTS - ESPECIALLY FOR RPG

Includes UIP Functions for All Games; 'Edit 'Behavior, and 'Game 'Educate; and Related (Simulated) Real Life Scenarios.

Expanded List Version

Introduction To UIP's Functions As Applicable In Game Plots Below:

-Difficulties PC's (Player Characters) encounter are matched to the PC's profile/character. The 'interaction 'Educates player.

-The known or perceived character of players, are used against/for either opponent. UIP helps suggest what the opponent's characters are/can do/can 'react; allowing winner of the info a better chance to gain points.

Parts: 'Edit 'Behavior, and 'Game 'Educate: Has players 'interact in manners to their promote positive behaviors. EG:

-Stop: smoking or taking harmful drugs; over eating; poor driving [while intoxicated] and used as part of rehabilitation program; poor school work study habits; breaking rules/laws; other poor behavior, poor characteristics

-Promote / Foster: cleaning one's room/home/office/desk; greater [mind (to), hand] agility; musical playing/singing skills; [video/chess] game skills; math abilities; any type of high school or college study material – player can have a [semi] [real] life scenario about the topic being studied.

-Useful for any person/player/entity needing to learn: kids (learning from UIP inputted by parents, etc); [juvenile] delinquents [bored in their cell with no TV or other games to play]; criminals; [mentally] handicapped people...

-the two word terms might be in opposite word order, eg: 'Behavior 'Edit; and 'Educate 'Game. Sometimes only one of the two words/part names might be used, suggesting the scope of function herein.

Plots

Treasure Hunters

The Players are treasure-hunters, who have caught wind of a treasure-laden ruin. They go to explore it, and must deal with its supernatural denizens to win the treasure and get out alive.

'Game Variations: The treasure itself is something dangerous. The treasure isn't in a ruin, but in a wilderness or even hidden somewhere "civilized." The treasure is someone else's rightful property. The treasure can be its own 'agent.

UIP Functions ('Edit'Behavior / 'Game'Educate): Steal something associated with a bad characteristic-trait [harmful drugs; thieve's tools; fattening foods]; and suffer the consequences ['reacts].

Don't Eat The Purple Ones

The Players are stranded in a strange 'zone, and must survive by finding food and shelter, and then worry about getting back home.

'Game Variations: The Players must survive only for a short period of time, until help arrives, the ship and/or radio is repaired, or some such thing (in "repair" scenarios, sometimes the Players must discover some fact about the local environment that will make such repairs possible).

UIP Functions ('Edit'Behavior / 'Game'Educate): "purple ones" associated with bad characteristics, like our treasure hunters game feature.

Elementary, My Dear Watson

A crime or atrocity has been committed; the Players must 'analyze and solve it. They must interview ['interact] witnesses (and prevent them from being killed), gather clues (and prevent them from being stolen or ruined). They must then assemble proof to deliver to the authorities, or serve as personal ministers of justice.

'Game Variations: The Players are working to clear an innocent already accused (possibly themselves). The Players must work alongside a special investigator or are otherwise saddled with an unwanted ally. Maybe, midway through the adventure, the Players are "taken off the case" - their invitation/authority to pursue the matter is closed (often the result of political maneuvering by an antagonist). The climax is a courtroom scene or other arena of judgment.

UIP Functions ('Edit'Behavior / 'Game'Educate): The crime is an action related to a bad behavior trait.

Escort Service

The Players have a valuable ['Peter based] invention or person, which needs to be taken to a safe place or to its rightful owner, etc. They must undertake a dangerous journey in which one or more factions (and chance and misfortune) try to deprive them of the thing [our invention] in their care.

'Game Variations: The thing or person is troublesome [unhealthy behavior], and tries to escape or sidetrack the Players. The destination has been destroyed or suborned by the villain, and the Players must take upon themselves the job that either the destination or their charge was meant to do when it got there. The person is a person attempting a political defection. Safe arrival at the destination doesn't end the story; the Players must then bargain ['interact] with their charge as their token (exchanging money for a hostage, for instance). The Players must protect the target without the target knowing [being 'notified] about it.

Get the Flag

The Players must secure a military target for the good guys. There are villains there that prefer it not be secured.

'Game Variations: Players assemble and/or 'educate a force to do the job with them. The Players are working with flawed intelligence ['analyzer] and the target 'zone isn't as described. The Players must 'coordinate their own efforts with an ally group (possibly putting aside rivalries to do so). The target 'zone includes a population of innocent people, fragile ['Peter] inventions, or some other precious thing that mustn't be harmed in the crossfire.

UIP Functions ('Edit'Behavior / 'Game'Educate): Villains practice poor behavior.

Help is Coming

A person (church group, nation, galaxy) is in a hazardous situation they can't survive without rescue [to get 'access to destination]. The Players are on the job. In some scenarios, the hook is as simple as a distant yell or crackly distress signal [from a 'notifier].

UIP Functions ('Edit'Behavior / 'Game'Educate): help comes when players [figure out / 'guided into] take on good behavior.

Hidden Base

The Players, while traveling or exploring, come across a hornet's nest of villains, preparing for Big Badness. They must either find some method to get word to the good guys, or sneak in and disable the place themselves, or a combination of both.

'Game Variations: The Players must figure out ['analyze] how to use local resources [in 'data base] in order to defend themselves or have a chance against the inhabitants [or 'access escape route(s)].

UIP Functions ('Edit'Behavior / 'Game'Educate): get to hidden base via practicing good behavior.

I Beg Your Pardon?

The Players are minding their own business when they are 'notified then attacked or threatened. They don't know [via 'analyzer] why. They must solve ['analyze] the mystery of their attacker's motives, and in the meantime fend off more attacks.

'Game Variations: The Players have something that the villains want - but they don't necessarily realize it. The villains are out for revenge for a poor behavior, and or dead compatriot [who died as a 'reaction to an entity's poor/good behavior] from a previous adventure. The villains have mistaken the Players for somebody else [with good/bad behavior].

UIP Functions ('Edit'Behavior / 'Game'Educate): players learn to identify what the bad / good behaviors are; and by changing it; they win points.

Long Or Short Fork When Dining On Elf?

The Players are a diplomatic vanguard, trying to open up (or shore up) either political or trade relations with a strange culture. All they have to do is manage for a day or so among the strange customs without offending anybody . . . and what information they have is both incomplete and dangerously misleading.

'Game Variations: The Players were chosen by somebody who knew they weren't prepared for it - an NPC trying to sabotage the works (pinning this villain might be necessary to avert disaster).

Look, Don't Touch

The Players are working surveillance - spying on a person, gathering information on a beast in the wild, scouting a new sector. Regardless of the scale, the primary conflict (at least at the start) is the rule that they are only to watch, listen and learn. They are not to make contact or let themselves be known.

'Game Variations: The target gets itself in trouble and the Players must decide whether to break the no-contact rule in order to mount a rescue.

Making A Safety 'Zone

There is a 'zone where bad things live. The Players must make it safe for nice people, systematically clearing it of danger.

'Game Variations: The bad things can't be beaten with direct conflict. The Players must learn more about them to solve the problem. The Haunted House. The Alien Infestation. The Wild Forest.

Manhunt

Someone is gone: they've run away, gotten lost, or simply haven't called home in a while. Somebody misses them or needs them returned. The Players are called in to find them and bring them back.

'Game Variations: The target has been kidnapped (possibly to specifically lure the Players). The target is dangerous and escaped from a facility designed to protect the public. The target is valuable and escaped from a 'zone designed to keep him safe, cozy, and conveniently handy. The target has a reason for leaving that the Players will sympathize with. The target has stumbled across another adventure (either as protagonist or victim), which the Players must then undertake themselves. The missing "person" is an entire expedition or pilgrimage of some kind. The target isn't a runaway or missing/lost - they're just someone that the Players have been hired to track down (possibly under false pretenses).

Missing Memories

One or more of the Players wakes up with no memory of the recent past, and now they find themselves in some kind of trouble they don't understand. The Players must find the reason for the memory lapse, and solve any problems they uncover in the meantime.

'Game Variations: The forgetful Players voluntarily suppressed or erased the memories, and they find themselves undoing their own work.

Most Peculiar, Momma

Something both bad and inexplicable is happening (racial tension is being fired up in town, all the power is out, the beer supply is drained, it's snowing in July, Voyager still has fans, hordes of aliens are eating all the cheese), and a lot of people are very troubled by it. The Players must track the phenomenon to its source, and stop it.

'Game Variations: The Players are somehow unwittingly responsible for the whole thing. What seems to be a problem of one nature (technological, personal, biological, chemical, magical, political, etc) is actually a problem of an alternate one.

No One Has Soiled The Bridge

The Players are assigned to guard a single vital spot (anything from a mountain pass to a solar system) from impending or possible attack. They must plan their defensive strategy, set up watches, set traps, and so on, and then deal with the villain when it arrives.

'Game Variations: The intelligence the Players was given turns out to be faulty, but acting on the new information could result in greater danger - but so could not acting on it, and the Players must choose or create a compromise. The Players learn that the villain has good and sympathetic reason for wanting to destroy the protected spot.

Not In Kansas

The Players are minding their own business and find themselves transported to a strange 'zone. They must figure out where they are, why they are there and how to escape.

'Game Variations: They were brought there specifically to help someone in trouble. They were brought there by accident, as a by-product of something strange and secret. Some of the Players' enemies were transported along with them (or separately), and now they have a new battleground, and innocents to convince which guys are the good guys.

Now or Later?

Villains have arrived and done some bad guy things. The Players were unaware. The villains have now made good their escape, and the Players have caught wind of it in time to chase them down before they make it back to their lair, their home nation, behind villain lines, etc.

'Game Variations: The villains escaped by stealing a conveyance that the Players know better than they do. The villains duck down a metaphorical (or literal) side-road, trying to hide or blend into an environment (often one hostile to the Players). If the villains cross the adventure's "finish line" (cross the county line, make the warp jump, etc.) there's no way to pursue them beyond it.

UIP Functions: villains suffer in ways associated with what they stole, eg: stealing drugs and having overdoses, or vehicle crashes from intoxication. 'Educates kid players better behavior. Kid's can't get back home because they were careless/doing bad behavior which allowed the theft.

Ounces of Prevention

A villain or organization is getting ready to do something bad, and the Players have received a tip-off of some sort. They must investigate to find out more about the caper, and then act to prevent it.

'Game Variations: The initial tip-off was a red herring meant to distract the Players from the actual caper. There are two simultaneous Bad Things on the way, and no apparent way to both of them - how to choose?

Pandora's Box

Somebody has tinkered with Things Man Ought Not, or opened a portal to the Mean People Dimension, cracked a wall at the state prison, or summoned an ancient Babylonian god into a penthouse. Before the Players

can even think of confronting the source of the trouble, they must deal with the waves of trouble already released by it: monsters, old foes out for vengeance, curious aliens who think cars/citizens/McDonald's hamburgers resemble food, and so forth.

'Game Variations: The Players can't simply take the released badness to the mat; they have to collect it and shove it back into the source before it the adventure can really end. The Players are drawn in to the source and must solve problems on the other side before returning to this one. A secret book, code, or other rare element is necessary to plug the breach (maybe just the fellow who opened it). A close cousin to this plot is the basic "somebody has traveled into the past and messed with our reality" story.

Port in a Storm

The Players are seeking shelter from the elements or some other threat, and come across a 'zone to hole up. They find that they have stumbled across something dangerous, secret, or supernatural, and must then deal with it in order to enjoy a little rest.

'Game Variations: The shelter contains the cause of the threat the Players were trying to avoid. The shelter houses a Hidden Base (q.v.). The Players must not only struggle for shelter, they must struggle to survive. The 'zone is a legitimate shelter of some kind, but the Players are not welcome, and must win hearts or minds to earn their bed for the night.

UIP Functions: port represents player's needed 'education; improve needed skills/info later in game, eg: weaknesses of villain's agents' skills in the port.

Quest For the Sparkly Hoozits

Somebody needs a dingus (to fulfill a prophecy, heal the monarch, prevent a war, cure a disease, or what have you). The Players must find a dingus. Often an old dingus, a mysterious dingus, and a powerful dingus. The Players must learn more about it to track it down, and then deal with taking it from wherever it is.

'Game Variations: The dingus is incomplete when found (one of the most irritating and un-fun plot twists in the universe). Somebody already owns it (or recently stole it, sometimes with legitimate claim or cause). The dingus is information, or an idea, or a substance, not a specific dingus. The Players must "go undercover" or otherwise infiltrate a group or society, gaining the dingus by guile or stealth.

Recent Ruins

A town, castle, starship, outpost, or other civilized construct is lying in ruins. Very recently, it was just dandy. The Players must enter the ruins, explore them, and find out what happened.

'Game Variations: Whatever ruined the ruins (including mean people, weird radiation, monsters, a new race, ghosts) is still a threat; the Players must save the day. The inhabitants destroyed themselves. The "ruins" are a derelict ship or spaceship, recently discovered. The "ruin" is a ghost town, stumbled across as the Players travel - but the map says the town is alive and well.

Running the Gauntlet

The Players must travel through a hazardous 'zone, and get through without being killed, robbed, humiliated, debased, diseased, or educated by whatever is there. The troubles they encounter are rarely personal in nature - the 'zone itself is the "villain" of the adventure.

'Game Variations: The 'zone isn't dangerous at all, and the various "dangers" are actually attempts to communicate with the party by some agent or another.

Safari

The Players are on a hunting expedition, to capture or kill and elusive and prized creature. They must deal with its environment, its own ability to evade them, and possibly its ability to fight them.

'Game Variations: The creature is immune to their devices and weapons. There are other people actively protecting the creature. The creature's lair allows the Players to stumble onto another adventure.

Score One for the Home Team

The Players are participants in a race, contest, tournament, scavenger hunt or other voluntary bit of sport. They must win.

'Game Variations: The other contestants are less honest, and the Players must overcome their attempts to win dishonestly. The Players are competing for a deeper purpose than victory, such as to keep another contestant safe, or spy on one, or just to get into the 'zone where the event goes down. The Players don't wish to win; they just wish to prevent the villain from winning. The event is a deliberate test of the Players abilities (for entry into an organization, for example). The event becomes more deadly than it's supposed to.

Sneaking In:

Mission objective: enter the dangerous 'zone, and retrieve the vital dingus or valuable person. Overcome the 'zone's defenses to do so.

'Game Variations: The goal is not to extract a thing, but to destroy a thing or interfere with a process (kill the force-screen generator, assassinate the evil king, stop the spell from being cast, wreck the invasion plans, close the portal). The goal has moved. The goal is information, which must be broadcast or otherwise released from the 'zone as soon as it is found. The job must be done without alerting anyone. The Players don't know the 'zone is dangerous. The Players must replace the thing with another thing.

Stalag 23

The Players are imprisoned, and must engineer an escape, overcoming any guards, automatic measures, and geographic isolation their prison imposes on them.

'Game Variations: Something has happened in the outside world and the prison security has fallen lax because of it. The Players have been hired to "test" the prison - they aren't normal inmates. Other prisoners decide to blow the whistle for spite or revenge. The Players are undercover to spy on a prisoner, but are then mistaken for

real inmates and kept incarcerated. The Players must escape on a tight schedule to get to another adventure outside the walls.

Take Us To Memphis And Don't Slow Down

The Players are on board a populated conveyance (East Indiaman, Cruise Ship, Ferry, Sleeper Starship), when it is hijacked. The Players must take action while the normals sit and twiddle.

'Game Variations: The "hijackers" are government agents pulling a complicated caper, forcing the Players to choose sides. The hijackers don't realize there is a secondary danger that must be dealt with, and any attempt to convince them is viewed as a trick. The normals are unhelpful or even hostile to the Players because they think the Players are just making matters worse.

Tricky Blackmail

Usually through trickery (but sometimes by digging into the Players' past), an antagonist has something to hold over the heads of the Players and make them jump. This could be any kind of threat from physical to social, but it depends on the villain having something - even if it's information - that others don't have. Now, he is pulling the strings of the Players, telling them to do things they don't want to. The Players must end the cycle of blackmail, deprive the villain of his edge, and keep him temporarily satisfied while doing it.

'Game Variations: The adventure hook involves the Players doing the villain a good turn, which allows him to take advantage of them (very cynical!). To succeed, the Players must contact other folks that are also being used. The Players aren't the victims at all, but somebody they care about/are charged to protect, is.

Troublemakers

A bad guy (or a group of them, or multiple parties) is kicking up a ruckus, upsetting the neighbors, poisoning the reservoirs, or otherwise causing trouble. The Players have to go where the trouble is, locate the villains, and stop the party.

'Game Variations: The Players must not harm the perpetrator(s); they must be bagged alive and well. The villains have prepared something dangerous and hidden as "insurance" if they are captured. The "bad guy" is a monster or dangerous animal (or an intelligent creature that everybody thinks is a monster or animal). The "bad guy" is a respected public figure, superior officer, or someone else abusing their authority, and the Players might meet hostility from normally-helpful quarters who don't accept that the bad guy is bad. A balance of power perpetuates the trouble, and the Players must choose sides to tip the balance and fix things. The "trouble" is diplomatic or political, and the Players must make peace, not war.

Uncharted Waters

The Players are explorers, and their goal is to enter an unknown territory and scope it out. Naturally, the job isn't just going to be surveying and drawing sketches of local fauna; something is there, something fascinating and threatening.

'Game Variations: Either the 'zone itself is threatening (in which case the Players must both play National Geographic and simultaneously try to escape with their skin, sanity, and credit rating) or the place itself is very valuable and wonderful, and something else there is keen on making sure the Players don't let anyone else know. Other potential conflicts involve damage to the Players' conveyance or communication equipment, in which case this becomes Don't Eat the Purple Ones.

We're On The Outside Looking In

Any of the basic plots in this list can be reengineered with the Players on the outside of it. Either the Players are accompanying other characters in the midst of such a plot (often being called on to defend the plot from the outside, as it were), or they are minding their own business when the others involved in the plot show up, and must pick sides or simply resist. For instance, with Any Old Port In The Storm, the Players could already be enjoying (or native to) the shelter when a strange group arrives. If the "the Players are unwelcome" variant is employed, then perhaps the Players will be the only voice of reason to still the religious fervor, racial prejudice, anti-monster sentiment, or whatever else is the source of conflict.

'Game Variations: The Players find themselves on the receiving end of the adventure. Take any of the plots here and reverse them, placing the Players in the position where NPlayers (often the villain, fugitive, etcetera) normally are. Instead of hunting, they must be hunted. Instead of fixing, they must avoid getting "fixed" themselves (ow). Alternately, leave a classic plot intact but turn the twists upside down, making them twistier (or refreshingly un twisty).

File: Parts/Parts RPG Plot List Concluded

File: Parts/UIP Big Facets *Ga

UIP - BIG FACETS (OF *GAMES)

Introduction: Aspects of inventions, that aren't easily categorizable into our part names.

What Can Be 'Tailored:

Tailorable [Game] Feature Variations: anything in the game that is programmed in [and which appears] [to the user] can be 'edited/'tailored. Passive tailoring creates results players are not/less able to control. Active tailoring includes: what player told UIP-Input that player wants; or how player [with their fair direction] controls other characters – like their names, occupations, skills, ability to advance [in group]...

Examples:

-Visual ['visual recognizer]: 'images that are 'edited [in motional ('tracked) algorithm].
-Audio - Voice/Sound of: characters/'things/weapons ['sound recognizer]:
-Style/speed of movement [of characters / games / plot / 'things]. Length/direction of scene/plot/'game. One UIP will take 'character "A" into window "1" scenario/action, while 'character "B" experiences/plays in window "2"; "C" loses game [and is kicked out]; "D" gets reborn from zombie state and goes into window "2" or "3" based on UIP; "E" goes from window "4" to "2" then "5" then...; "F" starts 'game at window "6" [after completing another [(semi/un)related 'game].
-Terrains/'zones like: [French] city; Riviera or similar California hills semi-arid terrain; Amazon jungle; Iraq desert; university/school; [outer] space; company [head quarters]; [pet] hospital; [toy] [robot factory...
-Shapes [rounded, sharp or smooth edged]; sizes.
-Color(s)
-Texture
-Dermatological: hair, skin, nails and their condition/style/how 'tailored [by character, eg: hair blow drier or nail polish]
-Vegetation:
-Other elements effecting the look / feel / characteristics of 'inventions/obstacles/characteristics
-dimension, 1D, 2D, 3D, 4D... with dimensions for time / [changing] color / culturally bound thought/behavior patterns [and 'predicted in 'association].
-Time [(anywhere) in past/future]: 'designated [historical] times might be 'associated with player's uip, [so player/character is 'routed there accordingly].
-[geographical / 3D] 'zones [in conjunction with 'w5]:
-Speech: diction, words, [grammatical / idiomatic] styles of speech; dialects; male/female/animalistic voices/sounds; game play focus
-Facial/Body expression/movements: the slightest twitch of a facial/*body expression can convey much about the character's 'mood, and intern effect the 'mood of others [in the game]. Different type movements are 'associated [by player's ('analyzer)] as conveying one to an infinite number of meanings / info leading to 'predictions [for behavior].
--'track/'behavior analyze different movements related to [real person movements]. *See Softimage's Face Robot designed with Mike Isner, and Softimage's Flagship XSI.
-Specific cultures, sub-cultures, and or regional effects on [expected / 'predictable] human/'thing behavior.
-'Mood in player / 'character: feelings include: happy, sad, angry, frustrated, ambitious, desire to rescue boy/girl, humility. Feelings can be good/bad as rewards/punishments related to game awards or punishments [loss of points/lives]

[Game Software] Resource Management/Economic Usage:

Reducing Taxation On [System(s)] that help 'tailor:

-Altering [just] color of hair, skin, clothing, eyes, or anything else in 'game is less taxing on 'game memory, programming time/issues, etc.
-Tapping into effects from other 'associated 'games [from same publisher on same computer]. Borrow a special tool player likes in one game and bring it into the other [after it's (somewhat) modified].

Requires More Taxation:
-Body and [subtle] facial movements.
File: Parts/UIP-Input *Ga

UIP-INPUT: DETERMINING USER PREFERENCES

[Step 1] How 'Behavior Analyzer ['BA] determines player's/user's tastes:
-Plot: Player given option of selecting team-mate[s] from line up. Each potential team mate has very different features, eg: choose between brunette or blond girls/guys which are tall/short and or clever/loving and passive/aggressive and older/younger, etc. Player chose tall semi curvaceous blonde.
--player shoots one or more of [5] villains [somewhat] lined up in a row [all equally easy to hit/'tag/'track/'edit] [and approaching player / chosen team mate(s)]. Player hits it/them [getting points].
-Notes: the first characters they pick/hit/tag are likely to have greater emotional charge for player, eg: they chose blonde girl team mate; and for villain the green gorilla [having more impact than the black bear or purple tiger (for whatever psychological / historical experience related reasons)].

[Step 2 continuing Step 1 plot above] Making UIP Tailoring's Effects less obvious to others [user]. Different files are created for each character/scene option that's 'tailorable:
-A Blue green orangutan [similar (enough by UIP 'score) to gorilla] is seen kidnapping a curvaceous medium tall, semi dark blonde [with other features somewhat differing girl chosen in above scenario].
-Player / parent who bought the game might not recognize the connection between the ape and blond like characters that pop up in [infinite] numbers of variations.

User's photo is 'visually recognized. [Close up] pictures/'tracking of each body part, of user/their friends and of their faces/[naked] bodies, while [moving in common patterns/actions]. Then it can be 'associated with 'designated 'game features. EG:
-as studies show people often prefer the opposite complexions in others, blond users are 'interacting with dark complexioned 'characters
-'characters [roughly] 'match user's visual/behavior profile.

Sound (Voices/ Music):

-'Characters/'inventions player chose to 'interact with more [than other characters/options] [can be] considered to possess sound/music parameters better matching player's tastes.
-Stereotyped / realistic sounds of what an entity or 'thing [may likely] sound like in [past games/real world] will have their 'associated sound as having a likely sound preference in player, even if player hasn't/won't hear them. EG: a farmer in Alabama is presumed as having an 'associated southern accent, diction, behavior/thought pattern that is culturally bound (see Kays' other writings on this sociological concept). Or mean faced [dark and red colored] character [with frown and unshaved face] has harsher voice than young sweet looking [as 'visually recognized] princess [wearing white and pink].

UIP-Input Sources [Outside] Applicable Game(s):
-Player preferences from past 'games, or any other 'accessible UIP-Database.
-Player answers 'Q [long questionnaire]. Questions include:
--Player giving 'score to each 'game they played [from menu option] which next leads to their 'scoring each player/'invention/feature. This is 'matched with the UIP-Info for each 'game / its players and features. While this matching may be less than perfect, 'predict will help fill unknown info gaps; so the option feature in the game [being played] which best matches will come up [unless other stronger programming parameters dominate, such as giving player the opposite of what they like for punishment].
--Player's preference for ranges and types of color/sound/vibration/smell [which 'sensor can also 'analyze/'score for the type sensation – to help repeat/'associate with chosen selection with what player can experience [in game].
--How player's friends/human opponents rate/'score player on any ratable feature/preference [as described in this patent application].
--UIP-Analyzer can 'edit user's answers if it deems what they actually prefer [in game performance/other sources] doesn't well 'match what they said they preferred [so they might be politically correct / because they lives in false illusion / they select what they feel they ought to select but emotionally prefer something different].

'Association process between what 'analyzer believes player may prefer usually works with many unknown factors, and for which it may 'predict what it [may] not know/be good at 'analyzing [for that player/'game/scene/'invention function].

Inputs from any type of digitizable data:
-Computer cookies; 'PS; wire[less] communications; [tcl] caller id; computer text messaging; 'audio / 'video recognizers; words spoken anywhere [into air / oline] and converted digitally into text; 'visual recognizer converting info into text/info; actual video and audio content; 'data bases; sill images; any type digital data; 'sensor data; your/other's resume/detailed work history; 'behavior analyzer / psych test results; iq tests.

-Facial expressions [of users] are 'visually recognized, and 'associated [TDS] with simultaneously occurring ['game / computer interface] events. This shows what facial expressions in user ties with what types of [anticipated] emotions in 'entity being viewed. Confirmations for these 'associations: user feedback; choices player later makes between different elements should be related to their preferential 'score for that item, and if not 'editing of UIP is needed [by averaging] 'scores between what has the questionable 'scores.

-'Voice Recognizer associates speaker's mood [w/ 'behavior analyzer] with what they say, and 'react to. System associates spoken words with emotions attached to the words themselves, plus the associations attached to the words used in 'reaction to the words heard.

File: Parts/Upgrade Other's Ga

[Plug In] Inventions Based On Existing Games

[UIP] Game Upgrade Idea Examples

Examples From Co's w/ Booths at Game Developers Conference in San Jose, CA March 2006

Order For How Info Presented: 1: Company Name 2. Video Game Title. One co can have multiple titles. 3. Partial description for aspect(s) of their game. 4. Our inventions made to (their) 'game, including what's in #3's partial description.

1. AmazeEntertainment.com tel 425-825-6800

-2. Heroes of Might & Magic 3. Their game's "resources to capture to build power. 4. Our improvement: UIP decides what the resources are and how applied.

-2. Samurai Jack: The Shadow of Aku: 3. [Jack] exiled to future [by]. 4. Future's theme / style / 'things are uip tailored. 3. Mystical time portal. 4. 'access requirements are uip tailored. Experience is uip tailored. 3. Things stand in [his] way. 4. 'tailored 'things obstruct/'interact [harmfully]. 3 learn to use weapons. 4. 'educational process 'guided to 'educate user [for real life related (social) skills].

1. Auran Games. Auran.com/games +61 7 3358 8888 Australia

-2. Neighbors from Hell. 3. Real neighbor from hell. 4. Fits description(s) of type person/neighbor they most dislike. 3. Have your revenge, with ever more elaborate tricks 4. In manner that: a. is what you fear would most likely happen to you, b: experiences you've seen/experienced before (on tv), c. tricks player has played/enjoyed/fantasized before [in previous games]. 3. Prestigious awards 4. Related to how player visualizes awards/points be best made / while playing a famous celebrity.

-1. BioWare Corp Bioware.com 780-430-0164 Edmonton, Alberta

-2. MDK. 3: controlled in a [3rd person] perspective, 4. Or any other perspective/vantage. 3. snazzy suit gave him powers, 4. which can change 'tailored clothing [for 'edited powers].

Concludes File: Parts/Upgrade Other's Ga

CONCLUDES THIS GAME SECTION (FOLDERT)

File: Features Intro / Guide

'GUIDE

'Guide is a subset of the part 'Educate.

INTRODUCTION: Suggests how user might proceed. System guides / prompts u for when / how (w5) they can be "educated". Subset of: "Education, "UIP-Tailor", "Question".

-See: "Artist's Guide", "Access' Guide"; "Game's Guide".

. What u can be "guided" on:

-body movement (dance, sports, physical therapy; see older KN)

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GENERAL:

. Applications: in demonstration models= used at `point of purchase' situations.

. Responds to how often 'guidance is used: System determins W5 and the degree to which user is or is not responding to 'guide, or uip-tailor [generated alterations/'editions]: in tern= 'guide will adjust accordingly.

-Examples: 'guidance's aspects, such as their suggestions that are or aren't utilized / clicked on [sw]= are in future [de] emphasized accordingly.

. 'Guide adjusts itself to user's needs. UIP-Tailor.

. Ways to expand patentable areas: applications

. Applications:

-'Virtual Reality training, eg: vehicle or flight simulators:

-Skill based 'games:

-How user can use/interpret [uip-tailored] information provided by computer:

. 'Guide integrates and or overlaps these parts: 'Edit, (Strongly Overlaps 'Educate), 'EGH (Educ Gets Harder), 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'ADAPT (UIP)-Emergence (2G180), 'UIP Tailor. See 2G190: 'Guide punishes or rewards based on good behavior [in 'games].

'GUIDE PARTS:

BEHAVIOR ANALYZER: 'Guide adjusts to type behavior of user. People/users are slotted into one of 100 behavior categories, eg: cerebral and managerial and attentive to detail; or lazy and low interested entry employee with 2 years related work experience.

.-level or expertise and or type language in 'guide (portion of) program are uip-tailored accordingly; the degree of subject matters / files are adjusted.

.-'guide determines type material / 'education user needs/prefers= teaches it.

-'guide tracks [predicts] user's learning process/curve= and adjusts itself.

-system determines trouble user is having: then brings tools/assistance accordingly. Trouble determined via: pauses in user activity at point in SW ('software) program; number and type 'questions from user; poor 'score from u in their: 'questionnaires / performance.

-monitor's user's progress in learning, eg: US Pat 4812125*

. 'Guide's Applications:

-user using system as form of their behavioral/physical/other medical therapy, tgh:

-training u to modify their behavior [to get results closer to what u may want= as determined by uip-tailor]:

CHARACTER: It takes on characteristics to better help user. Character changes its image to offer type needed information, while its image creates the desired 'mood= to better elicit desired response from user. Image's changes take into account the synergy of: subject matter; u's uip; nr; 'billing [amount owed to date on that transaction; billing rate for subject matter character is in at that moment].

-'Character can be a 'game entity.

-Character's 'image is 'edited according to type 'guidance. The difference in 'image allows:

-u to sw click on differing parts of 'character for: tutorial; 'routing.

-the 'mood of character's 'image: fits the task [via its altered attire, size, parts, colors, environment in which its found-matching scenario of user].

.--eg: 'educational sw for sales people shows confident and ambitious 'character in business suit; has visible smile and open face.

.--eg: 'game's 'character shown to be friendly, versus hostile to player being guided. Such as via: 'guide character's attire, facial and other body features being friendly, confident and similar to 'characters which are on player's side of 'game. In other words, 'character is different from enemy's 'characters or other elements.

-uip: 'image match's u's (behavior / physical) profile, eg: hair/skin coloring, age. 'Multi-user.

+ Subject matter u encountering on 'C: u knows type db ('database) or other field of SW ('software) / internet= u is in based on change in 'character's 'image. Value: a faster way for u to know where (W5) u is without having to read for information somewhere on 'screen.

--already explained in 'image in 1996? Namely image's cursor?

+--big area expandable. eg: every type of 'score / 'tds or other measurable element can be portrayed in changing character's image.

COMPOSITION (of sounds): uip's determination of sounds user likes= are given preferential treatment (uip-tailor's selection process) is 'guiding user.

. 'Guide Applications:

-Gives ideas for new music: when user is stuck [lacks ideas for how to continue their sting of sounds or music]= 'guide [having studied user's uip-db & pattern for early part of last piece(s)] gives suggestions on how to continue the music: based on u's past music patterns composed

--UIP of composer= 'analyzed to give 'guidance: what is studied in user's past music pieces [in accordance with W5 of the music's elemental pieces]. U's preferences in type: keys; identifiable groups of keys [rhythm, tempo, beat]; where the climax of songs is placed...

-Suggests type sounds that better achieve desired [psychō-sociological / 'mood] effect= for listeners:

--D: u = selects from menu type of effect desired = K ('keyboard) in information about target audience [uip] = analyzer = guide suggests: [existing] sound tracks / type synthesizing = osc ~ u hears = user k in their response to sounds suggested [eg: good or bad or other pointers to improve type sounds suggested] = analyzer reconfigures suggestions closer to what user desires = sounds created = stored in memory.

-'Guides= the 2D-040 Motion Simulator:

The sounds appear to start from the front speakers, and go to the back.

-US Pat 4331061 teaching musical instruments* 4281579

ENTERTAINMENT:

. 'Guide Applications:

-Suggests type 'entertainments for user= based on uip-tailor.

EXERCISE:

. 'Guide Applications:

-Suggests type 'exercises / body motions: Medical uip studies user's medical condition before / during / after exercising= analyzes type results from each possible 'exercise ['scores value of each] = suggests type exercise.

--Type results user may wish to have in themselves= and what they select from sw menu: more physical / mental energy [creative thinking ability]; improve medical condition= in consideration w/ u's medical condition, eg: their specific ailments; physical therapy 'guide= takes into account user's bodily limitations and any body areas that need special focus / handling= [for rehabilitation]; 'guide compensates for permanent damage / limitations in users, eg: old age, problems w/ particular body parts or limbs.

---'Analyzer suggestions: time length and rigor of exercise; frequency per week...

-See: 'Guide works with: 1J010 Body Movement NR: for carpal tunnel syndrome; 'entertaining forms of movement; body movements tied to 'compose.

IMAGE =

US Pat 5513991 Simulating personal individual art instruction.

MICROPHONES= W5 (what, where, when, why and how) 'microphones should be placed= to achieve type sounds desired. 1C-110 = 'sound analyzer.

Morning =
Motion sounder =
Multi-user *=
Mm / multimedia=
Notifier=
Order & timing=
Predict=
Ps-zone=
Q=
R=
Remote control=
Router=
Screen=
Score=
Seek & react=
Sensor=
Sound analyzer*=
Status=
Sw (software)=
Synthesizer=
Tel=
Tds (time date stamp)=
Tgh (therapy gets harder)=
Tilt=
Toy *=
Tracker=
U (user can be)=
Vibration=
Visual analyzer=
Vr *%=
Wa=

W5=

Zone (was ps-zone) =

Osc (outgoing sound communicator)=

Pd (positioning device, gps)=

Uip (user information programming)= uip-access, uip-ba, uip-edit, uip-db, uip-router, uip-tailor+, uip-track=

'Guide's Applications - Miscellaneous:

-security employee gets help in determining security related strategies. Examples:

-'guides in helping anticipate future scenarios= and how to deal w them:

based on villain's or any typical situation behavior profile for such [non] security subject area: system suggests: strategies with higher chance 'scores to: catch villain / 'track / trap them / uip-tailor for person using or being effected by system

MOVE MOST OF 'GUIDE PARTS INTO EACH APPLICABLE IMI PART: of more value there in expanding those parts, than having value here.

PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:

-(guide, suggest, teach, instruct, instructor, educate, train) and (software: computer, *program)

--1500 patents found: read first 10% w/ highest scores.

--Zero classifications found via key word method.

--US Patents: 4521199 4812125 4468204 4035929 4033050 5035625 4701130 5228859 4637797 5267865 4932879 3860795 5432940 517688 5310349 5430873 4176470 4331061 4715818 +5306154 Optimized follow-up reeducation to the learner reflecting their idiosyncrasy toward understanding

MISCELLANEOUS:

. Subset of: "Education:.

-See: "Artist's Guide", "Access' Guide"; "Game's Guide".

. What u can be "guided" on:

-body movement (dance, sports, physical therapy; see older KN)

. Suggests how user might proceed. System guides / prompts u for when / how (w5) they can be "educated".

Subset of: "Education, "UIP-Tailor", "Question".

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+5306154 Optimized follow-up reeducation to the learner reflecting their idiosyncrasy toward understanding

+3E061 Motion Tutor: 'Guides users to improve their movements.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

END OF MAIN SECTION OF 'GUIDE
File: Features Intro / Icon

ICON – UPCOMING PART RELATED TO 'IMAGE

Expanded Overview:

. Status shown. Icon's 'image portrays the status:
-subject matter: 'score on pertinence level, differing sections of image can portray pertinence on different areas.
-billing
. IMI: Icon represents any imi part: place it over any digitized file= and icon functions according to its IMI design.
-'track any file or activity by placing the 'track icon on it.
-functions as uip-tailor
. Guide Icon.
. Icon has a mind of its own:
-functions as the user: icon is a search engine, like www.yahoo.com, and searches according to uip-tailor.
. Expand Issues:
-go beyond icon representing something
. Forms Icon takes [which can be 'edited]:
-cursor
-image that represents an area / subject / location in program that user can click and get into
% perimeter of screen or window [Microsoft's window], eg: each color has its own representation
% typeface of [letters]
-all or part of any type 'image

. READ Later Rest of this Central Description:An 'image which is used as a software 'icon. User can click the icon to for desired functions. Each 'interactive screen key can be an 'icon.
-'Icon's appearance and 'designated functions can be 'programmed.
. Status shown. Icon's 'image portrays the status: subject matter: 'score on pertinence level, differing sections of image can portray pertinence on different areas. 'Billing
. Feature: Icon represents any Imi part: place it over any digitized file= and icon functions according to its Feature (also viewed as part) design.
-'track any file or activity by placing the 'track icon on it.
-functions as uip-tailor
. Icon has a mind of its own: functions as the user: icon is a search engine, like www.yahoo.com, and searches according to uip-tailor.
. Expand Issues: go beyond icon representing something
. Forms Icon takes [which can be 'edited]: cursor. Image that represents an area / subject / location in program that users can click and get into
% perimeter of screen or window [Microsoft's window], eg: each color has its own representation. % typeface of [letters]. All or part of any type 'image.

END OF THIS SHORT 'ICON SECTION

File: Feature Intro / Interact

INTERACT

HOW FEATURE INTERFACES WITH USER

-One of the multiple forms of activation is without touching a button on the main device. Activation results in desired results.

. For Techies: Tilt device to 'interact with it or what it controls; air pad; UK.

-Activates: Functions that are activated - [user generated] Signal activates one or more of following elements: makes a sound or music ("composer"); gives a verbal statement ("speech"); makes light(s); (%"notifier"); moves itself and or another object; changes image and or words on display ("S"); initiates the function that can also alternatively be activated by pressing the appropriate button; transmits signal to another device via wire or wireless; notifier to initiate desired function.

-Other: microphone ("mic"); "M"; type of signal or activation alterable via pp, or cart ('software cartridge) of alternative softwares; character; % locator; mp; "S"; %distancer; entertain; "C"; %float; *md; uk; mouse; multi-user; osc; adapt (UIP); data desired by user -> printer; score; synth; *tds; toy; vc; vr; "edit".

-Drawing: user (has desires) = k (keyboard) / sensors (system senses w5 (what, where, why, when and how) activity of user) = system (responds according to: u's desires, adapt (UIP), w5 (what, where, why, when and how) of situation, etc+).

-See "Brain": system' feature (also viewed as part) 'adapts according to circumstances.

% "Billing"

-Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS (needed for each participant (user) to join) // ANALYZER (how / w5 (what, where, why, when and how) system functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u [user]) // nr (notifies) (when User is asked to respond or should notice designated occurrence(s)) // osc (outgoing sound communicator) (verbal communication) // pr (software program) (how each user "interacts" w/ each other / system) // q (user and or system asks each other questions) (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving user are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [ADAPT (UIP) / "Multi-user" = (each user = experiences / handles system differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = adapt (UIP)) // "cart" // "M".

+ "Access": System "analyzes" for unusual "interactive" behavior from "user". Based on ADAPT (UIP)-DB. See "Access' BA".

. Interactive A/V (Tailoring): 'Interact enables the 'analyzer to control 'audio recognizer, and 'visual recognizer [for 'games]. Audio/Visual 'Tailoring for ['games]. Sound ['osc – outgoing sound communicator] 'guides and gives 'score related info.

-'osc 'tailors to [changing] ['mood / 'score] of each ['game] situation; and 'tailored to user's UIP-tailored sound preferences. In other words: 'tailors to user's unique [per 'behavior analyzer] awareness & experiential levels. Each user given the same stimuli / info has differing experiences [with or without 'tailoring their experiences].

-A/V messages: [very] low to medium, [very] high changing levels of: tension, 'designated 'moods, pacing, and drama.

-Read "Smart Combat Music" page 53 in Game Developer April 2006 issue. GDMag.com in SF Bay Area locations. Video games to study: Resident Evil [4], Kingdom Hearts, Sly Cooper.

-Sub-Parts: Linear game plays.

-See "Experience" which is a subset of "interact".

-One of the multiple forms of activation is without touching a button on the main device. Activation results in desired results. 'Interactions 'adapt.

-For Techies: How Activate Drawing: Modes of Activation. The following is one or more of the possible modes in which activation occurs. Activates a signal via one of the following methods without touching a button: user activates via remote ("R") mode ("remote"), eg: user makes vocal sound, clapper, activates a distancer), touches a "C" scream ----%tilt; air pad; uk. Activates: Functions that are activated - Signal activates one or more of following elements: makes a sound or music ("composer"); gives a verbal statement ("speech"); makes light(s); (%"notifier"); moves itself and or another object; changes image and or words on display ("S"); initiates the function that can also alternatively be activated by pressing the appropriate button; transmits signal to another device via wire or wireless; notifier to initiate desired function.

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sound communicator) (verbal communication) // pr (software program) (how each user "interacts" w/ each other / system) // q (user and or system asks each other questions) (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving users are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [ADAPT (UIP) / "Multi-user" = (each user = experiences / handles system differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = uip) // "cart" // "M".

+ "Access": System "analyzes" for unusual "interactive" behavior from "user". Based on ADAPT (UIP)-DB. See "Access' BA (Behavior Analyzer)".

-SEE: "Experience" which is also a subset of "interact".

File: Features Intro / K - Keyboard

" K " FUNCTION: KEYBOARD, 'REMOTE CONTROL

++ R52-1 SYSTEM LIGHTS ONLY NEEDED KEYS: To simplify usage, only the needed keys are shown on keyboard according to type program. Type software and keys available match user's ability. Standard or touch-screen keys. Applications: computer or music keyboards; systems with limited security, where each user is only able to know about the existence of limited keys; differing spoken or computer languages required on same hardware.

-ACCESS+:(keys are lit according to the security clearance given to the applicable user, hence limiting their potential functions as well as understanding what they can do on system); CART *:(pr which keys display ("S") w5); "M":(controls each key's display); MULTI-USER*:; OSC (also adjust to the applicable program connected to the way which keys light up w5); PR:; PRINTER *:; Q *:; R:(keys on remote ("R") control unit); S:; **TEL:(tr); UIP *:(helps determine what is displayed on keys and or which programs user can use and how they are adapted to user).

-much in an earlier KN from Jan 94 or earlier, eg: used for music keyboards, where only the needed keys for program are lit up, for use / at point of sale, intern, simplifying usage. Discussed idea vaguely (eg: no diagrams ever shown) with all major Japanese music industry from Jan 94.

-uses R53.

-D: u (users w (with) differing: factors1) = K ('keyboard) (changeable) = C ('computer) (sw) = s (k: interactive / touch-screen) / osc or printer (osc or prints out selected matter according to any differing criteria that determines type k or SW ('software) function useable).

--1 = abilities / access (security clearance) / type functions or applications desired / type languages spoken / uip / m / SW ('software) / one or more u (multi-user) / score / *pd / *q / *wa

-5E020 Remote Control Stick with Switch: only those positions / switches that are applicable for type application will emit / not emit tone (osc) as confirmation, in helping u use stick/sys.

R204 SPACE BALL: Ball, which is rolled on sensitive platform, which also has separate additional buttons. Acts as "mouse" for computer ("C"). Manufacturer is Spaceball. 15 Mar 94 "Brutus", p.75, published in Japan.

> R205 Pancake music dial. Moved to C119.

> R222 Computer's handwritten input image tablet pulls out on top the keyboard. Sharp 27 May 93 JT moved to "k" 6.96

1R-52 'CUSTOMIZED KEYS: Keyboard's keys ['icons] have LCD which changes according to the program user is in. Only applicable information on needed keys is displayed on key. [developer: Minerva KK, manufacturer: Sanko Densan KK, division of Kyushu Sangyo Kotsu KK, * NTT is a user. 12 Sept 92 "Nikkei Weekly"]

-simpler versions may: have light go on/off and or change color (designating importance / type function for key). This light may be on / near key / * have keyboard shown on S.

-OTD:

ACCESS **:(keys are lit according to the security clearance given to the applicable user, hence limiting their potential functions as well as understanding what they can do on system); ARTIST *:; CART *:(pr which keys display w5); M:(controls each key's display); MULTI-USER*:; OSC (also adjust to the applicable program connected to they way which keys light up w5); PR:; PRINTER *:; Q *:; R:(keys on remote control unit); S:; UIP *:(helps determine what is displayed on keys and or which programs user can use and how they are adapted to user).

.-Heat from fingers (hand, *body) create signals. Length of time finger is there / pressure determine differing codes.

CYLINDRICAL SCREEN: user can view from 360 degrees. May be coupled with "multimedia" using existing sphere shaped speakers.

Example: user walks about room and interacts with screen regardless of where they are, and vr ('virtual reality) goggles don't restrict them.

-Separate Virtual Reality Trainer Compatibility Option: learn how to use the product in a virtual reality training system. That is you imagine you are using the product in real life situations.

-% Display can be projected onto flat surface (white wall or screen). User touches, and or comes close to touching desired part of screen (image) (portraying a button). Sensors determine user's (finger/hand) movement and act as if such position on projection were touched (as with a CRT Touch screen). These 'sensors' can function like existing CRT Touch screen sensors, tripping of laser light (such lights can be moved (mp

(automatically)/pp according to a grid on/near the (movable) projection. Projection moved by^: hand, pd's location, pp/mp. Sensor may also be sensitive to^: * body heat, * vibration. *Projects in multi-colors.
Drawing: data=c=converter=projector (lens for projection)=air space=some flat surface.
-o-C45 Organizer - Walkie Talkie: using infra-red light, can communicate between two organizers up to 8 meters. 'Super Denshi Techo Jr'. Casio. Sales started Nov 92. Yomiuri 20 Oct 93 issue. No art. clipping.
Drawing: C45 = "tel"~*remote
-o-MOUSE* = Computer mouse, or "C" pen & tablet system via which records its movement's into device signifying corresponding instructions.
-D: remote ("R") = tr (wire or wireless) = "C" = function
-OTD: Modes activated by mouse are on display ("S"); different softwares operating in system will interpret the mouse differently; cp; transmits with or without wires; %cc.
-o-C99 Ball which is rolled on sensitive platform, which also has, separate additional buttons. Acts as "mouse" for "C". Manufacturer is Space ball. 15 Mar 94 "Brutus", p.75, published in Japan. Drawing: uk/C99/remote/tel = c = * controls any other desired product.

'ACCESS 'NODULES:
User (U) enters data into system via the following separate parts explained in this file: "UK" (user pressing buttons); "Remote" Control; "Clap"; "Speech"; "Access".
-D: K ('keyboard) = C (Computer) = S (screen)
-"K" ~ "Access" ~ "Visual analyzer" = desired function: need to change "designated" aspect of image. Eg: third line from left of right index finger needs to be erased or otherwise "edited": to achieve 95th desired function. See "Access" for details, namely its "Change password" subset.
++ "Access" process is a subset of entering in signals to control function. See "Access". Any signal generation= can be used to= control= "designated"= function(s).

* US PAT 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device includes sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

6B510 SCREEN KEYBOARD: shrink standard key board by having it displayed in miniaturized form on screen, permitting the use of two pens (one for each hand) to key in desired information without the problem of painstakingly writing all in print, which still might get miss-interpreted by computer ("C")
-keys are displayed in grid format, user can even create own keys ['icons] with own desired functions, eg: easy foreign lettering, specialized functions, etc. User can organize keyboard in personalized format as well, eg: for specialized functions, personal tastes, etc.
-key board can be of standard or miniaturized style; larger styles can work with fingers too

-have multiple keyboards on screen with multiple softwares running simultaneously. It's like toggling between different computers without the trouble of having more than one machine.

R52 Keyboard's keys ['icons] have LCD, which changes according to the program user are in. Only applicable information on needed keys is displayed on key. [developer: Minerva KK, manufacturer: Sanko Densan KK, division of Kyushu Sangyo Kotsu KK, * NTT is a user. 12 Sept 92 "Nikkei Weekly"]

-simpler versions may: have light go on/off and or change color (designating importance / type function for key). This light may be on / near key / * have keyboard shown on S.

-5E020 Remote Control Stick with Switch: only those positions / switches that are applicable for type application will emit / not emit tone (osc) as confirmation, in helping u use stick/sys.

ENTERING DATA: by entering data into electronic device (small keyboard) via numerous possible methods.

-D1: human action (presses buttons) = entry of data (1 to 100 buttons)/display = tr = "C" = desired function (in attached/detached product/system).

-D2: 1uk~2display~**3osc = 4c = 5signal converter = 6tr/6rc (via wireless/wire) = 7signal converter = 8c = 9(product follows desired command).

-OTD: Entire product/system is waterproof including uk (keys with diaphragm type buttons); If environment is dark when system is activated, buttons (important buttons, those buttons which are mp/pp) may light up in different ways (colors, sizes, showing different lettering) according to its type function (what button represents); the buttons typed and or mode it activates may show up on "display"; buttons made from (plastic, rubberized plastic or enameled metal, *wood); +interactive screen (touch screen / image input tablet (Apple Computer's Newton)) may allow data entry (uk); the purpose of each button may be labeled on itself, or near it: light by particular buttons may be lit when button is in active mode (the 'on' button); 5a-460 Touchless Switch is another form via which to activate any button or switch; mouse; one or **more possible "displays" are on the same, or different side from: any, or main keys; some of the keys may be displayed on the (multicolored); % Via "C" system may convert typed words into audio mode, Drawing: uk=c=osc, c (knows/memorizes how to speak words according to the appropriate signals (via uk);

D: uk/remote = M~c (matches recognized words w their sounds) = osc/display. See K211-5A-890 for details.

-Pancake music dial. Each disk controls different sound modulation. Made by Sony. Saw in 15 Mar 94 "Brutus" published in Japan. Each disk can control any other element too, eg: "display", "C".

-Details on "UK" in file Parts&. This file also shows examples of how a person may also UK into a device via "remote" are explained in Parts&.

* Interactive Display

Display (touch screen) can portray in modes used in virtual reality ("vr"). Control effects (PD/UK/"remote") = tr (transmits) = c~display. Examples:

-Images are presented two dimensions / 3D (according to sw).

-According to PD's location, presentation (size/angle/style/color/content) of certain elements in the display ("S") may change. Example: person/important object enlarges as user walks away, creating a more interactive/live

like feeling; as person walks to one side, they begin to see a different angle of what they are viewing. When close up, only the center of the screen is used; as PD (Positioning Device) backs away, more and more of screen is used so size of picture may appear bigger to human viewer.

-Controlling visual effects. Examples: 1] The mode user is in within product's system ("entertainment" mode results in more enjoyable colors/sizes/shapes/type graphics used). 2] UIP (system determines particular effects are more likely to influence user into desired "moods", behavior (make a purchase; improve work performance). 3] Other: pp; mp; user controls via "remote"/uk

MODE: The type K ('keyboard) mode can be selected according to^: who enters the data; how it is most convenient/effective to enter the data; where the data may wish to be entered from ("remote" allows more freedom); the level of precision needed in entering data.

-K can be used to enter data in order to^: +control a product; put info into the computer's memory (for PR (programming)).

-Preferred mode of data entry is 'purposely' entered in by user(s): [Options from #2 on down, may be technologically feasible (at least for simple commands/signal generation)

1st: key buttons wired to device

2nd: key buttons onto remote ("R") control device

3rd: user enters data via one of the other means (touch screen, Apple Computer's Newton, laser switch (others?))

4th: system monitors environment (changes in environment (results in generation of signals)) which are then (interpreted by system as mp/pp). Example: my (morning alarm) result in desired result (simple matters such as turning device on (when person is in room) / turning off (when they leave)). This mode may not necessarily be 'purposefully' engaged in to generate a code (an occurrence/action may trigger command without the triggering party (person/animal) necessarily wanting/knowing it will cause such triggering.

--This Part definition applies to: "UK", and "Remote". [In "remote" however, the priorities (choice of preference / lower priority is farther branching out) for the first two are reversed from "UK's".

*-To make system easier to use, the desired keys/switches can be pp/mp to, light up / be activated, according to desired function (parameter). Example: touch screen or Apple's Newton can have the type of graphics for buttons as desired (pp/mp). *[when such buttons are triggered/touched osc (makes a beep).

-1R-52: Keyboard's keys have LCD which changes according to the program user is in. Only applicable information on needed keys is displayed on key.

READ LATER "K" FEATURES MAYBE:

User (U) enters data into system via the following separate parts explained in this file: "UK" (user pressing buttons); "Remote" Control; "Clap"; "Speech"; "Access".

-D: K = C (Computer) = S (screen)

-"K" ~ "Access" ~ "Visual analyzer" = desired function: need to change "designated" aspect of image. Eg: third line from left of right index finger needs to be erased or otherwise "edited": to achieve 95th desired function. See "Access" for details, namely its "Change password" subset.

++ "Access" process is a subset of entering in signals to control function. See "Access". Any signal generation= can be used to= control= "designated"= function(s).

++ "Interactive" Images: for computers or interactive screens: Can create "interactive" keys or icons. For any KN: 1D-010 Adaptive Design System. See "Artist" = "Interactive Images". UIP.

* US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device include sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

End of K Main Part

File: Locators / Intro Locators

Introduction To Our Locator Related Inventions
Using GPS & Other Positioning Systems

Table of Contents For Locators:

. Introduction
. 1G104 Oceanic Miscellaneous
. PS 1
. PS2
. PS Functions
. PS Functions
. PS Other
. PS Miscellaneous *

Task Reminder G101

Positioning invention teaches children to do their tasks, homework and keep good behavior. It also learns the user's purchasing needs. Then it cleverly suggests what to buy where and when, and reminds the user of what's needed on the travel path. Over time, the invention becomes more user friendly, having better learned the

shopper's needs. For example, it will ask fewer targeted questions based on the user's purchasing characteristic profiles.

GPS Distance Collar G105

Improved Positioning System Pet Collar Inventions:

□ Friendly ways of encouraging positive behavior enforcement. The person trains their pet to associate one of many signals as a positive behavioral enforcer. Thereafter the signal can be emitted to keep positive behavior enforced.

□ Pet signals from the collar can include: vibration, sound frequencies, owner's pre-recorded voice, favorable odors, etc.

□ Via remote control, trainer activates the same type of signals when rewarding pet with food for good behavior. The pet learns to associate positive feelings with the signal. Thereafter the collar can automatically trigger signals without the trainer's presence.

□ Behavior analyzers will determine what behaviors the pet may be practicing that are positive or negative.

User Information Programming learns from, and adjusts to the pet, and their trainer.

□ As a last alternative mild less appealing signals can be emitted when poor behavior is practiced. Little or no training is needed for this fall back feature.

□ Stationary Location Training: stay within or away from certain areas, such as cats walking on counter tops; or going into neighbor's yard.

□ Helps over weight pets by restricting eating time, even when well behaved.

□ It now takes less time to train your pet. While more effective on young pets, also works with older animals.

□ Other features help our police, and mail carriers.

Attendance Rewarder G106

Reward employees for being at the job, and for showing they're actively working. More efficient than existing systems, and reduces management costs. System also can help manage the supervisors, whose main offices are at other locations. Invention also verifies children did their homework at their desk.

System Predicts Who Will Buy What & Where G108

The invention compares the purchasing characteristics of designated shoppers with soon to be released products. Shoppers are chosen by neighborhood, plus where they shop and for what. Shoppers' characteristics based on past purchase patterns are compared to the characteristics of the new product.

-Prediction methods: Mathematical probabilities for sales, are given to any one, or group of individuals. Shoppers are also scored for their willingness to try new products in the general category in which the new product comes from.

-Major retailers can control the high prices they'll charge for this information, and which non-competitors can be licensed to use. System will integrate information from diverse databases.
-New store location software can better pinpoint ideal locations, saving millions of dollars.

GPS Based Language Interpreter For Travelers G110

Invention interprets and adjusts your communication into the local dialect. It edits the words and tonality for the occasion. System mimics how people naturally speak differently with say children, or potential clients. Statistically, visitors will establish better rapport by leaving the Brooklyn accent, when at a party in Manhattan's Greenwich Village. The invention will also tailor itself to the user's personality based on User Information Programming. This will be especially useful in Japan where inventions that help induce harmony are popular. The main inventor, Steven Kays, was raised in Tokyo. Also gives children a more global perspective on life.

Location Based Communication Mode Selector G103

Communication Channel Selectors Based On User's Location:

System prompts user to select from better channels for that location. Users given the choice, can will select channels other than those which system may give. Helps user predict which channels may be less crowded. User Information Programming™ tailors suggestions to the user's perceived needs.

GPS Extender ™ G115

Get better reach when outside GPS' range, such as in large buildings, deep canyons or underground. Three point location identifiers are added onto GPS systems. GPS locates the building. We improve how the extender identifies targets. Our inventions provide many unique applications for this information in consumer and commercial applications.

File: Locators / 1G104 Ocean Misc

G104 GPS Ocean Dimensions Controller

Spatial relationships in oceanic environments are mastered to boost productivity. Examples:
-Reduce costs for fisheries, eg: monitoring fisheries.

-Economical ways to catch fish in the wide ocean and fisheries via: Remote sensing capabilities.
-Reduce risks of fish net entanglements through RFIDs.

More:
-territories marked for equipment, controlling where and when something goes.
-integrate with water depth analyzer by:
--gauges nets' locations in all directions: up, down, and sides.
.--helping guide invention to travel or take into account non flat ocean floor surfaces. Gives a 3-D picture.
-'Visual Analyzer: determines what and where a net is based on: 'visual analyzer; signals invention sends out (like a live bats') to see, where the (slightly) moving net is; and where its more solid base/anchor/connection points are.
% identifies types of fish via 'va
-underwater applications often apply to above ground scenarios, eg: containerized underwater environmental technology can be altered and applied to above ground containerized environments like: zoos, (large) fenced in areas, dry/aquatic zoological 'analysis and 'tracking.
-

Applications:
-limits where people/machines can harvest. Reduces territorial disputes (between fish harvesters)
-reduces chances of equipment destroying nets and other containing devices.
-for above ground uses. Underwater version of existing GPS Lawn Mower.
-GPS signals hopefully go thru water, and if not have relayers.
-

Net's Signals:
-(ocean / air) net's signals shows/receives info, designating its location (in the changing waves/winds).
-tangles are 'notified (when set 'PS get too close).
-luminescence /opacity: 'analyzes the average opacity level which (exceeds) the normal level for that 'zone and or water depth, and or distance from shore (where it's more murky). Compares debris / pollution level in/outside net. Uses fish's characteristics for UIP, which helps 'analyze what luminescence ties with what density/type of organisms in (net) 'zones.
-fishing vessels can use this for (remote) locations without nets, and saves time knowing where (w5) fish/animals are.
-dust of (unwanted) pests/animals, determines their locations W5.
-

Size of (Fish) Catch Determination:
-'Sensors: motion, 'sound analyzers (picks up sound frequencies for desired/undesired (sharks) associated sounds, 'visual analyzers.
.-Pollution/feces sensor monitors for: mercury, etc.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U (User of this Invention) = Applicable Functions Of Invention [fishery monitoring and 'analysis] – 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)['designated organism carry RFID (acting as a sample organism for school) of fish)] // BA (Behavior Analyzer) [less or greater movement, and 'tracked pattern of physical movement (within 'zone)] // CART [software for type fish or function of monitoring] // EDIT [selects type of (fish) actions/behavior wanted] // EDUCATIONAL [] // MULTI-USER [] // NOTIFIER [] // OSC [] // PR (Programming) [] // PS-ZONE [] // QUESTIONING [] // R (Remote Control) [] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [].

* Sections 1 and 2 interact.

File: Locators / PS 1

PS – Positioning System Inventions

G101-R58-1 Buddy Task Reminder:

The GPS Task Reminder learns the user's purchasing needs. Then it cleverly suggest what to buy where and when, and reminds the user for what's needed on the travel path. Over time, the invention becomes more user friendly having better learned the user's needs. For example, it will ask fewer targeted questions based on the user's purchasing characteristic profiles. Many more features!

Broader Over View: This personal assistant gets to know the user's needs and preferences, saving hassle and forgetfulness. It learns what the user needs, when and why. It orders or suggests what's needed, at the best time.

User Information Programming Features. User interfaces are tailored to the user's needs. Examples:

-GPS guides users to which stores on suggested travel routes have merchandise that better approximates user's needs.

-Over 100 home automation functions can be tailored to the user. See the confidential User Information Programming files.

-The GPS portion has the option of being included in the overall broad invention.

-Calendar reminder applications: household chores; reminder to pick up flowers on way to girl friend.

Separate GPS Applications and Other Notes Follow:

-

System prompts user what to do when (according to w5) user has reached desired destination.(s) System then prompts where user should go next. Examples:

1] user drives by supermarket, and is prompted every Monday to pick up certain fresh vegetables, fruit and or milk. Or home automation system tells user what (refrigerated (food)) items to buy (based on having (a low (estimated) quantity (in future)). UIP (with web search engine) can suggest what (w5) to buy (in related capacities). The web aspect exists?

-each user (spouse) (living/working together) can be told/'guided into what to buy/get/do. Each user's specific characteristics can lead them to take on different functions/purchases based on, eg: their (moving) location (w5); specialty (knowing enough about item/situation to make a decision, eg: Mary picks up the missing electronic part, and John (who is at home then) clears snow from the driveway.

* 2] Staged 'Guidance System: user programs system to notify him whenever he approaches one km from dry cleaning store. Upon reaching cleaners, system automatically prompts user to pick up fertilizer 400 meters away. Exists: tour bus gives pre-recorded information about view for each section of route; bus' location deciphered via GPS.

-

Miscellaneous:

-Simple or Sophisticated Functions and Interfaces: User can 'program system to be almost as tailored to their needs, as desired based on: how much programming (user or user's behavior analyzers provide), and the availability of data from other (external) sources like: store's product and availability info; accuracy of positioning system and related matters; etc.

-

*

More Info on invention number R58-1. PS: (notifies user what to do (w5) when user is near place where they could do designated task, eg: pick up eggs);

-this is related to the existing tour bus system in Japan whose osc corresponds to bus' location.

-D: user "k" type task -> "k" ps' coordinates for w5 (namely where, *when, what) task -> later when user (drives/walks nearby (within 5 meters if in walk mode/500 meters if user is in vehicle) arrives in designated coordinates (w5) system "notifies" user and shows (s)/osc needed task -> user "k" when task accomplished/ notifier no longer needed for that / any task (for designated time period, while they vacation).

--system senses speed of user, hence knows if user is walking or not / user may "k" their mode of movement.

-OTD D: This N Sys =

ACCESS (); ANALYZER (what to do when, where, when, why, how (gives best route to travel (taking into account time of day)); CART (type analyzing sw, maps); S (); M (); MULTI-USER (different routes, needs, cities); NOTIFIER (osc w display (showing direction, needed task)); OSC (); PR (); GPS (); Q (correct street directions); STATUS (shows what tasks done* / not done).

-TM: GPS Task Reminder; Task Reminder; Proximity Task Reminder; Proximity Guide; Buddy Guide.

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Big Store Shopping Helper:

Shows user where desired items are located. User can enter (audibly/typing/clicking) desired product / service.

System shows:

--what is available now/later for order

--where it is vis a vis shopper. Guides shopper to spot. Or just shows map of where shopper is versus target location (for anything).

-

Security Applications (being researched by M. Cox):

User must be in designated locations and or times, to receive or *send reminders, 'guidance, 'notifiers, and or 'educational training.

-reminder only works for those with special 'access privileges, that might be geographically based too (see 1G11 Proximity Password System).

-privileges to get reminded are all based on any one or more 'access requirement. Eg:

--Can get access to five network files in Sacramento, but only three in San Jose, California.

--Security clearance can change (year to year), hence associated 'access privileges are connected, along with the proximity requirements.

-instead of being "reminded", user mind be "prompted" or "given hints" as to what (non)security function might/should be done (to gain access). Certain passwords might only be given to 'designated users/systems/(portable robots/products) when they are in appropriate 'zones.

-user can be saved hassle of entering a password/'access related action, when in designated zones (like at home) (outside business hours) (and not on vacation per the home automation system's calendar/'sensor).

-altimeters can (de)activate features. (Must be 0 – 500M above sea level) effecting 'access on planes and when in Denver or Zurich, or valleys below sea level (parts of Egypt) or under water.

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Proximity Villain Catcher:

-Catches people who accidentally or purposely took something outside permissible (geographical) bounds. (Stolen) (portable) devices/systems/passwords taken/used outside the designated 'zone (office, factory, (police/security) place) can change the interface given to the (illegitimate) user. User may (not) know this; and the resulting changed/false information can help/hurt/catch the user/villain.

-Mary (accidentally) downloads five (system) files when she should have taken three. Those "two files" can:

--stall Mary by (providing technical glitches) giving enough time for security to locate her (based on the 'PS device on/near the computer/her car/cell phone.

--two files can send signal to main frame suggesting (exactly) where it/she is (working on the system at that minute (and what she/it is doing (with it)).

--the two files can interfere with the other three files, etc.

-Non PS related functions apply, eg: using the wrong password (anywhere), or using a system / product that was not properly cleared (electronically) to be used before being taken. Stalling the user of a stolen cell phone, computer, car (engine stalls in middle of nowhere – slows max speed for safety, over 1KM, until it hits zero KM/hr. More!

-TM: Outsmart Crooks; No Mercy For Villains; Learn To Be Honest.

-

Speed and or time needed to get to store/destination shown. Connects with (exists) system that shows user where they are from a (global) GPS map/image perspective.

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EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

Parts Section #1: U (User of this Invention) = Applicable Functions Of Invention [] ~ 'C (CPU) =

Parts Section #2: ACCESS (Security Control)[having correct: uip, proximity (of user) to designated system/object/person/recognized sound or visual image, time and type action etc (w5)] // ANALYZER ['uip; compares (proximity / uip related) 'databases)] // BA (Behavior Analyzer) [correlates user behavior (purchasing preferences / skill sets / psychological 'score for eagerness to try new things and step outside social molds) with: cartographic info/databases (regionally bound market behavior),] // CART [desired uip 'database user wishes to use; 'multiple-users can share hardware with others (friends/co-workers) by 'accessing system/hardware onsite/'remotely] // EDIT [purchasable items are culled down to items with highest 'scores based on (proximity, tastes)] // EDUCATIONAL [user learns about available products/services/options which (match (their/gift receiver's) needs)] // MULTI-USER ['analyzers/sensors/uip (helps) determine which user is utilizing system (if separate passwords/access) aren't used; and it builds up applicable uip database accordingly] // NOTIFIER [locations with good/medium/bad scores, eg: hang outs rated by travel books as having desired characteristics (hot jet set ladies in scant clothing)] // OSC [regionalized dialects/languages for zone] // PR (Programming) [uip suggests to user what software/features to use] // PS-ZONE [see ps-zone folder] // QUESTIONING [system asks proximity/product related questions for: uip database development; better 'guide user in applicable circumstance; multiple choice options for user] // R (Remote Control) [connects to other (portable/cell phone) devices] // ROUTER [connects user with company or person with uip's high(er) 'score(s)] // SA (Sound Analyzer/Sound Recognizer) // SCORE [user's opinion of suggestion given for uip] // SEEKS & REACTS [compares/'analyzes 'databases of uip with what's in environment] // SENSOR [used to determine desirability of characteristics (in external environment), eg: 'visual analyzer, 'zone proximmity] // TDS [user's preferences can change over time, and 'tds helps determine increase/decrease of preferences for benefit of user/merchants] // T (Telephony) [wireless communication (w/ applicable 'databases)] // TRACK [develops uip] // UIP (User Info Programming) [the more (proximity tied) data, the better the uip's quality] // WA (Walk About) [portable interfaces include modes similar to: cell phones, black berry communicaters, iPods, (standard) GPS models, miniaturized computer notebooks, touch screens, keyboards and or screens which are bendable/flexible or portray onto any flat surface (via light) and (act like) touch screans.]. –POS:

System enhances / provides information into and from our POS (Point of Sale) Software prototype under development.

Sections 1 and 2 interact.

--Points of Interest Registry: Have registry ('database) of where user wishes to be. Device (needs to) be on.

-Interest points related to a person's interest/hobbies/needs, are mapped out. Upon ('guided / random) approach, system will give (osc) applicable info/suggestions. For example, you read a newspaper article (online), then journal feeds info to your PS device, allowing you to check out what happened/happens.

United States Patent 6,992,619

Harrison January 31, 2006

Use of global positioning satellites (GPS) to discover and select local services

Abstract

A method and an apparatus for associating location information corresponding to a geographic location with information about services available at the geographic location. The information may be stored in a database for subsequent use.

United States Patent 6,850,844

Walters , et al. February 1, 2005

Portable navigation device with integrated GPS and dead reckoning capabilities

Abstract

Apparatus, systems and methods are provided for portable navigation devices with various integrated positioning functionality. The apparatus includes a portable electronic device having a processor in communication with a memory. The memory is adapted to store navigation related data. The navigation related data includes cartographic data including a number of locations and data indicative of thoroughfares of a plurality of types connecting certain ones of the locations. The portable electronic device includes a GPS receiver adapted to communicate with the memory and processor. And, the portable electronic device includes a dead reckoning component, including a rate gyro, pedometer, and/or accelerometer adapted to communicate to memory and processor.

United States Patent Application 20050024264

Kind Code A1

Harrison, Edward R. February 3, 2005

Use of global positioning satellites (GPS) to discover and select local services

Abstract:

A method and an apparatus for associating location information corresponding to a geographic location with information about services available at the geographic location. The information may be stored in a database for subsequent use.

G102-3C090 Sound Distancer – Study More Before Promoting It:

Radius Sounding Device: Interesting functions are initiated when two or more sensors cross designated distances. Applications for:
-Toys and games
-Merchandising

Huge Open Field; but also related to many weak patents? See PS-Zone Part too.

Reworded: Sounds emitted when two or more 'designated devices go within or out of a programmable distance. The more stationary transmitters can be placed on a spot by spot basis, and or a linear format.

-

-Broad Scope: When two or more objects (with an RFID/PD) get to a designated distance, then the system will automatically react as programmed. (see the "'seek & react" part). As this function may be too broad for patentability, sound and related communication modes can be considered, eg: the 'osc (outgoing sound communicator), and 'notifier parts, and more!
-sound(s)/osc/communications can vary not just when the line is crossed coming in/out, but also by how far the radius(es) are being changed. Eg: deeper shades of red for coming close, or 'edited warning 'notifications the further out at sea (the child's water board is going).
-further the mammal get's from home, the more uncomfortable the (ankle) bracelet. See our related inventions (on communication modes).
-'notifies whenever PS is (entering) into a good/bad 'zone, and or 'designated radius from home base (unit(s).

-

Applications:
Sample Applications (for what qualifies as a signal generator) (and how the signal can be used):
-place transmitters on a line running along a dangerous area. Sounds warn (when baby goes near dangerous area). 'Notifier can notify by sound/text at or away from occurrence.
-nature of occurrence results in different types of 'osc sounds or messages.
-specific sounds to induce/repel people/animals (according to what studies show is more conducive/economical) are emitted.
'Entertainment Aspects:
-Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their

instrument(s). One or more positions in a zone, and or body movements, or use of 'Remote control can trigger designated command(s). Uses a language based on combining one or more of these.

--applies whenever the sound volume, frequency, or type sound is to be altered according to how far or close two or more parts from each other.

-sounds occur when crossing the line. Exists? On market is device to keep dogs behind underground wire, by mildly shocking through dog collar when dog approaches line (invisible fence).

-toys - when a police car drives near a certain object or place, it will siren, or an audio statement goes on, eg: "pull over"

-when a person or other organism or object comes close enough (or goes far enough), triggers (or deactivates) a: sound, light, or other electronic function

-

Miscellaneous:

-Security application: Instead of sound, an alarm ('notifier) (silently) activated when a 'designated proximity event occurs.

-presence of other sounds also recognized by 'sound analyzer= 'seek & react.

-relates to RFID, eg: alarm goes off when store tag not removed from merchandise being carried out of store ('zone).

-the (type) sound emission from another/slave object can be 'sound analyzed, and 'reacted (seek & reacted to) (in manners like what type of distance it had as determined via PS).

-Pat Search Strategy got zero patents: (GPS and (sound or sounds) and (trigger or triggers) and ("goes beyond" or distance)).

-Alternatives to multiple PD: Maybe one or more objects/people don't have One PD/RFID can be replaced with a motion detector, 'visual recognizer.

-

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U (User of this Invention) = Applicable Functions Of Invention [reacts to proximities via sound] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[functions when passwords activated] // ARTIST [make/compose music via changes in proximity] // ANALYZER [proximity and other factors (UIP, Access) are used for desired ends] // BA (Behavior Analyzer) [studies how the object/person/animal changes it's 'tracked path] // CART [type sound emitted] // EDIT [ignores signals based on designated proximity points] // EDUCATIONAL [learn by 'tracking movement patterns of: hurds of animals (each with own uip 'database, eg: mating habits, and who tries to spend more time with whom)] // MULTI-USER [each user emits their own signature sounds/dialects] // NOTIFIER [when objects get too far/close - exists] // OSC [see big OSC file] // PR (Programming) [how system 'seeks and reacts is almost up to the user's imagination and available software] // PS-ZONE [only functions in designated places/'zones] // QUESTIONING [asks user what proximities are to be 'sought & reacted to] // R (Remote Control) // ROUTER [] // SA (Sound Analyzer/Sound Recognizer)

// SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [].
* Sections 1 and 2 interact.

United States Patent 6,967,616
Etnyre November 22, 2005

Systems and methods for correlation in an air traffic control system of interrogation-based target positional data and GPS-based intruder positional data

Abstract

An improved system and methods for correlating an interrogation-based air traffic surveillance intruder, such as an Traffic alert and Collision Avoidance System (TCAS) intruder, and a GPS-based air traffic surveillance target, such as an Automatic Dependent Surveillance Broadcast (ADS-B) target to minimize or eliminate the display of two symbols for the same intruder/target on the CDTI of an aircraft. The method comprises the steps of receiving ADS-B data at a processing unit and calculating select component deltas for the ADS-B data versus an entry in a TCAS intruder file. Progressive weights are assigned to the deltas and the progressive weights are summed, resulting in a total confidence score. Total confidence scores of ADS-B target and TCAS intruder pairs are compared to determine correlation between the ADS-B target and the TCAS intruders.
(above similar to KN: Distance Keeper: Discourages two or more elements/users from coming together)

G102-1 Water Current Recognizer:
System may also sense/warn about water currents (not easily noticeable to person caught in one). 'Notifier recognizes currents via:
--user swimming in one (fast/slow speed), while moving in a smoother (current) speed in a different direction.
--'visual analyzer recognizes water current patterns
--any other elements differentiating current from larger water body, eg: temperature, objects floating above the current, ripples...

G103-3E-070 Location Based Communication Mode Selector:

Communication Channel Selectors Based On User's Location:
System prompts user to select from better channels for that location. Users given the choice often will select channels other than those which system may give. Helps user predict which channels may be less crowded. User Information Programming tailors its suggestions to the user's perceived needs.

The hardware/software system lets user select the best mode of communication according to their location (proximity to best transmission mode, cheapest carrier). Can also just be a computer on line information service.

-Best modes of communication: highest quality (band width, audibility, reliability), cost, safety (from snooping; 'access). Etc!

-Elements taken into account effecting quality/safety of transmission/communication:

--Certain frequencies may be in better order, but not enough to compensate for their generally lower quality (to understand the human voice).

--(predicted) weather

--(projected/'guided) path, and where drop offs may occur

-Related to the cellular black hole notifier invention: 3E010, US Pat Application 20050070302 Method & system directing a wireless user to a location for improved communication – Filed Mar 2003. Our invention directs system to better channel(s) based on location.

-Channel type options: system recognizes which channels are/were being used in that zone; which one are much in use now/past/'predicted future.

File: Locators / PS 2

GPS Inventions – Miscellaneous

G105 GPS Distance Collar:

Improved GPS Pet Collar Inventions:

-Friendly ways of encouraging positive behavior enforcement. The person trains their pet to associate one of many signals as a positive behavioral enforcer. Thereafter the signal can be emitted to keep positive behavior enforced.

-Pet signals from the collar can include: vibration, sound frequencies, owner's pre-recorded voice, odors, etc.

-Via remote control, trainer activates the same type of signals when rewarding pet with food for good behavior. The pet learns to associate positive feelings with the signal. Thereafter the collar can automatically trigger signals without the trainer's presence.

-Behavior analyzers will determine what behaviors the pet may be practicing that are positive or negative. User Information Programming learns from and adjusts to the pet and their trainer.

-As a last alternative mild less appealing signals can be emitted when poor behavior is practiced. Little or no training is needed for this fall back feature.

-Stationary Location Training: stay within or away from certain areas, such as cats walking on counter tops; or going into neighbor's yard.

-Helps over weight pets by restricting eating time even when well behaved.
-It now takes less time to train your pet. While more effective on young pets, also works with older animals.
-Other features help our police, and mail carriers.
-More!

Over View reworded: Invention can encourage ideal distances between one or more people, animals and or objects. More affordable way to guide and educate ideal behaviors. Form of reward or discouragement comes via bracelets, dog collars, etc.

Structures of Encouraging Behavior:
-'Designated "signals" are sent that are interpreted as a reward. Eg: animal is often rewarded with food and or verbal/touch praise while the "signal" is sent. Later when it's less convenient to give the full appraisal, the "signal" alone can help let animal know they are doing something desirable.
-Type "signals": vibrations from collar or...; *light; (soothing) sounds; (food) odors.
-(Automatic) Signal is triggered by: (human) user; uip; system 'senses/'analyzes (via 'behavior analyzer) what (animal) behavior is occurring, then 'scores the action, then sends rewarding signal for 'scores (over 85%).
-Encouraging ideal behavior, can be preferred versus discouraging 'designated behavior; though both interfaces can be used (simultaneously). Unique alternatives to existing inventions which scold pets.
-

Collars:
-Keeps baby away from cat/dog or bad sibling. Attach device to baby's (wrist) and dog's (collar).
-'distancer punishes (approaching) entity when they get within set meters of protected user/device.
-Collar: keeps pets from getting into food or certain parts of house.
-Collar on person who received a restraining order (and they live/work near each other).
-Criminal Justice system.
-Keep (animal) away from: designated furniture (cats).
-

Alternative Communications To Designated Animal/Person:
-Instead of (electric) electric shock, can use other modes that dog has been trained to respond to: sounds, smells, vibrations, lights*.
-

What can be Encouraged:
-'designated animal behaviors (that were/are being taught), eg: to sit or stop barking when commanded.
-Zoological study if mating behavior between shy species can be encouraged by getting them to cuddle up more. Associate this with other factors: cool the area temperature to induce snuggling for warmth, sexual pheromone releases, or restricting 'access of animals with unfriendly behavior ('ba) into the (polygamous) group.

-induce food preferences: eat from preferred bowl or tree.

-

Selected Restrictor:

-Law Enforcement: (under-cover clothed) police ladies/men unfamiliar with a specific police dog, might use this to reduce chance of being attacked by a canine w/ the dog's proper transmitting collar, punishing do if they come too close to (a previously determined ally). Saves time, hassles, and restriction of movement when trying to catch villains, along with the dog's primary care taker's presence.

-teaches predatory animals to stay clear of certain animals/objects, eg: pet cat stay away from pet ducks (with transmitter on leg(s)).

-give visitors/room mates who dislike (that) pet(s) a transmitter to keep 'designated pet away.

-

Time Selective Restrictor:

-Restricts Pets (humans) From Over Eating: Pet given (too much) food in (bowl). They can only consume as much as they can within designated time (uip of pet), so they don't get fat, etc. Leaves enough food around for when owner leaves town (for vacation).

--Can be combined with existing food dispensers that give limited food automatically per day. Values: keeps pet from getting frustrated and trying to knock or vandalize dispenser; dispenser more food than needed as a precaution to prevent starvation.

---level of punishment set to keep all (but) near starving animals from food.

-Related to our GPS "Sound Distancer" invention.

-If pet away (outside) during feeding times, system (may) adjust (to minor degree) and allow/give food at alternative times (until pet better learns the system's timing cycles).

-

Behavior training uses (often non PS related): 'sound analyzer, 'visual analyzer, 'behavior analyzer, 'motion sensor to:

--(dis)courage barking at designated times, eg: sensor/analyzer notices an (unknown) human intruder

--pet is hyperactive

--(unruly) pets/dogs can be forced (by governement/insurance) to wear related collars, to keep them away from police, mail carriers, or anyone who carries a related PS (broadcaster).

-

Miscellaneous:

-Invention reworded: Encourages/Discourages two or more people or animals from coming together.

-Exists: cats hear undesirable sound when they jump onto unwanted area. Humans can't hear. -Unwanted areas can be: kitchen/bath counters, shelves in livingroom, etc.

--Drawback is cat's are discouraged from entering the area whenever a human is nearby. Cat calmly in your arms screeches when you reach for a bookshelf.

-See G101 Sound Distancer invention

Remotely related 6,967,616 - (Discourages two or more elements/users from coming together)

United States Patent 6,124,825
Eschenbach September 26, 2000

GPS based augmented reality collision avoidance system
Abstract
The present invention comprises a global positioning system (GPS) based augmented reality (AR) aircraft collision avoidance system. The system of the present invention includes a GPS receiver for receiving GPS signals and determining a present position using the GPS signals. The system of the present invention also includes an automatic dependent surveillance (ADS-B) receiver for receiving an ADS-B signal from an aircraft. The system of the present invention further includes an AR visor coupled to both the GPS receiver and the ADS-B receiver. The AR visor receives the present position from the GPS receiver and receives the ADS-B signal from the ADS-B receiver. Using the present position and the ADS-B signal, the AR visor determines a three dimensional bearing to the aircraft. The AR visor is adapted to be worn by a user. The AR visor is further adapted to display symbology indicating the three dimensional bearing such that the user is made intuitively aware of the three dimensional bearing via the symbology displayed in the AR visor.
G106 Attendance Rewarder:

Reward employees for being at the job, and for showing they're actively working. More efficient than existing systems, and reduces management costs. System also can help manage the supervisors, whose main offices are at other locations.

Uses 'positioning systems and 'va (facial recognition) to assure user is in/near designated place, at 'designated times.
-GPS shows (student) was in classroom at designated time.
-Applications for verification:
--Students watched class online. Camera on computer (such 'visual analyzers exist and follow users). 'Tracks user.
--Assuring (workers/shoppers/clients/students/animals) showed up at (job sites) (without managers present).
-integrates with employee time clocks.
-to get people to use it: give them a transmission (cell phone) device and say, you'll get paid/rewarded/evaluated based on when it is in the designated 'zone.
-corresponds to our inventions that 'score how a person is performing

-'tracks the movement in/near/outside designated 'zones, showing (when applicable) that they are working (on construction site) and not being too stationary/lazy. Uses: 'motion sensors; 'trackers; 'visual analyzers; 'behavior analyzers (for on and off line behavior – see our related inventions).

United States Patent 6,744,403

Milnes , et al. June 1, 2004

GPS based tracking system

Abstract

A system uses GPS receivers and other sensors to acquire data about one or more objects at an event. The data acquired by the GPS receivers and the sensors is used to determine various statistics about the objects and/or enhance a video presentation of the objects. In one embodiment, the acquired data is used to determine three dimensional positions of the objects, determine the positions of images of the objects in a video and enhance the video accordingly. One exemplar use of the present invention is with a system for tracking automobiles at a race. The system determines statistics about the automobiles and enhances a video presentation of the race.

(relating to KN: Attendance Verifier)

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video accordingly. One exemplar use of the present invention is with a system for tracking automobiles at a race. The system determines statistics about the automobiles and enhances a video presentation of the race.

G107 Proximity Activator *
More Research Needed. See part: PS-Zone

Any (portable) device can be activated/deactivated by proximity. Exists?
System or machine requires a (slave) GPS/RFID in order to operate (as programmed). The slave can be (partly) decommissioned whenever an 'access protocol has been breached.
-Set parameters (user's location) needed to gain 'access/use system(s).
-Seller of intellectual property protected invention licenses it only to work in 'designated zones. It can have limited or no functions in other zones. (Life saving functions can work everywhere, e.g: calling 911 on cell phone).

G108 System Predicts Who Will Buy What & Where:

The invention compares the purchasing characteristics of designated shoppers with soon to be released products. Shoppers are chosen by neighborhood, plus where they shop and for what. Shopper's characteristics based on past purchase patterns are compared to the characteristics of the new product.
-Prediction methods: Mathematical probabilities for sales, are given to any one, or group of individuals. Shoppers are also scored for their willingness to try new products in the general category in which the new product comes from.
-Major retailers can control the high prices they'll charge for this information, and which non competitors can use it. System will integrate information from diverse databases.
-New store location software can better pinpoint ideal locations.
-More!

System tracks where users shop, with what they buy. When GPS shows they're shopping at stores (not part of the 'tracking system (cooperative)), it will gauge how long they shopped there, along with (what they bought if the info is semi-available). For example, GPS in their portable device, or on car in parking lot – shows where they're shopping (outside the merchant (w5 'designated) network).
--Rephrased: (Consumers who volunteer for a discount) receives a (free) GPS / 'Tracking device. They do all their shopping/activities (with the same shopping or credit card); and or scan in all (paper) receipts.
-
Database Farming:
'Analyzer compares/'scores/'integrates the following (UIP related) 'databases:

-consumer preferences: what they say they want/like/can afford/(products or services) available, and what they actually buy. By what 'score do they match?

-new products (and their characteristics) (as match-able with UIP preferences for users/consumers in system/database.

-

Travel & Behavior Route 'Analyzer:

-store/business/office location selection (software) – New Store Location Selector: database of past purchasing behavior used (for that 'zone). Invention can save each new location startup less or more than $1M per location. So expensive software price tag possible!

-database for 'zones with available info, can be extrapolated and matched with other zones/areas with less (UIP related) info available. System then 'predicts (for what info is missing) in new (possible store) locations, (and fills in accordingly / or 'guides user to get the needed info).

-

Benefits for user/consumer:

Discounts, (special) coupons and offers.

-user can (at their option (w5)) have system suggest/'guide as to what user might most like to buy, do, see, experience, etc. Makes looking for what one wants much easier.

-

Tracking Methods: GPS/PS, (electronic) forms of payment (store (discount) credit card(s)).

-Diagram: User(s) = 'tracked/'behavior analyzed = 'analyzer compares characteristics/info of (shoppers/sellers/manufacturers/government/crime statistics/traffic patterns/city planning dept info/'predicted (trends)) = 'guides (seller/provider/government) on how to (best (maximize) profit / do something.

-

TM: Shopper Tracker, Shopping Tracker

United States Patent 7,002,579

Olson February 21, 2006

Split screen GPS and electronic tachograph

Abstract

This invention teaches an inventive method for tracking trip data in relation to geographic position for a vehicle. The first steps in the method involve recording trip data periodically and recording geographic position periodically. Each trip data recording is time stamped. Each geographic position recording is time stamped. The next step is saving the recorded trip data and geographic position to a database. The final step in the inventive method is graphically displaying the trip data and the geographic position, as a function of time, from the database. This invention also covers an apparatus and a system for carrying out the inventive method

United States Patent 6,992,619

Harrison January 31, 2006

Use of global positioning satellites (GPS) to discover and select local services

Abstract

A method and an apparatus for associating location information corresponding to a geographic location with information about services available at the geographic location. The information may be stored in a database for subsequent use.

United States Patent 6,850,844

Walters , et al. February 1, 2005

Portable navigation device with integrated GPS and dead reckoning capabilities

Abstract

Apparatus, systems and methods are provided for portable navigation devices with various integrated positioning functionality. The apparatus includes a portable electronic device having a processor in communication with a memory. The memory is adapted to store navigation related data. The navigation related data includes cartographic data including a number of locations and data indicative of thoroughfares of a plurality of types connecting certain ones of the locations. The portable electronic device includes a GPS receiver adapted to communicate with the memory and processor. And, the portable electronic device includes a dead reckoning component, including a rate gyro, pedometer, and/or accelerometer adapted to communicate to memory and processor.

United States Patent 6,484,095

Wong , et al. November 19, 2002

Vehicle operation and position recording system incorporating GPS

Abstract

An in-vehicle positional recording device records the positions of a moving vehicle into a storage medium while the vehicle is operating. The stored positional data are later retrieved for subsequent analysis. In one embodiment, the recording device includes a control unit, an interface to a GPS receiver and storage unit. Data compression techniques can be used to increase the number of records that can be stored in the storage unit

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G109-3E-170 UIP GPS Guide
Enough Unique Aspects? Hold from marketing for now:

Information user wants is shown. Patents Exist.
-Map showing (what's ahead down the path/road) characteristics/elements/colors/styles matching user's UIP.
.-user tweaks the GPS/UIP programs to get different results
-PS (GPS) View System: Display shows more than just maps. It shows:
-(3 dimensional) visual views of exactly what the area ahead will look like so it will be easier to find the needed place, eg: store on crowded block.
-'visual analyzer understands what's being seen.
United States Patent 6,502,032
Newman December 31, 2002

GPS urban navigation system for the blind
Abstract
A global positioning system that actively guides blind pedestrians and military/police forces. This system uses DoD Global Positioning System (GPS) to provide user position and navigation to centimeter accuracy. Present position and navigation requests are digitally cellular telephoned to a central "base station" where data is correlated with a computerized map database which holds names and coordinates of specific locations, such as streets; intersections; traffic lights; hospitals; bathrooms; public telephones; and internal layouts of major buildings and facilities, in selected regions, cities, and neighborhoods. System operates by user entering desired destination into hand-held unit via voice recognition software or using Braille keyboard. Hand-held unit then transmits present position (PP) GPS satellite signals and desired destination to a base station which contains map database and surveyor quality GPS computer system.
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correlated with a computerized map database which holds names and coordinates of specific locations, such as streets; intersections; traffic lights; hospitals; bathrooms; public telephones; and internal layouts of major buildings and facilities, in selected regions, cities, and neighborhoods. System operates by user entering desired destination into hand-held unit via voice recognition software or using Braille keyboard. Hand-held unit then transmits present position (PP) GPS satellite signals and desired destination to a base station which contains map database and surveyor quality GPS computer system.

G110-7J12 GPS Based Language Interpreter For Travelers:

Invention interprets and adjusts your communication into the local dialect. It edits the words and tonality for the occasion. System mimics how people naturally speak differently with say children, or potential clients. Statistically, visitors will establish better rapport by leaving the Brooklyn accent, when at a party in Manhattan's Greenwich Village. The invention will also tailor itself to the user's personality based on User Information Programming. This will be especially useful in Japan where inventions that help induce harmony are popular. The main inventor, Steven Kays, was raised in Tokyo.

Over View – Rewritten: The language and or dialect used can automatically adjust to the location. For example: If you speak Yiddish but little English, then it will interpret your spoken words / (typed) text into either the Brooklyn or Manhattan dialects, and help you fit right in with the less traveled locals. Can operate without knowing where and when dialects change would occur geographically making it ideal for tourists. Makes communications and life simpler, creating more harmony (more important in Asian/Japanese cultures). Great for Japanese market – main inventor grew up in Japan.

Designated communication style changes possible for people/groups in:
Business; one or more people there; type and level of interest/experience in something; age ranges; how busy they are (get more to the point with them), or never get to the real points (like some silly Californians ha ha).
-Business style: user is in a business setting (GPS/PS shows user is on Sand Hill Road, or Empire State Building's 51st floor.
-Elementary school versus university campus: vocabulary and inflections are adjusted.
-To make it more natural, the user's sex, personality style (from uip) like inflections and dialect, or even and inserted accent that (would normally) be included in a non native speaker of the designated language (ha ha). Comical versions also can exaggerate any known human voice/language, style/deviation, language, dialect, etc
-Communicate with the 'designated animal (based on zoological communication studies). User picks from a (limited) vocabulary/message directory and sub-directories. Based on: UIP of user, animal, type animal user or va' inputs. Comical versions too.

-behavior matcher: 'behavior analyzer of the person/group speaking/being spoken to, help achieve communication that can receive a higher 'score for how it matches their behaviors/interests/moods/psychology/educational level.

--related to any product/our inventions that match one or more people with other people and or tasks/interests.

*

Related Adjusted GPS Guide Features: 'guides user to 'designated location with visual map, plus additional instructions.

-Electronically transmit to visitor's GPS device an electronic file holding instructions.

Instructions (for user) include:

-Map changes visual info as user approaches designated location.

-Text explaining info 'designated to location and what user needs to do at place. Examples: words of caution; how to act; not politically correct, but questionable (not too cool) parts of town; what to ask from train station info booth.

-Verbalized statements:

--When user travels to foreign countries: User touches applicable 'screen's icon which then verbalizes info in local language.

--language conversion/features functions occur (automatically) just by being in the applicable 'zone (even while flying on airplane over several (European) countries.

--Sample statements/applications after user leaves French airport customs:

Ad---Step 1:

"I seek a round trip bus/train fair from Charles de Gaulle airport to Paris with an open return date. I seek the next train. I will pay by credit card."

---Step 2:

"Kindly write down on a separate paper the departure time, and platform number"

---Step 3:

"Thank you. Please point me in the direction of the platform". User's GPS should direct user from there.

---This function helps reduce the need to pick up your visitor at the airport.

----Diagram: Host (can) send the electronic file= via (internet)= recipient receives= then transfers to their portable GPS (via infra red frequency).

-Invention could be lent by companies in the travel industry: travel agencies, airlines, hotels, car rental companies...

-Change the programming and inputted data, and same device can operate for different locations, cultures and languages.

-dialect adjuster helps compensate for: poor audibility for listeners due to quality of sound (osc), and or environmental sound distractions.

-to minimize wireless signal interruption/distortion, system might need a constant stream of location related signals, before determining the (general) location has changed.

-user can select from new/edited menus, based on their 'zone. Eg; culinary related options might appear in Italy, but not in North Dakota run by food franchises.

-

Related Features:

-monetary conversions for that country. Even adds extra to what it thinks is a normal purchase price based on location, eg: downtown or suburb.

-UIP of user(s) used (for (not) matching.

G111 Proximity Password System *

Move To PS-Zone Project. Don't market now.

Security Applications:

Portable devices can only log in when they are in the right place, and or time frame.

-(Slave) / (Portable) 'access related devices, can only communicate / gain access / function when they are in the right 'zone.

-Each 'zone has sub-zones. Different sub-zones have their own 'access privileges. User needs to know the sweet spot for getting access / or doing what they want. Eg: can only access certain network files (from notebook computer) at 10AM on Saturdays, and when 100 meters NorthEast of the Main Frame Computer's 'sensor(s).

-Products can only get turned on/function when in the right place. Existing patent?

-This is another form of a password, based on type actions versus just having a more common typed, spoken or biometric password. Proximity access often is good as an additional security measure, such as to more traditional password formats.

-The (w5) requirements must be met.

G112

Type of communication is determined by the location. Relates to 1G11 Proximity Password System.

Examples:

-Choice of (wireless) telephony frequency/channel used

-When in "X" location "Y" function is possible. "Y" is any electronic action that simply requires a signal to activate. Any invention function in patent application can be triggered whenever a 'remote control / trigger is in the designated sweet spot.

File: Locators / PS Zone
GPS Proximity Invention
(Part Name: PS-Zone Integral To This File)

Systems tell users what's happening and where.

-

GPS Proximity Marketing Tool Aspect:
Walk by store: broadcasts communicate (osc) what's available (matching UIP). -informs user about what they want, eg: Sale items. See 7J07 UIP Shopping Assistance.
-tells which highway exit to take
-store's (RFID) inventory database matches up.
-put (Christmas) shopping list into unit.
-user controls invention: what's wanted; how when and where they are contacted (to buy) W5.
-user gets advertising based on where they are. Eg: cell phone is given free or for less money if it comes with this feature.
--Cell phone co's like Virgin buy the air time (wholesale), and give it out to their clients.
--need credit card which matches user's name to get the phone.
-TM: Proximity Marketing

-

Patents / Exists:
+ US Patent: Ground Based Travel Portal 6993554. Travel planning device. States where stores are, but not what's stocked therein. Provides a map based on predetermined needs. Abstract is easy to read.
-US5948040 Travel Reservation Information & Planning System.
-Exists - Russian GPS - Glasnoss
--used by bull dozers to grade land, based on the level/height info GPS gives.
- Shopping maps more crowded with patents than user getting info on 'status of what's happening where user is at that time.

MORE:
A territory with creative boundaries to put it simply. Details:
-Dimensions: A 'designated area with [main] changeable/definable boundaries in two dimensions. In elaborate forms there is 3D, and even with 4D/5D/6D etc with other dimensions including: 'W5 (what, where, why, when and how) like time (of occurrence). The area is also dealt w/ according to its distance from point of perspective. One or more designated locations = which have bearing on how system reacts / operates.
-A 'zone can be determined by [our] 'Positioning System [GPS], 'Tracking, 'W5 (what, where, why, when and how) something was 'accessed, %'behavior analyzer ('designated actions (suggest) an 'associated location/dimension).

-Restrictions and or functional capacities and or 'tracking is often 'associated with the 'zone in which a [mobile] element is located.

-+ 'Zone and its 'connected features is rapidly becoming more important in the technologically advanced mobile world, and our other patent pending, and upcoming inventions [tied to this patent application].

OTHER:

. See 3E150 Invention Number:

. Type locations and how "scored": bulls' eye: Like concentric circles, the closer to the bull's eye representing the 'designated location, the higher the score.

-Beehive: different sporadic spots might be the best locations. .--in which case the central cells have highest ratings, the neighbor cells may have 50% of the best cell's rating, the next tier out having 25%, and next out zero, and next out, minus 10%, and so forth. Different central cells can have differing scores.

-outer ring donut: higher scores for "designated" distance from centrally measured point.

-altitude: measured in mm (multi media) or km

-angle: eg: 45 degrees from centrally measured point. This can be combined with "designated" distance.

-depth: must be below or covered by something (of designated substance / thickness; or be covered and of certain distance from the covering). Eg: "seeking" buried material.

-multiple zones: two or more "designated" zones must be active / activated / occupied: simultaneously / in designated "order & timing" (path accessor physically walks).

--each "k" (key) can represent a zone. The "order & timing" of their being activated= creates a pattern. "Key" is a very broad area of applications. See: "compose", "route", "track".

+'PS-Zone: limits functions by system' location; uses location to make necessary calculations, adjusts to u's need(s) (adapt); abilities of u (user)/sys(system) are limited/effected by its location - see KN, "Router": locates then= retrieves needed data= for this sub-part.

+ PS-Zone: Physical movement of user / r (remote control) triggers additional signals.

This differing system can co-function w/ (with) "tilt" functions creating greater diversity of movement (reactions/actions). Movement made by player can represent (one or more players in game) (mainly for wa (walk about) version of N, or the PS-Zone applies to the r (remote control) portion of N (invention) system; % Player's physical location: needs to be changed for user to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), user sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS)

--PS-Zone adds additional dimension to Tilt. Eg: a] signal #1 created when stick is at noon position and in very front right corner of room, b] signal #30 created when stick in same noon position and key settings, is 0.5 meters higher and 1 meter to the left of room's center, c] same ad #b except switch on one key changed -> causes signal #120.

--PS-Zone = "Tilt": functions like our invention adopted by Yamaha, in that any body movement / tilt's movement generates signals. +VR.

* GPS Travel Guide Aspect: exists

-Learn what's associated with any object and or associated location (zone). User (walks) in the order they wish between locations. At 'designated location, system will. On demand travel guide. Communicate/osc/educate about what is there, eg: historic significance of house; old tree's info.

-'GPS 'Guide

-user picks from encyclopedia of info: shows all info available, or selected by topic (user picks).

-imagine walking around Washington, DC

-'Educational / 'Guide: adapts info to user's abilities, interests, needs (to learn).

-language translator/interpreter.

-rating service: restaurants, stores, hotels, etc. Some establishments do/don't have ratings.

-assists the (site/wheel chair) impaired.

-combine with other GPS info: altitude

Children's Devices:

-are (de)activated by zone, eg: school, or anywhere after bed time

Music Listening;

-program sounds to (not) be heard based on zone. Eg: hear nostalgic music when driving by your old elementary school; or pep sounds when approaching work.

Mobile GPS Sampler:

Sample what's available based on 'zone.

-Applications:

--What music is/was played at bars, music clubs within designated areas. TM: GPS Music Band Sampler.

--Catch / listen / see / process any audio / visual / other signals that can emanate from 'designated locations.

PS-Zone Material From Mid 1990's To Present:

3E-150 'Zone Controller: Location is correlated with applicable functions; the point on globe signals to the GPS's analyzer in helping to determine applicable functions, this can be correlated with "UIP" and "M". Any one or multiple functions of sys can be restricted and or extended based on the location(s) for one or more of sys' (multiple) ("portable") parts.

-According to the location/distance, the system can and or cannot do certain functions.

-Guides user/device (vehicle, moving object). User/device must stay on certain path or PS will transmit signals so user/device are "notified"/system will automatically correct the pilot (automatic guiding system).

-

system only functions fully in Manhattan, and is only in receiver mode while on Staten Island.

-utilizes 3E151

-D: (changing) location / 'circumstance' = analyzer / gps / sensor / c = c / m

. APPLICATIONS:

-can't access expensive db outside of particular areas, or pay higher in such case.

-# of uses for this N need to be increased/decreased w/in designated zones.

-Intelligent Monitor 2E251

+ 3E010 Mobile Tel Location Notifier; 3E020 GPS Record Keeper; other + KN: using "distancer", and "PS", and "GPS" parts.

-R Stick 5E020

+ "Route":

--Data routed to u's (portable) unit (part of larger sys) effected by u's location. Data includes: "db"; "access" to PS systems (u can know or give out their location).

--SW: functions limited

-"entertain" and "game" : their functions / options can be limited/extende)

---OTD D: U = This N Sys (functions effected (limited/expanded) by zone of sys / u w n (part)) ~ C = ACCESS (); ANALYZER (); CAMERA (2e251); CART (can only be used/inserted in limited zones); EDIT (); EDUC (); K (designated keys are so limited); M (designated db are so limited); MIC (records based on zone of sound emitting source / sys / u); MO (); MOUSE (); MULTI-USER (certain u can only use sys in limited zones); NR (will/won't function); OSC (will/won't function); PR (zone is one of the requirements for "access" to work: access to alter the sys' sw; cuts out options for computer hackers); Q (certain questions are ignored / or not allowed to come up); R (functions via remote control limitable); ROUTER (); SCORE (the w5 occurrences = scored / usable / viewable by u / sys); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); *STEREO (); SYNTH (); TDS (clocks occurrences when sys in designated zone); T (incoming/outgoing communication restrictions; "access");

--TILT: Restrictions apply; signals generated (by tilt) can be interpreted differently according to the zone,

---eg: the first 10 or 100 potential signals (created by tilt) are interpreted differently. D: The sw/db files = associated w each signal are= handled/"routed" differently= according to the zone.

TR (transmissions may not go thru); TRACK (greater tracking based on zone); U (each/certain u can use system w/in designated zones); UIP (db compilation effected by zone; uip gets data input only from occurrences in set zones; uip is allowed to influence/control sys which has its applicable part(s) in set zones); UQ (some or all q answerable based on zone); VISUAL ANALYZER (studies images received from designated sources. Sources defined as: "CID"; zone; type sys; type sw); VR* (any "portable" function limitable); WA (any "portable" function limitable).

--OTD T D: T (U (Communicator)) = "PS-Zone" (certain functions of sys are limited / extended based on location of u / (portable) sys (unit) ~ C =
ACCESS *; ANSWERING MACHINE; ARTIST **; BALANCE *; BVA; CID; CAMERA (LENS); CART; CLAP; COMPOSITION **; CONFERENCE; EDUC; FS; GAME; HOLD; INFORMATION RETRIEVAL (u / sys needs to be in designated zone to "access"); K^; LOCATOR; M; MIC; MOUSE; MP; MULTIMEDIA; MULTI-USER; NOTIFIER; NOTIFYING CALL; PD; PORTABLE; PR; PRINTER*; R; ROUTER; S; SCORE; SOUND ANALYZER; STEREO; SYNTH; TDS; TRANSFERRING INTER-SYSTEM TELEPHONY; UIP *; UK; VISUAL ANALYZER; VOICE MAIL; VOICE MODULATOR; VR; WA. = [previous parts following the 'OTD T D' are parts of this diagram, which interface / control / effect communication with] = (multiple): T (U (Communicator)) / Users / %Sys.

. Misc:
-This is a sub-part: "PS"-Zone; or maybe it covers all of PS-Zone too?
-Patent search strategy: #1] GPS. #2] GPS and (zone or zoning or zones or restrict*
-General OTD D: U = This N Sys (PS-Zone) ~ C =
ACCESS (gain access only when in designated (alterable) zones); ANALYZER (); AP (vr, R); ARTIST (convert movements into graphics: general research, novel artistic form)*; BA (study movements of animals/people = UIP/"analyzer"); CART (); COMPOSITION (movements = generate music: KN Yamaha Miburi); MULTI-USER (each u has differing zones); NR (when u exits/enters designated zones); OSC (); PR (); PS (); Q (u asks how close they are in meters to (next) desired zone(s)); R (); SENSOR (motion); + TILT (); TRACK (where u is/goes/went and other w5 elements); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); %WA ().
-Patent search strategy: GPS or (global positioning system*)

. OTD D: U = This N Sys (PS-Zone: functions effected by designated "zones"; Body Movement NR="Analyzer" 1J010) ~ C =
-1J010 Body Movement NR: (angles and motion modes of body are additional signals)
-1J080 Ice NR: ()
-4E010 Alternator = Body Movement NR 1J010: ("sensor" "scores" "exercise" activity of u for: calories burned; energy created (for battery); suggested preferred body motions that would increase the level of battery powering up, eg: movement type #1 (folk dancing) creates 153 percent more energy than #2 (walking down stairs)). VR, motion "sensor".
-4E030 Image Input Access Sys: (create designated movements to create desired signals which function with "access", in other words body movements, like drawings and passwords are signals (for access))
-5E020 Remote Control Stick: ()
-5G061 Dyslexia SW: (images & osc experienced are effected by any signals created by U, eg: 1J010)

-7G050 PVC Notifiers: (excessive body movement causes NR when situations require less body movement, eg: harmful substances (gases) in air should not be breathed in large scale)
-7G052 Flexed Level Notifier: ()

+-see extensive additional developments to PS-Zone, eg: 3E150, 3E151, 3E152. These are scheduled for major expansion from 10/95.

+ All these inventions are very related: 3E010 Mobile Tel Location Notifier; 3E020 GPS Record Keeper; 3E150 "PS-Zone"; 3E151 GPS Circumstance Correlator and Controller:; 3E180 GPS Locator; 3E190 GPS Billing Systems; 3E210 Indoor GPS Extender:
---above part cut and moved here 9/95--
ooooooooooo

3E-160 Audio Zone Controller:
-Communicate (hear or speak) with capabilities based on user's location. Applications:
--user hears certain sounds/communication based on their location and or identity/ (RFID) 'access. EG: user receives 'designated / needed communication (from intercom) based on who and where they are (W5).
--'visual recognizer identifies person/object with or without other identifying modes like RFID / access.
-(Cordless Headphone) (GPS) system: Hear anything (voice, music and or other data) in your headphone which has a cord or is cordless, or hear via speaker). (Different 'zones enable different audio (osc/microphone/communication) functions).

3E-190 PS Billing Systems: pay for use of any product or service according to: where an attached/connected part of GPS goes/travels; # hours used; its use according to w5 (as "mp"). Ap: rental of products (lawn mowers, planes, boats, vehicles); delivery service charges (including walking mode distance & time - may be at different billing calculation, eg: more expensive); use of (outdoor) games.

3E-200 PS Shopper / PS Dieting System:
States which foods are available and where. If you go to different province or country, the menu selector and suggested shopping lists change accordingly.
-Uses the general dieting systems of 2E-010.

* PS-ZONE SECTION - Maybe Less Important:
See 3E150 Invention Number (moved to IMI&'s "PS").
. Type locations and how "scored":
-bulls' eye: Like concentric circles, the closer to the bull's eye representing the best location, the higher the score.

-bee hive: different sporadic spots might be the best locations. .--in which case the central cells have highest ratings, the neighbor cells may have 50% of the best cell's rating, the next tier out having 25%, and next out zero, and next out, minus 10%, and so forth. Different central cells can have differing scores.
-outer ring donut: higher scores for "designated" distance from centrally measured point.
-altitude: measured in mm or km
-angle: eg: 45 degrees from centrally measured point. This can be combined with "designated" distance.
-depth: must be below or covered by something (of designated substance / thickness; or be covered and of certain distance from the covering). Eg: "seeking" buried material.
-multiple zones: two or more "designated" zones must be active / activated / occupied: simultaneously / in designated "order & timing" (path accessor physically walks).
--each "k" (key) can represent a zone. The "order & timing" of their being activated= creates a pattern. "Key" is a very broad area of applications. See: "compose", "route", "track".

File: Locators / PS Features
Positioning System Functions

PS:
Positioning systems cover anything used to identify something's (movable) location. GPS is a sub-set in that it only covers positioning where satellite connection occurs. RFIDs can provide positioning where GPS can't.

PS – Zone:
Functions of products are dependent on its current location. See separate file.

GPS Collar:
-shocks (dog) when they transcend 'zones. Better than laying underground wires (as current invention does). Allows user/dog owner to designate desired 'zone, even when changing locations.
-program in new borders of 'zone by: walking perimeter, and instructing GPS to demarcate what's inside/outside the 'zone as being a good/bad area.

GPS Speed/Driving Calculation:
-Enforce speed limits. Exists.
-Makes sure drivers stay on course.
-attach to anything/anyone: joggers; (race) horses; birds; objects in space (planes)
-'notifies / controls before vehicle/object goes over an edge:
--baby (attach to diaper / pin)

Information Zones:

-(converted) data obtain(able) about a zone. EG: topography; what (W5) is happening in a zone. EG: invention commands remote control automated vehicle to slow down when land is steep.

-related to audio "look ahead" function. Sound recognizer is part of the "information zone".

Value Comparison:

-Average purchase price paid, where, when W5. With info from user/provider, invention can determine if user tends to pay on average more/less than other establishments. For: gasoline, milk...

-Quality of establishment. Restaurants, stores...

GPS Database:

Compiles all available/'tracked information about what happened, where and when (W5). This database is used in 'desginated manner.

Dual Constellation Satellite Tracking:

-combines Glosnass (Russian GPS technology) with other (US) GPS satellite (technology). Uses one or more satellites when one is unavailable.

-alternative satellites used to fill in and avoid down time when (US) satellites aren't functional.

-Galileo: upcoming European satellites.

* Type Signals:

-Weak signals from devices, can rely on: (cell) towers which are closer than satellites; other (PS) 'sensors.

-Other signals: Blue tooth; RFID signals

Miscellaneous:

-** Patent US6995859 Method & System for Instruction of a Computer: instructs GPS and computers.

-UIP: studies where user was in past, when, W5.

-Waves.com: audio processing software. Israeli co with expensive software.

File: Locators / PS IMIS

POSITIONING SYSTEMS – CENTRAL FUNCTIONS

PS Parts Simplified

" EXTENDER * " = PS sys can be utilized when roof obstructs satellite communication.

" LOCATOR " = Finds desired object, person or animal. Directs vehicles.

" PREDICT " = Predicts where [w5] object will be. See main 'Predict part.

" TRACK " = Tracks where object transmitter is attached to goes; plus what it does why, when and how.

" ZONE - ACCESS " = User is restricted access according to its location. Scares off, or attracts people or animals out of, or into territories. Subset of "Zone-Function", hence only inventions whose main function is access control are filed here.

" ZONE - FUNCTION " = Designated functions occur in certain locations.

" ZONE - IMAGE GENERATOR " = Map of (body) (3-D) movements creates image. Applications:
-Instructs: how to move body, such as in sports; playing (chess) games; playing musical instrument; dancing; figure skating.
-"Access": designated images of movements allow access.

" ZONE - NR " = Alarm occurs when object leaves or enters a location.

File: Locators / PS IMI Functions

POSITIONING SYSTEMS – CENTRAL FUNCTIONS

" EXTENDER * " = PS sys can be utilized when roof obstructs satellite communication.

3E210 Indoor GPS Extender: Compare w 3E210 in I dir.
Q Notes: Needs more applications. <4, 3.5, 2, 1*-knows little of GPS>
=
GPS Satellite Obstruction Compensator. An indoor GPS system. Know the location when transmission to satellite is blocked. Location between multiple ground parts determined via "distancer". Distancer is system of three transmitters which determines location of specific transmitter under obstruction from GPS, vis a vis the three points. These three point's central computer determines global positioning via satellite communication, and communication with mobile units.

Applications: 1] Functions indoors, since GPS signals don't travel through walls. 2] Multiple units used close to the three transmitters can be manufactured without satellite receivers, saving manufacturing costs. Entire system can be moved with the mobile central computer. 3] Helps handle interference of different types: cloud cover, within a mountain. 4] Track missing items. GPS prices dropping, product sizes of all products dropping, hence more applications for tracking. 5] Track and monitor (via "sensors") animals, people.

Tells system where user is, in tern, system responds or routes signals accordingly:
-pages person (KN) without needing to disturb entire building.
-Games: locate players.
-Tel rings only in room or building where user is. Doesn't require call forwarding or receptionists forwarding calls. (See: KN).

Localized tracking systems. This invention combines with one or more of the following:
1] Heat sensors. 2] Loran system: quadruple (plus) system for shipping. Yet this system is more broad in scope. 3] Pseudo Lights: transmitters identify location indoors with use of number crunching. Like an indoor satellite tracking system. 4] "Distancer" alerting mother when child walks away. 5] What computer shows for unit's location, and or * activity type.

Problems: GPS is crowded field. Mobile GPS satellite is still bulky. If outdoors, GPS needs to be pointed upward, impairing certain applications. Expensive, but off the shelf parts?

Miscellaneous:
-tells system unit is in which building; then where within that building, eg: floor; room number; * who is using it how (via: "access", uip; w5).

-Trimble Navigation in CA: doesn't know of anyone able to track indoors. (408) 481-8000.

-u might go in and out of several buildings, hence value in linking w global GPS.
-this sys can be used outdoors. Purpose: improve accuracy of locating position. Though many companies are trying to figure how to get around the military's block already.

-each building has types of transmitters, hence u know which buildings they are in wo needing a GPS.
-patentability: combining GPS w/ localized locators, since each exist separately.
-tr in building in same fq as with satellites. An extra signal shows which building u is in. U's receiver does the triangulation to determine where it is (vis a vis the building's tr).

--Indoor version is same as outside GPS sys, hence this alone not patentable. However, when indoors, don't know where in relation to rest of globe. Building doesn't move, so building constantly transmits its location to receiver (u) - building doesn't need to communicate w satellite.

-FCC?

-sys also transmits where u (rc) is located. Rc encodes its location and tr it.

-MK: paging sys; receptionist knows to whether they should page or trigger beeper.

-LoJack: car locator, helps identify where stolen. Maybe built mid-1980's.

-guessing likely exists: u tr their location.

. Time delays from satellite are (artificially) duplicated by sys (via building's tr) to portable receiver (gps). Rc believes transmissions are coming from satellite.

-use for getting stolen cars kept in (public) garages. Sys states car is in/somewhere in garage. Yet, moment signal was lost sys knows where car is.

-type localized locator depends on type application.

-tracking person.

-if building is not hooked into this larger sys, then when gps enters into building/area upon when it looses contact w satellite/M, gps knows where it is / was last. Then, it can communicate via one of the telephones in area/building. The actual CID of tel used lets gps know where it is w/in area.

-maybe gps can use (any) t line to identify its location - by simply (crashing into the phone line).

-Exists Maybe: Stanford Univ's Astro Physics Lab is researching creating greater pinpoint accuracy (for airplane landing).

-System useful especially to: reduce costs (each separate part can more cheaply determine distance elements than via gps); eases situations where a roof or other obstruction can limit communication / * access with satellite (gps).

-"Locator" and "Distancer". Eg:

-studies number of u / people / animals, for research, adjustment of HVAC (see Mitsubishi's related product as written up in one of Japan's English newspapers about '92-'93).

-Location(s) of [people, animals and heat generating items (machines, black colored objects heating up more than environment in the sun)] identified by heat sensors (any ever made by Takenaka Engineering Co, Japan). Exact location(s) can be determined by analysis of multiple sensors in like manner of: multiple radio frequency receivers identifying objects as explained in these papers.

" LOCATOR " = Finds desired object, person or animal. Directs / guides people or vehicles.

3A480 Laser Locator: Laser points to the object being searched.
A main feature for numerous games. Laser occasionally points in direction of person playing game with transmitter, so you can find them.
-war games: hunt each other down, when receiver on belt has been hit, that player is temporarily out of game. A "hit" person can't send "killing" laser. Team which gets all players from other team killed at any one time wins.
-find certain missing objects
-laser light points in direction of object transmitting particular radio waves
-OTD: display ("S"); pp%; mp; interactive%; all; toy; game; entertainment; portable; bp; osc%.

A1-410 Finder: Use your regular flashlight to find the desired items. Or use special flashlight (emitting non-standard light frequencies). Find items in dark other might not find.
-at night or day, it only lights the item its programmed to see because of item's external chemistry. Operates on something distantly related to the camera's infra-red film system. BP, E, S, HH
-OTD: paint can be applied to items; user can even paint particular number, codes to designate item; "tilt"

6B350 points light in direction of desired object. Object identified via: motion detector; distancer; etc.

8B010 Pet Locator: Know where your pet is. Collar's transmitter shows owner's receiver the room or part of garden pet is located.
+-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.

-(non electronic): The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special screen;
- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.
-useful for locating children. Animals in large zoos; nature areas; etc.
83
-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway
-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

-"tilt" and vibration "sensor": know if pet is sleeping or walking, etc.
-OTD:
This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator; distancer
-Decipher between different animals / organisms / species via: Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w chemical reagents. NR shows what chemicals present W5. This N copied to 7G050 Aug 95.

$$ 2D-050 Locates Direction of Object via sound and or camera. System functions like human ears and eyes to pinpoint object, plus its distance, speed, velocity. "Track", "PS".

Know the exact direction of the desired sound for:
Hunting: program the type sound sought, eg: bird, duck sounds...
-multiple microphones tr to c when they heard the sound. The fractions of seconds difference in their timing of sound receiving determines the direction: functions like animals with multiple ears.
--the time of receiving sound must be differentiated from time c gets signal from mic, since travel time from mic to c may vary [but not by which mic got sound first]; hence each mic has a timer which tds each sound signal being tr to c.
-u or sys hears sounds -> then wants a replay of the sounds and or data on direction of sound.
-sys judges speeds, velocities, decelerations of objects, distance object is from sys' "sensors".
-applications: Security: catching villains (know in which directions they came* or exited (after NR shows a villain conducted possible illicit activity); "access" (u must enter / exit from certain paths/directions, via certain speeds)
-D: multiple mic ~ tds ~ camera = sound analyzer/visual analyzer = c = s/notifier

-2D-080 Analyzes the distance of sound source.
-OTD:
ACCESS:(); CAMERA:(); CART*:(type senses sought; how senses are processed (via pr)); K:(r*); MFH:(database of senses for: diverse "analyzers", development of uip); MULTI-USER*:(type senses helps determine uip of u or object, in tern sys adjusts accordingly); NOTIFIER:(when desired occurrence, eg: w5 happens); OSC:(); PR:(); PS:(external object carries tr); S:(); SCORE:(tds); UIP*:(); WA:(external object).
-Patent Search Strategy: sound near9 (direction or directions)
-US Patent No's: 5333501 +4581727 +4393270 +3976969 +3736553 +3723962 +3723962
-similar to KN in E or G directory

+ 2D-060 Constant direction pointer: Portable system continually points to desired object regardless of where user is with this portable direction pointer. System hones in on desired object's: sound, or electronic transmission.

-Person can walk around with the direction finder and still have it point to the desired location (sys' seeking sys is based on (types of) sound, radio waves, 2D-050's needed stimuli, etc. The direction finder knows which direction is north, hence any irregular pointing of the device is compensated (system knows the desired direction in terms of its relationship with the north position).
-other applications can tell whether searcher is getting closer or further (w5: where, what, why*)
-applications: find missing baby / objects / stolen objects (cars). Place in hand / your automobile / backpack.
.-system memorizes the correct direction for the programmed time
-D: desired object (pd (distancer) / osc / other fq) = sensor = c = s/notifier.
-D2: 2D-060 = 2D-050 / Sound Analyzer
-Patent search strategy: (direction or directional or directions) near9 (locate or locates or locator or find or finds). KW: honing devices.
-US Patent No's: 5167417 5122960
-Hones in like an animal trying to stay focused on same object though animal is being moved, or viewed object is moving.

$$ 2D-080 Analyzes the distance from which sound source was created, and its decibel level
-acts like human ear, and 2D-050
-feasible?
-Applications for: hunters trying to locate (PS) prey; catching (runaway) villains.

* 3E-110 Audio GPS:
Gives audio directions. Easier for drivers and walkers.
eg: system says: "please turn right at the corner fifty meters ahead". Can be compatible with a possible display ("S") unit showing the map as well

$ 3E-170 GPS System to View What's Ahead:
Display ("S") shows more than just maps. It shows:
-visual views of exactly what the area ahead will look like so it will be easier to find the needed place, eg: store on crowded block. Screen shows in two or three dimension (eg: as would be seen from driver's seat).
-get a 2-D / 3-D (almost / what appears to be on "s") view.

-upcoming destination determining elements ^: #1] location k/pr in by u/*sys; #2] u pr/selects according to ^: # minutes ahead / point on map (coming from their current direction, intern getting desired angled view, if possible).

-vr applications.

-applications: driver / 2nd person in vehicle can use to guide (vehicle)

-expensive to develop, yet needed!

-GPS D: location sensor = c (cart/m/k) = s/*printer

-6/95:

<3.5, 3, 2, 2> 3E170 GPS System Views What's Ahead On Road: Display shows more than just maps. It shows: visual views of exactly what the area ahead will look like so it will be easier to find the needed place, eg: store on crowded block. Screen shows in two or three dimension (eg: as would be seen from driver's seat).

-see what's ahead like your driving down road in a video game.

-is this patentable considering there already are maps? Patentability might be correlator from map to 3-D version of seeing from where car is. The correlation has to be active.

-might limit size of database to certain landmarks, particular areas.

-Patent search strategy: GPS or (global positioning system*)

$$ 3E-180 GPS Locator: Already a KN, try R-List file, or an el file in G dir. Obvious?

System will help you find item by directing you to it. Eg: lost cat who won't come on its own.

-via "locator" sys knows when it is getting closer or farther via notifier (flashing lights: green, yellow, red).

%-sys seeks out items (without tr) and seeks by item's other characteristics^:

shape/size/*weight/color/location/*speed of its movement.

--"visual analyzer" seeks out by shape/size/color.

.-sys (may) know w5 about object. Eg: by its (general) location (where it should be/was last used or seen) sys will guide u to that area first, then maybe use other means for locating N.

-D: sought after item=(*c=tr) = rc=c=s/osc/n/m

-exists?

-OTD D: U = This N Sys (GPS-Locator) ~ C =

ACCESS (); ANALYZER (); CART (); NOTIFIER (when sought after element found); OSC (scores if u is getting closer/farther); PR (); PS-Zone (functions only in designated zones); Q (sys tells u what element: is, where it is, %w5); S (); SCORE (); SENSOR ().

-3E190

-Patent search strategy: GPS or (global positioning system*)

-"PS-Zone": u knows what area / zone desired element is in.

* 3E-200 GPS Shopper / GPS Dieting System:
States which foods are available and where. If you go to different province or country, the menu selector and suggested shopping lists change accordingly.
-Uses the general dieting systems of 2E-010.
-relates to other kn
-Patent search strategy: GPS or (global positioning system*)

R15 Compass for car navigation. Also useful in computerized location finding. Measures altitude and angles for aircraft, construction.
-[Chemicalizing Lab Co. 3-30-3 Nishi-Ikebukuro, Toshima-ku, Tokyo 171 Tel 03 5992 2241. 18 Jan 92 NK]
-OTD:
ACCESS **:(); CAMERA:(); CART *:(); MFH:(); MULTI-USER*:(); NOTIFIER:(w5; notice (5 min) prior to arriving or navigator needing to make decision, eg: make a turn; notice given when arrived); OSC:(); PR:(); PRINTER *:(map); PS:(); Q *:(); R:(); S:(); SCORE:(tds); **TEL:(tr); UIP *:(); WA:().

R50 GPS (for surveying geographical areas). [Timble Navigation [non Japanese co?], * Ministry of Construction's Geographical Survey Institute, Japan Association of Surveyors 1992 article titled 'Construction industry discovers satellites' NK]
-OTD:
ACCESS **:(); ARTIST *:(pd); CAMERA:(pd); CART *:(); COMPOSITION *:(pd; Yamaha's Miburi); ENTERTAIN:(); "M":(); MORNING **:("notifies" if user isn't out of bed based on person's location (pd, body heat)); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER **:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(type osc differs according to location of pd); TEL:(tr); UIP *:(); WA:().

+ R111-1 Pet Finder:
Know where pet is located. Need not worry if pet is lost. Location of pet known via one or more of following modes: pet's collar transmitter sends signals to receiver inside house, if its home; pet door's receiver knows if pet last went in or out; a non-electronic version of the pet door is such that the way it closes is so it shows which way pet went out (latter not patentable?).
-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside. Either know via mechanical means / el sensor = c = nr

-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special display ("S");

-owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.

-useful for locating children. Animals in large zoos; nature areas; etc.

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-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway

-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

Footnote:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator

-OTD:

ACCESS **:; CART *:; CLAP: (for animal to make sound: meow, bark...; Display ("S"): (score on animal (their location)); "M": score; "mic":; PD: worn by animal; PP/MP:; MQ/UQ *:; MULTI-USER*: (multi-animal(each wears different pd w own type code being transmitted); NOTIFIER:; OSC:; REMOTE ("R"):; SCORE:; TDS *:; UIP *: (user being animal, eg: for laboratory study of animal movements/behavior); UK; %WA worn by animal (makes sound if they walk too far; makes interesting sounds (wild animals to excite pet).

-utilize kn: 1] "locator", knowing whereabouts of wearer; 2] "locator" induces wearer back via: osc/el shock

R116 GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck. Mar 93 X.

-OTD:

ACCESS **: to gain information; CART *:; Display ("S"):; FS **:; "M":; PD: located in moving vehicles; PP/MP:; MQ/UQ *:; MULTI-USER*: (each truck's different pd makes it different user (intern each truck's sys juxtaposes it visa vis other trucks for analysis/viewing by each driver); different people can obtain information); NOTIFIER: (when truck goes off needed route, theft alert/tracing); OSC:; PRINTER *:; %REMOTE:; SCORE: (travel patterns); TDS *:; TEL:; UIP *: (of each truck / driver); UK.

R193 GPS Car navigator gives verbal commands to direct driver. 2 Nov 92 NK

.-moved to "PS" 6.96

R202 Voice Activated GPS. Sanyo 19 Apr 93 NK

-moved to "ps" 6.96

Locator - End

" TRACK " = Tracks where object transmitter is attached to goes; plus what it does why, when and how.

> $$ 3E-020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping. Minor usage: Out in the field scientific record keeping. Time saver. This is a part of the larger PS-ZONE system.

-Global Positioning System (GPS) in combination with mobile D. GPS identifies mobile D's positioning and or makes a map of their travels for: IRS calculations of miles traveled.

-was: 3E-030 GPS Record Keeper: keeps "track" of paths traveled:

applications: for tax office which needs to know the miles and or routes traveled and when and where stopped for how long, reduces need for manual record keeping.

-user might key in info about their stop when stop is made saving from keying miles traveled and from where and to where.

-for taxis, each time payment is received GPS Record Keeper labels the occurrence.

-system only notes situations that meet the uip requirements, eg: only activities made beyond 10 km east from central point are recorded.

-attaching device to animals: system notes via (vibration) sensors = animal body, what animal is doing w5, eg: sleeping (little body movement), eating (chewing sounds/vibrations sensor)

-D: u (changing location) = PD/TDS/K = PS (GPS, M, *UIP)

-6/95:

-3E020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-need to develop additional applications for this N.

-ranger or security guard is monitored for where and when (w5) they went, saves from their logging in, makes sure they are on their beat. Postman, makes sure they aren't sleeping somewhere. Scientists: taking samples at different times and places: scientist easily matches sample with w5. Law enforcement: prisoner can't go within 50 meters of ex-wife; or can't leave town (prisoner's tr if failed, then warrant goes out for their arrest). Car rental co: can't take out of city.

--sys allows / requires u spend a designated time period (tds) at each zone (ps-zone), eg: man can't be near ex-wife more than five minutes per 24 hour period on Wed, Sat and Sun (to pick up his kids).

--D: (mobile) person = ps-zone = c (analyzer, nr, score, status, s, k, uip-tailor, uip-db)

--exists: truck tracking sys - related N.

--KN: restricts user from certain zones, via, eg: disabling part/all of sys in such zones.

-Additional applications needed.

-Legal: laws differ by province / country, hence applicable restrictions / *permissions may apply / be enforced via= sw = for N's usage.

-Patent search strategy: #1 GPS. #2 GPS and ((record near9 keeper) or tabulat* or account*)

-OTD D: U = This N Sys (gps record keeper) ~ C =

ACCESS (); ANALYZER (); CART (); MULTI-USER (); NOTIFIER (when excesses are reached, eg: u used up credit line or usage level permitted); PR (); PS-Zone (); Q (); SCORE (w5 of u's activities); SENSOR (); STATUS (); TDS (); T (); UIP (); WA (); +BILL.

-OTD D: U = This N Sys (GPS Record Keeper: tabulates/"scores"/"analyzes" the occurrences / actions (of parts/applications) by u / sys based on zone(s) of occurrence(s)) ~ C =

ACCESS (w5 (especially where) gained access, especially where); ANALYZER (works w/ sw differently); CART (w5 (especially where) cart were used); EDIT (); EDUC (); MULTI-USER (who used w5 (especially where)); NR (what nr occurred w5 (especially where)); PR (w5 (especially where) programming was done; pr controls this kn); Q (tabulates each question -> scores / uip-db); R (how was used); ROUTER (what was routed w5 (especially where)); SCORE (what was scored w5 (especially where) ; most occurrences can be scored); SENSOR (what was sensed w5 (especially where) : 2E251 Intelligent Monitor); SOUND ANALYZER (what (type) sounds were picked up w5 (especially where) : how sys reacted: what each of the sounds generated (as filed by w5 (especially where) of occurrence, eg: 2E251)); STATUS (w5 (especially where) of status); TDS (w5 (especially where with when) of occurrences); T (w5 (especially where) communication (and type of: contents / avenue of communication) was/is being made); TILT (w5 of signal generation (especially where)); TRACK (); U (U's actions: w5 (especially where)); UIP (); VISUAL ANALYZER (what was seen w5 (especially where)); VR* (what was experienced (five human related senses (especially where)); WA ((what was experienced (five human related senses (especially where)).

. Claims - additional: correlates the w5 of occurrences especially when with any other type electronically generated signal, or data stored in memory. Use for: general research, monitoring of object/subject, eg: 2E251.

. Overcoming unjustified high sw programming costs, eg: due to lack of market for specific applications: Simple versions can be utilized when costs for programming don't justify. Develop standard (shell) sw packages that can be (easily) altered/pr for diverse applications (by most u).

$$ 3E190 GPS Billing Systems: Software bills user according to where, when and how rented system was used. Invention is in connecting location with any other electronic input.

-pay for use of any product or service according to: where an attached/connected part of GPS goes/travels; # hours used; its use according to w5 (as "mp"). Applications: rental of products (lawn mowers, planes, boats,

vehicles); delivery service charges (including walking mode.distance & time -may be at different billing calculation, eg: more expensive); use of (outdoor) games.

.-couples with the other N that triggers a response according to GPS' location, eg: warns u w gps not to go into certain territories (via shock / osc).

-copied to better N file 1.95

-D 1: timer (tds; determines when location needs to be determined (onto chart/"score")=pd, see earlier 3E N.

-6/95:

-< 2.5, (3-pat), 2> 3E190 GPS Billing Systems: Software tabulates charges according to where system was used. Eg: Charges or taxes based on the state in which expensive equipment was used, easing state tax and billing procedures. System tabulates minutes used with when, where and or how. For aircraft, boats, mobile communications.

-can't negate patentability; marketable? Additional applications needed.

-when car rental taken beyond area or country, price per mile there might be higher. Eg: car accidents are worse in Mexico. Higher car rates per area might not be constitutional.

-more applications needed.

-patentability: changing accumulation ranges; GPS taxi meter. But the applications, eg: insurance effects patentability. Using many diverse utilizations, I'll bring up more prior art for patent application.

-Patent search strategy: GPS or (global positioning system*)

* 3E-020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-"Analyzer": system studies the "score", "status" of objects, in terms of their w5, uip, etc.

D1: user or unit = tr(s) ~ analyzer ~ c = gps = m.

D2: determining whether portable tr is indoors/out: portable tr = transmits (ongoing) signal (whether indoors or out) = (indoor) receiver receives = then knows the object to be monitored is or isn't nearby.

* D3: playing indoor/outdoor games: players / system knows where other players are -> players / sys responds accordingly.

* 3E-220 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-"Analyzer": system studies the "score", "status" of objects, in terms of their w5, uip, etc.

D1: user or unit = tr(s) ~ analyzer ~ c = gps = m.

D2: determining whether portable tr is indoors/out: portable tr = transmits (ongoing) signal (whether indoors or out) = (indoor) receiver receives = then knows the object to be monitored is or isn't nearby.

* D3: playing indoor/outdoor games: players / system knows where other players are -> players / sys responds accordingly.

(The following section 3E-220 was formerly file 4G: Expansions on my inventions that were manufactured by manufacturers after registration of Steven Kays' earlier papers.)

<> 3E-220: SYSTEMS UTILIZING "POSITIONING SYSTEMS" / "REMOTE":

Diagram: 1other|2c\3tr\4rc = 5md\6other = 7mfh\8function\9other

Separate (Related) Products

Diagram: 1other/2c\3tr\4rc = 5md\ 6[other\lens] = 7[mfh\recorder\camera] \8function\9 element being viewed

Camera follows tagged person: see related kn.

"Camera" only captures people/objects 9 if they are / aren't wearing an 5 MD. Camera follows 9's movements by: angling camera / activating other camera's closer to moving 9.

-Who camera watches: A] unwanted intruders would be without the necessary code from their 5 MD; B] particular people with applicable transmissions from their 5 MD.

--hence watched more closely via camera = guard's "display"/mfh. Locations of wanted / unwanted: 9 people/objects/animals can also be sensed via^: sensors for heat, vibration, pressure sensitive panels (as person walks/sits), microphones (picking up any/[particular or unusual sounds (sound analyzer)]

-OTD: Camera 6, records 8, images onto (moving video, cinema film; still film; "c" memory (digitally)).

8Access; 5Air pad; Basic; 5C; 58Composition; 7Date; 8Display; Entertain; GPS; Interactive; 6Microphone; 6Mouse; 67MP; 67MQ; 7Multi-user (watcher, person controlling system); 5Notifier; 6OSC; 56Portable; 67PP; 5printer; 5Remote; 7Score; 5Speach; 57UIP; 57UK; 57UQ.

o-58 Casio's CMD-10 Wrist Remote Controller.

o-58 Automatically balance speakers, and turn the TV screen, according to the watch's position.

o-57 It also has the tel ring only in the room you're located helpful. 7 - also receptionist/her equipment. 8 - user's telephone.

o-58It also activates lights

o-58Locates needed objects. Needed object is 8, which has own "tr/rc", "c".

--

Camera adjusts to PD's location: 5 Camcorders; 5Cameras;

o-Games ("locator" so user knows 5W about their 1enemies / 1team mates while playing indoors or outdoors [game not limited to playing only in front of computer, 7 MFH is the central computer

o-Temperatures go up/down according to^: the room PD's in/# of people there as well/the type of temperature they prefer as is in system's memory for user's PD/what is "uk" into "PD"'s "remote".
o-*Tel N using GPS in GG\1G
o--this 3E-220 file copied to better N file 1.95.

2E-240 GPS Organizer: Tabulates w5 occurrences of user(s)(people, animals)/product/environment, eg: where you went (to research/travel/shop) when and or why.
-same as KN in R-List file.

Track - End

PS – Zone

" ZONE - ACCESS " = User is restricted access according to its location. Scares off, or attracts people or animals out of, or into territories. Subset of "Zone-Function", hence only inventions whose main function is access control are filed here.

+ 1C-121 Movement Controller:
Upon system identifying movement of person and or animal in unwanted zones it emits unpleasant sound(s) in and or out of the human's range (latter is preferred) of hearing in order to deter the current and or future repetitions of entry (psychological molding as well). PS-Zone.
-perhaps certain size animals are wanted to be kept out of a section of an open zoo (one without walls)
-teaching pets where not to go, what not to do: eg, avoid certain sections of house, garden; don't run out front door...
-ap: landowners wanting to keep wrong people off territory, user can have remote ("R") control or other device to deactivate system when they are in the this "unwanted zone"; governments, companies, etc which want to inhibit though not restrict unwanted beings from zones; keep land free of many animals or people from trampling for biological reasons; get animals away considering the disadvantages of fences
O-Inhibit animal behavior with functions of 1C-120.
-Ap: controlling: pigeons and other unwanted birds in the city, farm, etc; the direction in which animals are induced to go or not go, stay, not stay; rats and other rodents; make pet birds reduce their vocal sounds
Footnotes: remote ("R"); display (shows type of sound by decibels, etc); pp; mp; uk; all; "mic"; portable; bp; alerter; osc; vc; score; tgh (makes sounds to drown out type of bad noise); cart; cp; uq; uip.

" ZONE - FUNCTION " = Designated functions occur in certain locations.

5A580 Wanderer: functions according to where person travels on planet, invention is worn by person. Device receives transmissions from satellite, telling device its location within a meter or so (technology exists)
Function #1: keeps records as to person's travel locations with time spans in each "zone". May be attached to vehicles or any product or animal
Function #2: upon device's entering a bad zone, it: alarms with a siren; explodes ink all over; sends out a transmission in the hopes that a receiver somewhere will pick up on this device that is where it shouldn't be.

5A581 Satellite Ground Movement Controller:
functions according to where person travels on planet, invention is worn by person. Device receives transmissions from satellite, telling device its location within a meter or so (technology exists).
Function: upon device's entering a bad zone, it: alarms with a siren; explodes ink all over (money stolen and taken from bank without being properly deprogrammed); sends out a transmission in the hopes that a receiver somewhere will pick up on this device that is where it shouldn't be
-keep children, prisoners, etc within certain zone
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)
-merges w KN in "E" or "G" directory.

8B470 Toy for children or adults:
when toy has crossed certain line, or entered into a field within a transmitter, it will sound once. Only sounds again when taken out of and then back into the zone. Zones are crossed when tripping a laser light; triggering a motion "sensor"; Distancer: entering or leaving within reach of a weak transmitter; the interface of toy touches interface of another object, eg: seat of plane; etc.
-as fail safety, device may have more than one way of triggering itself, thereupon it goes into desired sound, action only once, even if getting another positive signal from another way
-dolls & robots & teddy bears & toy cars, planes, trains, watches, jewelry, attire, etc.
-entering into different zones can create different sounds. Additionally, toy can be programmed to toggle between different sound and action options when going into applicable zones, eg: in mode A, when entering zone 1 it will laugh; when in mode B, entering zone 1 it will say "i love you". The toggling of modes is done on the toy or the transmitter.
-toy for pets: makes sounds they like: barking, meowing, squealing like prey animal. Can emit smells when in zone.
-might emits smells in zones
-for certain toys, device might only trigger desired reaction a set percentage of times it enters zone. Purpose, create more suspense; cover up for times device should have reacted but didn't in correct manner; etc

O- possible actions, When entering/touching the:

-. bathroom or near the toilet's transmitter, toy will urinate water starting in five seconds.
-. kitchen, it will say "I'm hungry"
-. car, it will say, "let's drive" and or drive the car, bus, boat, plane, etc.
-. musical instrument, it or the instrument will start to play and or sing or ask the child to play and or sing
-. dog barks, cat meows when put on a leash, and or put outside
-. doctor comes close to another doll, it: touches and or speaks like a doctor
-. baby cries when coming close to mother
-. man, woman, boy, girl make kiss sound, etc when coming close enough
- putting on device's sun glasses, says "wow"...
- walks a meter a few seconds after putting on: both shoes; coat; walking stick; purse; closing doll house's door; getting out of car...
- has many more possibilities

B7-121-022001 Toy Multi-Sound Activator:
Each toy's position generates the appropriate unique sound. Example positional sounds for toy airplane: ascending, descending, flying high or low, alert sound when enemy plane approaches. Also for dolls; toy cars speeding, turning corners; science. Infinite sound possibilities.

-For toy autos, dolls, robots
Technical: sound emissions determined by: heights, and degree to left or right from transmitter, degree to which button is pressed in (either effects volume, or depending on the notched position of button the actual type sound emitted)
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-The further one goes in one direction, the greater the degree of change, or after a certain distance the sound or music can change completely.
-Sound changes by angle of device, eg: toy airplane's make different sounds taking off and landing; also for toy cars & trucks; boats on moving water.
-(don't translate: this product also includes descriptions from B7-14)

OTD:
All; "R"; "S"; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; "mic"; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp; distancer; clapper.

% 3E-140 GPS Instructor:

Tells user what how when where and or why (w5) they should move act respond and or think. Examples:
-Game instructor: what moves should/could be made for playing chess, go, Othelo, checkers, outdoor games... The Game Instructor may also be your partner.
%-ball games, GPS guides the ball against the person, eg: for one person soccer, ping pong, etc.
-D: this N = uip / m / analyzer.

.-this n vague, yet distantly related to other N, eg: earlier in 3E file.

$$$P 3E150 "PS-Zone" - Zone Controller: Location is correlated with applicable functions; the point on globe signals to the GPS's analyzer in helping to determine applicable functions. Any one or multiple functions of sys can be restricted and or extended based on the location(s) for one or more of sys' (multiple) ("portable") parts. Examples: system only functions fully in Manhattan, and is only in receiver mode while on Staten Island.
-utilizes 3E151
-D: (changing) location / `circumstance' = analyzer / gps / sensor / c = c / m
. APPLICATIONS:
-can't access expensive db outside of particular areas, or pay higher in such case.
-# of uses for this N need to be increased/decreased w/in designated zones.
-Intelligent Monitor 2E251
+ 3E010 Mobile Tel Location Notifier; 3E020 GPS Record Keeper; other + KN: using "distancer", and "PS", and "GPS" parts.
-R Stick 5E020
+ "Route":
--Data routed to u's (portable) unit (part of larger sys) effected by u's location. Data includes: "db"; "access" to PS systems (u can know or give out their location).
--SW: functions limited
-"entertain" and "game" : their functions / options can be limited/extended)
---OTD D: U = This N Sys (functions effected (limited/expanded) by zone of sys / u w n (part)) ~ C = ACCESS (); ANALYZER (); CAMERA (2e251); CART (can only be used/inserted in limited zones); EDIT (); EDUC (); K (designated keys are so limited); M (designated db are so limited); MIC (records based on zone of sound emitting source / sys / u); MO (); MOUSE (); MULTI-USER (certain u can only use sys in limited zones); NR (will/won't function); OSC (will/won't function); PR (zone is one of the requirements for "access" to work: access to alter the sys' sw; cuts out options for computer hackers); Q (certain questions are ignored / or not allowed to come up); R (functions via remote control limitable); ROUTER (); SCORE (the w5 occurrences = scored / usable / viewable by u / sys); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); *STEREO (); SYNTH (); TDS (clocks occurrences when sys in designated zone); T (incoming/outgoing communication restrictions; "access");
--TILT: Restrictions apply; signals generated (by tilt) can be interpreted differently according to the zone,

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---eg: the first 10 or 100 potential signals (created by tilt) are interpreted differently. D: The sw/db files = associated w each signal are= handled/"routed" differently= according to the zone.

TR (transmissions may not go thru); TRACK (greater tracking based on zone); U (each/certain u can use system w/in designated zones); UIP (db compilation effected by zone; uip gets data input only from occurrences in set zones; uip is allowed to influence/control sys which has its applicable part(s) in set zones); UQ (some or all q answerable based on zone); VISUAL ANALYZER (studies images received from designated sources. Sources defined as: "CID"; zone; type sys; type sw); VR* (any "portable" function limitable); WA (any "portable" function limitable).

--OTD T D: T (U (Communicator)) = "PS-Zone" (certain functions of sys are limited / extended based on location of u / (portable) sys (unit) ~ C =

ACCESS *; ANSWERING MACHINE; ARTIST **; BALANCE *; BVA; CID; CAMERA (LENS); CART; CLAP; COMPOSITION **; CONFERENCE; EDUC; FS; GAME; HOLD; INFORMATION RETRIEVAL (u / sys needs to be in designated zone to "access"); K^; LOCATOR; M; MIC; MOUSE; MP; MULTIMEDIA; MULTI-USER; NOTIFIER; NOTIFYING CALL; PD; PORTABLE; PR; PRINTER*; R; ROUTER; S; SCORE; SOUND ANALYZER; STEREO; SYNTH; TDS; TRANSFERRING INTER-SYSTEM TELEPHONY; UIP *; UK; VISUAL ANALYZER; VOICE MAIL; VOICE MODULATOR; VR; WA. = [previous parts following the `OTD T D' are parts of this diagram, which interface / control / effect communication with] = (multiple): T (U (Communicator)) / Users / %Sys.

. Misc:

-This is a sub-part: "PS"-Zone; or maybe it covers all of PS-Zone too?

-Patent search strategy: #1] GPS. #2] GPS and (zone or zoning or zones or restrict*

-General OTD D: U = This N Sys (PS-Zone) ~ C =

ACCESS (gain access only when in designated (alterable) zones); ANALYZER (); AP (vr, R); ARTIST (convert movements into graphics: general research, novel artistic form)*; BA (study movements of animals/people = UIP/"analyzer"); CART (); COMPOSITION (movements = generate music: KN Yamaha Miburi); MULTI-USER (each u has differing zones); NR (when u exits/enters designated zones); OSC (); PR (); PS (); Q (u asks how close they are in meters to (next) desired zone(s)); R (); SENSOR (motion); + TILT (); TRACK (where u is/goes/went and other w5 elements); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); %WA ().

-Patent search strategy: GPS or (global positioning system*)

. OTD D: U = This N Sys (PS-Zone: functions effected by designated "zones"; Body Movement NR="Analyzer" 1J010) ~ C =

-1J010 Body Movement NR: (angles and motion modes of body are additional signals)

.-1J080 Ice NR: ()

-4E010 Alternator = Body Movement NR 1J010: ("sensor" "scores" "exercise" activity of u for: calories burned; energy created (for battery); suggested preferred body motions that would increase the level of battery powering up, eg: movement type #1 (folk dancing) creates 153 percent more energy than #2 (walking down stairs)). VR, motion "sensor".

-4E030 Image Input Access Sys: (create designated movements to create desired signals which function with "access", in other words body movements, like drawings and passwords are signals (for access))

-5E020 Remote Control Stick: ()

-5G061 Dyslexia SW: (images & osc experienced are effected by any signals created by U, eg: 1J010)

-7G050 PVC Notifiers: (excessive body movement causes NR when situations require less body movement, eg: harmful substances (gases) in air should not be breathed in large scale)

-7G052 Flexed Level Notifier: ()

+-see extensive additional developments to PS-Zone, eg: 3E150, 3E151, 3E152. These are scheduled for major expansion from 10/95.

++ $$ 3E151 GPS Circumstance Correlator and Controller: Locations and or circumstances can restrict usage of portable system. Examples: special access codes required to use certain functions after certain date or other circumstances. Circumstances include: when, where system is, what is happening.

-Utilizes 3E150.

-circumstance(s) can be correlated w = uip / m / sensors* / analyzers / access* / multi-user / location ("locator"). According to the location/distance, the system can and or cannot do certain functions.

-D: (changing) location / 'circumstance' = analyzer / gps / sensor / c = c / m

-6/95:

<3-if good applications, 3, 2> 3E151 GPS Circumstance Correlator and Controller: Locations and or circumstances can restrict usage of portable system. Examples: special access codes required to use certain functions after certain date or other circumstances. Circumstances include: when, where system is, what is happening.

-deactivates after certain time reference, or event.

-problem: can market negating events? applications?

-can't rent car beyond zone. Car agency charges penalty.

-similarity: utilizes soft bracelets by ex-convicts.

-as with 5E020 (secret), each position (zone of U's location) of U corresponds to differing signals = these signals generate designated commands or functions.

-each positioning of body part can also generate additional (simultaneous) signals.

+ "Distancer"

-Patent search strategy: GPS or (global positioning system*)

+++ R58-1 GPS Task Reminder: COPIED ALL/PARTLY FROM PS PARTS PAGE.
System prompts user what to do when user has reached desired destination. System then prompts where user should go next. Example: 1] user drives by supermarket, and is prompted every Monday to buy eggs; 2] user programs system to notify him whenever he approaches one km from dry cleaning store. Upon reaching cleaners, system automatically prompts user to pick up fertilizer 400 meters away. Exists: tour bus gives pre-recorded information about view for each section of route; bus' location deciphered via GPS.

-PS: (notifies user what to do (w5) when user is near place where they could do designated task, eg: pick up eggs);
-this is related to the existing tour bus system in Japan whose osc corresponds to bus' location.
-D: user "k" type task -> "k" ps' coordinates for w5 (namely where, *when, what) task -> later when user (drives/walks nearby (within 5 meters if in walk mode/500 meters if user is in vehicle) arrives in designated coordinates (w5) system "notifies" user and shows (s)/osc needed task -> user "k" when task accomplished/ notifier no longer needed for that / any task (for designated time period, while they vacation).
--system senses speed of user, hence knows if user is walking or not / user may "k" their mode of movement.
-OTD D: This N Sys =
ACCESS (); ANALYZER (what to do when, where, when, why, how (gives best route to travel (taking into account time of day)); CART (type analyzing sw, maps); S (); M (); MULTI-USER (different routes, needs, cities); NOTIFIER (osc w display (showing direction, needed task)); OSC (); PR (); GPS (); Q (correct street directions); STATUS (shows what tasks done* / not done).

Zone-Function End

" ZONE - IMAGE GENERATOR " = Map of (body) (3-D) movements creates image. Applications:
-Instructs: how to move body, such as in sports; playing (chess) games; playing musical instrument; dancing; figure skating.
-"Access": designated images of movements allow access.

3E152 Positional Image Generator: Changes in position of moving objects are registered by system which intern generates an image or "track" for said changes. In other words their pattern of movement via zones / tilt generates a pattern as perceived by "sensor" -> C. Moving or stationary images are generated by location of elements in subject that can generate signals in "Visual Analyzer".
-position of each element generated by: 1] light / color / heat generated from portion / all of targeted object. / 2] tr (transmitters (on surface / appendages / inside) targeted object. / 3] "distancer". / 4] locator: KN finds objects.

-D: signals coming from (moving/stationary) object(s) = "analyzer" = image generator / "track" (score, intelligent monitor 2E251, uip-db development).
-this part is similar to many other sub-parts.

" ZONE - NR " = Alarm occurs when object leaves or enters a location.

<3> 4C030 Positioning System: Improvement
System tells guardian distance child is away (not just the existing system that notifies when child leaves beyond range). System also tells child to return. Also: when pet hears louder and louder painful sound the further they transgress beyond existing wireless security fences.

-Alert activates buzzer or audio recording stating person has gone too far. Previous exits.
-sys tells direction / distance / location, via: "locator", of being.
-osc which tells person or animal (to come home)
-PS D: c (osc, el shock device, s, compass, uip (studies what wearer is doing (while they are w5 they are not supposed to be doing what they are doing) = tr/rc (on wearer) = tr/rc (with guardian/observer/police/trainer) = c (s, *osc, *printer, analyzer)
-Old worthiness codes probably based on viewing only existing system: <3: improved version> <these codes for non improvement version: 1, 2> Improvements reiterated: Alert is generated whenever person goes beyond certain distance.
-Whenever child's pendant goes beyond desired distance from other half of "Distancer", it tells him to return home. (Activates when it loses radio contact with his home's transmitter for more than five minutes.)
*-can be designed so only guardian can take off pin
-also has timing device alarm if child is in nearby vicinity:
O- Related to: 5A-020-0422004 Talking Pin:
+ tells child to return home at anointed hour, or tells other person any programmed statement at desired time (this characteristic may be marketed separately by another person since its filed separately as well). Records via own microphone.
*-invention is merged with the walkman concept
*-can send signals via osc beeps, lights, vibrations (eg: invention is kept in pocket).
*-press button or pull string and it will laugh or make any desired sound/music: company moto, eg "sell", "go 100%", "we're trying to be #1"; animal sounds; your or friend's own voice; etc
-"Distancer" informs guardian (eg: mother; prisoner's guardian; animal custodian) distance of entity.
-this product is related to many other products using the distancer

-OTD: display; fd-hdd; pp; mp; uk; tds; interactive5; EDUC%; toy%; basic; game% (eg: for game with rules designating how far a person can or can't be - going into bad zone sets alarm and or penalizes player by deducting points from final "score"); portable; ch; au; bp; sp; osc; speech; vc; score; md (makes mother feel more comfortable); cart (desired distances, audio recordings); "T" (calls security, etc whenever ever person has entered into bad zone); rpc; uq (eg: where is desired person); access; pi%; distancer; motion sounder (eg: whenever motion is detected in either crucial half of transmitter, the monitor and monitored hear a sound); locator; multi-user (eg: multiple people can be monitored from one central unit); remote%; notifier; visual analyzer% (this guardian system being described works in conjunction with the visual analyzer).

R189 Anti-theft Car Alarm memorizes car's position [eg: get N for distancer used for cars] 29 Aug 92 NK

C84 = "tel" = "notifies" owner if car is (illegally) moved (plus W5 (via C84/PS/GPS)

File: Locators / PS IM1 * Functions

POSITIONING SYSTEMS – CENTRAL FUNCTIONS *

Less Important Parts File

"CORE GPS DIAGRAM"

-Source of PS cuttings were marked 6.96:

-GPS = "Core GPS Diagram"

-Diagram Part 1: 1 "uk" = 1A Ground GPS computer ("C") (memory) = 1B Ground GPS transmitter = 2 satellite (receiver = computer ("C") (memory) = transmitter) = 3 GPS ground receiver = 4 (portable) ground GPS computer ("C") (memory) = 5 software (allows/selects programs/systems/functions) = 6 signal converter = 7 output.

Diagram Part 1A - this is an expansion of part 4:

4 GPS ground computer ("C") = 4A transmitter/receiver = 8 "MFH" = 9 transmitter/receiver = 10 another "MFH" = 11 transmitter/receiver

Diagram Details: Ground GPS 1 - 1B: has "uk", one or more "display", "cp"

-analyzation/determiner of what functions may be controlled can be in part 2 (in satellite) and or part 4 (on ground) and or 7 ("MFH" in order to save space in 1 and 2)

-a line can also be drawn from 1A to 5

-4A determines what needs to be transmitted to 7 "MFH"

-6 Output: see applications.

-9/10/11: monitors and or controls the ground GPS' actions; for additional capacity (database, functions, connection to other entertainment systems).

US Patents No's: 4894662 4899285 4924402 4949089 5070537 5087919 5119341+-Extender under water 4719469 4384293 4445118 4550601 4599620

OTD for "Core GPS Diagram"

GPS portable ground unit (1 and or 1A and or 3 and or 4 and or 5 and or 6 and or 7), ground system can be integrated with one or more of the following : access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; float; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; portable; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

2 satellite unit: system can be integrated with one or more of the following: access; basic; bp; date; distancer; "C"; fs; interactive; locator; multi-user; uip; pp; remote ("R"); score; tds; tel ("T"); toy; tr; uk; vc; visual analyzer.

8 GPS' "MFH" can be integrated with one or more of the following: access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

7 Output ^consists of the following: the product can only display/transmit/broadcast certain information/music according to the country and applicable copyright laws in force; on/off switch (system only operates fully/partially/at all according to zoning); type data news; database; music; maps that are available for access [eg: user doesn't need to request maps needed; depending on the user's ID code, they will be given applicable maps and or information {eg: ground data about stores...}]; "synth" of sound, eg: volume, bass, treble; regionalization of system [selects radio, tv and other broadcasts applicable to the location and user's tastes, eg: "PI"; accent can be southernized when used in the south USA]; system allows routing of incoming and outgoing tel ("T") and other transmissions via the cheapest and or most efficient/applicable modes/lines/systems; speed of system and or output; special permission needed (eg: from "MFH" or supervisor (boss) before certain

functions/data available in certain zones); ability to call out and or receive transmissions (eg: access w/ certain tel #s)

Additional function for part 7:

Anti-Theft: User programs where item(s) may be and if they are moved without correct deactivation of the code system responds ^by: sounding alarm, contacting security via air or wire, becoming non-operational. Useful ^for: cars, bikes, stereos, boats, computers...

-has all the functions of the "distancer" as used in its anti-theft operations (see previous patent office filings.)

-track item after stolen

Distancer:

all functions of distancer in previous filings can be replaced by using one or more GPS systems simultaneously.

-Depending on the application, the size of GPS needs to be reduced and governments need to allow greater pin pointing of location accuracy.

-Also see my "distancer" patent application filed late 1993 in Moscow.

+ All these inventions are very related:

-3E010 Mobile Tel Location Notifier:

-3E020 GPS Record Keeper:

-3E150 "PS-Zone":

-3E151 GPS Circumstance Correlator and Controller:

-3E180 GPS Locator:

-3E190 GPS Billing Systems:

-3E210 Indoor GPS Extender:

D Overview - How parts might fit:

OTD: U / Other (KN) Sys = This N Sys (PS) ~ C =

. PS - R - Tilt:

PS:

-3E010 Mobile Tel Location Notifier:

-3E020 GPS Records Keeper:

-3E150 "PS-Zone":

-3E151 GPS Circumstance Correlator and Controller:

-3E180 GPS Locator:

-3E190 GPS Billing Systems:

-3E210 Indoor GPS Extender:
Remote Control:
-1J010 Body Movement NR:
-3E061 Body Motion Instructor:
-3E150 "PS-Zone":
-5E020 Magic Wand:
Zones - Monitoring:
Zones - Utilization:
Access:
-4E020 Registrar:
-4E030 Image Input Access Sys: images created by patterns of motion (geographical (zones) / bending / tilt).
3E152
T:
-3E010 Mobile Tel Location Notifier:

-3E010 Mobile Tel Location Notifier: keeps sys w/in zone = coordinator activates = 3E210 GPS Extender when applicable.
-3E020 GPS Records Keeper: Includes GPS Billing.

"PS-Zone" Section: Each of the GPS Zone Control Systems are sepcratable products according to their type applications, that is each of the applications can be sold separately though their technologies may be greatly in common. Coverage includes: 3E010-3E020, 3E150 - 3E220.

-this is sub-part "PS-Zone"

?? . 1G090 Sound Cancelling Device Selects Unwanted Frequencies. Examples of what's not canceled: verbal communication, tel rings, door bells
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-cancels sounds except for (what desired persons are speaking):
-if there's much noise in room, user puts "sensor" near their vocal chords. Those vibrations match those they speak.... Voice recognition can be with just this vibrator and or with the "mic" as well. This vibration "sensor" / "mic" can be cordless.
-D: sensor/microphone = computer ("C") = sound canceling device (osc via speakers and or headphones)
-utilizes 1G21: Walkman permits ability to hear sounds in environment.
-OTD: ACCESS **:(); CART *:(uip of each desired person(s) voice characteristic (then "sensor" next to person is optional)); COMPOSITION *:(lets user compose music in room and cancel other unwanted sounds not emanating from his music composition, or other sound he is generating and wants to hear);

ENTERTAIN:(); MFH:(uip of wanted and unwanted sounds); MULTI-USER*:(each user has different sounds they prefer to cancel out (according to one or more of their selectable UIP)); NOTIFIER:(when a distortion is/appears inevitable (and user can make some alteration (pr)); OSC:(); PR:(); PRINTER *:(decibel graphs); PS:(mic adjusts to sound source's (moving) location); Q *:(ask: what sounds are/aren't wanted); R:(); S:(); SCORE:(tds; shows effectiveness of what is/isn't being canceled (and how)); SYNTH:(alters desired sounds (composition, from speech...: so that it falls within sound range that isn't canceled); Tel ("T"):(cancels unwanted sounds in room while speaking: copied by AT&T); UIP *:(); WA:().

-doesn't see need; limited market; expensive.

-he did much work in GPS, would have hard time staying ahead of market since very crowded already.

Re-Move: R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "Score", "Track".

END THIS PS FUNCTIONS FILE

File: Locators / PS Other

PS – Positioning System Inventions - Other

3C-110-08300Q Jumping Jacks Distancer: Not for GPS Convention

Distancers between legs or arms. Each time person exercises by moving their legs or arms apart beyond certain distance, the distancer will sound.

-distancer can also count the number of times the movement was made (if the legs or arms went beyond minimum distance.)

-another way of measuring: distances traveled by animals on foot or by wing; the amount of work conducted by certain machinery, eg: pistons (the amount and degree to which they go up and down)

3C-111 Walk Restrictor: (distancer). Not for GPS Convention.

The distancer between legs creates effect if the two legs are ever parted beyond a certain distance. Replaces needs for chains on legs of convicts. Invention can 'notify system when user is behaving in 'designated manner (and be without any physical body movement restriction).

-The effect when legs go too far: sounds; or creates pain; or alerts central computer via radio waves...

-A more civilized way to keep prisoners from running away

--Attachments to the legs are nearly impossible to take off legitimately

-With no full physical restraint, a Warning / Mild Pain might be given to (animal's (appendage)) via: sound, (mild) electric shock...

For complex activations:
Person can have numerous distancers around their body, eg: wrist, fingers, ankles. According to their movement (closer/farther; higher/lower; more to left/or right (though not necessarily farther): sends signal to receiver; each such signal is understood differently according to which device is sending which type of Morse code message (eg: up and down twice is yes; three times is wait...)
-system may have several receivers as well
-ap: making music according to how body is moving; for invalids; analyzation, recordings of how animals move

+ 3E-040 Proximity Sensitive Microphone: Sounds from kitchen or other locations coming to any mic (for tel, etc) can be programmed to have less effect on microphone if it is within a selected distance (as programmable by user).
-greater or less preference given to 'designated sounds. 'Designated definitions include: location, type sound(s), characteristics connected to sound (such as if it comes from the client or service provider speaking – each having own RFID (PD).

-If there's an actual physical movement restricter aspect, it may have liability issues – as user may sometimes need to run, eg: catch papers flying in wind.

3A-752-042003 Body Movement Sound Generator: Not for GPS Convention.
As person moves about room tripping different laser lights they'll generate corresponding sound, creating a sort of new music. Can have multiple sources of light and or use light reflectors.

R111-1 Pet Locator:
Know your pet's whereabouts through many means, eg: the direction in which the pet door was originally opened; or 'positioning devices attached to the pet, etc.
-An (electro) mechanical devise can show which way the door was first pushed. It may or may not allow for the door to swing afterwards (as much as the first push).
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside. Either know via mechanical means / el sensor = c = nr
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special display ("S");
-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway

Cheaper Mechanical Notifier Options (non GPS aspect):

-(dial) switches between two colors, showing which way the door was pushed.

-The dial/prong/gadget moves upon the initial door push. Perhaps a swing dampener (reduces subsequent swings) helps the gadget from confusing the first door push with either the subsequent swings or wind induced swings

.-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.

-Flexible (plastic) tab:

Flexible tab on inside door frame or threshold, is pushed and kept in one direction, based on which way the door was opened. Know if the pet is outside if the tab is seen inside the house.

--It sticks out, and is pushed against by the door being pushed. Once the door is fully pushed, the tab is also pushed all the way back. Then the strongish tab snaps back faster than the door swings back. The tab keeps the door from swinging much, or even beyond the tab (in holding position) against the door being swung back. A visible tab suggests the pet went through and out the door from the view perspective of the (human) observer. (Fun) wording might be printed onto the tab (stating pet is in on one side, and out on the other).

--(requires a) thin door.

--TM: Pet Tab, Pet Flip Tab

* Less Important Section of R111-1: (portions copied from us by another co)

Know where pet is located. Need not worry if pet is lost. Location of pet known via one or more of following modes: pet's collar transmitter sends signals to receiver inside house, if its home; pet door's receiver knows if pet last went in or out; a non-electronic version of the pet door is such that the way it closes is so it shows which way pet went out (latter not patentable?).

-owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.

-useful for locating children; animals in large zoos; nature areas; etc.

-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

Footnote:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator

-OTD:

ACCESS **:; CART *:; CLAP: (for animal to make sound: meow, bark...; Display ("S"): (score on animal (their location)); "M": score; "mic":; PD: worn by animal; PP/MP:; MQ/UQ *:; MULTI-USER*: (multi-animal(each wears different pd w own type code being transmitted); NOTIFIER:; OSC:; REMOTE ("R"):;

SCORE:; TDS *:; UIP *: (user being animal, eg: for laboratory study of animal movements/behavior); UK; %WA worn by animal (makes sound if they walk too far; makes interesting sounds (wild animals to excite pet). -utilize kn: 1] "locator", knowing whereabouts of wearer; 2] "locator" induces wearer back via: osc/el shock -works with our Pet Door – Dirt Retriever Invention.

Airport Luggage Tracking:
-RFIDs placed on cargo: built in or via tags
-RFIDs remain deactive until receiving a 'desginated signal. RFID's aren't wanted to broadcast signals while in flight (disturbing navigation, etc). RFID's broadcast for (15 min) after receiving the "It's OK to broadcast" signal; and will continue broadcast as long as the "OK signal" is received.

Other: Exists: 1] Voice activated navigation system gives instructions through car's speakers. Eclipse by Fujitsu Ten, 19600 Vermont Av, Torrance, CA 90502. 2] Sony's PYX15 model.
. Know how any one or more objects/parts [has or is 'predicted to] move. The analysis ^determines: *how, when, where, *why, what moved.
. See many GPS files, eg: 3E for details.
-See "C": system' feature (also viewed as part) 'adapts according to circumstances.
-Drawing: A/A/A/A = tr = Computer (B (PD)) = tr = A/A/A/A... Notes on Diagram: Multiple (A) receive (B)'s air wave transmissions. If there is only one (A) installed and or in operable condition (able to receive [B]'s signals without hindrance) then distance is gauged. If multiple (A), system knows the location of one or more (B). (B)s' movements may be monitored, analyzed and converted according to manufacturer's and or user's programming.
. See details on "Distancer" for details.
. For Techies: access; % air pad; basic; % cart; display ("S") shows the location and or distance of [B]'s; "C"; % [B] float; GPS;
% interactive; "M"; % morning; pp & mp (in which positions [B] should be in to notify users and or another device; how [B]'s position(s)' transmissions should be processed and analyzed and in tern possibly activate and or deactivate functions in said or other devices); % multi-user; notifier; osc; movement of [B] for uip; * printer plots: [B]'s position(s) over time; % remote ("R"); score; % tilt; U (user asks system questions); visual analyzer (senses for: changes in location [or any movement] via its camera eye); vr. See "C": sys (system) feature 'Adapts according to circumstances. "Billing".

More: G.P.S. System analyzes whenever any one or more objects/parts move in relation to any one or more objects/parts. The analysis ^determines: *how, when, where, *why, what moved. 'Locates the 'PD (Positioning Device). 'Analyzes the movements of pd (positioning device) : in terms of W5 (what, where, why, when and

how) of movement or location. ps (Positioning System like GPS) 'reacts as 'designated to the movement or location of 'designated objects. See 'PS-Zone sub-part.

File: Locators / PS Misc *

PS - POSITIONING SYSTEM MISCELLANOUS *
Give This File Less Focus – Many Squirrelly Details

GPS Deactivation Security Device: obvious or exists?
User programs where item(s) may be and if they are moved without correct deactivation of the code system responds ^by: sounding alarm, contacting security via air or wire, becoming non-operational. Useful ^for: cars, bikes, stereos, boats, computers...
-has all the functions of the "distancer" as used in its anti-theft operations (see previous patent office filings.)
-track item after stolen

Applications.
Consists of the following: the product can only display/transmit/broadcast certain information/music according to the country and applicable copyright laws in force; on/off switch (system only operates fully/partially/at all according to zoning); type data news; database; music; maps that are available for access [eg: user doesn't need to request maps needed; depending on the user's ID code, they will be given applicable maps and or information {eg: ground data about stores...}]; "synth" of sound, eg: volume, bass, treble; regionalization of system [selects radio, tv and other broadcasts applicable to the location and user's tastes, eg: "PI"; accent can be southernized when used in the south USA]; system allows routing of incoming and outgoing tel ("T") and other transmissions via the cheapest and or most efficient/applicable modes/lines/systems; speed of system and or output; special permission needed (eg: from "MFH" or supervisor (boss) before certain functions/data available in certain zones); ability to call out and or receive transmissions (eg: access w/ certain tel #s).
-RFID and other items tag' location of user.

* Distancer: all functions of distancer in previous filings can be replaced by using one or more GPS systems simultaneously.
-Depending on the application, the size of GPS needs to be reduced and governments need to allow greater pin pointing of location accuracy.
-Also see my "distancer" patent application filed late 1993 in Moscow.

+ All these inventions are very related (to our PS inventions):
-3E010 Mobile Tel-Location Notifier:
-3E020 GPS Record Keeper:

-3E150 "PS-Zone":
-3E151 GPS Circumstance Correlator and Controller:
-3E180 GPS Locator:
-3E190 GPS Billing Systems:
-3E210 Indoor GPS Extender:

D Overview - How parts might fit

OTD: U / Other (KN) Sys = This N Sys (PS) ~ C =
. PS - R - Tilt:
PS:
-3E010 Mobile Tel Location Notifier:
-3E020 GPS Records Keeper:
-3E150 "PS-Zone":
-3E151 GPS Circumstance Correlator and Controller:
-3E180 GPS Locator:
-3E190 GPS Billing Systems:
-3E210 Indoor GPS Extender:
Remote Control:
-1J010 Body Movement NR:
-3E061 Body Motion Instructor:
-3E150 "PS-Zone":
-5E020 Magic Wand:
Zones - Monitoring:
Zones - Utilization:
Access:
-4E020 Registrar:
-4E030 Image Input Access Sys: images created by patterns of motion (geographical (zones) / bending / tilt).
3E152
T:
-3E010 Mobile Tel Location Notifier:

-3E010 Mobile Tel Location Notifier: keeps sys w/in zone = coordinator activates = 3E210 GPS Extender when applicable.
-3E020 GPS Records Keeper: Includes GPS Billing.

Each of the GPS Zone Control Systems are products that can be separated according to their type applications, that is each of the applications can be sold separately though their technologies may be greatly in common. Coverage includes: 3E010-3E020, 3E150 - 3E220.

?? . 1G090 Sound Canceling Device Selects Unwanted Frequencies. Examples of what's not canceled: verbal communication, tel rings, door bells.
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-cancels sounds except for (what desired persons are speaking):
-if there's much noise in room, user puts "sensor" near their vocal chords. Those vibrations match those they speak.... Voice recognition can be with just this vibrator and or with the "mic" as well. This vibration "sensor" / "mic" can be cordless.
-D: sensor/microphone = computer ("C") = sound canceling device (osc via speakers and or headphones)
-utilizes 1G21: Walkman permits ability to hear sounds in environment.
-OTD: ACCESS **:(); CART *:(uip of each desired person(s) voice characteristic (then "sensor" next to person is optional)); COMPOSITION *:(lets user compose music in room and cancel other unwanted sounds not emanating from his music composition, or other sound he is generating and wants to hear); ENTERTAIN:(); MFH:(uip of wanted and unwanted sounds); MULTI-USER*:(each user has different sounds they prefer to cancel out (according to one or more of their selectable UIP)); NOTIFIER:(when a distortion is/appears inevitable (and user can make some alteration (pr)); OSC:(); PR:(); PRINTER *:(decibel graphs); PS:(mic adjusts to sound source's (moving) location); Q *:(ask: what sounds are/aren't wanted); R:(); S:(); SCORE:(tds; shows effectiveness of what is/isn't being canceled (and how)); SYNTH:(alters desired sounds (composition, from speech...: so that it falls within sound range that isn't canceled); Tel ("T"):(cancels unwanted sounds in room while speaking: copied by AT&T); UIP *:(); WA:().
-doesn't see need; limited market; expensive.
-he did much work in GPS, would have hard time staying ahead of market since very crowded already.

R15 Compass for car navigation. Also useful in computerized location finding. Measures altitude and angles for aircraft, construction.
.-[Chemicalizing Lab Co. 3-30-3 Nishi-Ikebukuro, Toshima-ku, Tokyo 171 Tel 03 5992 2241. 18 Jan 92 NK]
-OTD:
ACCESS **:(); CAMERA:(); CART *:(); MFH:(); MULTI-USER*:(); NOTIFIER:(w5; notice (5 min) prior to arriving or navigator needing to make decision, eg: make a turn; notice given when arrived); OSC:(); PR:(); PRINTER *:(map); PS:(); Q *:(); R:(); S:(); SCORE:(tds); **TEL:(tr); UIP *:(); WA:().

R50 GPS (for surveying geographical areas). [Trimble Navigation [non Japanese co?], * Ministry of Construction's Geographical Survey Institute, Japan Association of Surveyors 1992 article titled 'Construction industry discovers satellites' NK]

-OTD: ACCESS **:(); ARTIST *:(pd); CAMERA:(pd); CART *:(); COMPOSITION *:(pd; Yamaha's Miburi); ENTERTAIN:(); "M":(); MORNING **:("notifies" if user isn't out of bed based on person's location (pd, body heat)); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER **:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(type osc differs according to location of pd); TEL:(tr); UIP *:(); WA:().

"Core PS (GPS) Diagram"
Diagram Part 1: 1 "uk" = 1A Ground PS (GPS) computer (memory) = 1B Ground PS (GPS) transmitter = 2 satellite (receiver = computer (memory) = transmitter) = 3 PS ground receiver = 4 (portable) ground PS computer (memory) = 5 software (allows/selects programs/systems/functions) = 6 signal converter = 7 output.

Diagram Part 1A - this is an expansion of part 4:
4 PS ground computer = 4A transmitter/receiver = 8 "M" = 9 transmitter/receiver = 10 another "M" = 11 transmitter/receiver

Diagram Details: Ground PS (GPS) 1 - 1B: has "uk", one or more "display", "cp"
-analyzation/determiner of what functions may be controlled can be in part 2 (in satellite) and or part 4 (on ground) and or 7 ("M" in order to save space in 1 and 2)
-a line can also be drawn from 1A to 5
-4A determines what needs to be transmitted to 7 "M"
-6 Output: see applications.
.-9/10/11: monitors and or controls the ground GPS' actions; for additional capacity (database, functions, connection to other entertainment systems).

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* OTD for "Core PS (GPS) Diagram"

PS portable ground unit (1 and or 1A and or 3 and or 4 and or 5 and or 6 and or 7), ground system can be integrated with one or more of the following : access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; fd-hdd; float; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; UIP; portable; pp; printer; rcp; remote; score; %sound analyzer; speech; sp tel; synth; tds; tel; tilt; toy; tr; uk; uq; vc; visual analyzer; vr. + See all of 3E File.

2 satellite unit: system can be integrated with one or more of the following: access; basic; bp; date; distancer; fd-hdd; fs; interactive; locator; multi-user; UIP; pp; remote; score; tds; tel; toy; tr; uk; vc; visual analyzer.

8 PS' "M" can be integrated with one or more of the following: access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; fd-hdd; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; UIP; pp;

printer; rcp; remote; score; %sound analyzer; speech; sp tel; synth; tds; tel; tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

7 Output ^consists of the following: the product can only display/transmit/broadcast certain information/music according to the country and applicable copyright laws in force; on/off switch (system only operates fully/partially/at all according to zoning); type data news; database; music; maps that are available for access [eg: user doesn't need to request maps needed; depending on the user's ID code, they will be given applicable maps and or information {eg: ground data about stores...}]; synthesizing of sound, eg: volume, bass, treble; regionalization of system [selects radio, tv and other broadcasts applicable to the location and user's tastes, eg: "PI"; accent can be southernized when used in the south USA]; system allows routing of incoming and outgoing tel and other transmissions via the cheapest and or most efficient/applicable modes/lines/systems; speed of system and or output; special permission needed (eg: from "M" or supervisor (boss) before certain functions/data available in certain zones); ability to call out and or receive transmissions (eg: access w/ certain tel #s)

Additional function for part 7:
Anti-Theft: User programs where item(s) may be and if they are moved without correct deactivation of the code system responds ^by: sounding alarm, contacting security via air or wire, becoming non-operational. Useful ^for: cars, bikes, stereos, boats, computers...
-has all the functions of the "distancer" as used in its anti-theft operations (see previous patent office filings.)
-track item after stolen

PS (GPS)' Distancer:
all functions of distancer in previous filings can be replaced by using one or more GPS systems simultaneously.
-Depending on the application, the size of GPS needs to be reduced and governments need to allow greater pin pointing of location accuracy.
-Also see kn "distancer" patent application filed late 1993 in Moscow.

3E-010 Cordless and cellular D: shows approximate distance from transmitter so user is less likely to get cut off. And or gives warning via light and or audio when it is nearing outer limits. See expanded file. MOVED TO EXPANDED FILE

3E-030 GPS Uses Info From Path Traveled:
GPS identifies mobile D's positioning and or makes a map of their travels. Too obvious for patentability?
.- Global Positioning System (GPS) in combination with cell phone.
-Applications:

--Business expense calculations of miles traveled; travel path might integrate with other info (db, calendar of events) to (automatically) connect which travel (segments) tie with what purpose.
--'Tracks what deliveries / pick ups were made and when (W5).
-
GPS Record Keeper: keeps track of paths travele:

Applications: for tax office which needs to know the miles and or routes traveled and when and where stopped for how long, reduces need for manual record keeping.
-user might key in info about their stop when stop is made saving from keying miles traveled and from where and to where.
-for taxis, each time payment is received GPS Record Keeper labels the occurrence.
-sa studies sounds made w5 -> db
.-this invention merged with old *3E-020
-Keyword search: "gps or g.p.s." and "travel path"~11 and ("data base" or track or tracks or tracking)

All Or Most Of Following Exist.
First section of each invention covers what exists. It's followed by info
mixed with many parts that may have some unique inventions.

* R116 Exists: all or mostly. GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck. Mar 93 X.
-OTD: ACCESS **: to gain information; CART *:; Display ("S"):; FS **:; "M":; PD: located in moving vehicles; PP/MP:; MQ/UQ *:; MULTI-USER*: (each truck's different pd makes it different user (intern each truck's sys juxtaposes it visa vis other trucks for analysis/viewing by each driver); different people can obtain information); NOTIFIER: (when truck goes off needed route, theft alert/tracing); OSC:; PRINTER *:; %REMOTE:; SCORE: (travel patterns); TDS *:; TEL:; UIP *: (of each truck / driver); UK.

R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "Score", "Track".

R89 Anti-theft Car Alarm memorizes car's position [eg: get N for distancer used for cars] 29 Aug 92 NK

C84 = "tel" = "notifies" owner if car is (illegally) moved (plus W5 (via C84/PS/GPS)
-R193 GPS Car navigator gives verbal commands to direct driver. 2 Nov 92 NK
.-moved to "PS" 6.96
-> R202 Voice Activated GPS. Sanyo 19 Apr 93 NK

-moved to "ps" 6.96

PS = Positioning System(s) (PD ("GPS", "Distancer", "Locator"))
oooooooo

3E-100 GPS Watch: Watch has GPS functions. Display: Has flip out unfolding screen. Or can project map onto any semi-flat surface in day or evening. Or user uses an eye peep hole which shows much in a little space (eg: like microscope lens)

3E-080 GPS Sales: Exits

3E-110 Dropped. Obvious.

3E-120 Jogger's GPS: Exists?
-measures amount of meters they jogged each day. Keeps a weekly/annual log.
-another form of our pedometer reward invention. Gives distance to/*from destination point (coffee shop offering rewards).

3E-140 Positioning System Instructor:
Tells user what how when where and or why (w5) they should move act respond and or think. Examples:
-Game instructor: what moves should/could be made for playing chess, go, Othelo, checkers, outdoor games... The Game Instructor may also be your partner.
%-ball games, GPS guides the ball against the person, e.g.: for one person soccer, ping pong, etc.
-other (sa) 'sensors: help determine nature of situation.
-relies on uip and 'database of moves/actions/flow patterns for applicable games/actions.

** 3E-180 PS (GPS) Locator: system will help you find item by directing you to it. E.g.: lost cat who won't come on its own. Obvious?
-also uses other 'sensors: smell, sound; 'track, 'visual recognizer

3E-210 "Locator" and "Distancer", eg: Location(s) of [people, animals and heat generating items (machines, black colored objects heating up more than environment in the sun)] identified by heat sensors (any ever made by Takenaka Engineering Co, Japan). Exact location(s) can be determined by analysis of multiple sensors/PS in like manner of: multiple radio frequency receivers identifying objects as explained in these papers.

+3E220: SYSTEMS UTILIZING "POSITIONING SYSTEMS" / "REMOTE":

Diagram: 1other|2c\3tr\4rc = 5md\6other = 7M\8function\9other

Additional PS Functions:

o-GL = GPS Locator: identifies location of "PD". The larger system can adapt itself to PD's location. OTD: GPS

o-GUIP = GPS User Information Programming: GL can also help compile data for "UIP". OTD: GPS

o-GLP = GPS Locator Programming. Applicable functions are triggered according to MD's location. OTD: GPS

GT = GPS Tagger: System follows MD's W5 movements. OTD: GPS

GS = GPS Scoring. Can "score"/compile/calculate data for UIP ^: credit card / debit card functions; behavioral characteristics (correlates with what occurred at such time(s)). Charges for traveling on highways, air/sea space, time spent in certain locations (libraries). *GMA. Gets its info from^: any other GPS related function, "UK", "UIP". OTD: GPS

o-GA = GPS Access: MD's transmitter identifies itself from that of other MD's and objects. With the applicable transmitted code, MD and or its user main gain "access" to^: physical location, entry into portions of a computer, handle certain tasks. OTD: GPS

o-GMA = GPS Movement Analyzer: Compiles and analyzes movements, eg: distances/locations traveled, speeds, timings (length of travel, time spent motionless); *GC. OTD: GPS

o-GB = GPS "Balancer". If function is generated by "remote"'s "uk" ^: Option #1: user selects which square they are in within area's grid. Option #2: Adjusts automatically. Option #3: Adjusts until user is happy (system moves/angles/fluctuates/alters until user presses button for desired mode/situation/element to freeze itself as it is at that moment. OTD: GPS, osc, notifier, remote.

o-Casio Computer's Watches which act as compass and give the *temperature. Mentioned in "Nikkei Weekly" Feb 28, 94 p. 23.

2D-050 Locates Direction of Object via: Sound / Camera. 2D-060 Constant direction pointer: Portable sys continually points to desired object regardless of where u w portable sys moves to.

. % OTD This N Part () +

-2E251 Intelligent Monitor: (does/doesn't follow pd)

-3E010 Mobile Tel Location Notifier: (t = pd = gps sys)

-3E040 3E041 Telephone Noise Canceler: (does / doesn't select sounds emitted from sources w or wo pd)

-4E020 Content & Date Verifier: (when pd is where (w5) as selected by c = 4E020 registers occurrences)

-5E020 Remote Control Stick with Switch: (functions (differently) in certain zones)

-5E080 System self analyzes best synthesis for acoustics of room/hall: (stereo=pd=gps sys' analyzer)

-5E090 Wireless Music Band: (functions (differently) in certain zones)

-7G050 7G051 PVC Perforations Alerter, 7G052 Flexed Level Notifier: (functions (differently) in certain zones)

-9G220 Channel Scanner Skips Stations Having Commercials: (functions (differently) when portable sys=scanner are in certain zones, eg: when in different cities, sys picks up (automatically) differing channels and differing sys to (screen) (stations))

-"Bill"

* 4C070 Interactive Satellite: Obvious?

Satellite interacts with info it receives from communicating slave units.

-Records ground movements and behavioral functions of any moving object on earth to within any few square meters. Receives transmissions from people, animals, cars. This aspect functions like the existing system.

-Analyzes function or behavior of object (for UIP). In tern the satellite's brain can make appropriate responding commands based on what it learns/knows/UIP (its intelligence or that of computer or person commanding satellite).

-functions according to where person travels on planet, invention is worn by person/animal. Device receives transmissions from satellite, telling device its location within a meter or so (technology exists)

-D: moving being (person, animal) = c (sensors, ps) = tr/rc = satellite / m.

Function: keeps records as to person's travel locations with time spans in each "zone". May be attached to vehicles or any product or animal

* attach to any object

-Related to 5A-580

+ "Track".

-

Applications:

-movement/change occurred -> alarm triggered/movent and or change shown on display/other functions.

-GPS includes technologies in addition to those using satellites.

-

Identifies the location of the PD (via "GPS", "distancer"). PS can then "score"/calculate location with possible help of PD's C / M. For details see: "distancer"; "GPS"; "locator".

-o-C88 GPS (Car) navigator gives verbal commands to direct driver. 2 Nov 92 NK. D: remote=c88

-o-Travel Monitor: shows where user is; where not to go.

-Display shows: M = User's *"T" ~PD~"remote"~"displays"/does the following:

-PD's: altitude, compass and current direction of PD's travel, barometer, temperature; news (flashes of headlines; stock reports); warnings not to travel into certain zones (tunnel ahead, or other cause of poor reception for communication; pollution danger)

-See "Brain": sys' part adapts according to circumstances.

"Core GPS Diagram"

Diagram Part 1: 1 "uk" = 1A Ground GPS computer ("C") (memory) = 1B Ground GPS transmitter = 2 satellite (receiver = computer ("C") (memory) = transmitter) = 3 GPS ground receiver = 4 (portable) ground GPS computer ("C") (memory) = 5 software (allows/selects programs/systems/functions) = 6 signal converter = 7 output.

Diagram Part 1A - this is an expansion of part 4:
4 GPS ground computer ("C") = 4A transmitter/receiver = 8 "MFH" = 9 transmitter/receiver = 10 another "MFH" = 11 transmitter/receiver

Diagram Details: Ground GPS 1 - 1B: has "uk", one or more "display", "cp"

-analyzation/determiner of what functions may be controlled can be in part 2 (in satellite) and or part 4 (on ground) and or 7 ("MFH" in order to save space in 1 and 2)
-a line can also be drawn from 1A to 5
-4A determines what needs to be transmitted to 7 "MFH"
-6 Output: see applications.
.-9/10/11: monitors and or controls the ground GPS' actions; for additional capacity (database, functions, connection to other entertainment systems).

US Patents No's: 4894662 4899285 4924402 4949089 5070537 5087919 5119341+-Extender under water 4719469 4384293 4445118 4550601 4599620

OTD for "Core GPS Diagram"

GPS portable ground unit (1 and or 1A and or 3 and or 4 and or 5 and or 6 and or 7), ground system can be integrated with one or more of the following : access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; float; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; portable; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

2 satellite unit: system can be integrated with one or more of the following: access; basic; bp; date; distancer; "C"; fs; interactive; locator; multi-user; uip; pp; remote ("R"); score; tds; tel ("T"); toy; tr; uk; vc; visual analyzer.

8 GPS' "MFH" can be integrated with one or more of the following: access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

+"Distancer" Diagram 1A: 1.GPS (Global Positioning System) transmitter (memorizes previous location) = 2. transmission to satellite from old/new location = 3. satellite tells system its new/old location = 4. response.

"Distancer" Diagram 1A Notes:
-part 1: memory is ^in the: A - movable part; "M" physically separate from the satellite and the movable part, transmission from A or satellite = "M" = transmission to A/satellite/other "M".

--Has "pp" transmission determiner: clock which regulates frequency of transmission; transmission also activatable by = user keying in button / motion detector = transmission signifying movement / any occurrence (system got wet, lost, damaged, stolen) = analyzer = transmission determiner. Memorizes previous location in comparison to its other points (distancers: receiver/transmitters of system) of reference.
-part 2: the more accurate governments allow GPS to pinpoint exact locations, the more useful this product will be.
-part 3: 3 transmits = 1's receiver = 1's receiver = transmits to 1's computer = responds; 3 transmits = 3's computer/"M" physically separate from 1 and 3 = 4 response
-part 4: audio via speakers, corded or cordless headphones

+Distancer Diagram 2A: 1. transmitter transmits = 2. receiver analyzes change in transmitter's location due to analysis of radio transmission = 3. triggers response.

Distancer Diagram 2A Notes:
-part 1: has "pp" transmission determiner: clock which regulates frequency of transmission; transmission also activatable by = user keying in button / motion detector = transmission signifying movement / any occurrence (system got wet, lost, damaged, stolen) = analyzer = transmission determiner. Memorizes previous location in comparison to its other points (distancers: receiver/transmitters of system) of reference.
-part 3: 2 transmits = 1's receiver = 1's receiver = transmits to 1's computer = responds; 2 transmits = 2's computer = response

The Part "GPS" includes all of the "Distancer". "GPS" includes; but, "Distancer" excludes (unless otherwise specified) the application of a display showing maps for consumers so they may find their way to a specific point beyond 1 km.

-for details see our previous filings with patent offices and other information in this filing. (This file is a 12.93 consolidation of files: y\distancer; & c\distancer)

Applications:
-whenever two or more parts are separated beyond a certain programmed distance, the receiver part will alarm.
-Gloves being separated beyond desired distance.
-Movement restricter: children traveling beyond desired distance, pets, wild animals, ex-convicts kept within certain radius.
--the response in Distancer Diagrams 1A, 2A are: signal = speaker = audio emission (verbal instructions and or warning, alarm); signal = electric shock/speaker giving uncomfortable sound ^inaudible to humans.

Theft: office and home electronics; stores showing display models without wires - know something was lifted before you discover the person walking out the door and then running down the street; discover if it's your car that's being taken (alarms aren't good if you can't see car from window) gives you time to contact police in a minute. Alarms if windows or doors part beyond certain distance (another gadget to foil thief).//
Theft misc: causes item to not work / sends alarm which can later be picked up by police when they later have enough receivers; if owner not in attendance, receiver contacts police, etc. //

Verbiage: put it back / then "this is being stolen"; owner's or parent's voice says "come home", or if they then go too far, gives sound of "food", eg: can opener.//
Technical: reduce size battery by sending occasional pulses. Can operate on an FCC or toy frequency. Relatively cheap to produce. The small size allows it to be hidden within equipment foiling thieves - can also be built as a disguised piece of equipment.//
Game Applications: pieces need to be placed in the right distance from certain other pieces (results in wanted or unwanted sounds as confirmation). Outdoor game: if one playmate is beyond range (real life too). You know if someone is approaching (real life too).//
Miscellaneous applications: sends notice if remote machine isn't performing according to plan. Insert into the thing or car you are following: tells detective to wake up and start following after a brief pause. Auto speed monitor: attach unique signal to vehicle -street receivers can electronically catch speeders, those taking illegal turns (camera's more prone to vandalism and has visibility problem, etc.).//
People tracer: insert transmitter into person's car, purse, etc. Whenever they leave receiving machine states time of departure and return. See if person is honest when asking when they were out. For spouses watching each other, managers spending much time out of the office//
Future: Monitor via receiving satellites --watching world movement.
Transmitter begins transmitting upon separation, eg: credit card from wallet. wallet from purse. M indicates if wandering element is semi or very far. TM: Wanderer. FIN

-attached to a woman's money purse is a transmitter; attached to the bag is the receiver. If the purse is ever stolen, the bag's receiver will alarm because it has stopped receiving signals from the purse's transmitter.

. Patent search strategies:

-possible key words: distance--, alarm--, mov-- (moving...), separat-- (separate....), alert--, receiv--, transmit--

-possible word strategy: (alarm-- or alert--) + (mov-- or distance-- or separat-- or depart-- or [goes beyond]) + (receive* or transmit*)

-if nothing appears from the key word search, then search by classifications.

-Related to US patent: 5056106. Measures the distance between three parts in kilometers; a radio device.

Know the location of the transmitter. A number of different receivers will identify the location [`zone].

Separate (Related) Products

Diagram: 1other/2c\3tr\4rc = 5md\ 6[other\lens] = 7[M\recorder\camera] \8function\9 element being viewed

o-Camera follows tagged person:

"Camera" only captures people/objects 9 if they are / aren't wearing an 5 MD [PD or Moving Device]. Camera follows 9's movements by: angling camera / activating other camera's closer to moving 9.

-Who camera watches: A] unwanted intruders would be without the necessary code from their 5 MD; B] particular people with applicable transmissions from their 5 MD.

--hence watched more closely via camera = guard's "display"/M. Locations of wanted / unwanted: 9 people/objects/animals can also be sensed via^: sensors for heat, vibration, pressure sensitive panels (as person walks/sits), microphones (picking up any/[particular or unusual sounds (sound analyzer)]

-OTD: D (This N - above diagram) =

"Billing" 2, Camera 6, records 8, images onto (moving video, cinema film; still film; "c" memory (digitally)). 8Access; 5Air pad; Basic; 5C; 58Composition; 7Date; 8Display; Entertain; GPS; Interactive; 6Microphone; 6Mouse; 67MP; 67MQ; 7Multi-user (watcher, person controlling system); 5Notifier; 6OSC; 56Portable; 67PP; 5printer; 5Remote; 7Score; 5Speach; 57UIP; 57UK; 57UQ.

o-58 Casio's CMD-10 Wrist Remote Controller.

o-58 Automatically balance speakers, and turn the TV screen, according to the watch's position.

o-57 It also has the tel ring only in the room you're located helpful. 7 - also receptionist/her equipment. 8 - user's telephone.

o-58It also activates lights

o-58Locates needed objects. Needed object is 8, which has own "tr/rc", "c".

--

Camera adjusts to PD's location: 5 Camcorders; 5Cameras;

o-Games ("locator" so user knows 5W about their 1enemies / 1team mates while playing indoors or outdoors [game not limited to playing only in front of computer, 7 M is the central computer

o-Temperatures go up/down according to^: the room PD's in/# of people there as well/the type of temperature they prefer as is in system's memory for user's PD/what is "uk" into "PD"'s "remote".

o-*Tel N using GPS in GG\1G

o-this 3E-220 file copied to better N file 1.95.

See file 3E for any additional information on GPS, PD, PS, and related matters.

PS, PD ("GPS", "Distancer", "Locator")

Correct changing of Part from MD -> PD; GPS, distancer, Locator? - > PS (Positioning Sys)

PD*(MD): Positioning Device/Movable Device. According to the PD's position as determined by other TR/RC, PD's location is determined. PS system can use the PD's location to do what it wants according to the software used, some of these applications follow:

Diag 1: 1other\2c\3tr\4rc = 5pd\6other = 7M\8function\9other

-OTD gen: 5's "C" (stores W5, data retrieved from any of these other GPS analyzation systems in this filing). The quantity of 1\1A\2 units are unlimited.

5: "tds (watch)"/"display"="c"="tr"/"rc".

-OTD #1: 8 Can be small enough to attach to moving person/animal/object, held in pocket/bag; made into part of / attached to another portable device^: computer, calculator, key chain, jewelry, bag, vehicle, portable entertainment (radio, cd, tape player, tv).

-OTD #2: 5678Access; 6 doors/lock/key; 15Air pad; 578Artist; 15689Basic; 1256789C; 156789Cart; 578Composition; 578Date; 1256789Display; 58Entertain; 23 satellites (GPS satellites); 5GPS; 578Interactive; 5678Microphone; 5Mouse; 578MP; 578MQ; 578Multi-user; 1234578Notifier; 158 OSC; 15689 Portable; 578PP; 9Printer; *1 5 *8 Remote; 2578 Score; 124578Speach; 2578UIP; 2578UK; 578UQ.

5 can be put into: pocket, purse, bag, shelf, floor, car; worn on wrist, waist, ankle via strap with fastener (watch band).

-OTD: #4: Diag 1: 1other|2c\3tr\4rc = 5md\6other = 7M\8function\9other

The following are the functions for MD's diagram. For additional details on how each of these product categories function, see the separate correlated filings of product descriptions for these product categories, each such product number is a separate product / function option:

-example applications: a] function starts/functions according to user's location (when user is near it); b] MD is a "remote" control letting user control system; c] system develops its "UIP" and knows better W5 to function (automatically turning on at certain time since user is there 80% of the time each day at that time).

__nes with or without tv activated by type MD approaching; 5 > 7 Electronic counters; Electronic entertainment; 5 electronic jewelry; 8 Flood lights follow MD/moving person9; 8Food dispensers (vending machine gives free food to right MD); 5 Hand written image input tablets; 5 Headphones (can also listen to music, news, use as 6 "WA", hearing aids w "notifier"); 5 MD controls Interactive products: 8television, 8computer training devices, 8virtual reality; 5 controls 8Intercoms; 5Joystick Controller; 8Jukeboxes; 8 OSC (Language learning laboratories (eg: tape recorders for language)); 8 Lighting: controllers, studio equipment, fixtures home & office use; 5 Light pens; 8Lighter clocks (table clocks with cigarette lighters); 8 Massage machines; 6/8Microphones; 5 Mouse - computer pointing device; 8Musical accompaniment systems - karaoke; 8Music centers; 8Music computers - synthesizers; 8Noise meters; 78Nurse call systems; 8Office Equipment: (door openers, security ("access")); 8Optical dividers combiners; 18Paging systems: personal / public; 8Projectors; 18Public address systems: general / mobile / portable; 8Radios - novelty; 18Radio communication equipment; 8Refrigerators; 8Robots (for toys, hobby enthusiasts; excludes assembly work); 8 Speech input systems; 8Speaker - public address; 8Speakers; 8Street lights; 6Stop watches; 8Studio equip; 8Tape machines: micro-cassette, voice sensing; 8Telecommunications; 8 Television sets (their screens, volume, treble and other sound/visual/multimedia modulations/controls); 8 Toys; 8 TV - Interactive: conference systems; telephone systems; 8 Video games; 8 Video: camera accessories, editing machines, video effect generators: eg, adjusts lens according to PD's location; Voice mail: tells caller info re PD's location/what user is doing there as "uk" into "remote"; 6 8 Walkie-talkies: locates user, enhances reception/transmission by better knowing location of user - decreases distance between transmitter and receiver.

State of mind of person using PD, can effect how PS better serves user (via^: UIP).
-Determining user's state of mind: User of PD can be judged according to his mood/feelings/psychology via any known system that can measure for such related indications ^: Skin's chemistry, vibration, electrical currency, temperature; UIP that predicts how user could feel according to: that time of day, any one of W5 elements effecting user.

PD's additional notes:
-When/How PD transmits: Desired function attributed to PD/its user can be initiated/continued/stopped/altered by^: "uk" of "remote" (simply pressing the/one of the buttons); PD/its "remote" may continuously/intermittently (via timed bursts) "tr" one or more types of signals (designating identity of PD user/desired functions).
--if "tr" frequency is limited ("tr" via infra-red, then user may need to be near/have PD face "PS" (Positioning System's) "rc" (might need to have its button pushed when "tr" is desired).

.-waterproof: functions under water without generating electric shock. Eg: keys use diaphragm buttons / sheet which covers buttons and not allowing in water.

12.95 Bib Disk US Patents = "PS"
-kw: gps or (global adj positioning* adj system*

-US Patents = "PS": 5470233 tracking pedestrian - helps blind people walk; 5467282 navigation system; + 5461387 Position and direction finding instrument; 5450329 Vehicle location method and system; 5440491 pseudo gps signal transmitting system in a base station; 5438337 navigation system; 5434789 GPS golf diagnostic system; 5420795 vessels' gps; ++ 5418537 Location of missing vehicles, Timble Navigation, Ltd [is this a later copy of KN?]; 5334974-personal security system; 5331602 Acoustic navigation and diving information; 5325302 anti-collision warning = "nr"; + 5119341 Extending gps to underwater applications (related KN filed later, called something like 'GPS Extender')

.--5414432 5477458 5477228 5475395 5471218 5459763 5459473 5459401 5450344 5450329 5448773 5434787 5434574* 5430656 5422816 5408238 5390124 5379224 5373298 5344105 5341301 5337243 5334986 5283743 5276451 5272483 5270936 5266958 5265025 5257195 525982

* 3E-100 GPS Watch: Watch has GPS functions.
-Display: Has flip out unfolding screen. Or can project map onto any semi-flat surface in day or evening. Or user uses an eye peep hole which shows much in a little space (eg: like microscope lens)

2E-240 Obvious.

* 2G7-C8 GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck. Mar 93 X.

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compatible/applicable info is tr between mfh and truck via "tel"
D: c8=tel~remote

Database Map of the general terrain:
-system uses satellite maps showing location of buildings, roadways and obstructions in the region. This coupled with GPS (or related) showing user's location.
-software can analyze the height of buildings and other obstacles to better 'guide system to correspond with users' location and needed corresponding adaptation or instruction.
.-the existing Sandbourne map shows the outlines of buildings. -cut and pasted and edited this from 3E-010 in June 99.

3E061 Motion Tutor: 'Guides users to improve their movements based on the position for each body part. See main description pages.

System analyzes whenever any one or more objects/parts move in relation to any one or more objects/parts. The analysis ^determines: *how, when, where, *why, what moved. Example: ^Sony's PYX15 model. See Parts& and file 3E for details.
-See "Brain": sys' part adapts according to circumstances.
-Exists: Voice activated navigation system gives instructions through car's speakers. Eclipse by Fujitsu Ten, 19600 Vermont Av, Torrance, CA 90502.

LESS IMPORTANT FEATURES MAYBE:
Diagram: A/A/A/A = tr = Computer (B (PD)) = tr = A/A/A/A...
Notes on D: Multiple (A) receive (B)'s air wave transmissions. If there is only one (A) installed and or in operable condition (able to receive [B]'s signals without hindrance) then distance is gauged. If multiple (A), system knows the location of one or more (B). (B)s' movements may be monitored, analyzed and converted according to manufacturer's and or user's programming. See details on "Distancer" for details.
-OTD: access; % air pad; basic; % cart; display ("S") shows the location and or distance of [B]'s; "C"; % [B] float; GPS;
% interactive; "M"; % morning; pp & mp (in which positions [B] should be in to notify user and or another device; how [B]'s position(s)' transmissions should be processed and analyzed and in tern possibly activate and or deactivate functions in said.or other devices); % multi-user; notifier; osc; movement of [B] for uip; * printer plots: [B]'s position(s) over time; % remote ("R"); score; % tilt; uq; visual analyzer (senses for: changes in location [or any movement] via its camera eye); vr.
-See "Brain": sys' part adapts according to circumstances.
-"Billing.

* PS SECTION - Maybe Less Important:
-PS can then "score"/calculate location with possible help of PD's C / M.
-For details see: "distancer"; "GPS"; "locator".
-o-C88 GPS (Car) navigator gives verbal commands to direct driver. 2 Nov 92 NK. D: remote=C88
-o-Travel Monitor: shows where user is; where not to go.
-Display shows: M = User's *"T" –PD~"remote"~"displays"/does the following:
-PD's: altitude, compass and current direction of PD's travel, barometer, temperature; news (flashes of headlines; stock reports); warnings not to travel into certain zones (tunnel ahead, or other cause of poor reception for communication; pollution danger)

-See "Brain": sys' part adapts according to circumstances.

-Sub-Parts: PS-Limit: limits functions by sys' location; PS-Locate: uses location to make necessary calculations, adjusts to u's need(s) (uip); PS-Zone: abilities of u/sys are limited/effected by its location - see KN, "Router": locates then= retrieves needed data= for this sub-part.

+ PS-Zone: Physical movement of U / R triggers additional signals.

This differing sys can co-function w "tilt" functions creating greater diversity of movement (reactions/actions). Movement made by player can represent (one or more players in game) (mainly for WA version of N, or the PS-Zone applies to the R portion of N sys; % Player's physical location: needs to be changed for u to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), u sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS)

--PS-Zone adds additional dimension to Tilt. Eg: a] signal #1 created when stick is at noon position and in very front right corner of room, b] signal #30 created when stick in same noon position and key settings, is 0.5 meters higher and 1 meter to the left of room's center, c] same ad #b except switch on one key changed -> causes signal #120.

--PS-Zone = "Tilt": functions like the KN invention adopted by Yamaha, in that any body movement / tilt's movement generates signals. +VR

* ADAPT SECTION - Maybe Less Important:

Same as 'ADAPT, 'CUSTOMIZE, 'TAILOR.

-U or (C/U) administrator selects which UIP mode will be used / desired.

+ See BA: Behavior Analyzer. Name for BA changed to UIP.

-VISUAL ANALYZER: "analyzer" = assigns uip-based code of characteristics to designated image(s) = such codes are utilized by (CAD) to manipulate/process/edit the images tied to the codes = results in outputted images/text/suggestions/technical data as u requested/wants (uip) = these outputted data (can) have codes of characteristics = so such output can be altered (like earlier).

-Related existing sw from "TDSW":

Brainmaker 2 - (Professional version), p.76. [Existing N functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: UIP-track.

-Interactive Software that brings dead person's past personality back up on computer: U questions sys -> c sys "analyzes" all the 1000+ questions and answers in its db on dead person's feelings / opinions / commands / requests / etc -> U feels a little more at home by semi "interacting" w dead person's past (multiple choice) statements/answers.

--utilizes authoring language software, and other interactive computer based training sw.

--Double UIP: sys is UIP in that sys tailors its response to U's situation (feelings, parental / guidance needs, etc). This is an example of Double UIP or Interactive UIP, in that sys and U both tailor themselves to each other.

-US Patent 5357427 Remote monitoring of high-risk patients using artificial intelligence: Questions to patient are = chosen using AI ("analyzer", "uip") = based on the patient's response...

-remove file / data from c based on its low "score": create less clutter (for uip-"analyzer" to function, let programmer better see essentials (for modification)).

-UIP was formerly titled PI (Personal Information).

"Billing": system bills for time used / "accessed" for general service / degree to which service was tailored to u - as measured by: time of total or tailored usage / time to set up sys tailor it to U = uip-tailor.

-A code (access, el `water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".. Sub-parts:

-UIP-DB Algorithm:

--SW Algorithm: "seeks" what elements needed= for compilation= then organizes data (via fuzzy logic) into usable form= for UIP-Tailor.

---Notes: Seeks: via "questionnaires", "ba", "track". Organization of db's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor seeks which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information. Example: "Access' BA's Score" - db compiles data to show how accessor is rated= intern if accessor's changing rating stays good= uip-tailor / "access controller" permit access.

-See 'Content Analyzer's Database Analyzer which overlaps UIP-DB.

-Access' BA also selects what users want:

access=ba can "seek" / "edit" information for accessor. This is a form of UIP-Tailor. Saves user's time.

--also uses internet's sw that "seeks" "designated" news / other material that appears later on WWW.

--BA knows what accessor wants to "experience" W5 = uip-tailor.

--See: "artist's" "cut & paste"; "edit"; "seek"; key word "seeking"; "uip-tailor". + "Predict" which is a subset of UIP-Tailor. "Guide": "Game's" "Guide" which guides player according to player's UIP-DB.

-See File 2E – Solution Generator / Idea Generator.

-'scores are made and stored in uip-db

-'Program the degree to which system alters itself= by the 'scored shift= in user's behavior.

-System 'tailors / 'reacts to user's mood. Different 'moods of user= (help influence) result in different command codes in controlling system. A form of UIP-Tailor adjusting to user's behavior.

. A2-170 Handwriting Analyzer: sw studies what user writes or 'draws.

. Diagram: user = ('sensors) = compiles files on user's behavior then= compares those files w/ pre existing files to judge the behavior type assignable to user by use of a software 'scoring system then= system concludes by assigning a behavior profile for user= system may continue on by 'reacting as 'designated by the behavior analyzer.

-Determines the types and degrees of person's behavior= according to what the system is 'programmed to 'seek= and 'analyze.

BA Risk 'Analyzer: determines the predicted chance of 'designated occurrence(s)= via 'score.

. Examples of what's 'scored:

-'Access' Behavior Analyzer: determines chances user is an illegitimate user.

-User's skills ability 'scored.

-User's chance of making an error, or not performing up to the 'designated 'score.

. How 'scores of users are made, see: uip; uip-db; 'analyzer; access' ba; user's (and their boss' and coworkers and 'tracking systems) filing out or inputting into computerized 'interactive forms/questionnaires that develop a personality profile of user;

-user's past performance (uip-db) is 'scored (as in a graph)

-'analyzer calculates the 'reaction of user in each typical case scenario= via running possibly existing business scenario type softwares, possibly used by businessmen trying to brainstorm business strategies and or to learn how business runs and the effects of business decision making...

. Behaviors 'Analyzed: The personality / psycho-sociological elements, histories, risks 'analyzed. The person's:

-creativity [see article on enhancing creativity]

-value to company: skills; reliability; speed of work; their work history

-social skills: ability for them to get along w/ friends; peers; co-workers; teachers...

-any other normal or abnormal psychological or sociological profiles

. 'Predict: Having 'analyzed the different determinants / causes for the user's [current / foreseen] personality or 'moods= via the ba= 'predict can estimated the likely future scenarios / how systems can be better 'tailored for user.

-'scores the chances for different future behaviors of user.

BVA: "Behavior's Voice Analyzer". System studies the behavior characteristics of human, animal, or organism being studied.

. Guide-BA: 'Guide adjusts to type behavior of user. People/users are slotted into one of 100 behavior categories, eg: cerebral and managerial and attentive to detail; or lazy and low interested entry employee with 2 years related work experience.

.-level or expertise and or type language in 'guide (portion of) program are uip-tailored accordingly; the degree of subject matters / files are adjusted.

.-'guide determines type material / 'education user needs/prefers= teaches it.

-'guide tracks [predicts] user's learning process/curve= and adjusts itself.

-system determines trouble user is having: then brings tools/assistance accordingly. Trouble determined via: pauses in user activity at point in sw program; number and type 'questions from user; poor 'score from u in their: 'questionnaires / performance.

-monitor's user's progress in learning, eg: US Pat 4812125*

. 'Guide's Applications:
-user using system as form of their behavioral/physical/other medical therapy, tgh:
-training u to modify their behavior [to get results closer to what u may want= as determined by uip-tailor]:
. 'Score: Determines the types and degrees of person's behavior, according to what the system is 'programmed to 'seek and 'analyze.
. Ethnology: The study of animals. Animal behavior is often similar to that of behavior of humans. Eg: read 'Economist's' article *'Birds do it, bees do it' in the Aug 30, 97 issue.
. Diagrams - UIP: u = c = sw = db -> system tailored to user(s).
-A code (access, el 'water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied.

CONCLUDES THIS FILE: PS MISC *
THIS CONCLUDES THIS LOCATOR FOLDER FOR CENTRAL DESCRIPTIONS

File: Features Intro / Mainframe

M = Mainframe Computer

Form of the other 'computer part. Information highway / Mainframe Computer. Product connects to central computer ("C") via. This part can be synonymous with the part "Computer", or "Brain", or *"Analyzer":
.-information highway, wire, modem, tel ("T") (mobile, or by optical or copper wire), or radio type frequency.

. Mainframe computer ("C") hookup option (for more complex tasks). Eg: electronic product gets information from which to derive output (create desired effects such as entertainment, instructions, data). 'Database stored in "M" (too). On-Line-Transaction-Processing. Part of information highway. In diagrams, "M" can be replaced with: "C" or "Brain"*.
-See: 1] "Brain": sys' feature 'adapts according to circumstances. 2] Current and future literature on the internet, World Wide Web, computer networks, and any other related subjects (that may have different names in the future).

DIAGRAM: 1m "C" = tr (transmits) = 2computer = 3function/4data for 2's software
-Product's central description = #1. Main frame "C" (hosts the M service) = #2.
.--#2 has (minimum 500 megabytes) memory, plus software(s) and database(s) [more complex than product number's central description = #1] for #1's functions.

DIAGRAM DETAILS Part #1: D (This KN) [separate device - not main frame]: = display ("S") (shows menu, score); "C"; pp & mp (how #1 interacts with #2 in transmitting/receiving, how #1 and or #2 can control each other, how to create and or use pi); uk (how to interact with #2); %educ; %portable yet can interact with #2 wherever #1 is; #2's output -> #1's receiver -> "C" -> printer; % score is calculated/tabulated using #2; cart (allows alternative interactions with "M", gives additional databases, softwares for other functions); user hears "speech" resulting from interactions between #1 & #2; tel ("T"); sp tel; tr; mo; %fs; #1 & #2 interactions allow uq and or mq; access; *character; remote ("R") to activate #1 - #2 interaction; notifier; %tilt; air pad; multi-user; %sound analyzer; %morning alarm; "billing"

DIAGRAM DETAILS Part #2: [main frame computer]: = %date; %tds; user hears "speech" resulting from interactions between #1 & #2; tel ("T"); sp tel; tr; mo; %fs; cm; + solves the problem of #1 lacking enough memory, sizable database, speeds reaction time

-Diagram: % #1 calculates/tabulates data and sends to -> #2 (#2 calculates/tabulates #1's score and or output desired by #1 -> data sent to #1 -> #1 processes accordingly (activates/deactivates function, shown on display ("S"), printer); "billing".

DIAGRAM DETAILS Part #3: for "M" interacting with uip: (#1's & #2's softwares & databases & functions, decide how to collect data for uip's database according to pp & or mp.

.--eg: user's activity [way in which #1 receives information about user such as the functions user selected and their manner of use] is analyzed according to the objective(s), objectives being how such collection/analyzing of data may be useful for uip, though sometimes the objective for such may be questionable depending on the sophisticated level of #1 and or #2, however hopefully such data will at least be available in some form to be of some use should it need to be drawn on after collection -> analyzer.

#1 & #2 APPLY TO SERVICES provided by M of entertainment services and or telecommunications carriers eg: AT&T, KDD, Cable & Wireless, Sprint, MCI, Compuserve, Google.com, Yahoo.com, MyTube.com, MySpace.com, and other Internet portals.

--Creatively interact with other computers (databases, softwares), your friends while in stationary location and or in transit.

---eg: one or more #1 select from menus of different options (programs and or softwares and or features and or other modes). The type of interaction is in tern effected.

--The UIP of any one or more of the #1 (and or its user(s)) effects the type of `option' put into operation.

.---`Option(s)' can be selected by receiving multiple (even if conflicting) signals. Signals can be of 1st choice the `option' consciously selected by user(s), 2nd choice their UIP. M's software will determine best `options' according to: the best `option' that will meet as many of the elements comprising the desired `option' as

possible. User(s) can cancel out M from using UIP and or `options' selected by other #1 and or their user(s), in determining `options'.

-Data is also obtained via^: "uk", "cart", "tel", "mo", scanner

* Notes for M: the separation of Read Later into #1 & #2 are more for presenting purposes, and for helping to view from which perspective the listed possibilities occur. It is the interactions/synergy between #1 and #2 that normally are the crucial key to understanding the "M" Part.

MISCELLANEOUS:

-the old definition of "M" entered in 1992 was `machine'. These will be found in only limited product numbers with the letter `A' in the first to spaces of the product number.

-1st m=internet=2nd m / other m.

-May utilize technology from Echelon Corp, which works on bringing a common intelligence to all sorts of electronic devices. Wall St. Journal, June 19, 1995, p.R28.

. Information highway / Mainframe Computer. Product connects to central computer ("C") via. This part can be synonymous with the part "Computer", or "Brain", or *"Analyzer":

.-information highway, wire, modem, tel ("T") (mobile, or by optical or copper wire), or radio type frequency.

-D: 1m "C" = tr = 2computer = 3function/4data for 2's software

-Product's central description = #1. Main frame "C" (hosts the M service) = #2.

.--#2 has (minimum 500 megabytes) memory, plus software(s) and database(s) [more complex than product number's central description = #1] for #1's functions.

-OTD Part #1: D (This KN) [separate device - not main frame]: = display ("S") (shows menu, score); "C"; pp & mp (how #1 interacts with #2 in transmitting/receiving, how #1 and or #2 can control each other, how to create and or use pi); uk (how to interact with #2); %educ; %portable yet can interact with #2 wherever #1 is; #2's output -> #1's receiver -> "C" -> printer; % score is calculated/tabulated using #2; cart (allows alternative interactions with "M", gives additional databases, softwares for other functions); user hears "speech" resulting from interactions between #1 & #2; tel ("T"); sp tel; tr; mo; %fs; #1 & #2 interactions allow uq and or mq; access; *character; remote ("R") to activate #1 - #2 interaction; notifier; %tilt; air pad; multi-user; %sound analyzer; %morning alarm; "billing"

* Mainframe computer ("C") hookup option (for more complex tasks). Eg: electronic product gets information from which to derive output (create desired effects such as entertainment, instructions, data). Database stored in "M" (too). On-Line-Transaction-Processing (TP). Part of information highway. In diagrams, "M" can be replaced with: "C" or "Brain"*.

-See: 1] "Brain": sys' part adapts according to circumstances. 2] Current and future literature on the internet, world wide web, computer networks, and any other related subjects (that may have different names in the future). 3] * "Billing".

.-Sub-Parts: M-DB; M-UIP; M-Track. Basically M is expansion of abilities found in the part `C'.

End of this "M" Part Section

File: Features Intro / Manuf Programs

MP = MANUFACTURER PROGRAMS

Manufacturer programs and installs product's software driven functions prior to sale. The software can be 'customized by the manufacturer / user.

DIAGRAM: software cart -> memory = C ('computer) = software function (assists user)
-OTD: Manufacturer provides a menu of possibilities either in paper booklet or display ("S") form; % user can select from one or more menu systems/formats, each activating similar or different functions; user communicates with system and gets feedback in crude or sophisticated format; same or related versions of the product can be sold at different prices according to the variation of programming entered into device by manufacturer, in such cases even simple or cosmetic changes can be made to justify the higher price; can function with "C"; uk; * cart (personally programmable features can be altered, added to, or otherwise changed by inserting different software cartridges, and mp responds accordingly); user can reprogram software on the device and or *(another device); access (only those with passwords can alter pp or mp); % uip (user decides how to collect, retrieve, develop, store, edit, and or otherwise utilize the uip database); * user can communicate with a "character" on the "display" [if used] when programming, eg: character speaks asking which menu selection is wanted; * pp via clapper, or % distancer, or % locator; multi-user (can lock out other people from your programming); * pp via remote ("R"); system interfaces with programmer via "notifier" informing the programmer about: which steps were just programmed and received by system, which parts of the program are in a dominant mode at any given time, menus; % tilt; % air pad can pp; % color signifies status of any programming, interfacing channel between programmer and system; % sound analyzer (depending on the externally generated sound(s), system will be better able to prompt user/programmer about how device might be programmed, and or used); % morning. "Edit".
-See "Brain".
.-Manufacturer programs how "Router" locates then= retrieves needed data= for designated application.
-"Billing"
File: Feature Intro / Microphone
"MICROPHONE"

Intro: This part is often connected to 'Sound Analyzer..

++ 1C-110-MICROPHONE Directional Microphone

Microphone locates the direction of sound sources. Then focuses on those areas to improve its ability to pick up what is occurring.

-Direction is located much like how human ears work. The time difference a sound reaches each ear (microphone) signifies the general direction sound is coming from. It's harder to identify a sounds' direction when one ear is fully closed off.

. Expansion Ideas:

-Imagine a friendly robot with human like qualities. What occurrences might your invention friend focus on, then think about, and respond? How about a Visual Analyzer , Smell Analyzer , Vibration Analyzer , Sound Analyzer , or Environment Analyzer ? Integrate multiple aspects, creating a synergistic effect. Examples:

--The automatic opening or closing of windows based on weather conditions.

---Also nowadays, buildings let in fresh air into the building at ideal times. In summer it lets in more fresh air at night when temperatures are cooler outside, this saves energy and helps the environment.

--Popular moisture sensors pipe water to potted plants.

-Our Sound Analyzer determines the nature of an array of sounds. The Sound Analyzer then helps the microphone record just the sounds that fit within the parameters of what needs to be heard.

. Applications:

-Mother's Ears ™: Mother knows where in the house here child is. The Sound Analyzer interprets and designates happy sounds from crying (based on their sound wave patterns) and signals her on the status of what is happening.

-Invention interprets any type of sound, then notifies the status of what's happening. One's own automated security system for a safer lifestyle.

-Sound Analyzer' determines the types of sounds that need to be recorded, and hones in accordingly. It might [partially] block out [un]desirable sound frequencies, allowing greater focus on designated frequencies.

-Portable transmitter is worn by user, then the "mic" will attempt to direct its recording primarily in the direction of the transmitter(s) and or sound source(s).

.-useful in numerous circumstances, such as when you don't want the ruffling sound of "mic" rubbing against clothes while on stage, etc.

.-this system can sometimes replace the portable "mic" worn by people.

.-user can manually control which microphones will be activated as well

-more than one "mic" can receive sounds, according to sound source's location, and user's programming

.-Applications: theater; cinema production; tool in analysis such as in consumer purchasing behavior as person walks about store and or when you don't wish to attach "mic" to person. Device can broadcast sounds, somehow related to where person is or isn't, e.g.: sounds can follow the person's footsteps and be heard some feet behind the walker.

*-Echo: use as a toy, joke or burglar deterrent by recording and broadcasting the sounds of a person as they walk about

.-D: 'Microphone: remote ("R"); pp; mp; interactive; toy; all; game; entertainment; synth; portable; printer shows graphs of activity...; mfh; bp; alerter; osc; vc; score; cart; cp; uq; access; uip [how mic moves / alters its sound picking up abilities]

-related to product 1C-290

.-exists: 'microphones which are tailor designed for distance sounds.

. PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:

-(microphon*) and (direction w/9 (adjust move alter)

-US Pat found 2.97: 4586195 5473701 483599 5243660 387736='track *

1C110A Microphone Type Alterator: Type 'mic is changed / activated according to type need. The change is made automatically [wo human control]= when 'analyzer ['sa] determines= another type 'mic will be more effective for situation.

-multiple 'mic can be present [all functioning simultaneously= w/ 'sa [primarily] listening to the one determined to be most applicable.

++ 1C110A MICROPHONE TYPE ALTERATOR: Type 'mic is changed / activated according to type need. The change is made automatically [wo human control]= when 'analyzer ['sa] determines= another type 'mic will be more effective for situation.

-multiple 'mic can be present [all functioning simultaneously= w/ 'sa [primarily] listening to the one determined to be most applicable.

2D-300 MICROSCOPE'S SOUND AMPLIFIER:

Amplify sounds made from samples of organisms in small captivated environments, eg: Petri dishes, containers for insects. Heard by scientists.

-D: miniature mic (blots out external sounds: sound barriers, 2D-281) = sound volume booster = osc

GENERAL INFORMATION - Copied from IMI&8 in 2.97

.-User may play back recording partially or in entirety according to: pp, mp, the type of information (audio or %other) needed by user or other, desired audio effects, etc; incoming sounds processed according to pp or mp, eg: synthesizer, "clapper; "clapper" for initiating functions.

.-OTD: can focus only on the main sound source helping to ignore unwanted environmental sounds [exists at least in part via directional mic]; microphone ("mic") is located within product, or is external; basic; portable (external wireless microphone ("mic") transmits enters sounds to receiver, whose signals are intern transmitted to signal converter, and or synthesizer, and or recorder, etc); * battery powered external microphone ("mic") in cp; vc; score (eg: display ("S") or needle shows how the sounds are being received); integrated with %motion sounder; %composition; sound analyzer - according to type sound, system: acts like clapper, only sounds of particular types are received and or recorded and or processed.

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

-Sub-Parts: Mic-Filter: sound cancellation.

. US Pat No's. Search str - (sound* or noise*) adj cancel* - bib 9.94 many N, barely read.

--5341420 Noise-canceling handset; 5329593 Noise canceling microphone; 5268965; noise cancellation headset 5182774; 5140640.

2D-300 MICROSCOPE'S SOUND AMPLIFIER:

Amplify sounds made from samples of organisms in small captivated environments, eg: Petri dishes, containers for insects. Heard by scientists.

-D: miniature mic (blots out external sounds: sound barriers, 2D-281) = sound volume booster = osc

MISCELLANEOUS: + Sound is received and or processed differently according to uip-tailor / 'cart.

Applications: 'game; 'uip-tailor; 'track.

+ 'Microphone / digitized data representing sound is usually = an essential part of the 'Sound Analyzer.

-D: 1 sound = 2 mic = 3 c (signal converter) = 4 recording function/5 "C" [sound analyzer] = 6 osc/7 production of cart (cassette tapes, disks)

End of 'Microphone

File: Feature Intro / Morning Alarm

"MORNING ALARM" FUNCTION

Common features (parts) To Diverse Morning Alarm Systems:

+ "ACCESS" = Any function needed to access a system can be the required action to deactivate the morning alarm. Some difficulty may be required from user= so as to mentally awaken / stimulate them into a wakeful state (while "entertaining" them during the process).

"ARTIST" = Create correct "images" to deactivate.

"INTERACT" to deactivate = Things user can do:

-Play "game" correctly, or to win.

"NR" = System makes all types of wakening statements until deactivated. User can select which osc recordings they'll hear. Communicates via: OSC, S, Vibration.

-If alarm system is in room different from bed= "notifier", such as its speakers are wired to bedroom.

PC / 'Computer: Stand alone or PC systems can also be used to wake up users in unique ways. They're designed to be left on, as is increasingly the practice.

3A28A Morning Code Alarm Clock: Become alert by keying in needed combination to silence alarm. Displays new combination each morning.

TURN ON / OFF: To turn off alarm user must key in code. The code can always be same or different. Code might appear on screen. Such action (concentration) can help wakefulness.
- alarm waits certain time period before beginning alarm again
. Read Later: remote%; displays time, written communication, etc; "C"; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of combinations, statements, questions, and other softwares); "T"; sp "T"; uq; mq; access%; uip (very important - used to generate appropriate questions from a large sampling of possible questions - uip information is matched with the type information, questions psychologists say can help wake people up)
-US Pat: 5189648.
-requires user to move "mouse" or "r" in patterns of: complexity, "interactive", "entertainment", "mood".

3A281 INTERACTIVE MAINFRAME ALARM: "Computer" states new interesting ideas each morning which are designed to help the person wake up, then ask questions. System can be at home, or provided as a service by automatically calling people by "Telephone" with a pre-recording.
-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.
-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on "T".
-OTD: remote%; displays time, written communication, etc; "C"; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); "mic"; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); "T"; sp "T"; uq; mq; access%; uip (very important - used to generate appropriate questions from a large sampling of possible questions - uip information is matched with the type information, questions psychologists say can help wake people up)
%-4E020 Content & Date Verfier: of (any mentioned) occurrence(s).
-use with (900) area code or 976 prefix service - sys (system) automatically charges caller on their phone bill.

3A282 RISER: Alarm only deactivates when person rises out of bed. Functions via use of special "sensors". Gets people up and out of bed by alarm's TURNING off upon person's rising from bed.
-alarm senses person's rising via tripping of laser light (pointed in certain direction)

-snooze function, after which rising is only way to deactivate alarm. up number of snooze-alarm functions possible before they must awake.

*-User decides before hand, number of times snooze can be activated before such function can't be made to work = then only way to turn off alarm is via getting out of bed

-OTD: displays time, written communication, etc; "C"; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); exercise - get people to move about to wake up; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of combinations, statements, questions, and other softwares); "T"; sp "T"; uq; mq; access%; pi%; ba; access=ba.

3A0300 NATURAL TIME CLOCK: as person travels, clock changes longitudes on planet, automatically knows appropriate time according to sun with or without seeing sun; (gets either: real time and or the man-made time zones - which are similar yet different from the real local time). If this can be built, ideal for commercial applications in aeronautical industry, etc.

-also tells user the longitude, latitude, altitude, weather readings

-can pick up signals from satellites that send signals to all parts of planet via the Global Positioning System, which currently allows receiver to know their specific whereabouts on planet within a few meters.

.-4E020 Content & Date Verfier: of (any mentioned) occurrence(s).

5A980 TRAVELER'S ALARM: according to the time zone selected, corresponding alarm modes are activated. For example: in ? country, you need to wake up at 7:30am local time, and at 7:50am local time in the other country since the second location is closer to work requiring less travel time.

-for watches, travel clocks, personal and laptop computers

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

1B080 DANGLY ALARM: Wake up at the anointed hour to the sounds of a creature popping out above your bed. Example: creature can sound, talk, drop bits of water. This is a form of "Notification". Or fan blows onto user, etc.

-Helps get up in morning.

Something comes dangling down from above. Maybe something squirmy, fuzzy, noisy, screamy...

Technical details: the outputs might vary each morning. Deactivates when weight from bed is reduced.

-Coming from ceiling (maybe via retractable cord), or item is thrown out (w/ or without cord) from ejector near bed. User aims ejector to desired placed.

-Makes sound(s) when popping out and or while dangling, eg: via mechanical (bell) or electronic sounds.

-Sounds can come from two locations and starts one second before device pops out.

-Designed for the extra creative consumer

-may drop a little liquid at anointed hour; or drop something else (buzzing device which starts buzzing immediately; or starts after a few minutes; or after it touches human warmth [can't let person throw it out of bed])

-deactivate by getting out of bed (good way of getting up), or by panel on bedside.

. Read Later: PP; MP; uk; date; interactive; toy; game; entertainment; exercise; portable; alerter; cart (different devices to pop out, sounds).

1B110 MAGIC BUTTONS MORNING ALARM: Turn off alarm by touching correct combination of buttons within 3 seconds. Display "screen" shows new needed combinations each morning. Helps awaken the sleepy head.

-At anointed hour, clock's display ("S") shows the combinations needed to be keyed in to deactivate the clock. The process helps make the sleepy head alert.

-was 1A-4) wake up game:

Do any of the following or other activities upon waking to turn off alarm. The work required will wake user up.

-Games: punch buttons in the right order according to certain commands or guidelines. Can change or become more difficult in time.

-as the buttons are touched, there is a sound (different for each button)

-Different ways instructions are conveyed to sleeper:

--first is sound which alerts user - this sound can intensify in 30 seconds or remain constant, turns off when game is played correctly or well enough (high enough score)

Game #1:

display ("S") shows which buttons must be pressed and in which order; then display ("S") may repeat instructions over and over until user solves problem (does what is required). Eg:

--the user has 9 [3 rows of 3 keys each (or more)] keys on small key board; display ("S") shows which keys must be pressed and in which order by putting a number in the box of each key on the display ("S"). The plastic key board remains the same daily, yet the numbers in the display's boxes representing the individual keys and the order in which they are to be pressed changes randomly each day.

-all features of 1B-111 are mergeable with this product.

-Interactive Lock:

Person locks or unlocks device by using the morning alarm deactivation features. Can use for gaining entry, etc.

-the manner in which the buttons must be keyed in to deactivate alarm (pp, mp).

-OTD/: morning alarm; display ("S"); pp; mp; uk; date; tds; interactive; basic; game; entertain; exercise; bp; osc; speech; cart; UIP.

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

-See: 3A28A Morning Code Alarm Clock

IB111 QUIZ SHOW MORNING ALARM: Deactivate alarm by answering the questions correctly. The mood of the questions causes alertness.

-Interactive Question Alarm: -device asks questions from user, and user answers typing in information onto key board. The display ("S") will show which key needs to be pressed to select, eg: yes, no, white, blue, red, small, big, etc in answer to questions like: "do you see 14 cars on this display ("S") now...", or "what is your favorite of these color choices" or "do you prefer small or big dogs", etc.

-the questions are psychologically designed to make sleeper think in pattern to speed their waking state, and get their curiosity

-questions are stored in microchip for next 2 years (replaceable by purchasing additional cartridges with questions)

-other versions can have interactive features: tv screen asks and responds to questions, eg says "wake up sleepy head, the answer is wrong!". The interactive system uses special CD-ROM reader and disks; or uses other computerized systems.

-this and other morning alarms can be developed by or use TM: Morning Alarm(s); Morning Alarm(s), Inc; Creative Morning Alarm(s)

Each key may be different colored yet have no number or letter (reasons: lets user use key board for different choices; keeps size of device small; makes user think), yet other versions have one or more sets of keys with number or letter imprints.

ADDITIONAL 'MORNING DETAILS:

There is a button on the bottom of device which can turn off the alarm if user is unable to deactivate system via the game method.

Naturally the user will want to avoid this and take the challenge of letting the machine wake them up. Probably required by western government electronic standards.

-Key board is a separate unit which communicates to main unit via remote ("R") control.

-User has choices over the way the cartridges questions are addressed to him, eg: difficulty, number of questions each morning.

-Codes: date

-Interactive Lock:

Person locks or unlocks device by using the morning alarm deactivation features. Can use for gaining entry, etc.

-if user wakes up then it is unnecessary to deactivate alarm by playing game. Any of the morning alarm clock deactivations may also be used from out other files, eg: the riser.

. Read Later for IB111:

Device can be part of other product features, eg: radio, standard type alarm options. The alarm sound might vary each morning. Deactivates when weight from bed is reduced. Codes: basic; display ("S"); pp; mp; uk;

interactive; educ; toy; game; entertainment; portable; "M"; osc; vc; egh; score (how well user did in past games, tests.; teach cart (other); rpc; pc; uq; access; UIP; character.

1B050 HAPPY MORNING ALARM: Subliminal sounds and verbalized messages are emitted at alarm time to both energize and put the person into a positive frame of mind. This is a form of "Notification".
-Personalized Alarm: User records their own pep up voice to get them selves up in morning. Voices and or pictures might be provided by manufacturer.
Technical details: the outputs might vary each morning. Deactivates when weight from bed is reduced; or when any of the other morning alarm deactivation functions in our other files are implemented, eg: the riser.
-Use voice of manufacturers, mother's, friend's, boss' (great gift from boss), or other person with fearful voice.
-Can start to play music or has an alarm feature before the recorded voice feature is activated. The voice is activated if person either: [doesn't get out of bed (due to bed's sensor's)*], or better - person doesn't deactivate device.
-Each day of the week can have a different outgoing voice - this is for variety *
-Device automatically deactivates after voice is finished, or no more than 60 seconds. Reason: person may wake and leave house before alarm goes on.... (obvious feature)
-printer (prints a new interesting message each morning - microchip has memory for such data for next 10 years, then the information is repeated starting the 11th year) - curiosity helps user wake up, cartridges for such different types of messages available - according to user's or gift buyer's tastes.
. Read Later: Basic; display ("S"); pp; mp; uk (setting of alarm time, setting of current time); date; interactive; toy; entertainment; "mic" (for recording voice), or device can take standard sized mini cassettes for others to send user for fun; Score (number of times a month the "voice" had to come on (user didn't turn off device in time)); cart (software 'cartridge) for music, types of alarm sounds (eg: church bell, train's horn, etc); rpc; cp; mq; uip; ba.

1B051 'MOOD MATCHING 'NOTIFIER: Wake up mode helps put user into the type mood desired for user. User requests, or system 'predicts the type mood= user will be coached into for that day.
-Eg: weekend days have less harsh notifier; the day's business agenda of user [known via sys analyzing user's calendar on c] correlates w type notification= so user's mood matches type of day.
-Eg: the user's upcoming day is mostly about motivating their sales staff, hence the 'mood created is: uplifting, coupled with 'osc related to motivating sales people [as found in that culture's typical motivation style for such occurrences].

1B060 BED TOSSER: Helps get user up in morning by tilting them out of the bed or futon (Japanese bed) at alarm time.
Moving device placed below bed/futon. Form of "Notification".

-first user hears alarm (at which time they can turn off this device, yet they may want it as their aid for getting up)

Technical details: the outputs might vary each morning. Deactivates when weight from bed is reduced.

-may vibrate or tilt person out of bed

-may act only if person isn't out of bed in 1 - 10 min.

-A plank can bend below the mattress so as to toss out the person trying to wake up

-Safety measures are truly in place. The west has strict guidelines on health and safety.

-OTD:

Toy; portable; t; osc; vc; score.

* 6B260 USER DIDN"T AWAKE: if person hasn't woken up (evidenced by their walking through door of room (tripping of laser light); walking about room; etc.) the parent or roommate goes in to person's room and wakes them up.

-if so activated: also tells if person has left room (even if they might already have left house without being seen).

-OTD: BA; Motion "sensor".

6B280 RECORDING OF USER'S OWN VOICE WAKES SELF UP:

announces in user's own voice, "time to wake up" etc. Speaking into their "microphone", user can talk to themselves in manner user may know will jolt them out of bed. Can also incorporate voice of other people such as one's boss, mother or father yelling at them. Form of "Notification".

+ <3> 4C050-MOR. MAGICAL MORNING THOUGHTS

Explore nice and interesting ways to wake up. Stimulate your creative mind to awake in better ways than blaring alarms or radios bringing you into a new day. How about receiving an interesting statement or question that guides you from your sleeping state to one of having an exciting approach to life..! Peaking the sleeper's interest is a kinder way to enter the new day. The notion of "waking up on the right side of the bed" is transformed by the invention's motto of "Waking up into the right state of mind".

-User Information Programming knows about the user based on its fun online personality test. Test results are used to design statements and questions likely to awaken the person in manner better suited for their personality. The user has a better chance of starting filled with the creative energy that makes one excited to wake up.

--A simultaneous benefit is how the invention is a brain gym that keeps the mind youthful. Brain elasticity is nurtured by inspiring creative thinking. Studies might prove the invention boosts a person's creative thinking in some way like a cup of coffee, or an exciting challenge.

. Expansion Ideas:

-How invention can process the user's answers. Example: A low decibel voice response can signify sleepiness, that is replied to by being asked to speak up.

-Add the component of waking to recordings from passionate voices. This single added effect can synergize with the invention's other benefits.

-Selected statements or questions are designed to nurture parts of the mind and soul for designated effects. Example recordings: "Feed your body and mind with goodness", "Learn to love others", "Maria, it's time to get out of your box", "Mention one exciting plan you have for today".

-Interactive Playmate : Imaginative forms of an interactive invention or "buddy" for a person in any aspect of their life. What help could a person receive to: feel better, become more alert, increase productivity, complete tasks on time, etc?

-Morning Pet Trainer : Sounds emitted are designed to attract one's pet into bed. Pets learn to come when hearing this sound, through reinforcement of their treat or meal given after the pleasant notification.

--Teaching pets that often wake people up too early: Pets can eventually learn that waking people for food prior to the pet sound, won't bring them food any earlier.

. Interactive Mainframe Alarm: Computer states new interesting ideas each morning which are designed to help the person wake up, ask questions. System can be a home alarm system. Or, provided as a service by automatically dialing people with pre-recorded messages, 'tailored to the user's interests. User enters information about themselves from system's questions, intern better allowing system to make or ask provocative statements (via User Information Programming: system tailors itself to user behavior). Form of "Notification", "Entertainment".

Unite two 3A product numbers. 3A-281-042001

-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.

-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on "T".

-OTD: remote%; displays time, written communication, etc; fd-hdd; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); microphone; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); "T"; sp tel.

<3, 2> 4C100 MORNING SURPRISE: Wake up in the morning at time set by alarm. Any number of different things can happen each morning. Having a change in alarm can be worthwhile, since people tend not to hear/respond to common alarms.

.-user doesn't know what type of alarm will occur

-sample wake ups: sirens; screams for help (with real shrill); drops of water landing on head; mild electric shock; mild buzzer (eg: in pillow or on mattress below sheets); stuffed animal which goes into a frenzy (sounds, moves, and or jumps, jiggles, buzzes); animal which crawls towards human (moves towards warmth) and buzzes person, spreads a little water or other annoying substance (jelly, grease) or stings person a little....
-wild recordings from VCR played on screen
-form of "notification".

<3, 2> 4C110 ALARM SOUND: Gets louder and louder until it is turned off. Both the decibel level goes up in time, plus the sounds of banging, etc that may not necessarily have a greater decibel level but psychologically sounds louder - all this keeps going up until alarm turned off.
-works with other alarm system functions too.
-see 4C120
-form of "notification".

<2> 4C120 Morning Smooch: In the beginning, the alarm is friendly - for good psychology. Only if this doesn't work will the volume or other elements start harassing if person isn't up in time.
-see 4C110 form of "notification", "TGH".

<3, 1?> 4C-200 "COMPOSER" ALARM:
-user must compose a particular tune in order to deactivate alarm
-the alarm sound can also be composed on unit by user (better than hearing just a standard buzzer)
-especially marketable to musical hobbyists

4C-050-10300Q COMBINE PRODUCT IDEAS. Unite two 3A product numbers. 3A-281-042001 Interactive Mainframe Alarm: "C" states new interesting ideas each morning which are designed to help the person wake up, ask questions. System can be at home, or provided as a service by automatically calling people by "T" with pre-recording.
-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.
-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on "T".
-OTD: remote%; displays time, written communication, etc; fd-hdd; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); microphone; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); "T"; sp tel;

4C-100 MORNING SURPRISE: Wake up in the morning at time set by alarm. Any number of different things can happen each morning.

.-user doesn't know what type of alarm will occur

-sample wake ups: sirens; screams for help (with real shrill); drops of water landing on head; mild electric shock; mild buzzer (eg: in pillow or on mattress below sheets); stuffed animal which goes into a frenzy (sounds, moves, and or jumps, jiggles, buzzes); animal which crawls towards human (moves towards warmth) and buzzes person, spreads a little water or other annoying substance (jelly, grease) or stings person a little....

-wild recordings from VCR played on screen

-form of "notification".

$$ 3E-060 "INTERACTIVE" MORNING ALARM: Computer's tel ("T") states new interesting ideas each morning. The interaction is psychologically designed to help the person wake up. User needs to answer questions correctly. System calls people via telephone at desired time each morning. User selects type of morning announcements from their home push button tel ("T"). 3A-281.

-T service calls U, or U calls service (c).

-UIP determines type questions: ("MQ") to ask user. UIP studies user's earlier actions (the day / week before) (via analysis of their subject and or key words from the actions made by user on their "c").

-"Educ": type questions designed to educate u; information received by u (in previous session(s)) via question or information dissemination mode of sys = hopefully remembered by u, so u can then answer related question later (next day(s)) correctly. Forcing u to remember is also a form of cerebral awakening.

-Billing customers for this service via: tel bill; 900 number / M=T: (u calls the 900 number = selects time they want to be woken up = u gets called later at that anointed time); sell u the (P.C.) sw / cart ('cartridge) / hardware sys.

-D: u = T ('tel) = m (tds=when to call u; asks u q (uip, "score" for determining correct answer).-

-Patent search strategy: (morning* or awake* or interactive*) and alarm.

-US Patent No's: 4573804+ Scent-awake alarm clock 4497582 4617525 4180810 3903514 4047377 4059830 4070697

.-Also awake u with other sys (system) that synergizes w (with) this KN:

--A or B dir N (invention) which splashes drops of water on u to help them wake up.

.--other existing N/kn (novelties) that help people wake up, eg: KN for tripping laser light as one gets out of bed [don't work much on this latter KN].

-OTD D: U = This N sys (system) ~ C ('computer) =

ACCESS (to activate features); BA (based on u's performance/answers); CART ; EDUC ; M ; MIC (speech); MULTI-USER ; NR ; OSC ; PR ; Q ; SCORE (u's answers to questions posed by sys); STATUS ; TDS (clock for alarm); T ; UIP ; UQ ; BILL.

-sys increases u's creativity, see paper on creative thought process. Functions by posing questions whose characteristics (UIP) are designed to awaken u (according to their uip).

-See: 3A28A Morning Code Alarm Clock; 4C050 Interactive Mainframe Alarm
-form of "notification".

R181 ALARM CLOCK BITES HAND which pushes button to turn it off. [i don't need N which only requires combination to turn off, maybe check for clock that "electrocutes" etc user?] 29 Nov 93 NK
-form of "notification".

THE FOLLOWING Are Morning Alarm and Wake Up System Product Idea Elements from IMI&8:
Diagram: sensor/uk = alarm clock = osc
-OTD #1: D (This part) =
% 3A-140 Baby Alarm
% 1B-080-200000001 Dangly Alarm: Wake up at the anointed hour to the sounds of a creature popping out above your bed.
% 1B-110-100000001 Combination Morning Alarm: At anointed hour clock's display shows the combinations needed to be keyed in to deactivate the clock. The process helps make the sleepy head alert.
% 1B-111-200000001 Interactive Question Alarm; *3A-281 Interactive Mainframe Alarm; *3A-28A Morning Code Alarm Clock
* 3A-282 Riser.
"Notifier": all the different elements for notifying a person within the context of alerting person about an alarm.
% 5A-310 World Clock
% A1-240 Interactive Windows & Curtains
5A-460 Touchless switch to activate or deactivate alarm or clock features
% 4C-200 Composer Alarm
% 4C-210 Artist Alarm:
-OTD #2: display; fd-hdd; pp; mp; uk; date; tds; interactive%; toy; basic; entertain; microphone% & synth% to create desired wake up sounds replacing the standard buzzer or bell; bp; osc; speech%; vc; cart%; cp; uq; pi%; character; air pad (user inputs the required activity of his, and air pad transmits to alarm's judge which decides if the correct activity was inputted to deactivate alarm; can also be used to change time, alarm time, and other features; same air pad can be used for other tasks other than for the alarm clock).
-"Billing"

MISCELLANEOUS:
. "Behavior Analyzer": the wake up function [alarm] is uip-tailored to wake up the user according to user's behavior profile.
+ Work Motivator:
"Morning alarm's" "Work motivator". Forces user to start their work on time in morning:

User must be utilizing their (normal (work)) software in a normal / "designated" manner= failure to do this (over 30 min) triggers alarm. "Tracks" user's actions on computer= which are "analyzed" for appropriateness. -Other values: A form of motivating employees to work harder in the morning, or those who work at home to get results quickly wo waiting around. Lack of motivation is common reason telecommuters need the pressure of a boss at work, despite all the inconveniences and loss to freedom. Hence, a big demand from those who are serious about working from home.

-"Traps": reattempts by user to use SW ('software) correctly can temporarily stave off the alarm= until such time that "score" doesn't worsen.

. Examples: User must: activate (and "interact" with) any "designated" sw program or function (over certain time duration (wo interruption)). Eg:

-access their E-Mail box at "designated" times.

-access "designated" parts of world wide web, eg: sights, utilize certain search engines and or key words, read daily news reports and information (collected automatically by search engine earlier).

-make "designated" tel calls= via "tracked" "telephone" system.

-submit /*"edit"= "designated" reports / results (to supervisor).

. Read Later D: U = This N Sys (Motivator / "Tracker" of user's work) ~ C =
ACCESS // ARTIST // ANALYZER // EDIT // EDUC // *MULTI-USER // NR // OSC // pr (program) // R // ROUTER // SCORE // SEEKS & REACTS // SENSOR // *TDS // T ('tel) // TRACK (how user "maneuvers" through system) // UIP (what's required of user; the type of work they do is "analyzed" for uip-db).

A similar 'reaction can be required from the user in other circumstances. Examples include when 'analyzer determines user may be: lazy [inactive while at computer due to lack of typing]; low in developing [new] ideas; system questions authenticity of user [see 'Access part].

PAT Key Word Search Strategy:
-alarm* and (morning* or (wak* adj up))
-alarm* and (combination* or password*)
-alarm* and (psycholog* or fun* or toy* or gam* or kid* or children)

* 3A290 SOUNDING CLOCK: replaces coo coo clock by making interesting sounds every hour on the hour. Type of "Notifier".

-Sound options: bird(s) singing; laughter [by fairly normal adult, giggly baby; coins dropping into piggy bank]; "ding dong"; real or artificial coo coo bird sounding; thunder and rain; [howling dog; sirens]; whistling; portion of classical musical piece; etc. Maybe each hour has different type sound.

-can be programmed to make outgoing sounds recorded by user; or user selects from preprogrammed selections.

-can purchase disks for additional sound pieces

-can request exact time (whenever user wants) by: remote ("R") control; pressing button on clock; clapping hands or other sound; tripping a laser light; etc.

* 3A1080 INTERACTIVE ALARM ROBOT: Toy robot finds and wakes sleeper. Transmitter attracts "barking" robot. Great gift idea for late rising co-workers.
-User wears and or sleeps with belt holding transmitter. Toy robot alerts or wakes up person - which finds user and "yaps" or sounds. Good for single room operation (in future, robot can go to other rooms too. Replaces one's pet, like a cat waking owner up in morning for their breakfast.
- Teddy bear alarm: sleeps in bed with you, and makes quiet noise in beginning, then makes a racket of noise and maybe movements until turned off. Has snooze option.
-OTD: remote ("R"); pp; mp; uk; date; interactive%; toy; basic; portable; bp; alerter%; vc; cart (type sound generations, how robot will act); cp; access; pi%; clap.

PATENTS: kw search US abstract & main claim 1.74-2.97 www.qpat:
-2.97 str: ((wake w/5 up) or morning) and alarm
-US Pat found 2.97: only one and it appears a copy of 6B280 Recording of user's own voice wakes self up: US Patent 5369797-Radio alarm clock with removable cassette player/recorder.

End of 'Morning Alarm

File: Feature Intro / Multi Media

MULTI-MEDIA

. Combining two or more of the following: 1 Audio: "osc; "t"%; "sp tel"%. 2 Visual: "s"; "notifier"; "printer". **-3 Skin: Stimulation made to the skin: vibration (corresponds to the beat of the music or spoken voice; massage; acupuncture related; computerized sexual stimulation includes what is called cybersex); mild electrical stimulation to the skin. **-4 Smell Emission.
-Gen: "interactive" via^: "remote", "uk", "gps"
-D1 (Drawing #1): 1audio/2visual/3skin/4smell=5C-6pd=7m=8gps. 5C: includes optional: "t"; "s"; "mic"; "cart".
-D2 (Drawing #2): ["interactive"=c-"artist" (uk; touchscreen; remote)] = "composition" =c (computer)(edits via^: pp/mp (coordinates/combines/synergizes (data/signals))) = tr = display/M/other's system (c/tel)/osc/"remote" ("air pad")
-Images / movies / advertisements / music / sound programs are adjusted according to: adapt; bva; pr. Examples: certain sections/scenes/sound frequencies/images (colors) are edited in / out.

-System receives and shows on S, TV/cable/Video/other mm (multi media) "entertain".

-o-C92 Scents are emitted to match scenes in movies. 22 Feb 93 NK

Drawing: remote ("R") (tel) = c92

-See "Brain": system' feature 'adapts according to circumstances. "Billing"

. Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS = [any other conditions which must be met to access desired function] (needed for each participant (user) to join) // ANALYZER (how / w5 (what, where, why, when and how) system functions as desired (according to adapt-tailor/pr/k)) // EDIT (actions/statements/responses from user) // NOTIFIER (when u (user) is asked to respond or should notice designated occurrence(s)) // osc (outgoing sound communicator) (verbal communication) // pr (software program) (how each u (user) "interacts" w/ each other / system) // Q (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving users are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [adapt / "Multi-user" = (each users = experiences / handles system differently = according to u's unique adapt-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = adapt) // "cart" // "M".

-"Access' BA (Behavior Analyzer)": System seeks unusual behavioral elements of user in following parameters: How accessor (re) programs sw; types of mm (multi media) options user selects, eg: color and "osc" option selections.

. Other: **-3 Skin: Stimulation made to the skin: vibration (corresponds to the beat of the music or spoken voice; massage; acupuncture related; computerized sexual stimulation includes what is called cybersex); mild electrical stimulation to the skin. **-4 Smell Emission.

-Gen: "interactive" via^: "remote", "uk", "gps"

-D1 (Drawing #1): 1audio/2visual/3skin/4smell=5C~6pd=7m=8gps

5C: includes optional: "t"; "s"; "mic"; "cart"

-D2: ["interactive"=c~"artist" (uk; touch screen; remote)] = "composition" =c (computer)(edits via^: pp/mp (coordinates/combines/synergizes (data/signals))) = tr = display/M/other's system (c/tel)/osc/"remote" ("air pad")

-Images / movies / advertisements / music / sound programs are adjusted according to: adapt; bva; pr.

Examples: certain sections/scenes/sound frequencies/images (colors) are edited in / out.

-System receives and shows on S, TV/cable/Video/other mm (multi media) "entertain".

-o-C92 Scents are emitted to match scenes in movies. 22 Feb 93 NK

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-Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
-ACCESS (needed for each participant (user) to join) // ANALYZER (how / w5 (what, where, why, when and how) system functions as desired (according to adapt-tailor/pr/k)) // EDIT (actions/statements/responses from user) // NOTIFIER (when user is asked to respond or should notice designated occurrence(s)) // osc (outgoing sound communicator) (verbal communication) // pr (software program) (how each user "interacts" w/ each other / system) // Q (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving users are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [adapt / "Multi-user" = (each user = experiences / handles system differently = according to u's unique adapt-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = adapt) // "cart" // "M".
-"Access' BA (behavior analyzer)": System seeks unusual behavioral elements of users in following parameters: How accessor (re) programs sw; types of mm (multi media) options user selects, eg: color and "osc" option selections.

What do you imagine when the feature 'Multi-Media is offered? Then have system adapt it to your desires!

File: Feature Intro / Multi-User

MULTI-USER

Each user can be recognized differently, and have functions 'tailored to them. This overlaps the UIP parts.
-'Interactive / 'Game applications: users are treated differently, and can accordingly 'interact with 'inventions, each other [in 'games].

-System is specially designed for multiple users. Each user may have different ^software functions that can be activated for ^them. ^'Chief programmer(s)' need special ^password(s) to ^program main and or central functions. Each user has ^password identifying themselves and triggering applicable functions. Chief Programmer ^can: limit the extent of access into system; and or lock out people/other systems partially/entirely; and or monitor and analyze their activity, and or results. -US Patents: str: multiple* adj9 (people or user*)
-"Access": each accessor has differing access procedures [helping differentiate between users], and safety protocols, and "access' BA (Behavior Analyzer)".

Drawing: "access" (each user has different part/pi = "C" (recognizes user (via their "access")) = permits functions within any parameters / alters user's adapt = function

-For Techies: access; %air pad; cart; character; display ("S") shows which user is using system, and can show ^menus designed for particular user; "C"; *M; mp; each user receives personalized notifier signals designating them from others; adapt: (each user causes differing types of retrieval, storage, tabulation, analysis of adapt data; and adapt data are used according to pp/mp for each particular user); pp; score & or tds (time date stamp feature) for each user.

-See "Brain": system' feature 'adapts according to circumstances.

-(Automatically) differentiates between different users via: "access" (r=tr password, key* - differing keys within same master-lock system, cart ('software cartridge) of u, tr (transmits) (pulsing frequency) w/ (with) user), adapt - system "analyzes" who user is by their functioning/behavioral characteristics, cart ('software cartridge) (of user), tr (transmits) w/ (with) user.

. Other: "Edit": 'adapts to each user. * "Router": locates (via adapt-tailor) then= retrieves needed data= from eg: adapt-db (database) to better tailor system (adapt-tailor) to u's needs. 'Billing.

-A code (access, electronic `water mark') encoded in sw/data* limits how system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit". Eg: each user has differing (sw) key to use certain features.

DIAGRAM: "access" (each user has different part/pi = "C" (recognizes user (via their "access")) = permits functions within any parameters / alters user's uip = function

OTD: access; %air pad; cart; character; display ("S") shows which user is using system, and can show ^menus designed for particular user; "C"; *M; mp; each user receives personalized notifier signals designating them from others; uip: (each user causes differing types of retrieval, storage, tabulation, analysis of uip data; and uip data are used according to pp/mp for each particular user); pp; score & or tds ('time date stamper) for each user.

-See "Brain": sys' part adapts according to circumstances.

-(Automatically) differentiates between different u via: "access" (r=tr password, key* - differing keys within same master-lock sys, cart ('cartridge) of u, tr (transmits) (pulsing fq) w (with) u), uip - sys (system) "analyzes" who u is by their functioning/behavioral characteristics, cart (of u), tr w u.

-"Edit": adapts to each u.

-"Router": locates (via uip-tailor) then= retrieves needed data= from eg: uip-db to better tailor sys (system) (uip-tailor) to u's needs.

-A code (access, el (electronic) `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit". Eg: each u has differing (sw) key to use certain features.

-"Billing"

-Adopt a ['game] identity when needed: Each 'entity can have one or more 'multi-user identities/' tags that can/can't be recognized by and or bypass 'access controls.

END OF MULTI-USER

File: Feature Intro / Notifier

'NOTIFIER

System 'seeks and or interprets events which should be notified to user.

2D190-NOTIFIER Notifier Tailored To User's Communication Needs:
Users are notified about important events in a manner that best catches their attention. Notifications target any or all of the user's main senses: sound, sight, feel [communicate via vibration], smell, %taste.
-Lights show up at 'designated places [on computer 'screen / car dash board] which better catch attention.
-(Car) Horn Blow Notifier: When [another's] car horn is blown, the car speakers / earphone is programmed to seek such sound frequencies, and make an extra loud notifier to user.
. User is notified on the status of any situation. Other targeted people and or those nearby may be alerted as well by parts of sounds, lights; displayed words; audio speech announcement.
-portable wireless beeper can be carried / worn by: user / targeted person. D: function / sys = c = n = wireless tr (transmits) = portable n.
-D: c=tr/rc="display"/osc/[tr to other product (alarm device)]/light(s)(flashing/changing color).
-See "Brain": sys' part adapts according to circumstances.
-osc: Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (nr) system whose output volume adjusts for existing external sound). ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.
-Sub-Parts: NR-problem; NR-status.
-US Patent No: 4823245 Adding colors to electric lights: change in light acts as type of NR: type color light designates: "status", "score", eg: level of danger or attention needed.
-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on S / nr (notifier) of any product / sys; eg: 7G)
-"Billing": for type nr (notifier) desired and how u is notified.
-1C-170 Video Alarm:
A visual and or audio response goes into effect when the following ring: door, tel, clock alarm, food timer, party goes up the dwelling's walkway.

+ What needs attention and why (W5) shown by how images are "edited". See "Artist's" = "Status". Example: icon for receiving E-Mail become red while receiving mail, and green when it's ready to be read. Value is in creating less textual clutter on S.

-"Score": The degree of urgency= as measured by score= results in different type of signal generated from notifier.

+ PREDICTS how u (user) should best be "notified": Different circumstances may call for differing forms of notification.

-patentability: are others using such a system in a simple version, though not patented?

-Examples: When user is: in noisy area (osc is louder); on the road (osc is triggered versus screen depicting nr's message); dealing w another emergency or "notification" process at the time (lower scored occurrence notifies u 2 hour later); situations with higher "scores"= have differing "designated" forms of "notification"; time / tds: when problem occurs can have differing "score"; W5 (what, where, when, why and how) occurred= and how user is "predicted" to "react" to it (according to W5 of occurrence / or user's situation at the time).

-each occurrence is "scored". Higher scored notifications are given more weight. Via: "images" / osc ('outgoing sound communicator) that stands out more (than other (nr) messages; being shown / placed before other "notifications" / messages which have lower scores. (Messages can be scored for importance / pertinence).

-"tracks" u's: whereabouts / actions (W5)= then "edits" itself as "designated".

-higher scored occurrences that are not "reacted" to by u= have the notifying signal "routed" to another: u / system.

Other:

-Portable wireless beeper can be carried / worn by: users / targeted person. Drawing: function / system =c (computer)= N (invention) = wireless tr = portable n.

Drawing: c=tr/rc="display"/osc/[tr to other product (alarm device)]/light(s) (flashing/changing color).

-See "Brain": system' feature 'Adapts according to circumstances.

-osc: Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (notifier) system whose output volume adjusts for existing external sound). ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.

-Sub-Parts: notifier-problem; notifier-status.

-US Patent No: 4823245 Adding colors to electric lights: change in light acts as type of notifier: type color light designates: "status", "score", eg: level of danger or attention needed.

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on s (computer screen) / Notifier of any product / system; eg: 7G).

-"Billing": for type notifier desired and how user is notified.

-IC-170 Video Alarm: A visual and or audio response goes into effect when the following ring: door, tel, clock alarm, food timer, party goes up the dwelling's walkway.

+ What needs attention and why (W5 (what, where, why, when and how)) shown by how images are "edited". See "Artist's" = "Status". Example: icon for receiving E-Mail become red while receiving mail, and green when it's ready to be read. Value is in creating less textual clutter on S.

-"Score": The degree of urgency= as measured by score= results in different type of signal generated from notifier.

+ "Predicts" how users should best be "notified": Different circumstances may call for differing forms of notification.

-Patentability: are others using such a system in a simple version, though not patented?

-Examples: When user is: in noisy area (osc is louder); on the road (osc is triggered versus screen depicting notifier's message); dealing w/ (with) another emergency or "notification" process at the time (lower scored occurrence notifies user 2 hour later); situations with higher "scores"= have differing "designated" forms of "notification"; time / tds: when problem occurs can have differing "score"; W5 (what, where, why, when and how) occurred= and how user is "predicted" to "react" to it (according to W5 (what, where, when, why and how) (what, where, why, when and how) of occurrence / or user's situation at the time).

-Each occurrence is "scored". Higher scored notifications are given more weight. Via: "images" / osc (outgoing sound communicator) that stands out more (than other (notifier) messages; being shown / placed before other "notifications" / messages which have lower scores. (Messages can be scored for importance / pertinence).

-"Tracks" u's: whereabouts / actions (W5 (what, where, why, when and how))= then "edits" itself as "designated".

-Higher scored occurrences that are not "reacted" to by u= have the notifying signal "routed" to another: user / system.

-US Patent No: 4823245 Adding colors to electric lights: change in light acts as type of notifier: type color light designates: "status", "score", eg: level of danger or attention needed.

3A200 BEEPER SHOWS 'STATUS: Now know the nature of the matter you are being beeped about. If alarm is triggered or any other emergency comes up person's beeper automatically goes on. Code/beeper type (eg: type signal or light or word display ("S") shows nature ['status] of problem, for example: three beeps means your grandmother is calling for assistance)

-Application: for hard of hearing people (deaf), grand parents, know it is mealtime when person is in the garden, or upstairs.

.-4E020 Content & Date Verifier: of (any mentioned) occurrence(s).

3A600 EAR ALERTER: Notifies person when and why they are wanted. Quiet system keeps peace for others. Also, users of hearing aids and headphones know they are being called; hears "T" and doorbell, alarms.
-Remote Control Headphone Receiver: Alerts wearer of headphones or hearing aid that they are wanted. Applications: "T" or doorbell, easier to call someone in another location, clock alarm, etc.
-let person with earphones/hearing aid know they are wanted by pressing your remote ("R") control device which operates on radio frequencies.
-perhaps you don't know where they are in house, front, side or back yard. Yelling for them is offensive, stressful and perhaps ineffective (since the elderly usually hear poorly with or without a hearing devise), difficult (especially for husband and wife which are both old, and person being called must yell back to assure searcher that they can stop looking around...)
-saves from having to get out of seat (even if other person is in same room)
-incorporates no. 3A-620
-OTD: remote ("R"); display ("S") (what you are being called for); "C", pp; mp; uk; date; basic; "mic" (magnifies outside sounds); portable; bp; alerter; cp; clap.
-4E020 Content & Date Verifier: of (any said) occurrences

* 3A820 SILENT LIGHT NOTIFIER: Flashing light alerts user before the sound mode activates. Doesn't disturb others. Applications: "T", doorbell, clock alarm, smoke detectors sensitive to minor kitchen or tobacco smoke.
-alarm signals for attention by flashing light (this portion exists), if not deactivated while in light flashing mode, the sound mode kicks in
-the initial light mode is designed for people who prefer the quiet for (tel, door bell, alarm (a warning just before the required level of smoke is achieved (according to government regulations) at which time the audio portion must go on) - this is good for people who often burn things, smoke many cigarettes in a party, etc and would like some notice time in a gentle manner.
-light in room or some other bulb may flash

4A300 REMOTE NOTIFIER: User's portable pager alerts when desired occurrence has taken place. Applications: Husband is driving home without wasting a tel call, telling wife when to have food ready. Notifies when any machine has accomplished task. Etc.
Later copied US patent: 5444444 Nr' of arriving delivery vehicles

UPON COMPLETION OF ANY PROCESS/TASK, device sends message stating the fact via: beeps/codes to pager type device; modem to tel/answering machine leaving beep/verbal message.
Applications:
- cooking timer is going off and will notify user wherever they might be
- spouse is driving out of their company parking slot for home

- weather has gotten better/worse
- kids are being called by guardian to: go home; go somewhere....
- wake up service
- couples with beeper/pager/mobile tel/large watch for pocket, purse, wrist/walkie talkies/...

-OTD: "R"; "S"; "C"; pp; mp uk; mouse%; date; tds; interactive%; all; toy%; game%; "mic"; synth; portable; sst; printer%; mfh%; bp; alerter; osc; vc; score%; cart%; cp; access; pi%.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A380 COOKER'S EAR: audio magnifies (* or enhances/alters) the sound of the cooking sounds so cook knows how food is progressing.

*-This can be an art, especially for certain foods. Cook knows if it is time to: reduce/increase heat, stir in water/liquid/butter/next ingredient, etc. depending on: how the thick liquid bubbles are sounding, food is crackling, frying sounds, etc.

*-alarm triggers with even the slightest hint of smoke (catch it early on). This is a separate product also.

Possible trademarks: Cooker's Listener, Audio Cooker, Kitchen Helper, Cooker's Nose/Smell

+ "Sound Analyzer" (nr for any type of sound) = 4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip).

MISCELLANEOUS:

. 2D-180 related product:

-Send signal to wearer signifying: its meal time; tel "T"; somebody is downstairs for you...

. System 'seeks and or interprets events which should be notified to user. Key Word Groupings:

-notify: notifier alarm alert [catch attention]

-analyze: determine seeks

. User is notified (alerted) as to the "status" of any situation. Other targeted people and or those nearby may be alerted as well by codes of sounds, lights; displayed words; audio speech announcement; print out. All notifications can also be kept in memory with the time of the occurrence being time and date stamped. Notifies (W5 - what/how/why/where/when) action: (has been completed/is needed (by user/system)/may occur - warning.

D: tr/sensor = computer = osc/display

. Notifier Parts: status: 'seeks certain events; special forms of making the notification; 'notifies when improper 'access is attempted.

PATENTS: kw search US abstract & main claim 1.74-2.97 www.qpat:

-2.97 str of TITLES only: notify or notifier

-US Pat found 2.97: 5444444 Nr' of arriving delivery vehicles

-2.97 str: (notify notifier alarm) w/15 (seek react status interact determine identify notice realize catch)

. Notifier Parts:

-status: 'seeks certain events

-special forms of making the notification

OTD #1: Detail: The codes used to signify a meaning (such as a Morse code), or the displayed or audio announcement may be changed by user. Codes can be a combination of sounds, lights, audio announcements, etc - the greater the possible mix of elements, the greater the possible number of easy to remember and understand codes.

-User in any language of the programmed languages requests displayed, and verbalized audio announcements. Below are examples for the "Notifier" Part listed in the main " Parts" paper.

OTD #2: D: This part =

Notifies when: access permitted or denied (alarms/alerter); alerter; all; cart; character; %clap to control (on/off) notifier; display; entertain/md (way in which notification(s) are made); fd-hdd (memorizes notifier functions); game element; interactive; M (M decides when/how/where/why a notification can/will be made); mo; %morning; motion sounder; %mouse (notifies W5 action has been completed); mp/pp (tailor type of notification); mq (notifies when there is an mq); (status of) multi-user; osc; UIP (pi tailors the type of notification system %(w or wo help of M); printer (prints out notification); remote (controls how notifier functions); (notifier demonstrates status of) %sound analyzer/score/%speech/%sp tel/%synth/%tds/%tel communication (W5)/%tgh/%tr/%uk (W5)/%vc/visual analyzer; used in a %toy/%vr; (presence of) uq; "billing".

MODES OF NOTIFICATION:

-Flasher: each combination of flashes has different code signifying corresponding meaning, eg: Morse code.

-Audio Notifier: System tells user the status of situation by giving coded beeps, and or verbalizing the explanation of the status. User hears from system's speaker, or pager.

3A-200-042006 Unique Beeper: Now know the nature of the matter you are being beeped about.

-OSC: user can program the type of outgoing sounds or verbal commands

.-Shadow Notifier: Shadows from light designate status: can show shapes, dots, lines, numbers, letters, words, arrows...

-Light Change Notifier: The following codes also signify information: changes in colors of light (eg: laser, standard bulbs, neon, small lights on device, etc)

-Sound Type Notifier: Types of sounds, eg: different treble or base or volume; animal type (bird, dog, cat's meow, baby...). This normally needs to work with other notifier modes.

.-Jewelry Pager: pager like device which can be in form of jewelry notifies Person. Same device can be a remote control device too:

.-Silent Light Notifier: Flashing light alerts user before the sound mode activates. Doesn't disturb others. Applications: tel, doorbell, clock alarm, smoke detectors sensitive to minor kitchen or tobacco smoke.
-Announces information in any language. User programs which language. Time is given in military (eg: 23:00) or am/pm (11:00pm) time. 3A-820-042005
. Status: Alerting user if system is not being used correctly, or could lead to dangerous situation, or if danger might be at hand.

PATENTS: kw search US abstract & main claim 1.74-2.97 www.qpat:
-2.97 str of TITLES only: notify or notifier
-US Pat found 2.97: 5444444 Nr' of arriving delivery vehicles
-2.97 str: (notify notifier alarm) w/15 (seek react status interact determine identify notice realize catch)

End of Main NOTIFIER Section

File: Feature Intro / nr (notifier) CatchAttention

NOTIFIER: WAYS NOTIFIER CAN GET ATTENTION

3A590 BETTER AUDIO: allows user to hear alarm when wearing Walkman:
attach alarm device to headphone or walkman system (normal externally operated alarms are less effective when wearing headphones)
-headphone either receives code(s) from external alarm's transmitter; or amplifies all or alarm or loud sounds or sounds of certain frequencies
-during the special sound/alarm function other previously run programming might be turned off or turned down lower automatically.

++2D-170 WALKMAN'S / MOBILE TELEPHONE'S EMERGENCY NOTIFIER:
When horn blows, horn sends certain codes which are read by walkman. Walkman intern immediatly alerts user in the event the horn or other important sound needs conveyance. Alerts user whenever they are engaged or 'interacting with something, or someone via a telecommunications device; and when there is an 'osc possibility.
-tr to WA ('walk about) via: sound, rf, infrared, wire%
-D: walkman / WA ('walk about) = mic (sound analyzer) = sound = osc ('outgoing sound communicator) = analyzer (determines appropriate code for type "notification" needed) <- c = type problem / situation / emergency
-KN: see 2D-180 and 4E070 and KN (invention) in early G directory?

-Patent Search Strategy: heaphone+ and (emergenc* or notif* or alert* or warn*)
-US Pat No's: 5205291 5197098 +?4827458
-utilizes following KN: 2D-180, 2D-190.
-OTD D: U = This N (invention) Sys (headphones) ~ C ('computer) =
ACCESS (nr limited to u w (with) access); ANALYZER (which sounds need to result in nr); AP (NR Types: tel or door bell or alarm or other element rings; alarms: fire, factory related dangers, chemical leaks); CART ; M ; MIC ; MO ; MOUSE ; MULTI-USER ; NR ; osc ('outgoing sound communicator) ; PR ; PS (functions (better) in designated locations); Q (u asks sys (system) nature of the nr); R ; ROUTER (sys routes nr signals to u's headphones); SCORE (which occurrences are more important/dangerous than others = U hears/sees*/gets score, or no nr (notifier) if score is too low); SENSOR (danger, eg: fire, motion detectors); SOUND ANALYZER (2e251); STATUS (u notified when occurrence / danger is no longer a big issue (then u can return back to previous activity / work at company); U (ears of u); UIP ; UQ ; VISUAL ANALYZER ; VR* ; WA .

2B120 ALERTER:
Notifies older people of emergencies via beeps. Part of hearing aid system, or worn around neck.
-very similar to: 3A-590, 3A-600
In times of emergency, the hearing aid hears and sends alarm loud enough to get user's attention. Quite valuable. Can save a life. Turns off when deactivated by user who hears the alert, or after 10 seconds. The alarm will go on again for ten seconds up to three times unless user (who is hopefully conscious) turns it off.
Type emergencies: one's elderly spouse presses their button because they are having an emergency, tel is ringing in another room or inside the house, door bell, smoke in kitchen for having forgotton food on frier, etc.
Technical: device can also be worn around neck, wrist, inserted as part of watch mechanism... Device only responds to: certain wave frequencies; or certain radio transmissions acting as a radio receiver
-exists: user presses button on jewelry and device radio transmits to device which then dials out on tel to police
. Footnotes: pp; mp; all; interactive; microphone; portable; au; bp alerter; osc; vc; cp.

3C410 IMAGE EXPLAINS MEANING OF ALARM:
User programs what "images" or information is desired for each alarm setting, or type of "notification". <3>
+ "Edit" (automatically) determines what "images" / type osc ('outgoing sound communicator) is used to represent 'designated notification.
+--uip / ba= instructs 'edit on how to create= 'images.
--subtle differences in 'image are (subconsiously) noticed by user being alerted.
+ Patentability due to added dimension of information associated with "notifier". Yet is this obvious?
. Special Watch Alarm Display:
Watch "S" changes electronically according to:
type of alarm desired. Examples "go to school", season, type holiday, etc.

-A different image can be made from every hour to every day or week... System memorizes large numbers of visual displays.

*.-display can show items that need to be remembered, eg: people's birth dates; appointments; things to do

--system can just pop up such items without request, or user must request such information

*-[related to 5A-99: change the image appearing on dial face. UP characters of different races, animals, graphics, color selection for any depiction selected, plants, politicians, slogans, etc.

.-picture depicted via: lcd, vga, manual changes, etc. End of 5A-99]

-depicts sounds connected with type image

.--eg: if school closes at 3pm, user can have still or moving picture of leaving school with watch's own special "buzzer" replicating the closing of school bell...

O- Merged with no. 3C-411:

See your favorite cartoon character move while speaking the time.

.-press button then system will let user hear and see the time. The audio feature is optional.

.-time can be written in words, numbers, clock format...

.-device can design its own cartoon character

.-cartridges lets user change the type of programming: cartoons, how time is given, appointment calendar...

.-D: tds ('time date stamper) = c ((wrist) watch, clock)= s (alternatable)

OTD: "R"; "S"; pp; mp; uk; date; tds; interactive; toy; all; game; portable; bp; sp; alerter; osc; vc; egh; score; tgh; cart; md; cp; uq; uip; character.

. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:

-(clock* or watch*) and alarm* and (image* or picture*) and (change* or changing or alter or alters or alternates)

--key words: notify or notifies are good, but brought 1000+ patents. Also: represent, stands for, meaning*

+ 2D-241 RING GETS LOUDER EACH SUCCEEDING RING: until tel is picked up. For normal telephones too.

-D: incoming call -> t (ring counter (tds)) -> osc (volume increaser via electronic or mechanical means).

-similar to earlier KN (invention) where alarm gets louder until its turned off. See KN in "morning" part in an IMI file.

+ NR: until u deactivates alarm = osc gets louder and louder / sound continues to change in some manner = c (pr).

-Plan on moving this to "Tel" part?

R114 WATCH VIBRATES instead of noisy audio alarm. For deaf, and radio DJ people. Aug 93 X. ACCESS **: the watch is a transmitter/*receiver; BALANCE **: based on watch's pd; CAMERA: controls camera's direction; CART *:; Display ("S"):; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:;

NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO: controls stereo; TEL: controls tel/has small tel ("T") inside watch; UK:; WA.
-moved to "NR" 6.96
END OF THIS NOTIFIER FILE

File: Feature Intro / Notifier

NOTIFER * FILE

Following are Notifier Elements moved from IMI&8 2.97:

ALARM: M;-3A-362-042003 Alert Volume Increaser: When user has not responded in time, system's alert will increase in volume gradually up to a point. Then alarm will turn off, and reactivate again in ten or more minutes.

* PAGER: 3A-600-042004 Ear Alerter: Notifies person when and why they are wanted. Quiet system keeps peace for others. Also, users of hearing aids and headphones know they are being called; hears tel and doorbell, alarms.

4A-300-042005 REMOTE NOTIFIER: User's portable pager alerts when desired occurrence has taken place. Applications: Husband is driving home without wasting a tel call, telling wife when to have food ready. . . Notifies when any machine has accomplished task. Etc.
-system turns on when person comes within certain distance (maybe 1 meter). May or may not deactivate when person leaves the 1 meter radius.
-Remote Notifier - Location Recognizer & Activator (Branch of "Notifier")

NOTIFIED WHEN AWAY: Be notified of situation even if you aren't near the device - also acts as remote control:
4A-35-042006 Car Phone Ring Alerter: If you're out of car and tel isn't call forwarding, catch the call! Telephone transmits on radio signal to your receiver (jewelry/pager) which rings/alarms/beeps, allowing you to get to car. Radio frequency goes through walls, and works up to a distance determined by strength of transmitter.
- Receiver may have transmitting function which tells caller through your telephone: 1) "please hold, I'm coming to pick up phone", 2) to call you at the tel number you are nearest to at the time of the call, 3) answering machine/service to take a message.

% Read Later: D: This N Part (Notifier): (sys notifies (u/other sys)) =

-2E251 Intelligent Monitor: (camera moves in response, lights flash (for security guard's attention)

-3E010 Mobile Tel Location Notifier: (beeps, lights)

-3E040 3E041 Telephone Noise Canceler: (u nr (notifier) when their voice is being blocked via: incongruence in what each mic picks up, especially one u's wearing)

-4E020 Content & Date Verifier: (when registered)

-5E020 Remote Control Stick with Switch: (shows mode in which R ('remote control) is being used)

-7G050 7G051 PVC Perforations Alerter, 7G052 Flexed Level Notifier:

-"Billing"

US PATENTS [12.95 bib disk] = "NR": str: notify or notifier or alert*. US Patents: 5477635 5451934 5408518

End "NR&" File

File: Feature Intro / Order & Timing

ORDER & TIMING / O & T

Studies the pattern of event's occurrences. 'BA (Behavior Analyzer) can sometimes also be helpful in making sense of the patterns. ORDER & TIMING helps system study the overall situation. Often a 'designated order & timing of occurrences occurs, causing the system's 'designated 'reaction. Order & Timing software is usually programmed to 'react to the pattern of external events.

EXAMPLES Follow:

-'BA (Behavior Analyzer) studies the 'order & timing to conclude on nature of activity= then any 'designated 'reaction for accorded to such type of activity.

--The 'order & timing 'tracked for a break in= is matched against the 'behavioral analyzer 'db for related incidents= concluding w/ (with) a 'score for the chance of it being illegitimate, or fitting another behavioral pattern.

+ 4E020 Registrar: logs each occurrence of any event associated w/ (with) a KN.

PATTERN PREDICTOR: 'analyzes the 'order & timing of events= resulting in system's ability to: 'predict future occurrences / understand what is going on (applicable for 'BA (Behavior Analyzer), 'db development)

-Examples: 'Guides users into learning when they are most productive in 'designated tasks. Like: when they have the greatest flurry of writing (system 'tracks the number of kilobytes they type during the week). Users may realize they are more productive in the evenings when they are free from the business telephone interruptions. 'Order & Timing may also 'analyze the time (TDS) proximity to appointments and or any other digitized (and 'analyzable) activities= 'reacting in conclusions about what environmental effects help induce the behavior user wants.

. 'Designated functions on/off in 'designated manner, in 'reaction to 'designated order & timing of occurrences: access permitted; edit occurs; multi-user has system adjusted accordingly; notifier; seeks and reacts; track [studies events more carefully].

OSC – OUTGOING SOUND COMMUNICATOR

Intro: Speaker's outgoing sound communicator signals user when a function within the device occurred via: beeps, sounds, pre-recorded human speech, and music.

++ 6J070 OUTGOING SOUND ADJUSTS TO TYPE OCCURRENCE: Eases the manner in which listeners can hear. The outgoing sound process is altered to maximize comprehension. See 6J070

UIP-TAILOR OSC = Sounds are 'composed in such a way= as to facilitate more effective or specific communications.

BA = BVA: adjusts sounds to match user's behavior preferences [wo u (user) being aware of the uip-tailoring].
.--BVA: (*more sophisticated systems (which can be controlled via voice recognition / (symbolizes "and or") have uip of U) will modulate their outgoing sounds (verbal statements, *beeps) to the frequency that may better (psychologically) match U according to uip).
-sound patterns address specific people, so as not to disturb others:
.—multi-user (each user/[%separate device and or its part] has own osc's combinations of sounds unique to that particular user, so this user/device knows such communication to it is only for him/%it and in tern serves the separate particular purposes of osc's analyzer.

4A140 HEAD PHONE / OSC'S SOUND SCREENER: screens out certain outside frequencies that are unwanted, eg: high pitch, high volume. Let's one better hear desired sounds / NR's alert. One may listen or not listen to music simultaneously.
-does so (automatically) according to: uip (of "entertainment" program / u)
-Entertainment Program Screener: 9G-220: sys (electronic 'system) screens/selects (such unwanted/wanted occurrences)

MISCELLANEOUS: R223 Self-aiming "osc" rotate automatically according to the music and room size. Victor 29 July 92 JT
. Both sounds and text via osc can be altered: 'edit and 'synth can replace each other.
-when via the audio mode, the part 'synthesizer and 'edit can be inter-replaced.

2D-040 MOTION SIMULATOR: Sounds follow user's changing locations. The sounds appear to start from the front speakers, and go to the back speakers in some fashion. Makes user feel they are speeding along (the sound version of the actual visual effect).

.-the effect can be rather mild, so as not to distort the user's music too much

.-this system may or may not be mentioned in the sales literature of the product. When user actually hears, they will have the feel of motion, and prefer this to other models on the sales floor.

-some of the ways the synthesis operates:

certain parts of the music that are ideal for this sound effect, eg: the beats to the music feel like they are passing by.

+ "Track": as u (=ps) walks = motion "sensor" = "analyzer" = osc (adjusts where / how sounds are made.

.-this KN is subset of 'balancer.

C42 TEL AUDIO ADJUSTER: When the tel ("T") rings, the entertainment products being used at the time automatically lower in volume. DRAWING: C42 = tel~c~remote

GENERAL OSC =

Outgoing Sound Communicator:

.-D1: c ('computer) (sound source) = tr (transmits) = signal to sound generator = tr= speaker/*stereo

.-D2: tr/sensor/mechanical status & or trouble analyzer = signal to sound generator = speaker

.-OTD: Volume control (adjustable according to pp, mp, database & or uip; user pre-selects (%standard mode's) speaker's sound volume); *display explains why, *when, %where, %how, *what sound(s)/%speech are being, will be & or were made; pp & or mp type sounds/%speech desired according to type signal (related to: function of device, % user's action, %pi); uk; %date (signifies time, alarm with OSC); %interactive; %entertain; synth; "M" signals type osc function; + c ('computer) ['analyzer] = osc indicates -> status / (symbolizes "and or") score.

osc transmits its outgoing signals (sounds/%speech) via sound generator -> amplifier ->: speaker, tel ("T"), sp tel, tr, mo, wire transmission -- in tern such signals can be converted to a speaker on the other end, eg: sounds announce in another room 100 meters away).

.--uip-tailor's sound preference controls type sounds/%speech generated; %motion sounder;

.--cart (sound/%speech possibilities; alternative functions in device that can trigger osc function).

-%notifier; %osc receives signals initiated by air pad, remote ("R"), artist, vr & or sound analyzer; headphones *(for one or two ears, for one or more people to hear simultaneously, %or at different times)

*SPEECH = Talks to user in their language through speaker. Converts signals from user and or system to playing of pre-recorded speech and or sounds. Generated sound can be of pieces which are played back as one sound piece, or strung together by system. Example: gives instructions, or states "status".

-D: mic = sound to signal converter = computer~sound analyzer = tr (transmits) = function

.-There have been limited occasions where this "speech" Part obviously was used incorrectly in pre 1996 invention development, and where `Voice Recognizer' should have been used instead. If reader is unsure which definition applies, naturally the correct osc definition applies.

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

-o-the audio elements of "balance" are included.

-o-C59 Noise Buster: active noise cancellation system reduces unwanted noise, eg: traffic. Original aspects - 1: use headphones, 2: use while listening to music system/walkman. UIP/PR can also block/modulate sounds.

-o-Headphone(s): (C98 Walkman's retractable earphone cord. Sony 14 Mar 92 NK Drawing: remote/tel=C98).

-o-C102 TV transmits audio to stereos without wires. [Sony 7 Dec 92 NK].

5E080 ACOUSTICS SELF ANALYZER: Audio system adjusts itself to each situation. The stereo emits sounds differently according to the room's acoustical qualities, such as its size, and types of sound reflective materials. See it's own file.

* OSC ECTION - Maybe Less Important:

-Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (nr) system whose output volume adjusts for existing external sound)! ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.

-Sub-Parts: OSC-Nr; OSC-Info; OSC-Sounds: music.

-"Edit": cuts/synth sounds.

-OTD Drawing: u (user) = This Audio related N (invention) sys (electronic 'system) ~ c ('computer) = CART (digitized sounds; audio sw); COMPOSITION (); (Audio related) EDUC (); M (db of digitized sounds); MIC (); MO (tr digitized sound); +OSC (); PR (functions of osc); PS-Zone (); Q (); R (Remote Control Stick 5E020); (Motion) SENSOR (); SOUND ANALYZER (); %SOUND VISUAL ANALYZER (); STEREO (); SYNTH (); *TDS (when certain sounds were generated; % ties in any occurrence (2E251) w (with) any sound generated (by osc)); u (user) (listener, audio composer); UIP (uip-DB ('database) of digitized sounds); UQ (); (Audio related) VR* (); WA (Audio type walkman functions).

-"Billing": for type / amount of sounds

% Exists: Moving lips speak the time. Sold via Sharper Image '94-95.

. Help for the Hearing Impaired: similar to Braille. Designated difficult sound elements are marked (nr, osc (beep, higher volume)).

-application: converts "entertainment" program; live speaking = "sound analyzer" = osc

. Access: OSC is used to elicit "designated" responses from "accessor.

OTHER:

Communicates: with person. 'Tailors form of communication as 'designated, eg: style, content, volume.

. Applications: gives verbal / beep signals conveying information to user ("score" of product at some time); entertainment (music, radio); alarm/warning (beeps/verbalized announcement).

-Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (notifier) system whose output volume adjusts for existing external sound). ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.

-Sub-Parts: OSC-Notifier; OSC-Info; OSC-Sounds: music.

-"Edit": cuts/synth sounds.

-For Techies Drawing: user = This Audio related N (invention) System ~c (computer)= CART (digitized sounds; audio sw); COMPOSITION; (Audio related) EDUC; M (mainframe computer) ((db) database of digitized sounds); MIC; modem (tr digitized sound); +OSC; pr (software program) (functions of osc); PS-Zone; Q; R (Remote Control Stick 5E020); (Motion) SENSOR; SOUND ANALYZER; %SOUND VISUAL ANALYZER; STEREO; synth (sound synthesizer); *TDS (when certain sounds were generated; % ties in any occurrence (2E251) w/ (with) any sound generated (by osc)); user (listener, audio composer); adapt (uip-db (database) of digitized sounds); UQ (user asks system questions) ; (Audio related) VR*; wa (walk about) (Audio type walkman functions).

-"Billing": for type / amount of sounds

% Exists: Moving lips speak the time. Sold via Sharper Image '94-95.

. Help for the Hearing Impaired: similar to Braille. Designated difficult sound elements are marked (notifier, osc (outgoing sound communicator) (beep, higher volume)).

-Application: converts "entertainment" program; live speaking = "sound analyzer" = osc

. Access: osc (outgoing sound communicator) is used to elicit "designated" responses from "accessor".

. The Outgoing Sound Communicator shows that status of the situation. It can also 'tailor its form of communication to better suit the users.

-Main sub-parts: 'Status; 'Tailor.

. Key Words: sound: hear, listen, speakers [omit (human) speaker]

. Other: 'Tailor: adjust, alter, 'adapt, unique (sounds). 'Communicate: imply, indicate via an audible signal. 'Status: notify, alert, alarm, score, situation, point out, (what needs) attention, occurrence, make aware.

US PATENTS: KW search US abstract & main claim 1.74-2.97 www.qpat:

-3.97 strategies: ((sound speaker) w/3 (status tailor unique)) not (person human)

--US Patents found 2.97: 4115932 teaches phonetics; 4272176 camera's osc (outgoing sound communicator) indicates 'status; 5239578 'T's noise canceler. *5592588 Method and apparatus for object-oriented digital audio signal processing using a chain of sound objects. 5451712? +5596649 Sound concentrator for selectively

File: Category / Pet Non Pet Door / Pet Intro & General

'PET PART – GENERAL ANIMAL INVENTIONS

Table of Contents For Pet Related Inventions:

. Introduction

. Pet Door gets pets to clean their paws: see Claims for interesting features; plus a miscellaneous file in this folder.

. Parts

. Sub-Parts

. Expand

. Patents

* 3E061 Motion Tutor: 'Guides pets to improve their movements, eg: not jump up on people or tables; or bark less. Covered in our other inventions.

* 6J030-Pet. Dog House Warmer ™: Heats up in winter, and cools in summer upon animal's entry. Obvious.

. Miscellaneous:

-May have a swinging door to minimize air change.

-Door is quiet enough so pet may quietly enter/exit without causing notice. Door still allows for some air (sp animal can hear outside), and has (plastic) windows on door.

-D: Motion "sensors" detect movement/breathing/animal's warmth causing sudden change in temperature -> activates -> heater. "Sensor" detects movement -> upon animal's departure -> deactivating HVAC.

-Heat source from: electricity / solar.

+ 6J031-Pet. Dog Collar Monitor ™:

Monitors the body signals of animals. 'Seeks physical symptoms that 'analyzer 'associates with the dog's condition.

-Pet Health Tracker ™ : 'Scores the possibility of the animal having a possible health issue. It 'notifies the owner when the 'score approaches a certain point.

-'Behavior analyzer uses this Pet Feedback ™ to help determine the state of the pet's psyche at that time. Invention also draws 'associations between the body's 'scores, and behaviors that can be 'tracked by other 'sensors. E.G.: certain signals might suggest the dog is thirsty or hungry, causing the invention to 'react by dispensing water and or food.

. Dog House Monitor ™ can be more practical when a bulky collar invention, and or extra health 'tracking modes are desired.

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. 'Sensors monitor:

-breathing patterns; shivering [small vibrations show animal is cold]; excessive panting ['sound analyzer shows pet is too hot]; heart beat [via 'sound analyzer].

-'sensors can be placed on walls and floor/comforter, and or 'collar.

7J5-Pet. Flea Collar Monitor ™: Fleas Are Coaxed™ into a tiny clear compartment on the collar through creative means. For example: smells, like flea sexual odors attracting the opposite sex. Owner can now more easily check when their animal has fleas, before they continue breeding.

-Note, pets might have recently been decontaminated, and scratch themselves from the previous fleabites. A pet's scratching may not signify a flea presence, like this invention will.

-Flea compartments are easily replaced, generating extra sales revenue.

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'Sensor knows the presence of fleas by:

. Device attracts and traps fleas. This is a way of seeing if a pet / dog has caught fleas early on before major infestation of the pet and or other pets or its home. Device immediately 'notifies pet owner upon infestation.

-D: flea goes to = 'designated 'sensor = 'analyzer = 'notifier.

.-fleas may not necessarily need to be trapped, they just need to touch a 'sensor. 'Sensor knows their presence via: 'seeking any chemical or other activity of flea.

-simpler version may simply have a trap w/ clear window for user to visually check for fleas.

-owners might refrain from letting their dogs approach other dogs without such collars. The presence of such a collar may be automatically known by the owner via 'distancer 'analyzing device seeking another collar emitting via wireless information identifying their existence. Especially useful in closed communities where such devices can be recommended or required to gain effectiveness.

7J6-Pet. Clean Pet Indicator ™:

Collar shows when the dog was last washed. Can make it easier to have someone of the household know when to wash the dog. There's less need for a discussion - The Collar Shows The Dog Needs Washing ™.

. 'Sensor 'Notifies when the dog was last washed with a specific shampoo. 'Collars can be included free of charge with the dog shampoo bottle. Only one shampoo is 'associated with the 'collar's 'sensor.

. Optional Ways The Owner Can Be 'Notified It's Wash Time:

-Small electronic timer starts upon contact with a shampoo ingredient(s). Notifies When It's Time To Wash The Dog ™ via a small flashing red light. The light can be located on the 'collar, or a 'notification can be sent to the owner's computer.

-A cheaper version might just need one to activate the timer. Maybe one needs to enter a code from the shampoo bottle activating the timer – then a new 'collar will be needed and can only be obtained by getting the shampoo bottle and 'collar combo.

-General body odor 'sensor.

-Specific shampoo ingredient(s) that are odorless or unobtrusive might chemically change after a set time period, activating the sensor. This may give more accurate readings to the 'sensor.
-Odor 'sensor 'seeks body odors.
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-Shows when pet last bathed or when collar actually got wet. Either owner resets collar manually; or it occurs automatically.

* 3C-460-083005 Barking Warner: Sounds of barking dogs initiated by sound "sensor", doorbell, or burglar alarm. Free of maintenance. Similar patent exists.
When person enters a premise the sound recording of barking initiates, though there may be no dog. Can be activated via: person tripping laser light when entering land outside the building, or when entering at or near front door.
.-the system is such that it sounds like: the dog is coming closer (up to a point), being curtailed by someone and then taken to a more distant place...
.--done by changing volumes and or via multiple speakers
.-when system hears real dogs barking from outside the premises, its system will bark as a result. This reactionary bark recording can be of the type designed to pacify the real dog (some barking is hostile while others are just to let others know there is a dog, in a friendly manner)
.--This and other aspects create the characteristics of having real guard dogs.
.-sales literature says: have many of the advantages in having a dog, without the inconveniences
-can also make sound recordings of human voices with or without the dog barking, eg: "who is it" recorded in resident's voice. If a burglar sensor's device shows burglar is still trying to gain access, then system will later say, eg: "get out or I'll call police", and then system might actually dial the police.
-OTD: "R" (can on/off audio); combined with more complex security systems; pp; mp; uk; date; interactive; all; "mic"; bp; alerter; osc; vc; score; tgh; cp; mq; uip.
. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:
-dog* and bark* and (sensor* or speaker* or doorbell*)
-very similar patent: US 4571583 Barking Dog Simulated alarm system. File 1984.

Pet Door: Reduces tracked in mud by making pet wait on brushy mat before door can be pushed open. See in "I" folder.
File: Pet / Pet Parts

Interesting Pet Parts – Short Handy Version

ANALYZER = Analyzes what pet is doing and needs. The analyzer tells the system how to 'react to the situation.

ASSOCIATE = Associating similarity levels between multiple situations. Example: the 'behavior analyzer 'predicts the pet wants to come in when the 'sensor determines the animal is just outside the door.

BA = Behavior Analyzer. Analyzes the pet's behavior

CONTENT ANALYZER ™ = Analyzes the contents of anything.

COORDINATOR = Coordinates different parts of system in working together.

DISTANCER ™ = Signals whenever any two parts separate or come together. Example: pet 'collar has a transmitter that gives access to the pet when it is within one yard (one meter) from the entrance.

EDUCATES = System educates the pet. Saves the owner's time.

EGH ™ = Education Gets Harder ™ Instructions adjust to the pet's proficiency level.

ENTERTAIN = Pet invention is also a form of entertainment. It is used as form of entertainment.

ENVIRONMENTAL PROTECTION / E.P. = Automatically adjusts pet invention to be environmentally friendly!

EXERCISE = Also used as form of exercise for the pet and or owner.

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

GPS = Global Positioning System determines pet's location.

GUIDE ™ = Guides pets so they can learn something.

INTERACT / INTERACTIVE = System automatically interacts with pets as programmed.

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

NOTIFIER ™ = Owner gets 'notified when pet needs their attention.

ORDER & TIMING ™ = System reacts to the order and timing of pet's behavior.

OSC = Outgoing Sound Communicator. Speakers emit sounds.

PREDICT ™ = System predicts how pet will behave. Based on how 'behavior analyzer studied pet's behavior history.

REACT ™= System reacts to occurrence as programmed.

SCORE = The status of pet's performance.

SENSOR = Sensor. Senses pet's behavior via many means. Sensors are the 'analyzer's eyes and ears.

SEEK & REACT ™ = System seeks designated pet behaviors, which intern causes an automatic reaction.

SOUND ANALYZER ™ = Analyzes type sound. Distinguishes between different dogs by their barks. It can 'score a dog's bark based on a criteria like dogs anger or happiness.

TAG ™ = It tags then 'tracks the pets geographical movements.

TAILOR = System tailors itself to better function for designated purposes.

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

TRANSMITTED = Electronic signals send wirelessly or otherwise via hundreds of possible means.

UIP ™ = User Information Programming ™. System uses collected information about the pet's or user's needs. It then better serves them by better 'tailoring itself to the situation.

VIBRATION = Vibration generated by device 'communicates with the pet. Pet can also be 'communicated with by other means like the Outgoing Sound Communicator.

VISUAL ANALYZER ™ * = Determines changes in the pet's behavior via the camera.

W5 = When / Where / How / Why / What. Example: The pet's 'behavior analyzer determines when, where and why it barked.

ZONE = A certain area with defined boundaries.

For Details See Detailed Parts File and their Related Files

File: Pet / Sub-Parts

FUN PET PARTS

Introduction:
Pets and owners want to enjoy finding ways to get along and be happy together. The patent pending pet inventions help teach pets better behavior. They monitor and reinforce their good behavior. The automated features give owners more time to pursue personal hobbies, etc.

Pets Learn To Understand Basic Communication Signals:
. Each distinctive sound is inaudible to the human ear, but dogs can better distinguish their unique sounds, than human voices which can be harder for pets to decipher.
. Dogs correlated each sound by what happens when they hear it. There are thousands of possible examples. Sound "A" is heard when action "#1" occurs. Designated sounds are emitted again, each time the correlated actions occur. Example actions:
-Sound "A" occurs when dog is made to feel good, e.g.: praise, or getting a nice treat.
-Sound "B" occurs when dog learns to fetch.
. Pets prefer receiving communication by sounds, than receiving mild electric shocks as punishment. Use your creative thinking to imagine new ways of creating happier pets and owners..!

More:
. Your unbounded creativity might be better inspired by imagining a Super Dog you wish to play with. It's a dog you've yet to meet..!
. Inventions can work for all pets, but are better for clever dog species that are eager to learn.

Interesting Parts Follow
Ride Your Imagination..!

'BEHAVIOR ANALYZER / BA =.
Inventions creatively 'tailor themselves to a pet's unique behavior. It does this by first 'analyzing the pet's behavior patterns. Next the software 'scores how good or bad a pet's behavior is based on what the pet's owner wants. The 'behavior analyzer has a wide creative range of 'sensors that observe the pet's actions.

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Studies behavior of animals / relationship between their behaviors w= their medical "status". Uses 'behavioral analysis as a form of 'Pet-Education.

'COLLAR =

The loose enough collar, can be attached to any wide assortment of miniaturized pet inventions..!

A 'collared invention will help 'educate pets to practice good behaviors.. Pet Control Implant ™: All or part of invention can implant into the pet's body [just under the skin]. At least the 'sensor, rewarding, and or punishing parts of the inventions would be implanted. The implant communicates with the other parts attached to the body's exterior, or communicates with parts located elsewhere outside [in the house].

. Also see applications in Game-Collar sub-part: with uses in real life and video games.

'COMMUNICATOR / OSC (Outgoing Sound Communicator) =

Pet Communicator ™. Communicates with pets via audio, electronic signals, food, smells, etc. The communicator usually instructs the pets on what to do.

Some Of The Creative Ways A Pet Collar Communicates With The Pet:

Pet is trained to recognize sounds or other signals, sent by the owner or via automatic 'reaction methods.

. Optional Benefits:

-Gain better control over the pet, e.g. when pet is outside hearing range of owner's voice.

-Pet Controller ™ has preset menu including: pre-recorded sounds, human voices, vibrations, smells (of food, sex, or anything pet is trained to respond to). There are even prerecorded dogs sounds uploaded from the software program, that are designed to be easily understood by the pet.

-Owner wirelessly transmits specific sounds to the pet at any varying distance.

-It's a fact, animals better differentiate between Specialized Sounds For Pets ™, than common words spoken in a human language. The invention 'educates pets to correlate specific sounds to different things the owner habitually conveys. Inventions is also ideal for the speech impaired. The audio transmitter is attached to the 'collar. The 'collar's 'communicator is activated by:

-'Behavior analyzer might realize the pet needs being communicated with. For example its pet mate just came home, and it's time to play..! This was 'analyzed by the invention's 'GPS function knowing the pets are coming closer, but haven't come close enough to know the other is nearby. It's been two hours since they could play. In 'reaction to the first dog's arrival, the invention transmits a signal to the other dog. This results in the sound for "come home" to the pet that would enjoy playing.

. Creative forms of 'communication the Collar Emits ™ might include: "come here", "fetch", "get newspaper", "food is ready", "want to play with a toy?". Let your imagination take flight in guessing the galore of options..!

Each family owner's remote control might have a slight variety in the sound (like a personalized accent), so dog knows which family member is communicating with them. See related 7G020 invention.

. Option: pre-recorded owner's Voice Is Emitted By The Collar ™

. Expansion Ideas:

-Imagine a list of interesting tasks people could like their dog, cat or even a fun miniature pig learn to do..!

* A6-12-Pet-Comm. Mating Caller ™

Has pre-programmed sounds to entice animal's interest. Speaks in their language that you are friendly and eager to meet. Make mating calls with birds, frogs, crickets, cats, dogs, other little furry animals.

Option: program type animal and or purpose

Option: Recorder Playback: When traveling to exotic lands and or if you don't know type bird, monkey, etc. machine records their voice and amplifies it back to them. Directional "mic" primarily picks up the distant sounds coming from pointed source.

-Underwater version for fish, and mammal dolphins.

-Pet Communicator: Interact with your home pet(s) to new heights!

Perhaps certain pets to date less popular in the home will respond well enhancing their popularity as pets.

-Trademarks: Animal Caller, Animal Speak, Animal Talk, Bird Caller, Pet Communicator.

"Compose": OSC for animals can also couple as a Musical instrument mixing different sounds. Sounds can be built into machine with other musical creating sounds, or be an option added to a musical machine.

A1-110-Pet-Comm. Animal Communicator ™

communicates in animal sounds which create specifically desired effects in animals. For example it can cause a security animal to stop barking or to become aggressive if danger is perceived by the person controlling the machine. Teach birds to talk, sing. It can induce animals to be less or more hungry, feel less lonely, bored, tired, timid, aggressive, snappy and unfriendly. Use just for fun. Animal Fun, Animal Talker, Talk Man, Talkie Talkie. Induce or reduce sexual behavior.

** B7-010-Pet-Comm. Electronic Dog Whistle ™: only dogs can hear it.

-Press button, and dog or other animal comes from the garden. Save yourself the trouble of going outside to yell for, or blow whistle for dog.

-Device can be used for communicating with other animals:

--caged animals for laboratories studying animal behavior, eg: certain sounds tell them it is feeding time and or bring animal to certain place, etc.

-receiver with its speaker can also be worn by animal. Call animal where ever in cage, garden, or wild it is!

-can operate with transmitter which is a "R" control device

-transmitter has choices for different types of sounds: sounds can be recorded by manufacturer; recorded by user

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-"distancer": "S" shows how far animal is away from transmitter (can also show if animal is coming closer, farther

-Can use more manual methods from the owner's 'remote control device.

-More TM: Pet Owner's Voice Transmitter ™

-'Collar invention's designated communication can be triggered by any event, e.g.: clock informing pet that it's time to come home

--'Notifies pet to avoid designated dangers picked up by a 'sensor or 'sound analyzer. E.G.: car traffic sounds, or dog fights sends warning signals to pet. Invention might 'guide pet to either calm down a bit, return home, etc.

-Owner can avoid having to raise their voice.

. Training pet: give food rewards when pet obeys voice signals. Sounds from the 'collar's 'OSC (outgoing sound communicator) may broadcast while owner is in the vicinity. Greater distance between the dog and owner is created through the pet's learning process.

-Above was 7G020-Pet, and 9G160-Pet. Our other inventions expand upon this basic idea in specific ways, hence 7G020 is an introduction to related inventions using the 7G020 concept.

-'UIP: system 'seeks & 'reacts as 'designated.

-Applications: when dog is missing / not visible, owner can call pet (dog, cat, etc); when animal is bad, owner can release painful (piercing / humanly inaudible) sounds/verbal commands - such outgoing sounds (osc) are picked up from owner's (u) microphone / owner controls their r to play pre-recorded sounds on / in (ear) pet (collar)

-owner can send other stimuli to animal / human via r: pleasing/unpleasing electrical / vibrational modes.

--rc on organism can be planted in/on head or any body part.

-el response unit: relays owner's voice / owner's signal

+-via "locator" sys tells u where organism is.

-D: owner (u) = r (s, k, mic, pr) = air wave tr (radio waves) = rc = c = osc / el pulse generator -> generation / vibrator -> vibration / odor emitter / tightening of collar *.

* Repeated info: 9G160 Related Invention - Transmit verbal messages to pet at distant location via remote control to pet's collar. Dog may be trained for listening to collar's speaker. Helps fetch dog when they are beyond calling distance, or owner chooses not to yell. Dog requires training to use system.

** 9G160. OTD:

-Most of 9G160 was moved to 7G020. The invention number was dememphasized, and became part of the 'Pet-Communicate sub-part in 9/2006.

-Owner might be monitoring the [house] via security/'access system, and quits the dog if they don't see a problem. Helps keep happier neighbors from complaining about noise pollution.

-[Personal] computer creates, 'edits and stores the sounds, along with knowing when and why a Collar Should Emit A Sound ™. Works with [universal] remote controls, that can be programmed by connecting it up with the computer [via infrared signals].

-useful with multiple pets, since both hear same whistle and may learn same responses. Each dog might even have different sound mode getting them to do something.

-Type id: R232

-El response unit: relays owner's voice / owner's signal: R233

-D: human u = mic/k = tr = rc = osc / c (memory of sounds)

'CONTROL = Owner 'controls the pet via electronic signals. Signals include: 'Outgoing Sound Communicator ™, Vibrations, etc.

'EDUCATIONAL = Electronic Pet Training Systems. The repetitive training supported by positive and negative feedback saves the pet owner's time.

** B7-060-Pet-Ed. Dog Restrainer ™ Easily keep your dog from pulling on its leash. Transmitter reduces dog's aggression. Have and afraid your grandmother, daughter or young son won't be able to control it should it see another female dog, give them the pet smell to take along and turn on when necessary. The smell and or sounds are designed to make the dog (or other animal*) more controllable. Control them to: come and sniff the device with the smell (and or sound*) (taking them away from, eg: the female dog in heat [time when ready to have sex with boy dogs]*)

-need scientific studies that show: a male dog can be attracted away from a female dog by smelling something in owner's hand, eg: meat smell (not real meat), sounds, etc. Or at least that this will make a big difference in controlling a male dog in this situation.

-can also deter animals with particular sound frequencies that may or may not be audible to humans.

Footnotes*:

-* Makes sound and smells to excite the lonely cat, dog, bird.

-* Option: more expensive models can even respond by sound or smell to pet's sound or vibration against machine.

-* Technical: works better with cat and dog sounds and smell interactions.

-* Advertising: "low on animal biscuits?", or "pet on diet?", then teach them tricks by instead offering Pet Smells! Guaranteed to wag your pet's tail!

-OTD: All; "R"; pp; mp; uk; user behavior [ba]; educ; toy; game; entertainment; portable; sst; m; bp; alerter; osc; vc; score; tgh; teach; cart (smells, sounds); cm; uip.

-see: B7-011

* B7-011-Pet-Ed. Canine Aggression Trainer ™: Teaches quite dogs to bark. Modifies other behaviors.
-Dog's Alerter: device transmits sound in frequency audible only to dog (not humans) and induces them to bark.
-helps train dogs, also gets dog's action if they are either unaware of problem (eg: they don't sense that a person is someone dog owner doesn't like - owner can secretly press button)
.-activated by "R" control
.-receiver's speaker is placed on dog's collar; or around dwelling and nearby areas outside
.-other frequencies can silence the dog, cat, bird or other animals (if such frequencies are unknown by scientists, then consider giving product a recording device which lets user record such sounds) - however we do need to know the type of sound that induces barking (visit the library, speak with many veterinarians, and if you try hard enough, the interesting information might be gotten).
-same device can give sounds to do the following: induce animal to come; give them pleasure
-sounds can distract animals
-(dont translate: this product includes description from #6B-05).
. Teaches animal to be more / less (by 'designated level): aggressive or the opposite, eg: not barking; follow owner, eg: not pull as much on leash; sit; wait; be friendly (to 'designated person); otherwise cooperative; induce animal to come; give pleasure; sounds can distract animals from: [destructive] behavior they were doing earlier; bark, play, sleep, sexually [not] mate, be more or less friendly.
-OSC device transmits sound [osc] in frequency audible only to dog (not humans) and induces them to: modify their behavior. Valuable in that this: doesn't disturb people; [certain] people should not know a behavior system [for animals] is in operation.
.-(includes description from 6B-050, B7060)
-stimuli to animal includes any kn stimuli, eg: electric shock, food bribes (Pavlov's experiments), positive / negative stimuli sent to animal (brain / ears).
-'ba determines animal's past / current behavioral patterns= intern suggests / 'educates animal or user.
Examples:
--what (sounds) had 'designated behavioral 'reactions in animal
--ba-db: shows what options appear to work best, that is the menu shows which behaviors animal is more likely to take on after pressing the correct K= which represents the corresponding stimuli to the animal.
.--otd: db-tailor = ba-tailor; access [animal's correct behavior gives them any reward that makes them happy, eg: food, positive fq stimulation; lack of access results in opposite (punishment)].

OTD: user programs device to emit the type sound frequencies dog appearst to react best to.

All; "R"; "S"; pp; mp; uk; date (recording certain past behaviors); interactive; educ; toy; game; entertainment; excercise (causes animals to exercise, e.g.: to get food); portable; iq; mfh; bp; sp; alerter; osc; vc; score; teach; cart; cp; access; uip. See related 1C-121 in Pet Sub-Part file.

* <4, 3, $?> 3C070-Pet-Ed. Stray Pet Repeller ™ Cats and dogs can keep away animals of the other sex via special air wave and or chemical emissions.

When your female cat or dog, etc goes outside this device will: deter away male dogs or make the female less interested in males of their species. Issue what odor will pet carry that will repel other animals, but not abuse the pet emitting the odor?

. this might be done by:

--device giving off a smell (eg: put on animal's collar).

.--dietary supplement (not an electronic product)

--device giving out sounds not easily audible to humans (yet doesn't make animals which hear this too crazy

-objective: designed strictly to reduce behavior related to aggression or sexual interest; or simply to repel pests.

-pests include: all (common) pets; wild & stray animals; (flying) insects, eg: flies and mosquitoes.

.-scientific studies needed to show maximum effective methods and safety to human and non human organisms needing protection.

..-other means are used to deter dog: mild electric shock (need some access to animal through fur so: owner cuts some fur off on bottom of neck, or a metal piece is bent to constantly touch the skin surface...). See older KN,

-repellant might also be attached to their collar.

.--should they be in back yard, needing to keep out any male animals sneaking into garden.

+-may be portable device used by people they carry to keep animals away too

-exists: products to keep animals in, like electronic fences.

-use same idea to keep animal in, as well

-D: odor container = odor dispenser = (= el controlled dissension = c = locator~uip~ = dispenses when in contact w or near designated animals/people/w5 designated situations (eg: 9am and 5pm; when security sys is in alarm mode).

-Footnotes: "R"; mp; all; exercise walking the dog; portable; sst; bp; alerter; osc; vc; tgh; m; cart; cp; uip.

. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:

-(pet* animal*) and (deter or deters deterring or ?(scares off) or repel) and (sound* or emission* or emit* or collar* or sex*)

-this is a crowded field of patents.

-US Patents: 4780706 Mat when stepped on makes deterring sound; 5103769 5214411 4969418 4097607 4890580 440725 4763604 4748938 5529019

7J4-Pet-Ed (invention number). Community Bark Restrainer ™ (invention name).

Invention reduces noise pollution. It helps refrain barking between known dogs. Dogs in a neighborhood, or residential community might all wear the 'collared invention. Barking dogs receive signals from the 'collar, whenever they enter the same 'zone as another barking dog. The mild signals help 'educate pets not to bark at each other.

. Function: The 'distancer ™ automatically knows when any two or more special 'collars are within range. Mild discomfort is given to the dog when a. the 'collar's 'sound analyzer ™ hears barking, and also when b. the wireless 'distancer ™ says it is near another barking dog. A nearby barking dog not wearing a collar tied to the system will trigger the 'sound analyzer ™, but nothing happens, as the 'distancer ™ doesn't recognize the other dog.

. Miscellaneous:

-Can help inhibit aggressive dogs, as they usually bark when approaching each other. Pet can be 'educated to refrain themselves from dogs that bark at it.

-The quite dog goes without receiving a signal. The greater the distance between dogs, the greater the difference in decibels from barking are needed to avoid getting a signal.

. Expansion Ideas:

-Invention ties in with what other types of Bark Restrainers ™. Currently exists: disturbing sound inaudible to humans is sent whenever your or a neighbor's dog barks for too long.

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-Option: Only one or more dogs in any type of 'zone would have their barks restrained [after a set number of seconds], allowing at least one dog to bark [somewhat freely] for a designated time period.

-If multiple dogs are in the same family: invention would not refrain all the dogs from barking at the same time. This is because the dogs have a good reason to be barking. The invention 'tags dogs that bark at each other.

-In 'reaction to designated pet behavior, the Collar Emits ™: minor electrical shocks, good or bad odors, or 'vibrations.

-More Trademarks: Neighborhood Bark Restrainer ™. It's Easier To Walk Your Dog ™

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-Diagram: shock given to pet (when it doesn't respond properly) = collar's wire(s) touch skin of dog (thick wires bend down through fur - small ball on end touches skin) = collar (or other existing collars giving pets shock). This also liked by pet owner who gets frustrated with pet.

++ $$ 9G170-Pet-Ed. Pet Signal Trainer ™:

Invention automatically delivers to pet positive or negative signals to reinforce good behavior. The pet behavior analyzer knows when the pet is practicing good or bad behavior.

. Types of Signals:

-Collar Food Dispenser ™ gives rewards.

-Pet is 'educated to associate certain sounds, 'vibrations, and or odors as a praise or scolding. Signals associated with good or bad behavior are given (by the owner, or by automated means) at the time the pet is rewarded (such as with a cookie), or when verbally scolded. Later those signals are experienced as positive or negative, with or without a cookie or scolding.

-Last option if other Pet Signals ™ don't work: unpleasant sound frequencies; or mild electric shock; or unpleasant odors in too small a quantity to be smelled by humans.

. Miscellaneous:

-'Education Gets Harder ™: Amount or intensity of signal can be set to increase until the pet reacts accordingly.

-User Information Programming ™ tailors its 'guidance to what the pet already knows, and needs to learn next. The 'Education Gets Harder as the lessons proceed. Pet Behavior Analyzer ™ gets input from its Pet Sensors ™ and owner's input, then 'tailors the 'guided 'education accordingly.

-Remote Control Pet Scolder ™: A scolding directly from the owner, can harm the important relationship between the pet and its owner. It can be better for negative feedback to come from a neutral invention.

. Expansion Ideas:

-Affordable and expensive versions with more options.

-Pet Trainer For Physically Impaired ™. How sight impaired, or wheel chair bound people can train and communicate with their pet(s).

-Ways to sooth and comfort pets for good behaviors.

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Teaches animal to behave via giving positive and negative stimuli when animal exhibits positive or negative behaviors. Eg: give negative energy (electric shock) when dog is too aggressive. Positive stimuli: soothing sounds.

Patentable? - sw aty.

-exists?: owner decides to activate shock.. Part of 9G160.

.-exists? negative shock to dog when doesn't stop barking w/in certain time parameter. Probably have this N in paper files.

.-Unpleasant / *pleasant sensations given to animal according to Paslov's positive / negative reinforcement.

-tr/rc units placed attached throughout dog:

.--ears / head / nose / neck / upper spine locations down to and including tail / paws / under side areas.

o-example applications:

-1] owner commands dog to sit, play, roll, fetch... in certain manner -> owner k into r type action required by pet -> r rc's from pet's tr position of pet's body parts vis a vis its other parts in tern r knows pet's action (eg: is it sitting or walking) -> if dog is good -> no or positive sensation from unit on pet / if dog bad, shock sensation to pet.

--sys judges dog's actions and location via "distancer" sys utilized by each unit on pet and in owner's r.

-2] use application #1] for analyzing animal / human / *organism (insect, micro organism) behavior.

-advantage: bad for owners to punish pets with their hands, intern causing pets to mistrust their owners.

-this invention appears related to many other 'pet inventions.

-'Guides pet [via 'TGH].

-For multiple pets in vicinity on same/similar training program/invention: 'multi-user automatically knows more than one pet is nearby ['distancer/'ps] and how to tailor itself to each pet. Signals to/from one pet, aren't confused with other pets, e.g.: odor releasing and sound stimuli isn't used.

++ 5J041-Pet-Ed. Teach Pets Not To Annoy You For Food ™

Pet Signals ™ are transmitted before feeding time. Pets is 'educated to associate the signal's presence with expecting food. Over time, pets can learn that coaxing the owner for food is pointless until after the signals started. Pets that still coax their owners can be less insistent. Pets Can Learn Not To Annoy Owners For Food ™.

-Pet Signal Timing ™ is triggered by the person when they are later feeding. Clock controls the pet signals when the automated pet food feeder is activated.

-'Order & Timing: Pet Signal Patterns ™: multiple signals of the same or different type, can be more effective when they are 'transmitted chronologically in the same pattern each feeding time. A window of time between the first signal and feeding, lets pets go to their owners before feeding time.

-Extra feeding times can be adopted, so pet is less likely to associate the time of day with feeding time.

-TM: Helps owners Stop Feeding Pets From The Table ™. Get More Peace Before Pet's Feeding Time ™. Don't Let The Pet Dictate When It Can Eat ™. Pet Weight Control System ™

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. Variations in the Pet Signal Patterns ™ can symbolize different scenarios for the pet.

-One sound pattern shows feeding time is approaching, but don't expect the owner to be there, as the automated food dispenser is going into operation - resulting in the pet feeling less removed from their owner.

Smells are emitted to effect 'designated behaviors. Teaches pets not to bother owners for food until after the smell is emitted once or twice a day.

-different Pet Signals ™ include: certain lights going on (or off); or any other changes in the environment that can be controlled via [home] automation.

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-very related to a product in the "A" file which also functions as a device attracting animals by making mating calls

-OTD: user programs device to emit the type sound frequencies dog appears to react best to.

All; "R"; "S"; pp; mp; uk; date (recording certain past behaviors); interactive; educ; toy; game; entertainment; exercise (causes animals to exercise, eg: to get food); portable; "M"; bp; sp; alerter; osc; vc; score; teach; cart; cp; access; uip.

.-tired of cat meowing for food? By the type smell, cat knows when it has a chance of getting food. Owner trains cat by ignoring all meows except at the anointed hour.

-Other ways of training animals on time of day: light level (control lamp); osc (of "designated" sounds most likely to effect pet).

--motivate [non] sexual behavior. Such as to [de] attract.

-Type and degree of smell altered according to: other smells such as organism's odors [as determined by smell 'analyzer/motivator]; degree of desired behavior change; distance organism is from smell source.

. Somewhat reworded:

Teaches animals designated behavior responses or actions according to time of day. Examples: when its time to be fed, as pets can be extremely pushy and may operate from learned behavior that gives them food based on their aggressiveness. Should a smell be required before hand, then the pet will realize that their aggressiveness gives them no food. The master still provides the food after the smell has been emitted, so the pets remember who is really taking care of them. The smell may also remind the master that it is feeding time.

. should master not be home, the device feeds food 15 minutes after the anointed hour. Stand alone automated food feeding devices exist.

. only small amounts of odor are needed to be smelled by animals. This allows a small quantity of odor supply to last for years. Should low volume odors be emitted, the owner can be 'notified by sound [osc]. The 'osc can couple with the odor release to train the pets via two modes occuring simultaneously.

. TM: Smell Triggered Pet Training Device ™, Interactive Smell Behavior Motivator ™.

-5J041 and 5J0411 are related

'ENTERTAIN = Electronically driven 'entertainment for the pet and or its owner.

* 5J0412-Pet-Enter. Entertainment Becomes More Realistic By Emitting Corresponding Smells ™

. Pet Toy Odor Emitter ™ creates a bigger impact with the pet. Odor might be emitted when the Toy Vibration Sensor ™ determines it is being played with.

-Different smells can emanate according to when and how [W5] it is played with.

-Invention 'tailors its functions for the user, pet and or application.

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. See related 5J041: Movie Smell Emitter ™: Odors and other stimuli are emitted for people according to any criteria.

'ENVIRONMENTAL PROTECTION / EP =

Environmental Protection Collar ™ monitors pet behavior. It 'analyzes the pet's behavior, then 'guides it to learn better behavior. More ideas are needed to make this work.

. Examples of Pet Behavior Controls ™:

-Helps refrain pets from hunting or scaring endangered wild life [that flies into their backyard].

-Changes in pet's blood chemistry with any other 'associated body functions that occur when it practices designated environmentally unfriendly behavior. Patent protection is sought as veterinarians may provide better clues on body's internal mechanisms tied to behaviors in the future.

-'Analyzers and 'Sensors: 'sound analyzer, 'visual analyzer, 'behavior analyzer.

-Pet Environmental Protection Implant ™ monitors via 'sensors in/outside the pet's body.

'GPS =

Pet GPS ™ 'tracks its changing locations, and 'reacts accordingly.

7J-07-Pet-GPS. Pet GPS Guide ™

Automatically 'guides dogs where to walk.

-Call Your Pet Home ™: pet gets 'communication to return home, when owner presses a button. Invention gives positive and negative signals based on the direction the dog is walking.

-Path 'Guide: stay on a narrow path so as not to wander into 'undesignated area. The further from the path, the greater the mild shock given to dog.

. Underground wire may 'designate the desired boundaries (exists without GPS). Such wiring used for the perimeter of a yard without a fence; this warns dog with a mild signal should they approach the wire.

-should dog cross path any way [such as male pursuing a female dog], the dog can return back home over the wire without punishment, since upon existing, the 'punishment mode is deactivated until the dog gets within the 'zone again.

-Pet Path Teacher ™: Can teach a pet to repeatedly travel via a same route by sending positive signals, maybe when they are within 5 degrees of the correct direction. Dog could be a courier of sorts, such as on large construction sites, or where roads aren't built in environmentally sensitive 'zones.

-'Game for people based on general idea. Directional Signal Game ™: it gives "green" signal when a person is getting closer, and "red" when walking in some undesirable direction. Winner is the person who gets to the destination first.

-Paths can be 'guided to go straight, crooked, semi-circular, etc. 'Guides around large obstacles based on the GPS' satellite 'visual analyzer ™.

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-positive transmissions are given when pet is walking within 15 degrees of the correct path, and negative signals are given if they walk more than 25 degrees off the designated path.

-Our different pet related inventions are ideal for dogs like a smart German Sheppard. Might also work with cats, water creatures like: dolphins, cows, pigs, lamb, goats, birds, *reptiles, *worms, etc.

. Expansion Ideas:

-Inventions that 'tailor themselves to designated needs.

-While a list of sound types, smells and other signals via the collar could be obvious; situations that will trigger automated reactions can be explored. Under what circumstances might a pet be asked to take a path, or deviate from the one they are on?

. Movement Controller ™:

-upon system identifying movement of person and or animal in unwanted 'zones it emits unpleasant sound(s) in and or out of the human's range (latter is preferred) of hearing in order to deter the current and or future repetitions of entry (psychological molding as well)

-perhaps certain size animals are wanted to be kept out of a section of an open zoo (one without walls)

-teaching pets where not to go, what not to do: e.g., avoid certain sections of house, garden; don't run out front door...

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. Pet-GPS-Zone = confinement animals; 'tracks their movements. US Patents: +5460124 Receiver for an electronic animal confinement system. [This is an interference my KN # 1C-120 & 1C121]. Their patent issued Oct 24, 1995. We first filed our application 10/1993 but it lapsed. +5408956 Method and apparatus for controlling animals with electronic fencing. Issued 4.95. Old number 1C-121. Pet GPS Guide ™:

-The system's 'tds may automatically activate the 'notification to the dog [if owner fails to call pet back w/in the 'designated time frame].

-Owner and or automated analyzer can monitor the pet's changing locations, and react accordingly.

-landowners wanting to keep wrong people off territory, user can have remote ("R") control or other device to deactivate system when they are in the this "unwanted zone"; governments, companies, etc which want to inhibit though not restrict unwanted beings from zones; keep land free of many animals or people from trampling for biological reasons; get animals away considering the disadvantages of fences

. Inhibit animal behavior with functions of 1C-120.

-Ap: controlling: pigeons and other unwanted birds in the city, farm, etc; the direction in which animals are induced to go or not go, stay, not stay; rats and other rodents; make pet birds reduce their vocal sounds

Footnotes: remote ("R"); display (shows type of sound by decibels, etc); pp; mp; uk; all; "mic"; portable; bp; alerter; osc; vc; score; tgh (makes sounds to drown out type of bad noise); cart; cp; uq; uip.

-US Patents: +5460124 Receiver for an electronic animal confinement system. [This is an interference my KN # 1C-120 & 1C121]. Their patent issued Oct 24, 1995. KN filed 10.93.

3C-040 Opens pet door for dog or cat seeking in/out to/from garden. Or system might simply respond to animal's bark or meow or scratch or push. System might also not allow operation at certain hours...

'GUIDE = Beckons animals to do something, endure the boredom of staying put, or go somewhere.

Examples:

-The 'behavior analyzer studies the pet's behavior, then induces it to behave in a different more desirable way.

-Pet Collar Inducer ™ emits: signals or odors punishing bad behavior while rewarding good behavior.

-Give pets what they want. E.G.: Food; or Signals the pet that their owner who they [hopefully] cherish, is available or wants the pet to come.

-greatly relies on 'Pet-Educational (another sub-part) functions

'SEEK & REACT =

Friendly Dog Encounter ™: The invention's signal tells the dog that the new person is a good one who might give a cookie. This saves much time and embarrassment. The dog's 'collar 'seeks a positive signal. The invention 'reacts to a good signal by 'communicating a Friendly Signal ™ to the dog.

-Only the owner knows and can change what signals transmitted by the visitor to the pet's 'collar, will 'communicate to the dog, that the encounter is a friendly one.

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Collar 'seeks 'frequency emission from 'designated people wearing a 'transmitter. Tells dog that such people new for dog are friendly.

-to keep fraudulent people from abusing the system each system functions on different codes. Signals have 'access passwords that can be changed [by the owner].

-D: person = transmitter = collar's receiver = notification [that collar recognizes such wearer].

* General Background Info On 'Pet Inventions:

Ways of modifying the behavior of, and or communicating with pets, animals. Many 'guide animals to practice desired behaviors.

•

Key Words:

-Teach: train, instruct, 'educate, show

-Modify: alter, change, see teach section influence control induce reduce accentuate

-Pet: animal, dog, cat, bird

-'Interact: UIP-Tailor

-Behavior: behave bark meow cry howl sing [bird] sound psychology

Diagram: Animal = 'sensors / osc / functions interfacing or 'interacting w animal = 'Computer [teaches / modifies behavior / uip-tailor] = possible human controller

-Str #1: searched TITLES 2.97 on qpat: (dog cat pet) and (modify alter, change, see teach section influence control induce reduce accentuate teach train, instruct, 'educate, show behave bark meow cry howl sing sound electr* system computer software program)

-Str #2:

(dog pet *animal cat) and (behavior behave bark sound command) and (modify change alter influence control induce reduce accentuate)

--NO SEARCH DONE

-OTD D: U = 'Pet ~ C = ACCESS [animal can activate 'designated features via: how their behavior matches the parameters of ba's 'sw 'program] // ANALYZER [determines w5 system should 'react (to animal)] // BA

[studies animal's behavior] // EDUC [teaches animals: new behavior, warns or punishes against 'designated behavior] // MULTI-USER [each pet / user* has own 'programmed desired behaviors or 'reactions from animals] // NR [warns or punishes pets] // OSC [] // PR [] // SCORE [accumulates the animals number of good or bad behaviors] // SEEKS & REACTS [to animal's behavior] // SENSOR [placed upon animal. 'Seeks animal's: noise (+sound analyzer), heart beat (showing excitement or stress), blood analysis and how it correlates w/ animal behavior or *health, being awake or asleep] // TDS [] // TRACK [] // UIP [induces animals into behavior= system has determined is what 'user/owner wants from animal].

'Pet inventions and parts apply especially to pets and animals that can be domesticated. Has applications for people, eg: disorderly children, or mentally impaired adults. Also works with any other [moving] organism, and even 'robots which have 'sensors / can 'educate themselves [based on the signals/feedback from the 'pet inventions].

END OF 'PET SUB-PARTS

File: Pet / Pet Door Notes *

VERY ROUGH DRAFT PET DOOR NOTES. SEE THE UPDATES IN LATER PUBLICATIONS. Codes & Abbreviations Used Probably Don't Apply To Our Glossaries.

'Visual analyzer / Motion 'sensor determines if/when a pet is in the right position for the cleaning process to start/continue and or end.

Movable Astroturf Cleaning Option: {Some Type Of Subject Heading Here}. Clean Paw Pet Doormat with Astroturf, or a latch-hooked rug. The carpeting is built onto circles e.g. 3cm (1/2') in diameter. The circles can turn slowly, to wipe the paws.

. The dog 'accesses a ramp. The Ramp aims up towards the top of a 'Dog Flap.' The ramp blocks 'access.

-When the Dog gets closer to the house, his weight can cause the ramp to lift at the back. The ramp becomes horizontal, and is now a flat platform, extending out from the top of the 'Dog Flap'.

--Or the dog simply climbs onto a flat platform in the first place. (i.e. no ramp).

-Air can be released, due to the weight of the dog. The released air causes the platform to slowly descend.

-While the platform descends, the 'spinning-wheel carpeting' starts to work.

--Spinning mechanism runs on the release of compressed air, or by battery.

-As the platform descends, it slides over a latch on the 'Dog Flap.' Once the flap is 'unlocked' the dog may enter.

--Alternatively, the flap remains unlocked and the dog may enter, as soon the platform is low enough, so that it is no longer blocking the door.

--The platform lifts and fills with air, only when the dog walks on it when he exits the house.

. An Astroturf or carpeted 'combination lock ('access)'. The flap is actually in the shape of a wheel (we see part of the circle sticking out of the house, like the spinning wheel on The Price is Right [TV show in US]).

-There are two (or three) carpeted circles side by side.

-The pet has to slide the wheels downwards with her paws. This is how she wipes her feet.

--There is also a carpet in front of the pet flap, to clean the back feet.

-When the wheels have been turned maybe 180 degrees, the door is open for 'access.

--The wheel could also be non-circular, (like the wheels of a tank).

--Turning the wheels could produce a sound ['outgoing sound communicator] (music, or meows).

. A carpet can be made from a clear plastic Astroturf.

-The pet can see light beneath the mat, which moves around. The [Cat] tries to attack the motion, and therefore wipes his feet.

. The carpet can have a 'moving mound' beneath the surface.

-As if a mouse was running beneath the carpet, the cat attacks the 'moving mound'.

. The pet walks onto a circular mat that has a round wall, with a second outer wall.

-The outer wall remains stationary, but the inner wall and circular mat floor spin slowly.

-The pet keeps turning to try and face the wall of the house. He can't enter yet, because the inner wall is blocking the pet flap.

- The outer wall doesn't block the pet flap.

-The pet wipes his feet by turning himself on the mat.

-Eventually, 'access the pet used to enter the device has been turned towards the house, so that the pet now has 'access to the pet flap.

--Device could be designed to look like a round castle, or some other familiar building

The same idea could take the shape of a hamster's spinning wheel. The pet has to walk around inside a carpeted wheel until entrance links up with the pet flap.

. Pet 'Whack-a-Mole'. There is a carpet in front of a pet flap. There are nine small holes that make a square formation (3x3).

-Out from one of the holes, a snack will appear. The pet won't know which hole the snack will appear from.

--The snack may pop out quickly from the holes, then disappears, until finally it lies still at the top of one hole, so the pet can easily take it.

-The pet will playfully search for the snack and simultaneously wipe her feet.

. Pet maze. The pet has to maneuver through thin hallways to get to the pet flap, and hopefully the paws are clean by then.

. Stairway to clean paws: The pet climbs Astroturf stairs then maneuvers down a steep carpeted slide towards the pet flap

. Bowling Ball Pet: The pet walks down a tiny bowling lane, and knocks over the absorbent pins on it's way through the flap.

-A variation could be a

. Pet piano. The piano keys are made from a soft material (i.e. Styrofoam). The piano keys make pathway to the pet flap.

-The pet plays a song, as she walks over the imitation [piano keys towards the pet flap, and simultaneously cleans her feet because of the soft piano key lumps.

Special 'tag on pet's collar triggers timer when 'sensor determines pet stands on mat by pet door. Door 'access requires 'tag.

-Timer starts to beep ['notifier] after pause period and pet starts to shuffle on mat and scratch door before door unlocks. Mat surface could be placed on door surface to clean front paws if pet scratches door.

. Removable treadmill device covered with carpeted surface could be placed in front of door, which starts moving when pet stands on it.

-Operates for predetermined time before stopping and unlocking door.

-Same type of device could be placed inside door and be triggered when pet enters door. Treadmill would run for set time to clean pet's paws before shutting off and allowing pet to enter room.

. Robotic Floor Washer. Instead of robotic vacuum, how about robotic floor washer.

-Could use 'Mop and Glow' type cleaner that doesn't require rinsing.

-Would have brushing, scrubbing action.

-Limit action to one room with position able barrier, ''sensor, pre-programming. Cleaner would return to starting location or position able ''sensor to stop and allow floor to dry.

. Puppy Be Clean/Paw Purr-fact/Paws Down/Dog-gone dirt

Puppy moves around on outside doormat, puppy door

gives 'access and 'reacts by a towel like fabric dropping over the doorway.

-Puppy runs through the puppy door and dried off.

-Paws are clean and fur is cleaned/dried [of rain or outside elements].

-Can 'program by 'reacting to rain [activate based on outside rain collector.]

. Mat on inside of door collects additional dirt from puppy's paws and alerts mommy that puppy is in the house.

-Indoor matte can be programmed with mommy's voice, when it is rainy out the indoor matt will command puppy to stay so mommy can come and check paws.

-Fashionable doormat to match décor no one will ever know it is a puppy-cleaning device.

-When mommy is out indoor matte can be programmed to tell puppy to wipe its paws as well as praise when puppy rubs on the matte.

. Upon successful paw cleaning matte praises puppy.

. Sensitivity of indoor and outdoor mattes can be changes based on weather conditions.

-Sunny day only takes a couple of wipes on the matt, rainy day takes longer for puppy to get desired outcome.

-Can be 'program-by reacting to yard condition or weather forecast.

. When outdoor matte is activated by puppy water shoots out to clean between puppy's toes.

. Indoor matter has hairdryer like affect and dries puppy's paws:

. Opening of puppy door can be lined with absorbent fabric to clean puppy as she walks through.

. Hair dryer like device in puppy 'access.... like dryers when you pull out of a car wash...puppy is perfectly dry when entering the living area of home.

. Heated puppy door 'access for cold weather.

. Puppy door can also be closed and require puppy to ring bell to come in.

-With using the same skill as required to shake puppy can tap doorbell.

-Mommy comes to let puppy in and make sure puppy is clean.

-Mommy could open puppy door by remote from anywhere in the house.

Instead of doorbell sound message could come across TV screen 'Mommy, please let me in.'

. Door entrance has 'sensors to tell if foreign objects are brought in and out of the house.

-Nothing from outside comes in and nothing inside goes out.

-Don't come home to find your shoes floating in the pool.

-No surprise creatures living in your home.

.THE BATH RING

. Don't want to chase Fido (pet) down for a bath use the bath ring and make bath time fun and easy.

-Fill fabric covered tube with favorite soap, hook up hose and call Fido.

-Fido is clean after running through tube several times.

--No mess or fuss for mommy, Fido (pet) gets exercise and clean at the same time.

--Feels good to Fido...like a puppy massage...Fido will be excited for bath day.

--So easy the kids could give Fido a bath.

. POOP SCOOPER:

-No need to take pooper-scooper on walks anymore.

-No carrying around puppy's droppings while out and about.

-The poop eater rolls along with you.

-Puppy takes care of business and poop eater cleans up.
-You never touch poop or even have to stop walking....poop (feces) eater will catch up when done.
-Hand remote control or set on autopilot.
-Command 'Eat that poop' will activate poop eater.
-When walks is done sealed bag is ejected for trash disposal.
-Everyone is happy, puppy gets walk and mommy does not have to clean up.
--Cities are enforcing dropping removal...never get fined

. FETCHER TV remote buddy!
. Lose the remote again! Just yell 'fetch my remote'.
-Fetcher and remote programmed to interact together.
-Fetcher always knows where remote is and can roll to it and bring back.
-Fetcher reacts based on key words spoken.
-Fetcher can also store remotes while not in use.
-Fetcher will remember your favorite TV programs and remind you when they are on.
--Fetcher's appearance can be that of an artistic statue.
. The White Picket Fence Solution
.Lay the soft bristle 'sensors along the side of the home and create a path that leads up to the door with the pet entrance. A very low fence (i.e. height of an average cat) will run the same length and create a corridor with the building acting as the other wall.
-The pet will learn that 'access will only be granted if the pet walks the entire length of the 'pathway'.
-For training purposes, the owner could start with a shorter length 'petway (pathway)and then add additional flooring/fencing as the pet learns.
--Obviously, this idea is heavily dependent on the home having at least a small amount of space to the side of the pet door.
-There could even be arches that the owner could adjust to the height of the pet that go over the 'petway'.
-The bristles will clean the pet's paws and the arches will dry fur/clean off debris as the pet walks underneath.

. Pet idea a robot, something like the 'Roomba' automatic vacuum cleaner, but this one will make subtle scent trails for pets to follow, faint enough that people
can't smell them. It'll be like aromatherapy for pets, and something to keep
them interested when they're stuck indoors.

. Pause idea a coffee mug thermometer spoon, so people know to pause before drinking if the drink is too hot.

. Pet door-HOLL Sound & Voice Pet Door. A multi-million dollar idea! Just for fun it would be very comical if the pet door would make sounds such as a toilet flushing as the pet went outside or a voice saying 'I'll be back' or 'hello everyone I'm back!'

-This device could be recordable to music, voice or sounds. The pet store would supply extra sound bits for sale and recordable firmware. This device should give you capabilities to record your own voice saying 'don't be out to long' or 'come right back for a treat' or 'don't forget to wipe your paws' You should be able to play your favorite music, song artist or musical. This could be endless fun for everyone.

--Plus for added security you can add a door chime sound if you wanted to know if you're pets just went outside or came back in.

Unique Pet Door - Paw Dirt Remover

.System/unit would consist of three parts: indoor mat (soft, absorbent material with inconspicuous 'sensors), pet door with LCD display, and outdoors mat (short bristles on surface to remove debris, tray-like bottom with system to release small amount of water for cleaning paws)

-'Sensors in both mats would respond to pet weight, option to set the weight of multiple pets

--Need to set weight minimum to prevent squirrels/skunks from entering the house or 'sensors recognize your pet's shape/build

-'Sensors control exits and entering

--'Sensor tracks whether a pet is outdoors, how long it has been out and displays information for owner.

--'Access can be programmed to allow pet to exit at certain times only, commands and/or songs could be used to signal to the pet it's time to go out and when it's time to come in

--Door may not let pet out at times, but will always allow pet to re-enter the home

--Door won't open during extreme winds or forceful rains

-'Sensors in door respond to barometric pressure/humidity levels and release an evenly distributed amount of water under brush surface of outdoor mat for paw cleaning when it's raining or snowing and paws are likely to be muddy.

-Can be used for training purposes

--Preprogrammed voice can issue a series of commands at well-timed intervals (sit, lie down, stay) to pet; 'sensors can determine if pet is following the command by body weight distribution

--Owner has option to record commands/messages in his/her own voice.

--Using sound with system could be the deterrent for squirrels/skunks – normal voice, nothing that would frighten the pet, just a wild animal that isn't used to hearing a human voice. For example, system can be programmed for a 15-pound dog. If an animal of 5 pounds was on the outdoor mat, the system would say in a monotone voice, 'You're not Fido.' repeatedly until the animal leaves the mat

The longer the pet waits frantically, the more they step around and remove their paw's dirt. At first there's no waiting time, then it increases over time.

-Be careful about changing the waiting time. The pet may try to enter when the door is closed, hit its snout, and not like using the door

-May want to have only one way for the pet to gain entry. If it does what it's supposed to the door will open every time. Consistency is the foundation of animal training.

Save- Pet Door - Paw Dirt Remover: Consider soft bristles' that the pet would have to learn to skate their paws across to aid in cleaning them. Here are a couple other ideas, if price were not a consideration (you said to free flow the creativity), for this higher end market that you mentioned the pet door is aimed at:

. Variable entry spritzer (sprayer) - have pet door configured with little sprayers along the inner circumference of the pet door which are hooked up to a variety of system attachable spritzer cartridges. - Owner can (buy cartridges to) set the spritzer to spray de-flea, de-lice, de-tick type substance for outdoor pets which pick up and bring into the home a whole variety of parasite pests. When pet passes thru the door they get several bursts of spray along the length of their body.

-- Spritzer can be set to spray fragrance on pet to help with pet smell maybe for when guests are coming over to home.

. Pet door/ Doormat combination unit, where the doormat has 'sensors in it to perform a variety of functions. The doormat can be connected via radio waves to the pet door which has a keypad/LCD display to communicate between the combo devices- for example:

- Doormat can serve as a scale to keep track of pet's weight (can alert owner to any major changes in weight, times might need to see a vet).

-- Owner can adjust the mat to sense the particular pet size of the animal that is currently seeking entry through the pet door. Thus the scale function of the doormat can also act as a security feature, where is does not allow the pet door to slide open (or unlock), in the case that the weight is too drastically different than the programmed (accepted) weight of the owner's pet(s). So as to not allow other neighborhood pets, rodents, and bigger animals (humans) to have 'access to owner's house (just because they wiped their feet at the door).

-- Doormat can serve the function- as mentioned in the example- to beep the owner when the pet stands on it, so that an owner can come check pet before entry.

Additional door mat material ideas:

. Floor puffer- doormat can be made of similar mat to industrial kitchen mats, which have a bunch of holes in the rubber mat (although the holes

in the pet door mat would have to be a little smaller in diameter)- can still incorporate soft bristles aspect into this design.

-- Under the mat have some sort of air puffer system- little air jet sprayers which freely move/roll (on track balls or such) beneath the mat surface, and which have little 'sensors which can detect where pressure is on the mat (and thus where each paw is located on the door mat), and which roll beneath each paw to distribute a burst of concentrated air (not too strong to hurt pet, but puffed enough to dislodge dirt, mud, water, snow that may have accumulated on the paws)- once each paw has been puffed 3 times, the mat communicates to the pet door to slide open (or unlock), and the pet is granted entry.

-- The bursts of air under each paw would also help pet to move paws around on cleaning mat.

. Taking it step further- what is the ideal type of doormat surface which could best assist in cleaning each of the many types of paw conditions

. Aero Gel tray doormat- for example, at NASA they used a type of aero gel, which can be porous and strong substance, which they used as flypaper to catch stardust- which if the consistency of the gel can be adjusted to allow for animals (perhaps even humans) to step on and clean off their paws (shoes). - The semi-permeable porous gel (maybe similar to those kid's sticky creatures, which are made out of some gelatinous rubbery material, where they can be thrown at a window and the creature will stick and slowly work its way down the window- until the toy collects enough dust and dirt on its semi sticky substance, and needs to be washed off).

-- The aero gel mat could act as flypaper to the dirt, mud, water, snow, but obviously not so sticky that the pet would get stuck in it. If the aero gel mat was of the right porous ness, it could trap all types of dirt and water and allow the paw (shoe) to pull free with a cleaning affect.

-- The aero gel mat can be encased in a variety of under levels, that help in the self-cleaning function and reusability of the mat. For example:

--The aero gel mat can rest on a sieve type metal tray (like a Spaghetti strainer, a bunch of small holes that allow only liquid to pass through), and under the metal sieve tray there can be a second layer which acts like an ice cube tray. Both of which only add couple

inches in depth to the mat.
-- The metal sieve tray has heating components built within it that the pet door keypad/LCD part of the combo unit can select and activate.
-- When the aero gel floor mat becomes sufficiently full of dirt and water, the heating component/coils can be activated (safety wise, can only be activated when no pet or person is standing on the mat), and which need to only achieve a slight change in its concentrated heating to melt the aero gel substance into its liquid form, which then passes through the underneath sieve metal tray, going into the further underneath 'forming tray' layer, where the aero gel (heated) liquid can recongeal into it's gel form when the heating element automatically shuts off in 'x' minutes.
-- The metal sieve tray can be lifted out of the door mat frame and it's dirt/ mud/ rocks contents can be discarded from the tray, and the aero gel (recongealed mat) can be lifted out of its congealing tray (which should be floating on the water that also went through the sieve tray, but which did not congeal at ambient temperature- the water can be let out via corked or sliding outlet (like the excess water of an ice chest cooler after a day's picnic). This process allows the same aero gel to be used and reused many times.
-- Multiple aero gel types might need to be created for extremely hot/cold environments.

Easy Installation Pet Door Kit to Catch Dust and Dirt
-Pet steps through Pet Door and attached 2, 4 or 6-foot diameter circular or straight tunnel
--Tunnel prevents inclement weather from reaching inside
--Pet walks on and can be surrounded by permanently charged polymer fabric that attracts dirt, dust, lint and other particles like a magnet.
--Fabric catches excess dust and dirt from Pet's paws and coat.
--At the end of tunnel, pet steps into his Pet Cage (Cage can catch stray animals too)
--As the Pet steps into his Pet Cage, a bell rings or a light flashes or stays on (or does all three) to summon the owner so he can inspect the pet for excess dirt.
--Cage holds the pet until the owner appears on the scene
--Cage can be large and should not alarm the Pet, since it can hold water and food.

CONCLUDES THIS ROUGH DRAFT PET DOOR NOTES SECTION

Creative Expansions On Pet Invention Ideas
Innovation Gateways
IdeaSpringboard.org

What Pets Can Get From New Wild Inventions:
. Pets love food, love, play, and exploration. What inventions might give pets what they love? This brainstorm for creative ways to deliver what they love.

What Owners Could Want From Their Magical Genie Pet Invention:
. Pet is creatively occupied, especially if pet is alone. Imagine toys..!
. A pet owner living on a tropical island has an unusual pet. How do they interact?
. A handicapped person loves their dog or cat. But the person can be impaired physically, visually or audibly. How do they enjoy creatively circumventing their handicap? They're so wrapped up with their pet, they forget about their disability..!
. How can animals help environmental protection? What might they do when wandering around on or off a leash?

Pet Comings & Goings: What fun might the pet be up to?
-Where to or from?
-How traveled?
-How does the owner creatively think about why is the pet coming or going?
-Why does the owner want the pet somewhere?
-What can, is or will happen?
-What type of toy or gadget might pet have?
-When is the pet coming or going? Day, night, when pet might be in heat.

Novel Ways For Pets & Humans To Communicate:
-A way to have more fun.
-A new way to teach your pet a trick. What could be a fun or educational pet trick(s)?

Horsing Around:
-How does the pet want to play, and with what?
-How might the magical electronic toy positively surprise and excite the pet?
-What could the pet learn from the interesting contraption?
-It may appear an odd contraption to one person's perspective, but pets are curiously open minded if they can make some fun with it.

"Keep hopping. Play beyond the zone you were just thinking in..!" from Steven Kays.

File: Pet / Pet Pat

PET INVENTIONS – US PATENT SEARCH

www.USPTO.gov search query option:
abst/(communicat$ or talk$ or instruct$ or educat$ or train$ or teach$ or track$ or behav$ or restrict$ or bark$ or meow$ or signal$) AND abst/(owner$ or master$ or human$ or person$ or people) AND ttl/(pet or cat or dog or pets or cats or dogs or animal$) AND spec/(collar$ or worn or wears) AND spec/(electr$

More keywords for different search: wireless or computer$ or software$ or program$ or RF or radio$

US Patents – Expands upon our specified parts:
'Pet-BA:
-6,650,243 Pet affection indicator.
-Study changes in eye pupils to (help) determine pet's behavior, e.g. pupil dilation suggests possible excitement, or change in 'zone due to light change. 6,424,727

System and method of animal identification and animal transaction authorization using iris patterns

'Pet-Communicate: 6,799,537 Pet training device [owner's remote used to punish dog when barking]. Abstract below.

'Pet-GPS: 6,720,879 Animal collar including tracking and location device; 6,850,151 Devices for locating/keeping track of objects, animals or persons

'Pet-Zone: 6,064,308 RF signaling system and system for controlling the whereabouts of animals using same

'Pet-UIP: 6,318,291 Pet bowl with means to notify a pet owner that the bowl is empty

More Related US Patents:

6,799,537 Pet training device [owner's remote used to punish dog when barking]
Provided is a pet training device comprising a wireless receiving section worn by a pet, the wireless receiving section including a voice unit, a wireless receiving unit, a detection unit, a second microprocessor unit, a second

display unit, a motor vibration unit, a high voltage low current discharge unit, and a decoder unit, and a wireless transmission section held by an owner. In a case of the pet continuously barking, the owner may activate the wireless transmission section to control the wireless receiving section to play a recorded message to order the pet to stop barking or if the above failed, even activate the motor vibration unit to generate vibration on the pet or the high voltage low current discharge unit to generate high voltage low current to apply on the pet for stopping barking.

5,815,077 Electronic collar for locating and training animals

A device for locating and training an animal includes a hand held transmitter and a multi-function electronic collar assembly to be worn by the animal. The electronic collar assembly includes a receiver for receiving signals from the transmitter. A microprocessor connected to the receiver processes the signals and is connected to a sounder, a sound sensor, a electroshock stimulator, and a motion sensor mounted on the collar. The transmitter can program the collar assembly and command it in one of several modes or functions for locating and training the animal. In the locating or sounder mode, the sounder emits humanly audible sounds to indicate the location of the animal. In one training mode, the sound sensor detects when the animal is making undesirable noises, such as barking, and the microprocessor has the stimulator deliver a shock to the animal for barking control. In another training mode, the motion sensor detects whether the animal is in a pointing position and the microprocessor, sounder, and stimulator reward the animal with a tone or apply a shock accordingly. Heretofore, such a combination of hardware and functions have not been provided on a single collar assembly.

Flea Collar Monitor - US Patent Insect trapping collar 4,350,122: A non [invention is basically just this abstract – is without scent attractions, or viewable and replaceable recepticals]. Abstract: poisonous flea trapping collar for dogs and cats is in the form of a collar or collar attachment member having dark recesses in it. The recesses are coated with or contain a sticky substance which traps and holds any fleas entering them. Fleas are thereby trapped and killed without endangering the pets on which the collar is used, and without subjecting persons coming in contact with the pet to harmful poisons.

ENDS THIS PET RELATED INVENTIONS SECTION

PREDICTION FUNCTION'S SUB-PARTS

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Miscellaneous Info:

.-better develop how to "bill" customers= after playing "game"= user (player)= comes up w/ new ideas.

. Types of predictions. How system tailors itself to user's predicted desires:
-make "images" it predicts user wants. "Artist": how artist will generate "images" and any obstacles.
-moves itself as predicted: "distancer", "ps", "ps-zone"
-"edit" / want material "edited"
+ how user wants to be "entertained"; or be played with (kn) "games"
-Predicts where lost objects might be. 'Locator: seek to find (lost) objects. * Use w/ "locator".
+ how user wants to wake up in morning: "morning" alarm. Eg: weekday morning alarms differ from holiday mornings.
-use (same) (kn) product differently: "multi-user".
+ how best be notified: "notifier". Different circumstances may call for differing forms of notification.
-Improved designing includes improved user interfacing, eg: inclusion of more desired features, ease of use, removal of software traps (where user can't easily return to main menu, or doesn't understand how to proceed to desired point). This is also a type of CAD [computer aided design] sw; and "adapt".

Other:
-want their questions answered; and predicting what questions they'll ask.
-how anything may best be "routed" w5
-want the following implemented in (kn) product design for better use: "status"; "score"; "nr"; and all other IMI parts and sub-parts; and all KN.
-See "Guide": 2J02 Game instructor: which "predicts" type moves that will be: appreciated by player; played by opponent player. Based on UIP-DB (which was compiled over each game played).
-'Game: u (user) assigns behavioral profiles to game's "characters"....explanation needed; know when/where (w5) "nr" need to be placed; uip (helps) develop "character's" "behavior profile".
. OTD Drawing: U = "Predicts" (what u wants, or what will occur (in environment; uip-tailor) ~ C = ACCESS (how hacker will behave, ba=access) // ARTIST (what images u likes) // ANALYZER () // BA (How will user act / "react"; a computerized psychic or taro SW ('software) system taking into account u's behavior; see KN (invention) taro sw probably in directory A) // BILL* (how to present information/material in manner whereby user will incur greater charges, eg: gives more of the information client may want) // EDIT (predicts who u wants material edited) // EDUC (predicts what tests will ask / how u will perform in "educational" sw session= and adapts accordingly) // MULTI-USER (predicts differently according to the user) // OSC or NR (best way NR should alert u) // PR () // PS-Zone () // Q () // R ('remote control) () // ROUTER () // SCORE () // SEEKS & REACTS () // SENSOR () // SOUND ANALYZER () // TDS () // T () // TRACK () // UIP () // VISUAL ANALYZER () // VR () // WA ().
-Patent search str: predict and (software* or computer* or program*).
--US Patents: 4141548 Game apparatus for use in conjunction with the viewing of a spectator's sport.
. Predicts Algorithms:

-overview Drawing: user [with their needs known by system] = k / 'sensor / functions tailored for user = 'analyzer [ba, 'tailor, uip-db].

-step 1 - collecting info: uip-DB ('database) = analyzer collects / studies the data applicable [as measured by 'score]= to the 'designated 'prediction 'designated.

-step 2 - predicting: the characteristics [ba] of the user(s) and of the system / situation in which user will be interfacing are compared= with 'analyzed conclusions [w corresponding 'scores] for: multiple typical case scenarios that can occur [to system / user]; what can occur even after system has been 'tailored / (symbolizes "and or") user properly 'guided. -> this leads to system better predicting likely scenarios= so system can even better 'tailor / 'guide.

-step 3A - tailoring system to user: system's functions ['programs / interface / form of 'interacting] is 'edited / altered to [better] match user's profile.

-And or step 3B - 'educating / 'guiding user to 'system's particular characteristics: those features needing adjustment [as dictated by 'predicts' 'analyzer] are altered. See 'Guide, 'Educate.

-step 4 - 'analyzes how [effectively] user is 'interacting w/ system: 'score user's ability to use system [via: 'questionnaire; errors made by user; ba; how closely the results user is getting match with [uip-DB ('database) of u and or their needs; what u requested; what u normally gets or wants (historically (on other systems))] = system re-tailors itself [as many times as necessary].

-step 5% - ongoing improvement of 'tailoring - fuzzy logic algorithm: u's needs change from time to time = 'analyzer needs to: update 'predict and 'tailor.

.--in other words: as system improves itself= u's response may be better, but still not ideal= in which case system further 'analyzes= then re-tailors itself. If user's needs and all circumstances never changed, system might eventually have developed a formulae for the best way it can tailor itself. However, since the world is about perpetual change, new 'predictions and 'tailoring are ongoing. To reduce difficulties for user in dealing with a constantly changing system, which may require [some] relearning of system, user can limit changing 'tailoring to degree desired [by u].

-D: System 'tailors itself to= how it 'predicts user may:

-Functions / Benefits of 'Predict: anticipate; conclude; conjecture; forecast; guess; infer; judge; presume; psych out; surmise; think; envision [the future]; grasp

ACCESS =

-predicts attempted "access": via hacking; difficulties encountered by legitimate accessors.

-Access: making access easier / harder= according to 'score access assigns accessor.

BA = Danger or difficulties in 'interacting w user. In other words chances for any type harm user may incur and or receive. User / system's 'tailorings are steered away from potential problem areas [to the degree of 'predict's 'score such a negative occurence is likely]:

-rented product: what damages user may do:

.--hence sys suggests a model that is less likely to be damaged, because its less valuable, or hardier, or more able to 'tailor to user.

-corporation they are hired by: studies 'questionnares from employee; former employers; coworkers; clients [who interfaced w (with) employee].

-companies subcontracted to do 'designated work:

CAMERA = Predicts target object's actions / movements= intern 'camera more quickly 'tracks object's changes. Eg: zooms or pans where [w5] person is predicted to move.

-especially useful if there are limited 'lenses available, and sys (electronic 'system) must prioritize what needs to be 'tracked / 'visually analyzed.

DATABASE - What Predict Uses to forsee the future:

at issue isn't only the accuracy of information used to predict, but the [sys' / user's] choice of what to use in the 'prediction process; the user's estimated proclivity to act/react due to the circumstances:

-Astroglogy: studies user's / system's* date of birth, or [final] manufacture; which planets / constellations are or will be ruling [when system is to be used].

. Mass media: known to influence user's behavior.

-Advertising, eg: McDonald's advertising excessive advertising of discounted hamburgers, may more induce user's to think of hamburgers or related food, so 'edited material with hamburgers [near meal time], may get a better response from user during such ad campaigns.

-News events: Examples: changes in economic indicators, stock prices, or general interest rates; wars.

. Miscellaneous:

-BA of: user; events. Having 'analyzed the different determinants / causes for the user's [current / forseen] personality or 'moods= via the ba= 'predict can estimated the likely future scenarios / how systems can be better 'tailored for user.

-See UIP: 'Tailor needs information; its process of analyzing how to tailor is very related.

-What other people [co-workers] feel about: the user; current events [which can effect other user's 'mood or agenda or needs]. Predict also 'analyzes people's questionnares.

-Weather patterns.

.--temperature; humidity; percipitation; atmospheric pressure; winds; ions; etc.

.--current / typical patterns for applicable times of year / predictions from meterologist.

.--example influences on users: type weather and its influence on wether users are more likely to stay in or outdoors; effect on user's edginess or level of energy [less in hot and humidity].

.-music / sounds heard by users in: background [of where they are 'interacting with system using 'predict]; what user heard before, or will hear later; frustration caused by unliked [construction] sounds, or music.

EDIT =
-'Tailors 'images [text] for user.
-Predicts what contents user may more likely need: information 'scored.

EDUCATION = User's learning curve predicted= then system 'reacts by: 'guiding accordingly; progressively making the material more challenging or complex [tgh].

ENTERTAINMENT ~ Excercise ~ Experience ~ 'Game =
predicts what will please user's 'mood at 'designated future times= tailors accordingly.

GUIDE = predicts potential failures or troubles [of user].

INTERACTIVE = form of 'interactive's 'tailoring based on what's predicted.

MIC = predicts what needs to be recorded w5.

MORNING = predicts the type of upcoming day= with alarm type matching. Eg: if user always wakes at 8am each Thursday, yet forgot to set alarm previous Wednesday, it will 'notify late Wednesday or Thur am that an alarm was not set.

MULTI-USER * =
-predicts [ahead of time] which user may use the system= w5
-according to the pattern of who is using system w5= system predicts how to 'tailor system.

NOTIFIER / MORNING ALARM =
-predicts the type of 'notification that will get the best results: most attention, create the desired 'mood in user.
-predicts if 'notification is needed, via: 'status or 'score of occurences and or user and their situation.

+ ORDER & TIMING =
-based on the order and timing of occurrences= system predicts outcome of: what user or other system may do.
-the order and timing of system's effects / functions= are 'tailored to better match what 'prediction suggests.

OSC (Outgoing Sound Communicator) = predicts how to 'tailor its sound to: match user's [desired] 'mood

PD (Positioning Device, GPS) = predicts w5 person or object will move, and where it may end up
. How predicts: by studying combination of object's:

-ba: why it moved / did what it did w5= hence when 'predict recognizes [similar] patterns repeated= it predicts w5 of object's movement.

. 'Reactions based on 'predicted changes in movement / function: -'tracking: those forms of 'tracking more applicable to object's w5 actions can be initiated. Eg: applicable 'cameras, 'microphones, 'sensors, 'notification of human security guards.

Q = BA ('behavior analyzer) can predetermine a list of potential questions posed by [user]= speeding up the time it takes to get answer to user.

R = Menu [on small portable 'screen]= more readily shows those options system predicts= user may be in greater need of.

ROUTER = Predicts where user may like to have them selves routed in system.

* SCREEN = Predicts type of color and or typeface user may prefer.

SEEK & REACT = Predicts what needs to be sought, and or how to react

TAILOR = 'Predictions made based on user's ['predicted] needs.

Similar Parts / Terms: User's needs; Predict; Tailor; Guide; UIP-Emerge.

END OF PREDICT

PR (SOFTWARE PROGRAMMING) FUNCTION

SW PROGRAMMING:

-Idea generation systems:

-SW (partially programs itself to) achieve desired goals.

Software used in developing / analyzing / evaluating formulae for food, chemistry, -indicators, etc.

-uip of desired function is matched= w (with) uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

EXAMPLES:

1] develop an nr ('notifier) = alerting presence of salts / (symbolizes "and or") acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other 7G050.

3] SW sys (electronic 'system) may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N).

6] Patent search strategy: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

8] Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

DIAGRAM: "PR": sw (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. OTD Drawing: u (user) = This N (invention) sys (electronic 'system) (sw suggesting formulae) ~ c ('computer) =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting nr ('notifier) effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

-D1: u (user) = k = c (sw, cart, %uip)

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

-See "Brain".

-(One of) U can be a qualified computer programmer, who programs sys (electronic 'system) according to desired functions.

-OTD D2: U = PR (tailors function(s) for) = ~ c ('computer) =

ACCESS (w5); ANALYZER (how thinks); BALANCE (osc controlled in terms of w5); BRAIN (); C (); %CAMERA (); CART (pr changes stored onto cart; % cart is itself pr); %COMPOSITION (); %DISTANCER (); %EDUC (tgh, w5 info portrayed); %GPS (); K (differing keystrokes for differing situations: w5, multi-user, cart, access, uip, analyzer judges u ability and makes harder or easier to use accordingly); M (pr stored in m; m (automatically pr other n/part according to: analyzer, uip); %MIC (how filters sounds); MO (); MOUSE (k); MQ (what questions come up according to w5; analyzer); MULTI-USER (); NR (); OSC (); PS (); Q (); R (); SCORE (how score kept); %SENSOR (what sensors sense/seek

for = how process data); %SOUND ANALYZER (); %SOUND VISUAL ANALYZER (); %SPEECH (multi-user); STATUS (how status compiled, uip); %STEREO (); %SYNTH (); %TDS (); %T (); tr (transmits) (controls w5 of any/data transmissions); UIP (w5 data compiled / processed (analyzed)); UQ (mq); %VISUAL ANALYZER (); VR% (); %WA ().

-"Edit": (sw) functions that can altered/influenced effected by how "edit" screens/limits u's ability to do so; "access"; how good u has behaved "Edit"="BA".

-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: +programmed (pr) / utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how u programs the sw.

SEE: the PP and MP functions (which can be separated) for details, uip-tailor's pr, sw, c%. In verb form: programming. Noun form: the software program; (re) programmable. PR is a subset of "sw" [software] part for software.

% Idea generation systems:

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MANUFACTURER PROGRAMS [changed to 'PR 9.97]: Manufacturer programs and installs product's software driven functions prior to sale.

.-"Access" / Tamper Alert: System "seeks" unusual / unauthorized (re) programming of sw.

MANUFACTURER PROGRAMS:

installs product's software driven functions prior to sale.

-D: software cart -> memory = c = software function (assists user)

-OTD: Manufacturer provides a menu of possibilities either in paper booklet or display ("S") form; % user can select from one or more menu systems/formats, each activating similar or different functions; user communicates with system and gets feedback in crude or sophisticated format; same or related versions of the product can be sold at different prices according to the variation of programming entered into device by manufacturer, in such cases even simple or cosmetic changes can be made to justify the higher price; can function with "C"; uk; * cart (personally programmable features can be altered, added to, or otherwise changed by inserting different software cartridges, and mp responds accordingly); user can reprogram software on the device and or *(another device); access (only those with passwords can alter pp or mp); % uip (user decides how to collect, retrieve, develop, store, edit, and or otherwise utilize the uip database); * user can communicate with a "character" on the "display" [if used] when programming, eg: character speaks asking which menu selection is wanted; * pp via clapper, or % distancer, or % locator; multi-user (can lock out other people from your programming); * pp via remote ("R"); system interfaces with programmer via "notifier" informing the programmer about: which steps were just programmed and received by system, which parts of the program are in a dominant mode at any given time, menus; % tilt; % air pad can pp; % color signifies status of any programming, interfacing channel between programmer and system; % sound analyzer (depending on the externally generated sound(s), system will be better able to prompt user/programmer about how device might be programmed, and or used); % morning. "Edit".

-See: "Brain", "Billing".

.-Manufacturer programs how "Router" locates then= retrieves needed data= for designated application.

End of Program

File: Feature Intro / Questioning

QUESTIONS:

User asking invention questions. System asking user questions so it can better adapt to person's needs.

-See "Brain": system' feature 'adapts according to circumstances.

-Questionnaire: used by system tem to better understand user for: adapt-db (database), adapt-tailor, access=BA (Behavior Analyzer). This is somewhat a different part from the other aspects of the other parts of this general part.

Drawing: user =c (computer)(mq); user (U (user asks system questions)) = c.

-"Edit": controls type answers / permissible questions.

-"Billing": pay per question

. US Patent [12.95 disk]. Str: (ask* or inquire* or seek* or desire*) and question.

-US Patents: 5473367 5420926 5369566 5363433 5361200 5341499 5299121.

. Fraud/ Correct Answers / Proper Functioning:

-Answering questions for which system/human [programmer] is not certain is unethical, and possibly subject to revocation of 'license/'access privileges [to the invention], and possible loss of ['royalties to the reseller (of our intellectual property rights)]. Relates to: ethics, honesty, validity, trust, punishment, fines, criminal charges, and/or incarceration.

--'License agreement feature has disagreements between parties related to this invention(s) handled in standard fashion by American Arbitration Association at 'licensor's province/county headquarters.

-Suggesting answers that might be [somewhat] correct can help: 'route 'licensor to 'associated and/or 'tailored features; cause confusion (loss of simplification); lead user to miss-understand a "brainstormed" possible answer with a factual answer. Cautions [in 'editing answers / 'reactions] needed.

-'Education (written instructions) / 'License agreement [should] limit liability to 'Licensee when answers or any other feature works improperly [except as caused by fraud for which just the fraudulent instigator who might be affiliated with the licensee, is responsible].

-'Tracking [related] quality control issues [can't be full proof / relied on] and probably is not the primary / original 'licensee's responsibility. All users should be very careful at all times, despite [verbal] assurances that all will be well. Thank you.

* Q SECTION - Maybe Less Important:

See U (user asks system questions) & mq (manufacturer asks user questions to adapt it) functions for details.

-See "Brain": system' feature 'adapts according to circumstances.

-Questionnaire: used by system to better understand user for: adapt-db (database), adapt-tailor, access=BA (Behavior Analyzer). This is somewhat a different part from the other aspects of the other parts of this general part.

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" 'R " – 'REMOTE CONTROL PARTS

* (This file not to be confused with the R-folder for improvements on existing inventions.)

3A580 [AIR] PAD: Remote ("R") image input tablet. Projects users' images onto any white wall, movie screen, "C", etc. Applications: group presentations, playing go or chess, etc.

-Project images onto wall for presentations, playing chess, etc. Write onto the small portable pad which enlarges the projection onto any white flat surface. Pad transmits to stationary projector which displays onto almost any white flat surface.

-More versatile than the old projectors.

. Write onto portable movable tablet which intern displays into much larger form onto screen. For classes, concerts, etc. Gives writer more flexibility.

-Maybe: can also reflect messages against cloud cover for: advertising, finding lost person, etc.

-technical: has wires or remote ("R") control to light dispensing device

-functions well with 3A-57

-play games on wall with; can demarcate lines on floor

-OTD: remote ("R"); display ("S"); pp; mp; uk; mouse; date%; interactive%; all; entertainment; portable; printer; "M"; bp; score; cart (softwares [graphics, transmission modes, etc], colors); cp; character.

-other participants (eg: students) can write (questions, comments, participation).

3A751 LASER KEYBOARD: each laser light interrupted by finger, etc creates same sound as if key were hit by finger.

- the "Laser Stick" (a laser directed by user) pointed at the laser "cords" can intercept in some frequency thereby replacing the need to trip latter lasers with non translucent item.

3A790 MAGIC AIR PEN: Remote ("R") pen's movements are transmitted to "C". Make strokes in the air or on any flat surface.

-All the movements are stored in "C" which draws according to its movement.

-system analyzes each movement, which can also signal commands to device, eg: turn on, off, increase volume, "do this function", etc

-records the shapes it draws in memory. One image might be created onto paper, the other is stored in separate device that monitors the movements of the pen in relation to its main station, and knows which movements are in the writing mode and which are non-writing moving in air to new spot on paper

- makes music/sound as pen moves (has on/off switch)

- operates via utilization of the distancer device

-OTD: remote ("R"); display ("S"); "C"; pp; mp; interactive%; educ; toy; basic; game; entertainment; "M"; bp; osc; score; md; cart (how each movement will be interpreted in color or graphics; sound synthesized); cp; character.

5A460 THE TOUCHLESS SWITCH: Activate any function by only blocking the switch's laser light with your finger. Ideal for cooks with wet hands operating microwave ovens or answering speaker telephones; sanitary hospital equipment; etc.

Used on machines by doctors needing to keep their hands sanitized during operations. Housewives with their dirty and wet hands in the kitchen can now use their "T" and other gadgets with greater ease.

. By tripping hand through laser lights, their corresponding key act as if pressed on normal keypad. For people who can't touch keys:
-scientists, doctors: can't desensitize hands
-artists, ceramic people, people cooking in the kitchen and others with dirty hands
-activate system by triggering switch with foot or elbow
-when key is activated, user hears a sound or light which registers that switch was activated {like getting a click when key is pressed far enough in}
-each key might emit different sound/light like a "T" keypad
O- Merged with product number 3A-753 by interrupting appropriate laser user can generate any electronic signal desired. The same laser being interrupted in codes can: be used to generate more specific commands, eg: turn on/off specific light, turn on tv then select channels
-in this idea, each laser could be replaced by a button

5A490 LASER ARTIST: this laser art device will record movements of pen (when in active mode) into "C", which is then transferable onto paper, canvas, plastics, etc via printer or second laser which transfers images already created onto hundreds of surface types.

Technical:
-method #1: pen emitting laser hits receiving screen, which records lasers received. These recordings might be demonstrated onto another screen, constantly active print out (shows each movement as they are being made, eg: with plotter).
-method #2: according to movement of hand-held device "C" records (via: mouse type device with roller on floor, wire, motion detector(s)) where the hand-held device is going when active.
-different active modes can generate different intensities, colors, widths of the stroke, etc

A9-03 COMPUTER REMOTE CONTROL DEVICE:
Turn on and do basic functions away. Can opt to have letters appear much bigger too. Great while eating breakfast with family, doing something else, wanting to reduce time away from dangerous computer screen, etc.

6B970 LASER GLOVE: Each finger emits laser light. Each laser's signals trigger music when touching "sensor". Each separate portable "sensor" creates own sounds, eg: drums, other pre-recorded sound tracks. Glove also used for activating functions of other products used at a distance.
MISCELLANEOUS:
-Each "sensor" creates different sound effects found on electronic musical keyboards.
-Laser from finger(s) when striking object(s) (receivers) creates designated sounds. User can synthesize and or alter type of sound created when laser hits receiver. The device via which to get different sounds from the same finger and same receiver can be: separate device; device on outer upper part of glove; another receiver from

which it receives code from laser finger in which the code might be on/off lights in certain combinations, eg: three flashes of light is to create bells

-laser device can be an extension from finger(s)

-each finger's laser can have different effect on same receiver

-certain receiver modes can generate entire musical pieces (eg: for back up)

-marketing: say, "create an entire musical group all in the privacy of your room ([maybe] without touching a button)"

-product abilities simplified: glove type device sends lasers from each finger. Each finger creates a different sound when it reaches the receiver. In more advanced models, each finger can create more than one sound by transmitting in more than one way.

-instead of being a glove, device could be a box. When light goes out, it transmits to most/all of the room, so the receiver is easily able to receive signals.

-also utilizes design number 6B-971-500000001

-to activate the laser in fingers of glove version: finger touches the thumb, other hard surface, or back of hand or widely opened palm.

-applications: is an "R" control device (see "remote") to activate and or control music, music composition, "C" communication, open things, eg doors

-OTD: "S"; "C"; pp; mp; uk; tds; interactive%; toy; basic; game%; entertain; "mic" (for synthesizer); synth; portable; printer%; ch; au; "M"; bp; osc; "balancer"; vc; score%; md; cart; tel dialer; sp tel; tr; mo; cp; cc; character; distancer (the transmissions of laser from person are interpreted differently according to its distance from other half of distancer; motion sounder; locator; "remote"; notifier; tilt; composition; air pad (user points lights to air pad's sensor).

-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

6B971 REMOTE CONTROL RETRANSMITTER:

To have more freedom of movement and sitting around a room, the "R" control send messages to the receiver and also the re-transmitter. Re-transmitter is in a different position of the room, so if the distance from "R" control transmitter to receiver is blocked, the re-transmitter in another location of room can receive and then in tern transmit to the main receiver.

-OTD: "remote"; basic; bp; osc; "T"; tr; mo; cp.

* 1G06 CONTROL SPEAKER TEL via remote control. Dial via wristwatch.

-User speaks out special word (or "claps") to activate "speaker tel" (for in/out going calls). Out going calls: after tel ("T") is turned on (same as if receiver is picked up), user presses buttons on his "remote" control device which makes the necessary airwaves signals (sound, light...) to dial out the desired number.

-patentable?

-D1: k = t = watch (Casio Wrist Remote Controller/GPS/Watch/R/[k=access]/osc*

-D2: UK = c~t = osc

R121 ACTIVATE/CONTROL product ("stereo") by tripping one or more laser light(s). [Sony?, Aug 93 YD, Aug 93 MF]

-OTD: ACCESS **:(); ARTIST *:(); BALANCE **:(); CAMERA:(); CART *:(); CLAP:(); COMPOSITION *:(); Display ("S"):(); ENTERTAIN:(); FS **:(); "M":(); MORNING *:(); PD:(); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(); SCORE:(); STEREO:(); SYNTH:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().

R123 CAMERA DETECTS user's eye movements, viewfinder's frame are where the eyeball is looking. [Canon, 17 Jan 93 YD]

+-eye movements control products. Positions of eye represent different signals.

-OTD: ACCESS **:(eye movements activate access); ARTIST *:(eye movements made art); CAMERA:(); CART *:(); CLAP:(also controls product/can be done in combination with eye movements (greater multiple clap and or eye movement codes creates a greater 'keyboard' of commands (letters/keys) via air); Display ("S"):(see what was entered into c); "M":(); %PD:(position also influences meaning of each code); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(system differentiates between different eyeballs/vocals of different people); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(these other REMOTE ("R") controls can also control all or some of the system's features); SCORE:(); TEL:(communicate via tel); UIP *:(system better understands how user moves their eyes); UK:().

-D: point(s) where eye(s) looks <- eye movement = sensor (camera -> eye ball) = analyzer = c

-useful in virtual reality

++ R123-1 EYE CONTROLLED TOUCHLESS KEYBOARD: Camera detects movements as eye looks at each letter on board. Upon eye's stopping at each square (represents key), signal is created as if key were pressed manually. Place head into goggles or brace within view of eye movement sensor. Applications: the physically impaired; hygiene (Touchless control); lack of space; virtual reality. Controls all keys of standard keyboards.

-additional keys can be added for, eg: designating that the next two keys stopped at are to be considered pressed simultaneously (look at simultaneous key #1 -> alt key #2 -> F3 key #3).

-depending on technical requirements / u's (steady) eye control, time period for eye to stop at each key is set (via mf or u's pr).

-helps if eye socket's position is stable in some manner, so eye movement has point of reference so sensor knows how eye is moved.

--more sophisticated "visual analyzer" version: sys (electronic 'system) seeks face of u (via image recognition of any human or particular u, eg: via facial characteristics -> knows where eyes are. In tern, when head moves,

sys accommodates. Sys knows the change in angle of head effects how eye needs to move to see squares (any point of vision).
-D: what eye sees (tr gives its location to c) = eye(s) = movement sensor = visual analyzer = c.

"ACCESS" = "R": Any electronic signal generation method can be used as requirements for passwords. Eg: any "R" or "K" KN (invention) is also utilized for generating (in unique a manner) signals, which are subsequently interpreted as passwords.

4J050 MOUSE RESTRICTOR: Ease in moving mouse is restricted as a guidance system. Mouse's movements are harder to maneuver when it enters into undesirable area. Moved to 'Route part section in 5.06.

* 5E050 BODY MOVEMENT = "R": Way in which user touches/moves in seat/sofa/furniture/contraption = "synth"esization of sound = memory/speaker/play back.
-degree to which element/part is squeezed the degree to which volume/base/treble... goes up or down.

* 5E070 VIA VERBAL MODE CONTROL u's osc: Clap or make verbal commands to alter/synthesize sounds being played back/composed/generated/synthesized. Can function during the broadcast of the sound as well.
-1 "mic" = 2 sound analyzer = 3 recorder. 2 only picks up on the vocalized or "clap" sounds and doesn't let it be recorded.

*1G140 5A-710 "ARTIST" = LASER KEYPAD: Laser Dialer: trip the light for the specific number wanted. Invention has 100 or more lasers (for 0 through 9, on, off...). See past patent filings.
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-Applications: there are 10+ different channels in which one can run through (their fingers), and thereby strike laser codes. Each struck code generating signal (as pp/mp) to effect desired image (on c's "display")
-way (object/hand*/finger) is moved (within laser's field) determines the graphic output. Can draw; select graphic symbols and drag them by entering other signal (foot pedal/press another button/hold down mouse/have finger located within certain position within laser field).
-D: laser tr (transmits) = laser rc = "sensor" (senses if/when/where light path was interrupted (by finger) = c (analyzer; cart; pr) = s/printer/osc (makes music according to signals made (c holds audio's memory)
+-the depth in which the object (finger) penetrates into field (laser lights) has one or more of the following effects: the object's width is interpreted as being wider the deeper it goes in; * color alter by degrees of shades; for 3-dimensional art, the depth is conveyed in the final piece (art) (bigger grooves/cut out areas, eg: making model of mountain topography).
+--however depth of finger can be replaced by level of pressure sensitive sensors.
--having many lasers close to each other, and in: * higher and lower positioning, allows added features.

+-placing an object in the (laser) field determines: (codes for) the building of its replication, into: plastics, clay, metal, *wood...

--see the 3-D Imaging device N i developed probably in the earlier A or B directories. This device made the 3-D object as well.

--can take "camera" pictures of object, getting codes for its reproduction.

--D: sensors (camera; laser tr (transmits) = rc = sensor) = c ('computer) (uk/s/printer) = machine which makes desired output

-can alter the outcome by^ editing, having standard pr.

-also useful for physically impaired people (w poor hand movement control)

NEW IDEA from 1998: (Human) Body Parts - Control R ('remote control) According to how they are touched / %moved. Examples:

-ear lobe(s) or tongue: (VR) = 'analyzer = interprets the human brain waves for how such body part is moved (consciously by user)

+3E061 MOTION TUTOR: 'Guides users to improve their movements, eg: Teaches users how to 'remotely control electronic devices.

-The device is also a form of [vr] remote control.

-Located in I dir as of July 2000.

PARAPLEGIC'S REMOTE CONTROL. Using body movements as a means by which to control other objects:

-Each different position of the invention's parts can be interpreted as a differing command signal. This is similar to Yamaha's Miburi invention or the existing music glove whereby differing body positions trigger differing sounds. Rather than having an application for sound generation, a [semi paraplegic] user can make something like sign language. For example:

--each single motion is interpreted as letters for typing in text into a 'computer; or dialing a phone number; or turning a [specific function of] system on or off.

--other motions can be commonly used words like, "and", "yes", "on [to activate device]", "off", "louder", etc.

-related to parts: +R, +"Tilt", K*, "Mouse".

3E010 MOBILE LOCATION NOTIFIER The invention informs the user when their device is about to approach a pocket of poor transmission. Current systems sometimes show the level of receptivity leaving the user having to guess which direction the user needs to move to regain good receptivity. The invention provides this guidance.

END OF REMOTE CONTROL

R / REMOTE – File: R&

Control electronic functions [wirelessly].

General:

. In other words, user controls system either remotely or at the system. Activate or deactivate all or 'designated functions. Many creative ways of controlling functions.

. Remote Control: activate, deactivate any device and its operations without touching the main unit. Primarily done via portable keypad, Drawing: k=c (display)=tr=[product being controlled].

* Other optional modes of control:

Laser switch, Clapper, Interactive Projected Display, Remote Control Mouse, etc. See separate file for details, eg: Parts&.

-5E020 Remote Control Stick with Switch: expanded in file REG20.

-5E090 Wireless terminals connect to central system.

% "Edit": limits R's functions. "Tilt"

-Each squeeze generates signals to control device. Eg: 4G010

-Exists: Creative Lab's Aero Duet wireless mouse and pen; infrared sensor follows movements of the mouse or pen in 3-D.

-See 3C-290 Bouncy: How object is played with triggers corresponding signals. Multiple "sensors" can be activated [simultaneously] according to the extent of pressure and or area(s) of object were manipulated.

-Exists: Wing Man Warrior, lets user k (keyboard) ("game's" "character). See: "Popular Science", Sept 1996 issue, p. 6.

DIAGRAM: 1uk~2display~**3osc = 4c = 5signal converter = 6tr/6rc (via wireless/wire) = 7signal converter = 8c = 9(product follows desired command).

D Notes - OTD: 48 hold in their memory data for access; 4* cart; 8 cart; cp; +1 image input tablet; 1* / 2* touchscreen; +4% +8% pd (rest of ps system is located outside the 12345"remote" control unit (not necessarily restricted to 89); "remote" "floats"**; 4**/5** fs; game%; 48 M; 4% mic +(voice activation control); 48* mo; 4** morning; 4 mouse; 48 pp/mp/mq/uq; 48**multi-user; 48 notifier; 48 osc +(beeps when: switches are pressed/activated; desired system(s) activate/deactivate; each type occurrence can have unique sound(s)/melodies), "notifies" via osc incase of malfunction; 12345 portable; 2 score; 4 tel/sp tel; 48* tds; 48% uip; 48 vc; 12345 %WA.

OTD 1: Transmission distances for radio frequency transmissions reduced according to local usage regulations (use re-transmitters). Can be in any shape/dual function/attached as a combination ^: necklace, clock, wrist watch, bracelet, belt (belt buckle), key ring, pocket pager, "air pad", %eye glasses, %ear rings, %hat, %head band, %shoes, wallet/purse/*bag attachment (or inserted therein), %umbrella (handle; rod for "tr"), car,

*bicycle, %ring, computer (notebook, organizer), tel instrument, attached to (door, wall, furniture (chair, sofa, table, bed). Is waterproof and can even be submerged into water without possible electric shock.
D: remote (uk)~c = tr/rc = function

OTD 2: Some of the below may be designed only for limited controls (activation/deactivation) if there is a limited range of possible triggering of desired control signals in the final design. In which case simple/complex controls/pp are handled via other means (buttons / keyboard / + Victor Co's AV System Remote Controller which works w (with) 13 types of audio-visual equipment).

CLAPPER: by clapping or whistling, user activates system. For more complex operations, the claps and or whistles or any other sound combination triggers corresponding function. Voice activation system too. See ^: Parts, "Clapper" file for details.

MISCELLANEOUS:

. % Interactive Projected Display: Display is projected onto any flat surface. User interacts with display by blocking light which goes from device to the flat surface. This generates codes by how the light reflection is effected. 3C-660-000000

. % Interactive Lock: Correct dialogue activates lock. Applications: students pass test before being able to activate desired systems like tv's and stereos; different and changing information can be required from special people seeking access into premises. 3A-891-042005

. % Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface. Each different stroke creates a different signal. (PD) 3A-790-042004

* Necklace Activator: Squeeze any link to activate corresponding function. Pressing two or more links simultaneously increases the number of possible transmission codes. A6-010-022001

. Remote Control Mouse: A wireless mouse with all standard functions of other computer mice. 3C-670-000000

. % Tel Activator: Can be activated by tel line. Caller does any one of the following:
-types in code ("access") into their standard tel pad to activate/deactivate device and or its functions
-remote control computer sends more complex signals
-may also get feed back from system, eg: status. Controller (person or device) decides which if any action to take.

. % Infra-red Sensor: Senses body heat. If sun light or room temperature change gradually, then system can normally ignore such infra-red frequencies by seeking only quickly generated changes and or working in conjunction with other types of sensors judging motion.

. % Camera Sensor: Compares the images in previous screen with new screen for any changes in each small part of the image. Changes cause an activation of signal signifying the type of change, eg: percent of scream that changed; the new color or shape of change; speed in which object moved within the camera's field of vision.

. % Image Sensor: Activate when certain images are shown to camera or scanner. Examples: printed symbol eg bar code; each person's unique eye ball (blinking in certain pattern may also be used as a separate feature to communicate in Morse code, etc).

. % Light Sensor: Senses changes in light measured by: presence or lack of light, or more precisely the amount of light; frequency of light, eg: color; duration and or time in which light was generated.

* Magnetic Activator: The presence of a magnet touching, or not touching within a few mm or cm, activates and or deactivates. Differing type magnets or other devices emitting other electrical forces give different commands according to the this activator. An activator may have the ability to transmit one or more different type signals.

. % Vibration Sensor: Senses vibration, eg: if person is walking or sitting on sensor; or senses vibration signals coming from elsewhere.

. % Smell Sensor: Senses different elements according to their smell, eg: plastic, particular people, animals, foods, bacteria, fungi, chemicals, dirt, pollution, smoke, perfume.

. Combination Sensor: The desired function is activated when any one or more of the sensors in this "remote" Part are activated.

. % Breath Sensor: Blow your breath into sensor in desire combinations. Works with smell sensor, not allowing eg: garlic or alcohol breaths; or can only be activated if system can differentiate between different people, eg: chewing certain type of gum or food. Judges also for pressure from mouth and or wind speed.

. % Environmental Hazard Remote Control System: For items that need to be activated in the extreme cold and or hot environments, and or those where there is high dust and or sand and or humidity or other items that may interfere with a normal switch mechanism, eg: in Sauna, desert storm regions, Siberia. 1C-100-083003

LASER 'KEYBOARD / SWITCH: Activate any function by only blocking the switch's laser light with your finger. 3A-751-042003 5A-460-042004 5A-710

Trip light generating codes to control almost any electronic product. The lasers can be pointed towards user as controlled by ^: remote~pd (user pp lasers to be 10 cm above the pd's location; user sees the lights on wall and knows where to strike desired laser (key(s)).

-D: D1: laser diode(s) = c ('computer) = display/osc. D2: laser transmitter = air distance = laser receiver = sensor = c = controls desired product according to code generated by user. D3: same as D2 except there's no 'air distance' between the laser transmitter and laser receiver. The user need only strike the light and the sensor near the laser transmitter knows it was struck somewhere (via the light reflected back by hand/object)

Laser lights may also be directed out into open space (lasers are directed (pp) so user can control functions of any product from their favorite seat wo (without) needing any apparatus (remote). Drawing: Laser transmitters = (person can trip any lights here w the desired 'code') = Laser receivers = sensor = c = control of desired product.

+-"osc" (beep: same or different sound according to code/laser) is made each time user: strikes laser / (symbolizes "and or") generates recognizable code.

+-User can control (uk) the positioning of the lasers via ^: "remote"=pd (so lasers can be near where he sits). Eliminates need for carry physical "remote" control device.

**-example: "tel" is one of the applications ^: great for wealthy people in kitchen who want to make outgoing call from speaker phone with dirty hands; artists and clay sculptors; scientists and doctors who shouldn't de-sanitize their hands

** Partial list of other products a "remote" can control:

Answering machines; Audio timers; Bar Code Readers - Writers; Billing machines; Binoculars; Broadcasting equipment accessories; Calculators: plus products that also act as calculators; Camcorders; Cameras; Card Systems; Car Stereos; CD; Clock alarms; Coffee makers; Cookers; Dictating machines; Direction Finders; Door chimes; Door phones with or without tv; Drafting machines; Electronic counters; Electronic drums; Electronic entertainment; Electronic jewelry (sounds according to type signal from laser keyboard); Electronic wind instruments; Electronic memorizers; Electronic translators; Etching equipment; Facsimile; Floodlights; Food Dispensers; Games; Gauges-strain or pressure; Guitars electric; Hand written image input tablets; Headphones; Hearing aids; Interactive products: television, computer training devices, virtual reality; Intercoms; Joystick Controller; Jukeboxes; Language learning laboratories (eg: tape recorders for language; Laser: applied equip, measuring, trimming; Lighting: controllers, studio equipment, fixtures home & office use; Light pens; Lighter clocks (table clocks with cigarette lighters); Marking equip; Massage machines; Microphones; Microscopes; Modems; Molding machines; Mouse - computer pointing device; Musical accompaniment systems - karaoke; Music centers; Music computers - synthesizers; Noise meters;

Nurse call systems; Office Equipment; Optical dividers combiners; Paging systems: personal / public; Pencil sharpeners; Projectors; Public address systems: general / mobile / portable; Public telephones; Radios - novelty; Radio communication equipment; Refrigerators; Remote control; Robots (for toys, hobby enthusiasts; excludes assembly work); Scissors electric; Solar; Sound level & vibration level instruments; Speech input systems; Speaker - public address; Speakers; Street lights; Stop watches; Studio equip; Tape machines: micro-cassette, voice sensing; Telecommunications; Television sets; Thermometers; Ticket issuing machines; Timing devices: clocks, master clocks, table clocks, travel clocks, watches, game watches; Toothbrushes - electric; Touch sensing panels; Toys; Translation systems electronic; Tripods; TV - Interactive: conference systems; telephone systems; Typewriters; Vending machines; Video games; Video: camera accessories, editing machines, video effect generators; Voice mail; Voice synthesizing equip; Walkie-talkies.

OTD for laser switch/keyboard (tel applications...): ACCESS **; BALANCE **; CART *; CLAP; "Composition" = Laser keyboard (5a-710) = *tel; DISPLAY (shows W5 of what's happening); EDUC** (can reprogram (pp) what each laser represents (for signal generation; EGH *); ENTERTAIN; EXERCISE ** (dial when wet: in sauna, where wet, while on jogging machine); FS **; MD * (osc); M; MORNING *; PP/MP; MQ/UQ *; MULTI-USER *; NOTIFIER; OSC; PRINTER *; REMOTE; SCORE (length/cost of call; tabulation of UIP); SP TEL; laser dialer (5a-710) = STEREO; SYNTH; TDS *; TEL; TOY *; UIP *; UK; WA**; ['Code': each laser can be struck like 'Morse code' generating 100 possible type signals from each laser; the combination of codes from each laser can be (for three laser lights 100 times 100 time 100). So the total code (made from 1 or more lasers) makes the desired control, eg: on/off/change modes/etc. "Access" is also activatable via code.]

-For history of this product's development see: 5A-710, other N (invention) in other filings, patent application filed in Ukraine (Nov 1992).

+ REMOTE CONTROL JEWELRY 3A-1070: Produced by Casio (Remote Control Watch: model CMD10) after my initial filing of this idea! Watch with remote control functions. Controls entertainment systems, etc. Works with most remote control entertainment systems. Has more buttons allowing for more commands.

-saves from having to find and or carry a remote device

-to preserve space, device might have only a few of the important switches

-wear around neck option!

-designed for diverse systems, or sold with systems

o- 4A-230 Jewelry: functions as remote control.

-ear ring, ring, necklace piece(s), belt buckle, watch, head band. Insert standard remote control device options within for: television, radio, cd, tape, record, vcr.

-note: ask patent agent if these products are obvious.

. 4A-235 Remote Control Jewelry: control robot (home/commercial)

% BODY MOVEMENT CONTROLLER: Incorporates the 'Miburi' released by Yamaha after my filing of this idea! Dancer Toy: Create signals as you dance. Dancer's movements can be converted into an infinite array of different signals (as pp/mp). **Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different signal, according to the area (PS). History see: B7-120-022001

-Other virtual reality products that create signals according to body movements (gloves).

-"PS": According to which devices they are moving (dancing) near. Eg: if they are near one block (transmitting or receiving signals) then the shoes or the block will make a different sound. That is put the blocks where you want, these blocks create "sound zones".

OTD: All; remote; display; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; microphone; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp. For indoor or outdoor use

% MULTI-SOUND ACTIVATOR B7-121: Each object's (stick's/toy's) position generates the appropriate unique signal (in tern making sound). Example positional sounds for toy airplane: ascending, descending, flying high or low, alert sound when enemy plane approaches. Also for dolls; toy cars speeding, turning corners; science. Infinite sound possibilities.

-For toy autos, dolls, robots

Technical: signals (sound emissions determined by): heights, and degree to left or right from transmitter, degree to which button is pressed in (either effects volume, or depending on the notched position of button the actual type sound emitted)

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-The further one goes in one direction, the greater the degree of change, or after a certain distance the signal (sound or music can change completely).

-Signal (sound) changes by angle of device, eg: toy airplane's make different sounds taking off and landing; also for toy cars & trucks; boats on moving water.

+-for greater array of possible signal generation per 'position', user may uk (simultaneously; desired buttons).

OTD: All; remote; display; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; microphone; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp; distancer; clapper.

% C16. CAMERA DETECTS user's eye movements, view finder's frame is where the eyeball is looking. [Canon, 17 Jan 93 YD]

+-eye movements control products. Positions of eye represent different signals.

-OTD:

ACCESS **:(eye movements activate access); ARTIST *:(eye movements made art); CAMERA:(); CART *:(); CLAP:(also controls product/can be done in combination with eye movements (greater multiple clap and or eye movement codes creates a greater 'keyboard' of commands (letters/keys) via air); DISPLAY:(see what

was entered into c); M:(); %PD:(position also influences meaning of each code); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(system differentiates between different eyeballs/vocals of different people); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE:(these other remote controls can also control all or some of the system's features); SCORE:(); TEL:(communicate via tel); UIP *:(system better understands how user moves their eyes); UK:().

.-this N# was in the RR dir renamed to R dir in 8.94, but developed earlier.

1G01 AIR CONTROL(LER): Remote Control.

-Signal generator: position of hand (object (held by hand)) in relation to the sensor determines the signal. This signal can then be interpreted in any desired manner.

--can have 100+ positions recognizable.

--applications^: turning on/off; altering the angle of (crt) screen; adjusting sound (balance; "balancer"; treble; bass...); changing tv/cable stations; acts as "remote" control.

-more than one hand / object can be used. Different objects can reflect signals (light) from tr differently to receiver, hence creating different resulting signals.

--some signals might only be created using two or more hands/objects.

-Adjust level (of desired output) according to hand's position in relation to the sensor.

-Applications: output - levels of light (the brightness of light changes while hand moves its distance), sound (decibels), etc.

--music playing (play drums / %key(board)s in air without touching anything)

-to determine at which point the hand/object reaching sensor, should trigger sensor, options include: sensor responses to the closet point hand/object comes; another simultaneous signal (foot pedal) determines at which point and how the (moving) hand/object should be triggering signal.

-D: hand/object=sensor=c=output (light)

-trade marks: Wish Control.

TINY REMOTE CONTROL:

.-has one or more buttons

.-can be worn as jewelry, eg: ear rings

.-can be stuck onto: id cards, books, doors, desks, arm chairs...

.-maybe most parts are on one micro-chip

CLAPPER ACTIVATED TINY REMOTE CONTROL:

-remote control might get pressed/squashed. Such pressing of buttons won't be recognized unless user 1st claps, whistles, etc in a single or complex combination.

.--thereafter 5 - 30 seconds are allowed for inputting onto buttons

CHIEF REMOTE CONTROL:

-can deactivate another remote control designed for same system.

-also part of a war game

5E-04 SYS RESPONDS TO CERTAIN SOUNDS: when heard, system will:

1] record / synthesize as programmed.

2] "notify" (emergencies)

3] function (otherwise) as programmed

4] misc: turn on/off* lights; lock/open doors/gates/*safes/el sys

+5] %: activates any of the functions listed in any of Kays' filed N. They type function(s) activated depending on the type of sound.

-D1: (Step 1: shake coins in pocket(s); Step 2: memorized; 3: user "pp" how #1 is to be "synthesized"; 4: user shakes coins in nearly any manner within mic's range; 5: "mic" records; 6: playback.

-D2: externally generated sound -> mic = sound analyzer = c (cart/m) = notifier/mic (recording system/synth).

.-"sound analyzer" is "pp" to only seek sounds similar to the original inputting of the desired sound to be selected. System should ignore other sounds.

Sound = "mic" = Sound Analyzer = Memory = Function

-incorporates functions of Roland's "Hanauta" system (rhythm from humming creates tempo for guitar or other sounds)

-Timex Data Link Watch: get info (appointments) from "c" via (infrared). PS '95.

MISCELLANEOUS:

. 'Distancer Remote Control: only functional when it is within, or outside particular zone

.-Products listed in `Popular Science' 4.94 issue, from page 66.

DIAGRAM: Remote ("R") = Things to turn on/off/control via "remote":

. DIAGRAM 1: 1 Remote ("R") Controller = 2 "UK" = 3 Transmission = 4 Receiver = 5 Function = 6 Computer ("C") = 7 Transmission = 8 "M" = 1A "Remote"

. DIAGRAM 2 (mergeable w/ diagram 1): 1 = 2 = 3 = 8 "M" = 1A / 7 = 5 = 6. Note: 1A may not be connected to 5 or 6.

. DIAGRAM 1&2 NOTES FOLLOW:

1: General: *"Remote" functions can apply. Can include computer/analyzer/memory/"display"/"notifier".

-OTD: access; remote ("R") is a type of air pad; alerter; all; balance; cart; cc; character; cm; color; cp; cr; date; display ("S"); distancer; "C"; float; "mic"; %mo; morning; motion sounder; mouse; mp; mq; multi-user; notifier; osc; portable; pp; printer; rcp; score; sp tel; *synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; vr; possible activation/control w/ or without "remote" via: 1 - food pedal w/ one or more levers/buttons, 2 - voice activation ("clapper")

o-"Remote" can be physically attached/built-onto one or more of the following: watch for wrist, necklace, *ankle, arm strap; tel ("T") w/ remote ("R") controller (tel is with cord/cordless [radio, cellular]); hat/head band; shoes; bag; big wallet; common pagers; pen; necklace; ring; bracelet; flashlight; car control panel; entertainment system's control panel (stereo, VCR, TV, Cable, Video game); key chain; lock system (on or near a lock, eases on/off/other control of needed items when entering or exiting)

.--(can also be built as only being a remote ("R") control device):

o-2: "UK": user controls functions ^via: keys

o-3/7: transmission via: "tr"; "mo"; infra-red light; cellular tel ("T") frequency; other radio frequencies; %distancer: each zone has own possible/actual function; "clap" = controls 5-function: this can be an additional way in which to control

-transmission can be to any receiver, this receiver in tern transmits to any near or distant location (user's "remote" in room #A = transmits = receiver = re-transmission = function; helps solve problems in limited ranges for infra-red).

o-5: One or more of the possible function(s) that can operate in separately and or together in any combination. Functions:

-Radio/TV/VCR/VTR/karaoke/stereo (CD, MIDI, records, tapes): selecting station, "vc", *synth, seeing multiple channels simultaneously, changing how audio is heard (via earphones/speakers).

--Oven: microwave, electric, gas; Auto Cooking Timer 3C-141

-Burglar alarm system (eg: activation/deactivation; volume of alarm sound setting; other features). For car; home; office; factory; etc.

-Tel: * May also dial out on speaker tel: in which case if there is technical error possibility, system will state number dialed and ask if this is the correct #, then user signals yes/no.

--has a separate pad ("remote"/"air pad") with dial pad for making tel ("T") calls, "mic", speaker (can also hear through headphones)

--tel answering machine: hear incoming messages, make/change outgoing message (from any location of course)

-Door opener/closer: sliding; elevator; locking/unlocking doors; refrigerator; closets; small door designed for letting in pets (don't want stray pets coming in too); doors/lids for garbage disposal. Know who is at door w (with) "wa"

-Flush toilet, turn on water tap, heat/cool water or any other liquid/chemical/solid (metal, stone)

-Lights turn on/off/change amount of light (lights for: room, desk, garage, garden, security, spot/flood lights); change the color light; program when on/off/change.

-Heater/Air Conditioning

-Computer: saves time from having to sit next to computer ("C") waiting for it to be ready when turning on; forgot to turn it off and already sitting down - no problem; controls printer: # of copies wanted, activating sheet/envelope feeder; xeroxing

-Pager: transmits to system which in tern pages/calls/"notifies" person(s). Each code gets different party. Receiving person can get simple or complex message ("Vladimir wants you") only received by designated party/other parties too.

-ID system: transmission of code from user designates their identity resulting ^in: "access"; locking/unlocking anything; "tds" (time punch system designating # hours worked, when "remote" signals starting/finishing of work = computer ("C") memorizes = tabulates pay checks = prints (checks, reports on their type activity).

-interactive games (video games)

-Interactive Station Selector (for "stereo") 1C-180

%-Remote Audio Visual "sensor" Alarm: 1c-250. play back any strange occurrences.

-Remote Control Mouse 6B-920

%-Laser Glove 6B-970

-"Air Pad"

-Ear Alerter 3A-600: Notifies person without disturbing others

-Light Activator 3A-730: lights turn on where-ever "remote" is taken (then can automatically turn off when exiting area(s))

-Remote Notifier (alerts user whenever desired occurrence has taken place in remote ("R") location) 4A-300

o-5's OTD: gaining "access" into something (door, usage of normal/long distance tel line); alerter; all; %artist; balance; cart; cc; composition; date; display ("S") (data: news, tv, art); educ; entertain; "C"; float; fs; game; interactive; system may also be controlled by standard use of its buttons for same and or additional keys ("UK") = functions; md; 5 can itself be a "M"; microphone*; mo; morning; motion sounder; mouse**; mp; multi-user (each remote ("R") control has different identification designating itself from other "remote"/users; notifier; osc; collects/analyzes/memorizes/ disseminates (display) UIP information, advises (eg: horoscope, therapy(TGH)); portable; pp; printer; rcp; score; sound analyzer%; speech%; sp tel; synth; tds; tel ("T"); toy; uq; vc; vr.

o-6: Computer ("C"): analyzes/memorizes/controls 5-function. Also gets controlled/data from "M"

o-8: "M": can better help 5-function (eg: "M" "PI" tailors 5-function for user(s))

-the optional 1A part of 1: Information/PI/commands fed into "remote" (the type of response from "M" ^may: be needed; influence; interact with "remote".

REMOTE ("R") CONTROL'S RETRANSMITTER:

-transmission can be to any receiver, this receiver in tern transmits to any near or distant location (user's "remote" in room #A = transmits = receiver = re-transmission = function; helps solve problems in limited ranges for infra-red).

REMOTE ("R") CONTROLLER - SPEAKER BALANCER:

Automatic Speaker Balancing System 8B-110 & 1C-290: "remote" tells sound system via its transmission (tr), the "remote's" location, in tern speakers balance their sound so person w/ "remote" hears sounds from all directions in near-balance.

o-Misc: remote control can also be on your watch or any remote ("R") control. For "stereo". Technical: "remote" may be included/omitted from system. Transmitter can be on infra-red (in which case the changes in light frequency signify distance), radio frequency, distancer. [End of section moved from 2E 3.95]

OTD: Remote contains little light that identifies its location (can be activated automatically/pp when its dark).
-Ball which is rolled on sensitive platform which also has separate additional buttons. Acts as "mouse" for computer ("C"). Manufacturer is Spaceball. Saw in 15 Mar 94 "Brutus" published in Japan.
-Devices such as the `Miburi' product i developed and later released by Yamaha; plus other related control mechanisms (gloves) used in virtual reality.
-Control mechanism as used in Sony's Walkman WMWX88.
. AIR PAD * = Portable remote ("R") image input tablet. User inputs data or commands into portable pad. Pad then transmits signals to base unit which in tern does commanded function. 3A-580-042004
-D: 1 k = 2 remote ("R") = 3 tr (transmits) = 4 base ("C") 5 tr = 6 "S" / 7 function / 8 "M" / %9 distancer
-OTD: 246 "S"; 7 % artist (design images for wall projection, creating temporary art which can remain projected on wall for minutes or years, such images can also be rotated about like circular slide film projectors, such images can be: directions, warnings, time clock, moving art); 124568 basic; 48 cart; 245 cc; ch; 6 character; 7 %[composition (air pad has functions of an electronic keyboard & sound synthesizer; 7 playback option in the separate stereo - speaker system); and this may be done in combination with artist, user creates and or controls generations of sound with visual effects]; cp; 9 %distancer (the distancer will activate, deactivate, and or make signals according to its "location" in relation to other distancer parts and or the main unit); 4 both portable pad and main unit store, process (edit), and keep in their memories; 7 print, projections onto external surface (wall, scream) via lights; for group presentations, playing go or chess, etc; 7 speakers.
-"R" and "UK" and "K" may be replaced with the other(s), eg: R ('remote control) can be replaced w (with) UK, and vice versa (depending on the application). See "K" for details.
. C16. Camera detects user's eye movements, view finder's frame is where the eyeball is looking. Jan 93 X. u (user) "accesses" from his c = "M". Drawing: C16=tel-remote
. C21. Beeper can send written messages via wireless; wireless portable terminal. 29 Dec 93. Drawing: c ('computer) (C21) = tel-remote
. C79 System converts spoken words into readable words on computer ("C"). Such spoken words may also K (control system). 14 Mar 92 NK. Drawing: C79 = tr = c.
. Seiko's `Sound Producer' related to my earlier filings. This remote ("R") control stop watch has editing functions for the VCR and music systems (CD). Sales began 3.94 (publicity started 2.94).
-2D-150 Remote Control Game: Player's units "interact" w (with) other player's units via wireless "air pad". Non game applications too.
-"Billing"
+-R ("Access" mode) = C = Controls desired functions:

Most of the functions used to gain access as described in this or any other N, can also be a form of R control. The idea being that generation of signals is the inventive factor = once those signals are in the system = system interprets them as programmed.

Examples: each image created corresponds to different function, such as drawing a circle turns on sys, and a dash turns it off, and a long forward arrow --> takes u to next screen or file or function or sw, or a short forward arrow -> moves cursor to left - like with the arrow keys on standard keyboards.

-Exists: image input tablets, computer scratch pads (which now replace c ('computer) mice).

-Study all KN (invention) and Parts with "Access" parts, eg: 4E030

% US Patents: search strategy: remote adj control [has several thousand patents]

WRIST REMOTE ("R") CONTROL DEVICE: Applications (Controls via "R"):

. 7K-010 Computer ("C") (PC)

-turn on/off computer ("C")/printer/other peripheral

--select desired SW ('software) desired, and or specific file. Can program watch while going up elevator to office.

--ask for certain info to be spoken / printed while user is away from system

. 7K-020 Tel ("T"):

-activate speaker tel ("T"); answer call / dial any number / speed dial (memory)

-tag along: system redirects calls to the tel ("T") you are nearest, thereupon the actual ring identifies who the call is for (see related N (invention) with different #)

. 7K-030 Pager:

-receives/sends messages -> which can be viewed on the display and or -> re-transmitted to C (by wire/wireless) -> "displayed" / printed out / stored in memory of (R/separate C).

. 7K-040 Medical:

-C=R has sensors which monitor patient. Symptoms are stored and analyzed in R ('remote control) ~ c ('computer) (physically separate from R). Compiled analyses are sent to system (C) for monitoring. C alerts if patient appears to have trouble.

. 7K-050 Laboratory:

-control electronic device(s)

. 7K-060 Miscellaneous Uses:

-turn on/off lights (when entering/leaving home/office)

-controls air control systems, adjusting to: 1] presence of anyone; 2] multiple watches means extra work needed (eg: air conditioning)
-stereo, tv, vcr, oven (microwave), stove, prepares bath, gets hot water started.
-voice activation, by pressing button(s), voice activation mode begins

. 7K-070 Security:
-lock/unlock door: room, car
-identifies who is coming in and out by the transmission's code. A form of "punching in the clock"
--know where watch wearer is within the premises (PS)
-intercom system: hear who ring at door (via speaker tel ("T")), then press R ('remote control) to unlock / open door letting person in / out.

. 7K-080 Packaging Design:
-there are buttons with symbols and numbers. Eg: tel ("T"); light bulb; door.
-can be worn as^: wrist watch, necklace, ankle bracelet/watch, strap around any body appendage or part, eg: neck, arm, chest, waist, leg, fingers, toes; wear in hair via: pin or strap; ear ring; % glue to skin

Touch screen version [to save space and allow numerous functions, showing only needed buttons.]

OTD FOR FILE 7K:
. Battery may be 1 or more years.
. The term 'control' in this product section can include one or more of the following:
-turn on / off;
-adjust function according to UIP of the R nearest to the device *(for multiple nearby R: system approximates a mode of operation likely to be suitable to all/most of the people with their R). The R carries a code identifying itself from other Rs.
-have the desired function carried out by the applicable (electronically controlled) product such as one or more of the following^: % increase/decrease the intensity (volume, frequency), have one or more of the possible functions controlled...
. Diagram: user = (R ([tr/rc] = remote ("R") control device = C)) = electronically controlled product = desired function.

** "R" SECTION - Maybe Less Important:
Clapper, etc. See separate file for details, eg: Parts&.
-5E020 Unique 'R device: expanded in file REG20.
-5E090 Wireless terminals connect to central system.
% "Edit": limits R's functions.

-"Tilt"

-Each squeeze generates signals to control device. Eg: 4G010

-Exists: Creative Lab's AeroDuet wireless mouse and pen; infrared sensor follows movements of the mouse or pen in 3-D.

-See 3C-290 Bouncy: How object is played with triggers corresponding signals. Multiple "sensors" are activatable simultaneously according to the extent of pressure and or area(s) of object were manipulated.

-Exists: Wing Man Warrior, lets u k ("game's" "character). See: "Popular Science", Sept 1996 issue, p. 6.

End of 'Remote Part Description *

ROUTE / ROUTER

System 'analyzes user's needs and routes them to the designated points in system or where it's linked.

7J11 EASY RECONNECT:

Callers often get disconnected when being transferred or after having been on hold. Or during long hold times, the caller may need to take another call or leave the phone. System in these circumstances puts the caller right back where they were when the caller with caller ID presses their redial button.

-If person gets disconnected and redials back, system will (via caller ID) route call to same extension number within large telephone system if extension line is free. Caller got routed around via receptionists, then doesn't know extension they got connected to. Then got disconnected, they can redial. For any subscriber or within mammoth organizations, eg: governments, Sun Micro Systems.

* Details: both caller and recipient can [try to] 'track [down] the other earlier parties to reconnect, and complete call.

-Telephony Categories To Reconnect [specific channels/segments/frequencies/software]: satellite; gps; internet; [in-house] networked computers; wireless communications [security systems].

-Telecom TM: Stay Connected; Reconnect; Easy Reconnect; Extension Reconnect.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U (User of this Invention) = Applicable [telephony] Functions Of Invention [] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[to prevent illegal access, reconnection only works with authorized users, caller ID 'tagged calls] // MULTI-USER [different reconnection features available] // NOTIFIER [all tel numbers in call notified (of a disconnect) and any other available info about the call or caller)] // OSC [] // PR (Programming) [] // PS-ZONE [call back only to designated tel area codes, prefixes, zip codes] // SEEKS & REACTS [seeks who got disconnected via whatever means possible, eg: 'tracking] // T (Telephony) [] // TRACK [] // UIP (User Info Programming); WA (Walk About) [for mobile phones & telephony].

* Sections 1 and 2 interact.

MISCELLANEOUS: This 'Router part section was previously product number: 3G050 (T) Router.
.-quality codes <3.5, 3, 2>-the "T" applications in a major t sys.
Sys also reroutes u (user who originated the call/inquiry/usage) within following applications:
1] Information highway (internet): u can relocate from where they left off. Helps u surf (channels, programs, channels, db, m). See lower points.
2] Bookmark: Software's / Compact Disk's: (within the information highway or u's own c).
3] Related material finder:
-(upon reconnection) sys will allow u to see/get related (uip of previous material experienced / uip of u (for that application)) material/data. "Analyzer" bridges/finds related material for u via: uip of previous and subsequent material, eg: key words, subject categories, (geographical / subject locations).
-s of t/c show related tel extensions/tel #s or data material locators.
-sys keeps track of u's past research/activity (pertaining to particular material/application, or all material studied by U (within certain time frames).
-"score" is utilized in determining validity of related material. If there is a commercial or line/pr is busy, such will get a correspondingly (slightly) lower score, according to the anticipated length of the interruption (determined via: uip of service/info provider; how busy u is; time of deadline for u's project).
-"analyzer" sorts and organizes files of material via: key words; codes labeling (filed) material; uip; score; *status; tds*; access; source of material (which db / m / u / client / sw or sw directory or file material originated from or is targeted to).
-uses technology like yahoo's web search engine that finds other sites similar to those user found.
4] Continue from where another u left off. (Co-worker) may allow subsequent u to continue activity as if 2nd u: already knows all 1st u knows, or 2nd u gets history of 1st u's material, then continues from where 2nd u left off.
5] sys remembers the type mode/channel of previous tr, eg type: long distance carrier (t), t line, radio fq. Advantages include: saves money and time relocating which tel # is cheapest to redial via which long distance carrier, eg: MCI's calling circle plan giving greater discounts to particular tel #'s.
6] Timing of reconnect:
-When target sys / k has more / fewer commercials (9G220); more or less of desired sw / pr / customers / (desired) employees.
-Cheapest time of day. Sys "analyzes" cheapest / best tr mode (for initial / all tr). Retransmits / reconnects at other cheapest / best modes, eg: cheapest time of day according to t or m's charges; when target sys/m/t is best equipped to handle interaction (eg: 9am to 5pm - target time zone, due to presence of their personnel).
7%] Identifies next occurrences - better tying u w/ info/sys.
-what are the next departing vehicles (if after u missed their connection): airplanes, buses, trains... "Analyzes" wait time for connection(s) and balances with travel time, eg: if traveling tomorrow takes half travel time sys will suggest u spend night at hotel, and (re)-begin travel day.

-cable / on-line programs (movies, concerts) (matching u's uip/request).

8+%] If can't reconnect to previous point (t # / program / data) sys will compensate for what's next best or better. Eg: get rerouted to person's supervisor (via t); next best movie/db (as determined by uip of u/movies/db).

9] Transmitter identifies itself and allows itself to get tagged, so receiver can follow transmitter despite: changes in channels, problems, interruptions, etc.

-Changing of channels by transmitter: Sys follows service providers / * t extensions, which change their location over time. Eg: VOA (Voice of America) tried to combat communist short wave radio jamming equipment by changing their broadcast channels, just after telling listeners to change their (radio) dial/channel. W this N, the receiver's sys will catch (inaudible / non - visible) code from transmitter (service provider) and (automatically) change channels (at time code says) = u may experience little or no interruption.

-also applies to: mobile tel going out of range, or getting poor reception; programs being sold to alternative service providers (as scheduled for the future); organizations changing their tel numbers or extension numbers, eg: co moves to new province, or person gets promoted to differing job/function.

10] 'Track - follows/reroutes to any telecommunication transmission/data.

11] "Score" rates frequency connections/routings are made from one point to the next.

-Values: in t - companies might alter their business directories giving greater mention to such departments. "Scoring" done via: call / connection counts; length of time per connection; dollar revenue per call or for all (rerouted) calls. Employees who route calls which are too often rerouted again (via score), are taught to better give correct connections in future, or learn the co's business directory better.

12] "Tracking" of routings used for developing: UIP; better (sw, book) instructional manuals/directories*; -ACCESS (procedures); PR (sw); Q ().

13] Sys "tracks" while continuing to (re)route communication / data transfer as many times as needed but limited only by: expandable c (memory, sw, other circumstances).

-Sys develops history / log / uip for each communication and or combines logging with inquirer's / u's previous (attempts at) communication. Values: develop uip = better route communication.

- (Human) Body Parts - Control R According to how they are touched / %moved. Examples: eye movements control 'computer cursor.

REPLACEABLE: Usually one or more of following parts are replaceable w each other for N patent application expansion purposes:

1] Target points - the wanted information / communication: mm sw pr (connectable via telecommunications); each telephone number or extension (with that side's hardware / sw); db (connectable via telecommunications).

2] Communication mode applications: route; reroute; connect; process of gaining "access", eg: getting into sys (via password); call (to designate tel # or extension); sw%; pr%; t; r*

3%] For Scoring applications - deciding what (w5%) needs to be routed (w5%): "score"; "status"; uip; analyzer; brain; multi-user%; tds*; visual analyzer%; db*; "tracks".

OTD D1: U = This N Sys (Router) ~ C ~ T =
ACCESS ("tracks"/routes u to designated function/sw/additional access point); ANALYZER (w5 routing is made); BILLING; CART (controls routing; cart has data to which routing can be made); M (); MO (); MULTI-USER ("tracks" each u); PS ("tracks": u, portable N); SOUND ANALYZER ("tracks" similar/same sound in different times or places); STATUS (); TDS (); T (); TR (wireless*); U (person seeking to communicate or get information or * use sys); WA ().

+3G010 TELEPHONE DELAY: incoming calls/t/information highway communication is (re)routed when u/sys doesn't respond (appropriately) or answer (pick up t by: hand or answering machine).
-This invention well developed in file ii\3g010

*? 2E251 INTELLIGENT MONITOR: Sys routes differing aspects of 2E251 (which "sensor"/analyzer should share information w which: c/sw/guard. Or, "tracks" moving/walking villain over minutes / months (when villain pops in and out of 2E251's sensor range.)

STEPS IN (RE) ROUTING:
-1.-Dial tone -> U places/dials: call / (attempts) c to c communication.
-2.-contact made
-3.-uip / identity codes from both sides of communication are tr and rc by both sides. Enabling: "tracking", CID.
-4.-from this point branches in two possible directions:
4T (telephony).-caller gets disconnected, or wishes to redial back to same extension. Caller action: a] presses special redial button. Or, b] if call was not last call sys made, caller checks log of their t=c to identify tel # dialed/tds/code of call made. Sys then (automatically) dials same tel # dialed before then reroutes to designated extension, or sys simply dials directly to specific extension, bypassing, intermediary tel points/#'s.
4C (non-verbal computer to computer communication).- U's c finds where they were w/in: m / info highway before (at any designated previous occurrence) via software bookmark (whose memory is in u's / service provider's c).
-last or most commonly used aspects of: sw (in remote / u's c) is what first / more readily pops up on u's computer menu, as is already common in softwares, saving u's time.

OTD D: U (T = C) = This N Sys () ~ C* =
ANSWERING MACHINE (can be a t extension #)*; BALANCE *(); BILLING; BVA (score -> uip -> tag~route = t); CID (); CONFERENCE (route to one or all of previous conference; sys automatically sets up conference calls for same u at pre-designated times (as in c memory)); FS (can t extension #); GAME (m = mm "entertainment"); INFORMATION RETRIEVAL (); K (); M (); MP (); MULTIMEDIA (); MULTI-

USER (each u has differing: CID / uip / access*); NOTIFIER (cause of a t disconnect, eg: other party hung up, or sys accidentally disconnected); NOTIFYING CALL ()%; PORTABLE (t); PR (); +ROUTER (); S (); SCORE (); SOUND ANALYZER (); STEREO * (); SYNTH (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); VOICE MAIL (); VOICE MODULATOR (); VR % (); WA %().

TELEPHONY APPLICATIONS - MISC:

-Sys will tag any electronic telecommunicated communication/data/mm, and possibly give additional methods/strategies for receiver to reconnect/find transmitter.

-Non telephony applications, eg: routing within computer sys.

-Problems: See 3G010 Tel Ring Delayer. Cooperation with tel co may better allow tracking between most types of tel systems?

Can be done?

* Exists: Recipients can return calls to numbers they missed; caller ID.

-Miscellaneous: Recipient might keep their line free from incoming calls by keying into computer that they feel they were disconnected.

-tiny incremental benefit; there are 700 #'s, e-mail.

-how does sys know caller got disconnected: either the caller or receiver has to press some buttons, eg: "got cut off". Can be marketed since helpful to already be in the tel business.

--if receiver presses button, this (better) allows caller to get back.

-PBX type memory function. How know who it is if caller not via PBX - integrate w/ caller id (CID).

-the caller initiates the return call.

-receiver's tel sends signal (to caller / tel co's m) stating its extension number.

--might need to control all PBX tel systems w/in sys.

--wouldn't need (all this) w/in one telephone network, eg: each call is to an extension number.

-redial: even if not disconnected.

-easily implemented. Hardware records how patching was done, then this can replicated.

* OTD D2: T / C =

*ACCESS (); ANALYZER (caller ID; sys knows how incoming call was rerouted, hence redialing made possible (via memory too)); BILLING; CART (receiver's location, extension); M (call routing); *MIC (); MULTI-USER (distinguishes between different extensions, tel #'s of recipients); NOTIFIER (t rings); OSC (); PR (routing); Q (allows user or programmer to: reroute call; study call patterns (within) organizations); S (); SOUND ANALYZER (converts sounds via synth to make more appealing); STATUS (); SYNTH (); TDS (w5 of calls); T (); UIP (call routing behavior for each caller, each recipient); WA (t)*.

-D1: caller = t / c= telephone company = (t switchboard at recipient's co.) / c = t.

* PATENT SEARCH Strategy for KN: 3G050 Call Router:

-str Bib 8.94 CD: call* rerout*

--misc kw: disconnect, redial

-Str APS 69'-78': (tel* or call*) and (rerout* or reconnect* or reallocat*). Key words: software* program*

-US Pat No's:

--* 3479464; 3553373; 5255315

--+ 5239571 Radiotelephone device capable of automatically reconnecting an abnormally terminated communication line: however extensions not mentioned in abstract.

US PATENTS [12.95 bib disk] for "Route":

-kw: route*, routing*, designated point/place, interactive, software, program, computer

-str:

-US Patents: 5416835 from AT&T 5274643 5473595 5473267 5469432 5469078 5467452 5448485 5426738 5404525 5404055 5369680 5335269 5311501 5477536 5475813 5475598 5473598 5461624 5461611 5450578 5426427

SYSTEM ROUTES u / other systems / programs to designated data (db) / program / other contact point (tel number). "Route" is to some degree a subset of "Edit". "Edit" is a subset of UIP. However, some aspects of "route" are outside UIP's scope. `Search & Replace' 5G061 (Dyslexia SW, etc) is sometimes overlapping with "route's" scope, eg: "route" provides necessary data for the search and replaces sw function. `Search and Replace' is a type of "Edit" part.

-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

SW 'edits out [sexually explicit images]. (It blocks TCPIP flow). Their employees monitor the information highway web, updates are sent to user who then is unable to "access" certain sights.

--Surfwatch Software, from Surfwatch Software, Inc., 105 Fremont Ave., #F, Los Altos, CA 94022. Tel. 800 458-6600.

-"Billing": bills for what / how u is "routed"

+-3G050 'ENTERTAINMENT PROGRAM (RE)ROUTING: Sys will route 'user to other (related / better) programs, eg: based on UIP of u/programs.

-details in the 'Edit part.

REMOTE CONTROL PARTS:

. See 3A580 Air Pad: Remote ("R") image input tablet. Projects users' images onto any white wall, movie screen,

. See 3A751 Laser Keyboard.

. See 3A790 Magic Air Pen: Remote ("R") pen's movements are transmitted to "C".

. 5A460 The Touchless Switch.

. 5A490 Laser Artist: this laser art device will record movements of pen (when in active mode) into "C".

. 6B970 laser glove:

. ++ R123-1 Eye Controlled Touchless Keyboard:

. "Access" = "R": Any electronic signal generation method can be used as requirements for passwords. Eg: any "R" or "K" KN is also utilized for generating (in unique a manner) signals which are subsequently interpreted as passwords.

. R123 Camera detects user's eye movements, viewfinder's frame is where the eyeball is looking.

. 4J050 Mouse Restrictor: Ease in moving mouse is restricted as a 'guidance system.

* 5E050 Body movement = "R":

A9-03 COMPUTER REMOTE CONTROL DEVICE:

Turn on and do basic functions away. Can opt to have letters appear much bigger too. Great while eating breakfast with family, doing something else, wanting to reduce time away from dangerous computer screen, etc.

6B971 REMOTE CONTROL RETRANSMITTER:

To have more freedom of movement and sitting around a room, the "R" control send messages to the receiver and also the re-transmitter. Re-transmitter is in a different position of the room, so if the distance from "R" control transmitter to receiver is blocked, the re-transmitter in another location of room can receive and then in tern transmit to the main receiver.

-Exists: mirror reflector enabling transmissions to go around walls.

-OTD: "remote"; basic; bp; osc; "T"; tr; mo; cp.

* 1G06 CONTROL [SPEAKER] TEL via remote control. Dial via wristwatch.

-User speaks out special word (or "claps") to activate "speaker tel" (for in/out going calls). Out going calls: after tel ("T") is turned on (same as if receiver is picked up), user presses buttons on his "remote" control device which makes the necessary airwaves signals (sound, light...) to dial out the desired number.

-patentable?

-D1: k = t = watch (Casio Wrist Remote Controller/GPS/Watch/R/[k=access]/osc*

-D2: uk = c~t = osc

R121 ACTIVATE/CONTROL product ("stereo") by tripping one or more laser light(s). [Sony?, Aug 93 YD, Aug 93 MF]

-OTD:

ACCESS **:(); ARTIST *:(); BALANCE **:(); CAMERA:(); CART *:(); CLAP:(); COMPOSITION *:(); Display ("S"):(); ENTERTAIN:(); FS **:(); "M":(); MORNING *:(); PD:(); PP/MP:(); MQ/UQ *:();

MULTI-USER*:(); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(); SCORE:(); STEREO:(); SYNTH:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().

* 5E070 VIA VERBAL MODE CONTROL u's osc: Clap or make verbal commands to alter/synthesize sounds being played back/composed/generated/synthesized. Can function during the broadcast of the sound as well. .-1 "mic" = 2 sound analyzer = 3 recorder. 2 only picks up on the vocalized or "clap" sounds and doesn't let it be recorded.

*1G140 5A-710 "ARTIST" = LASER KEYPAD:

Laser Dialer: trip the light for the specific number wanted. Invention has 100 or more lasers (for 0 through 9, on, off...). See past patent filings.

-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

-Applications: there are 10+ different channels in which one can run through (their fingers), and thereby strike laser codes. Each struck code generating signal (as pp/mp) to effect desired image (on c's "display")

-way (object/hand*/finger) is moved (within laser's field) determines the graphic output. Can draw; select graphic symbols and drag them by entering other signal (foot pedal/press another button/hold down mouse/have finger located within certain position within laser field).

-D: laser tr = laser rc = "sensor" (senses if/when/where light path was interrupted (by finger) = c (analyzer; cart; pr) = s/printer/osc (makes music according to signals made (c holds audio's memory)

+-the depth in which the object (finger) penetrates into field (laser lights) has one or more of the following effects: the object's width is interpreted as being wider the deeper it goes in; * color alter by degrees of shades; for 3-dimensional art, the depth is conveyed in the final piece (art) (bigger grooves/cut out areas, eg: making model of mountain topography).

+--however depth of finger can be replaced by level of pressure sensitive sensors.

--having many lasers close to each other, and in: * higher and lower positioning, allows added features.

+-placing an object in the (laser) field determines: (codes for) the building of its replication, into: plastics, clay, metal, *wood...

--see the 3-D Imaging device N i developed probably in the earlier A or B directories. This device made the 3-D object as well.

--can take "camera" pictures of object, getting codes for its reproduction.

--D: sensors (camera; laser tr = rc = sensor) = c (uk/s/printer) = machine which makes desired output

-can alter the outcome by^ editing, having standard pr.

-also useful for physically impaired people (w poor hand movement control)

End of Router

'S [COMPUTER SCREENS]

4A420 SEASONAL DISPLAY: according to season, "S" automatically changes appearance to meet season's theme. Displays graphics and or verbal messages and or announces appropriate verbal greetings.
-Related to the popular American custom of decorating stores according to the upcoming holiday, is the holiday serious or not. Such decorations are shown to increase sales.

R39 #1: FOLDABLE LCDS. #2: Thin wall hangable displays. Monochrome/color. [#1: Casio Micronics Co. #2: Sharp Corp., NEC 4 July 92 NK]
-OTD: ACCESS:(write in (signature) something with particular finger onto screen: system identifies/seeks^: width of finger, body temperature (can allow differing temperature parameters considering weather's effect on finger's temperature); applies to foldable/non foldable screens/sensitive panels; mark may/may not be left for user to see on the sensitive tablet (s) at the time they are making their impression onto tablet. ARTIST:(see R39-10: Finger Art); CAMERA:(take picture (stored digitally -> alter image via "artist"); CART*:(); COMPOSITION*:(screen folds/bends according to the type application^: musical composing/playing instruments); ENTERTAIN:(fun colors on "s"); K:(screen becomes key pad ("k") [saves space], is sturdy enough to take hand key strokes (without "s" being backed by anything other than the screen's strengthening structure); NOTIFIER:(); OSC:(); PR:(type color combination sets on "s"; other standard alterable effects on "s"); PRINTER*:(); PS**:(); Q*:(); S:(); WA**:(walkmans; portable electronic equipment (saves space for "s"/"k").

* 2G23-C108 PROJECTOR PROJECTS images of solid objects on a display ("S"). Fuji-Xerox. 8 Sept 92 YD (Yomiuri Daily Newspaper, Tokyo).
D: c~c108=tel=c~c108. Transmit desired element wanted to be projected via tel ("T").
End of 'Screen

SEEK & REACT =

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-Tagged Cascade Effect 7J08: System hones in on a specific sound, then cancels other sounds that are outside the range. This makes the desired sound clearer, with less background noise. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.
.-List of 'Reactions to Sounds in file 2BQ. 'SA -> 'Reaction -> 'Customized Function.

TERMS: each term can be expanded and or also called by following:

. Seek: *sensor; *sense; detect; determine the existence or occurrence of situation or element; view [via 'camera]; *ba; %db; mic; ps; 'predict; [when] 'score/'status/tds [has been reached]; %tilt; %uip; 'vibration; visual analyzer.

. React: how system responds; what occurs subsequently; automatic reaction; ....results in...; an event or occurrence triggers a reaction.

. Trigger: what 'seek is seeking; the occurrence= that starts the chain of events= leading to the= 'reaction.

THE SEEK PORTION - OTD D (Drawing): WHAT CAN 'TRIGGER A 'REACTION:

U / security personnel = This N (invention) Sys' ('Reaction) ~ c ('computer) = Triggering effects [long list follows]:

ACCESS: hacking; trespassing; desired accessor seeks [illegitimate] access.

BILL / BILLING *: u exceeds credit line; doesn't pay bill timely

CART *: responds according to type cart used

CLAP *: R ('remote control) -> desired response

DANCE *: mammals moving in undesirable patterns.

DISTANCER: specific movement pattern: as measured by 'visual analyzer or 'ba.

EDIT: how something was altered

EDUC *: how well student learned= as determined by their "score"; what sys (electronic 'system) / student chose to teach/learn.

EGH *: algorithm for how student rises

EXERCISE **:

GAME *%: algorithm for player's behavior

MD / MOOD *: mood of u

MORNING *: reacts if u (user) doesn't awake / get out of bed / do "designated" action (soon after) alarm

MOTION SOUNDER: how [w5] 'organism moves, as 'analyzed by: "sa" / 'visual analyzer / 'vibration analyzer. Examples:

-'organism enters/exits 'zone or entry way= door opens/closes

-absence of 'organism's presence= causes 'system to shut down or go into a low power mode.

-'vibration analyzer seeks vibrations which: are undesirable, suggest illegitimate activity [break in, undesired handling of device w 'sensor].

MULTI-USER *: who is using sys (electronic 'system) w5

MM / MULTIMEDIA: how u "interacts" w mm

NOTIFIER: type of alarm / notifier sys receives

OSC: what sys hears w5

PREDICT: Predicts what needs to be sought, and or how to react.

PS-ZONE:

Q: type question

R: how r was used; what functions activated w5
ROUTER: how u chose to be or was routed
S: VA ('visual analyzer) <- what person was viewing / requesting / "interacting" w.
SCORE:
SENSOR: sa; smell; motion (infrared, vibration); va
SOUND ANALYZER **:
STATUS:
SYNTH: how sounds were synthesized by: u / sys / force major / uip-tailor
T: sa
TDS: w5
TGH **:
TILT: how sys was used or controlled
TOY *: how played with
TRACK: viewed person's actions w5
UIP: UIP-Access, UIP-BA, UIP-Edit, UIP-DB, UIP-Router, UIP- Tailor+, UIP-Track: type u; how sys was tailored
+VISUAL ANALYZER: what occurred
VR% & WA*: how u "interacted"

'REACTIONS INCLUDE:
. 'designated function 'customized to situation.
. A1-240 Interactive Windows & Curtains: User programs
-pat str: (window* or curtain*) and (automatic* near5 open*) and sensor*
. Copied? US Patents: 5532560 photosensitive automatic blind controller: its claim covers sensing light level changes from outside the room, eg: ignores inside lighting at night.
-Older US Patents: 4506137 Temperature responsive window
-related US patents: 5170418 X-Ray exposure
. Things that open / (partially) close according to "designation": cabinets; door (walkways); drawers; shutters (protecting windows, other objects from wind and inclement weather); (animal / organism) cages / containers
-opens / closes anything the 'occurrence detector' senses and needs correct response: see "sa", "nr", eg: chemical hazards (leaks) -> doors closing.
-(vehicle (roof)) windows (when parked / driving)
-entrance: presence of accessor: "access"

3C481 SOUND ACTIVATOR TOY: The triggering of sound in one object triggers sounds in other objects. Can create multi chain reactions. A device's musical sound can trigger other pieces to follow; depending on how the initial piece is activated. Details in 3C481 file.

* OTD DIAGRAM:

U = This N (invention) sys (electronic 'system) ("seeks & reacts") ~ C =

ACCESS (seeks if correct access procedure has been met -> gives access / nr), (seeks hackers -> "reacts") // ARTIST (seeks type of "image" u desires (via uip, what u (user) k, va) to "draw" -> "guides" u accordingly) // ANALYZER (analyzes which of any occurrences has occurred -> "reacts" as "designated" by type of (w5) occurrence) // BILL* (seeks what can be / should be "billed" -> invoices customer) // CART (contains sw / db* useful for "seeks & reacts") // EDIT (seeks "images" -> reacts via altered image) // EDUC (seeks what student can / should learn = seeks / "analyzes" (uip) type of sw pr to teach it = instructs student) // MULTI-USER (seeks which correct u desires / is using sys = uip-tailors sys for that user) // NR (seeks "designated" occurrences -> "reacts" via "nr" mode / % other mode) // OSC (seeks when osc should be enacted -> osc emits sound) // PR () // PS-Zone (seeks u's location -> "reacts") // Q (seeks what information u may want to know; seeks how to answer u's questions. Reacts via giving desired information) // R ('remote control) (controls seeks & reacts functions %) // ROUTER (seeks / "analyzes" how to route -> routes) // SCORE (seeks w5 to score -> scores) // + SENSOR (seeks what to sense for -> "reacts") // SOUND ANALYZER (seeks what sounds to catch -> "reacts") // TRACK (seeks w5 to track -> "reacts": builds uip-DB ('database) / nr) // UIP-DB ('database) ("seeks" / "reacts" = W5: to tabulate / to use) // VISUAL ANALYZER (seeks "images" -> "reacts") // VR (seeks what can be useful to generate "entertainment" / "interaction" -> creates "designated" "interaction"). -See: "Seek & React": 7G seeks "designated" occurrences then= "reacts" accordingly. "Access'" "Sensors - Chemical": only presence of "designated" chemicals permit access. "Access = BA"

SEE: "Access'"="Notifier", which is a subset of "Seek & React": Legitimate / Illicit users of (kn) sys (electronic 'system) cause a "reaction".

"Seek & React": 7G seeks "designated" chemicals / occurrences then= "reacts" accordingly. "Access'" "Sensors - Chemical": only presence of "designated" chemicals permit access.

END S&R

"SOUND ANALYZERS" / "SOUND RECOGNIZERS"

Table of Contents For Sound Analyzer Files:

. General Info

. Sound Analyzer Coordinator

. Sound Analyzer Features List

Sound Recognition Systems. See the +'Synthesizer part.

* 2A-18 KNOW WHEN SOMEONE IS APPROACHING, though they may not know they are being metered. Meter checks for familiar sounds eg: type or any car driving into driveway. Repetitive information?

-type or any footstep pattern approaching (not exiting) [studies show even the human ear can decipher between people according to their walk patterns]; do psychological profiles on walk patterns correlated with other data for important or security related positions

-if someone has woken up and walking about (in room, apt, house); helpful for live in nurses caring for elderly without having to wake them .....

. Applications: when boss or any client is coming; security (notifies of approacher; can record footsteps with little memory storage and helps keep record of who came in and went out when people think its safe since there is no camera whose tape requires changing and large storage areas).

-See US patents on identifying location / type of sound source.

* 3A630 SOUND ANALYZER: Repetitive information? Identifies type and direction of sound. If it hears a particular type of sound, it will act accordingly. Eg: it hears fire (though the smoke alarm malfunctioned) and dials police w/ pre-recorded message; it hears the cat meow and opens the cat/dog door. Repetitive information?

-For the hearing impaired and science, etc.

-Sound Analyzer: Tells the type of sound and from where it was generated. Applications: helps hearing impaired such understand doorbell people calling their names, etc; science.

-separate device has display ("S") which shows type / volume of sound created if cannot be discerned by user, eg: "T" ring, fire engine, smoke alarm. Hearing aids don't normally help in identifying sound's direction, hence device can point to the direction of sound source

-sound analyzer: can be completely separate unit from hearing aid, and or worn around neck, wrist, kept in pocket, purse...

5A880 VOICE ANALYZER: tells user the behavioral mode speaker was in while speaking, or leaving message on answering machine.
-user can opt to have analysis at command of button(s)
-related to 5A-940

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
-"bva", "ba", uip-db of u targeted.
-See: 6B830 Voice Analyzer

5A910 THE ADDITIONAL LEVEL OF VOICE INFLECTION needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alterations
-good for music education

6B830 VOICE ANALYZER: analyzes a person's or animal's behavior, personality via their voice
-system's voice recognition system identifies the type of pronunciation for particular words, eg: "love", "happiness", "dedication", "my wife"... This enables system to help judge speaker's psychology pertaining to such.
-system might compare user's overall tone(s) and other sound frequencies, using this as a base, then seeing how the important words compare with the base line.
-works in different languages
-voice recognition being quite complex, maybe using block diagrams for existing technology would satisfy the patent office, then later after that section of the technology improves our product could be marketable.
-if better information is needed, person being studied can answer questions about themselves, and take other standard psychological tests. This data is used with the above for greater results.
-some additional applications: solve criminal cases using "T" recordings, the stress and type of stress for key words might help; etc.
OTD:

"S"; "C"; pp; mp; uk; date (when conversations took place); user beh; educ; all; "mic"; portable; iq; printer; au; t; "M"; bp; alerter; osc; vc; score; cart (for desired key words according to type study); cp; uq; mq; access; uip.

6B850 TARGETED "MIC": records only sounds desired. The output sounds go through a converter which in tern transmits in frequency different from most of surrounding sounds, thereby reducing externally unwanted sounds
-those without a sound frequency can create privacy converter being unable to hear
-speak over megaphone or other device on frequencies that can't be heard by humans, like walkie-talkies except uses normal sounds, eg: those that can only be heard by dogs... and not using radio frequencies

6B870 WHEN TRAFFIC LIGHT HEARS screeching tires and light for all other directed traffic is currently in: green, it will switch color to yellow; red, it will stay in red.
O- upon hearing police or ambulance sirens, it will accordingly help direct traffic for the emergency driver. System identifies location of oncoming siren
83
Problem: some drivers speed up at yellow lights; what about flashing yellow or red lights; or a fourth color.

? 6B890 YELL FOR "police", "fire", "doctor" above certain decibels and system will automatically dial tel number for help
83
-exists? speak out name of person or company desired, or verbally speak out the tel number wanted, and device will dial for you

+ <3, 3, 3, 3 $> 1C251 SOUND IDENTIFIER:
Recognizes and identifies the type sound made in environment. For security, etc. Related to voice recognition systems, except they analyze sounds beyond speech patterns. This general invention ties to many other sub-set inventions.

-Identifies (sound analyzer) -> Signals when there are any particular sounds that are of concern via its identification system.
-ID system method includes:
--recognizing familiar sounds and labeling them such, eg: opening of doors (can TDS), acknowledge in which direction steps were heard (going or coming from door and TDS accordingly). Recognizes openings via 1C250's movement "sensors" too.
---*identifies the person by any of the products from our files A, B, C.
--certain sounds can trigger reactions as if a crime were committed, or an emergency took place - eg: sounds of glass breaking/cutting; fire (back up sensing system); banging of door; gunfire; cutting metal...
---security is notified
-upon recognition of certain sounds the following machine actions can occur: * sound of biological element occurrence results in machine doing something, eg: giving chemical, changing temperature...; excessive rattling of a caged animal or barking, results in some pacifying action, eg: giving music, food...
+-See 1C250 for expansion on this N. Application of this sys includes: 1C250 Remote Analyzing Security System. 1C250's sound analyzing/identifying modes apply to this N, eg: how its "analyzer" (for sound operates).
-Footnote: display ("S"); "C"; pp (eg: for types of sounds to seek and respond to appropriately); mp; date; tds; interactive; all; "mic"; synth; printer; "M"; bp; alerter; vc; score; cart; tel ("T"); tr; mo; fs; rpc; uq; mq; access; uip (of individuals or the organization's functions).
-D: sound(s) -> mic = analyzer~c (sound database)= m / nr ('notifier) / replay (osc/video/tv/s).

1C300 VOICE ANALYZER:
Software analyzes a person's voice for more psychological characteristics than the voice lie detector. Simpler versions can detect relaxed and uptight people, eg: the latter may speak with a higher pitch or rapidity. Incoming calls

are tagged for the caller's characteristics. Call receiver keys in any additional information about caller, eg: voice, age range (when legal). Exists: calls routed within Canada by area code (Quebec calls go to French speakers). Benefit: sales for large telemarketing operations might increase 2% when psychological characteristics of caller and seller are matched. However, this system may appear strange to those other than psychologists.
-"Analyzes" psychological characteristics. Example applications: customer tel ("T") inquiries are routed to the sales person who best matches characteristics of available call taker.
-According to the frequencies of person's voice, system analyzes the type of behavior they may have. This system can be used in conjunction with a person's intuition as well, for: police work when caller calls (eg: police for emergency; when co receives calls - its voice mail system (elaborate tel ("T") answering machine, etc) prioritize the callers according to how "rich they sound"
-courts often don't listen to opinions people had about a person's voice, however a more objective system (though not perfect) may be helpful
.-utilizes products 6B-830, 1C-301
-D: Following section in <[ ]> copied from 1C-301 in 2.95:
<[Sound "Analyzer": 1C-300; sound -> "mic" -> sound to signal converter -> sound signals are pared (matched) against a database to determine what type sounds were picked up -> picked up sounds are (pre-determined / "analyzed", by sw for) how they are to be processed^: the sounds u should be making as they sing a particular song (each note of song requiring different sound); type u (uip of u's voice characteristics (sound range capacity)); external sounds (instrumentals, outside traffic the sound "analyzer" (might" ignore) -> picked up sounds are tagged by sw (as a result) ^: whether sound does or doesn't match; how far sound differs from (desired) sound; the correct sound signals]> -> "notifier" / "osc" / *mfh / (development of) uip / etc
-high tuned versions could be expensive, so first manufacture cheap version. Eg: u (user) = calls via tel line = mfh (sound database, "analyzer")

+-See 1C251 Sound Identifier/Analyzer, and 1C250 for expansion on this N.

-D: (human) voice(s) = sound analyzer = c (cart)

-6.96:

. US Patents - 12.95 Bib disk:

-str: (voice* or speech* or talk*) (analy* or study or studies) and *(behav* or person* or people or psycholog*)

-US Patents: 5377258 interactive behavioral guidance; 5285685 Perceived attitude...

+<3, 3, 3, 4> 1C-301

FUN VOICE GUIDE: Enjoy learning to sing, or improve pronunciation of new languages..! Idea's unique voice analyzer suggests which aspects of the student's voice need help. Steps in one way it can work:

1. First the clever invention learns what's in the person's possible voice range after the individual does their best in vocalizing a list of words.

2. Invention creates a profile of the person's vocal range. The info is stored in its database.

3. In the lessons, it takes the words it stored, then synthesizes them, customized to the user's voice potential.

4. The person does their best to emulate the synthesized sounds.

5. System then re-synthesizes the sounds by increasing the volume on those aspects of the sound that need special attention.

6. In time the person's singing and or speaking is improved without having to pay expensive tutors!

Identifies which voice elements need correction -> by giving audio examples. Device cleverly adapts to user by producing sounds within user's unique physical voice characteristics. Is cheaper and more effective than human instructors.

Voice Instructor: Learn to sing, or improve pronunciation of new languages. Identifies which voice elements need correction -> by giving audio examples. Device cleverly adapts to user by producing sounds within user's unique physical voice characteristics. Is cheaper and more effective than human instructors.

Vocal Guide: analyzes a person's singing and gives suggestions. It can also be a "do it at home yourself" = "teach yourself to sing!"

--or system may automatically adjust the sounds needing alterations according to machine's or user's programming (UIP).

-a synthesizer ("synth") that goes into operations on automatic or semi-automatic basis. System identifies what sounds are out of desired frequencies (via (=)^: uip, database, *mfh, c(sw), cart) and synthesizes accordingly.

-applies anytime a person speaks, either live via amplifier, or onto recording device, eg for: tel ("T") answering machine, making recorded speeches, audio-video production and or editing (eg: put onto camcorders)

+Keep in mind, when a teacher shows a student how to sing, teacher's voice always will be different from student's. This system can create sounds closer to what the student's vocal cords can create - hence a more useful instructor.

-appl: teach people with speech problems

The following was product number: 5A-91. The additional level of voice inflection needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alterations

-good for music education

THE FOLLOWING WAS PRODUCT NUMBER 1C-150.

Deficiencies in a person's speech are corrected. Samples of problems solved: difficult to understand regional accents when traveling in a different dialect zone; stuttering; speech impairment caused by being deaf; etc.

-alterations might tackle all or part of the deficiency. For example perhaps a change in the tone or bass alone may enhance the outgoing sound

-user speaks into a device in a low voice, then the amplifier will partially over-ride the live voice

-system is applicable in tel ("T") and portable functions

-system might also act as hearing aid (remember: patentability is enhanced when the sum equals more than its parts)

OTD: "C"; tds (let's person "score" their progress); entertain; au; "M" (for many other languages); alerts when sound gets too bad, or user can do a check for any series of sounds (something like spell check in software, the system can always check everything done (spoken), or check by page (5 min period), or word (one sound)); system display ("S"); pp; mp; uk; all; "mic"; synth; portable; mfh; osc; vc; score; tgh; cart; cp; uq; uip; character; vr; clap.

D #1: USER = vocal cords (human sound)1 = "mic"2 / *"sensors"3 = sound "analyzer"4 (1C-300)~"C" (cart) -> suggestion for u 5 -> u receives sounds 6 / "notifier"7 as to their^: "status"8 (quality of their sound (as seen on "s")); osc8 (c->speakers) gives correct sounds; *"printer".

D #1 NOTES:

*1: sys (electronic 'system) studies user's vocal cord characteristics / potentials via: mic/k = sound analyzer = uip/sw (cart); u=c=uip. Database of past 1,000 students and their progress in learning is used by uip/"analyzer" in determining best manner in which student can learn/progress. Teacher / doctor / student k type vocal cords (physical type: shape, size, type sounds (as determined by human and k = c ('computer) = database/uip)

2: type "mic" might match type application (student's type vocal cords) so as to better match type hardware / sw. Shock and water proof "mic".

3: "Sensor": *(placed on skin by Adam's apple, sensing -> analyzing vibrations / vibration felt by sys (placed near u).

4: Sound "Analyzer": 1C-300; sound -> "mic" -> sound to signal converter -> sound signals are pared (matched) against a database to determine what type sounds were picked up -> picked up sounds are (pre-determined / "analyzed", by sw for) how they are to be processed^: the sounds u should be making as they sing a particular song (each note of song requiring different sound); type u (uip of user's voice characteristics (sound range capacity)); external sounds (instrumentals, outside traffic the sound "analyzer" (might" ignore) -> picked up sounds are tagged by sw (as a result) ^: whether sound does or doesn't match; how far sound differs from (desired) sound; the correct sound signals ->

5: suggestions can be given to u by: explaining on display ("S"); taking person's voice and adjusting it by synthesizer somewhat to the form the student is desired to make their own voice: picked up sound tagged by its quality + how it could be improved + the potential range of u (uip) + * desired psychological effect via osc / *"notifier": A-relaxes or B-uplifts u w (with) soothing/uplifting sounds if sound analyzer determines u to be A-tense or B-unmotivated/sad/w low energy -> osc's sound.

-sounds to foster desired sound effects utilized by mixing in such characteristics within the improved examples for how the correct sound should be spoken (eg: the musical note D can be given in a sad or happy manner without comprimising the correct sound (pitch...); effects the sound and or word content during instructional mode / prompts via osc / s.

6: sys prompts user to correct / respond*. When u audits sound for particular type prompt / in set sequence = sys knows to seeks particular sound to signals in chronological / consecutive order.

7: u continues making sound with or without being "notified" (as pr (by u)). Sys does/doesn't stop (to prompt user). "Notifier" modes: flashing light (differing type light signifies different meaning, eg: tone should be higher/lower. "S" shows (graph) voice should be modulated. U is given option for hearing/seeing suggested modulations.

-Miscellaneous: all sounds w/in sys (can be) converted to "c" signals. U / instructor can alter system to better match user's needs, eg: determining user's vocal range; volume; type educational programs.

US PATENTS - 12.95 bib disk:

-str: (voice* or speech* or talk*) and (analy* or study or studies) and (music* or sing*).

-US Patents: 5287789 music training apparatus.

+3C-650-000007 SOUND RECOGNIZING System For Hearing Impaired (Deaf):

System tells user what type of sound is generated. Tells user this information.

-If system isn't sure about the type occurrence, it can 'score the chances the sounds are of type occurrence #1, or #2, or #3, allowing user to better guess type sound. This can be coupled w/

other' sensors to improve understanding.

++ <3 or 4> 4C150 IMPROVED DEFECTIVE SOUND ANALYZER:
Analyzing car machines for type defect exists. This improvement covers: analysis by mainframe computer via telephone line; analyzing human body conditions, eg: breathing (exists: attempts to digitize human body sounds for analysis, though maybe after we developed this invention about 1993).
-do via t, analyze human body conditions, eg: breathing. Exists for many machines. But are such medical applications existing, eg: as shown on television's Discovery channel first half of March 1995.
-D1: u->k->1c (keys in: type machine/problem (characteristics)=2 (sound) "analyzer".
--notes: 1=Sys SW ('software) has menu choices)->s/printer->u reads/hears type problem. 2=compares sounds of incoming sounds (seeks particular sounds for analysis according to what u requests sys to help work on/ solve) w (with) pre-existing sounds of: commonly malfunctioning sounds (for type part / problem / situation (u or sys (sound analyzer)) appearing to be (potential) problem / issue (for research).
-exists: many products which analyze for sound of machine; used to check problems in car engine.
-D: This N (invention) sys (electronic 'system) = ACCESS ()/ +ANALYZER ()/ C ()/ CAMERA ()/ CART ()/ CLAP ()/ COMPOSITION ()/ S ()/ EDUC (learn w5 products fail and w5 they are repaired/rectified)/ M (database)/ MIC (utilize different types depending on tasks)/ MQ (to gain data so as to better analyze)/ MULTI-USER (for differing u (user) and or products being studied, eg: each u may be of different technical expertise (specialists, novices))/ NOTIFIER (w5 went wrong)/ OSC ()/ PR (how analyze, database)/ Q (to "educ" or better determine type problem)/ R ()/ SCORE (for "analyzer" or u to see "status" of situation)/ SENSOR ()/ +SOUND ANALYZER ()/ TDS ()/ T ()/ UIP ()/ VISUAL ANALYZER (via similar principal, sys (electronic 'system) looks at problem via "camera" = analyzes problem).
-Moved from: 1G13 Repair Analyzer:

listens to sounds which are then analyzed. The applications are unlimited and include:
malfunctioning of equipment such as: vehicles in a remote location (w diagnosis, user can then be instructed what they might attempt to repair on the location, after speaking with person on remote end/reading manual explaining code of sound analyzer's display/print out, or user's on sight computer ("C") may give instructions with graphical explanations)
-animals; breathing/body signals (heart beat/blood pressure/body's electrical signals) and or other body induced sounds (for medical diagnosis).
-D: sensor/sound analyzer = c ('computer) = tr/tel = c/mfh/speaker (heard by listener)
--the sound analyzer's computer ("C") may alter the sounds/sound's analysis so they can be compressed/transmittable on via TR/TEL which has limited ranges of sound/other transmission possibilities.
-this is probably an old N
3J160 Repair Alerter: "Analyzer" seeks undesirable sounds and other occurrences in sys then= "notifies" when/that repair may be needed (in future).
-Utilizes: 1C250 Remote Security Analyzing System: Sys seeks then "analyzes" one or more occurrences (sound, visual changes) then "notifies".
-Utilizes earlier KN (invention) (B, C, E dir?) whose "sound analyzer" determines nature of problem.

2D-280 MICROSCOPE MICROPHONE:
Identify the small sounds being made.
-records, analyzes and keeps records of sounds
-"mic"(s) can be placed at desired points via computer "C" mouse, etc
-small sounds can be made which tiny organisms cause, chemical changes, etc. This data plus recordings of other changes can help for diagnosis
--checks for: changes in vision and all other standard type checking

-D: sound = mic = sound analyzer [ba [of organisms]] = sound magnifier/sound recorder/sound memory/osc = sound replay

++ 2D-281 SOUND SELECTOR: System selects out particular sound frequencies so user can magnify the desired sounds for analysis. Applications: detectives taking out unwanted background sounds to better hear villain's voice or actions; etc.

. (blotting out other type sounds/fq) so user can better focus on desired sound (for study).

-2D-280; sound analyzer

. Applications:

+ Reduces the clutter in the computer: analyzing sounds better by looking only at graph of desired sound patterns.

.--security - catching villains; sys responds (automatically) upon hearing certain sounds (sound analyzer).

. Exists: sound canceling devices, which work somehow in conjunction w/ walkman type device.

. Drawing: sound frequencies = mic = sound analyzer -> routes only desired sounds (by uip of sound characteristic / sound frequency)

-seeks multiple data to arrive at conclusion about situation, via: sound analyzer / visual analyzer / "access" code / uip / bva -> notifier / sys responses to situation.

.-cut & moved from: 2D-320 - External Sound Blocker: Unwanted sounds at tel "T" are blocked out by transmitter.

--Sounds generated at a distance are blocked as much as possible.

--exists? usage for other types of microphones.

.--user can request that this option goes into effect (especially if certain sound distortions occur in earlier models when this blocker is activated)

. Isolating each sound type: sw graphs out all the different sounds. Ways they're isolated:

-miscellaneous: 'order & timing; 'behavior analyzer studies sounds.

-ps-zone: location of sound source. Eg: multiple 'microphones show which one was struck w/ sound first= and compared w/ time difference other microphones picked up sounds. Results in identifying location of sound= this 'zone is attached by sw to

sound type as a form of differentiating it from other sound sources.

-multiple isolating functions: multiple 'sensors help clarify any discrepancies or messiness in 'designating one sound source or type from another sound.

-graphing: characteristics of one sound type can differ from other sounds, such as by 'order & timing, pitch, volume, bass, treble...

-start and ending: each source may have a different start and stop time.

.-correlations w/ non-sound isolating functions: 1] multiple colors on transparencies overlapping each other, when they're all together the isolation isn't as readily decipherable [to naked human senses] until separated. 2] angle of 'camera sees different things according to what it's pointed to; relates to directional 'microphones which predominantly catch sound from what it's pointed to and at desired distance. 3] different pattern of sounds can be decipherable by human ear= though computers need extra coaching; eg: playing of different tunes in same song, or different people speaking simultaneously from radio.

* RG210 HELP BLOCK UNWANTED ENVIRONMENT SOUNDS VIA:

-same as 3E040, 3E041.

Noise canceling (sys uip constant external sounds (not voices) and blocks them from "t"'s mic; snap on cheap funnels to mic - pointed to speaker, this funnel can be pivoted toward moving speaker.

-D: electronic device (sp t) = mic = funnel = speaker's voice

+ R54-1 VOICE RECOGNIZER DIFFERENTIATES Between Multiple Speakers: Each person's voiceprint is treated differently by system. Only those with particular voice prints can access or control particular functions. Applications: door entry; electronic system usage (all or certain functions can be restricted).

-MULTI-USER*:(system recognizes different speakers, and will

function differently even if same words are spoken by different people, eg: picks up on their regional accents / male / female voices); NOTIFIER:(); OSC:(); PR:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:().

-uses R52, eg: R52-1. Example: only certain incoming voices/sounds are recognizable in terms of type system; +--one of benefits includes: narrowing down which user is 'accessing system= intern SA ('sound analyzer) narrows parameters of needed sounds associated w/ each word. Otherwise wider parameters for each control function would be needed for people w/ differing speech patterns.

.---In other words: limiting potential sounds to be recognizable intern reducing potential mistakes by incorrectly recognizing two similar sounds / signals+ as one of the other.

---different regions of a country can have differing parameters= allowing for regional accents.

-keeps kid sister from using one's el device.

-voice prints determined via u's: speaking speed / word choice / % of time words are in certain fq zones / the general % of time certain fq are spoken vis a vis the other fq - there is some consistency between the valleys and mountains (of fq graph) per speaker (u).

SOUND TYPES & "REACTIONS":

+ Sounds / Events Which Trigger Reactions

Need: creative patent search inventions inserted here. Seek all types of events that are monitored. A very big expandable area!

. Water / Liquids:

-Spilling: water / (liquid) chemicals from: sink; bathtub; chemical lab container [7G]

-running water heard from: (metallic / pvc) piping; faucets; streams; rivers; shorelines: of oceans or lakes; source also identified as having an overflow.

-Splashing water: signifying possible unwanted: swimmer or drowning (by youngster); intruder; wild animal (fox, dear, feline hunter (bob cat, tiger); water flowing where it shouldn't, eg:

into basement, down (lab) hall or floor; maybe some of water splashed out container; excessively high (ocean) waves (hears soaring waves approaching / crashing).

-Precipitation: rain, snow, hail, (unusual levels of) pollution

-Dripping or leaking from: ceiling, container, pipes, other flooding.

-water rising / dropping beyond "designated" level. Eg: filling: (bath) tub; tanks. Hears changes in echo sounds. Works w other (moisture presence) "sensors".

-Piped liquid contents: "senses" changes in constitution of transported liquid, eg: how thick fluid is (soupy), or if objects (sand) are traveling within.

. Hazards Natural:

-Winds: thunder; tornadoes (useful for spotting them in remote areas; also use "va").

--Responses give warnings to protect against: Wind blowing through window into building which might cause damages. Outdoor construction sights (especially during "designated" construction phases). When to move important objects (of art in museum).

-Miscellaneous: fire; termites (eating building); earthquakes (vibration 'sensor - exists).

. Hazards Chemical: 7G file

(unusual) sounds of chemicals burning / reacting (beyond "designated" sound parameters). Undesirable chemical hazard sounds: burning; popping; bubbling; cracking of chemicals (which are hardening to breaking point).

-also triggers 'sensors for: smell [smoke of 'designated chemicals]; vibration [equipment banging out of control / falling off shelf].

. People's actions = 'Behavior Analyzer:

any [unusual] action picked up by 'track; 'sensor; unusual 'access process; unusual event 'scored by ba. Eg:

-footsteps: walking or running nearby or designated "ps-zones"; seeks out walking patterns that fall in / out of designated sound profiles. Examples: seeks unfamiliar footsteps (can be a non-staff member whose walk patterns aren't registered). Different people have unique walk sound patterns.

-opening of: envelopes, (cardboard) boxes
-Voices: undesirable (human, particular person's) voices, eg: screaming; (baby) crying; talking loud; asking for help
-breaking and entering (see older KN)
-need to import full list of imi here.
-for expansion see: 'ba
+ Yells for help. Eg: high pitch of woman's voice above 'designated decibel, and or in high frequency commonly associated w/ non-prank yells for help. Especially useful in hallways and away from possible sources of other loud sounds and pranks, like car parking lots. Makes security personnel feel more comfortable patrolling around, since they may not have time to get to their weapon or wireless 'notifier to call for help.
. Animal sounds: scratching (by animal: cat, dog) of carpet / furniture; animal vocalizations: barking, meowing, chirping, howling.
. Clanking or touching of any solid materials: metal, pvc, wood, stone*, cardboard*
-opening or closing container / door / safe / window.
-lids: boxes; toilet seats (both not touching, angering wife)
-interlocking pieces: hard pieces locking into each other (where they are designed to fit), eg: male piece fitting into female piece(s)/socket(s)
+ Locks: inserting / removing keys; dialing / k (correct) combinations. Locks and keys can be designed to trigger unique sounds [from how metal commonly clinks]. Replaces need for wires to lock or door (which can be cut).
--'Track functions as long as person is in room: from time they unlock door to-> time they close door or relock [door might automatically relock when it automatically closes upon entry].
-Doors: person knocking / door bell; break ins; doors opening or closing (by slamming).
--Responses: Teach people (children) not to slam doors shut.
-Screeching / scratching of hard substances: hinges; solids sliding across another solid (floor, counter top, wall); moving connection point (needing grease); dragging.
-New products or buildings (under construction): SA ('sound analyzer) 'seeks any

sounds indicative of trouble, eg: poor construction or stability.
Eg: large industrial equipment or skyscrapers.
. Electronic instrument functions:
-"tel": dial tone (heard across room); busy tone
-"K": typing on keys of: "c"; "kn"; other el (electronic) "n"; "designated" patterns of typing (see older KN)
-Designated types of: music; broadcasted speakers (eg: Walter Cronkite); static (from: radio, tv broadcast channel's poor connection, or not being connected to one any way); certain types of humming. See "OSC" of any KN: whenever one of them generates sound -> sa -> nr.
--parents can 'track whenever their children play any electronic 'entertainment, eg: 'stereo, television, VCR.
-alarms: automobile's car honking; car theft alarms; (building) alarms; other theft alarms.
-"Notifiers" of other products are heard
. OTD Drawing: U / security personnel = nr/osc = "SA" (KN) ~ c ('computer) = Sound caused by / "Sensor" / "osc" / "nr" (when problem occurs) = ACCESS (access denied); CART (cart inserted / removed); nr ('notifier) (); PS-Zone (entity (didn't) enter zone); R ('remote control) (if (not) used (correctly)); ROUTER (manner of routing -> "designated" sounds); SCORE (was exceeded / or not met); SENSOR ((not) activated); SOUND ANALYZER (back up sys if other (type of) SA ('sound analyzer) not functioning); STATUS (something is wrong or undesirable); TDS (exceeded time parameter/deadline/usage allotment); T (rings).
. Accidents miscellaneous:
-Popping sounds. From: balloon popping; (thick) liquid boiling (too rapidly; or boils over and burns triggering smell "sensor"); auto tire blowing; (bomb) explosions; changes in air pressure causing popping or explosions; exploding cans or other (metallic / solid plastic) containers.
-Falling objects: garbage, construction sight material, material from storage (on shelf).
--value: warns against additional hazards, after first fall has been noted.
+ Bumping or tipping over objects. Cause hazards / problems if they fall down / get jostled: Items which are hot or with flame;

or cause dangerous chemical reactions (chemicals spilling (too much) onto each other); upsets the research project or diagnosis. (Heating, smelting, chemical (incinerating)) furnaces; hot water heaters; gas heating. Nuclear or other radioactive (holding) products. (Dangerous) living organisms escape or get trapped in (over turned) cage / container, eg: harmful bioengineered microorganisms.

-Misc related incidents: el (electronic) device gets unplugged from electrical power supply socket. Glass breaks. Objects fall to ground though that which they fell from may not have fallen. Caused by earthquake (but not rumbling caused by: trucks, slamming door). Someone trips on something.

. Vehicles: movement: oncoming train [backup 'notifier incase existing road-RR track gate doesn't come down via traditional means], cars, (screeching) breaks; sounds from mechanical trouble (see earlier kn); blowing horn (sound of other's horn magnified, see earlier kn). Objects / containers needing immediate attention after they've been jostled during transportation, eg: live organisms, spills). Dripping (transmission) oil (after it's gone below desired level).

'REACTIONS WHEN 'DESIGNATED SOUNDS OCCUR:

* Notifier: "nr" activated. Alerts: nearby user; security personnel; (employee's) supervisor; initiates / "scores" events= for "tracker".

. 'Reactions:

.-Alleviates problem. System automatically responds to: avoid/minimize the danger/trouble; stops the trouble. What responds is either the sys (electronic 'system) that generated the trouble, or the sys that is present to alleviate the trouble; in the latter case the two plus systems can (not) be connected to each other as well as to the "sa" = response sys.

-Common 'reactions:

.--related system 'reacts to 'designated problem as 'designated.

D: problem -> sound -> sa -> sys (electronic 'system) responds.

.--turns off sys / function causing noise. Or turns off power supply.

.--turns on system / function to solve the cause of the noise.
.--"osc" = "nr": so people or security nearby can respond (in person; by activating or deactivating this/other related sys)
.--activates sound canceler: reducing audible noise. "SA" is better able to camouflage sounds when it knows what needs to be covered; sys best applied to situations where "designated" undesirable sounds occur frequently.
--closes / opens window, in event of: changes in weather (rain), fire, chemical accident (see 7G file). See: A1-240.
--see imi part: 'seek & react
. Occurrences which trigger OSC: '
.-in other words: Sought sounds and nark's osc 'reactions:
-intruding person -> nr triggers sounds of: barking dog [early kn, and now exists too]; siren.
-noisy neighbors -> nr: osc telling them to be quiet
. See 'GPS.
-3C090 Sound Distancer:
Musical instruments playing together change their sounds according to how close or far they are moved from each other.
-3E-010 Cordless and cellular D: shows approximate distance
. Background sounds effecting how speaker functions: OSC compensates for noisy backgrounds by: boosting its volume; compensating those sound frequencies of osc which overlap environmental noise by: changing such overlapping sounds into different (similar) frequencies, or increasing their volume.
-see related KN (invention) on speakerphone.

MISCELLANEOUS:
+ Type sound depends on how system will respond. Each sys (electronic 'system) seeks one or more "designated" sounds.
+ "Analyzer" studies / "scores" how multiple sounds / events occur (in designated fashion: order, pitch, time length, from certain direction or ps-zone), changes in perceived 'image (va). This is coupled w/ how one or more other (kn) "sensors" / "analyzers" determine the (multiple) natures of the occurrence(s).
.--Notifier" or response system goes into effect whenever / if

"designated" sound(s) don't occur (in correct order / frequency / pattern / duration / or other form).

. See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

. TheShotSpotter: identifies the location of gunshots within a mile radius, and down to a 20-30 foot area. Reduced crime in Los Angeles. *See San Francisco Chronicle. April 13, page B5. [Relate this to identifying locations of any 'designated sound.]

+ 7J09 MUSICAL NOTE TEACHER: (this number merged with number above 1C301):
Students taught how to distinguish good from bad sound notes.
-System shows (on graph) how far their (instrumental / vocal) sound is from the ideal level. They see the change as they alter the sound/voice.
-Exam/Game' tests students, by scoring' their results.
-The better the sound recognition system (VA), the better the results.
-(Other) Sound Trainer: Teaches user what things sounds like, eg: medical students needing to interpret body sounds [breathing]. Sounds unique to a particular student/patient are listened, and then synthesized so as to show what different ailments would sound like.
--Should doctor be uncertain as to how they should interpret a particular sound, they might store the sound patterns of the person when healthy. Next system would alter the normal base sounds to represent 'designated maladies.
-Sounds for machines [vehicles] are altered to show the type malady.
-Benefits over simply storing all the diverse malady sounds without alteration:
-user can input normal sounds and see how they might change.
-the number of source sounds and each of their possible forms of alteration may be too big.
-the level of imprecision from a synthesis may be such that the manufacturer though warning the customer, may be less eager to carefully synthesize diverse sounds. If the sound is synthesized on the spot, there may be a greater tolerance for lack of accuracy, as long as there is some vague resemblance of the correct sound.
-'Educates people in learning how to interpret sounds.
-Parts: egh, educ, uip, osc, sensor

7J10 TUNER: System 'sound analyzes the machines or [musical] instrument's normal / base sound; then shows how it sounds when in the correct or in the 'designated maligned state. Eg: When a professional tuner has tuned your piano; user stores the sounds for each key into system [as the ideal ones]. System cannot only play back the right ones but 'analyze for how far off a poorly sounding instrument sounds. System can suggest what and or in what direction any levers or gadgets can be altered to achieve designated sounds. Next system will 'score

the newly arrived sound. This is a bit like playing the game of finding something, and the clues the user gets are green, yellow or red depending on if the user is making the corrections in the correct mode/direction.
-Parts: sound analyzer, egh, educ, osc, synth

End of Sound Analyzer's File

SOUND ANALYZER * SECTION =

The Following Are Sound Recognition Elements:
D: mic/sensor = computer = function/display/osc
-OTD #1:
1C-250-4000000002 Remote Audio Visual Sensor Alarm: If user heard a strange sound in another part of dwelling, system will play back occurrence. Microphone and or camera focus in direction of sound source. Simpler models work on audio mode only.
1C-251-500000002 Sound Identifier:
Signals when there are any particular sounds that are of concern via its identification system.
-ID system method includes:
--recognizing familiar sounds and labeling them such, eg: opening of doors (can TDS), acknowledge in which direction steps were heard (going or coming from door and TDS accordingly)
* 3A-630 Sound Analyzer
*"Sound Visual": it might be made technically feasible for sounds to be converted into images for the purposes of helping to better identify the sounds.
*UIP: system memorizes past sounds and their corresponding importance
5A-460 "Remote" (those elements therein that don't generate sound, eg: pressing of button): operate functions without generating sounds to disturb the sound analyzing process
-OTD #2: display; fd-hdd; pp; mp; uk; date; tds; basic; microphone; synth%; portable%; printer%; M%; bp; osc; balancer; speech; vc; score%; cart; cp; uq; mq (in helping to determine type sound, eg: user's information as selected from menu provided by system according to the better possibilities it determines by comparing past sound with database for sound analysis, can help diagnosis); UIP; character; locator (system can merge analysis of sound with the location of sound generating item or of other item)%; notifier.
-K210-5A-880 Voice Analyzer: tells user the behavioral mode speaker was in while leaving message.
-See KN, eg: following might be duplicate N (invention) of above, 1CE251 Sound Identifier, 1CE300 Voice Analyzer, %1CE301 Voice Instructor, 4C150 Defective Sound Analyzer, "BVA".
-If sound analyzer is unable to [process/(readily) pick up/handle] particular sound ("fq") -> converts them to particular fq (according to general type of original (air wave) fq -> intern sys has some general idea/"analysis" of incoming sound fq/signal and processes accordingly.
-2D-050 Locates Direction of Object via: Sound / Camera.

-2D-281 Sound Selector: Sys selects out particular sound frequencies
-"Billing"
-D: mic/sensor = "C" = function/display/osc. See Parts& for details.
-See "Brain".

Other: Sound Analyzers (term as popularly used by others) measures the sound. Meyer Sound in Berkeley has *Sim system. Mr. K a y s' inventions' feature "SA – Sound Analyzer" doesn't necessarily distinguish between sound recognizers and analyzers.
-Sound Recognizers: tells what the sound is, eg: speech recognition.
.-US Patent 4689820 Hearing aid responsive to signal inside and outside of the audio frequency range = [action associated w/ (with) sound -> sa (sound analyzer) = 'reaction ['notifier user]].

PAT SEARCH STR: Many valuable related patents. Key Words:
+-set 1: sound*, acoustic*, auditor*, hear or hears, listen*, Microphon*
+-set 2: analyz*, stud* (study), compar*, compar*, investigat*, scrutiniz*, determine*, score or scores or scoring, monitor*, audit*
*
-security, guard; patrol
-alert, notify
-strange, unusual, danger*, crim*, caution*, out of ordinary
-activity, motion, movement, change, walk*, stranger*, break*

WORD STRINGS:
-set #1 adj11 set #2
.-(sound* or audit or monitor* and (analyz* or study or studies) and (criteria* or designat* or narrow* or parameter*)
+-key words for "sound analyzer": (sound* or audio) and (sensor* or analyz*)
-pat class numbers?:
+ US Patents (more recent only) from 12.95 Bib disk:
5471195 Direction-sensing acoustic glass break detecting system = "track" = sys ('system) nr ('notifier) w5 (illicit) events occurred; 5467401 Sound environment simulator using a computer simulation and a method of analyzing a sound space; 5458105 Wrist worn anti-snore apparatus for detecting snoring...; 5452364 System and method for monitoring wildlife: has three microphones for ("sound analyzer"); 5450524 Password verifications system based on a difference of (audio) "scores": compares spoken sounds....; 5450060 Motion detector; 5444443 Sound source determining system; 5418758 Distance measurement system = "distancer"; 5414409 Alarm system for detecting an audio signal when glass breakage occurs [was this patent filed after KN's earlier patent filing?); 5395123 System for marking a singing voice and displaying a marked result for a

karaoke machine: compares the singing voice with the standard singing voice data.... [was this patent filed after KN's earlier patent filing?]; 5355350 Passive acoustic tornado detector and detection method; 5381485 Active sound control systems and sound reproduction systems; 5448221 Dual alarm apparatus for monitoring of person under house arrest: sounds audible out of range warning alarm if person exceeds "zones" = "distancer" / "gps" / "track". 5400011 Method and apparatus for enhancing remote audio monitoring in security systems; 5478077 Object collision point detecting apparatus = "distancer" / "locator"; 5471557 Speech recognition system utilizing a neural network.

END OF THIS SOUND-ANALYZER* SECTION.

SOUND ANALYZER - COORDINATOR

+ See 'Sensor's 'Coordinator: analyzes multiple type sensors, eg: sa w/ visual analyzer to better know nature of situation.

-See 'Sensor's 'Coordinator for greater details.

. Location of sound source: GPS. Sound source's 'zone taken into account.

-eg: the further 'distance= the lower 'the sound is expected, whereby 'analyzer calculates the actual decibel level emitted.

-eg: malfunctioning sounds are analyzed according their distance from 'microphone.

. Multiple sound sources:

-'zone also used to calculate multiple sound sources [emitting sounds simultaneously]. SA may also differentiate sound sources by 'seeking differing sound patterns [expected from differing sources, eg: even wo (without) 'zone= type sound can designate the 'zone of sound source].

-eg: similar sounds are interpreted differently according to their 'zone:

--sounds of breaking glass from window areas, or near testing equipment= are interpreted differently.

--walking sounds near entrance, or window, or lab, or safety vault.

END SOUND ANALYZER COORDINATOR

SA / SOUND ANALYZER AND SUB-PARTS =

This Is File: SA-IMI

ACCESS =

-D: (required sounds->analyzer->gain access).

BALANCER =

-D: ('microphone recording abilities according to user's position is adjusted via: sound ['locator determines (changing) location of sound origination] -> mic -> sound analyzer -> memory -> can be played back via osc.

BVA =
-(voice -> bva)/ C (sound database; sw; analyzer).

CAMERA =
-(lens->database of images (faces; products)->sound analyzer (matches image w (with) type sound (expected, needed))).

CART
-(database; access).

CLAP = seeks particular rhythms

COMPOSITION =
-(KN voice instructor N)/ DATE ()/ S (displays type sound; result of analysis, score, status*)

DISTANCER = sys (electronic 'system) compensates for distance from which sound source emanates; sys functions only when sound comes from within certain distance or zone.

LOCATOR =
type sound analyzed helps determine location of u or object, eg: if there are five (different) (el) objects, the type sound; helps (distinguish between them)

M = holds / "analyzes" database of sounds

MULTI-USER =
sys distinguishes between different u or sounds -> access or resulting in associated function (options)

NOTIFIER () =

++ ORDER & TIMING =
'Sound analyzer's = 'Behavior analyzer= 'tracks the 'order & timing of sounds= to 'analyze if sounds are of 'designated behavior / occurrence.

.-An extended version of multi-syllable words picked up by voice recognizing systems. This probably doesn't jeopardize patentability for this aspect of the sound analyzer, since the invention here is more multi-dimensional.

. Examples:

-eg: no laughter or non-serious speech preceding or following yell for help.

-eg: sound of truck followed by banging or falling of dangerous objects, since it's likely they're being moved by mankind. Though such could help 'designate possible theft actions if committed after work hours.

-miscellaneous patterns of any type: walking pattern; 'zones in which sounds occur consecutively; for dropping objects [a bang sound then a drop, versus a mild explosion from lab equipment then a drop sound].

-eg: similar sounds repeated may imply repetitive movements, eg: packing or unpacking similar boxes / cans.

.-eg: animal in cage [being transported, or after trauma] starts w/ loud howling= followed by characteristics of serious ailment sounds.

-patterns of sound w/in the sound sequence itself: duration(s) or pauses of each aspect; pitch; bass; treble; volume; sound curves' steepness, jaggedness/bumpiness; how different aspect patterns relate to each other.

. OTD Drawing: u (user) = This N Sys [patterns: order & timing of sounds = sa] ~ c ('computer) = ACCESS () // BA () // CART () // EDIT () // EDUC (teaches u nature of sound based on its pattern) // MULTI-USER ('seeks & reacts to different sounds for each u) // NR () // PR (how sys responds to sound patterns) // PS-Zone (pattern of different locations' sound sources, eg: sound source moves counter-clockwise in room, or 'sa follows approaching footsteps) // Q () // SCORE (how similar a sound is to a known sound pattern (for type of potential theft activity)) // SEEKS & REACTS (according to the pattern of sound) // SENSORS (Multiple sensors better determine type of patterns from sound and other perspectives) // TDS (sound duration possibilities, start, stop, pauses) // +TRACK ('seeks= then 'tracks 'designated patterns) // UIP (tailoring of: 'seek & react. uip-DB ('database) = ba; multi-user) // VISUAL ANALYZER () // VR (u w/ poor hearing can better determine/'entertain (altered) nature of sound) // WA (worn by security guard).

OSC =

-u's osc->sound analyzer; notifier

PP =

-what sys ('system) should be seeking and how to process the resulting (data/conclusions)

Q =

-(u asks w5 about sounds/occurrences (tied to the sounds), eg: who did what, why and how when sound #55 occurred)

SCORE = measures w5 occurrences.

SENSOR =

-(sensing for additional elements helps "analyze" situation; sensor types: heat; vibration; chemical; "sensor")/

SP TEL = mic picks up sounds via air waves = surveillance sys

TRACK = analyzes sound occurrences= then "reacts" as programmed.

UIP =

-more sounds collected from or about u-> larger (sound) database on u; sys ('system) knows how to respond based on u's uip (database of sounds)

VISUAL ANALYZER =

-(works w (with) sound analyzer in determining: "analysis"; score; status; w5)

END SOUND ANALYZER PARTS.

SCORE

Diagram: data input/sensor = "C" = output (tr, "S", osc)

-Differing "scores" and sub-scores are labelable by "Artist's" = (color) "Designator". Eases viewer's understanding of score, reducing clutter on screen.
% "Access": See: "Access' BA (behavior analyzer)" = "Score": Each of the accessible files have a score rating.
-scoring system also scores itself for: ability to keep out hackers; user friendliness; how good it's adapt-tailoring; user happiness. 1G22 Reward Generated By 'Scored Usage Level.

OTD Part #1: Status shown ^via "S", lights, sounds, print out, notifier. User requests which type score they desire and can pp type scoring system desired. Status ^includes determining if system is: on, off, which function is in operation, how far into the operation it is, *any problems, and or results (success, failure; type, eg: quantity, quality, manner); the number of times a particular event occurred (something within the system and or something outside in the environment *(such as sounds, or something or someone giving a command to device).
-OTD: cart determines type score and how presented; type score determines type character, and what, how, why the character functions; clap to get status given by ^notifier; date; score shown on display ("S"), via notifier, etc; relies on "C" and its memory, and %M; % microphone ("mic") -> analyzer -> signal generator -> function (notifier); mp; multi-user (each user gets different score); Data is also obtained via^: "uk", "cart", "tel", "mo", scanner. (Game) score board (system).
-See "Brain": sys' part adapts according to circumstances.

-Sub-Part: Score-Alt Function: scoring causes change in sys ('system) function; Score-UIP: develops UIP's DB; Score-Trouble: determines if something is out of desired parameters, for: access (while u uses sys), nr.

Important Feature – But This Section Maybe Less Important:

-D: data input/sensor = "C" = output (tr, "S", osc)

-OTD Part #1: Status shown ^via "S", lights, sounds, print out, notifier. User requests which type score they desire and can pp type scoring system desired. Status ^includes determining if system is: on, off, which function is in operation, how far into the operation it is, *any problems, and or results (success, failure; type, eg: quantity, quality, manner); the number of times a particular event occurred (something within the system and or something outside in the environment *(such as sounds, or something or someone giving a command to device).

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-US Pat No's. Search str - score* (electronic* or program*) - bib disk 9.94. Electronic teaching apparatus 5122062. Tallying method and means 4038525 (sw).

-"Edit": determines how "score" should be compiled = interpreted = used (by sys/U%)

US Pat No's. Search str - score* (electronic* or program*) - bib disk 9.94. Electronic teaching apparatus 5122062. Tallying method and means 4038525 (sw).

-"Edit": determines how "score" should be compiled = interpreted = used (by sys/U%)

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on S ('screen) / nr ('notifier) of any product / sys; eg: 7G)

-"Billing": bills for what / how u gets requested "scores".

-R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)].

--Also copied to "Access", "Bill", "PS", "Score", "Track".

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-R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)].
--Also copied to "Access", "Bill", "PS", "Score", "Track".
-Differing "scores" and sub-scores are labelable by "Artist's" = (color) "Designator". Eases viewer's understanding of score, reducing clutter on screen.
% "Access": See: "Access' BA" = "Score": Each of the accessible files have a score rating.
-scoring system also scores itself for: ability to keep out hackers; user friendliness; how good it's uip-tailoring; user happiness.
-1G22 Reward Generated By 'Scored Usage Level.

SECURITY SYSTEMS – CRIME DETERRENTS

BURGLAR DETECTOR EMITS BARKING SOUNDS upon hearing intruder:
3A-180 Paranoia Alarm System: sends out the cynical laughter of a clever "clown" upon illegal entry. Other messages: sirens then "come out with your hands on head"; breaking glass as if there is another nut on premises; dogs; "hey you come here", "hands up you're under arrest"; weird non verbal sounds; weird cosmic dogs; anything (sounds, etc) especially psychologically geared to scaring either the semi-paranoid and or those on drugs during the burglary; etc. Audio/visual effects proven to deter burglars: laser displays, statements in light appearing on wall(s), televisions turning on with a film/video.
-display may select to show to the burglar: information system has picked up info on burglar eg: their height, weight, race, face picture, etc. Burglar told information is stored in distant, irretrievable, or secret source, or police "C". Burglar may or may not see their own face. Maybe camera/sensors hidden in any number of ways. Output to burglar select audio/visual proven to often psychologically scare/deter or reduce the time burglar wanders on premises.

3A-210 SPEAKER SYSTEM HAS SOUNDS coming from changing directions: burglar hears: owner walking around premise, verbal condemnations [sounds like recording device or person a bit far off], police breaking window to gain access and other sounds to cause burglar to at least feel more nervous.

3A-370 SOUND OF BARKING DOG upon ringing or person walking up walkway (when laser line(s) is crossed). The realistic sound gets louder in seconds signifying dog is closer to front door.
-as person walks around outside of dwelling the dog barking follows them by sounds emitting from different speakers.
-type of dog barking changes (eg: gets more angry, with or without sound volume getting louder)
-great for people who want the protection of homes, but without the problems of caring for the animal.

-user can have small empty doghouse in back of large American yard, to the side (so possibly visible from garden side entrance door)
-3C-460-083005 Barking Warner: Sounds of barking dogs initiated by sound sensor, doorbell, or burglar alarm. Be free of live dog maintenance.

3A-520 WATCH SOUNDER: making all types of sounds: laughter, sirens, alarms, verbal announcements (recorded by manufacturer or user), etc
-H-volume control
-H-radio, tv, player of future small size CD

5A-220 SOUND REFLECTOR: each of intruder's sounds (eg: steps, opening of closets, breaking of glass...) are recorded and played back to spook and help deter burglar.
-have the karaoke option convert their sounds into others

6B-38 UPON ENTERING AREA near front door (motion detector senses person), or, ringing door chime, system announces something in words, or sounds (eg: music). Can state, name of family, company, hello, etc. Manufacturer or user can record outgoing announcement.
+ can record message from person ringing doorbell

END OF SECURITY FILE
File: Feature Intro / Sensors

SENSORS

Senses for signals. Senses for one or more diverse stimuli (simultaneously, via different sensors). Eg, seeks: vibrations or motions from people, heat, chemical contact, etc!
. Notes/"notifies" continuity of situation (signals) and or changes. Senses for one or more diverse stimuli simultaneously/consequently (if one type of "sensor" is triggered others are checked for (to verify if initial "sensor" was valid; for greater depth of analysis). Sensors include:
-Heat: Senses for changes in heat caused by people coming into area(s) / changing locations within area(s).
-Vibration/pressure: Judges when a person/*object is nearby via the vibrations and or pressure applied to pressure sensitive sensors (mats opening doors). Floor Panels: notes pressure when stepped on, locates person's positioning.
-Sound -> "Mic" -> "Sound analyzer"/sound "sensor" (of any type, eg: sound of certain decibel or frequency range) -> "C".
. Other: * ps (Positioning System like GPS) sensing for pd (positioning device) . Tripping of laser light(s). * "Visual Analyzer". Drawing: "sensor" (different signals are received (sought for)) > tr > receiver >c

(computer)> analyzed > desired response ("notifier"/s/**printer/**fs). *Magnetic: device being sensed has a magnet who's position is tracked in room.. Motion Sensor: camera memorizes pixels in area and notes if changes are made beyond certain level. Program (pp, mp) for system to seek limited changes. "Distancer".

-General: the type of signals received can identify the characteristics of "U"/subject/subject being analyzed. Act as sensors seeking out signals showing: motion; changes in chemistry, temperature, *quantity, *size, frequency (of occurrence; of waves (magnetic)); etc. Certain patterns can designate particular "U" (people), and hence act as a type of "access" (when particular pattern(s) of signal(s) are received, system functions according to any "adapt").

-For Techies 1: access; basic**; cart ('software cartridge) (different signals are sought for >c (computer)> analyzed > desired response ("notifier"); all according to the type program (triggered by) on cart); "sensor" >c (computer)> s; scientific research / educ: learn the characteristics for targeted USER/subjects; "sensor" can "float"; "interactive": according to type signals, system responds accordingly; *morning; mp/pp: how system w/ "sensor" shall react; multi-user^: adapt; each occurrence of (incoming) signals are "tds"; t: user is telephoned (emergencies) when signals match characteristics of desired occurrence (adapt); uk: how system should respond to signals; U (user asks system questions); **vc (of notifier).

-For Techies Drawing: user = "sensor" ~c (computer)=

ACCESS ; ANALYZER ; BRAIN ; cart ('software cartridge) ; MULTI-USER ; notifier ; osc (outgoing sound communicator) ; pr (software program) ; ps (Positioning System like GPS) ; q (user and or system asks each other questions) ; r (remote control) ; SCORE (rates the sensor's signals received); SENSOR ("analyzer" compares signals received from other "sensors"); SOUND ANALYZER ; STATUS ; tds (time date stamp feature) (registers when (w5 (what, where, why, when and how)) occur); TRACK (motion sensor follows/tracks); VR% .

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

-See "Brain": system' feature 'adapts according to circumstances.

-Sub-Part: Sensor-Motion: "analyzes" (human) body motion, functions can be limited/effected (for USER) according to where body is.

-US Pat No's pertaining to human motion sensors: 5327233 Movable security camera; 5271416 Audible alarm for motion detection using dual mode transducer; 5143086 Device for measuring and analyzing movements of the human body; 5139261 Foot-actuated computer game controller serving as a joystick.

--search strategy: [bib kw 9.94 (location* or position* or whereabouts) & sensor* and (body or person* or human* or animal*). 5307277 Location detecting apparatus; Ultrasonic animal repelling apparatus 5214411 %; Sensor for detecting the passage of a person or an animal in a field of view 5196826; Method and apparatus for estimating a position of a target 5130934; 5166533 Triangulation type distance sensor for moving objects w/ (with) window forming means; Locator for a moving body [takes into account angular motion] 5122960.

-Chemical sensors: chemical reaction (between any two designated / sought after chemicals) -> reaction causes new sought after chemical(s) -> triggers chemical reaction w/ (with) chemical sensor -> sends signal to system = analyzer / notifier. (Chemical sensors used in) 7G050 field of inventions.

.-A code (access, electronic 'water mark') encoded in sw/data* limits how system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

.-"Billing": bills for what / how system' picks up.

. US Patents 12.95 bib disk: % str: sensor* and (human* or person*)

. 'Coordinator: + Merging of 'analyzers 'sensing the change / presence of occurrences. Like a human brain w/ multiple senses, system's multiple 'sensor' 'analyzers can better 'analyze what is happening W5 (what, where, why, when and how). Merging of multiple sensors gives more angles for a better perspective.

. 'GPS / sa (sound analyzer) / other occurrence 'analyzers = C:

-What occurs W5 (what, where, why, when and how). Changes related to motion are better understood. Eg: what user / element being observed is doing W5 (what, where, why, when and how), like walking or talking or typing in a particular 'zone.

. 'Visual Analyzer = SA: any changes noticeable via visual analyzer [and associated sounds]. For expansion see: va.

. FOR TECHIES Diagram: User = This invention System [multiple 'sensors] ~c (computer)= ACCESS (W5 (what, where, why, when and how) of accessor's functions) // ANALYZER (multiple sensors being analyzed) // BA (BEHAVIOR ANALYZER) // CART ('software cartridge) // MULTI-USER // notifier // osc (outgoing sound communicator) ['microphone picks up on its sounds] // pr (software program) // PS-Zone // ROUTER (W5 (what, where, why, when and how) element / information [flow] is routed) // SCORE (different 'sensors / occurrences are weighed differently by 'analyzer-> determining different conclusions about nature of situation) // SEEKS & REACTS ([altered] occurrences) // SENSOR (sound, vision, smell, vibration, temperature (body heat)) // SOUND ANALYZER // tds (time date stamp feature) ('order & timing = 'score) // TRACK // adapt (which 'sensors are scored and how) // VISUAL ANALYZER.

-Sensor-Motion: "analyzes" (human) body motion, functions can be limited/effected (for USER) according to where body is.

. Motion Sensor Examples: Magnetic: device being sensed has a magnet whose position is tracked in room. Camera memorizes pixels in area and notes if changes are made beyond certain level. Can seek limited changes, eg:

-Floor Panels: notes pressure when stepped on, locates person's positioning

. Other: Tripping Laser Light. "GPS", "PS", "TRACK". (Body) heat sensors. Our Pet Door Paw. Cleaner invention allows 'access after pet moved paws on soft bristle mat for set time period based on motion sensor's timer.

. Nano Technology Sensor = functions with 'content analyzer: Nanomaterials include: microscopic and super-efficient materials that might pose health risks should they enter lungs or skin. They're used in diet supplements, sunscreen, car bumpers, clothing and Jumbotron stadium lights; they make stronger building materials and can fight cancer.

-'Access can be given/denied based on 'content analyzer's = 'reaction. See City of Berkeley in California and US Government [proposed] regulations – Our invention also 'tags (with other molecules / RIFIDS / etc = for

'tracking. 'Reactions based on presence of Nano molecules can be identified via 'sensor / 'BA (Behavior Analyzer) (of element effected, eg: they feel or act differently in pattern 'associated with such exposure). Use to protect life and earth against pollutants – form of "environmental protection.

File: Feature Intro / Software

Software(s). Some / all functions are sw (software) controlled (turn on or off) / altered (change desired function / effect) via = User (pr / k) functions of system (via its sw). k (keyboard) =c (computer)= sw (software) (cart). Upgrades of sw (software) can be made available (by manufacturer).
-See "Brain".
-A code (access, electronic 'water mark') encoded in sw/data* limits how sw (software) can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
.-For Techies Drawing: c (computer)(SW) =
ACCESS ; ANALYZER ; BRAIN ; CART ('software cartridge) ; EDIT ; k (keyboard) ; M (mainframe computer) ; MULTI-USER ; +PR ; q (user and or system asks each other questions) ; r (remote control) ; ROUTER ; tds (time date stamp feature) ; TRACK . Overcoming unjustified high sw (software) programming costs, eg: due to lack of market for specific applications: Simple versions can be utilized when costs for programming don't justify. Develop standard (shell) sw (software) packages that can be (easily) altered/pr for diverse applications (by most u).
-"Billing": bills for what / how user uses "sw".
.-SW requires HW (hardware) found on "c" (computer).
* sw (software) SECTION - Maybe Less Important:
Some / all functions are sw (software) controlled (turn on or off) / altered (change desired function / effect) via = User (pr / k) functions of system (via its sw). K (keyboard) =c (computer)= sw (software) (cart). Upgrades of sw (software) can be made available (by manufacturer). See "Brain".
-A code (access, electronic 'water mark') encoded in sw/data* limits how sw (software) can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
.-For Techies Drawing: c (computer)(SW) =
ACCESS ; ANALYZER ; BRAIN ; cart ('software cartridge) ; EDIT ; k (keyboard) ; M (mainframe computer) ; MULTI-USER ; +PR ; q (user and or system asks each other questions) ; r (remote control) ; ROUTER ; tds (time date stamp feature) ; TRACK .
. Overcoming unjustified high sw (software) programming costs, eg: due to lack of market for specific applications: Simple versions can be utilized when costs for programming don't justify. Develop standard (shell) sw (software) packages that can be (easily) altered/pr for diverse applications (by most u).
-"Billing": bills for what / how user uses "sw".
.-SW requires HW (hardware) found on "c" (computer).

SOUND VISUAL FUNCTION

Inventive functions converts sound to visual 'effects, and visual to sound 'effects. A form of 'effect.

D1: camera = signal converter = "C" = sound generator = osc

D2: mic/sensor = signal converter = "C" ("brain" ("analyzer")) = text/codes/display/printer/tr.

-US Pat No's: 4260229 Creating visual images of lip movements; 4278838 Synthesis of speech from printed text; 5213108 visual display stethoscope.

++ 5314336 Toy and method providing audio output representative of message optically sensed by the toy. Pat issued 5.94 to individual. Did this Sound visual analyzer part file invention first?

3A762 MUSICAL KALEIDOSCOPE: according to the lights and or shapes seen, certain sounds are created. The lights/shapes may be generated via pure electronic means or the older methods. This is an 'effect that's a 'reaction to a ['game's entity's action.]

- related to 3A-760: music based on the visual input. Different viewed colors create different sounds/music.

-audio and visual portions have on/off switches

A1-140 VISUAL TO SOUND CONVERTER TOY:

Make music by moving optical reader over visual displays on paper, CRT's, art which may be designed to trigger certain sounds for the reader. Person chooses speeds of movement and direction of backward and or side-ward motions. Can use on any other object such as animal's fur, desks, carpets, leaves, special sections of newspapers wanting people to hear music for the fun of it or as a promotion (latter can be done on any other surface, flat or otherwise).

-"visual sound analyzer"

2B090 SOUND ART: Convert sounds into interesting (two dimensional) shapes and colors. Program how a sound is converted into an infinite array of possible graphics. ['Game]'images also dance live to the user's tune of sound generated.

+ Interacting w (with) Images: Manner in which 'user 'interacts audially w image= results in (live) 'editing of image. Forms of 'interaction. 'Image dances according to u's:

--body movements [see KN (invention) body movement analyzer in "J" directory].

--usage of 'mouse [kn's joy stick]

--[verbalized] sounds created by u= into 'sound analyzer.

--ba= which triggers any associated= 'sensors / commands.

--'images created by u= 'results in additional 'images = via:

'Artist; 'Edit; 'OSC.

Multiple users making sounds in unison: each user can help orchistrate the total 'images created. System might also 'track the unique qualities of each user's voice (sa) so each 'multi-user has their sounds treated as unique sources, eg: multiple images overlaying other user's 'images.

.-Finally the consumer electronic merging of sound with creation of the visual arts! Convert sounds into art! According to pitch, volume.... screen develops colors and lines going in corresponding directions. Develop art that is chronologically developed over minutes into one or more pictures, or art that is instant as in still life camera. Prints out onto black/white or color prints. Earlier models requires disks to be taken to dealers/special shops for processing!

.-'images can be printed out.

Options: Manufacturer provides special instruments easily identifiable by machine to keep down costs.

-requires interesting colorful fantastic software too

-interesting portable product for kids when they walk around outside.

-user can select into which visual modes they want sounds converted, eg: color(s), types of shapes (2D or 3D, squares, cubes, bubbles, etc)

-cartridges

-this product also includes descriptions from product 1B-88

Audio's Hologram Generator:

-according to sound/music made and type program within software used, graphics and other holographic images are created according to the sound (like the system of sound effecting the bounce of a laser's beam - in tern making interesting graphics on a two dimensional screen)

-user can program its visual effects independent of sound too

-converts sounds and music and voices into abstract art, visuals. Alter, synthesize sounds into desired graphics. Effect: colors; size, select whether you want many small parts or few parts; contrast; brightness; overall size; number of multiple copies (choose if they shall be identical, similar or widely different interpretations of same audio source); type inks, methods of making impressions

-will be additionally popular when virtual reality becomes more popular. Great for musicians who want the graphic interpretations of their works - can show both side by side.

ACCESS:

-correct moving image= access: u (user) is able to see how their sounds are generating the required ('images), allowing better sound control. Visual representation of sounds is easier for u to gauge and make any needed corrections. Copied to 'Access in 1.97]

-"tracking" changes in sound / 'images = creates signals w/ applications for: 1] using same track coupled w (with) new 'editing= creating new 'images / sounds. 2] storage in 'cartridge: a key used for 'access.

OTD Drawing: U/Output = This N sys ('system) [creating 'images via sound] ~ c ('computer) = ARTIST [] // ANALYZER [] // BA [] // CART [] // EDIT [] // EDUC [coordination of visual to sound modes, using new parts of brain. Increasing creativity.] // MULTI-USER [] // NR [] // OSC [] // PR [] // PS-Zone [] // Q [] // R [] // ROUTER [] // SCORE [] // SEEKS & REACTS [] // SENSOR [] // SOUND ANALYZER [] // TDS [] // T [] // TRACK [] // UIP [] // VISUAL ANALYZER [] // VR [] // WA [].

OTD:

.-option: each time the same sound reappears, the visual effect might never be exactly the same; attachable to tel ("T"); take pictures of effects, or stores in "C" memory and can be printed onto color printer; can develop interesting "C" generated music for great special effects on device; Codes: Remote ("R"); all; display ("S"); c; mp; pp; uk; interactive; toy; game; entertainment; "mic"; portable; sst; printer; "M"; bp; osc; vc; score; md; cart; cp; character. "Tilt".

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(sound music) and (convert alter move) and (image picture)

--color brings 700 patents. dance 3000 patents.

2B091 SOUND KALEIDOSCOPE: The view changes according to sounds in environment. Each sound is converted differently according to which buttons are pressed.

-incorporates 2B-090 into its product

-kaleidoscope: according to sounds, a type of kaleidoscope effect is generated by whatever user looks at. The same object in real life, looked through the electronic kaleidoscope looks different according to the sound generated. Has eye vision contraption with strap around head. An early form of virtual reality.

--this feature is related to 3C-230

-/OTD: display ("S"); "C"; pp; mp; uk; %interactive; toy; basic; entertain; "mic"; portable; printer; bp; cart. "Tilt"

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-kaleidoscope

-were 52 or so patents w (with) vague titles. Didn't read most.

2B092 KALEIDOSCOPE WITH MISCELLANEOUS FUNCTIONS:

"Screen" changes according to any one or more of following:

--OTD D (Drawing): U = This N sys ('system) [] ~ C = ACCESS [u's access level] // ARTIST [w5 u 'edits their 'images] // BA [] // CART [] // MULTI-USER [] PR [] // PS-Zone [] SCORE [of 'game] // VISUAL ANALYZER [] // VR [] // WA [].

--'tilt at which kaleidoscope or its 'R is positioned.

--this 2B092 1st conceived in 1.97.

5E03 AUDIO'S VISUAL CONTROL MECHANISM: The basic Sound-Visual Analyzer only.
-In other words: By changing visible element, sound is altered/synthesized accordingly.
-Each color or filled in box generates different sounds/music.
-While listening to music/sound multiple 2D or 3D (three dimensional) objects are effected accordingly (pulsate or vibrate to the rhythm, change color, size, position, angle according to the volume/treble/bass).
.--Eg, each of the following is represented by different object: volume, treble, base, pitch, each of the different rhythm creating elements, singer's voice (it can also be broken down into its elements).
-User then can touch the object (2D or 3D) so as to alter the sound results. Eg: there are man's and women's vocals, and user touches (in one of the multiple possible ways) the round purple object representing woman's voice = result: the woman's voice changes according to how it was touched.
D: 1sound type = 2computer = 3display/4[object altered according to sound type output/desired]
D Notes: 1: stereo/osc/speaker; actual sound created. 2: uk/remote/mic/sound analyzer. 3 an "interactive" "display"/"display".
-OTD: each object can be numbered or titled according to its application/function.
-the manners in which the representational object can be programmed/controlled to make the desired changes: length of time touched; direction of touching; speed of touching; intensity of touching (light or hard touch); type of object touching (finger, stick, "remote", foot pedal, changes in "dance".
-TM: Flat Music (Sheet). Draw Sounds.

CONCLUDES THIS SOUND-VISUAL FILE FOR THIS PAT APPLICATION

SOUND-VISUAL * =

Converts sound signals to visual effects; and visual effects to sound signals.
D1: camera = signal converter = computer = sound generator = osc
D2: mic/sensor = signal converter = computer = display/printer/tr
-OTD #1:
The Following Are Visual to Sound Conversion, and Sound to Visual Conversion System Elements; this category might also occasionally also be written "Sound Visual" or "Visual Sound".

2B-090 SOUND ART: Convert sounds into interesting shapes and colors! Program how a sound is converted into an infinite array of possible graphics.
2B-091-200000001 Sound Kaleidoscope: The view changes according to sounds in environment.
3A-630 Sound Analyzer
O-"Composition": all the different elements for: creating sounds which are in tern converted to graphics; or visa versa taking sounds and converting them into graphically edited images according to the synthesized sounds.

O-New element: Convert images into sounds, eg: record player, CD laser player, fax transmissions. The sounds created can be processed through sound synthesizer and programmed to create the desired sounds according to the images inputted by camera, scanner, or other sensor, etc.

*New Element: the sound received by microphone and or other sensor can also pick up any airwave frequency and convert to other sounds audible to human ears, or into the images.

*O-"Artist": the sounds have already been converted into corresponding images as explained in "Sound-Vision", these signals can then be controlled by user (eg: via mouse, key in put, programming) to create the desired images. Conversely, the visions created via "Artist" may be used by "Sound-Vision" and "Composition" to generate sounds.

-OTD #2: display; fd-hdd; pp; mp; uk; toy%; basic; entertain; microphone; synth; bp; osc; balance; speech; vc; md%; cart; cp; motion sounder%; remote; notifier; air pad (transmissions are audio which in tern are converted into visual; or transmissions are visual which are in tern converted into audio); visual analyzer% (useful not as an alarm generator unless otherwise specified, but in helping system guiding itself).

It's "Visual Analyzer" & "Mic" interprets images into data: words describing what it sees/hears; other codes system ("brain") can use to process ("brain") images/sounds. The manner of interpreting transfers between visual (images) and sound (osc) controlled by: software (pr), analyzer.

* SOUND VISUAL ANALYZER SECTION - Maybe Less Important:

D1: camera = signal converter = "C" = sound generator = osc

D2: mic/sensor = signal converter = "C" ("brain" ("analyzer")) = text/codes/display/printer/tr.

-US Pat No's: 4260229 Creating visual images of lip movements; 4278838 Synthesis of speech from printed text; 5213108 visual display stethoscope.

++ 5314336 Toy and method providing audio output representative of message optically sensed by the toy. Pat issued 5.94 to individual. Did this Sound visual analyzer part file invention first?

-6B580 (Moved from there): Converts voice to text; or text to voice.

Record Player Option: Reading bar codes or other related codes to generate desired sounds, music, etc. This facet is encouraged for the patent application, yet percentages of profit for this facet are already reserved for another party.

.--Even a new type of fun record player with wheel or sheet feeder might be used. Purpose: control the speed in which data is received

.--The system might be able to read codes at many high speeds, yet only sound out the data at the desired sound. In this case, the reader must be designed for certain codes.

.-Scans words, then speaks them from osc. Also, verbalized words are converted into digital form and 'edited in any desired manner, eg: sw search and replace.

.-Also: u (user) speaks -> mic -> heard words converted into text -> "analyzer" = sys ('system) scans digitized text words via (sw's word search - bringing up corresponding text / nearby sentences or paragraphs; uip-db;

"analyzer" able to determine the levels of applicability/importance of nearby words / situations (as occurred in environment, eg: sounds, "tracked" events) = sys outputs text and other information (similar) to what human operator of sys seeks / needs (but may not have known earlier, due to uip). 83

.-(this single product is a combination from designs 1B-58 & 1B-60)

Great for: kids, the blind, those who are too busy to read can just let the scanner read (even by paper sheet feeder) and do what they do without sitting down, eg driving, etc.

OTD 83

.-Acts something like a record player from 2D surfaces.

.-OTD: "S"; "C"; pp; mp; uk; educ; toy; entertainment; "mic"; portable; "M"; bp; osc; vc; cartridge (for type voice desired, eg: select from different personalities, accents...); cp. OSC - "Tilt"

*O Light Emitting Scanner: as scanned one or more light colors, sounds, music are emitted in fashion corresponding to item being scanned. Change item being scanned and get different lights, sounds. Scan paper's words, pictures; leaves; stones; tile; fabric; faces; etc.

.-markets: toy, part of product

.-displays: different graphics according to item being scanned. Can convert pictures being scanned into something different.

.-UIP way device makes its changes, eg: into larger simpler shapes, more blue and green, change all pink to orange etc. 83

.-Great for kids! They can walk around their room having magnificent creative fun....how many other products in their room could be so imaginative!

.-Scanner sends out light and or sound waves (not necessarily audible to human ears) and then depending on how it bounces back to device, the appropriate stimuli (light, sound, music...) for user, is created;

.-this product was combined with product 6B-60

-OTD: All; "S"; "C"; mp; pp (types of effects desired from whatever scanner sees, eg: shiny surfaces can create more white or golden light...); uk; interactive; toy; entertainment; exercise; portable; sst; iq; printer (prints out graphics, color, etc according to what was scanned - the print out is the reaction, like light being the reaction as above); bp; osc; vc; egh; score; cart (types of reactions that can be created and how); rpc (for main part of product); cp; uq.

Sound Analyzer: 'microphone picks up from any external module [tel handset, microphone on [personal] computer. The main frame with the 'SA has greater capacity to 'analyze.

-sensor adjusts according to the air quality, eg: sound gets dampened in high humidity

-separates out other sounds [not wanting to be analyzed] [by following patterns of (unwanted) sounds].

GPS Enabled Sound Device: 'Zone of event controls/triggers 'Sound Analyzer. 'SA can 'track the sound. It can 'tag the sound by seeking [similar sound patterns] coming at different times and/or from other locations.

Any location/gps 'trackable activity, will trigger 'designated [communicable] signal like sound, vibration, light, etc. 'Designated speeds trigger signals, eg: driving music for highway driving.

6B580 (Moved from there): Converts voice to text; or text to voice.

Record Player Option: Reading bar codes or other related codes to generate desired sounds, music, etc. This facet is encouraged for the patent application, yet percentages of profit for this facet are already reserved for another party.

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.-Also: u speaks -> mic -> heard words converted into text -> "analyzer" = sys scans digitized text words via (sw's word search - bringing up corresponding text / nearby sentences or paragraphs; uip-db; "analyzer" able to determine the levels of applicability/importance of nearby words / situations (as occurred in environment, eg: sounds, "tracked" events) = sys outputs text and other information (similar) to what human operator of sys seeks / needs (but may not have known earlier, due to uip).

.-(this single product is a combination from designs 1B-58 & 1B-60)

Great for: kids, the blind, those who are too busy to read can just let the scanner read (even by paper sheet feeder) and do what they do without sitting down, eg driving, etc.

.-Acts something like a record player from 2D surfaces.

.-OTD: "S"; "C"; pp; mp; uk; educ; toy; entertainment; "mic"; portable; "M"; bp; osc; vc; cartridge (for type voice desired, eg: select from different personalities, accents...); cp. OSC - "Tilt"

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*O Light Emitting Scanner: as scanned one or more light colors, sounds, music are emitted in fashion corresponding to item being scanned. Change item being scanned and get different lights, sounds. Scan paper's words, pictures; leaves; stones; tile; fabric; faces; etc.

.-markets: toy, part of product

.-displays: different graphics according to item being scanned. Can convert pictures being scanned into something different.

.-UIP way device makes its changes, eg: into larger simpler shapes, more blue and green, change all pink to orange etc.

.-Great for kids! They can walk around their room having magnificent creative fun....how many other products in their room could be so imaginative!

.-Scanner sends out light and or sound waves (not necessarily audible to human ears) and then depending on how it bounces back to device, the appropriate stimuli (light, sound, music...) for user, is created;

.-this product was combined with product 6B-60

* OTD: All; "S"; "C"; mp; pp (types of effects desired from whatever scanner sees, eg: shiny surfaces can create more white or golden light...); uk; interactive; toy; entertainment; exercise; portable; sst; IQ; printer (prints out graphics, color, etc according to what was scanned - the print out is the reaction, like light being the reaction as above); bp; osc; vc; egh; score; cart (types of reactions that can be created and how); rpc (for main part of product); cp; uq.

CONCLUDES THIS SOUND-VISUAL* FILE FOR THIS PAT APPLICATION

File: Feature Intro / Status

STATUS

Determining The Status Of A Situation

This feature can score a user's performance, a function, or situation. Same as "Score".

-Status of product ("score"). Drawing: k (keyboard) =c (computer)= S (screen shows "score"/"notifier's" signals)

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

-See "Brain": system' feature 'adapts according to circumstances.

-For Techies Drawing: user = "Status" (status determined via / upon determination of "status" system controls following parts accordingly) ~c (computer)=

ACCESS ; ANALYZER ; BRAIN ; CAMERA ; CART ('software cartridge) ; %EDUC (tgh (therapy gets harder)); M (mainframe computer) ; MIC ; modem ; MOUSE ; mq (manufacturer asks user questions to adapt it) ; MULTI-USER ; NOTIFIER ; osc (outgoing sound communicator) ; pr (software program) ; ps (Positioning System like GPS) ; q (user and or system asks each other questions) ; SCORE (score keeping process altered); SENSOR ; synth (sound synthesizer) ; ADAPT ; U (user asks system questions) .

-Sub-Part: Status-"Edit": alter system according to status of situations ("access = BA (Behavior Analyzer)"); Status-adapt: develop db; Status-Notifier: notifies for unusual occurrences.

-"Edit": Determines how "status" function controlled / utilized.

.-A code (access, electronic 'water mark') encoded in sw/data* limits how system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on s (computer screen) / Notifier of any product / system; eg: 7G)

-"Billing": bills for what / how user requests "status" for.

* STATUS SECTION - Maybe Less Important:

-Status of product ("score"). Drawing: k (keyboard) =c (computer)= S (screen shows "score"/"notifier's" signals)

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-See "Brain": system' feature 'adapts according to circumstances.
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'SYNTHESIZER PART

Table of Contents for Synthesizer Files:
. General Info
. File to Read Later
. Synthesizer Coordinator

Learn it is quicker and easier to license than trying to circumvent this patent application. Call (+1) 707-428-5000 www.LicenseItToday.com

5A270 STREET SOUND MAGNIFIER: Car's system magnifies outside sounds while stereo is in use. Reduces possible accidents.
*-User programs system to be activated while playing or not playing music, radio. Magnifier may/may not cut out music at time sound is amplified according to system, sound volume or user's programming. *-applicable especially for: hearing impaired, those who like to play music loud but must lower it so as to hear the outside
-"sound analyzer": magnify / study any sound/osc's effects
.--4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A900 (Needs more work) CONVERT VOICES into those which create the feelings of: passion, friendliness, energy, intelligence, impatience and the expectation that the listener perform their work well (studies show that speaking to people in certain voice tones tends to create better work results from them)

A1-430 VOICE ENHANCER: "sound better". M enhances your voice when on "T", using p's previously recorded voice characteristics transposing them when their voice due to poor emotions is less desirable, or more easily, select from "C" Voice Makeover options by keying or verbalizing request. Hear own voice at other times yourself to boost moral. Mix therapy machine. E, S, Me, TT, HH, BP, attached to "T", "C".
-Studies show your voice is more pleasing when previous sounds heard are pleasurable. Have a calls that are important or difficult to make: sales, speak with boss, parents, sick/terminally ill relative (eg: has AIDS) and conservative family member rather not speak with but they need your cheering up? Listen to sounds, or voices (w/ or w/o music). BP, E, S, TT, HH, Cons, Bus, LL, W2. Mix with therapy machine. Voice Mate.
-certain osc (words, "moods", "entertainment% - screened: "Entertainment" / Program (sw) Screener: 9G220: sys ('system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

8B330 ACCORDING TO TYPE APPLICATION, PERSON'S VOICE IS CHANGED accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

R57-2 SYSTEM SYNTHESIZES IN NEW MOODS to voice recordings: From menu, select what feelings you want expressed. Existing sound track of person's voice is synthesized accordingly.
SYNTH (alters the person's voice according to type behavioral situation they may be in, eg: stressed, eager to buy merchandise, deceitful); This synth function works much like the "artist" modes of this general N, eg: via menu select how you want existing data on person altered, upon k in one or more options. -D: k (u selects from menu of choices, eg: person will be: angry / sly / relaxed / passionate) / sound track of person (copy of real voice / c ('computer) estimates type voice via (visual analyzer / uip / bva (though no rec took place of actual voice if restricted by law) = analyzer = generates (estimated) voice of person).
-TDS ()/ T ()/ UIP ()/ VISUAL ANALYZER ()/ VR%/ WA ().
-utilizes 57-1: similar intentions / functions, though audio and visual modes are replaced.

Computerized systems with enough memory might store all sounds in predetermined synthesization per the type occurrence. However, products with a great variety of sounds, or sound sources from outside the system will benefit from synthesization.
-Outside sources of sounds include: internet; 'cartridges; sounds system picks up [via 'microphone] and 'synthesizes.

For those with auditory problems= according to u's type problem= system alters osc's sounds:
-problematic/certain words/phrases are altered (for listener) via their being designated by differing: sound frequencies ("synth"); speakers: opposite sex speaker states designated portion of text; flashing lights or other sounds (c=osc) when designated words are being heard (osc).
-converts sounds in manner similar to (KN) which hears then translates words into other languages= then= osc = heard by listeners.
-D: U (speaker) -> mic = sound analyzer = c (db for how words may sound) = osc -> U (listener).
-See "Artist's" Text "Editing" (for dyslexics).
See: 2D-220 Guess the Sound Game: in "Game" Part.

See 5E080 ACOUSTICS SELF ANALYZER: Related products probably exist - but their degree of overlapping on this invention is unclear. System self analyzes best synthesis for acoustics of room/hall.

* 5E010 'SPEAKER'S POSITIONER:
Invention helps novices or others determine the best positioning of their sound speakers.
This is a similar but different invention. Uses "distancer"/"GPS" for when system analyzes where the speakers should be placed.
Helpful for:
-bands frequently setting up new at new locations
-distance of speakers from each other in relation to size/dimensions of room/*type of room surface construction (acoustics (bouncing of sounds)) are determined via^: manual measurements / keying in of info; determined electronically via^: "distancer", electronic distance measuring tools (commonly available in retail hardware stores).
.-people who like to often make adjustments to their room's acoustics (feels like you have a new stereo system, and or new room, for greater variety).

Diagram: 1tr = 2frequency bounces off wall = 3receiver = 4computer = 5display/6printer/7speaker & or balance/8 other.
OTD for D:
3access; 2air pad; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (place separate "tr" units in key positions of room/location (room's corners) - this shows the desired/important perimeters, then the other 1"tr" half = 4"computer", together determine the actual distance); %interactive; locator1; **4mfh; %4mic; 4multi-user; 4notifier; 4osc*; 4pi; portable; 4pp; 4remote; sound analyzer%4; 4stereo; 4synth=analyzer (synth's effects alterable according to room's acoustics (caused by size, structure, type music); 4uk; 4uq; 4vc; 4vr%; %4wa.

PATENT SEARCH Strategy & some related US patent numbers: No related N (invention) found, yet under impression it might exist.

5E080 Acoustics Self Analyzer: ()

-str Bib 8.94: (self adj analyz*) and audi*.

--self adj analyz* = 1 response

-str APS 69' to 8.92: ((automatic* or self) adj3 (adjust* or analyz*)) and (audi* or music*)

-kw: sound

DIAGRAM: This N Sys (Room Sound Analyzer) / c ('computer) =

ANALYZER (); CART (); M (); MIC (); MULTI-USER (); OSC (); PR (); SOUND ANALYZER (); SYNTH (); UIP ().

OTD DIAGRAM #2: This N (invention) sys ('system) () ~ C =

ACCESS (); ANALYZER (where to place speakers, how to set osc's el (electronic) settings (as determined by analyzer)); AP (stereo); BALANCE (); CAMERA (); CART (); COMPOSITION (manner of: 1] pre-recorded manufacturer's recorded music (CD, tape, memory) / 2] u's using their composing sys, = determines how osc's sound adjustment sys should be analyzed); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (osc's speakers = mic = sound analyzer = sys adjusts how osc can better make outgoing going); MQ (for user's tastes (more or less bass, uip)); MULTI-USER (each u has own preferred settings); nr ('notifier) (when sound can be improved further); OSC (); PR (); Q (); R (); SCORE (sound analyzer studies how good sound is via different circumstances: w5); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (analyzer); SPEECH (); STATUS (analyzer); STEREO (); SYNTH (); UIP (); UQ (); VR (); WA* ().

$$P 5E090 'CORRELATOR: In I dir as of July 2000.

Example: Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sound making experimentation, cheaper recording.

-Group Music: There is a leading unit which interacts with "remote" units held by participants, creating (group jazz, educational forum)

-D: r (composer) = tr/rc = analyzer (cart, composer*, m*) = osc

Both sounds and text via osc can be altered: 'edit and 'synth can replace each other.

-when via the audio mode, the part 'synthesizer and 'edit can be inter-replaced.

--in other words, all functions in the 'edit part, can have a corresponding audio mode via osc, which in tern can not only be 'edited [such as for text or 'image] but also such content can be altered via the 'synthesizer.

Factors that can trigger and or influence synthesization:
-the user's 'mood, as determined by 'ba. Sounds are 'designated to create the desired feeling in user.

SYNTHESIZER PARTS:

. ACCESS: user must [manually] alter the sound they hear to gain access. Access has a general parameter in which they allow access. This is something difficult to put down as a password, or to instruct others.
. ANALYZER: System determines how to best synthesize the sounds, according to: ba, uip, limitations of the sounds which it seeks to alter, limitations of synthesizer's abilities.
. ARTIST: Makes sounds to match the type art. See 'sound-visual analyzer.
. BA (Behavior Analyzer): Sounds match what user likes.
. BILL: Pay royalties to those artists whose sounds are used.
. CART for: sounds; synthesizing software programs. User is 'billed royalty fees for using synthesizing software.
. COMPOSITION: System synthesizes music for the 'designated type of composition.
. CONTENT ANALYZER: 'Analyzes contents of the digitized sounds -> this info used to better determine how sounds can be 'synthesized.
. COORDINATOR: 'Coordinate multiple tasks/functions/goals. Examples:
-different elements are 'scored for their value in 'designating how something should be 'synthesized. Elements include: 'ba; form of 'education desired; how best to 'guide user; synthesizing sounds for 'multi-users listening to system simultaneously.
. DATA BASE of: stored sounds; * methods of synthesization; user's characteristics for 'ba.
. EDIT: Like synthesizing, sounds are altered. Synthesizing is a form of editing or altering [sound] content for 'designated results. See 'edit for details.

. EDUCATIONAL: Synthesizer attempts to 'educate user. % Examples:

7J09: Sound Trainer:

-Teaches user what things sounds like, eg: medical students needing to interpret body sounds [breathing]. Sounds unique to a particular student/patient are listened, and then synthesized so as to show what different ailments would sound like.
--Should doctor be uncertain as to how they should interpret a particular sound, they might store the sound patterns of the person when healthy. Next system would alter the normal base sounds to represent 'designated maladies.
-Sounds for machines [vehicles] are altered to show the type malady.
-Benefits over simply storing all the diverse malady sounds without alteration:
-user can input normal sounds and see how they might change.

-the number of source sounds and each of their possible forms of alteration may be too big.
-the level of imprecision from a synthesis may be such that the manufacturer though warning the customer, may be less eager to carefully synthesize diverse sounds. If the sound is synthesized on the spot, there may be a greater tolerance for lack of accuracy, as long as there is some vague resemblance of the correct sound.
-'Educates people in learning how to interpret sounds.

. EGH (Education Gets Harder): The forms of sound get more and more difficult for listener to recognize [as part of 'educational process].
. ENTERTAIN: Play nice sounds. Target's user's 'designated 'mood [for uplifting, or motivation].
. Electronic 'GAME: Each player's sounds are synthesized for type situation.
. GUIDE: Eg:
-System identifies which type sounds user is weaker [in identifying for ('educational purposes)].
-Uses are 'scored on their ability to [semi-manually] synthesize sounds for 'designated results.
-Teaches user how to sing better via 'sound analyzer. 'Synthesizes user's normal base voice to show examples for closely how it might sound. This invention is written up elsewhere.
-7J10 Tuner: System 'sound analyzes the machines or [musical] instrument's normal / base sound; then shows how it sounds when in the correct or in the 'designated maligned state. Eg: When a professional tuner has tuned your piano; user stores the sounds for each key into system [as the ideal ones]. System cannot only play back the right ones but 'analyze for how far off a poorly sounding instrument sounds. System can suggest what and or in what direction any levers or gadgets can be altered to achieve designated sounds. Next system will 'score the newly arrived sound. This is a bit like playing the game of finding something, and the clues the user gets are green, yellow or red depending on if the user is making the corrections in the correct mode/direction.
. INTERACTIVE: During 'interaction, sounds are 'synthesized as 'designated. The manner of user's 'interaction effects how sounds are synthesized [such as via 'ba].
. MULTI MEDIA: Each listener gets their sounds synthesized differently, though they are maybe one of thousands of clients. Mediums include: internet.
. MULTI-USER: Each user's behavior profile, results in their hearing different sounds [per ba].
. NOTIFIER: Type of notification results in different synthesis of sounds. Eg: emergencies have louder sound and higher pitch.
. ORDER & TIMING:
-Different elements of sound piece are cut and pasted to achieve 'designated result. Eg: the first 5 seconds of the 3rd track (multiple tracks are played simultaneously creating overall orchestrated sounds) are played in the middle of the sound track for particular application.
.-Decides when, if and in what order [any] sounds are played.
. OSC (Speakers): Sounds are synthesized to take into account the acoustical dynamics [limits] of the speakers so as to maximize the 'designated sounds. Eg: Bass is lowered for cheap speakers; and if the same sounds are

desired to be heard by different people but with different quality speakers or listening environments; they synthesizer will take this into account.

. PREDICT: 'Sound analyzer 'predicts how the sound of system/machine/device/organic organism will sound. Such predicted sound would represent a 'designated occurrence the system is designed to 'seek. Upon such occurrence system responds as programmed, eg: by 'notifying user or making some [repairing related] function.

. PS-Zone: Synthesis based on [listener's] location.

. QUESTION: Answers used to better determine how to synthesize.

. REACT: System 'reacts to occurrences as programmed. One of the 'reactions can be the 'synthesized sound, eg: type of 'notification.

. SCORE: Synthesis is influenced by the 'score of 'designated occurrences.

. SEEKS & REACTS: System seeks 'designated sounds, and 'reacts with corresponding [synthesized] sounds. Examples:

-Security system. Upon 'sound analyzer determining 'designated occurrences like person walking about during closing hours, or sound of glass breaking, system will generate sounds [to scare away or confuse the potential burglar]. This invention written before 1998.

-Organism behavior study: 'sound analyzer upon hearing designated sounds like mating calls will generate corresponding sounds to determine how organism will react [by its sound creation].

. SOUND ANALYZER: see the part.

. TILT: user controls how synthesizer functions by the 'tilt. Allows greater flexibility. Has an 'entertainment value, since it is fun to use. Use for 'composing music.

. UIP-Tailor: study user; and synthesizes sounds to meet their needs.

. W5: Different events determine how sounds are synthesized. Eg: -When: sounds for 'notification during a situation 'tagged as an emergency are louder and higher treble.

-How: should a device be used incorrectly, a slightly irritating effect is created [as a 'notification].

Other Techie Details:

Diagram: sound source (mic/tr) = signal converter = "C" (uk, mp, pp, cart) = memory/amplifier/play back = osc

-/OTD: Both original and synthesized sounds stored in memory and can be played back; synthesizer induces the listener and or user into the desired state of mind, usually helping them feel good about what they hear (pi selects sounds to make user feel happy, sleepy, or relaxed); "C" (memory, database of sounds and synthesizing softwares); uk, and %mouse effects how sounds are synthesized (user selects from menu which allows user to hear 'sound bites' of how each sound element can sound, and then selects preferences for the composition and or pi); %interactive (according to how & or what user activates in system, synthesized sound signals respond accordingly, eg: user's action type #9 or #10 causes sound type #8); *M for greater sound synthesizing possibilities (user can shop for desired sounds for system's memory); balance; speech (vocalized sounds altered according to synthesizer, synthesizer is commanded by signals in response to user's actions/commands); vc (may be altered pp or mp; certain sound types can automatically be louder or softer than other sounds for that

volume setting); %score; md; cart for how sounds can be synthesized; %synthesized sounds can be sent over tel ("T"), sp tel, tr, mo; %pi controls how sounds can be synthesized (pi determines user prefers low base, hence uses more deep base in synthesizing); % modes of synthesizing controlled by "remote"; * manner in which sounds are synthesized are shown via notifier; % tilt effects how sounds are synthesized; %product connects to a separate device that synthesizes sounds for its user; composition

-related to other product numbers: 3a-790-042004 Magic Air Pen (device controls synth); %6b-630 Virtual Reality Voyager; %1c-301 Voice Instructor; 1c-310 Multi-color Adventure Pen (instead of giving out ink, synth decides on its own via pp & or mp when and how to alter speaker's sounds)

-See "Brain": sys' part adapts according to circumstances.

-Sub-Part: Synth-Adapt: synth adapts to pr, eg: uip/cart to get better response in u, like having more twanging sounds for southern USA audiences, and nasal sounds for Massachusetts, or short clipped sounds for NY or business applications, and childish sounds for young U.

-"Edit": Determines how sounds synth.

.-A code (access, el 'water mark') encoded in sw/data* limits how part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how sys' synth is asked to function.

-US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered = "Synth": sounds reordered (according to: k / uip) = to achieve desired sound / psychological effect.

-US Patents: str: synthez* and sound*

CONCLUDES THIS SYNTHESIZER FILE FOR THIS PAT APPLICATION

SYNTHESIZER File: Synth&

3C401 Toy Sound Synthesizer:

. system operates like a sound synthesizer: it senses the sounds created by water and makes related sounds accordingly.

--one possible method is for device to listen on a certain frequency and emit on another frequency, thereby its own sound generations won't intern create sounds that are intern synthesized; that is, its "mic" only will listen for sounds of water, not from the sounds of its speakers

-sound output possibilities: echoes of water, such an echo can be as if it were in a small or large canyon, large bottle, beach...; or, the sound can simply be magnified louder with or without changes such as to treble, base...; non water sounds can also be generated...; recharacterization of picked up sounds: altering common bird sounds to exotic bird behavior (singing), taking the stress (high pitch) from dog barking so sounds like friendly barking.

.-use to amplify sounds of steam being made in a sauna

.-has "mic" which does/doesn't synthesize the sound

-OTD: "S"; "C"; pp; mp; uk; date; interactive; toy; all; entertainment; "mic"; synth; bp; alerter; score; md; uip; character.

* SYNTH SECTION - Maybe Less Important:

"PP" & or "MP" selects the synthesizing program and how it processes sounds; microphone ("mic").

-D: sound source (mic/tr) = signal converter = "C" (uk, mp, pp, cart) = memory/amplifier/play back = osc

-/OTD: Both original and synthesized sounds stored in memory and can be played back; synthesizer induces the listener and or user into the desired state of mind, usually helping them feel good about what they hear (pi selects sounds to make user feel happy, sleepy, or relaxed); "C" (memory, database of sounds and synthesizing softwares); uk, and %mouse effects how sounds are synthesized (user selects from menu which allows user to hear 'sound bites' of how each sound element can sound, and then selects preferences for the composition and or pi); %interactive (according to how & or what user activates in system, synthesized sound signals respond accordingly, eg: user's action type #9 or #10 causes sound type #8); *M for greater sound synthesizing possibilities (user can shop for desired sounds for system's memory); balance; speech (vocalized sounds altered according to synthesizer, synthesizer is commanded by signals in response to user's actions/commands); vc (may be altered pp or mp; certain sound types can automatically be louder or softer than other sounds for that volume setting); %score; md; cart for how sounds can be synthesized; %synthesized sounds can be sent over tel ("T"), sp tel, tr, mo; %pi controls how sounds can be synthesized (pi determines user prefers low base, hence uses more deep base in synthesizing); % modes of synthesizing controlled by "remote"; * manner in which sounds are synthesized are shown via notifier; % tilt effects how sounds are synthesized; %product connects to a separate device that synthesizes sounds for its user; composition

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-US Patents: str: synthez* and sound*

5E090 CHILD'S MUSIC GROUP COORDINATOR

Abstract

The invention improves unison amongst players and singers. It is the central component and synthesizer for multiple players of musical toys. Each musical instrument and or singer is synthesized individually to help create better all around music. It has applications for the adult novice and professional music playing market as well. Many other features.

A variation of Karaoke.

Details

The qualities of different versions of the invention depend on the price tag.

Target market includes:

-Parents with difficult to control children, who need entertainment indoors during rainy weather. More for children who need to be entertained while being controlled, and less for kids seriously learning serious music (small percent of market for inexpensive electronic instruments).

-Players more into experimenting with different instruments than learning to play any one very well. People are too busy these days to master just one instrument, when there are so many interesting choices around.

-Expensive synthesizer buyers: This feature is a built in aspect of use to those who:

1] want to save on labor costs of hiring a live synthesizer to work the controls

2] want to show group members which player needs to improve [since they system would show what the problems are with the playing without being judgmental or picking on one player. In this case the product would be more ideal for "wanna be professionals" in regions where there aren't many other musicians to pick from to make a band.

Marketing:

-Teaches children to work in groups.

-Fosters creativity

-Let's parents better control the sound levels of all or noise instruments (keeps the more rowdy kids in control)

-Professional jazz and other musicians might simply incorporate this optional feature into their synthesizers.

Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. Corrects faults of players via:

1] user delineates certain player's whose sound is reduced [because they need to play but group doesn't want them]; eg: their sound or style is too troubling for other players.

2] sys ('system) "analyzes" (sound analyzer) how each player plays then = adjusts osc [speaker] accordingly, eg: cuts sounds exceeding sound frequency parameters.

System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple (portable) units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sound making experimentation, cheaper recording.

-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.

-sys can also be an accompaniment (need fewer players); not limited to fixing/altering their poor music.

-signal processing part is what would make this patentable

-can cut down volume of particular players.

-"air pad"

Other applications: any portable N / part of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main t sys ('system) (w (automatic) receptionist, related KN)

Terminology:

-external units: the mobile/portable units that are connected to central sys (c=brain) via (wireless) tr.

PATENT SEARCH Strategy & some related US patent numbers for 5E090. Music Band: ()

-US Pat No's *: Stringless piano-touch electric... %636035; Motion-controlled musical tone control apparatus [Yamaha's Miburi?] 636035.

.-sir APS 69' to 8.92: :

--US Pat No's: design pat: D245,197 1977 Portable, electronic, remote-control, wireless keyboard musical instrument

.---this pat found via bad search strategy: (cordless or wireless) and (music* or band*)

-S: this N is a wireless version of 5E080.

-Str APS 79' to 82': (sound* or music*) and (analyz* or analys*)

-kw: audi* stud* [study] correct*

-US Pat No: +? 5063820 Electronic musical instrument which automatically adjusts a performance depending on the type of player.

Additional Applications: Sys adjusts to poor quality performance (as measured via: "score", uip, *ba) by: downgrading/cutting out less desirable elements/modes, or "routing", or "editing".

. OTD D (Drawing): U = This N Sys (coordinator - corrections, 5E090 Music Band Coordinator) ~ C = EDUC (gives learner better / more pertinent information / training); MULTI-USER (correlator balances usage between several people using sys (simultaneously)); PR (); ROUTER (signals / files associated w= low

"scores" are routed = (edited) accordingly); SCORE (score used to designate what needs corrections/alterations w5); SOUND ANALYZER ("synth" poor/undesirable sounds to degree controlled by: uip/coordinator).

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

<(3.5-pat, 2.5-mk), 3.5>

-OTD D2: (Multiple) u (user) = External Unit / This N (invention) sys ('system) (5E090) ~ c ('computer) = ACCESS (); ANALYZER (how each external unit interacts w each other and or central c); ARTIST (group art making - each u has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating w (with) which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C (each external unit can take over (many of) the functions of central c ('computer) via: access, consensus from other external unit (their u), tds (that unit's time slot), uip/score = "game": who is winning game); CAMERA (); COMPOSITION (stick 5E020, Yamaha Miburi); + COORDINATOR (5E090); DISTANCER (); *EDUC (learning terminal); K (); M (); MQ (); MULTI-USER (central c differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (wireless, cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

.-OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C (5E090) =
ACCESS (); %ANALYZER (); ARTIST (); BVA (); BALANCE (); CAMERA (); CART (); COMPOSITION (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SPEECH (); *STATUS (); STEREO (); SYNTH (); TDS (); T (); UIP (); UQ (); *VISUAL ANALYZER (); VR* (); WA ().

. OTD D: U = This N Sys () ~ C =
=
. ANALYZER:
. BA (Behavior Analyzer):

-parents of unruly children can put greater dampeners on their instruments. Conversely, children who are shy can have their instruments made to stand out more.

. CART:
. COMPOSITION:
. COORDINATOR:
. DATA BASE: [undesirable] characteristics of each 'multi-user [player].

. DISTANCER: the further [back] the louder the instruments sound [if the digitized sound goes from the instrument to the synthesizer and then back to the instrument's speaker]

. EDUC: learn how to make music

. EGH (Education Gets Harder):

. ENTERTAIN:

. GUIDE: instructs user in what is wrong with their music playing [individually and or as a group]

. INTERACTIVE:
. MULTI MEDIA:
. MULTI-USER:
. NOTIFIER:
. OSC (Speakers):
. PREDICT:
. PR (Program):
. PS-Zone:
. QUESTION:
. REMOTE CONTROL:
. REACT:
. SCOREs players
. SEEKS & REACTS to good/bad sounds
. SOUND ANALYZER:
. STATUS: as to the quality or restraint needed for each player
. SYNTHESIZER:
. TRACK: shows progressive of each player [over the weeks]

. USER: player
. UIP-Tailor: how sounds synthesized
. VR (Virtual Reality)*:
. WA (Walk About):

Karaoke %
% has visual displays of:
-words to music
-scenic views
-graphs showing 'score of each player/singer

Singing:
-each singer has own microphone; and in many ways treated like another sound input like a musical instrument

File: Features Intro / Tel Features
TELECOMMUNICATIONS

Table of Contents for Telecomm Files:
. Features
. Noise Canceler Sections
. More

TELECOMMUNICATIONS FUNCTIONS

This File: T. Also see file IMIT. Following page moved from 2G.
2G24 ("T") SALES SYSTEMS

System(s) via which to increase sales (via telephony):

ACCESS *^: select customers are given access codes which route them (via t) accordingly (to preferred points/people/database/voice mail/music/osc/mm. This is found in C ('computer & 'analyzer) and maybe other dir.

ANSWERING MACHINE^: incoming calls handled according to: uip/bva

ARTIST ** ^: graphic images made by sender (seller) to match caller's behavior/uip/cid

BALANCE *^:

BVA^: u (user like a client) selects/pr what listener hears while they are on hold
CID^: Sales history/UIP of caller pops on s ('interactive 'screen with 'adapted menu) (as desired)
CAMERA (LENS)^: seller can point camera to items/people/other that are desired for being sold, so other person on line can view/hear
CART^:
-Tailoring system to each u (user like a client) (uip): each employee / agent, (salesperson, customer service employee) / * customer (caller), gets cart which effects/controls how the T / mm / sales system interacts with them.
--the like can also be done via: u (user like a client) = k in access = c (uip database)
--applications: some sales reps need more or less energizing from their system; some need a more friendly software program (pr)

CONFERENCE^: touchscreen interactive communications,

* 2G24-1 Interactive On Hold Functions: While listener is on telephony hold, they can select to hear one or more of the following: type music, information (about products/services), adjust sound volume or synthesizing functions.
-HOLD^: while on hold user can select (from menu) to hear^ (/interact with): music, info about particular products/services (for sale), news, or dead air (silence).
--controls made via current/additional k (t keypad)

VOICE MAIL^:
-uip/cid of caller helps determine who they need to speak with (might minimize time needed to be spent in voice mail to route/*process their call)

Applications for this general 2G24 N:
-telephony (mm) sales
-tailoring system to u (user) who log on / call up, for^: information, services (interactive engagement such as games), movies, educational programs.
-customer service (in Japan 'Ogyakusama Gosoudan Sentaa')^: tailoring the assistance given to users for repair, maintenance, returns, how to operate equipment.

Below moved from K\2K - Tel

2K File: Special Telecommunications. Most N (product pieces) were moved over to "IMIT2". This is the list of my tel ("T") ideas developed up to 1.94 not moved to IMIT2. Limited to best N (invention) ideas?
-6.96: Ko developed another file which included all Tel related N, hence larger than this file. Though maybe KN Tel ideas were copied (not moved) to IMIT file, then expanded there?

Intro: Upgrades started from 23 Feb 94:
This file also applies to ^: all types of tel ("T") instruments (home, office, professional), multimedia (video, cable, video phone), interactive audio/visual/data (voice mail, toys, entertainment), wireless communication (PS (GPS), Walkie Talkies, pagers).

* For most of all the old Tel ("T") N (invention) see file Y\D. I didn't read thru entire description of each N in Y\D file for making this T-E file. This file was changed from Y\D to KN\K2 19 Feb 94, then upgraded thereon. All N (invention) begin w (with) "2", next two digits are N # w/in K2 file. For history look up the product by the following digits in the N #, though new semi-related N may not have a history, eg: K2-5A-700 existed well before, the i added K2-5A-701 (see last digit "1")
-File 5G has new tel N

* Find most tel ("T") N (invention) in: Y\D. Some in GG\1G (merged tel ("T") w (with) "category-all-copy" file).

* 2K1-4A-310 Waterproof tel ("T") ("T"): safe for use in shower/bath, or other wet places (even if completely submerged into water).
D (DRAWING): tel~remote = c/tv/vcr/stereo/radio

2K2-5A-890 Convert typed words to audio:
Eg: Deaf Speaking to the Blind: as deaf person keys in the words onto device's key board, speaker emits the sounds of the words. Applications for other situations too.
D (DRAWING): uk/remote = mfh~c (matches recognized words w (with) their sounds) = osc/display -uk and lets others listen. TR via ^: Tel ("T"); radio. Store in tel ("T") answering machine; C; "multimedia" system.
-D (DRAWING): uk/mic=C(synth(sampler)/cart)=tr=tel/tel answering machine/walkie talkie/voice mail/multimedia/other
-applications: software (for programmers; lets users hear desired data; users can UK to make sounds too) for of all sorts (TEL, GAMES, TOYS, ARTIST (multimedia presentation; C's SYNTH gives different voices/sounds to each CHARACTER/sounding object); COMPOSITION (when user wants the voice of another from sound database, they uk for desired word(s)/type speaker/modulation); TDS: sounds (voices, sounds) go to OSC at

desired/pp time; DISPLAY: press the word on screen and hear the sound (learning new languages); UIP: synth is used by programmer/mfh to create the sounds to effect targeted person/audience in desired manner according to listener's behavioral profile/desired objective (buy particular product, get user to do something else)
-OTD: way "mouse" is moved about effects^: sound modulation, menu; mp; pp; vc; K212-5A-900 Voice synthesized for targeted purposes

2K3-4A-1 Weather Info: machine's outgoing message also states the current temperature & or other weather conditions in computer ("C") voice. Keeps the feeling of machine being more live like and operational. Machine can be wired to outdoor thermometer. Eg: "hello, this is John, please leave your message, have a nice day, 'the current temperature is 61 degrees' here's the beep"
Technical: user presses special button indicating where they want the weather given for their outgoing message.

2K4-4A-35 Car Phone Ring Alerter: If you're out of car and tel ("T") isn't call forwarding, catch the call! Tel ("T") transmits on radio signal to your receiver (jewelry/pager) which rings/alarms/beeps, allowing you to get to car. Radio frequency goes through walls, and works up to a distance determined by strength of transmitter.
- Receiver may have transmitting function which tells caller through your tel ("T"): 1) "please hold, I'm coming to pick up phone", 2) to call you at the tel number you are nearest to at the time of the call, 3) answering machine/service to take a message.
-See 3G010 CLEVER TEL RING DELAYER. In I& (as of July 2000).

2K5-5A-89 Deaf Speaking to the Blind: as deaf person keys in the words onto device's key board, speaker emits the sounds of the words. Applications for other situations too.

2K6-A2-140 Tel ("T") VOICE BALANCER: mix w (with) mind corrector, music selector, personalized CD. Too much or too little of certain fq need sound therapy. M listens to incoming and your outgoing voice. Get the therapy while ur on hold or when you ask for it or it kicks in (maybe - if you want) when needed based on your outgoing voice, or when co manager deems appropriate. Input personal info to activate. Can also increase feelings of seriousness, quality control, success...

*2K7-A4-72B VOICE REVERSER: record person's voice, then gadget will play back in reverse. Sounds just like speaker yet words not identifiable! As joke, tell person you recorded them speaking in their sleep, even ad, "this is your voice". If person isn't your lover they'll wonder how you heard them speaking in their sleep, and might even lose sleep trying to figure the whole thing out.

*2K8-1C-102-083009 Tel ("T") Control Functions: activating: speaker phone, volume control for incoming or outgoing voice, hold button
Applies to existing versions of this product:

-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])

-Footnotes: remote ("R"); display; computer ("C"); pp; mp; uk; date; all; bp; alerter; osc.

2K9-4C-080-000000 Listener controls volume of recorded or live information (that is user's keying in tells sender on tel line to automatically boost their volume - doesn't require complicated equipment from listener, just punch certain key on tel ("T") key pad

2K Caller ID Processing (previous N unknown):

TELEPHONY USER INFORMATION PROGRAMMING

Incoming calls on major networks are tagged according to Caller ID. The program routes calls according to information tabulated on the caller. Diverse applications, when properly utilized, are proven to boost company profits.

Sales Telephony

Nationally advertised telephone sales numbers automatically route more valuable calls to appropriate sales people.

Programming many options let incoming calls to be tagged as needed. Examples:

Callers from wealthier tel area codes, and the next three digit telephone number prefixes are routed to better sales reps. Also, the caller's telephone number is matched against telephone numbers of past callers, or databases describing most telephone numbers nationwide such as by company size. Preferred callers are routed to staff with better sales skills, who may also be better trained in the caller's type needs.

Northern Telecom already routes calls in Canada to bilinguals according to the caller's region. In the US we can match calls coming from particular regions such as California or the South, with staff conversant in the caller's dialects and mental outlook. This is proven to facilitate rapport.

Tech Support Telephony

Calls from customers with a history buying upgrades of the software are routed to better trained staff. Calls from difficult customers, or regions like New York are routed to staff with "hard phone skills". Verbal and data communication may also be routed according to the user's registration number, keyed in the beginning. Difficult callers can also be kept at the end of the waiting que longer.

Future Multi-Media Telephony R&D

User Information Programming routes calls to staff who better match the customer's visual and behavioral presentations, eg: dress code. Studies also show people with particular physical characteristics as measurable by computer ("C"), are more attracted to certain physical types.

Results from extensive research on Telephony User Information Programming is available. Other systems developed by S t e v e n K a y s are being used by the Baby Bells and NTT.

Above moved from K\2K - Tel 1.97:

3A360 Sounding "T": by pressing buttons create sounds that add to the home/office "T" call's creative fun! Great for teenagers and creative adults.

- Use for prepping up, energizing co-workers, artists, inventors, sales reps, sad, sick or bored people with cheers in background, etc. Get the healthy creative juices flowing.
- Devices for developing excuses to get off phone. Sounds: door bell (excuse for, "oh i have to go now"); sound of another "T" call ringing on second line; sound of click in call waiting; record your own sounds onto micro chip, [eg: mom saying "please come downstairs and help me"; dog/cat barking so as to be walked or fed or let out; fake sounds of "T" trouble on the line .....]
- user records own sound effects
- can initiate in beginning of conversation to gain interesting start to conversation, be someone other than yourself

-H- Nature sounds: playful monkeys; birds; jungle sounds; rain;

-H- Joke sounds: silly babies; giggly babies; crying babies; short weird sentences of laughter, etc; wild fat lady's voice "well i got to get'off the phone now, talk to you later!"' etc.

3A361 "T" Ring Announcer: unique sounds: music, church bells, bird sounds, monkeys playing, baby crying, verbal sound of butler stating "tel" or .....

Key Words: "T", decorate =(decorative and or decoration), toy, fun, novelty

3A362 "T" Ring Volume Accelerator: each succeeding ring gets louder. Alerts those who might not hear the ring. UP the feature into activation and selects volumes. Sound acceleration might be on only one or each succeeding ring.

-user can select alternative sounds replacing the ring

-continuation of ringing related sound might continue after any answering machine picked up call

3A1181 "T" Announcer: Verbalizes or displays caller's name, using caller ID technology. Utilizes user's or "T" company's databases.

"T" Verbally Announces Caller's Name or "T" Number. There are current models that caller's "T" # and name (tel must be programmed to convert "T" number of caller to its corresponding name). "T" (depending on area) already can know the "T" number of caller.

-OTD: display ("S"); "C"; can store 1000's of "T" numbers and the names you or "T" co gives for each "T" number (one way of connecting name with number is how the "T" co lists that co's name with the "T" book; future models can tell you much more about the caller: type business, credit rating, # employees...); alerter; vc; score%; md (avoid people you don't want, eg: "T" solicitors might be required to only call from certain identifiable "T" numbers); system tells if this is the 1st time such a number ever called before.

-OTD: display ("S"); "C"; pp; mp; uk; mouse%; date; tds & analyzes past characteristics/trends of previous incoming/outgoing calls; basic; "mic"; synth%; printer; "M"; alerter (eg: new caller); osc; vc; score (user can rate how much they like such and such a number); cart; "T"; sp "T"; tr; mo; fs; cp; uq; mq; "access" into database; uip; character; clap.

.-4E020 Content & Date Verifier: of (any said) occurrences

3A1280 Walkie Talkie Locator: know the location of the other party on your display ("S").

Show: distance and point to direction.

-OTD: remote ("R"); display ("S"); "C"; pp; mp; uk; date%; tds%; toy; basic; game%; entertainment; "mic"; synth; exercise; portable; printer%; "M"; bp; sp; alerter; osc; vc; egh%; score%; cart (software capabilities only - what types of information user wants to know about other user, based on current technological possibilities - the difference here is that such functions are sold separately as insertable software cartridges); "T"; sp "T"; tr; mo; fs%; rpc; uq; mq; access; pi%; character.

.-4E020 Content & Date Verifier: of (any said) occurrences

4A010 Weather Info: machine's outgoing message also states the current temperature & or other weather conditions in "C" voice. Keeps the feeling of machine being more live like and operational. Machine can be wired to outdoor thermometer. Eg: "hello, this is John, please leave your message, have a nice day, 'the current temperature is 61 degrees' here's the beep"

Technical: user presses special button indicating where they want the weather given for their outgoing message.

4A310 Cordless bathroom "T": water proof, floats and is safe from electric shock.

-safe for use in shower/bath.

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Electric shock not possible; water proof; can be submerged into water

-OTD: remote%; display%; fd-hdd%; pp; mp; date; interactive%; all; "mic"; portable; bp; sp; alerter; osc%; vc; score%; tr; mo; fs; rpc; "T"; sp "T"; float; cc; notifier when tel rings (since shower water may be too loud).

4A330 Jewelry Telephone Ring Alerter: Where ever you are in your dwelling, the "T" ringing will activate your jewelry/apparatus notifying you of ringing.

Technical: "T" transmit on a frequency (eg: toy frequency). The receiver (which you carry) will ring/alarm upon receiving the signal which travels through walls up to certain distance. Distance determined by strength of transmitter.

- "T" may also ring normally, simultaneously
- Receiver in: Ring, Bracelet, Necklace, pager looking apparatus, hearing aid, and or glasses.

4A350 Car Phone Ring Alerter: If you're out of car and "T" isn't call forwarding, catch the call! "T" transmits on radio signal to your receiver (jewelry/pager) which rings/alarms/beeps, allowing you to get to car. Radio frequency goes through walls, and works up to a distance determined by strength of transmitter.

- Receiver may have transmitting function which tells caller through your "T": 1) "please hold, I'm coming to pick up phone", 2) to call you at the tel number you are nearest to at the time of the call, 3) answering machine/service to take a message.

5A050 Automatic Call Back: should caller not leave their message, machine can call back number and leave message in answering machine owner's voice stating they wish they left a message. This is different from the current model which requires the user to be home in order to call back immediately.

-May store numbers of everyone who called and hung-up (this is already in existence)

-tells person who has called in any selected past time period, "you have called again and you're not leaving your number, how can i make contact, please leave your message"

-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A710 Laser Dialer: trip the light for the specific number wanted. Invention has ten lasers (for 0 through 9)
-great novelty
-great for wealthy people in kitchen who want to make outgoing call from speaker phone with dirty hands; artists and clay sculptors; scientists and doctors who shouldn't de-sanitize their hands
See product 5A460. (Note to translator: the previous sentence should be translated into text)

5A720 monitors number of calls and lengths of conversation between certain departments. A "C" database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.
-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
-T / *Entertainment Program Screener: 9G-220: sys (electronic system) (electronic system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)
-copied to 9G220 in 8/95

> 7A040 Telephone Device which is also with a remote control. -moved to 'T 1.97

A1-040 Space Phone: Handset floats in air above "T" base, via magnetic forces.
-OTD: basic; bp (power in handset); transmits via air waves between handset and "T" base; vc; alerts if handset goes too far from base of "T"; "T"; sp tel; tr; mo%; fs%; cp.

A1-500 Personalized Outgoing Message: Leave a special message for particular people, such as telling friend you are arriving late. Examples: front door, "T" answering machines. Other people get your standard message.
-tel answering machine gives personalized message according to the telephone number of caller. User pre-programs machine before leaving "T". For call screening, sees tel number of current caller and selects from two to twenty different outgoing messages. Pre-program machine to just give you person's name when their home or work number pops up. Multiple Personality, The Many You's, Who's Home. TT, E, S, Cons, Bus.
-different callers also identifiable by their keying in special codes identifying themselves. The machine may not prompt for such codes - the caller must interrupt the outgoing message with their codes.

A2-310 Tel ("T") REGIONALIZER: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold. If available employee w (with) that

accent will take call (perhaps central number transfers calls to same region of country where employee there takes call).

.-"Entertainment" / Program (sw) Screener: 9G220: sys (electronic system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

6B020 Call Screener:

Calls from certain people are automatically taken by the "T" answering machine. System recognizes callers by their tel number using caller ID technology.

Other people's calls ring in normal manner on "T".

-Caller ID system gives certain incoming tel calls (based on their tel no) the "T" answering machine recording.

Caller ID: system will respond to caller's tel number as user programmed:

-tel never rings when you receive calls from unwanted people (always gives a message to those you wish not speak with, so that you don't have to bother picking up "T" or checking to see the tel number of caller on "S". lets user pick up "T" at other times with less risk of speaking to person they wish to avoid)

-gives different messages to certain tel numbers calling in

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-has choice whereby user doesn't even have to hear the message from caller if user wishes to program device such. Eg: caller thinks their speech is being recorded; or device records yet listener needs to use extra keys in order to retrieve these less desirable messages (desired and undesired messages are stored in different places)

-When receiving another call on "T", radio wave, etc the first, or second incoming call displays its tel number, caller's identification, etc. allowing receiver to choose to answer the call.

-Should call be undesired, receiver may opt to have incoming communication handled by a "T" answering machine or related device. Or to keep things simple, any such unanswered call automatically goes to the answering machine.

-OTD:

Undesirable messages might automatically be erased after one hour or after user picked up "T", which ever happens later; Codes: all; "S"; pp; mp; uk; date; interactive; "mic"; synth; "M"; osc; vc; cart; access.

8B170 Advanced Tel ID: Know more about who you are speaking with. Example: their address and to whom the tel number is listed, etc.

-applies whether other party called you, or you called them. Get more info about party you called without even needing to activate their tel's bell; by just going into database using their tel number

-Receiver's ID: know if "T" you are dialing is a cellular/mobile "T" and or if it is being call forwarded and or tel number or type tel line to which call is being call forwarded.

-recipients may opt for such information not to be given out

-H [government regulations may not allow all aspects of the idea, depends on the country]

-also learn above and the following about the tel number you dialed, or the tel number that dialed you: the name in which the "T" is listed, their address, when the "T" service started, any major complaints against company, status of the company - such as if it has filed for bankruptcy.

-also learn: how many calls they made from that number that day

-OTD: "S"; "C"; pp; mp; uk; tds; basic; au; "M"; speech; vc; score; cart; sp tel; (also identifies tel numbers for modems, and faxes); cp uq; mq; access; uip; multi-user; notifier

B7-020 Freedom Telephone: Speak with your friends wherever you are. Be free of having to carry or touch anything.

All "T" operations commanded by simplified verbal recognition system.

-Activate and deactivate "T", eg: dial tone, and dial using our "Clapper" technology.

-Cordless "T" with "R" Controls:

Dial number from your device in hand without having to pick up "T". The person you reach will sound on your speakers replacing the entertainment system's sound, keeping any visuals on the screen. The sound receiver is in the "R" controller.

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-automatically turns down television's audio level, or turns off audio completely (this aspect may be obvious)

-acts as intercom with other rooms too

-device also rings when getting a "T" call

OTD:

All; "R"; "S"; pp; mp; uk; interactive; educ; toy; game; entertainment; "mic"; synth; portable; sst; bp; alerter; osc; vc; tgh; cart (for: sound synthesizing options, eg: one cartridge can change the gender of your voice to make fun with friends); "T"; sp tel; fs; rpc; cp; uq; access; clapper.

1C-291 Call Locator: <3, 1, 1, 4> For people who spend much time in different parts of the office. Tel ("T") rings in certain patterns, designating for whom it is and how urgent. Calls for person only ring on tel ("T") they are closest to.

-Tel Follower: Tel ("T") rings for user at the tel ("T") closest to person's location.

-Related to product 1C-290.

-the system is simplified for easy use. For example: tel ("T") transfers are limited to particular telephones within office / locality; when incoming call arrives, it may state on display ("S") name or person call is for

-Applications: this system is limited in usage to certain types of offices where people are often away from their desks within a general area. It fits particular office work styles, is not meant for everyone.

+-saves time from having to have someone else get your tel ("T")

+-needed person is identified via:

--different tel ("T") rings may also apply as to who the call is for, or different short melodies

--importance of call can result in louder ring or other signifier

--speakers might announce who the call is for....

*--particular flashing lights

*--display on wall or other location near tel ("T")

-system can after replace the use of beepers, paging systems

Applications:

-receptionist is told who call is for, then they transfer the call by putting in correct code which automatically transfers call to the section of co where person works; in tern the designated sound, etc is emanated designating who call is for. The applicable person or anyone else can take the call (but it interrupts fewer people if people just got the calls themselves), if call isn't answered, then voice mail records caller's message (existing computerized tel ("T") answering system)

+-for office or home: tel ("T") only rings in room where person is, not disturbing others. System recognizes person's presence by their transmitter. This transmitter can have many other functions for systems identifying where they are within a dwelling, according to other features in product files A, B, and C.

+-improvements on the differing ring of incoming calls might be patentable since was told verbally the former exists. Eg maybe patentable: verbal announcement of incoming call / receptionist told of incoming call.

-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; "mic"; synth; "M"; alerter; osc; vc; score; tel ("T"); sp tel ("T"); tr; mo; fs; rpc; uq; access; uip; character; clapper; distancer.

-Pat str: tel* and (ring* near9 (follow* or locat* or identifying or unique)).

-US patents: 5491746

3C510 Telephone ("T") Transmission Amplifier: <3.5, 4, 2> Speaker's voice is amplified, so they need not speak loud, disturbing others.

-Helpful for speaking about confidential matters too.

-Synthesizer can adjust low speaking voices so they sound normal at the normal decibel level.

-no such existing product seems around

-D: This N (invention) sys (electronic system) =

ACCESS ()/ ANALYZER (determines how poorly sound is heard by receiver (t))/ BALANCER (sp tel)/ BVA ()/ C ('computer & 'analyzer) ()/ CAMERA (video phone)/ CART (synth options)/ COMPOSITION ()/ s ('interactive 'screen with 'adapted menu) ()/ MIC ()/ MQ (if t sys's "analyzer" appears to signify receiver has trouble hearing t call, sys ('computerized system) may ask/nr u, u (user) then decides if they will up their out going volume (eg: after asking recipient who might be otherwise too shy to ask for greater volume from transmitting u)/ MULTI-USER (each u (user) (tr/rc u) may prefer (automatically) greater (to certain level) outgoing sound)/ NOTIFIER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control via 'accessible 'interaction) ()/ SOUND ANALYZER ()/ SPEECH ()/ SP TEL ()/ STATUS (quality of tel tr)/ SYNTH ()/ TDS ()/ T ()/ UIP ().

-OTD: "S" (eg: shows decibels of your voice); pp; mp; uk; tds; basic; "mic"; synth; portable; printer%; au; bp; osc; balance; speech; vc; score%; tgh%; md; cart%; sp tel; tel; cp; mq; access; pi%; character; multi-user%; cc%; remote%.

. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:

-(telephon* or phone) and (volume near/5 control*) and microphone

-this is a difficult search in that patent titles are too broad in this field.

Call Router: + <3, 3> 4C090

Based on the person's behavioral sounds on "T", eg: tone, system directs caller to applicable person (eg: matches caller's psychology with sales rep's (live or machine) voice and behavioral pattern. Boosts sales. Also screens out unwanted calls into the voice mail trap, etc.

.-Sys' effectiveness is marginal, yet marginal benefits can have aggregate benefits for large telephone operations, eg: mail order houses. This sys (electronic system) isn't perfectly efficient, yet more efficient than no related sys.

-Related to: 5A-880-04200A Voice "Analyzer": tells user the behavioral mode speaker was in while speaking, or leaving message on answering machine.

-user can opt to have analysis at command of button(s)

-related to 5A-940

+ for cheaper versions of N: system simply identifies people by whether they have high/low pitch (representing stress / easy going personalities). sys (electronic system) may take into account if caller is male/female. Matching relaxed callers w (with) relaxed receptionists can help sooth customers.

-T D: caller -> osc gives voice prompt asking user to verbally state extension number (u could bypass sys ('computerized system) by k in extension #) -> voice analyzer (uip tagging) -> call routed to matching call taker (uip tagged on each call taker) -> voice communication begins.

-sys matches callers of differing tel area codes as well (heard exists in Quebec). Calls from area codes such as those from deep southern USA are better matched with relaxed and or southern US speakers. Calls from New York maybe better for quick thinking call takers.

-T D: 4C090 Call Router = [the "=" connects to each of the all capitalized parts below]

ACCESS *(to pr sys; sys (electronic system) works only for calls from certain area codes); ANSWERING MACHINE (); BVA (); CID (uip developed on past caller ID tel # better routes call from same # again - see previous KN); CART (); CONFERENCE (); MIC (); MULTIMEDIA (); MULTI-USER (); NOTIFIER (); NOTIFYING CALL (); PORTABLE (); PR (); R ('remote control via 'accessible 'interaction) (); +ROUTER (); S (); SCORE (); SOUND ANALYZER (); SYNTH (adapts call taker's call to caller's behavior type (bva, uip)); UIP *(); K (); VOICE MAIL (); VOICE MODULATOR.

+ <3or4, 3 or 4> 4C160 Tel Answer Delay:

If person can't easily get to the telephone in time, they can send signal which tells caller "please wait, i am coming to the tel".

-the signal can be generated by: voice recognitions system; pressing of button that is connected via wire, or remote control; use of clap; or all calls are handled with such an announcement when system knows user is at home

-caller hears the live voice or recording

-same principal applies to other N when one of the u (user) can't respond/reply/react fast enough, eg: door bells, pagers*.

-voice recognition, user stating to t sys ('computerized system) to please hold

-D: incoming call = t [c, osc, tel rings] = r (u controls when can't get to tel)

+++ 2D-240 Privacy Tel Ringer: User quietly notified when receiving an incoming call at night. User holds portable unit which vibrates or emits low volume sound. Sound or vibration get more intense each ring until user responds.

In order not to disturb others, when tel "T" rings only receiver is notified via: pocket vibrator that vibrates while tel "T" rings; portable sounding device that is not too loud; beeper on watch.

.-user has own tel number, or is identified by caller (keying the codes for the desired receiving party) or by receptionist if used in office; or user has own tel number; etc

-Ap: able to receive late night calls without disturbing others sleeping; * can get calls/messages while investigating what villains are up to, without villain knowing they are being watched; beepers; when (particular) fax received - (sender k code / caller id of caller) -> sys (electronic system) notices -> nr (notifies when 'designated) u.

-flashing lights (exists in music industry?)/ vibrator nr u

-D: caller = t = tel line = t (particular voice mail box or "access" code k by caller) = tr (transmitter) = (portable) rc (held by u) = nr.

-2D-241 Ring Gets Louder Each Succeeding Ring

+ 2D-241 Ring Gets Louder Each Succeeding Ring: until tel is picked up. For normal telephones too.

-D: incoming call -> t (ring counter (tds)) -> osc (volume increaser via electronic or mechanical means).

-similar to earlier KN (invention) where alarm gets louder until its turned off. See KN in "morning" part in an IMI file.

+ NR: until u (user) deactivates alarm = osc gets louder and louder / sound continues to change in some manner = C ('computer & 'analyzer) (pr).

-copied to "NR" 6.96. Plan on moving this to "Tel" part.

3D-020 Anti dropping mechanism:

Example #1: when user takes receiver too far from telephone accidentally, two things happen:
1] a sound and or light signals. D: t = tr (transmitter) = rc (senses weakening signal) = nr.
2] part of the cord is wound up inside the device, releasing it slowly (eg: common electric cord winds up in vacuum machines).
Example #2: when a device goes too far from the electrical outlet due to limited length of electrical cord, eg: for vacuum cleaners, electric lawn mowers, hair driers and other portable items.

File 3G:

*[N have non T applications too]. ** First four N (invention) were changed from 2G to 3G dir in 8.94. In this file, all usage of the words: tel, telephone, telephony cab be replaced w/ "T".
-selected better N with "+" 3.95, and also once earlier.

* Moved: 3G-010 T Ring Delayer: For situations where it may take time for one to answer the tel, the caller may not hear ringing for a while (during which the receiver's tel will begin to alert the receiver of the incoming call).
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-this invention expanded 6.95, see Reg10
-copied to better N (invention) file 1.95

*3G-020 Audio timers: system can be programmed via TR/TEL, and can send alarm and other data via TR/TEL.
D: timer = tr/tel = user's tel/c/mfh

* 3G-030 Music centers / Music computers - synthesizers / "stereo": include a "tel". Can speak via system's mic and osc. "Synth" your/other's voices/sounds/music.

*3G-040 Robots (for toys, hobby enthusiasts; excludes assembly work): robot butler brings user the tel ("T") when^: it rings; user commands (via his "remote"/"clap").
-D: R ('remote control via 'accessible 'interaction) = rc = self moving device = t

> 3G050 Call Rerouter: This expanded in 6.95, then became IMI& part in 8.95. If person gets disconnected and redials back, system will (via caller ID) route call to same extension number within large telephone operation if extension is available. Recipient might keep their line free from incoming calls by keying into computer that they feel they were disconnected.
-Primarily for sales and customer service operations w/ numerous people all able to handle the incoming call. Call rerouted via CID. If sys (electronic system) can't determine a disconnect [though call receiver might k the

fact], sys ('computerized system) will try to reroute when call is retried w/in set time period, eg 1 to 100 minutes. Or sys will always try to reroute to same person (for purposes other than being disconnected, eg: familiarity of both parties with each other).

-T D: caller (CID) -> CID recognizer -> analyzer = call routing = call connected (caller = recipient)

-This invention expanded in REG10, REG20, REG30.

End of this file: these N (invention) were selected for better ones and transferred to files GE and GG, and which were intern moved to other files.

End file 3G (3G-T)

* 4E-050 Immediate Tel ("T") Response: Owner of answering machine, who gets their messages, saved from having to write down tel number of caller who left message. Other confusing features minimally explained in this n.

Voice mail / Tel answering machine systems. After hearing the message picked up by the user, user is able to immediately speak their response (return the original caller's call) and system will direct your recording to the caller.

-tel # of person who left 1st message: system is able to ease knowing caller's tel ("T") # via, #1 using caller ID, simply redials to the # that called it / #2 user of this system has stored the tel # of important callers, and user simply "uk" desired code so that response message is routed back

-make sure the person you wanted got the message, system will ask person who hears this message, to press for additional interactive features, via saying (osc): #1 'after hearing this message please press/dial (number 7) on your tel ("T") to confirm you received the message' (sender of message will get their message back if it couldn't be properly delivered for whatever reason); #2 'if you would like to hear this message again, please press (8)'; #3 'if you would like to record a response please press (9)'...

-In other words, saves time/hassle: saves from having to write down notes about the call, getting his tel #, trying to reach by making another call, etc.

--user of answering system can choose to play back the message made by the 1st caller so as to familiarize receiver of next stage in communication what the response is about - saves from having to have to explain the response (similar to answering business correspondence simply by writing on the letter that you received and mailing the whole thing back)

* 3E-070 The hardware/software system lets user select the

cheapest and or best mode of communication according to their location (proximity to best transmission mode, cheapest carrier). Can also just be a computer ("C") on line information service. Exists in Japan for telephone long distance carrier choice.

* 1G02 Tel ("T") Product: incoming caller speaks with receptionist/voice mail = "mic" = voice analyzer = computer ("C") = call is directed to person who can best help the caller according to caller's (uip, needs) = the synthesization of the receiver's is changed slightly to match caller's uip.
-previously filed B, eg: C dir.
-example: high pitched sounds of callers are matched to those u (call takers) better able to work with stressed / high strung people. Low pitched sounds of incoming callers matched with more * emotional / subdued / relaxed call takers.

* 1G03 Laser Harp: Near replica of KN's earlier laser tel N
-Advancement on world's first sound synthesizer developed by Thermin (sp) in 1930's. Put hand between two bars to determine the two parts comprising the sound (eg: tone & bass). His problem was not knowing exactly where to put the finger. Solution: use colored laser lights as used in laser telephones.
-D: tr (transmitter) = rc = "sensor" = C ('computer & 'analyzer) = osc/s (display)/c (music generation = memory = playback/stereo)
-OTD:
ACCESS **:(); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); UIP *:().

$$? 1G23 ESP (Engineer Support Platform): Using Caller ID:
Incoming calls are processed according to who is calling. Callers are designated and processed according to many criteria. + Moved, then expanded, then filed under docket APLUS40, then to be further expanded and refiled.

* 2G8-C18. Tel ("T") & Answering machine: relays calls to pagers; or, says "wait a moment for those taking baths". Before 92 MF. D: c18 = c~tel~remote

* 2G9-C19. Stuns/shocks people who make harassing calls to you. Jan 93 MF & X.
D: c19 = remote~tel

* 2G10-C22. Speaker tel answers when recipient says "hello". 1 Nov 93 MF.
D: c22 = c~remote~tel

4J040 Tel Extension Delayed Dialer: System dials tel extension number after receiver picks up. Saves from having to wait for system to pick up then dial in extension. Applications: internet, accessing slow databases or sw.

When dialing a tel or other numeric number or point (on internet, etc) simply key in number then key(s) for designated time delay when the extension or other additional key strokes or other occurrences are desired to be sent / happen, from your (reaching out) system will

-Benefits: saves time, allowing u to do some other task while sys/sw gets itself to the point u (user) desires.

-Desired points: particular internet address, WWW sight, tel extension, getting system to do something (where u thinks faster than system does in terms of knowing the k instructions necessary).

-D: u (user) = k = t/c = tr/rc = t/c/m (sw, db, internet) = advertising / other people / customers / "gps".

-D: u = k = t/c = tr/rc = any of below:

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); PS-Zone (); Q (); R ('remote control via 'accessible 'interaction) (); ROUTER (); SOUND ANALYZER (); STATUS (); TDS (); T (); TRACK (); U; UIP (); VISUAL ANALYZER (); VR* (); WA ().

1B-010-032003 PERSONALIZED ANSWERING MACHINE: receiver programs telephone answering machine to give out different messages, according to caller's tel id number,

-very related product in file A6.

-(Special devices exist which allow the receiver to know the tel number of the caller.)

So the receiver can input the caller's home and work tel numbers, and give just calls from those numbers special treatment.

Special treatment possibilities: different outgoing messages (nicer or more business like, etc); when a call comes from the desired tel number the answering machine's beeper can contact owner of answering machine or the owner might get a call from the answering machine with a recorded or coded voice/sound stating that a message from desired tel number was received, then receiver can call machine and get message, or machine can give message to owner; calls from desired numbers are call forwarded to location of owner (tel #1 calls tel #2, then tel #2 automatically transfers call to tel #3 since this is such an important call).

-for statistical purposes device keeps records of all incoming calls for offices.

Footnotes:

-different length of time device may record incoming messages.

CODES: all; displays tel number coming in or being dialed; pp; mp; uk; date; interactive; microphone; synth; portable; mfh; vc; score; arat;sp tel; rpc;cp; uq; pi; character.

A6-14 TEL RECEPTIONIST: For home: when you pick up tel, it automatically says hello, in any one of possible voices. Also has over ride option where user may opt to use their real voice.

For small businesses: Let's small companies save on tens of thousands of dollars for a secretary if there is little more they do than answer tel allowing for the big co image valuable in business. Tel says companies name and then any supplemental messages according to caller's statement, eg: "one moment please, I'll connect you", "he's just getting off the phone, I'll connect you", etc. User has their part time secretary or friend voice in statements,

then businessman presses right button according to desired voice. Also useful when secretary is on vacation, sick or out on errand or lunch - need not appear as two person office.

END OF TEL PART (FEATURES) FILE
NOISE CANCELLING SECTION II

* 3E041 TELEPHONE NOISE CANCELER - Selected Environment Version: Many related patents exist. Cancels unwanted sounds falling outside human voice frequencies via filter.

Listener on other end doesn't hear unusually high or low pitched sounds, eg: piercing sounds from factory floor. System identifies the unique characteristics of user's voice to avoid conflict with similar sounds from secondary sources.

SOUND TYPES CANCELABLE: rustling paper; automobile or pedestrian traffic (from certain direction); machines (factory, printer); conversations from other telephones (microphone on first mouthpiece tells other active mouthpieces to ignore first mouthpiece's inputted sounds, eg: by decibel); sounds emanating from outside the room (there are microphones placed outside). Ringing of other telephones (made by same manufacturer).

REDUCING SPEAKER TEL'S INABILITY TO ALLOW SIMULTANEOUS SPEAKING AND LISTENING: Multiple speaker tel conversations happening simultaneously: speaker broadcasts in certain strange frequencies different from live voice picked up by microphone. No feasibility test.

VOICE RECOGNITION - Advanced Version of this invention: Any sounds that are not programmed for the voice recognizing software, eg: it has huge vocabulary, and if there is a pause or difficulty or unrecognizable sound spoken, user is notified. File application now, license later when manufacturing costs drop?

APPLICATIONS: walkie talkies; intercoms (on noisy street entrances); pay telephones; working in very noise environment, where user would be willing to take unusual measures, eg: wear mask; record sounds into memory: bird calls, conference; baby cries (mother's monitor); speaker tel; standard tel; cordless and cellular tel (blocks traffic, wind, car engine). All two way (verbal) communication. One way recording / communication, eg: voice recognition, audio recording.

SOUND CONFLICT REDUCTION: Avoiding cancellation of desired sounds due to system's inability to distinguish between desirable and undesirable sounds: Place sensor on or near throat (vibration) / mouth; speak into cup, cup is a mask over face, or surrounds microphone; the sound frequencies of the speaker (has memory for "multi-users") are recognized via: user's or manufacturer's programming; system's "sound analyzer" helps

user better identify which type of undesirable sounds are similar to the frequencies being spoken; speaker taught to avoid speaking in potentially conflicting sound frequencies; some conflict of sounds is permitted, system simply blocks sounds that are dissimilar beyond certain range, such as by: frequency ranges or distance from microphone or volume; system seeks commonly repeating sounds, eg: noisy refrigerator; existing technology for noise cancellation devices, eg: company in Chicago which helped Tokyo copy our Noise Buster noise canceling head phone system. Record into system the unwanted noises.

-User is able to know if their voice sound band isn't unknowingly being partially blocked: to check if system works, user can speak, then play back recording to hear for any missing sounds. If sounds are missing, system shows user (via Q) what blockage modes need re-alteration.

MISCELLANEOUS:

-D: for diagrams also see 3E040.

-U would k in how sys (electronic system) selects wanted fq. Yet all people speak in roughly the same bandwidth. 40 Hertz to 10 Kilohertz - is what tel co allows speakers?

-Mic placed outside window, this knows what sounds hit sys ('computerized system) first.

. 1G21: Walkman permits selected sounds to be heard by user. Either system is designed for wearer to hear all environmental sounds plus music without disturbing others. Or, system via noise canceling technology permits selected sound frequencies to be heard by wearer. Also, particular shape of air passage to ear better permits certain frequency sounds using known methods, the unique factor being the combination with the Walkman.

Exists: Noise canceler connected to Walkman.

. Walkman permits ability to hear sounds in environment. Sys's mic allows user to hear others (their speech, general sounds, important sounds: tel ringing, door bell, crashes, etc.) This enable user to hear music without disturbing others.

.-This N (invention) might have been filed earlier by Kays, maybe a branching out of an N.

-D1: sound analyzer (selects designated sounds as pr by u (user) (noise canceling technology/acoustical shape of air passage to ear better permits certain frequency sounds), eg: tel ringing) -> C ('computer & 'analyzer) = osc / wa / "stereo" (portable).

-related to 1G09: Selected sounds are canceled.

. same as above, if such microphone exists, then this wouldn't be patentable. Inventive step is in the mic.

. Lexus' sound canceler blocks constant sounds.

-problem: how does this sys block changing unwanted frequencies. Cause time delay: milliseconds probably. Yet if using filter, there's no time delay.

+-exists: tel mic already blocks certain frequencies. All mics by nature block fq. For patentability, need to solve this problem, eg: in combination w (with) unwanted noise's location (picked up via 3rd mic).

-if unwanted sound is constant: time lag won't be such an issue.

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

CONCLUDES THIS NOISE CANCELING FILE, FOR THIS PAT APPLICATION
* 3E040 TELEPHONE NOISE CANCELER - SELECTED RANGE VERSION:

[Tel] Noise Cancellers Exist on market in different forms.

TELEPHONE WITH SELECTED NOISE CANCELED when Beyond Designated Distance. Results in less sound interference; minimizes conflicting external sound picked up by speaker telephone, and human voice controlling systems. How works: Parabolic microphone; or, multiple microphones determine sound source, eg: outside mic targets street noise, calculations cause time lag.

Differentiating nearby from distant sounds: time difference between three-plus microphones, like how a pair of ears judges sound direction and distance.

MISCELLANEOUS: can turn function off if speakers need to be further from tel. Mic picks up via signal strength too. Also build obvious acoustical walls or cups around microphone. Speaker is "notified" when they begin to approach distance limits from microphone. System might "notify" user of the presence of external sounds, especially if they aren't canceled. Shows decibel level of all sound sources identified by their distance from microphone, type sound (sound analyzer*).

PROBLEMS: don't know the "how" of these noise canceler ideas. Crowded field: noise cancellation in cars, planes, the sound buster. Tel companies are large and aggressive. It's easy to think up this invention. Using a parabolic microphone awkward, so consider other options too. Echoes from room walls. This doesn't try to solve the inability for speaker telephones to hear and speak simultaneously, but reduces such external sounds causing this conflict.

These two general tel N (invention) 3#'s: assist in improving:
-"sound analyzer"
-"speech" / "voice": sys (electronic system) helps better understand what human speakers are saying, by blotting out unwanted sounds/interference.

MISCELLANEOUS:
* Portable microphone: clipped onto head; user can still hear via speaker rather than earphone which may be like insect in ear.
* Warning: these noise cancellers may have undesirable military application for bugging devices. We're not interested in military.

OTD DIAGRAM #2: This N (invention) sys (electronic system) (T Noise Cancellers 3E040 & 3E041) ~ C ('computer & 'analyzer) =

BRAIN (sys knows where speaker/*listener is located (sensors, ps, multiple mics)); C (); CAMERA (intelligent monitor 2E251: mic focuses on designated activities/sounds); CART (sw: how control sys); COMPOSITION (records more of designated sounds (in concerts, speeches); EDUC (learn to dissect sounds); M (sounds database for "brain" = sys knows how to process (environmental) sounds by matching them w (with) db); MO (digitized verbal communication); MOUSE (control: mic (which are more active), how sounds processed); MQ (); MULTI-USER (speech treats each u (user or 'licensee) differently); PR (each room in dwelling would have differing unwanted sounds, hence each room's pr is different (multi-user for differing locations (versus for differing u))); SCORE (notes when desired sounds were canceled too many times = subsequently system will be less likely to cancel such frequencies, in tern more unwanted sounds might be allowed = done via "brain"); SENSOR (any body movement = u's location); SOUND ANALYZER (); SOUND VISUAL ANALYZER (coded sounds = brain = (re)transmitting of designated (pr) sounds)); SPEECH (sys recognizes voices of particular u (user or 'licensee) = does/doesn't hone more into their speaking. "bva"); STEREO (u hears speakers in stereo); SYNTH (); TDS (sys does all possible to speed time from spoken word to the transmittal to hearer (to reduce any time lag)); T (); tr (transmission) (); u (user or 'licensee) (speaker, listener*); UIP (all desired setting differ by user. Settings are determined by UIP, eg UIP seeks settings for: u's normal speaking frequency range, unwanted environmental sounds); UQ (); VR* (vr sys seeks only certain incoming (environmental) sounds for vr sys to process/alter); WA (t sys (sp tel, t headset sys) adjusts for u's moving location).

MISCELLANEOUS:

-the limits placed on inputted signals (beyond sound) include: infrared; radio frequencies; mobile t; etc. sys (electronic system) judges the distance from which such signals are sent (via air, wire (CID, "access")).

-both t canceler Ns.

-use avail filter technology, in which case not patentable. Patent would have to be on the microphone, not the tel.

-exists, if much background noise, sp tel will be less likely to cut me off.

-Parabolic mic: excludes noise outside desired area. Difficult to have a certain radial distance, versus mic being pointed at one point? This is the passive mode. This rejects sounds since (sound doesn't get into mic).

-has experience w (with) tel.

-Active mode: combining existing mic w (with) tel could be patentable.

-tel booth: need to speak only 1mm to 10cm from mic. Distance analyzer helps in that environmental sounds (unwanted) can be difficult to differentiate.

-much work done in electronically dealing w (with) noise: analyzing, canceling, etc.

-signal processing portion of these tel N (invention) is not necessarily difficult to be inventive.

-cellular tel: eliminate background road noise. It could be either constant or non-constant sounds.

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-he and others aren't bothered by the combination of existing tel w (with) special mics that may exist.
-exists. Locator sys which use triangular analysis for determining position. They use el (electronic) tr, light (beams shot out and picked up at different locations), or sound. Hence the sound mode is applicable for determining location of sound source and buy this sound locator off the shelf.

% 4E070: Walkman with microphone to outside environment: User hears what is going on around them, while at same time, not disturbing others who can't hear user's music.
-Application: have a walkman without the problems associated with being unable to hear what goes on around user, eg: door bell, tel ring, alarm. Sys for u who want to hear music/sounds/news/tv shows/etc wo (without) disturbing others.
-this is probably an NK before '95 (and before 4E070) in different N #.
-sound in room -> mic ("sound analyzer"*; existing noise canceler (sound buster)) -> wa (stereo, walkman, m (osc), tv or radio or VCR or other broadcast)~c.

R40 MOTORCYCLE HELMET with noise canceling and music stereo. [J&M Corp, 1415 S Cherry Av, Tucson AZ 85713 US PS 4.94]
-vr; with ps the osc alters by location; system is with or without helmet (only walkman type apparatus / audio system as in game arcades, vr, home "stereo")
-replicates / alters sounds that are needed by user (sounds of eminent danger^: screeching tires, crashes, alarms (notifier, police).
-D: external sound = sound analyzer = noise canceller = synth = osc/*notifier (via osc/*lights (flashing)/**s)
-OTD:
ACCESS**:(); CAMERA:(visual analyzer ("notifier" for emergencies)); CART*:(); COMPOSITION *:(tune into selected sounds/frequencies for (smorgasbord of sounds)); ENTERTAIN:(); K:(r*); MFH:(); MORNING**:(cancels out unwanted sounds, but not^: alarms, tel or door bell, owner's dog barking); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PS:(cancels sounds/plays/synth sounds according to location); Q*:(uip: emotional state user wants, then based on user's response and uip of user / desired situation (what elements (sounds) would help arrive at desired effect)); S:(); SCORE:(type sounds (their behavioral sound analyzer's score; *tds); SYNTH:(); **TEL:(tr); UIP:(see "q"); WA:(portable system in: walkman; helmet; suitcase/bag).

LASER T: Sounds from kitchen or other locations coming to any speaker D can be programmed to have less effect on microphone if it is within a selected distance (as programmable by user).
--Speaker telephones are poor in having both speakers speak simultaneously, hence reducing external environmental sounds both reduces such conflicts, and allows listener on other end to hear more of the speaker's voice.

-the microphone portion of this N (invention) can also be used in any other audio recording function beyond telephony. Exits.

-D1: voice + any unwanted sounds -> microphones (3+) = sound analyzer = tr (transmission) to other telephony instrument / recording (c memory, tape) / nr (notifies when 'designated) / status.

-D2: speaker #1 = mic / k (control distance mic picks up at) = c~t = t = speaker #2.

-OTD D: T / C / This N sys (electronic system) =

ACCESS (mic's effective range related to type access (code) of u); CART (mic's distance range); S (mic's distance range); M (sound analyzer)**; MIC (); MULTI-USER (mic's distance range is different for each u); PR (change mic's distance range); PS (mic's distance range can be ignored if speaker/u has their pd go beyond range); Q (); SENSOR (mic's distance range); + SOUND ANALYZER (determining if sound is within mic's distance range; + allows certain sounds to be picked up (whether they are or aren't within mic's distance range) = noise canceling device); STATUS (where u (user or 'licensee) is in mic's distance range); SYNTH (makes incoming/outgoing sounds more pleasing)**; + T (); UIP (according to situation or u, changes the mic's distance range); WA (T).

-utilizes 3E041, sounds canceled if in unwanted audio frequency.

OTD DIAGRAM: T / This T N (invention) sys (electronic system) / C ('computer & 'analyzer) =

ACCESS (); *ANSWERING MACHINE (); BALANCE (); *BVA (); CID (); CAMERA (LENS) (determines distance speaker is from t, or nature of what's causing unwanted noise (visual analyzer works with sound analyzer); CART (); CLAP (); CONFERENCE (); *FS (); HOLD (); K (); LOCATOR (); M (); MIC (); MP (); MULTIMEDIA (); MULTI-USER (each user wants sounds blocked differently; multi-situation usage: move t or other elements into room, then background sounds change, intern sys adapts); NOTIFIER (); NOTIFYING CALL (); PD (); PORTABLE (); PR (); PRINTER (); PS (); R ('remote control via 'accessible 'interaction) (); ROUTER (); S ('interactive 'screen with 'adapted menu) (); SCORE (); SOUND (); ANALYZER (); TDS (); *TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP (); VM (); VOICE MODULATOR (for incoming/outgoing communication; incoming communication is altered so as to reduce likelihood of sound conflict with what's being canceled); *WA ().

PATENT SEARCH Strategy & some related US patent numbers:

3E040 3E041 Telephone Noise Canceler: ()

-kw str: tel* noise* cancel*. Many similar N (invention) found.

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

* 3E040 TELEPHONE NOISE CANCELER - SELECTED RANGE VERSION:

[Tel] Noise Cancellers Exist on market in different forms.

TELEPHONE WITH SELECTED NOISE CANCELED when Beyond Designated Distance. Results in less sound interference; minimizes conflicting external sound picked up by speaker telephone, and human voice controlling systems. How works: Parabolic microphone; or, multiple microphones determine sound source, eg: outside mic targets street noise, calculations cause time lag.

Differentiating nearby from distant sounds: time difference between three-plus microphones, like how a pair of ears judges sound direction and distance.

MISCELLANEOUS: can turn function off if speakers need to be further from tel. Mic picks up via signal strength too. Also build obvious acoustical walls or cups around microphone. Speaker is "notified" when they begin to approach distance limits from microphone. System might "notify" user of the presence of external sounds, especially if they aren't canceled. Shows decibel level of all sound sources identified by their distance from microphone, type sound (sound analyzer*).

PROBLEMS: don't know the "how" of these noise canceler ideas. Crowded field: noise cancellation in cars, planes, the sound buster. Tel companies are large and aggressive. It's easy to think up this invention. Using a parabolic microphone awkward, so consider other options too. Echoes from room walls. This doesn't try to solve the inability for speaker telephones to hear and speak simultaneously, but reduces such external sounds causing this conflict.

These two general tel N (invention) 3#'s: assist in improving:
-"sound analyzer"
-"speech" / "voice": sys helps better understand what human speakers are saying, by blotting out unwanted sounds/interference.

MISCELLANEOUS:
* Portable microphone: clipped onto head; user can still hear via speaker rather than earphone which may be like insect in ear.
* Warning: these noise cancellers may have undesirable military application for bugging devices. We're not interested in military.

OTD DIAGRAM #2: This N (invention) sys (electronic system) (T Noise Cancellers 3E040 & 3E041) ~ C ('computer & 'analyzer) =
BRAIN (sys knows where speaker/*listener is located (sensors, ps, multiple mics)); C (); CAMERA (intelligent monitor 2E251: mic focuses on designated activities/sounds); CART (sw: how control sys);

COMPOSITION (records more of designated sounds (in concerts, speeches); EDUC (learn to dissect sounds); M (sounds database for "brain" = sys knows how to process (environmental) sounds by matching them w (with) db); MO (digitized verbal communication); MOUSE (control: mic (which are more active), how sounds processed); MQ (); MULTI-USER (speech treats each u (user or 'licensee) differently); PR (each room in dwelling would have differing unwanted sounds, hence each room's pr is different (multi-user for differing locations (versus for differing u))); SCORE (notes when desired sounds were canceled too many times = subsequently system will be less likely to cancel such frequencies, in tern more unwanted sounds might be allowed = done via "brain"); SENSOR (any body movement = u's location); SOUND ANALYZER (); SOUND VISUAL ANALYZER (coded sounds = brain = (re)transmitting of designated (pr) sounds)); SPEECH (sys recognizes voices of particular u (user or 'licensee) = does/doesn't hone more into their speaking. "bva"); STEREO (u hears speakers in stereo); SYNTH (); TDS (sys does all possible to speed time from spoken word to the transmittal to hearer (to reduce any time lag)); T (); TR (); U (speaker, listener*); UIP (all desired setting differ by user. Settings are determined by UIP, eg UIP seeks settings for: u's normal speaking frequency range, unwanted environmental sounds); UQ (); VR* (vr sys seeks only certain incoming (environmental) sounds for vr sys to process/alter); WA (t sys (sp tel, t headset sys) adjusts for u's moving location).

MISCELLANEOUS:

-the limits placed on inputted signals (beyond sound) include: infrared; radio frequencies; mobile t; etc. sys (electronic system) judges the distance from which such signals are sent (via air, wire (CID, "access")).

-both t canceler Ns.

-use avail filter technology, in which case not patentable. Patent would have to be on the microphone, not the tel.

-exists, if much background noise, sp tel will be less likely to cut me off.

-Parabolic mic: excludes noise outside desired area. Difficult to have a certain radial distance, versus mic being pointed at one point? This is the passive mode. This rejects sounds since (sound doesn't get into mic).

-has experience w (with) tel.

-Active mode: combining existing mic w (with) tel could be patentable.

-tel booth: need to speak only 1 mm to 10cm from mic. Distance analyzer helps in that environmental sounds (unwanted) can be difficult to differentiate.

-much work done in electronically dealing w (with) noise: analyzing, canceling, etc.

-signal processing portion of these tel N (invention) is not necessarily difficult to be inventive.

-cellular tel: eliminate background road noise. It could be either constant or non-constant sounds.

-he and others aren't bothered by the combination of existing tel w (with) special mics that may exist.

-exists. Locator sys which use triangular analysis for determining position. They use el (electronic) tr, light (beams shot out and picked up at different locations), or sound. Hence the sound mode is applicable for determining location of sound source and buy this sound locator off the shelf.

% 4E070: Walkman with microphone to outside environment: User hears what is going on around them, while at same time, not disturbing others who can't hear user's music.

-Application: have a walkman without the problems associated with being unable to hear what goes on around user, eg: door bell, tel ring, alarm. Sys for u (user or 'licensee) who want to hear music/sounds/news/tv shows/etc wo (without) disturbing others.

-this is probably an NK before '95 (and before 4E070) in different N #.

-sound in room -> mic ("sound analyzer"*; existing noise canceler (sound buster))'-> wa (stereo, walkman, m (osc), tv or radio or VCR or other broadcast)~c.

R40 MOTORCYCLE HELMET with noise canceling and music stereo. [J&M Corp, 1415 S Cherry Av, Tucson AZ 85713 US PS 4.94]

-vr; with ps the osc alters by location; system is with or without helmet (only walkman type apparatus / audio system as in game arcades, vr, home "stereo")

-replicates / alters sounds that are needed by user (sounds of eminent danger^: screeching tires, crashes, alarms (notifier, police).

-D: external sound = sound analyzer = noise canceller = synth = osc/*notifier (via osc/*lights (flashing)/**s)

-OTD:

ACCESS**:(); CAMERA:(visual analyzer ("notifier" for emergencies)); CART*:(); COMPOSITION *:(tune into selected sounds/frequencies for (smorgasbord of sounds)); ENTERTAIN:(); K:(r*); MFH:(); MORNING**:(cancels out unwanted sounds, but not^: alarms, tel or door bell, owner's dog barking); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PS:(cancels sounds/plays/synth sounds according to location); Q*:(uip: emotional state user wants, then based on user's response and uip of user / desired situation (what elements (sounds) would help arrive at desired effect)); S:(); SCORE:(type sounds (their behavioral sound analyzer's score; *tds); SYNTH:(); **TEL:(tr); UIP:(see "q"); WA:(portable system in: walkman; helmet; suitcase/bag).

LASER T: Sounds from kitchen or other locations coming to any speaker D can be programmed to have less effect on microphone if it is within a selected distance (as programmable by user).

--Speaker telephones are poor in having both speakers speak simultaneously, hence reducing external environmental sounds both reduces such conflicts, and allows listener on other end to hear more of the speaker's voice.

.-the microphone portion of this N (invention) can also be used in any other audio recording function beyond telephony. Exits.

-D1: voice + any unwanted sounds -> microphones (3+) = sound analyzer = tr (transmission) to other telephony instrument / recording (c memory, tape) / nr (notifies when 'designated) / status.

-D2: speaker #1 = mic / k (control distance mic picks up at) = c~t = t = speaker #2.

-OTD D: T / C / This N sys (electronic system) =
ACCESS (mic's effective range related to type access (code) of u); CART (mic's distance range); S ('interactive 'screen with 'adapted menu) (mic's distance range); M (sound analyzer)**; MIC (); MULTI-USER (mic's distance range is different for each u); PR (change mic's distance range); PS (mic's distance range can be ignored if speaker/u has their pd go beyond range); Q (); SENSOR (mic's distance range); + SOUND ANALYZER (determining if sound is within mic's distance range; + allows certain sounds to be picked up (whether they are or aren't within mic's distance range) = noise canceling device); STATUS (where u (user or 'licensee) is in mic's distance range); SYNTH (makes incoming/outgoing sounds more pleasing)**; + T (); UIP (according to situation or u, changes the mic's distance range); WA (T).
-utilizes 3E041, sounds canceled if in unwanted audio frequency.

OTD DIAGRAM: T / This T N (invention) Sys / C ('computer & 'analyzer) =
ACCESS (); *ANSWERING MACHINE (); BALANCE (); *BVA (); CID (); CAMERA (LENS) (determines distance speaker is from t, or nature of what's causing unwanted noise (visual analyzer works with sound analyzer); CART (); CLAP (); CONFERENCE (); *FS (); HOLD (); K (); LOCATOR (); M (); MIC (); MP (); MULTIMEDIA (); MULTI-USER (each user wants sounds blocked differently; multi-situation usage: move t or other elements into room, then background sounds change, intern sys adapts); NOTIFIER (); NOTIFYING CALL (); PD (); PORTABLE (); PR (); PRINTER (); PS (); R ('remote control via 'accessible 'interaction) (); ROUTER (); S ('interactive 'screen with 'adapted menu) (); SCORE (); SOUND (); ANALYZER (); TDS (); *TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP (); VM (); VOICE MODULATOR (for incoming/outgoing communication; incoming communication is altered so as to reduce likelihood of sound conflict with what's being canceled); *WA ().

PATENT SEARCH Strategy & some related US patent numbers:
3E040 3E041 Telephone Noise Canceler: ()
-kw str: tel* noise* cancel*. Many similar N (invention) found.

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

3E040 Telephone Noise Canceler

Known products in this area:

Herman Miller (Designs Office Furniture and Equipment – Highly Regarded) has made a device to allow telephone privacy. Device records random samples of your phone conversation and replays a continuous mix of random babble. The result is a chatter that camouflages your conversation from an eavesdropper. This product

is unique in that it does not incorporate noise canceling technology, instead using the users voice to mask itself. suggested retail $395

(http://www.hermanmiller.com/CDA/SSA/News/Story/0,1585,a4-c407-n350,00.html)

Bose Acoustic Noise Canceling Headphones – Works by using a microphone to examine the unwanted sound and generates a sound of the same amplitude but of opposite phase which will cancel out the unwanted sound.

Noise canceling technology is currently under active development for many applications. It appears that the process to cancel the noise is not patented, but rather various applications of it are. Current applications range from headphones, audio zones (loud music on dance floor is not heard at bar three feet away) and as a way to reduce noise from large engines and more.

http://en.wikipedia.org/wiki/Noise_cancellation

There are also possible defensive and military applications. Loud and or annoying sounds can be focused at a target creating discomfort. Recently this was used to protect a cruise ship that was attacked by pirates off the coast of Somalia. Another extensions of this technology is being able to direct sounds or noises to select individuals. This could be used to create confusion (ie hearing things that are not there, or hearing music or talk from a direction where there is no-one). A good non-military example could be a bar where each barstool can have their own choice of music without having to wear headphones and can still converse with others.

See Boise Quiet Comfort and related products; and www.HermanMiller.com.
CONCLUDES THIS NOISE CANCELLER* FILE, FOR THIS PAT APPLICATION

" T " - TELECOM RELATED

$$? 1G23 ESP (Engineer Support Platform): Using Caller ID
incoming tel calls are processed according to who is calling. Callers are designated ('routed) and processed according to many 'tailored/'scored criteria. Examples:
-Value of the customer (frequency in which they have bought upgrades)
-Caller's region (those with hard phone skills answer calls from NY).
--callers from southern states go to southern employee if his line is free
-Receptionist analyzes type caller by their behavioral styles. Receptionist matches them with people who will more likely get along with eachother. The receptionist doesn't even have to be right, they might just guess

(some will guess better than others too). Eg: people are distinguished by whether they are: spontaneous, hard core, intelligent, have attitude...

-Trouble makers get: 1] put at end of que, 2] lower paid tech support personnel, 3] person with hard phone skills

-Exists in at least some forms well beyond simple caller ID.

Call Sequencer: US Telephonics, Irvine.

Phone System from Panasonic. Combine both products. 714 373-7796 Charlene.

-Steps: incoming call -> after pr # of rings = forwards to recording ("please stay on the line" / "if you want to stay on the line, I'll be with you shortly, or press #1 to leave a message") = recevier of call picks up.

-will hold automatically (for 40 seconds, then routes to voice mail).

See:

-mobile tel location notifier 3e010 in "i" folder

- clever tel ring delayer 3g010 in "i" folder.

Telephony (telephones). All types including: standard home/office, cordless, cellular, speaker tel, PCS (Personal Communication Service as being developed by MCI).

D1 (Drawing #1): tr (transmission) = receiver = mic = central unit/c = uk (user keys in) (dial pad)~osc. The tel ("T") functions as part of a larger system. When the term `tel line(s)' is used it refers to^: wire, wireless lines.

.-Option: Multimedia ("MM") tel ("T") (video phone): hear, and %see: a user (other people you are communicating with) / [display transmitted by system] during communication.

.-* Telephonic interaction occurs also by UK data on same and or parallel tell line. uk/remote =c (computer)= tel ("T") = tel ("T") line.

.-"D" was old feature for "T". It shouldn't be a problem in accidentally confusing it with D's definition also for `Diagram'. +-For details see the large `Parts T' (Parts For Telephony) File.

-See "Brain": system' feature 'adapts according to circumstances.

-"Edit": Determines how "T" functions restricted / %altered.

.-A code (access, electronic `water mark') encoded in sw/data* of t (telecommunications) system limits how + feature / system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how system used/"accessed".

-this 'T feature can also be referred to by the term `communication(s)' when used in the electronic context.

* TEL SECTION - Maybe Read Later:

Telephony (telephones). All types including: standard home/office, cordless, cellular, speaker tel, PCS (Personal Communication Service as being developed by MCI).

D1: tr (transmitter) = rc = mic = central unit/c = uk (dial pad)~osc. The tel ("T") functions as part of a larger system. When the term `tel line(s)' is used it refers to^: wire, wireless lines.

.-Option: Multimedia ("MM") tel ("T") (video phone): hear, and %see: a user (other people you are communicating with) / [display transmitted by system] during communication.

.-* Telephonic interaction occurs also by UK data on same and or parallel tell line. uk/remote = C ('computer & 'analyzer) = tel ("T") = tel ("T") line.

.-"D" was old part for "T". It shouldn't be a problem in accidentally confusing it with D's definition also for 'Diagram'. +-For details see the large 'Parts T' (Parts For Telephony) File.

-See "Brain": sys' part adapts according to circumstances.

-"Edit": Determines how "T" functions restricted / %altered.

.-A code (access, el (electronic) 'water mark') encoded in sw/data* of T sys limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how sys used/"accessed".

-this 'T part can also be referred to by the term 'communication(s)' when used in the electronic context.

CONCLUDES THIS TELECOM SECTION

TGH - THERAPY GETS HARDER

5A090 ART THERAPY COMPUTER:

Depending on the prognosis, patient works on tasks to help themselves.

. Tasks - Shapes: color them, move them into or out of places/shapes, rearrange them, increase/decrease size/quantity, alter shapes (slicing, adding features, connecting with other shapes), draw shapes, receive written/verbal commands for doing any related function herein described. Do this to: gain 'access [into a 'game function/aspect]; or learn how to 'tailor ['game] 'effects.

. Tasks - ['Game] Story Lines: user is given animated characters, which can be made to move from scene to scene w/ or wo (without) written/spoken statements. User alters/creates story in manner they wish/feel is therapeutic for characters/themselves. Most users may not have any or much of a story line, hence they are given a full story, or a structure/outline of a story from which they have more than enough ideas to create the final story.

-Tasks - Solve the Problem/Find the Villain/Who Do It: Story lines w/ or wo (without) animated characters.

Promotion: For fun alone and or therapy.

-Technical: comes in special hardware. Can also be made into software for standard models.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

.-"Tilt": controls sys' functions

5A820 THERAPY MACHINE: Analyzes your physical and mental well being [by how user plays 'games, and system gains UIP-info to help heal].
-sense your vitals and other body emotions, even asks questions, then gives therapy via:
-sound
-vibration onto all or part of body
-verbalized psychological advice
-for medical research / doctor's "tracking" of u: 4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

A1-460 SLEEP SOUND THERAPY (Machine): key in what ails you and M produces sounds appropriate to type healing needed. Mix with therapy machine. Sleep Music Therapy (Machine)

* A1-10 THERAPY MACHINE: Programmed SW ('computer's 'software ['analyzes]) ('computer's 'software) E C to work with person's, group's psychology, sociology, medical condition. It responds to people by their keying in, or voice. It can be preprogrammed by person or other therapist to act at designated times according to clock or patient's behavior or external stimuli. Machine makes one happy, sad, sleepy. The additional characteristics are described by other products with "mix with therapy machine", each of those products are mixed with each other too. Mind Machine, Mind Therapy, Therapy, Play Therapy. For product names, replace M and play with SW, E, Toy; replace Therapy with Help, Fix, Improve(ment), Enhancement.
10A Response Therapy Machine, argue with it, it responds in frequencies and or words designed to achieve desired effects of calm, or increased anger to further dissolve anger within. Primal Therapy Machine.

A1-38 MEDICINE USING OVER THE COUNTER DRUGS. A person has difficulty working or living w/ someone and can't ever feel close or at one with them. Based on questions and answers in software, computer prescribes a one or two time dosage of drug which it mixes or gives the pill number which comes from a large stock sold with system.
Legal healthy drugs include caffeine, chamomile, valerium root, etc.
Studies show after some level of connection between people has occurred due to external circumstances, subsequent connectedness is easier.

A1-47 BRAINSTORM[ER] MATE: SW ('computer's 'software ['analyzes]) ('computer's 'software) sends sentences to boost your creativity if you're on keyboard (M senses mild touch) yet not keying in. Mix with therapy machine. See 'Peter; Brainstorming 'game inventions of ours.
-D: u (user or 'licensee) = lack of typing / "sensor" senses u's presence (they're in seat / arms c's wrist pad) = analyzer = osc.

A2-03Z: POSITIVE PROGRAMMING THERAPY MACHINE. Ask kid / adult to do something [on a 'game] and machine follows or machine shows how ['guides] kid to do something and asks kid to copy.
M targets people's heights. Eg: shoots low for kids. Even w (with) plethora of such m, ea m begins to depict people differently thereby creating interest on part of client to see how they look this time. M asks which product the m's character should play with (shows different products which kid can touch). the character can show how game is played.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

A2-070 MIND CORRECTOR: when mind goes into pathological fq, modes, it sends alarm (choose soft, med, loud) which tells person to correct their mind waves. People often drift and can be helped when u is told by machine which checks for beta, alpha, theta and others. Wear as necklace, watch, bracelet, keep in pocket, bag. Police are called when person is about to go into dangerous frequencies (murder, suicide). If you feel crazy/bad/in need of pep, confidence it can send healing sounds/music/voices - statements/commands/support. Soothes anger, jealousy, sadness, manic behavior. TM: Mind Alert, Crazy/Mind/Head/Frequency - Zapper/Alterator/Alarm/Corrector. HH E BP SP VB S ('interactive 'screen with 'adapted menu) Med W1-2 Cons Kids Adult Fun Mood LL D MP dd rpc cp mp pp vc d mem shoulder-strap aca v
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
.-"Entertainment" / Program (sw) Screener: 9G220: sys (electronic system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)
-'guides ['game/software] 'entity/user to correct their thinking process / what they view is reality / poor skill sets.

A3-R14 Tel ("T") VOICE BALANCER: (Hold this sentence for now: mix w/ mind corrector, music selector, personalized CD.) Too much or too little of certain fq need sound therapy. M listens to incoming and your outgoing voice. Get the therapy while ur on hold or when you ask for it or it kicks in (maybe - if you want) when needed based on your outgoing voice, or when co manager deems appropriate. The sounds that positively help user while listening and speaking may be heard only by the user. Input personal behavioral info of user in order to activate the first day. Can also increase feelings of seriousness, quality control, success... Have minor sound in background when you listen (if helpful).
.-Tilt Stick 5E020: Controls this N's functions.
. Also for tel ("T") operators: they receive inputs according to type caller: seat vibrations, images on crt, sounds only they hear, their outgoing voice also altered. During breaks between incoming calls they can receive higher amounts of positive inputs.

1B120 CREATIVITY ENHANCEMENT DEVICE (formerly called, Brain Light 1A-6)):

Machine measures person's creative brain waves and feeds back information for their development of creative abilities. A clear barometer of their frequency levels allows users to gain greater clarity for control. See 'Peter.
-Technical: creativity might be measured by any one of the following: blood pressure, neurological frequency measurements via brain caps, receptors taped onto certain regions of body, eye movements, or other effective means.
-Required would simply be a research project correlating all thousands of body signals with levels of creativity - the above are only some of them proven to be related. A large synthesis of divergent signals may help validate results.
-Very difficult to truly make operational. There are enough studies to show that certain brain waves are related to creative thinking, other possible measures (frequent dilation of pupils, rapid heart beat while seated). Still the physical characteristics to check for are probably limited. Realize this before taking up this interesting product idea.
-Main Purpose: Increasing creativity by identifying when you are creative. People are often caught up in the moment and forget to know what is going on inside themselves... For example, a green light might go on when the person is acting creatively. By realizing you are creative, it will probably be easier for people to more consciously put themselves back into this state of mind. Controlling one's thought process and guiding them into the creative mode can be somewhat subconsciously directed, and having the light tell you when you have crossed the line or not, makes it maybe easier to cross the line frequently.
-Other Purposes: for scientists studying the creative thinking process; helping people correct mental thought disorders.
-OTD: Display ("S"); c; pp; mp; uk; date; user bch; interactive; educ; toy; game; entertainment; exercise; portable; printer; mfh; alerter; osc; vc; egh; score; tgh; teach; md; cart; rpc; pc; uq; mq; pi.
-(Hopefully the above was translated already into Russian in early 8.93)

6B340 VISUAL IMAGE MOTIVATOR: shows pictures which depict the type of feeling you wish to have more of [in a 'game], eg: you need ambition so see pictures of people working their way up the ladder; you're sad so see people who are getting over their sadness; etc.
-use at home, in therapy office...

8B140 INTERACTIVE THERAPY: Your personal therapist. User selects from menu which feeling they are experiencing. User also lets out their feelings into "mic", system in tern analyzes the voice to better determine the best therapy. System them generates scientifically proven sounds which create the desired therapeutic response, eg: sympathy, getting rid of anger, building confidence. Your therapist is always there when you need it.
-display may also state items to help, eg; advice

-get sympathy, get rid of your anger, etc. by speaking with "C" on other end of "T". First key in type mode you wish to interact in. Then speak with or without a prompt. Then system will respond in manner to help person achieve desired feeling.

-System prompts user for a wide choice selection. First there are general type categories, eg: happiness; love; sadness; upset; etc. Then when area is selected, eg: upset, user can better pinpoint area they seek, eg: parents, bad traffic, somebody stole your idea, etc...

-System can also be a single device used at home, by psychotherapist for their clients, etc.

-primal therapy: getting out your frustrations by shouting is very popular in the "pop psychology" US market

-also, people often feel better when they hear another person expressing emotions similar to theirs, be it love songs, sad songs, etc. Instead of getting records, this product is able to pinpoint certain feelings maybe in less time and more directly. Though the system might also use music as a form of therapy too.

--many people don't know concretely why one song satisfies a particular emotional need, the machine will be more scientific about it. Plus few people have all the recorded music for each emotional situation, nor do they maybe want to listen to all the many songs for each feeling. With this product they can even experience several different feelings all in a matter of minutes.

-additional applications: the person very interested in psychology, and one who already has purchased other psychologically related products, eg: books, instructional tapes, brain wave machines (available for a few hundred dollars); put into a Walkman like model; great for sales people making many sales calls, after frustrating calls, they can press desired button; place device any place where people may often have frustrations, or include it into products that are near people during frustrations, like telephones.

--tel model: only user might hear the sounds, not speaker. The device will sound out in ear phone or speaker phone while speaker is speaking. Currently speaker phones and microphones don't operate simultaneously - so you can't speak and hear at the same time like with regular telephones.

-combined with information user supplies about itself (PI), plus how user might feel at any given day, moment according to how it inputs current feelings into device - system will generate desired effects. Device also prompts user for the needed information: this can be when user first starts using device, and later as things change too.

-OTD: "S"; "C"; pp; mp; uk; interactive; toy; all; entertainment; "mic"; exercise option (prompts user to accuracies harder by giving encouragement via speaker); portable; sst; i; printer; "M"; bp; alerter; osc; vc; egh; score; tgh; cartridges (outgoing recorded sound, statement options); rpc; cp; uq; mq; uip; character (changes according to type effect desired).

+-other applications: learn how to act in different situations; crude form of virtual reality; this system with an additional still or motion camera allows users to make interesting movies; toy; entertainment

-OTD: "S"; "C"; pp; mp; uk; mouse; date; tds; interactive; toy; basic; game%; entertain; "mic"; synthesizer; printer; ch; au; "M"; osc; balance; speech; vc; egh; score; tgh; md; cart; "T" (using "C" from remote location, accessing via "T" line; using just "T" key pad, and or user's nearby "C" too); sp tel; tr; mo; fs; rpc; cp; cc; uq; mq; access; uip; character; multi-user; cc; "R"; notifier; composition; air pad.

1G05 SYSTEM ASKS QUESTIONS ("mq") to user to ascertain the sounds and other elements needed to boost their creativity, work performance (quality control mentality - see article on Increasing Creativity, eg: it's I.C.E. (inter-cultural engineering section).

-D: user = uk/"sound analyzer"/"BVA" = C ('computer and 'software) = s/printer

-OTD: uip; cart; also a software product

+ R03-1 BEHAVIOR ALTERATION SYSTEM: Gives organism drugs at designated times to reinforce desired behaviors. Research tool. Applications:

1] DHA chemical (known to boost memory) given at crucial times, so animal better remembers occurrence.

2] System gives drugs to foster desirable behavior via injection, pill, food.

3] Remote control drug administration to any form of life in research labs.

4] Automatically senses when organism should be administered drug, via standard sensors. Example, organism given injected tranquilizers when going into spasms. Saves labor.

5] 'game's 'agent has drug [like qualities], which can be given/injected/'accessed into 'designated entities or software of inventions.

. Memory Effectiveness System:

-administer this [drug/chemical] and other (memory effecting substances (positive/negative [reduces memory])) at a time near the desired occurrences, eg: training animals to memorize/remember important elements (tasks, commands, behaviors).

--administered via I.V., pill form, mixed with solid/liquid dietary intake, administrator and substance are surgically placed into body (just under skin). Eg: give (food) as reward.

--give chemicals which are proven to reduce memory at time of such occurrences.

. Other behavior enforcing applications: give chemicals w5 which effect/alter organism (in related manner(s)) for: enforcing / de-enforcing desired/undesirable behaviors. Behaviors include:

--excessive / lack of energy for exercising / body movement;

--creative/uncreative behavior

--ability to or not to: sleep; study; sit; relax; be alert; act in emergency situations (flee); use brain effectively (correct / speedy calculations (math, grammar, spelling, analysis (not "analyzer").

-D: organism = sensor / injector or applicator of (drug) = c (uip, m) = other medical equipment.

-OTD:

ACCESS **:(); ARTIST *:(increase creativity); CAMERA:(study uip; determines when to administer drug/chemical); CART *:(); COMPOSITION *:(increase creativity); ENTERTAIN:(give drug when user is (happy)); MFH:(); MORNING **:(administer at wake up time (caffeine)); MULTI-USER*:(different uip); NOTIFIER:(when drug needed / not taken (when needed)); OSC:(); PR:(); PS:(administer it (IV) when entity does/doesn't go to applicable zones/territories/border lines); R:(); S:(); SCORE:(tds when administered); UIP:(analyzer determines when to: alter personality, give drugs, drug dosage determinator); WA:().

R115 COMPUTER ("C") GIVES SPEECH TRAINING TO HEARING-IMPAIRED. A computer-likeness of lips and a tongue mimic the corresponding movements of a trainee's lips and tongue. To practice singing, the musical notes of song scores, are shaped like birds. If a trainee's vocal pitch is correct, the bird opens its mouth. $400. Mar 93 X.

-OTD: ACCESS **:; ARTIST *:; BALANCE **:; CAMERA:; CART *:; C:; CLAP:; COMPOSITION *:; Display ("S"):; ENTERTAIN:; FS.**:; GAME **:; MD *:; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:; UIP *:; UK:; WA:

MISCELLAENOUS:

. R165 Smells/incense said to alter stress/behavior. 17 May 93 NK

. 2J-02 Game instructor: Teaches players which moves they might make (for better chance in winning game). -see this KN's details under "game".

. 3E061 Motion Tutor: 'Guides users to improve their ['game] movements, eg: the 'guidance gets tougher ['tgh] over time ['order & timing].

. See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

. A2-190 FLASH PAST SUCCESS: to enhance one's creativity if they are lacking confidence, across CRT, send post cards to self/others, in therapy machine. Tied to our Dynamic Real Time Games 2G120 and 2G130.

. A2-660 PUBLIC TALKER: e m that speaks for desired sociopsychological effect, eg: in R&D or other creative places, sound overly serious to reduce icy feeling bad for creative group spirit; plays music/sounds; etc Where: in elevators, hallways (when it senses p are walking down), entrances to rooms, floors, buildings, indoor/outdoor garages. Practice speaking/playing in ['game mode] and get 'scored.

. A4-81 DREAM MACHINE: when machine knows person is dreaming, it sends signals to body and brain which are designed to positively help people. Person receives stimuli via: wires to body; sounds in air; bed vibrations; odors. Programmed by therapist and or user.

2J-03 CREATIVITY ENHANCER VIA UIP: System gives programs to U that are designed to alter / induce desired mood in U according to designated (changing) criteria, eg: what text u (user or 'licensee) typed into Computer that day.

-This general system can connect to OSC / TV / KN (invention) - channel selector = intern create desired effects.

-D: previously inputted text typed / inserted (recently) by U = [SW "analyzes" (via key word search) = the uip profile of user] = UIP - Analyzer = BA - behavioral analyzer = selects quotes / programs / osc (sound effects) for U to experience (read / hear) = U

-this is probably covered in many KN. See 'Peter.

-See Old N for details: 4C-050-10300Q Combine product ideas.
Unite two 3A product numbers. 3A-281-042001 Interactive Mainframe Alarm: Computer states new interesting ideas each morning which are designed to help the person wake up, ask questions. System can be at home, or provided as a service by automatically calling people by tel with pre-recording.
o-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.
-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on telephone.
-OTD: remote%; displays time, written communication, etc; fd-hdd; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); microphone; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); tel; sp tel.

Uses "score" and, (any other data available).
-See "Brain": system' feature 'adapts according to circumstances.
-"Edit": Determines what criteria used in to determine the "score" functions (of U's performance).
-"Billing": bills for time used / "accessed" / level of difficulty influences the pricing system.

CONCLUDES THIS TGH FILE, FOR THIS PAT APPLICATION
TILT (Joy Stick)

Intro: Much of the text was copied from other parts then modified for 'Tilt.

<3, 4-pat, 3, 4>
5E020 THE MAGIC WAND: Remote Control Stick with Switch. This N (invention) was formerly 3A-790. Control any device via device's position in air. Innovative command signals created by simple switch settings combined with differing positions in the air (determined by tilt sensor). Can control: mobile toys, game functions, virtual reality, adjusting window positions, etc. This is especially useful when controlling any device requiring degrees of alteration. Allows greater freedom than remote controls and joysticks.
Construction of device in other words: Each switch position allows for different function effect. Eg: stick can be held in 5 different recognizable positions, and there are three switches, in tern there are 5 X 3 is 15, so 15 different types of signals which can be created, hence 15 functions. Remote control device is wireless or wired.
-this has 20 pages in file: c:\i\5e020

MISCELLANEOUS:
. See "PS"-Zone.

. Mechanics: different part of stick (w each's own k) can control different products / portions of products, eg: top controls landing/wings, bottom controls speed.

. Stick also comes in differing shapes/forms/*colors/surface textures*:

Donut (("game") steering wheel); (bouncing/rollable/position vis a vis ground/pad sensitive) ball; disk; pliable thick wire; doll.

-Any object, whereby how it is altered/moved generates a signal which is interpreted in programmed manner, eg: whenever toy car's wheels turn the lights of car automatically go on - 5E021.

. Depending on stick's angle in the air, controls any electronic product. There may be over 20 air 3-D positions, coupled with three or more switch settings, allowing for (20 times 3 equaling 60 different type signals).

-virtually same N is 5E020.

+ MULTI-DIMENSIONAL: Each position, coupled with positioning of switches ("k") increases number of potential signals from each position (its held in the air).

- 2-D, 3-D, 4-D, 5+-D Dimensions.

Functions in two-dimensions, eg: hours of clock; or three-dimensional: eg: three o'clock plus 45 degrees north / to left; 4-D: same as 3-D except switch is in one of 10 different settings, this 3-D example creates ten times as many potential signals from the 3-D position (in the air); 5-D (or greater): eg: a second place of switches which can have 10 switches, so the 4-D position can be divided out into ten differing (narrower / more specific) functions; 5-D: stick also bends, multiple "r" (used simultaneously); etc.

OTD DIAGRAM #2: u (user or 'licensee) = This N (invention) Sys (stick, r) ~ C ('computer and 'software) = ACCESS (); ANALYZER (); ARTIST (paint electronically via air motion); ba ('behavior analyzer [for 'adapting]) (); CART (sw); COMPOSITION (similar to existing orchestra conductor's stick, yet w/ diverse el (electronic) functions, compose music by how stick moves, Yamaha's Miburi); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R ('remote control via 'accessible 'interaction) (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STEREO (); SYNTH (); TDS (); T (); +TILT; U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

+ MOTION "SENSOR" / PS: motion sensors are a related way of identifying device's/r's position.

-position of device/r controls/effect's sys' functions: Drawing via SW ('computer's 'software ['analyzes]) ('computer's 'software) program; PS-Zone (more effective when GPS will hopefully in future allow for more pinpoint accuracy)

AUDIO FUNCTIONS: OTD D: U = This Audio related N (invention) sys (electronic system) () ~ C ('computer and 'software) =

ACCESS (limits functions); ANALYZER (u's / r's motions/positions are interpreted = processed = desired function controlled); AP (listed); CART (digitized sounds; audio sw; how magic wand's motions "analyzed" - sw); COMPOSITION (wand controls synth/osc function); (Audio related) EDUC (learn / experience what its like to: be (a certain famous) composer), player of any musical instrument whose position is the "r"; K (); M (db of digitized sounds); MIC (); MO (tr digitized sound); MULTI-USER (); NR (); +OSC (); PR (functions of osc); PS-Zone (); Q (); R (Remote Control Stick 5E020); *CORE (); (Motion) SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); tr (transmitter) (); U (listener, audio composer); UIP (UIP-db of digitized sounds); UQ (); (Audio related) VR* (); WA (Audio type walkman functions).

+ <3, 3> 3C291 WIRE CONTROL DEVICE: Turn and twist wires creating artistic images on computerized device's screen. Each wire represents a different color and allows user to position where image is to be created.

.-image created can replicate the wire figure(s) in any color(s); or can be completely non representational, where every movement of wire makes any unrelated change on screen, eg: one turn can make the sky from black to blue, or change quiet stationary circles to revolving cubes that generate sounds...
.-short simple single wire models; or complicated multiple wires
models
-wires on a base may transmit their configurations by airwaves to "C"
.-wire is encased in rubberized material; or it is solid material with moving joints
-signals from wire can be altered interpreted in any manner as pr.
* o-antenna adjusts itself according to how it can get best (aerial) reception (happens automatically).

OTD: "R"; "S"; "C"; mp; mouse; interactive; toy; all; game; portable; bp; osc; score; egh; tgh; md; cart; character.
-D: 3C291 Wire Control Device =
ACCESS ()/ ARTIST (images created/altered according to how wire/mouse/k moved/pressed)/ C ('computer and 'software) ()/ CART (art sw)/ S ()/ EDUC ()/ K / MOUSE (wire has all functions of mouse too: each section of mouse has differing controls, eg: wire divided into ten units (lowest 10% represents right button of mouse))/ MQ ()/ MULTI-USER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control via 'accessible 'interaction) ()/ UIP*.
-D: u's hand -> wire (sensors) 1 = C ('computer and 'software) = sw/s/printer/m. Notes: 1 = sensors function according to how/when/w5 bent or touched. Sensors can be very sensitive, so each sensor can sense 10 or more differing positions of itself -> tr (transmitter) different signals -> different effects on c.
--There are switches (k) attached to the (thick) wire.

1G16 REMOTE CONTROL ANTENNA: moved to 3C291, Mar 95

Control your antenna/*satellite (exists? for satellite) dish (for tv, radio...) via remote control device.
-hones into best angle in terms of getting better reception due to: transmitter satellite's location, interference (weather, physical (mountains))
D: remote control (UK) = C ('computer and 'software) = television/radio/other device (with transmitter and or receiver) = function (sound, vision)

R79 MAGIC WAND CREATES MESSAGES IN THIN AIR: In the baton is a row of light emitting diodes and a speed sensor that controls the rate at which the LEDs are switched on and off when the light is waved from left to right. The retina retains the afterimages. Changing the read only memory can change messages. [Avix, Yokohama venture firm works with Mitsubishi corp for marketing. NK 25 Apr 94]

+ 3E061 MOTION TUTOR: 'Guides users to improve their movements. Very important. Moved to other file in patent application.

* 5E100 EVERYTHING MOTION STICK: this is KN, eg: + Stick: 5E020.
-Stylus "Composer": Music is generated according to how stick is moved on a pad or in the air. Uses 5E110.
Use stylus (stick, pen, finger) = touch sensitive interactive display ("S") = "air pad" = osc/memory/synth
-display can configure keys (any 'image' to represent sound source created upon touching it with stylus.
-can easily change these images/correlated sound sources/type of "synth" mode, according to "pp"/"mp"/"pi"
-the stylus is optional
-display size can be one 1cm2 to 100 M2
-related to Yamaha's Miburi
-utilized in the expanded N: 5E020 Remote Control Stick

* 5E110 EVERYTHING TOUCH STICK: Similar to 1G010
Stick touches table or any other surface and makes corresponding sound. Manner in which stick (donut/ball/cube/doll) touches/interacts with another object by touching/"interactive" /sensitive "sensor" pad - tr (transmitter) determines the function/sound. Stick can touch table, hand(s), even water (way in which it rubs/swishes around determines sound)
-wire or wireless to stereo/osc/synth
-replaces need for bulky drum pad limiting where player can play
-motion "sensor": according to how it is moved, the sensor(s) rc signals (even if nothing is touched and there is no vibration). .--one such method is usage of levelers used by carpenters: movement is determined by changes in degrees from a stationary position (horizontal).
-D: "sensor" (on end of stick)/uk (1-50 buttons) = computer ("C") = tr (transmitter) = osc/stereo/synth. Stick = R+.
-copied to better N (invention) file 1.95.

-see 5E100 which is KN, this is another KN (invention) in dir: E, or G, or C*, or file: r-list.
-utilized in the expanded N: 5E020 Remote Control Stick

ANGLE SENSOR ON GOLF CLUB "analyzes" correct angles club was/wasn't in from the time the swing starts up to the conclusion of swing. 1] activate sensor via: k (at beginning of golf day / swing); k -> "sensor" begins when beeps (osc) / nr; "sensor" begins (thereafter) when club held at certain angle (for certain time), eg: above person's shoulders. 2] sys "tracks" how changes in club's angle (coupled with time at each angle point) changes -> analyzer: graph for how angles changed over time. 3] u (user or 'licensee) gets "score" for how well they swung club. Scoring takes into account: type club; user's height; % body build/type.
-"sensor" built into rod / attachable to rod (at designated point(s)).
-Other applications: baseball bat %; studying how anything changes angles (for scientific / research uses, eg: engineering, animal monitoring, "senses" if mechanical element has gone wrong or if something (rod/wire) got bent/moved/altered beyond desired parameter); measures if anything has changed its angle (whether desired or not) = and how much the angle changed, and what the current and past angles were (over any time period ("track")). Checks if train compartments angle too much while in motion.
%-angle of (door) hinges "analyzed"
-know if animal is sleeping (horizontal) or awake.

DIAGRAM: 1sensor = 2computer = 3transmitter = 4receiver =5function/6other
Notes on Diagram: 1: senses for/via: a] the angle at which item is held; b] "distancer"/"GPS". 2: memory. 3: transmits via radio, light, etc frequencies (part #1 can be skipped whereby the (laser) light or other transmission helps identify the stick's location/position/mode. 4: receives light, radio, audio...signals. 5: stereo/mic/record=playback(stereo)/key board/"synthesizer" system. 6: computer/"mfh"/connected to 5/"pi".

MISCELLANEOUS: -5E020A: Anything triggers anything: Any action triggers applicable "sensor" which in tern triggers desired response. In this case, any action is a remote control action (r). Actions include: speaking, eg: clapping (clapper, "voice"); crossing laser light diodes; closing/opening doors; sitting in tern triggering pressure "sensor".
-5E020B: Toy car lights when wheels turn.
whenever toy car's wheels turn the lights of car automatically go on.
-OTD D: This N (invention) (stick) / C [line drawn to each below N#] = 2E251 Intelligent Monitor: any action 5E020A can trigger monitor; 7G052 Flexed Level Notifier.
*-OTD D: Any action: talking, walking, moving (part of body), "voice" / *This N (invention) sys (electronic system) / *C =
ACCESS (); ANALYZER (); CART (); EDUC (); M (); MIC (); MULTI-USER (); NOTIFIER (); OSC (); PR (); PS (); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().

PATENT SEARCH Strategy & some related US patent numbers:

5E020 Remote Control Stick with Switch: ()

-Str APS 69' to 6.92':

1] (cordless* or wireless* or tilt* or (location* near5 air) or (position* near5 air)) and (stick* or oblong or pen).

2] (golf* near3 club*) and tilt*

-key words: (joy adj3 stick) or (remote adj2 control*)); angle - brings many n; move*

-US Pat No: 4931965*; Ultrasonic computer data input pen: pen's position is determined vis a vis the tablet 5308936; + 5227622 Wireless input system for computer using pen position detection: has two angle detection, 1993, assignee code: 693483; + 5166668 Wireless pen-type input device for use with a computer: angle detection; 5296838 Wireless input sys for computer; *5222414; *4939318 Pen tilt; Digitizer for determining pen tilt 5198623 +?.

N Expansion:

-Golf Club Swing Trainer - "Analyzes" tilts of swing action . Improvement upon mechanical golf tutor: US Pat No 4949974 1989; 4815743 1989; 4852881 1989; 5348304*.

--D: u (user or 'licensee) swings club = sys "tracks" swing of club = "analyzes"*/"scores" = osc/s

MISCELLANEOUS:

. This R ('remote control via 'accessible 'interaction) (This N (invention) Sys) Controls:

-opens doors just to the degree needed (by incapacitated people).

-adjusts light to desired degree

. + "Interactive" "Game': each R ('remote control via 'accessible 'interaction) can be a piece in el (electronic) games, "VR" games, video games.

+ 5E120 Display shows how remote control device or joystick is controlling device.

Example: how air stick is being moved and in which mode, and in tern functions it's controlling. Uses 5E020.

-Martin: "seems like standard SW ('computer's 'software ['analyzes]) ('computer's 'software) function".

. 5E090 Wireless terminals connect to central system = S ('interactive 'screen with 'adapted menu) / brain / tracker / pr / score / status / UIP / wa.

. Exists: Diverse non-"tilt" keypad type remote control devices; wireless computer mouse; remote control devices from Sega and Nintendo of Japan.

TYPE GAME PIECES~PLAYERS:

-(general) controls

-each player has (differing R ('remote control via 'accessible 'interaction) functions). Differing functions represent the type player they are, eg: the game of chess, each player is a different character operating under differing parameters, eg: a knight or queen.

-each R ('remote control via 'accessible 'interaction) has differing functions according to type mode (time, stage of game, whether player is winning or losing or other, (physical) position of player vis a vis other players / (more) stationary objects/players/elements/(territorial) zones.

-effecting other players: each R ('remote control via 'accessible 'interaction) can effect/control other players (their r) via: rf, infrared, tr (transmitter) = main C ('computer and 'software) = R ('remote control via 'accessible 'interaction) (of other players).

-each R ('remote control via 'accessible 'interaction) effected (limited/enhanced by) by zone (GPS-Zone) they are in / were in.

-terms: player(s) and remote control stick are interchangeable, especially in this N's "game" functions.

-each piece is "tracked": to create "score", "status", "UIP"%.

-r can combine w (with) u's location (ps). Location determined / processed via:

--u stands on sensitive mat (w motion "sensors"). Each (foot) location permits / effects different features usable on r.

--ps-zone (wo mats)

--a mat can be used alone

-r shapes/functions: auto steering wheel (wo connecting post to auto); magic wand; auto steering hand; triangle/square/rectangle/pentagon/polygon: dip any one corner or side = activates signal(s). "Tilt".

-u wearing certain goggles / "VR" helmets: u (user or 'licensee) has differing R ('remote control via 'accessible 'interaction) functions.

-type effects causable from each signal created by R ('remote control via 'accessible 'interaction) (position of r): speed; stop; turn; up; down; angled movement; attack; defend; call up (t); receive call (t); "analyze" UIP of (other player, game's other elements (rules, forecasting of events)).

-"Game"

-"R"

-OTD D: U = This N sys (electronic system) (r) ~ C ('computer and 'software) = Functions of "R": ACCESS (new features activatable upon gaining access); ARTIST (); *C (); *CAMERA (); CART (); COMPOSITION (conductor's stick); K (); %M (); *MIC (); *MOUSE (); OSC (); PR (); PS (); T (R ('remote control via 'accessible 'interaction) = hand set = t); TR (); +VR (); +WA ().

-spin r (like bottle on ground) to get differing signals based on how spun: speed, w5 stopped spinning (what ends up pointing at).

-juggle r

-waterproof: water "game" (in pool)

-in shape of ball (cushioned exterior), see *KN

MOTION LETTERS IN AIR: 1] = sensor = analyzer = interprets = s/printer. 2] helps disabled. 3] letters/words show up on wall. 4] Feeds texts into c/sw/tr=c/m

-u k to have certain letters/words/codes used so they are interpreted to control any el (electronic) N. D: u has wish = clicks switch for: converting writing into an R ('remote control via 'accessible 'interaction) control command = motions letters/shapes/words (in the air) = sensor = analyzer = tr (transmitter) = desired function (on kn).

REMOTE CONTROLLED KEYS / functions / modes in effect are displayed on s. Remote control via (kn): 5E100 & 5E110 - remote control sticks; sensor systems via which eye movement generates signals (key stroke compatible); Yamaha Miburi; Laser harp; laser telephone; speech (voice command sys); joy stick; VR control functions.

-OTD D: This N (invention) Sys =
CART (sw alters way in which S ('interactive 'screen with 'adapted menu) displays images/sounds); S ('interactive 'screen with 'adapted menu linking to 'associated features) (); MULTI-USER (alters way in which s displays images/sounds); NOTIFIER (shows up on s)**; OSC ()**; PR (how sys alters way in which s displays images/sounds); Q (); STATUS (shows/analyzes* how sys alters way in which s displays images/sounds); WA (w r).

OTHER COMPANIES HAVE "R" PARTS. This N (invention) is an improvement on their N, eg: their "R" are wo (without) "tilt" "sensors" or joysticks. Eg:
-Sega. Tel 800 872-7342 #3
--Remote Arcade Pad/Sys: Models 1628, model 1629. Uses infrared, yet standard control pad. Has A B C buttons for throwing, etc. Directional buttons - arrows.
--A B C button functions, allows u additional functions (w/in "game): throw something; punch; kick; pick up things; catch something; gain or lose altitude, longitude, or other position(s); 'heads up display' function; choose to swim versus other travel mode (to desired direction); fly; flap wings or water flippers; swing (hockey stick, hands, bat, swing to hit); dribble (basketball); eat something (while being a dinosaur); racing game: buttons represent pedals for gas (gain / lose speed) or breaks; if there are other characters one button would heal or perform magic spell; simulator games - Sim City, eg: putting in residential sections of city, determining type architecture; making business decisions: go to town decision, or milk a cow, etc; "game" with role playing; decide where/when/how to go; decide whether to listen or trust a person; choose to go into stores to buy and select equipment, and how much to buy like supplies and or upgrade tools.
--each "tilt" position functions like any one of the three a / b / c buttons on Sega's Remote Arcade System; or Nintendo's a/b/x/y buttons. Since there are many tilt positions possible, the differing functions currently allocated to each type button for particular "games" can be divided down, eg: "tilt" positions #1 thru #10 will divide all the functions for one of their existing buttons with ten potential functions.
--the "game" functions mentioned in this sub-section aren't limited to "game".
-Nintendo 800 255-3700: NES001 product which was discontinued.

-Acclaim Co: their remote control product called: 'dual turbo wireless remote system': has arrows; buttons - runs, jumps, hit people. Acclaim's Tel 516-656-5000 9a-7p EST. Compatible with Nintendo and maybe other manufacturers.

HOW "R" CONTROLS DESIGNATED FUNCTIONS:

-by: where/how stick is held/w5

-manner in which this R ('remote control via 'accessible 'interaction) is bent -> triggers associated control signals. Stick in form of (thick) wire/stick/antenna like device sticking out of= base (c=tr/rc*)

.Puppet Version: how controlling puppet is controlled -> desired function in controlled elements (parts).

--electronic puppet control; stick could be in form of puppet (move hand in remote control, in tern control toy).

.--D: each controlling puppet's (movable) appendages / parts = half of "distancer" = puppet to be controlled - its alterable parts = "distancer". D2: distancer = C ('computer and 'software) = k/causes desired function (osc, moves (via mechanical mode)).

.--puppet can be replaced with any 3-D object (w multiple (movable) parts).

%+ Hand's position is judged by system = intern this position creates differing signals compared to other hand/stick position. A matrix of (light/laser/other) sensor's judges presence / size / position / shape of object/hand = within matrix's field. This is a KN.

-Signal generator: position of hand (object (held by hand)) in relation to the "sensor" determines the signal. This signal can then be interpreted in any desired manner.

.-this N (invention) copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

.--can have 100+ positions recognizable.

-more than one hand / object can be used. Different objects can reflect signals (light) from tr (transmitter) differently to receiver, hence creating different resulting signals.

--some signals might only be created using two or more hands/objects/el sticks.

-Adjust/alter/control the type/level (of desired output) according to hand's position in relation to the "sensor".

-to determine at which point the hand/object reaching "sensor", should trigger "sensor", options include: "sensor" responses to the closet point hand/object comes; another simultaneous signal (foot pedal) determines at which point and how the (moving) hand/object should be triggering signal.

-activate/deactivate this sys' remote functions via: switch (k) / remote control function, eg: shake three times at 45 degree by 45 degree (clock's hour hand at 2:30pm) angles, 30 cm away.

-osc/nr lets u (user or prospective 'licensee) know (which command) sys recognized input of (and will in tern carry out) (upon any needed additional commands from user/steps/processes)

-stick / other object may be wired / wireless

-D: hand/object = "sensor" = c (analyzer) = output (light)

.-trade marks: Wish Control.

.-included in IMI& (R)

-copied to better N (invention) file 1.95

-OTD D1: u (user or prospective 'licensee) = This N (invention) sys (electronic system) (stick) ~ C ('computer and 'software) =

ACCESS **:(); ARTIST *:(moves drawing function (computer's cursor; brush)); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH **:(); MORNING **:(deactivate alarm); MULTI-USER**:(); OSC:(); PR:(); PRINTER **:(); Q *:(); R:(this product is also a type of Remote Control unit attachable to products); S:(); SCORE **:(tds); TEL**:(tr); TR: system can be wireless/have wire to c; UIP *:().

-similar to 5E110 and 5E120.

Applications:

-control sw: turning pages; functions of computer ("C") mouse; selecting SW ('computer's 'software ['analyzes]) ('computer's 'software) menus; moving cursor.

-erase function: certain positions(s) erase what was previously written or done (deletes previous function/request). Eg: like the eraser of a pencil, back of stick can have this/other function.

-sound generation (osc)

-any n/kn "remote" commands.

-puppet's appendages

-Stick controls music (composing) eg: Yamaha's Miburi.

-(Toy) airplanes, boats, dolls, robots. Flying, walking. Like near life toys.

+ video games application: player represents his / opponent's / other player's position(s)/functions% via stick (s).

-the control of any (el) device as might be generated via (rather simple) electronic signals/controls, such as via switches/keyboards/etc. Eg:

-output - levels (color/brightness/direction) of (spot) light (the brightness of light changes while hand moves its distance), sound (decibels), etc.

+ any function used / associated with a joystick.

-music playing (play drums / %key(board)s in air without touching anything). (KN?)

-water temperature (from faucet) - move device / hand=hand position "sensor" to right for cooler water

-volume control (of T, audio/visual unit, "stereo").

-turning anything on/off

-altering the angle of (crt) display ("S") (vis a vis u/viewer/ changing position of u).

+-adjusting sound (balance; "balancer"; treble; bass...)

-changing tv/cable stations; acts as "remote" control.

-magnification alterer: 1] portion of "S" to the degree wanted by U; 2] spotlights; decibel level / "synth" - up or down or other.

-Pointer: stick acts like compass, its position is intern transmitted/reflected onto: board / clock (reset time, alarm time).
-opening/closing/raising of: windows, curtains, doors, hoists, other hinges.

+ A2-170 Tilt's movement analyzed / "tracked".
-Handwriting "analyzer": SW ('computer's 'software ['analyzes]) ('computer's 'software) studies what p writes onto special display ("S") or paper (then read via optical reader). Available in 28 languages. Machine seeks the characters and its deviations that it can identify, plus other general tendencies whether characters are or aren't identifiable. Pen writing preferred (best are fountain pens) for paper version. Manufacturer programs machine to seek classical styles commonly accepted for their implications.
-u asked to write something w/ "tilt"=pen which is= "analyzed"
-how r=tilt waved/moved is analyzed (ba) / "tracked" (golf club swing trainer).

+ Multiple "Distancers":
attached/placed at designated distances from each other. Sys "analyzes" how their positions change in respect to each other (KN?):
-"Analyze" type movements of people, animals, machines, etc.
-sports / physical rehabilitation: movements = distancer = "analyze" movements = "score" = nr (notifies when 'designated) / EDUC (sys suggests what movements are poorly done / can be improved / what movements are indicative of illness (ba)).
--body movements: swimming, walking, climbing, jogging, working (construction, lifting, other risk jobs), gymnastics, dancing (%Yamaha's Miburi utilizing KN).
--where Distancers placed: arms (near +wrists / + elbows / + shoulders (especially useful for point of reference for more mobile body parts marked w (with) "+") / chest (especially useful for point of reference) / hips (especially useful for point of reference) / + knees / + ankles / foot (toe) / hand (finger) / neck.
---eg: judge's neck's angle w (with) w5 of arms and legs movements in relation to all other body parts and relation to stationary part of distancer (latter gauges speed, stable point of reference).
--terms that can be replaced w (with) each other: distancer / tilt-"sensor" (not necessarily r).
-graphs of the curves representing movements "analyzed" (via: %"Visual analyzer", ba, UIP-db, *access-ba).

6B-920 Multi-dimensional Computer Mouse "Tilt": Remote Control Mouse: Wireless "C" mouse.
-Also functions as "R" control device for household appliances.
-like "C" mouse except, 1. no wires necessary, 2. can work in the air.
-functions as standard "R" control too, for eg: tv; entertainment systems; electronic games.
-OTD: All; "C"; pp; m; uk; mouse; portable; "M"; bp; alerter; cart; cp.

+ Multiple Distancers = "tilt": functions as C ('computer and 'software) mouse. Allows u (user or prospective 'licensee) to draw / manipulate multi-dimensional images.

-2-D Two Dimensional Usage: point tilt in desired direction / move along flat surface (desk top) = moves cursor like mouse.

-3-D Three-dimensional usage & 4+-D: work on 3-D objects shown on S; go backwards or frontward by: 1] tilt's position vis a vis stationary part of "distancer" and other Distancers on other parts of the tilt=mouse (r stick) / 2] tilt's angles.

-differing keys on mouse/k can have similar effects as using a tilt.

Terms: each term or concept within its group is normally replaceable by other terms w/in the group.

-Dimension: Position; key; %setting; %location; %ps-zone; %"distancer"; % dimension: 2-D, 3-D, 4-D, 5+-D.

-Application: function "R" controls; connection between the R's dimension w (with) correlated signal = effect on sys from signal = el (electronic) function desired; any el (sw related) function that can be dictated by remote control (joy stick) / keypad (k) currently on the market; usage.

-"R": Remote control (device); Joy stick; stick; R; r; (el) stylus; other shapes.

-Key(s): switch(es); this term is a subset of dimension or position; key stroke(s)

Programming what positions mean. u (user or prospective 'licensee) / Mf designates what positions represent particular key strokes via one or more of following (replaceable functions):

-SW: u = create ~ view = image(s) of R ('remote control via 'accessible 'interaction) (in space) = u designates (via mouse ((Windows) click and drag) / k (pull down menus (DOS))) what functions/keys represent= which position of R. Next U puts their requests into sys' c memory. Next U can utilize r as they programmed (pr).

%-Complicated Audio (osc) mode: U gets feedback via osc as u progresses in (re)programming their r. The feedback replaces functions/images shown (and selectable via s). This function more complicated to use, hence best for simple alterations of c's usage. Eg: when one of the knob switches is in "on" position = u moves r into desired position = then clicks second knob switch - designating that is desired position = then clicks other keys to tie in such signals to such position in the air as was done by U.

-other modes: insert "cart" which has designated functions (already) tied to each c's position.

-each SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) file can store differing control type functions: 1] that file when in use = automatically = allocates certain key strokes / functions by type of c's position; when differing SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) file is reigning, same position will be interpreted in any other manner. 2] U can select from choices of desired functions = then tie them into each position.

"Artist" - see this part.

-move following to artist!

Paint Brush = Stick: motions of stick are translated into images on c.

-functions as pen or brush.

-stick can be given a certain two dimensional area (window type area (w or wo (without) visible lines) in which to write. "Sensors" in this 2-D area rely on laser related modes which trigger signals when they are tripped by R ('remote control via 'accessible 'interaction) / opaque object. KN (invention) describes this in detail.

-How differing effects are created:

1] distance of R ('remote control via 'accessible 'interaction) from sensor/ the 2-D field mentioned in this section / other r.

2] Level of ink applied (width / color) controlled by (keys / position*).

3] Time differences from start to finish of operation, eg: lines get thicker/thinner in time.

4] UIP

5] which "r" used; angle of r.

6] OTD D: u (user or prospective 'licensee) = This N (invention) sys (electronic system) () ~ C = ACCESS (); CART (); EDIT (); MULTI-USER (); TILT (); U (how they move r).

7] pressure applied to: table / pad's "sensor", eg: more pressure, the wider or darker the ink.

A1-030 Pens (R) which talk: for entertainment and or makes people creative by giving out single or multiple words which, a person can draw by giving part or all the picture. If the person holds the pen but doesn't write, the pen will prompt the writer with a good sound, vibration, light and or smell, word(s) which helps the person by making them feel better, worse or more creative.

-"Entertainment" / Program (sw) Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

A1-120-121003 Baby carriage with mother's voice when mom is there or not there. Use cassette tape or microchip. Can give baby desired effects as I've written about any of the other products. Mom's voice can be converted in terms of its frequencies for achieving desired effect. Or use father's, sibling's or other's voice. Mix with A1-10, 11, 8 (pocket satellite locates lost child, tells them to come home, etc.)

8.95

-"Tilt": Kid uses device to control desired objects / functions.

when in designated position, mother is nr. Naturally best r is for slightly older children who will need training time to use sys properly.

A1-141-000003 Ball reader: Manner in which ball rolls around is the 'position' / signal for "tilt", in other words, each point's "sensor" on the ball / ball's pad/bowl triggers corresponding signals.

-Functions: anything, eg: adjusting volume, "balance", or even % creating music according to which signals are being generated w5.

-Buy the ball and let it bounce around the cup creating music. Choose cubes, pyramids, rectangular prisms, donut shapes, etc. Reader can also read elements inside (internal elements are of non-uniform substance). Use

also for testing. m Instead of creating sounds, create frequencies, heats, vibrations, verbal commands. Held by hand and or attached to any device or a tabletop version.
Opti Music, Optical Music, Vision Sounds, See Sounds, See Music, Music Roundabout, Music Man
-option: make art onto any computer/electronic screen. Then machine will read it and make corresponding sounds/music.
+-"Tilt": controls sys' functions

A1-240-121004 Interactive Windows & Curtains: User programs opening and closing times. Examples: automatically closes during rain, opens when sun rises or when morning clock alarms.
-When it rains, or wind blows too hard, the windows automatically close. People can now safely leave windows open for fresh air without fear of rain damage.
-reacts to changes in outside temperature too
-opens to daylight and close to outside darkness, either by light sensors or time piece already programmed for day light saving time transfers and possibly latitudes - helps prevent closing prematurely or not at all on cloudy times. Good for body health, waking up naturally, theft prevention. Can be a prompt for time of day (alarm), break-time (coffee), is in tune with music beat, gives right level of shade for plants. Mix with therapy machine. Change blinds by button or "R" control (so you can stay in bed, at desk, tv, chair). This "R" is standard feature on tv "R", and or tel; or is a light switch type contraption doing multiple or all windows in dwelling.
-OTD: also activatable are the opening/closing of blinds, windows, doors, heating air conditioning systems.
-"Tilt": controls sys' functions, eg: positions of the windows.

A1-370-121003 Drum Echo: beat on desk and device will replicate pattern music. You or machine might choose option of additional background sound compatible to rhythm given. Good for lonely people, and those who like feel of control. Shuts off after brief time (can be set by user). Drum Partner. Mix: therapy machine. Mood, BP, HH, TT, S, Me
-"Tilt": manner in which R ('remote control via 'accessible 'interaction) is moved generates corresponding music.

A1-410-121006 Finder: Use your regular flashlight to find the desired items. "Tilt" = flashlight. Or use special flashlight (emitting non-standard light frequencies). Find items in dark other might not find.
-at night or day, it only lights the item its programmed to see because of item's external chemistry. Operates on something distantly related to the camera's infrared film system. BP, E, S, HH
-OTD: paint can be applied to items; user can even paint particular number, codes to designate item
-"Tilt": than position of tilt determines type of light (by color, intensity, and width of light (laser or flood lighting).
--position determines what "tilt" is designed to find, eg: position #2 finds object #2, and position #30 finds objects of type #30.

A2-04A SEAT Position Controller: way u (user or prospective 'licensee) moves in seat / moves "tilt" creates desired function / *music. Each part of seat has different function / *music making possibilities. Eg: each area within arm rests, legs, upper middle lower chair, sides, below and behind (up to how far normal arms stretch) have buttons or recessed touch response feelers. * Sounds heard via earphones a o speakers, storing onto disk. -KN utilized by Yamaha's Miburi.

. Alter shape and or angles of seat via "Tilt".

A2-04B// ENVIRONMENT COMPOSER: mix with Seat Position Controller A2-04A. Has 2 - 12 foot response pads; put lasers (function interchangeable with fq signaler alternative) on head, wrist, chest, belt, shoulders, knees, ankles, etc & let them trigger sound when hitting receptors in room. Co-compose with friend/partner. Perform at home or on stage (pr receptors to activate lights, or lights can be pr to respond automatically). Each laser/light/fq signal & response system could choose between multiple receptors, eg: each laser has its own 1-5 receptors, each making own sound. Each laser's receptors grouped by type sound category. O each laser/signaler can strike any object and C ('computer and 'software) makes particular sound based on unique fq reflected (based on material). For fun/game, (w o wo (without) blind fold) guess content of distant material based on sound.

.-Tilt Stick 5E020: Controls this N's functions: tilt controls which lights/fq are directed toward which "sensors". Eg: switch in position #10 controls light emitter #10, and angle of tilt controls which "sensors" emitter meets. --emiter1 can also be a rc2, and "sensor"3 could be tr4. Eg: u (user or prospective 'licensee) moves 2's angle to pickup= tr4= from sensor3, intern 2 is effected in some manner, eg: 2 receives data.

-KN utilized by Yamaha's Miburi

% A2-04C SELF COMPOSER: attach microphone (w recorder attached physically or remotely) to any moving or vibrating object: animal's tail, neck, foot; shoe; clock; door of busy place; body or bed while having sex, snoring; etc. Depending on fq received different conversions of sound are made into something interesting to hear. Or insert recorded bits into any of my composing systems and play around with it by: changing it; using as background/foreground sound; etc. Also acts as counter for number of movements (eg: times bird wing flaps o door of refrigerator opened by person on diet)

TD: SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) C ('computer and 'software) e hh tt(base recorder) bp ep vp cons kids adult fun trick ll pp mp exc

.-Tilt Stick 5E020: Controls this N's functions.

-likewise, each "tilt's" positions generates differing sounds (osc) / synth sounds generated by other sources (animal) accordingly. Eg: tilt at position #8 synthesizes tail wag into style #20-8, tilt at position #10 synthesizes tail wag into style #20-10.

MISCELLANEOUS:

. Control "entertainment" functions: change channels of tv/cable/VR%

. % U = This ("Artist") N (invention) sys (electronic system) () ~ C ('computer and 'software) = ACCESS (limits functions, each movement of R ('remote control via 'accessible 'interaction) / r stick 5E020 is interpreted ("analyzed") according to password).

. Access: u required to use r in certain manner (created designated positions (keystrokes). Reasons: acts as password / anti-drunk driving sobriety test / measures u's coordination abilities for: work, acting / u (user or prospective 'licensee) practices w (with) sys to gain better coordination.

. Applications: twist open: bottle tops; door handle knobs;

-% controls how juicer squeezes out juice from fruits (oranges) / other foods; blender.

. + A2-23C Each of doll=tilt's movements = function. Doll's functions: talks, cries, wets pants, walks (when arm moved in desired manner).

-"VOO DOO": el device w (with) mouse/uk another person. Visualize on dd/crt/po. w (with) mouse/uk alter/attack/destroy victim. Victim can change color, sound in pain: scream, cry, beg for mercy, talk back...; try to run away, bleed, loose body parts, become another creature.

. A2-24A LASER RING: sh. jewelry, finger of glove sending out lasers.

-jewelry = tilt

. 1B-110-032002 Magic Buttons Morning Alarm: Turn off alarm by touching correct combination of buttons within 3 seconds. Display ("S") shows new needed combinations each morning. Helps awaken the sleepy head.

-"Tilt"

. + All these inventions are very related:

-5E020 Magic Wand:

-1J010 Body Movement NR:

-3E061 Body Motion Instructor:

-3E150 "PS-Zone":

. 1G010 Everything Stick: Remote control stick. When activated, signals are created by each position stick takes in the air. Details of this KN (invention) found in dir REG20.

. Telephony: Dial tel (t) numbers (each position represents different digit/function, eg: picking up receiver/hanging up call).

A2-470 ELECTRONIC PLAYGROUND GAME: pp layout of home, school, backyard, forest, etc. Preprogrammed disk insertable games are adapted to this (eg: creatures chasing each other), making more life like. O m gives new o altered games to play in real life away from m, writes out rules, objectives onto paper, crt. Mix w (with) therapy machine (games designed to alter u's aggression, calculating, thought style, feelings, and lethargy.... Send games to friends after pp their layout. Interactions w (with) m (words/beep type o representational sounds) including: signaling start stop game/action/scene; giving warnings; being a character

(good or bad guy or alternates within or from game to game, or part of environmental construct itself; giving instructions; answering questions (for progression of game, clearing up rules)
TD: SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) C ('computer and 'software) e hh tt bp ep med w1 cons bus kids fun mood ll pp mp exc d. TM: Scene/Lay Out/Real Life - Strategy(ies)/Game(s)
-r="tilt"

+6B-210 PARKING SPACE GUIDE: Automatically parks car. System judges for distance and instructs car to move wheels correctly.
-measures the space available for parallel or parking lot parking. Dimensions show up on screen.
-guides driver as to how far and how they should drive and turn wheel; or better parks for you! System measures distances, so knows how not to touch anything else.
-some street curbs might be difficult for system to gauge, therefore: 1. system goes in as far near curb as other cars (in front and behind) are parked; 2. driver can input if these other cars
-it is likely this product may already exist (focus especially on recent inventions from Jan 1990, speak with auto experts if this product exists yet isn't patentable)
83?
-applies to the parking of: boats, ships ; trucks; buses
OTD:
"R"; "S"; pp; mp.
-(Wireless) "Tilt" controls movement of (toy): car / robot / aircraft / boat / *train / doll. It may be easier to park / move things when u is outside of it (car), and using "tilt".

6B-630 VIRTUAL REALITY VOYAGER: Child experiences his movements in new ways. Body movements are converted into creative audiovisual effects. Example: each leg's movement sounds like steps made in the forest, while the scenery on the screen changes according to how he walks. PS-Zone="Tilt".
-Walk Thing: amplify and alter the sounds created by your walking around.
+-sound like you are walking: on a beach; through forest; on pile of tin cans (for humor); through water; etc.
-you can walk around the room, yet it sounds like you might be walking on: sand, snow, autumn leaves, sloshing in shallow water by seashore or lake...
-each leg movement triggers the sound making mechanism
-the speakers can be for the air, or via portable stereo headphones
-makes walking to work, etc more interesting
-user can create different sound effects of many of the choices listed herein
-uses the existing pedometer technology as part of the system (pedometer counts the number of steps a person makes when walking), plus additional technology
-this is an early type of "virtual reality" product

-other titles for product: Virtual Reality Walk, Heaven Walk, Walking Sounds, Walk Maker, Jogger Companion
-additional uses: for jogging (makes it more interesting)
-uses the electronic kaleidoscope (explained in another of our product no's)
.-movements for any other part of body can make corresponding "synth" sounds, eg from movements of: arms (hands, fingers, forearm, biceps, head, upper and or lower legs, etc.)
-OTD:
-different cartridges allow different sound making options; all; "C"; pp (type of sound effect desired); mp; uk; interactive; toy; game; entertainment; "mic" (determines type sound made by user, then synthesizes sound accordingly); exercise; portable; sst; waste strap; bp; osc; vc; score; acts as pedometer too; cart; rpc; cp.

6B-710 INTERACTIVE LID: Lid warns when food or chemical contents expired, are dangerous to open, and or if lid needs to be better fastened. Move lid via "Tilt", eg: open, loosen - beneficial if contains hazardous material.
+-communications, warnings and or alerts can be via: verbal announcement, alarm sound, flashing red light, "S" message
.-Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w (with) chemical reagents. nr (notifies when 'designated) shows what chemicals present W5. This N (invention) copied to 7G050 Aug 95.

6B-740 LASER GUN GAME: Gun="tilt". Hit flying objects with laser gun. Control gun via "tilt". Gun itself is the "tilt"=gun/toy weapon. Keeps score.
-can see where gun will hit before pulling trigger, via red laser dot touching desired object. u = moves gun = tilt = tilt's "sensor" = "analyzer" determines where to shoot/point/target = emits element (light)

6B-970 LASER GLOVE: Each finger emits laser light. Each laser's signals trigger music when touching "sensor". Each separate portable "sensor" creates own sounds, eg: drums, other pre-recorded sound tracks. Glove also used for activating functions of other products used at a distance.
-glove (finger(s)) = tilt.
-Each "sensor" creates different sound effects found on electronic musical keyboards.
-Laser from finger(s) when striking object(s) (receivers) creates designated sounds. User can synthesize and or alter type of sound created when laser hits receiver. The device via which to get different sounds from the same finger and same receiver can be: separate device; device on outer upper part of glove; another receiver from which it receives code from laser finger in which the code might be on/off lights in certain combinations, eg: three flashes of light is to create bells
-laser device can be an extension from finger(s)
-each finger's laser can have different effect on same receiver
-certain receiver modes can generate entire musical pieces (eg: for back up)

-marketing: say, "create an entire musical group all in the privacy of your room ([maybe] without touching a button)"
-product abilities simplified: glove type device sends lasers from each finger. Each finger creates a different sound when it reaches the receiver. In more advanced models, each finger can create more than one sound by transmitting in more than one-way.
-instead of being a glove, device could be a box. When light goes out, it transmits to most/all of the room, so the receiver is easily able to receive signals.
-also utilizes design number 6B-971-500000001
-to activate the laser in fingers of glove version: finger touches the thumb, other hard surface, or back of hand or widely opened palm.
-applications: is a "R" control device (see "remote") to activate and or control music, music composition, "C" communication, open things, eg doors
-OTD: "S"; "C"; pp; mp; uk; tds; interactive%; toy; basic; game%; entertain; "mic" (for synthesizer); synth; portable; printer%; ch; au; "M"; bp; osc; "balancer"; vc; score%; md; cart; tel dialer; sp tel; tr; mo; cp; cc; character; distancer (the transmissions of laser from person are interpreted differently according to its distance from other half of distancer; motion sounder; locator; "remote"; notifier; tilt; composition; air pad (user points lights to air pad's sensor).

6B-750 DISTANT TOUCHLESS SWITCH: People at a short or far distance from device, control unit by blocking one or more laser beams. Additional keys generated via differing tilt positions - these positions geometrically increase the number of potential signals by combining w (with) 6B-750's type key like signals.
-send out lasers at great (or very short distance) public and members of group can trip the light creating sound and or music.
-each string (laser beam) has different sound
-some buttons or strings can also trigger background sounds, eg: background orchestra
-models can work in the light and or dark
-models for one or more players: the distance between transmitter and receiver might be adjustable
-each string might be of different color: if visibility of light is a problem for some users, then a line might be painted onto the background showing laser beam's location.
-can be designed as a special instrument with choices of 100's of sounds, or designed to represent a: harp, go to (Japanese harp like instrument which is played by plucking each string), etc.
-lasers can be programmed by user to: make a single sound at time beam is broken by finger, etc regardless of how long the light was interrupted; or, sound continues during entire duration of light interruption
-OTD: Additional players can play by utilizing their "R" controlled instruments transmitted into device's receiver which might be placed away from the main unit blocked by player. Codes: "S"; "C"; pp (desired sound outputs, etc); mp; uk; interactive; toy; all; entertainment; "mic"; synth; portable; IQ; "M"; bp; alerter; osc; vc; score; cart (type sound making options); rpc; UQ.

6B-780 MOBILE LIGHT: Motion "sensor" directs light to follow person as they move.
-motion "sensor" may use tripping of laser system
-actors wear transmitters identifying their locality or are identified by other means; reduces need for a camera man and complicated controls that need to be learned and can be broken
-though may not be for the most sophisticated ballet at Moscow's Bolshoi, will do for high school plays, etc
-system is very basic and economical: lights come in one of several half open boxes (making easy installations), each box might have one or more lights per actor, depending on how many actors are used
OTD: Activate movement of lights by light person utilizing "R" controls (saves from needing wires); "C"; pp; mp; control lights via mouse or joy stick; entertainment; toy; all (except: #6); game; exercise; portable; IQ; "M"; bp; alerter (upon installation, before starting system [for play, etc]), osc; vc; score; teaches acting; md; cart (software and or hardware for effect generation); cp; access.
-"tilt" = light (direction/intensity/color) control = light bulb(s) = emitted light

6B-860 UNIVERSAL GARAGE DOOR OPENER:
Honk requisite number of times to open: garage door - good for public loading docks in winter where different drivers don't have special transmitter to open garages
.-honks also to: [change traffic light in non heavily traveled areas]
-sign outside says in large clear letters how to get garage door opened. Saves on the very high cost of labor in the west too. Applicable for non high security aspects. A guard might be inside though (while this saves them the trouble of opening the door)
.-"Tilt": controls sys' functions
-copied to 5E020 in 8.95.

6B-990 PET PLAYMATE: plays with dog, cat, bird, fish, babies, kids, etc. via: getting animal to tug at something invention is holding and tugging at while animal is trying to pull it away; making sounds of interest to type animal being played with.
-emits smells, eg: the catnip herb (which excites cats); chemicals which resemble the smell of the animals, raw flesh; etc.
-need researched or published information on which sounds and smell emissions will excite cats and dogs - do this maybe towards the end of the patent application process when it appears idea may be patentable.
OTD:
"C"; pp; mp; uk; user beh (what movements or smells appeared to interest animal most); interactive; educational for animals (especially puppies and kittens); toy; all; entertainment for animal and human owner; "mic" (records and plays back pet's voice); exercise for pet; portable (maybe version for garden use to, move from room to room); bp; osc; vc; tgh for pet; cart (smells, sounds).
-"tilt" control how toy moves / bends / sounds.

B7-150 ADDITIONAL tilt specifications:

Diverse types of signals are created according to the below. The example of function/output is type sound, however the particular sounds generated could simply be replaced with other functions, eg: any c key function such as turning on a light, or controlling c mouse.

o pressing of buttons (like a flute with buttons)

+o instrument transmits via 360-degree transmitter (one sections of stick) to receiver which amplifies sound - very possible. Transmission via cumbersome wire unnecessary.

o moving to left right upside-down produces sound

+o shaking produces sound too

Comes in the following forms:

-Ball: Buttons producing music. Can twist the pancake layers within ball for sound effects. Moving to left right etc produces sound.

-Stick: Each notch position is different sound. Can rotate clock or counter clockwise.

+-Sounds according to how it is being rotated

-Can put object onto software screen and play via mouse or typewriter type or music keyboard. Can have two or more pieces playing with each other. Even gadgets on similar principles for feet, neck (thick collars effected by type of neck cranking).

-Other shapes: donut, fruit shapes, people, buildings, animals, plants with fruits or vegetables, armies with each man a different sound, "T" instrument (each button a different sound, other buttons are memories of sound sequences, even have different type operator voices...), shoes (possibly even for walking too), sexy body(ies).

CODES: All; "S"; pp; mp; uk (sound options); interactive; EDUC; toy; entertainment; "mic"; synth; portable; t; "M"; bp; alerter; osc; vc; md; cart (sound options); cp.

DIAGRAM: O====K=====O

O-----O

I K I

O-----O

The 'O' in the above diagrams represents: the "distancer" part. The 'K' represents the keys (see the "k" part).

APPLICATIONS. Stick also (can) control:

-"Balancer's" = R ('remote control via 'accessible 'interaction) (Stick)

-window ((Venetian) blinds): angle of window/blinds; raising/lowering.

-teaches swing motion (related to golf club n): baseball bats; tennis, squash and related rackets; ping pong

-Robotic / Human movement: ((human/robot) arm throwing: each section [separated by joints: shoulder, elbow, wrist, finger, etc] has own stick. Each stick is correlated (5e090) to each other and object being thrown/picked up, and sys' location vis a vis object, floor, other important elements (as determined by u/UIP/"analyzer").

--catching/getting/fetching: thrown objects; liquids, powders, granules (research labs, hazardous elements)
--sys teaches/"analyzes" u/mobile sys (electronic system) all the (Robotic) movement positions possible for designated purposes.
--teaches/increases movement coordination
--for "portable" sys: robots
--sys above/below ground/water; objects in aeronautics: near/far earth.
--misc movements of u/sys: dancing (ballet, African, disco, rock); walking; running; swimming; climbing/descending (stairs, ladders, trees, hills (uneven sloping)); avoiding hindrances (pebbles, trash, poles, furniture, things to step over/around); all other types of (human/Robotic) movement.
---also utilizes existing (Robotic) movement: guides, trainers, (motion) "sensors", "analyzers".
--o Control robot/sys movements/other functions% via stick
--D (leg climbing): "Brain" (signals sys to go in designated direction; "visual analyzer"; sensor-motion; ps) = leg(s) lifted while moved forward = leg dropped while moving forward = brain makes new calculations (where it is, how its position has changed, resolving any problems; correlator studies how different leg parts at joint are moving in harmony).
-cutting devices: snipers, scissors, blades; cutting trees, other wood; lathes.

DIAGRAM: Following functions are also controlled by 'tilt / 'remote control / 'analyzer =

*ACCESS *^:
*ANSWERING MACHINE^:
*ARTIST ** ^:
BALANCE *^:
*BVA^:
*CID^:
*CAMERA (LENSE)^:
*CART^:
CLAP^:
*COMPOSITION **^:
CONFERENCE^:
*EDUC^:
EXERCISE^:
*FLOAT **^:
*FS^:
GAME^:
HOLD^:
*INFO RETRIEVAL^:

K^:
LOCATOR^:
M^:
MIC^:
MOUSE^;
MP^:
*MULTIMEDIA^:
*MULTI-USER^:
*NOTIFIER^:
*NOTIFYING CALL^:
PD^:
*PORTABLE^:
*PR^:
*PRINTER^:
PS^:
R^:
ROUTER^:
S^:
*SCORE^:
*SOUND ANALYZER^:
STEREO *^:
SYNTH^:
*TDS *^:
*TEL:
*UIP *^:
*VISUAL ANALYZER %^:
VOICE MAIL^:
VOICE MODULATOR^:
VR %^:
*WA %^:

2G17-C48 OPEN/CLOSE: Control the opening and closing of windows via: remote control, or modem, or mainframe computer. Appears to exist: Window opens/closes automatically (via sensor) due to weather changes (eg: keeping out rain, unwanted sudden changes in temperature).
-(there are 2 N (invention) w (with) this function, maybe C46 or C47) X NK May 93
—C48 = "tel"/tr = control from other location

OTHER SHAPES: Stick can also be in shapes / designs of:
-multiple sticks, whereby they can work simultaneously.
.--Eg: the coupling effect of each stick's signal creates many more possible signals - if each stick had only three positions then 3 times 3 allows 9 total signals using both sticks.
-cranks: gyrate the handle
-bending: how bent creates signals

OTD DIAGRAM: u (user or prospective 'licensee) = This N (invention) sys (electronic system) (5E020: controls any of following functions; 5E020 can also control other N (invention) in coordination w (with) other controlling type (R) N) ~ C =
-1J010 Body Movement NR: ()
-3E150 PS-Zone: ()
-4E010 Alternator: ()
-4E030 Image Input Access Sys: (stick draws image)
-5G061 Dyslexia SW: ()
-7G050 PVC Notifiers: ()
-7G052 Flexed Level Notifier: ()

END OF THIS TILT FILE, FOR THIS PATENT APPLICATION

Moved from IMI&8 2.97

Vibrate and or tilt device. Form of movement causes desired results. Each type tilt or number of vibrations (like Morse codes) is a different signal. See "Brain" for how data is "analyzed".
-D: movement "sensor" = tr = "C" = function.
-"Analyzes" changes in angles. Change(s) in angle(s) trigger (acts as a k/r) pr effects: 5E020 Remote Control Stick
.-A code (access, el 'water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
+PS-Zone.
-"Billing": bills for time used / "accessed".

+ All these inventions are very related:
-5E020 Magic Wand:
-1J010 Body Movement NR:
-3E061 Body Motion Instructor:

-3E150 "PS-Zone":

File: Feature Intro / Time Date Stamp *

TIME DATE STAMP – TDS *

Acts as a registrar in proving what material (text, electronic signals, a/v occurrences, etc) occurred when.

-Drawing: timer = tr = c

-For Techies: display ("S") shows the tds (time date stamp feature) assigned to applicable element. -o-DATE * = Internal clock, calendar, clock alarm notifier.

-Drawing: 1 = 2 tr = 3c (computer)(clock) = 4tr = 5memory/6function

-For Techies: Also has the optional function which can be activated only between certain times (time can be changed via 1"access"); 1air pad (can act as notifier (of "date", time, alarm)); integrated with system's programming; date shown on 3display; pp date; basic; 3cart; 3cc; 1clap; 3fd-hdd; 1%GPS; interactive; 1M; morning alarm (1-activating/deactivating alarm, 6 alarm = speaker); 3mp; 3mq; 6notifier; 6OSC; 3%pi; pp; 6*printer; rcp; 1remote; 3score; 6speach; 3tds; toy; 1uk; 3U (user asks system questions); 3vc; 3clock decides via input/analysis/M/pi/interactive of/for/about/in-terms-of w5 (what, where, why, when and how), how clock system(s) should 6respond (alarm/notifier/tr to 6M).

-C37 Watch/clock gets its time checked via transmission from radio. Radio has perfect time & fixes watch's time if wrong. Drawing: C37 = tr/rc = "tel" = "M"

*-o-C109 Clock displays local time for major cities in world. Seiko. 10 Dec 92 YD. Drawing: C109=tel. Applications^: [M = ADAPT] are better able to interface/tailor system to users in other time zones; ** get the desired time for desired location.

.- Related existing software from "TDSW":

--Micro Planner: SOFTWARE from Micro Planning Int'l, 3801 E Florida Ave, Denver, CO 80210. Tel 303 757-2047. p.75. Instaplan EMS, p. 75: "track".

+ 4E020 Content Date Stamper: Registers and %organizes occurrences. Registrar.

.-See "Brain".

-US Pat No's: 570160 System and method for authenticating transmission and receipt of electronic information: abstract doesn't cover tying in of contents [as in 4E020 Content & Date Verifier]; 5339361%; 5333316%; 5311423%; 5182543%.

.-A code (access, electronic `water mark') encoded in sw/data* limits how + feature / system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for time used / "accessed".

TRACK PART

Table of Contents for Track Files:

. General Info
. Section To Read Later
. Catching Burglars and White Collar Criminals

Learn it is quicker and easier to license than trying to circumvent this patent application. Why find out the hard way after this patent application's systems have tracked down someone's infringement of this application. Call (+1) 707-428-5000 www.LicenseItToday.com.

3A140 BABY ALARM: Know when baby is sleeping or awake. Mother's receiver 'analyzes vibration in device worn by baby.
-Know when baby is sleeping and when awake, depending on level of vibration in device worn by baby. Signals mother's receiver.

5A180 BABY RECORDER: records when baby has been sleeping and in wakeful state, via detectors sensing motion. Can store this information [backwards up to one year]; but of most use going back less than 24 hours, especially for working parents.
- ? System might also receive info on when baby was fed (feeder keys info in)
-stores what was fed
-recommends what else is needed in diet
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip); see above N.

5A190 PRODUCT LOCATOR: Bar code system easily registers who borrows or uses which items. Reduces paper work and theft. Optional feature: the employee's ID card's bar code is matchable with the product's bar code. or businesses with many products going out of office.
-all products being borrowed or used by employees, etc and leaving and re-entering any area might need to be run past bar code reader which register's product's and person's id's bar code.
*-computer record keeping: age of device; frequency of use, amount of use (if latter info is given manually); if there are later mechanical problems - ties into: who last use device and how (if device is rented out by manufacturer, they can get better idea on what causes needs for repair, who is responsible, etc. People will take better care of the product)
*-each product's history might be easily shown on "S" to user, manager, etc.
-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A201 REMOTE LOCATOR: Know the location of needed people in building.
-register's person's bar code on id/badge as they travel in/out/between areas.

*-also a locator of person's whereabouts; easier for paging people since paging device will only be heard in the zone in which person is located, saving other people from having to be bombarded with excess noise.
-replace the bar code reader with radio transmitter (each person's or item's transmitter having own broadcast code.

-OTD: "S"; "C"; pp; mp; uk; date; tds; interactive%; educ% (study animal behavior); basic; game%; printer; au; t; "M"; osc; speech (gives instructions; etc); vc; score; cart; tel (calls police); tr; mo; fs; rcp; cp; uq (eg: person trying to get device out asks "can I do such and such and solve the problem the "C" has with me"; mq, eg: "why did you...."; access; uip; character; ap: reprimanding people, collecting fines, telling people they are wanted somewhere, or on "T", etc; distancer% (allows product only to go up to certain distance); locator; multi-user; notifier; "R"; air pad%; visual analyzer%.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A640 Work Auditor: determine if employee(s) were working the volume of time and the times they said they were. Built-in, attachable, or separate device senses for vibration and or sound signifying human activity on machine (eg: computer, tel, typewriter, etc.), device (eg: desk, door)
-senses for keystrokes on computer. System can record start and stop periods as well (with date/time stamps). UP quantity of time gaps when there were no keystrokes were made and should be flagged.

A1-45 License Frequency: police computers tabulate frequency cars are called in for semi or very suspicious activity yet without solid evidence. High Call Count Cars called in are then more likely to be questioned.
-D: [rc=tr]~pd~c = wireless data transfer = [rc=tr]~ps~track~c = police or monitoring person.

6B200 Vehicle Usage Tracker:
Know how your car rented out or lent or used by employee was used. The number of stops; turns, number of turns within given kilometer, and degree of turns (eg: 90 degree turns less likely on highway driving); changes in speeds within a short distance (and degree of changes); miles driven (might not be erasable by driver as is common with current cars); the time and or # of km driven upon when gas was pumped in. Hours of movement, and rate/hr.
-driver may or may not know about these measurements. Device helpful in determining employee, renter behavior. If part of their "story" of what they did does not match, then you know they are laying. Drivers might be asked to occasionally take the car, bus, motorcycle with such device if all company cars are not with this device.
-via reception from satellite, records where on planet it traveled to within a few meters (if such precision is necessary). This technology exists (perhaps for non-car use) - patent number unknown, not yet searched.
-this is a limited market, yet helpful.
-dating device determines when such events occurred

-"Tracker"

6B390 SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) MEASURES EMPLOYEE OUTPUT LEVEL: Checks if their output has dropped which needs to be addressed by employer paying salary, eg: maybe employee is lazy; needs psychological counseling; needs different type work for which they are better suited. System measures according to number of pages produced and or number of projects began and or finished and or worked on (did employee ignore something - this itself might need to be alerted to employee and or employer)

-"tracker", "uip-db"

3C-550 BAR CODE RECOGNIZER:

According to the bar code on a product, the machine by which it is placed knows and can therefor do the following:

-if food is beyond expiration date, makes alert and doesn't cook (in microwave, etc); doesn't let item pass the cashier's bar code reader or other check points in distribution chain

.-the date has separate bar codes

2E251 INTELLIGENT MONITOR:

Camera functions are controlled as dictated by computer monitoring system. Computer records according to what its "analyzer"/uip/"access" is seeking: what, when, how, why, where (w5). System tries to replace all the features of a human monitor.

-"analyzer"/uip/"access": database shows system what human activities are of less interest, such as those who: wear suits, work normal hours, walk in normal patterns (don't stop in risky zones), have higher security clearance, any other criteria security/researchers use to identify risky/unusual/other behavioral patterns.

-Ignores signals according to "analyzer"/uip/"access" software: sounds of particular frequencies - via "sound analyzer"; motion by other cameras (within its view); moving shadows via window light source, via: sun, moon, car or street or other outside lights. Interacts w/ other (security or monitoring) systems; unsuspicious people because of their uip.

-Adaptation. System adapts to changing needs via "analyzer"/uip/"access" by: the minute, day, business cycle, state of emergency, alert from guard or another security system.

-Additional senses: System collects then analyzes multiple sets of data. Smell "analyzers", eg: detectors for fire, (hazardous) chemical releases, body odor, dampness. Intuition: UIP? Vibration: distinguishes between type vibrations such as from truck pulling up at night from air conditioner. Finger print or eye's iris analyzer: to gain access, know who is entering or leaving.

. Database:

-Huge database of diverse circumstances, images, data used by system to decide via its computer "analyzer"/uip/"access" as to whether an object should be: tracked, labeled, captured.
-Building up of database leads to development of uip for such (future) type of (possible similarly repeating) circumstances.
-System studies / matches profile of watched object. Uses "analyzer"/uip/"access".
. Access/*"analyzer"/*uip =: Authorized personnel gaining access into building / (computer) system: uses pass code which triggers manner in which system will monitor them; system may ask authorized personnel (automated) questions as to why they are doing what they are doing (w5); system knows how to differentiate between different people and by what they are doing.
. Manufacturing: "analyzer"/uip for why and when (w5) products fail. Failure analysis seeks: at what stage visible defects are more likely to occur via tracking system; identifies which production unit is putting out the defective parts or work; watches the changes in appearance of objects after they have been altered in some way such as color or texture change after welding, popping out of mold, stamping; changes in life or food matter over time for color, texture, * odor (smell analyzer); * parts dropping off assembly line.
% Additional Applications: Marketing analysts use to study buyer patterns of those meeting their computerized search criteria, eg: what gold credit card customers do after / before purchasing particular items, or what tall blond ladies buy/do in Macy's/record store three days into Madonna ad campaign; security in: airports, shopping malls, office buildings, banks, tracking same person who hops between different buildings or airports connected to same monitoring system; monitoring aggressive chimps in captivity; * limits how a virtual reality (VR) system can be used, eg: blocking them from walking beyond certain distance, or changes the VR software according to the what or where (w5) of user's situation.
. Maybe Patentable: system identifies (particular) person via "analyzer"/uip/"access" , eg: color, height, then camera follows. Then sys (electronic system) automatically goes to top 3rd part of person. Sys knows to go to top of image.
. Miscellaneous:
. This N (invention) (Brain, 2E251 Intelligent Monitor) =
"analyzer"/uip/"access": (does/doesn't watch moving objects/u according to type transmission from their tr (transmitter) / access code u (user or prospective 'licensee) k upon entry. Develops profile of object being studied = uip = sys reacts accordingly); CART (access/"analyzer"/uip (card) of entering u has/triggers: sw, type pr, uip w (with) associated functions); EDUC (learn the w5 of people/potential villains; learn to catch repeated illegal activity by same/similar people in same/different locations/situations via uip); M (db, uip); MIC (sound for =: "analyzer"/uip/"access"); MULTI-USER ("analyzer"/uip/"access", tracking); NOTIFIER (police, security); OSC (alarms); PR (); PS (tr worn by u); Q (people in security / those being observed (if they have problem) can help solve it (eg: access was denied (for silly reason)); S (security / people being observed can see themselves); SCORE ((predicted) chance such u may commit crime = via "analyzer"/uip/"access"); SENSOR (motion: heat, vibration, visual analyzer = causes sys to pay closer attention); SOUND ANALYZER (); STATUS (helps security monitor what's going on, intern paying greater attention where it is due); SYNTH

(osc is altered to more scare villains, type sound is "analyzer"/uip/"access" for and in tern selected by "analyzer" based on uip of observed object, and object's "behavioral voice analyzer", and behavior "analyzer", and crime software); TDS (w5 of occurrences, for uip, db); UIP (); VISUAL ANALYZER (); WA (worn by observed object or security; ps; tr (transmitter) their access code).

-D1: moving or stationary objects: people / animals / organisms / meteorites / products or parts = controls w5 images are shot/recorded/"tr" = via visual analyzer / "analyzer" / uip / "access" / Satellite / m / R ('remote control via 'accessible 'interaction) (c) / motion detector / tds / smell analyzer / vibration analyzer.

-D2 - UIP: [data used to develop uip: viewed object = camera=visual analyzer / db ('database info to help adapt to 'associated need(s)) / m / k (what guard enters)] = c's analyzer (sw: matches files)

-D3 - Reacting To Isolated Sought After Situation, or Villain: monitoring system thinks there is high chance of this being the case = then system studies other data received from current situation, eg: matching it with its db ('database info to help adapt to 'associated need(s)) = if chances of sought situation (increasingly) likely = system reacts: catching / stopping / blocking / incapacitating object or villain / tracking them (more closely).

-This invention "interacts" with:

Any KN (invention) %; Any existing% security monitoring sys, eg: it gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

-System knows what its to ignore / not pay much attention to, (due to sys' c=memory (uip of such type occurrences)).

1G040 AUTOMATIC REMOTE CONTROL MICROPHONE AND CAMERA:

Sensor follows designated individual(s) via: their visual pixels, and or, sound created, and or, remote control device held by director or actor, and or transmitter worn by actor. Cheaper and less obvious than live surveillance system.

-Remote control "mic" / camera allows user to pick up more on the desired elements.

-maybe spoke about vaguely at convention (with Shure)?

-D for "mic" option: sound = "sensor" = C ('computer and 'software) = "mic" = recording process = c~memory = osc

-D for camera: (Changing location of) person or object to be photographed noticed via their "tr" / sound created % / their image (body's shape, size, weight, color (of clothing, hair, *eyes...) = "sensor" = c (controls: which camera shoots / changing angles of 1 or more applicable cameras to follow person) = recording = tape / c (memory) = playback / s

-system follows any taggable (moving) element

--other tagging modes: wire connected to object of interest gives its location (by how the wire is bent = "sensor" = c (analyzer).

-OTD:

ACCESS:(); ARTIST *:(use the sound/visual effects stored for creating audio/visual show); CAMERA:(); CART *:(tagging (system follows particular characteristics: color, sounds of female voices or particular person...); COMPOSITION *:(); ENTERTAIN:(); MFH:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(locates user); Q *:(); R:(); S:(); SCORE:(tds, shows where person/object being followed / tagged is, how they are changing (location, type sound or motion); SYNTH:(); UIP:(tagging (system better prepared to follow object based on its known / likely movement characteristics); WA:(person can listen to person being captioned (while listener is in another room))*.

.-History of this G Dir N: this N (invention) merged with 3E-220 SYSTEMS UTILIZING "POSITIONING SYSTEMS" (but couldn't locate there) / "REMOTE" in 1.95, and copied to better N (invention) file then. This G Dir N (invention) copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

+++ R41-1 SHAPE COMBINATION BAGGAGE ANALYZER:

Baggage (X-Ray) checking system selects likely villains via not only single objects carried but also combinations thereof, where not any one of them may be enough on its own notify security. Eg: seeks one or more of following: ammunition parts, drug paraphernalia, type jewelry popular with drug carriers. Criminal record, or behavior type of person, eg: their type of suspicious appearance used by software to better narrow down possible choices to improve chances of making a match. Eg: an older woman convicted of defrauding the IRS will be scrutinized more carefully for drug matters, but less carefully than a convicted drug felon from Columbia. Cheaper system: analyst types in type objects found into computer. Exists: system spotting objects by shape.

-studies all elements pertaining to the [unique physical] characteristics of 'sought objects: size, dimensional ratios of object [helpful if size won't catch element, eg: a gun can be in many sizes w (with) somewhat differing proportions], density, where object is placed [within container] [since one that is closer to where people historically hide objects from customs agents is more of a problem, ratios of high to low density within same or *nearby objects.

.-helps determine behavioral trends of whole or partial populations^: score, "behavioral analyzer", uip.

-Example: based on studied (uip), any combination of diverse shapes (even if none of them represent the desired object (weapons, containers for restricted elements (chemicals, explosives, drugs)). In other words, type personality A who is most likely to be dangerous/smuggler, etc is 30% likely to carry 40% of one of 18 type objects (based on shape/size/color/contents), while the rest of society who travels may have only an 8% chance of having 40% of these 18 type objects.

-UIP*:(based on person (their: passport number, social security number, name) system studies uip (score; "beh analyzer"); UIP of individual helps SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) = sys, better know what to look for / "analyze", eg: if person is suspected of or convicted for drugs; -D: X-Ray -> visual analyzer (for shapes) = c (uip for shapes (their combinations) with person personality profile) = analyzer = nr.

-OTD:

ACCESS**:(certain people (people in security can carry restricted items (weapons) through "sensors" (detectors) and not be stopped (necessarily)); ARTIST*:(analyzes person's behavior via their art images created/signature, etc (helps determine behavioral profile, eg: criminality); CAMERA:(visual analyzer); CART*:(sw; smell detector (chemicals...)); ENTERTAIN**:(keeps suspects entertained while they wait (during inspection) via "stereo", "osc" (tv, radio, pre-recorded music)); K:(r*); MFH:(uip (database: behavioral analyzers (criminality), individual's identity check (person's name, id #, passport number). This uip database can be converged with uip info obtained on the scene: (visual analyzer (matches facial/body descriptions w (with) list of known criminals at large)); MORNING**:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); PS:(); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); WA:(portable detector (any existing portable detector).

-2E251 Intelligent Monitor; "Brain"

MISCELLANOUS:

. 6B730 records amount of time and when student, person used system.

-applies to use of computers; other tools; other items

. 8B-320 progress of task(s) is continually updated. Others and self can check progress. `Analyzes any and all files or electrically generated functions created by person being tracked.

. 3C-030 Identification: each person who walks buy makes their verbal code and "C" system records who it was. Uses: locates where people might be...

. R41 Baggage Checker: system spots objects by shape and how it reflects rays. Alerts guard. [PS 4.94]

. R101 Surveillance VCR records over 24 hours: by taking fewer shots per minute. [Sanyo, Tel 06-991-1181. NK 5 Sept 94].

R127 Commuter's train ticket credit card: circuit emits frequency read by device in the ticket gate. [Jan 93 X (saw printed before too, date unknown). JR (Japan Railway) stated research started some years back. Jan 94 YD]

-many related N (invention) of above found in A/B/C directories. "Access", "PS", "Track"...

-D: Person's ticket/pd = [tr/rc]/ticket reader = c (pr/q/uip/multi-user/mfh/score/notifier/*osc/*printer/ps/s/tel).

-calculates ("score") in diverse applications:

--employee time punch for calculating (salaries).

--debit card/credit card

-OTD:

ACCESS:(card/pd); CART*:(cart = pd/card/main system's c); ENTERTAIN:(); K:(r*); MFH:(); MULTI-USER:(different card/pd per user); NOTIFIER:(contacts security when user (breaks agreement, over extended credit line, broke law); OSC:(verbal commands/statements); PR:(via main system / pd / card (slot card into system->card changes->card functions in new desired way); PRINTER*:(); PS:(); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP:(system/card/pd functions according to uip: charges (more expensive for users based

on their uip/access code (longer time spent per session gets cheaper per minute); traveling (by mass transit) cheaper for subsequent trips within set time span;); WA:().
-R127 abstract of existing N (invention) copied to "Access", "Bill", "PS", "Score", "Track" in 6.96

COOKIES: Tagging also uses computer "cookie" technology. This involves placing info on another's computer, such as those accessing it via the web. Future activity by the computer receiving the tag [unknowingly by receiver] is tracked [whenever the tagged party re-accesses the tagging party [such as the web site of the party that placed the tag upon the accessor's cookie].

. 'Trackable 'tags (hiddnely) placed on/above/below/sides/inside almost anything: * [also: watches, luggage, shoes, jewelry, bicycles, pens, etc.]
. US Patents:
-Patent search strategy: microphone and record.
-US Patent No's: speech recognizing systems, eg: 5251283 and 5182765; improvement over 5239587 Recording device for hunters - which takes sound samples; 5197490; (sys can also lure organisms (via sounds=osc) after designated (animal sounds heard by mic) and bring animal (closer to mic or trap or hunter or food or other destination (for research purposes) so mic can better capture = "sound analyze"), eg: 4896305 - Animal luring patent; 4898179; (investigates = "sound analyzer" nature of situations eg: 5012820 patent; 5014039+; 4644330 - anti-snoring device, example of how KN (invention) can respond to sounds (applies to 2e251 too), sells well in marketplace; 4160386 +4340915 (KN records with greater sensitivity (via mic closest to sound source as= determined via "sound analyzer") when: designated sounds occur / as pr).
-+4342106 Remotely controllable voice-operated starter for tape recorder made by Olympus - N (invention) is voice activated.
-+? Records sounds above specified predetermined levels during given time intervals 4003264 (This KN). Title of this patent: Device for measuring and registering of sound.
-Occurrences initiating recording: "CID" - incoming calls from designated telephone numbers, or to designated tel number/extensions; particular animal sounds (for biology laboratories); police sirens; breaking or cutting of glass or metal or wood or other (building or protective) material. See 2E251. "Speech": sounds of particular people, identified by: (regional / foreign accent), pitch (man or woman), particular words (more likely to be spoken by particular (type) person (eg: villains versus maintenance personnel).
-Research needed: identifying the sound frequencies for designated occurrences triggering recording, and then how those frequencies may not be mistaken for other frequencies by "sound analyzer".
-Glass breakage= "sensors" / "nr": 5510767 5471195 5450061 5438317 5428345 5414409 5389911 5376919 5323141 4134109.
. It 'tracks occurrences at times of [trouble]. 'Analyzer determines presence of trouble by:
-'ba & 'sa & 'nr: their 'scores for event, with higher scores suggesting potential dangers.
-'order & timing of events

-type of 'access

-US pat 5479149 Weapon use monitoring and recording system. OTD: track, uip, analyzer: for what needs monitoring.

-US Patents: 4999613 System 'tracks user, eg: their alcohol level and if they are where they should be, assignee's priority date in 1987.

. See patents and diverse products utilizing `markers' and `tags', such as those placed on objects or organisms being 'tracked. Many burglar prevention patents in this area, as see in the part 'Burglar.

END OF THIS TRACK, FOR THIS PAT APPLICATION

TRACKER *

This File is: Track&. Tracking System tracks designated: person, file, type activity. Can develop UIP-Database on what it is designed to study as studied element changes or moves.

"INTELLIGENT MONITOR": System monitors all designated occurrences coming from sys, eg: what U is doing (in relation to the sys' ability to determine u's activity); who is doing what and when. "Track", "Score". 2E251+

% "Track" sys tracks how "Router" locates then= retrieves needed data.

-A code (access, el `water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for time used / "accessed".

.-see article on tracking trucks in US News & World Report, Sept 18, 1995, from about page 83.

TAG FEATURE:

A user, or file, or other feature is labeled in some manner. Values include:

-"Tracking". System better knows what to monitor= W5 (what, where, why, when and how).

-Giving less or more preferential handling: 1] the presence of certain WA (walk about) invention can= trigger the "notifier". 2] in adapt-db (database) development= certain circumstances can be weighed as "designated" by the type "tag". 3] "tag" = type "score" for what's tagged.

-The tag might be concealed (from user), especially for ("access") "tracking" purposes.

. Construction of (sw) "tag":

-can include one or multiple variables / scores / software instructions for how system should "react" to the tag / what tag is attached to.

-Tag has "seek" and "react" parts: One part is on the material being tagged, the other that "reacts" to the "tag". Eg: functions also like a human anti-body= triggering= "reactions" according to type "tag" present.

. For Techies Drawing: user = "Tagging" (W5 (what, where, why, when and how)) ~c (computer)= ACCESS (potential hackers) // ARTIST ("images"= "tagged" for how they are= "edited" W5 (what, where, why, when and how)) // ANALYZER (analyzes elements as "designated" by their= tag) // BA (BEHAVIOR ANALYZER) (access=BA (Behavior Analyzer): interpretation of behavior is "tagged"= then system "reacts" accordingly) // BILL* (different tags= are billed as "designated") // CART (receives / places tags) // EDUC (adapt-tailor decides= W5 (what, where, why, when and how) needs "tagging"= to maximize the "educational" process) // MULTI-USER (each user is "tagged" differently) // "tagged" occurrences trigger: notifier / osc (outgoing sound communicator) / synth (sound synthesizer) / etc // pr (software program) (controls W5 (what, where, why, when and how) is "tagged"; interprets tags; "correlates" "tag" w= "designated" "reactions") // PS-Zone (pd = "tag") // q (user and or system asks each other questions) (q are posed / answered= according to "tag") // r (remote control) (result of each key stroke= interpreted according to how that key stroke's "tag" states it should be interpreted) // ROUTER ("tag" effects W5 (what, where, why, when and how) elements are routed / manner of "routing"= effects type tagging (of what's routed)) // SCORE (a type of "tag") // SEEKS & REACTS (seeks "designated" tags= then reacts to the "tag" according to: type of tag it is / the type (w5 (what, where, why, when and how)) of occurrence) // SENSOR ("seeks" / "reacts" to "designated" "tags") // SOUND ANALYZER ("tag" can be in form of (additional added-on) sounds) ("reacts" to "designated" sounds= according to how such sounds are= "tagged") // tds (time date stamp feature) (particular time (durations / points) are tagged = (notifier / access) // t (telecommunications) (CID = tag / "tag" attached to= material transmitted over telephone) // TRACK ("tag" controls W5 (what, where, why, when and how) something is "tagged") // ADAPT / Visual Analyzer / Sound Analyzer = adapt-db (database) development= certain circumstances can be weighed as "designated" by the type "tag" // VR (occurrence -> "analyzer" interprets occurrence= then matches against db (database) of potential "tags"= "reacts"= (creating "designated" "experience")).

Concludes This 'Tag Section in the 'Tracker File.

-4E020 Registrar. Determines type of occurrence (via "sound analyzer" / human auditor listening at remote location (via wireless transmission of signals coding type occurrences / or actual relay of real sounds).

. Related existing software from "TDSW":

Brainmaker 2 - (Professional version), p.76. [Existing invention functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: adapt-track.

% Exists: Caller ID returns calls with one touch. Sold via Sharper Image Feb 95, #SO600.

-US Patent 5402167 Surveillance system - Sound or motion "sensor" switches recorder from slow to normal recording speed.

. See: + "access = BA (BA (Behavior Analyzer))": information used to monitor and determine who user is and W5 (what, where, why, when and how) they are doing.

-Article in "Economist". "Big Brother - The all-seeing eye", p. 52, Jan 11-17, 1997 issue.

+See related: Recent USPTO Class/Subclass 348/169 TV: Object tracking. Registrar.

. 5A080 Identifier: Pick up on people with criminal histories: people convicted of drunk driving, and breaking of other laws might be asked/required to have transmitters identifying themselves. Police, etc listening with special receivers will be quicker to notice them and or stop them while speeding even a little over the limit, etc. -transmitter attached to car.

PROGRAM TYPE TRACKING sys desired via ['customizing]:

1] w5 files [normally defined as material (registered)] was "analyzed"/registered (and then viewed subsequently); access; uip; analyzer; who has copies; where copies were sent; who is doing what (w5) w which files; how files [material registered] are being altered (catch hackers). Anti-virus sw = designed to clean/track any/all files even after they were tr out of central/source C.)

2] tracks c hackers

3] correlates similarities between differing material files, eg: via key word / visual analyzer. Ap: easily compiles needed related files, reducing manpower hours; patent application analysis; finding needed data (for FDA approval).

4] This sub-section mostly shows what helps determine what needs tracking.

OTD D: Elements being tracked (sw, material in c memory (CD, hard disk), (mobile) u or animals) = This N Sys (Tracking (sw)) ~ C =

ACCESS (helps determine what needs tracking); ANALYZER (); AP (how material was used, why was registered, uip (type client, key words of material content - all helps determine what needs tracking)); BA (of material helps determine what needs tracking); BILLING; BRAIN (); C (); CART (type cart used helps determine what needs tracking); M (type interaction (w db, sw) helps determine what needs tracking); NR (how past NR signals/"status" reports were handled/responded to; how in/out of line material is to parameters (of sw / u's needs) helps determine what needs tracking); PR (type sw / sw modifications helps determine what needs tracking); PS (location(s) helps determine what needs tracking); Q (Q from sys helps determine what needs tracking); + SCORE (rating shows which material is more important for tracking; keeps score of previous occurrences by: u/sys for one or multiple situations/applications); SOUND ANALYZER (helps determine what needs tracking); SOUND VISUAL ANALYZER (helps determine what needs tracking); STATUS (status of the tracking program, w5 is being tracked at that time/earlier/may need tracking later (based on brain)); TDS (timing of events helps brain determine what needs tracking); T (CID helps determine what needs tracking); TR (mode of tr helps determine what needs tracking); U (type u helps determine what needs tracking); UIP (helps determine what needs tracking); UQ (past q (from u / others helps determine what needs tracking); VISUAL ANALYZER (helps determine what needs tracking); VR* (); WA (w5 portable unit was used helps determine what needs tracking). EDIT (determines w5 something is "tracked").

5] Intelligent Monitor 2E251.

. US Pat No's. Search str - tags and electronic* in bib 6.94: 5285194 Electronic article surveillance system with transition zone tag %; 5266925%; 5245534%; 5214409%; 5006856; 5299026

-str: tag* surveillance: many N, not read.

. 3G050 Router: a better N w many pages. Sys tags then continues tagging while file/u are routed to any channel / tel # (extension) (after disconnection) or (for reconnection at time desired by u).

CAMERA AND MICROPHONE FUNCTIONS are controlled as dictated by computer monitoring system. System records according to what its analyzer is seeking: what, when, how, where, who and why. System tries to replace features of a human monitor. Simpler forms are most cost effective for today's market.

APPLICATIONS: 1] Visual analyzer seeks movement via changes in camera's pixels (ignores sun shadows) outside business hours. 2] Monitor bacterial growth in lab Petri dishes. 3] Follows villains airport to airport. Eg: guard tells system to label, then follow villain until villain leaves monitoring area. 4] Etc!

+ RECORDING TRIGGERED BY A DETECTION SYSTEM [camera seeks out (unusual / changing) activity]. Examples:

+-cells in Petri dish divide growing up to half the space, or change color

-there is any type of threat or disaster (as determined via some computer "analyzer");

-system sees / hears particular sounds: dogs barking, breaking glass, unusual walking patterns.

+-particular people enter or exit (system determines person's presence (potential villain) via their transmitter or other means). Eg: seeks people w no or lower level security password (access).

+-Motion detector: (old N, KN), heat sensors, changes in visual pixels [earlier and later images compared via how the pixels (many tiny dots comprising electronic image) may change], tripping of laser lights, vibration sensors.

+-villain's activity, eg: "sound analyzers" maybe for glass breakage, changes in light (switching on light switch (sys ignores (via c) changing sun/moon street light lights/reflections/shadows)), etc.

-UIP - User Information Programming: database shows system what human activities are of less interest, such as those who: wear suits, work normal hours, walk in normal patterns (don't stop in risky (area with valuable information or theft prone products) zones), have higher security clearance, any other criteria security/researchers use to identify risky/unusual/other behavioral patterns.

SYSTEM CONCENTRATES ON PARTICULAR SIGNALS:

It seeks out certain signals, and places higher importance on some over others. In each case, some signal types can be of comparatively less/more importance according to: type villain / "access" / uip of situation (nature of situation - as matched by sys' previous experience (what db says the likely "status" for such events would be).

-sounds of particular frequencies - via "sound analyzer", eg: secks walking sounds or breaking glass, but ignores car traffic or motion by other cameras (within its view), also ignores: moving shadows via window light source, via: sun, moon, car or street or other outside lights.

-ignores: unsuspicious people because of their uip - such people have behavioral profile ("BA") whose "score" places them lower than other potential villains. Sys acts similar in this capacity to who or what (w5) a live police officer follows upon given the leads they get.

-Additional senses: System collects then analyzes multiple sets of data. Smell "analyzers", eg: detectors for fire, (hazardous) chemical releases, body odor, dampness. Intuition: UIP? Vibration: distinguishes between type vibrations such as from truck pulling up at night from air conditioner. Finger print or eye's iris analyzer: to gain access, know who is entering or leaving.

MISCELLANEOUS:

-this sys interacts w/ other (security or monitoring) systems;

-Adaptation. System adapts to changing needs by: the minute, day, business cycle, state of emergency, alert from guard or another security system.

-This invention is greatly related to numerous inventions throughout KN, including parts: "Brain", "Sensor", "Camera", "Mic".

REACTING TO VILLAIN: when system first identifies desired activity or determines there's (likely) a villain, it can: (call) police; internal security; sound alarms (osc); automatically lock doors or access into computer systems or physical terrain; unleash guard dogs; activate other security (monitoring) systems; spray colored die (everywhere or onto moving objects); * spray tranquilizer gas or (insect, rat, or herb) poisons, eg: stop spread of newly engineered germs; any other known automatic response system in security / monitoring% situations.

-Need to consider legal liability issues in reacting to villains.

-Court cases. 4E020 Communication Verifier: helps prove occurrences were recorded at time data was transmitted and time date stamped at secondary source, eg: remote computer.

DATABASE:

-Huge database of diverse circumstances, images, data used by system to decide via its computer "analyzer" as to whether an object should be: tracked, labeled, captured.

-Building up of database leads to development of uip for such (future) type of (possible similarly repeating) circumstances.

-Tracking objects over period of time(s). Database used to help identify repeating return / actions of same/similar objects. Uses/develops uip.

-System studies / matches profile of watched object. Uses UIP.

ACCESS. Authorized personnel gaining access into building / (computer) system: uses pass code which triggers manner in which system will monitor them; system may ask authorized personnel (automated) questions as to why they are doing what they are doing (w5); system knows how to differentiate between different people and by what they are doing.

MANUFACTURING: analyzes for why and when (w5) products fail. Failure analysis seeks: at what stage visible defects are more likely to occur via tracking system; identifies which production unit is putting out the defective parts or work; watches the changes in appearance of objects after they have been altered in some way such as color or texture change after welding, popping out of mold, stamping; changes in life or food matter over time for color, texture, * odor (smell analyzer); * parts dropping off assembly line.

ADDITIONAL APPLICATIONS: Marketing analysts use to study buyer patterns of those meeting their computerized search criteria, eg: what gold credit card customers do after / before purchasing particular items, or what tall blond ladies buy/do in Macy's/record store three days into Madonna ad campaign; security in: airports, shopping malls, office buildings, banks, tracking same person who hops between different buildings or airports connected to same monitoring system; monitoring aggressive chimps in captivity; * limits how a virtual reality (VR) system can be used, eg: blocking them from walking beyond certain distance, or changes the VR software according to the what or where (w5) of user's situation. "Billing".

Exists: computer controls camera, eg when: every 30 seconds, or when joystick moves. When there are no more parts coming down assembly line, sys stops itself. C moves camera under a preprogrammed manner, eg: panning every so often - probably not adapting to environmental changes. Remote controlled cameras via: joystick.

-System hones onto passing automobile's license plate numbers (if they are speeding) then processes the numbers as needed, eg: seeking particular license numbers, giving speeding citations.

-Maybe exists:

Probably minor pixels change on frame to frame due to electrical static. But this system might ignore such. It searches for big changes. Then system follows the big change's movement. But might not have improved above. Much of the "Billing" part.

Maybe Patentable: system identifies (particular) person via uip (user information programming), eg: color, height, then camera follows. Then sys automatically goes to top 3rd part of person. Sys knows to go to top of image.

-nr when bottom of Petri dish is filled.

-point camera into nuclear plant, point at unusual area (hot), camera (infra-red) then moves its head to other important areas (thereafter, which might intern be effected).

Problems: Visual analyzers require maybe expensive programming, though we have cheap foreign programmers available. Each user will want to tailor system to their needs, increasing programming costs. Non-visual analyzers can misinterpret signals, eg: sound analyzer. This product number needs narrowing down to one or few patent applications.

-many detector and trip systems exist, in tern hurting chances for patentability and marketability.

Miscellaneous:

*-Interactive. Camera shoots in certain instances when: "visual analyzer" is triggered in any way like a motion being sensed; type of image made is automatically routed/edited according to how "visual analyzer" analyzed image.

-2E210 Image searcher: camera seeks particular images, intern shoots, follows, pans, etc accordingly as programmed.

-if there are multiple unusual / sought after circumstances, system can (quickly) pan between the two, giving equal time to each, or proportionally more to the one by how unusual it is (with a maximum 65% of time to any one point).

--if one of the points becomes less unusual (villain left their bag on floor and walked further), system gives less attention (since its not moving (much) anymore)

*--sys functions with one or more cameras that (partially) overlap it view area.

-camera zooms into desired activity, person, object, (as changes occur).

OTD DIAGRAM: This N Sys = ACCESS (does/doesn't watch moving objects/u according to type transmission from their tr / access code u k upon entry); ANALYZER (develops profile of object being studied = uip = sys reacts accordingly); CART (access (card) of entering u has/triggers: sw, type pr, uip w associated functions); EDUC (learn the w5 of people/potential villains; learn to catch repeated illegal activity by same/similar people in same/different locations/situations via uip); M (db, uip); MIC (sound analyzer); MULTI-USER (uip, tracking); NOTIFIER (police, security); OSC (alarms); PR (); PS (tr worn by u); Q (people in security / those being observed (if they have problem) can help solve it (eg: access was denied (for silly reason)); S (security / people being observed can see themselves); SCORE (chance such u may commit crime = via uip, db); SENSOR (motion: heat, vibration, visual analyzer = causes sys to pay closer attention); SOUND ANALYZER (); STATUS (helps security monitor what's going on, intern paying greater attention where it is due); SYNTH (osc is altered to more scare villains, type sound is "analyzed" for and in tern selected by "analyzer" based on uip of observed object, and object's "behavioral voice analyzer", and behavior "analyzer", and crime software); TDS (w5 of occurrences, for uip, db); UIP (); VISUAL ANALYZER (); WA (worn by observed object or security; ps; tr their access code).

DIAGRAM #1: moving or stationary objects: people / animals / organisms / meteorites / products or parts = controls w5 images are shot/recorded/"tr" = via visual analyzer / uip / Satellite / m / r (c) / motion detector / tds / smell analyzer / vibration analyzer.

-D2 - UIP: [data used to develop uip: viewed object = camera=visual analyzer / db / m / k (what guard enters)] = c's analyzer (sw: matches files)

-D3 - Reacting To Isolated Sought After Situation, or Villain: monitoring system thinks there is high chance of this being the case = then system studies other data received from current situation, eg: matching it with its db = if chances of sought situation (increasingly) likely = system reacts: catching / stopping / blocking / incapacitating object or villain / tracking them (more closely).

MISCELLANOUS:

-related to the earlier 1G040.

-System identifies user/potential villains/u via: (their access), w5.

-This invention "interacts" with:

Any KN %; Any existing% security monitoring sys, eg: it gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

-System knows what its to ignore / not pay much attention to, (due to sys' c=memory (uip of such type occurrences)).

-Organizing & Processing Data D:

OTD D: This N Sys (C=SW for organizing & processing data. / 4E020 Content & Date Verifier / C / 2E251 Intelligent Monitor =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); BILLING; CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, nr data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

MISCELLANOUS:

-OTD D: This N (monitor) / C [line drawn to each below N#] =

-3E010 Mobile Tel Location Notifier: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E020 GPS Record Keeper: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E151 GPS Circumstance Correlator and Controller: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E190 GPS Billing Systems: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E210 GPS Satellite Obstruction Compensator: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3G010 T Ring Delayer: when object (T) goes in / out of range / desired uip = monitor (begins) "analysis".

-3G050 Router: when object goes in / out of range / desired uip = monitor (begins) "analysis".
-4E020 Registered Electronic Media Communication: when object goes in / out of range / desired uip = monitor (begins) "analysis".
-5E020 Remote Control Stick with Switch: when object (this or any (standard) r) goes in / out of range / desired uip = monitor (begins) "analysis".
-5E040 Recording prompted upon presence of certain sounds: when object goes in / out of range / desired uip = monitor (begins) "analysis".

OTD DIAGRAM #2: This N Sys (2E251) ~ C =
BALANCE (mic controlled to get accurate recording on multiple audio tracks); BA / BVA (certain behavior is/isn't monitored); EDUC (for research applications); GPS (monitor controlled by any/lack of pd); MOUSE (u/guard controls (panning, other movement): camera, mic); MQ ("brain"); MULTI-USER (differs between: pd, u (their characteristics: bva, "brain")); Q ("brain"); SOUND ANALYZER (); SOUND VISUAL ANALYZER (interprets occurrences into codes/text); SPEECH (u (in zone near monitor's sensors (might have "access"/R/"brain" to) control 2E251 sys, solves problem of sys misdiagnosing security guards as potential villains); STEREO (sensors pick up information and replay it into Stereo/Synth; TDS (); UQ (); + VR (allows u (wearer of vr sys) to walk about w VR sys interpreting environment for u (as pr). Example: walk around Palo Alto and U experiences the walk as a walk in Paris, u doesn't fall down, sys seeks necessary information to assist u as u requests (via their VR sw). System in similar manner guides robots to do whatever tasks they are wanted to do. "Brain" for robot or VR); WA (VR; Security/U controls sys via R).

1G040 AUTOMATIC REMOTE CONTROL MICROPHONE AND CAMERA: Sensor follows designated individual(s) via: their visual pixels, and or, sound created, and or, remote control device held by director or actor, and or transmitter worn by actor. Cheaper and less obvious than live surveillance system.
-Remote control "mic" / camera allows user to pick up more on the desired elements.
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-maybe spoke about vaguely at convention (with Shure)?
-D for "mic" option: sound = "sensor" = c = "mic" = recording process = c~memory = osc
-D for camera: (Changing location of) person or object to be photographed noticed via their "tr" / sound created % / their image (body's shape, size, weight, color (of clothing, hair, *eyes...) = "sensor" = c (controls: which camera shoots / changing angles of 1 or more applicable cameras to follow person) = recording = tape / c (memory) = playback / s
-system follows any taggable (moving) element
--other tagging modes: wire connected to object of interest gives its location (by how the wire is bent = "sensor" = c (analyzer).
-OTD:

ACCESS:(); ARTIST *:(use the sound/visual effects stored for creating audio/visual show); CAMERA:(); CART *:(tagging (system follows particular characteristics: color, sounds of female voices or particular person...); COMPOSITION *:(); ENTERTAIN:(); M:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(locates user); Q *:(); R:(); S:(); SCORE:(tds, shows where person/object being followed / tagged is, how they are changing (location, type sound or motion); SYNTH:(); UIP:(tagging (system better prepared to follow object based on its known / likely movement characteristics); WA:(person can listen to person being captioned (while listener is in another room))*.

-this N merged with 3E-220 SYSTEMS UTILIZING "POSITIONING SYSTEMS" / "REMOTE" in 1.95, and copied to better N file then.

5E040 RECORDING PROMPTED UPON PRESENCE OF CERTAIN SOUNDS: Microphone and camera activated when desired. Saves time, permitting less review time later by employee. Applications: Security monitoring, eg: upon breaking of glass, voices outside normal hours, dogs barking. Research - upon programmed occurrences, eg when organisms: scream, clank toys around. Miscellaneous: recording can be ongoing, though designated portions are tagged according to type occurrence, for easy play back.

-In other words: Sys Responds To Certain Sounds: Program system to seek certain sounds, then when they are heard by system, system will:

1] record / synthesize as programmed.

2] "notify" (emergencies)

-D1: (Step 1: shake coins in pocket(s); Step 2: memorized; 3: user "pp" how #1 is to be "synthesized"; 4: user shakes coins in nearly any manner within mic's range; 5: "mic" records; 6: playback.

-D2: externally generated sound -> mic = sound analyzer = c (cart/m) = notifier/mic (recording system/synth).

-"sound analyzer" is "pp" to only seek sounds similar to the original inputting of the desired sound to be selected. System should ignore other sounds.

Sound = "mic" = Sound Analyzer = Memory = Function

-incorporates functions of Roland's "Hanauta" system (rhythm from humming creates tempo for guitar or other sounds)

-OTD: access; security applications (breaking glass / dog barking / crash sounds -> mic -> 5E-04 ("sound "analyzer"")=c=notifier/r (user can ^:listen in on action / control (el) in remote location (scene of perceived crime) / contact security (guards). Sought after sounds can also be from ^: cart / m, in this way the breadth of sound spectrums might be broader / more carefully selected to avoid misinterpretation with other sounds.

INTELLIGENT MONITOR. But can be done?

-harder to explain in mk: need to show p they need it.

-much time: to do market search, and patent application.

-Reduce mf costs: limited function "sensors" [for guiding monitor] cut costs, eg: sensor = sound analyzer (seeking any sound). Large int'l companies seeking to reduce payroll expenses can use this system, and pay for cruder monitors versus being without.

-guards watching multiple cameras will have difficult time hearing multiple sounds (simultaneously) / identifying which sound comes from which location.

-this N dates back to "visual analyzer" too

-for ideas see file: E\3E.

MISCELLANEOUS:

-never seen camera controlled. Nat'l Geographic type pictures of flowers growing, did something trigger the camera in its stages?

-machine vision is a big area: eg it detects cracks in bottles. Transducer is what this concept.

-vibration "analyzer": seeks certain types of vibration modes (similar to "sound or visual analyzer" in mode). Trucks have a particular vibration characteristic (monitor trucks other than ours).

-people characteristics for sys to catch/notice: height - easy to do; facial characteristics - hard to do - very complex for non-human.

. Pat search: visual recognition systems.

-patentability: Maybe exists, some sensor tripped then activates camera, mic. Exists: mic activated by sound above certain threshold. Focusing on "sound analyzer" activating sys - makes it more likely this would be patentable.

--Obvious?: tripping light to activate monitor might.

--Not Obvious?: heat sensor, vibration sensor, smell analyzer, because less common, less off the shelf. Visual analyzer.

--Exists: point camera at bin of parts, steering robot hand for type part, eg: nut or bolt. Maybe not more complex sys.

-Note: the term "Intelligent Monitor" 2E251 is basically replaceable with "Tracker". The former was used wo the term tracker in diverse occasions.

2E250 VCR CAMERA: An improvement of Sony's miniaturized camera.

1 Camera = 2 base/3 recorder = 4 tr/5 editing/6 play back/ 7 other.

OTD: 2 image converter; 2tr air pad (viewer/control camera); artist (edit images recorded, eg: add graphics); basic; 2 cart (editing); cc; 2clap; 2composition (combine edited visual effects with composed/edited/synthesized audio); cp; 2date; 2display; 2 distancer (activates/deactivates camera/system); entertain; 2 "C"; 123 float; 1 camera works (under water 5000 meters below sea level, and in all weather conditions); 2fs (fs out images made); %game; 7 satellite; 2gps (system will state/show the location in which view was made, help analyze correlations between location and audio/visual data collected for/from such locations); satellite controls w5 images are shot/recorded/"tr"; interactive (camera shoots in certain instances:

when 3"visual analyzer" is triggered in any way like a motion being sensed, type of image made is automatically 3routed/edited according to how "visual analyzer" analyzed image); 2"locator" seeks desired object/situation needing to be shot, and directs camera; md; 7 M; 2microphone; 2mouse (editing A/V); 2mp; 2mq; 7notifier; 7 osc; portable; 2pp; 7 printer (prints images copied; 2remote; 2sound analyzer; speaker; 7 %stereo (enjoy images made with tv/vcr/vtr/stereo system; 1tilt; 2uk; 2uq; 2vc; 2visual analyzer; %vr; %wa.

. Exists: R27 Locates and tracks objects. Analyzes movements. * Tracks movements via: detecting brightness of image. Applications: tracks activities of customers, patients, athletes.

.-[Toshiba Corp 1-1-1 Shibaura, Minato-ku, Tokyo 105-01 Tel: (81) 03 3456 4511. Published article in 14 Mar 92]

+ Used in "locator", * "ps" codes. See IMI file.

-see my N from A, B, C directories

US PATENTS = "TRACK"

PATENT SEARCH Strategy & some related US patent numbers:

2E251 Intelligent Monitor: ()

-BIB CD pat #: 5229850

-kw: monitors/monitoring* follow* sens* track* tag* "visual analyzer" determin*

-US Pat search str (strategy): (sense* or microphone*) and (tracks or tracking or tag*) Bib disk 9.94; Surveillance and identification system antennas %5280286; Electronic sys and method for monitoring abusers for compliance with a protective order 5266944; 5189395 Electronic house arrest.

-RM: 2e251 has diversified N, and this field is crowded, so have others do searches.

-US Patents for BA / "Track" - from 12.95 Bib disk:

5465115 Video traffic monitor for retail establishments & the like; 5433612 Electronic accountability system - "tracks" u and equipment = "ps-zone" / "track" / "uip" (develops uip-db); 5428392; 5426425 Intelligent locator system = track / ba / ps; 5424745 Detection method and system = track / ba / ps; 5386990; + 5250941 Customer activity monitor / 5245314 Location monitoring system = ps / ps-zone / track / ba.

. Improvement on US Patent:

5377258 Method and apparatus for an automated and interactive behavioral guidance system: u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required] =

-OTD D: U = This N Sys (BA / 5377258) ~ C =

ACCESS () // ANALYZER () // EDIT (sys edits out less needed input from: u, uip-db) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR () // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to

train u) // R () // SCORE (how well u's behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK () // UIP ().

TRACK - ANALYZE

Analyzes for what is best to track:

Formulae generation systems:

Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. Examples:

1] develop an nr = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other 7G050.

3] SW sys may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N).

6] Patent search strategy: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

8] Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

DIAGRAM: "PR": sw (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. OTD D: U = This N Sys (sw suggesting formulae) ~ C =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting NR effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

* TAG'S LESS IMPORTANT SECTION MAYBE:

ACCESS (potential hackers) // ARTIST ("images"= "tagged" for how they are= "edited" W5) // ANALYZER (analyzes elements as "designated" by their= tag) // BA (access=ba: interpretation of behavior is "tagged"= then system "reacts" accordingly) // BILL* (different tags= are billed as "designated") // CART (receives / places tags) // EDUC (uip-tailor decides= W5 needs "tagging"= to maximize the "educational" process) // MULTI-USER (each user is "tagged" differently) // "tagged" occurrences trigger: nr / osc / synth / etc // PR (controls W5 is "tagged"; interprets tags; "correlates" "tag" w= "designated" "reactions") // PS-Zone (pd = "tag") // Q (q are posed / answered= according to "tag") // R (result of each key stroke= interpreted according to how that key stroke's "tag" states it should be interpreted) // ROUTER ("tag" effects W5 elements are routed / manner of "routing"= effects type tagging (of what's routed)) // SCORE (a type of "tag") // SEEKS & REACTS (seeks "designated" tags= then reacts to the "tag" according to: type of tag it is / the type (w5) of occurrence) // SENSOR ("seeks" / "reacts" to "designated" "tags") // SOUND ANALYZER ("tag" can be in form of (additional added-on) sounds) ("reacts" to "designated" sounds= according to how such sounds are= "tagged") // TDS (particular time (durations / points) are tagged = (nr / access) // T (CID = tag / "tag" attached to= material transmitted over telephone) // TRACK ("tag" controls W5 something is "tagged") // UIP / Visual Analyzer / Sound Analyzer = uip-db development= certain circumstances can be weighed as "designated" by the type "tag" // VR (occurrence -> "analyzer" interprets occurrence= then matches against db of potential "tags"= "reacts"= (creating "designated" "experience")).

Values include:

-"Tracking". System better knows what to monitor= W5.

-Giving less or more preferential handling: 1] the presence of certain wa N can= trigger the "notifier". 2] in uip-db development= certain circumstances can be weighed as "designated" by the type "tag". 3] "tag" = type "score" for what's tagged.

-The tag might be concealed (from user), especially for ("access') "tracking" purposes.

. Construction of (sw) "tag":

-can include one or multiple variables / scores / sw instructions for how system should "react" to the tag / what tag is attached to.

-Tag has "seek" and "react" parts: One part is on the material being tagged, the other that "reacts" to the "tag". Eg: functions also like a human anti-body= triggering= "reactions" according to type "tag" present.

. OTD D: U = "Tagging" (W5) ~ C

END OF THIS SECTION OF TRACK*, FOR THIS PAT APPLICATION

TRACK'S BURGLAR SUB-FEATURE

INTRO: Systems that deal with (human) burglars, and which don't exactly belong in the 'Track files. See related: Recent USPTO Class/Subclass 348/169 TV: Object tracking. Parts:

CATCH =

Helps catch illicit people. Also see 'track.

-

1C252 Villain Pinpointer: Helps guard pinpoint where villain is.

+ shows direction of sound(s)/'images= via direction finder

.--D: person = mic/camera = sound analyzer/visual analyzer = c ['track / 'burglar / ba] = nr.

-systems are controllable fully by person in remote ("R") location / on premises / c.

.-pinpoints past/presence/ %future possible occurrences.

.-was cut from, not developed after 1C250.

+ o Security Viewer: While watching the television set, human watcher is notified whenever a change in the scene of the camera viewer occurs.

+-if multiple screens or windows are being viewed simultaneously by guard= that (portion of) "s" that needs attention is marked / 'edited.

--what needs attention: movement; or ba ('behavior analyzer [for 'adapting]) determines type of change may be indicative of illicit activity or other 'designated activity system is 'programmed to catch / 'track.

.-programmed to alert watcher when a certain percentage of the screen changes, avoids the problem of alerting viewer when a bird flies into view.

.-changes in "lens'" "analyzed" via changes in its pixels.

.-at this stage, the view is depicted onto part (user can still watch show) or all of the screen.

-can take pictures in the direction of the sound source: sound -> sound analyzer -> C ('computer and 'software) -> mechanically moves "camera" / "lens" zooms or adjusts electronically to desired location (w or wo (without) moving external camera (in tern drawing attention to itself -> notifying villain(s))

--zoom lens or microscope can hone more into designated occurrences.

.-uses the many patents used to mark or 'track intruders or moving objects.

NOTIFIER =

status of any burglars given to occupant

3A632 Motion "sensor": an elderly person will know if anyone is walking around the room. Compensates for user's own movements.

-they are alerted via beeps [etc] in headphone; small speakers located in designated areas

-for indoor use, whenever a person walks into a room, a beep [etc] sounds when a laser light is tripped (exists yet great for indoor consumer use for this type of elderly market! People don't like the feeling of not knowing what is happening around them)

5A600 PUBLIC MACHINE VANDAL CATCHER: alarms police if any device is being tampered with. For telephones, vending machines, [ticket machines, street lights, elevators, (exists?: toll booths, cash machines)], public transportation, waiting lounges

-receiver senses for: excessive vibration, unusual activity on key pad, excessive heat (sensing fire vandalism)

-(this element might be unique: phony alarm receivers can also help thwart off vandals)

INTERACT =

System 'reacts by 'interacting w/ intruder when it 'analyzes their presence. Forms of 'interaction:

-Trips up burglar: locks up systems, eg: access requirements become tighter; doors lock; guards 'notified.

--Audio 'interactive.

3A180 PARANOIA ALARM SYSTEM:

sends out the cynical laughter of a clever "clown" upon illegal entry. Other messages: sirens then "come out with your hands on head"; breaking glass as if there is another nut on premises; dogs; "hey you come here", "hands up you're under arrest"; weird non verbal sounds; weird cosmic dogs; anything (sounds, etc) especially psychologically geared to scaring either the semi-paranoid and or those on drugs during the burglary; etc. Audio/visual effects proven to deter burglars: laser displays, statements in light appearing on wall(s), televisions turning on with a film/video.

-display may select to show to the burglar: information system has picked up info on burglar eg: their height, weight, race, face picture, etc. Burglar told information is stored in distant, irretrievable, or secret source, or police "C". Burglar may or may not see their own face. Maybe camera/sensors hidden in any number of ways. Output to burglar select audio/visual proven to often psychologically scare/deter or reduce the time burglar wanders on premises.

3A115 FAKE SIREN & ALARM:

if intruder enters, they hear via osc distant siren getting louder (as if from outside, or maybe from water proof speakers just outside window).

Meanwhile the real police might be called in.

3A370 BARKING DOG:

sound [osc] of barking dog upon ringing or person walking up walkway (when laser line(s) is crossed). The realistic sound gets louder in seconds signifying dog is closer to front door.

-as person walks around outside of dwelling the dog barking follows them by sounds emitting from different speakers.

-type of dog barking changes (eg: gets more angry, with or without sound volume getting louder)

-great for people who want the protection of homes, but without the problems of caring for the animal.

-user can have small empty dog house in back of large American yard, to the side (so possibly visible from garden side entrance door)

5A220 SOUND REFLECTOR: each of intruder's sounds (eg: steps, opening of closets, breaking of glass...) are recorded and played back to spook and help deter burglar.
-have the karaoke option convert their sounds into others

TAMPERER NOTIFIER =

PLAY BACK =

1C251 Security System Plays back past incidents: If user heard a strange sound in another part of dwelling, system will play back occurrence. "mic" and or camera focus in direction of sound source.
Applications: for elderly; reduces number of needed patrolling guards; etc. Patentable area appears to be the sound analyzer alarm. Good possibility some visual type analyzer exists.
.-was cut from, not developed after 1C250.
+-a strange sound in some region of home, warehouse (at night), then user can request "mic" and or camera (still or moving picture) to pick up and or replay back sounds (letting user better judge what happened) from the general location of original sound that caused user to be alerted. + See 'track.

General Info On Our Burglar Systems:

+ 4E020 Content & Date Verifier: of (any said) occurrences
-'Burglar systems are very tied to the part 'Track.

3A206 FINGERPRINT MEMORIZER: electronically or chemically remembers fingerprint. Helps preserve prints if outer part of touched object gets mildly changed. Eg: give a pen/glass to someone and its easier to pocket the touched item into a bag without fear of losing their prints.

+ <3, 3, 3, 3> 1C250 VILLAIN IDENTIFIER: 'Analyzer uses wide array of 'sensors in combination with the 'behavior analyzer, to establish presence of any villain.
+ System 'seeks then "analyzes" one or more occurrences (sound, visual changes) then 'reacts.
.-System is better able to make decisions by having a wider array of signals to analyze from, eg: breaking glass followed by someone walking in prohibited area.
+ KN (invention) 'Sensors: any of them are utilized to monitor occurrences.
+ Patentable area appears to be the sound analyzer alarm.

.-Cheaper models simply "notify" (wo analyzing) upon hearing any occurrence within certain frequency ranges (glass breaking).

.-A/V Auditor. Allows user to 'track burglar

-

Misc:

-also alerts if any motion (or only strange) occurs via changes in the camera's viewer; thereby also for scientific use too, eg: quiet changes in a laboratory experiment.

.-video camera(s) can also be activated in similar and or simultaneous modes as with "mic". When replayed, the screen also has displayed "replay".

.-Whenever signals are sent to device, the "mic" for appropriate location transmits and or records the sounds for designating time periods

.-upon ringing of doorbell, user's inside speaker lets them hear what occurs outside door until it is opened and or the first 2-8 minutes, whichever comes first.

.-ap: warehouses, offices (during day and or night); banks; electronic bank cash machine rooms; other areas where this information can use to catch criminals...; for situations where there is a low budget for security staff (makes people more willing to work for less money by having tv to watch, etc; less walking in cold; etc.). Backs up security, eg: a secondary security layer (one layer, live person walking around / second layer, el (w live monitor individual). uip for general research (developing/expanding of database for uip).

-

*o-Incorporates parts of 1C251. Was no. 1C330: Revolving Tape Recorder:

[this is related to another product # which also included use of this system with video security cameras] - hence not opened for public yet

.-Consumer Advertising Slogans: Ever hear a sound and not sure what you heard? Advertising targeted to certain people, such as elderly, slightly paranoid mother in laws, etc.

.-microchips~)(video) tape)=c (memory) keep sounds for certain time, "loop system" can continue recording and erasing older sounds

.-play it back in higher volume if desired; those who want more elaborate systems can later go back to the store and buy additional microphones or other options which can record from different locations to get better sound. During/after the occurrence, sys/u can also dissect / in tern "analyze" past occurrences.

Miscellaneous:

-complex model variations have memorized (sound analyzer) the commonly generated sound in environment = (via uip/cart/learns via m) = and ignore them fully/partially.

.--Eg: unimportant sounds are coded = c (security sys). When unimportant sounds occur -> sound analyzer converts incoming sounds to signals representing type sound -> sound analyzer -> discards/ignores (unless there is a composite of multiple such unimportant sounds per pr in which case sys (electronic system) nr (notifies when 'designated) guard.

-Many additional l occurances/elements can trigger the (audio/visual/other "sensor" recording/"analyzing" functions:

.--upon one or more limited situations/occurancesl -> a signal is created. -> This signal intern can: activate nearest "lens" / "mic" (for tr/replay to (guard on duty)/sound analyzer/visual analyzer/m/c/etc.

---Eg: 1 = 2 opening of any door / 3 *window / 4 safe / 5 [entry into certain zone (via motion detector / tripping laser light / heat sensor)] / 6 chemical accident (sensor (chemical interaction at sensor) -> signals c (analyzer) -> nr/"lens"/"mic" (lens/mic can help: "analyze" / guard, ascertain what is happening (level/type of danger, how to handle emergency) / 7 earthquake / 8 (el) power failure / 9 vibrations (breaking and entry) / 10 doorbells / 11 tel ringing / 12 verbal calls of help (from anyone w/in "mice's" range / 13 dog barking (see el dog barking security KN) / unusual el (electronic) equipment activity (improper / malfunctioning sounds / function / operation)

+ UIP: memorizes unimportant signal ranges / occurrences = so sys (electronic system) bypasses them in future: --eg: the standard sound and environment, being able to distinguish to the level possible, what appears strange). Unimportant stimuli which may be ignored can cover thousands of types of occurrences, eg: any listed herein. Sample applications, ignores: 50% of certain sounds or visuals / human entries if during working hours, these 50% are determined via pr and likelihood of occurrence / distraction for security versus relative risks (for organization, eg theft/damage).

--eg: 'analyzer determined past occurrences which it thought required 'notification weren't actually important (as determined by guard)= in future such real life occurrences play little or no importance in determining if 'notification to guard is warranted.

.-multi-user: sys may react differently to different people (walking about), according to uip/access of person = sys (electronic system) ignores/seeks certain occurrences = in tern analyzing (via the pr that matches the uip of person). Two different people may make same actions, yet: sys seeks differing occurrences / even if sys seeks same occurrences for both = the "analysis" of their occurrences = could be processed differently.

.--sys develops uip on: u (people, strangers) / lab experiments or their equipment / environmental "analysis" / other research gathering needs.

-

* OTD:

display ("S"): u (user or prospective 'licensee) can analyze situation; pp; mp; date (states the time and date something occurred): timing(s) within certain parameters can be a more/less crucial factor, eg: after 5pm; works as part of other security ("analyzing"/"censoring") systems; all; "mic"; mfh; bp (back up electrical source); alerter; uip; distancer (when any specific items have been moved beyond pr number of meters); access (illegal entry causes signal to sys); basic; cart (type security pr to be in operation, eg: type signals to seek / ignore, [how "analyzer" should function (in determining / 'reacting to trouble, and suggestions sys may give to (u/guard/el device) to help remedy situation)]; "C"=security sys; % interactive (analyzer->determined existence of trouble->fools villain (see KN (invention) which scare villains after security sys notices them) / communicates w (with) guard (guard may ask "Q" about situation); "M" = uip: learn/identify what is and is not a normal sound and or vision / helps "analyzer"; c="mic"/"lens"; contacts security or police via tel ("T"), tr,

mo, m (m=t/mo/tr=police/guard); %morning (wakes up guard (if (w5) it "senses"/"analyzes" guard isn't making their rounds (date/score); motion sounder ?(part B of locator); mp; notifier; osc; uip; pp; printer; * remote ("R") (deactivate system, play back previous occurrence(s)); score; sound analyzer; speech; * played back sounds/visions are synth; tds; uk; uq; vc; visual analyzer is important too.

-D: 1 occurrence -> 2 sensor (3mic/4lens/5chemical sensor/6el impulse = 7 analyzer = 8 C ('computer and 'software) ~9 m = 10 tr: t/mo/fax/wireless tr (transmitter) = 11 nr (notifies when 'designated) guard / 12 sys (electronic system) fools villain / 13 sys fights trouble / 14 sys replays scenario / 15 m.

--1 = 'track: see description; certain people are identifiable via their: access/tr (broadcasts code of their identity) / alert k in by guard / person is followed electronically (once sys knows who (w5) to follow (sys unlikely to lose them). 2 = can use non listed sensors. 6 = opening of door/window -> sensor -> analyzer; 6 = Other el (electronic) device notices = nr (main) analyzer/c. 7 = pr / pp / q / cart / uip / score / date / bva / visual analyzer / sound analyzer (1C251 Sound Identifier). 7 analyzer: incoming 7a signals matched against 7b files of (potential incoming) occurrences. 7c = how 7b is tagged, eg: nr (notifies when 'designated) occurs when person w (with) certain uip triggers occurrence 7a->7b. 7=sys seeks specific volume sounds/those from certain directions (determined by: which "mic" is closer (c=direction analyzer; existing "mic" can pick up sounds according to their location in relation to the "mic". 13 = doors lock (trapping potential villain(s) / sys stops fire or chemical problem (leakage) via: spraying retardant(s) / nr (notifies when 'designated) guard. 14 = replays via: osc (stereo)/video/tv/"entertain"%. 15 = 1st or 2nd m needed for additional "analysis" / m = nr (notifies when 'designated) guard / develops uip.

-End of 1C250

Misc:

* 2G18-C52 Anti-theft system: When "uk" into user's transmitter after the theft, an alarm sounds in stolen car, etc. July 93 X NK

C52 = "tel"/tr = mfh = user calls to get W5 on product (pd)

*2G21-C84 Anti-theft Car Alarm memorizes car's position [eg: get N (invention) for distancer used for cars] 29 Aug 92 NK

C84 = "tel" = "notifies" owner if car is (illegally) moved (plus W5 (via C84/PS/GPS)

PATENT SEARCH:

Strategies & Patents via www.qpat.com '74 - 2.97: strategy: (villain burglar thief intruder sensor personality psychology interact) and: class/subclasses (348169/pcl 340571/pcl 340540/pcl 340572/pcl 340568/pcl)

Key words for patent searches. 1C250:

-topic: security, alarm, alert, notify, notice
-reactions of system: alarm, notify, alert, guard
-who: villain, burglar, person, human, thief, intruder
-illicit actions: steal, theft, break in, hack, access, entry, illicit, move*, tamper, unlock, pick (lock), presence (of villain), strange
-locks: password, lock, code, gate, door
-symptoms of occurrences: (unusual/strange) occurrence, sound, glass break, hear, notice
-analyzing methods: multiple sensors, study, compares, combination, database, behavior characteristics, sound analyzer, identify, memor*

1C252 Villain Pinpointer:
-pinpoint: focus, direction (of sound / activity), isolate, seeks (changes)

Misc:
-monitor: observe, view, see, play back, record, film, camera, microphone, sensor
-track: catch, capture, tag, track, follow
-UIP: (learns to) ignore (certain occurrences/sounds/incidents), adjusts
US Patents:

US Patent Classifications search on www.qpat.com '74 - 2.97:
* Class 340, subclass in 500's is good, but didn't search whole subclass. 340 covers: Communications: Electrical
. 340/540 Subclass 540 covers specific condition
-str: 340540/pcl and (security burglar villain hack):
0 patents

. 340571/pcl and (security burglar villain hack);
4123749 tag placed on store merchandise 4498076 4222517 magnetic marker
There are other diverse patents using `markers' and `tags' 5032823 U is 'tagged [their marker is 'tracked]

. 340572/pcl and (security burglar villain hack)
4337462
5099226 Intelligent security system: this patent 'tracks the presence of objects and limits their access, but it's probably not unique in this crowded field.

. 340568/pcl and (security burglar villain hack sensor)
0

Below I had trouble w (with) keying into patent search db:

. 70/57.1

. 250/206.1 * = "distancer"

Copied to file 8/match:

+ 348169/pcl TV: Object tracking

++5473368 Interactive surveillance device: infrared locates intruder, then better allows camera to focus.

+ 5389967 Object tracking apparatus and method of camcorder

5559551 ++5521634 Automatic detection and prioritized image transmission system.

+5570177 Camera lens controlled by distance of object

+5530771 Image tracking device

+5414474 Moving body recognition apparatus

+++ major portion of patents in this sub class are related!

This whole field is very new.

Didn't read below patents:

US Patents General: 5528354 Picture detecting sensor unit.

5601188 Security package w (with) internal pocket for a surveillance tag

5432597 5418368 Wide angle motion detector w (with) close-in reflector

END OF THIS BURGLAR SECTION & TRACKER FOLDER

File: Feature Intro / User

USER – Entity Using Our System

+ All inventions and their users importantly are also depicted in software and or virtual reality form. The software simulates ALL occurrences to the degree possible in mimicking the (idealized) real life example. When a human or user is depicted in the invention: This can be either a real person, or the virtual reality depiction of the user.

--Virtual Reality version of User. When a human or user is depicted: Represents a real living human or other organism. Also represents the virtual reality or simpler software function representing as many functions of the user as possible. Internal (thoughts and feelings) are represented. Ways it can be shown:

--One can click on an 'icon to see what the internal functions are.

--Text and or 'mm is used to describe.

--One can place themselves in a virtual reality suit or other environmental effect with all or some of the human senses and 'mm so that one can closely experience what the depicted user would experience.

. (Human) who are interfacing with the product / system. Person or other party 'licensed to use the features. User generating 'billable 'royalties. User(s) also includes^: multiple people, "accessors" (see "access"). Rarely %animals or subjects of laboratory/scientific study (animals, plants, micro-organisms). *The user machine being served / assisted by the main system, eg: user (c=modem) = Internet; in most cases a person may be the co-user and or replace the machine. Client%, Human observers%, standby %. user may require "Access" to "interact" with product. "Billing": User can choose form different payment / pricing plans.

. User can ask invention questions. Examples: device offers help system showing how to use specific product features; how to reprogram product's features, current time and or date; other needed information; etc.

-Drawing: uk (user keys in) = tr (transmission) = "C" = display/printer/M

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain": system' feature 'adapts according to circumstances.

-A code (access, electronic `water mark') encoded in sw/data* limits how + feature / system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": charges per question or per minute.

VISUAL ANALYZER FEATURE

Visual Recognition Systems. Very related to 'Analyzer, 'BA, 'Content Analyzer, 'Tracker, 'Sound Analyzer.

3C-140 OVEN CAMERA: Cook can enjoy the company of her husband or friends in or out of the kitchen without having to go and look at the oven window. Camera shows the state of the item inside. Other camera eyes can also view the kitchen's stove.

-D: camera = visual analyzer (for when elements have changed as designated (via pr)) = c = nr.

-Footnotes: "R"; "S"; pp; mp; uk; date; all; "mic"; alerter; score; "T"; tr; uq; mq.

+2D-270 MICROSCOPE SEARCHER: Have microscope locate the desired element or activity in sample. A visual analyzer seeks for particular objects. System also monitors type visual activity over time automatically, storing information in database.

.-saves the scientist's time looking around

-Display item being viewed onto screen ("S").

-D: c's uip seeks particular stimuli = C ('computer and 'analyzer) = 2D-260's manipulator = 2D-260's microscope

-compiles uip database on desired objects/studies.

-2D-200 Medical Scanner

+ 2E210 IMAGE SEARCHER: Seeks designated images in SW ('computer's 'software ['analyzes]) database or real world. Applications: "Tracking"; Medical diagnosis; Database collection for UIP; Guides robot / vr movements. Many related patents exist.

-Tracking visual images of objects is well-documented field. Eg: US Pat 5473369 Object tracking apparatus.

-functions like software word searches. Except, user requests type image desired, within certain parameters, eg: colors, shapes.

-"Artist" Organizer: "access" all images with designated ("uip") style/type ("score').

-C's (sw): data=analyzer=output (s/printer)

-Elements sought or matched: recognizing faces (is in research now by some other companies); colors; geography; terrain US Pat 5457639; how elements move / change (velocity, grow, degenerate); patterns of (behavior, movement, change, usage, "track"); waves (acoustics - US Pat 5479375); medicine: matches images / symptoms picked up by sys w/ db ('database info to help adapt to 'associated need(s)) -> determines possible disease name, helps doctor determine possible natures of disease by studying symptoms, see related KN, US Pat 5417210; 3 - dimensional imaging, US Pat 5390112; texture "analysis" (fabrics, natural materials) US Pat 5230039

-Applications: db ('database info to help adapt to 'associated needs) for uip or "analyzer"; "track"; vehicle movement / landing (US Pat 5235513); merge w/ other image generating sys, eg: X-Rays, Sonograms, Digitalized images or cameras, "track" sys (electronic system) (seeks villains / characteristics associated with villain behavior).

. Technical:

--not patentable: click on screen picture of rising sun, then system searches database for rising sun. If multiple factors: do part A and part B in each picture match or not?

--maybe patentable: picking multiple attributes, square, circle, rising sun, then search database. Requires algorithm.

--sys identifies what is an eye, next compares eyes.

--image searcher field is old and crowded

--exists? US Patent Office probably is working on developing this N (invention) for their use.

-Comparison of image shapes based on near neighbor data. US pat 5255354.

-Pat Search Str 12.95:

-(image* or imaging* or diagram*) and (search* or locat* or find*) and (computer* or software*)

-(image* or imaging* or diagram*) and analyz* and (compare* or comparison*)

-(image* or imaging* or diagram*) and track*: have many related inventions.

. OTD D: u (user like a client) = This N (invention) Sys () ~ C ('computer and 'analyzer) = ACCESS (designated (chain of) images needed before accessing); ANALYZER (w5 of image; applicability for uip); BILL (); CART (); EDIT (); EDUC (utilizes needed images and associated text; teaches u (user like a client) how to move (for sports, US pat 5390927); MULTI-USER (); PR (type images desired); SCORE (value of

images); STATUS (of image (collecting, availability)); TDS (w5 of images); T (); TRACK (sys knows better how to follow designated element / occurence = because sys gives more clues as to what needs to be tracked as designate element changes (location, characteristics), eg: following red head lady with certain style purse as she travels from airport to airport, or all people with German Shepard dogs of designated size range in metropolitan area shopping malls during January); UIP (); VISUAL ANALYZER (); VR (sys finds elements in real environment (room, outdoors) that meet the criteria for creating the desired effect/situation/occurence/presence (and sys directs u there), eg: u (user like a client) needs place to sit, rest, eat, make t call, stop vehicle safely, stop in geographical position to better (communicate via satellite/cellular t/ avoid rain drops / avoid or get sun rays); WA (vr guides u).

-2E240

-Tracking visual images of objects is well-documented field. Eg: US Pat 5473369 Object tracking apparatus.

Were items [mistakenly] inserted herein for a "voice analyzer"? Such belonging also/more in "sound analyzer"?

MISCELLANEOUS:

-See: 4E-030 Access KN.

+ "Track": Visual analyzer well described in "Track" (Intelligent Monitor 2E251).

-See "Brain": sys' part adapts according to circumstances.

.-2D-050 Locates Direction of Object via: Sound / Camera.

.-A code (access, el (electronic) 'water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-2E210 Image searcher

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". ("Visual Analyzer" seeks out such changes in color and "analyzes" them accordingly. The level of "score" / "status" effects the type of color change found on s ('interactive 'screen with 'adapted menu) / nr (notifies when 'designated) of any product / sys; eg: 7G).

-Existing technology called "Vitale": Combines closely related frames of video by borrowing minute elements from one image to enhance the second images. The result is an increase in the number of pixels, which improves clarity. Uses automated visual inspection with semiconductors too. "Vitale" enables a computer to compare to compare multiple images. See "Popular Sciences" magazine issue May 1999 page 53.

2E210 Image searcher: Functions like software word searches. Except, user requests type image desired, within certain parameters, eg: colors, shapes, settings (eg: rising/setting sun).

-recognizing faces is becoming a crowded field.

--not patentable aspect: click on screen picture of rising sun, then system searches database for rising sun. If multiple factors: do part A and part B in each picture match or not?

--maybe patentable: picking multiple attributes, square, circle, rising sun, then search database. Requires algorithm.

---sys identifies what is an eye, next compares eyes.

-image searcher field is old and crowded

-* <3, 2.5, $, $, $-3> Crowded field (many related inventions).

Other Techie Details:

-Patentability issues: when C ('computer and 'analyzer) based color or images represent something in = the VA ('visual analyzer 'seeks & 'reacts to designated 'images) is another (though less efficient) way of sys' knowing / tabulating ("artist's generations) wo (without) the codes. [Copied from "Artist's"="VA" 8.96].

. See: * "access=ba"

-How it analyzes: via the different pixels depicting shape, size, color, distance, type of motion if any.

-D: viewed element -> 'camera = creates 'image w (with) its pixels = 'analyzes 'image's characteristics against a 'database of other images or image parts or characteristics = VA ('visual analyzer 'seeks & 'reacts to designated 'images) concludes on the nature of the viewed element = controls any 'designated function in 'reaction to va's interpretation of viewed image.

-What it can 'analyze: the two or three-dimensional objects in real world or such objects in cyberspace [db, sw, internet, 'tracking db]

. Can be "Visual Analyzer" or *"Voice Analyzer". If not sure, it's "visual analyzer".

"Analyzes" images. Sys determines what images are present, then "react" (to images) as programmed (pr).

-D: camera/scanner/s (interactive touch screen) = data converter = c ("analyzer") = tr (transmitter) = function

-+ US Pat No's: search str: (visual or image*) adj analyz* - many related N (invention) in this search. Color image production control 5194891; Detects imperfect seal 5260766; 5140988 Detection of abnormal bone structure in animals and carcasses with (ultrasound); 5164992 Face recognition sys.

-"Edit": Determines how / what (w5) images are "analyzed" ~ processed.

.-Alerts when camera sees a change in its view. Works via pixel analyzing system. Differences in pixels triggers signals. System may have a storage of all visual effects it is comparing against.

.-images from paper / written onto tablet ("interactive" touch screen) / images stored electronically (cart/c's memory) = image converter = c ("analyzer").

. OTD D: "Visual Analyzer" ~ C ('computer and 'analyzer) =

*ACCESS (to utilize sys); ANALYZER (); %ARTIST (); %BA (); BRAIN (); C ('computer and 'analyzer) (); CAMERA ("tracks" targeted image/object, "lens"); CART (how sys (electronic system) seeks / processes images); M (db of images); %MULTI-USER (each user may have differing uses for "visual analyzer"); NR (when particular (group of) images found); PR (controlling "visual analyzer"); Q (); *R (); ROUTER (sys seeks and tr designated (uip-tailor, "visual analyzer") images); SCORE (how closely each 'image (sys can "analyze") comes within desired image's paradigm); % SOUND ANALYZER (visual analyzer integrates with sound analyzer to: better "analyze" what is occurring (in real life situations, a/v programs, "entertainment" programs));

SOUND VISUAL ANALYZER (); STATUS ("tracks" how images are changing & gives "status" for (how important) changes (are)); SYNTH (); TDS (registers each (file of) sound(s)); T (tr digitized images (after alteration/"editing"/"analyzing")); TR (t, mo, fax); +TRACK (); U (person controlling how visual analyzer works; person being viewed/studied); UIP (uip-tailor: seeks designated images, and alters them via uip-tailor); VR* (converts images as programmed).

-D: camera/scanner/s (interactive touch screen) = data converter = c ("analyzer") = tr (transmitter) = function

-Image db ('database info to help adapt to 'associated need(s)) Searcher: VA ('visual analyzer 'seeks & 'reacts to designated 'images) scans db ('database info to help adapt to 'associated need(s)) / world wide web for "designated" images ("routes" it and any attached text / page / web sight text / other images) to= "designated" file.

. US Patents. Boolean search parameters:

-str: (visual* or image* or picture*) adj9 (analys* or analyz*).

-US Patents: 5471252 estimating motion vector fields.

. Optical Character Recognition SW: "analyzes" handwritten text / % other "images" (via enhanced VA ('visual analyzer 'seeks & 'reacts to designated 'images) sw).

-"Billing": bills for time used / "accessed".

END OF THIS VISUAL ANALYZER FILE, FOR THIS PAT APPLICATION

File: Features Intro / VR

VIRTUAL REALITY FEATURE:

6B630 Virtual Reality Voyager: Child experiences his movements in new ways. Body movements are converted into creative audiovisual effects. Example: each leg's movement sounds like steps made in the forest, while the scenery on the screen changes according to how he walks.

-Walk Thing: amplify and alter the sounds created by your walking around.

+-sound like you are walking: on a beach; through forest; on pile of tin cans (for humor); through water; etc. 83

-you can walk around the room, yet it sounds like you might be walking on: sand, snow, autumn leaves, sloshing in shallow water by seashore or lake...

-each leg movement triggers the sound making mechanism

-the speakers can be for the air, or via portable stereo headphones

-makes walking to work, etc more interesting

-user can create different sound effects of many of the choices listed herein

-uses the existing pedometer technology as part of the system (pedometer counts the number of steps a person makes when walking), plus additional technology
-this is an early type of "virtual reality" product
-other titles for product: Virtual Reality Walk, Heaven Walk, Walking Sounds, Walk Maker, Jogger Companion
-additional uses: for jogging (makes it more interesting)
-uses the electronic kaleidoscope (explained in another of our product no's)
.-movements for any other part of body can make corresponding "synth" sounds, eg from movements of: arms (hands, fingers, forearm, biceps, head, upper and or lower legs, etc.)
-OTD:
-different cartridges allow different sound making options; all; "C"; pp (type of sound effect desired); mp; uk; interactive; toy; game; entertainment; "mic" (determines type sound made by user, then synthesizes sound accordingly); exercise; portable; sst; waste strap; bp; osc; vc; score; acts as pedometer too; cart; rpc; cp.
-"Tilt": controls sys' functions: u's objects are R
-copied to 5E020 in 8.95.

3C-230 Magical Virtual Reality: Look around the room and experience all the visions and sounds differently. The camera changes the images like a kaleidoscope. Your headphones alter the room's sounds according to the program you select or the vision you are experiencing. Form of 'Virtual Reality.
-Interactive Kaleidoscope:
Generate different visual effects while looking at the outside world.
.-can do all the standard things non electronic kaleidoscopes can: look out into the real world and see it cut into pieces and moved around (like with glass); develops its own graphics without looking into outside world; etc
.-Select color or black & white options. (Famous photographers prefer picture taking in black & white because it induces greater creativity from viewer - it may have such an interesting effect for some kaleidoscope users too).
.-make alterations in visual effects by: rotating buttons or dials, pressing buttons, moving small levers...
-insert pictures (cartridges, slides, etc) of interesting graphics (eg: abstract art), or pictures of real life. These can be changed to look interesting.

More Multi-dimensional Interactive Kaleidoscope: Activate changing images in kaleidoscope by external sound, motion, temperature
-may be viewed through eye piece, CRT screen, projected onto wall
-if projected onto wall, then unit acts as a device to create an interesting atmosphere in the room
-complex: kaleidoscope works on still and moving images (video, cinema), and can store both types of images; can be edited and programmed to create all types of effects, eg: inserting visual clips into other visual "S" shows
*-may generate sounds according to the images it creates

-AP: people of all ages; can accompany music systems;

OTD: "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; all; game; entertainment; "mic"; synthesizes incoming sounds; portable; sst; prints graphics created; "M"; bp; osc; vc; egh; score; tgh; md; cart; cp; uq; mq; uip; character.

. PATENTS: didn't do search.

-same as maybe done for "virtual reality".

OTD (Other Techie Details): *5A-610 Invention Store Software; 5A-620 Virtual Reality Invention Laboratory.

-See "Brain": sys' part adapts according to circumstances.

-US Pat No's %: 5310349 5227985 5214615 5185561 5172313 5130794.

-"Edit": Determines how u (user like a client) experiences VR.

.-A code (access, el (electronic) 'water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for how system used; time used / "accessed".

El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys (electronic system) functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R ('remote control via 'accessible 'interaction) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u (user like a client) are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS () // T (how each u "interacts" w: other u (user like a client) / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

* 5E130 Virtual Reality With Music:

-System increases your creativity

-Music made by user can be incorporated into virtual reality systems tailored for specific customers.

-Dance to your favorite music artists. In tern see them dance in rhythm/style to your dance and the music.

-Select the type background and other elements to accompany the famous music artists. Eg: scenes, instruments (& how they're played)

-The music instrument user is holding/nearby will sound according to the famous artist's music.

-VR: Interacting With Famous Music Artists (FMA)

-FMA are video taped and played back for each branching in the interactive computer ("C") program. User is moved down the branching via: his selection from menu / his behavior and or response is analyzed by system and hence moves him down the branching.
-D: vr/osc = composer/k

* 5A240 Karaoke Video: alters the audio and or visual signals as programmed by user. Makes depiction look different from the real thing. Make people appear as if they are: in another land; of another tribe, country, culture; in a musical band (maybe even with band members in the back); in nature, jungle, beach, large balloon, space, spacesuit; with the body of beautiful model or star actress/actor in clothes or bathing suit (body can be moving or stationary); with other friends in bar, house, etc and they are all happy or prancing around.
*-Additional feature for current sing along system. Camera catches user's image and alters it.
-Applications: entertainment, creates group spirit, shows people what it would be like to take on new job - eg: movie director shows how they want actor to act in movie script, dance, succeeding ins school, graduating, success in business, etc helping with positive behavioral enforcement.

* 5A250 Scene Selector: take shots of people, animals, plants, etc and change the scene to whatever, eg: jungle, foreign country, etc. User simply selects from desired scene before or after taking shot or during development of film.
*-All done electronically. Selection of scenery just before shot is of greater marketing interest.

* 5A620 Virtual Reality Invention Laboratory: Discover new ways of using and designing inventions. Programmable by manufacturer and user. Studies prove this boosts research and development results. "C" software versions have much lower development costs.

Software Version: select type product and see how it can be played with, eg - "robot" for: walking up stairs, cutting food, etc; "massage machine" for: massaging futons (Japanese bedding which needs to be beaten to be kept flat), massage people, pets, etc.
-Virtual reality version later
-OTD: "R"; "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; basic; game; enter; portable%; printer; "M"; osc; vc; egh; score; tgh%; md; cart; tr; mo; cm; uq; mq; uip; character; clap.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip).

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* VR SECTION - Maybe Read Later:

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-+ All inventions and their users importantly are also depicted in software and or virtual reality form. The software simulates ALL occurrences to the degree possible in mimicking the (idealized) real life example.

--When a human or user is depicted in the invention: This can be either a real person, or the virtual reality depiction of the user. See 'User.

☺ END OF THIS VIRTUAL REALITY CENTRAL DESCRIPTION FILE ☺

File: Feature Intro / W5

W5 - The FIVE ELEMENTARY W's

The five W's: Why / When / How / What / *%Where. Two* or more of the five W5 (what, where, why, when and how) apply. (Information from) each of the five may influence one to four of the others.

..-Some of the ways^ in which the electronic product can determine each of the five in order for the system to then process the information.

. WHY: "uk"; system analyzes how it is being used; * data retrieved from "M"; MQ; ADAPT (system can know/guess from past experience in related situations); score

. WHEN: "tds"; * "uk"

. WHERE: "uk"; * positioning system ("ps", "GPS"); * adapt (system can know/guess from past experience in related situations); MQ

. HOW: system analyzes how it is being used; * UK; *MQ

. WHAT: "uk"; MQ; adapt(system can know/guess from past experience in related situations).

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-The importance given to any of the W5 (what, where, why, when and how)'s (via "status") determined via: "Brain".

%-"Billing": billing by: When] for time used; different times of day are charged differently; bills by the time of day "accessed" (eg: business hours more expensive (and length of usage becomes immaterial)). How] how system used. Who] "access", "multi-user", some users pay more than others. What] What was utilized. Why] adapt: for why user utilized system influences / effects: pricing / free offers to user in future for trial utilizations so they utilize again and pay money.

-adapt: collects data from= what is "sought"= by use of the W5 (what, where, why, when and how) criteria.

Applications: adapt-tailor; "track"; "access' BA (Behavior Analyzer)".

W5 (what, where, why, when and how) = Who, What, When, Why, What.

* W5 (what, where, why, when and how) SECTION – Read Later; Two* or more of the five W5 (what, where, why, when and how) apply. (Information from) each of the five may influence one to four of the others.

..-Some of the ways^ in which the electronic product can determine each of the five in order for the system to then process the information.

Why: "uk"; system analyzes how it is being used; * data retrieved from "M"; MQ; ADAPT (system can know/guess from past experience in related situations); score

When: "tds"; * "uk"

Where: "uk"; * positioning system ("ps", "GPS"); * adapt (system can know/guess from past experience in related situations); MQ

How: system analyzes how it is being used; * UK; *MQ

. What: "uk"; MQ; adapt (system can know/guess from past experience in related situations).

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-The importance given to any of the W5 (what, where, why, when and how)'s (via "status") determined via: "Brain".

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-ADAPT: collects data from= what is "sought"= by use of the W5 (what, where, why, when and how) criteria.

Applications: adapt-tailor; "track"; "access' ba (Behavior Analyzer)".

File: Features Intro / WA

WA (WALK ABOUT) FEATURE

IN GENERAL: Transmit and receive data (entertainment, useful information) via wireless.

D: 1 base (output) = 2 [transmitter/receiver] = 3base (output) / 4 M / 5 Output/function

Notes on D (drawing of a variation) (Diagram): 1/3/*4: there can be one, two, three or more of each -OTD: access; 13 air pad; artist; 35 balance; basic; 1345 cart; cc; 135 character; 1235 clap; cm; 1234 color; composition (its output is in 35); cp; 1345 date; 1345 display ("S"); distancer (1 interacts with 3, 1 & 3 interact w (with) 4; output in 135; satellite might be 134); educ; educ; entertain; 1345 "C"; 1-5 float; game (3 is portable unit; 3 interactive w (with) one or more 1, 3; cart for 1/3); 1-4 interactive (output useful for human user 135); locator (1 interacts with 3, 1 & 3 interact w (with) 4; output in 135; satellite might be 134); md; M 135 interact w (with) 4 via 2 (5 may give feedback and require data from 4); 135 "mic"; 2 mo; 35 morning; 3 motion sounder; 12345 mouse; 1345 mp; 1345 mq; 134 multi-user; 12345 notifier; 135 osc; 134 uip; 123 **4 *5 portable; 1345 pp; 135 printer; rcp; 135 remote ("R"); 1345 score; 34 sound (outputting results: 12345); 1345 speech; 13 *4 5 sp tel; 3 5 stereo; 134 *synth; 134 tds; 13 *4 tel ("T"); tgh; 13 tilt; toy; 134 tr; 1345 uk; 1345 uq; 135 vc; 135 visual analyzer*; vr.

Additional Features

-Tel: earphone/microphone (pull out/pull down) for radio/cellular tel ("T")

-Entertainment systems: stereo

%-Controlling oven: system can tell you food/oven will be ready in __ minutes, [*and what else needs to be prepared/done]

-Interactive games (video games)

-Alarm clock/organizer (has any of Casio's organizer functions) (states (hear your/system's voice)/displays what needs to be done w5.

-Pager: (mom speaks into intercom telling son: come home/dinner is ready)

<>-"Remote"

.-Using Distancer: know where user of WA is; system automatically tells user not to go beyond boundary / cuts off function(s) if they go out of bounds.

%-any other function in "remote"

-MK: easy one piece system lets you get absorbed in whatever you're doing without forgetting what else needs minding. Never miss hearing the tel ("T"), door bell, oven alarm... again. System is as simple or complex as you want to make it, with 1 to 1,000,000+ features.

-OTD 1: System has one or more of these listed features. Instructions/warnings/alarms given in audio/display/*print out/lights/*[other notifier mode]. Simply program which functions you want the WA to handle/help.

MISCELLANEOUS: Mini Disk: Sony, Sharp. DAT. Sharp Projector. Portable Fax - memorizes - cellular tel ("T") from Sony. Data Disk Man. Electronic Book Player. Electric dictionary: print tiger and makes sound of animal, from Sony.

-Portable Waterproof TV:

D: 1 uk = 2 base = 3 display/4 function

OTD: 2 air pad; basic; 2 cart; cc; 2 color (the color changes according to the water temperature, eg: a part of the base, or entire base; the portion that changes color can be changed if the chemicals loose their effectiveness later); cp; cr; educ; entertain; 2 "C"; 123 float; 4 game (play games in bath tub or shower!); interactive; md; 2 "mic"; 2 morning; 1 mouse; 2 mp; 2 osc; 123portable; 2pp; 2speach; 2speaker; 2sp tel; 4stereo ("uk" controls stereo which is separate or attached system); 2synth; 2**tds; tgh; toy; uk; wa.

o-Watch Remote ("R") Control

-watch display ("S") shows: programs available on TV/Cable/Radio

-additional data is available by using cellular tel ("T") technology. [up to here moved 3.95] >>

>>

-"Billing"

-See 3E061 Motion Tutor: 'Guides users to improve their movements. Device used as a 'remote control.

* Exists: Portable type notebooks. Keyboard is strapped about waist and placed at about belly button level. Have earphones and 'microphone for ['telecommunication/osc/nr].

-Not known to exist yet: attach creative forms of 'remote control.

--Eg like Yamaha's dance Miburi, whereby 'designated body motions trigger corresponding commands. This can help reduce need for keystrokes, especially where having a bulky keyboard is an obstacle. As a keyboard becomes less integral to daily operation it may be placed elsewhere on body in less obstructive location.

Other Techie Details:

-Transmissions/Receptions from "remote" can be to/from nearly anywhere in world. If the initial transmission can't travel far enough, then it is re-transmitted: transmission = reception = retransmission = reception = "C" = function.

-D1: Cordless Headphones/Microphone = sound (re)-transmission(s) -> [headphone/speaker/memory] operate on similar system. Can walk about anywhere and hear/make or collect and transmit sounds. -D2: headphones/*display (eye goggles) = "C"

-OTD #1: -General: Re-transmission is only an option: transmission can be without re-transmission, hence there are either no boundaries, or there is a limited distance. One type of re-transmission is the existing reflection

system that allows transmission of infrared light around corners. WA may utilized these "remote" and or audio functions. "Remote" and audio may be connected by wire and or radio/light transmission/reception.
Instructions/warnings/alarms given in audio/display/*print out/lights/*[other notifier mode]
-Audio: Switch allows audio mode played into: headphones; speakers; %re-transmitted to another audio system/part. vc *-Headphone may utilize one or more headphones for one or more people simultaneously or for broadcast of same/different sounds at different times. Microphone can pull out from headphone (pull out can be solid/only or mostly wire with microphone ("mic") at end); or flip the headphone down from top of head (ear phones stay over ears and the mike is near the chin [instead of being on crown of head at other times].
Automatic Speaker Balancing System 8B-140: "remote" tells sound system via its transmission (tr), the "remote's" location, in tern speakers balance their sound so person w/ "remote" hears sounds from all directions in near-balance.
-"Edit": Determines how u experiences WA.
.-A code (access, el `water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
.-OTD D: U = This N (invention) Sys (WA) ~ C ('computer and 'analyzer) =
ACCESS (); ANALYZER (); CART (); K (); M (); %MIC (nr u if there are dangerous/loud sounds in environment, eg: u hears all sound above or beyond certain sound frequencies - kn); *MULTI-USER (); NR (); OSC (U can change from what wa was doing earlier to temporarily enjoy music (stereo)); %PS (WA can know its location, and or give out its location to= M); R ('remote control via 'accessible 'interaction) (); TDS (registers each occurrence); T (has mobile tel features); %TRACK (sys tracks u/wa).
-"Billing": bills for how system used; time used / "accessed".
% Exists: Pedometer combined with Sony type walkman. Sold via Sharper Image '94-95.
. See: *"access = ba" = WA.
. R120 Control walkman via REMOTE control. Sony Model WMWX88: 7.91 MF. Control many other products and in other manners! If few buttons are on this control device then there may be fewer functions controlled.
-OTD:
ACCESS **:(); ARTIST *:(); BALANCE **:(); CAMERA:(); CART *:(); CLAP:(); COMPOSITION *:(); Display ("S"):(); ENTERTAIN:(); FX**:(); "M":(); MORNING *:(); PD:(); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PRINTER *:(); +REMOTE:(many details in "IMI&" file); SCORE:(); STEREO:(); SYNTH:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().
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%-any other function in "remote"

-MK: easy one piece system lets you get absorbed in whatever you're doing without forgetting what else needs minding. Never miss hearing the tel ("T"), doorbell, oven alarm... again. System is as simple or complex as you want to make it, with 1 to 1,000,000+ features.

-OTD 1: System has one or more of these listed features. Instructions/warnings/alarms given in audio/display/*print out/lights/*[other notifier mode]. Simply program, which functions you, want the WA to handle/help.

. Info within <<>> moved from E\2E in 3.95:

<< MISCELLANEOUS: Mini Disk: Sony, Sharp. DAT. Sharp Projector. Portable Fax - memorizes - cellular tel ("T") from Sony. Data Disk Man. Electronic Book Player. Electric dictionary: print tiger and makes sound of animal, from Sony.

-Portable Waterproof TV:

D: 1 uk = 2 base = 3 display/4 function

OTD: 2 air pad; basic; 2 cart; cc; 2 color (the color changes according to the water temperature, eg: a part of the base, or entire base; the portion that changes color can be changed if the chemicals loose their effectiveness later); cp; cr; educ; entertain; 2 "C"; 123 float; 4 game (play games in bath tub or shower!); interactive; md; 2 "mic"; 2 morning; 1 mouse; 2 mp; 2 osc; 123portable; 2pp; 2speech; 2speaker; 2sp tel; 4stereo ("uk" controls stereo which is separate or attached system); 2synth; 2**tds; tgh; toy; uk; wa.

o-Watch Remote ("R") Control

-watch display ("S") shows: programs available on TV/Cable/Radio
-additional data is available by using cellular tel ("T") technology. [up to here moved 3.95] >>
-"Billing".

* WA SECTION - Maybe Read Later:
-Transmissions/Receptions from "remote" can be to/from nearly anywhere in world. If the initial transmission can't travel far enough, then it is re-transmitted: transmission = reception = re-transmission = reception = "C" = function.
-D1: Cordless Headphones/Microphone = sound (re)-transmission(s) -> [headphone/speaker/memory] operate on similar system. Can walk about anywhere and hear/make or collect and transmit sounds. -D2: headphones/*display (eye goggles) = "C"
-OTD #1: -General: Re-transmission is only an option: transmission can be without re-transmission, hence there are either no boundaries, or there is a limited distance. One type of re-transmission is the existing reflection system that allows transmission of infra-red light around corners. WA may utilized these "remote" and or audio functions. "Remote" and audio may be connected by wire and or radio/light transmission/reception. Instructions/warnings/alarms given in audio/display/*print out/lights/*[other notifier mode]
-Audio: Switch allows audio mode played into: headphones; speakers; %re-transmitted to another audio system/part. vc *-Headphone may utilize one or more headphones for one or more people simultaneously or for broadcast of same/different sounds at different times. Microphone can pull out from headphone (pull out can be solid/only or mostly wire with microphone ("mic") at end); or flip the headphone down from top of head (ear phones stay over ears and the mike is near the chin [instead of being on crown of head at other times]. Automatic Speaker Balancing System 8B-140: "remote" tells sound system via its transmission (tr), the "remote's" location, in tern speakers balance their sound so person w/ "remote" hears sounds from all directions in near-balance.
-"Edit": Determines how u experiences WA.
.-A code (access, el (electronic) `water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
.-OTD D: U = This N (invention) Sys (WA) ~ C =
ACCESS (); ANALYZER (); CART (); K (); M (); %MIC (nr u (user like a client) if there are dangerous/loud sounds in environment, eg: u hears all sound above or beyond certain sound frequencies - kn); *MULTI-USER (); NR (); OSC (U can change from what wa was doing earlier to temporarily enjoy music (stereo)); %PS (WA can know its location, and or give out its location to= M); R ('remote control via 'accessible 'interaction) (); TDS (registers each occurrence); T (has mobile tel features); %TRACK (sys tracks u/wa).
-"Billing": bills for how system used; time used / "accessed".
% Exists: Pedometer combined with Sony type walkman. Sold via Sharper Image '94-95.

<<<< INVENTION DIRECTORY >>>>

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File: I Misc / 3E

FILE 3E

3E210 INDOOR GPS EXTENDER:
<4, 3.5, 2, 1*-knows little of GPS>
GPS Satellite Obstruction Compensator. An indoor GPS system. Know the location when transmission to satellite is blocked. Location between multiple ground parts determined via "distancer". Distancer is system of three transmitters which determines location of specific transmitter under obstruction from GPS, vis a vis the three points. These three point's central computer determines global positioning via satellite communication, and communication with mobile units.

Applications: 1] Functions indoors, since GPS signals don't travel through walls. 2] Multiple units used close to the three transmitters can be manufactured without satellite receivers, saving manufacturing costs. Entire system can be moved with the mobile central computer. 3] Helps handle interference of different types: cloud cover, within a mountain. 4] Track missing items. GPS prices dropping, product sizes of all products dropping, hence more applications for tracking. 5] Track and monitor (via "sensors") animals, people.

Tells system where user is, in tern, system responds or routes signals accordingly:
-Pages person (KN (invention)) without needing to disturb entire building.
-Games: locate players.
-Tel rings only in room or building where user is. Doesn't require call forwarding or receptionists forwarding calls. (See: KN (invention)).

Localized tracking systems. This invention combines with one or more of the following:
1] Heat sensors. 2] Loran system: quadruple (plus) system for shipping. Yet this system is broader scoped. 3] Pseudo Lights: transmitters identify location indoors with use of number crunching. Like an indoor satellite tracking system. 4] "Distancer" alerting mother when child walks away. 5] What computer shows for unit's location, and or * activity type.

Problems: GPS is crowded field. Mobile GPS satellite is still bulky. If outdoors, GPS needs to be pointed upward, impairing certain applications. Expensive, but off the shelf parts?

Miscellaneous:

-Tells system unit is in which building; then where within that bldg, eg: floor; room number; * who is using it how (via: "access", uip; w5).

-Trimble Navigation in CA: doesn't know of anyone able to track indoors. (408) 481-8000.

Comments From:

. Saunders: doesn't see need; limited market; expensive.

. Bob Asher: he did much work in GPS, would have hard time staying ahead of market since very crowded already.

. Conrad: each building has types of transmitters, hence u (user) know which buildings they are in without needing a GPS.

-Patentability: combining GPS w/ localized locators, since each exist separately.

-tr in building in same fq (frequency) as with satellites. An extra signal shows which building u (user) is in. U's receiver does the triangulation to determine where it is (vis a vis the building's tr).

--Indoor version is same as outside GPS sys, hence this alone not patentable. However, when indoors, don't know where in relation to rest of globe. Building doesn't move, so building constantly transmits its location to receiver (u) - bldg doesn't need to communicate with satellite.

-FCC?

-Sys also transmits where u (user) (rc) is located. Rc encodes its location and tr it.

-MK: paging sys; receptionist knows to whether they should page or trigger beeper.

-LoJack: car locator, helps identify where stolen. Maybe built mid-1980's.

-Guessing likely exists: u (user) tr their location.

-Time delays from satellite are (artificially) duplicated by sys (system) (via building's tr) to portable receiver (gps). Rc believes transmissions are coming from satellite.

-User might go in and out of several buildings, hence value in linking with global GPS.

-This sys (system) can be used outdoors. Purpose: improve accuracy of locating position. Though many companies are trying to figure how to get around the military's block already.

-Use for getting stolen cars kept in (public) garages. sys (system) states car is in/somewhere in garage. Yet, moment signal was lost sys (system) knows where car is.

Pandescio:

-Type localized locator depends on type application.

-Tracking person.

-Exists Maybe: Stanford Univ's Astro Physics Lab is researching creating greater pinpoint accuracy (for airplane landing).

-System useful especially to: reduce costs (each separate part can more cheaply determine distance elements than via gps); eases situations where a roof or other obstruction can limit communication / * access with satellite (gps).

-"Locator" and "Distancer". Eg:

-Studies number of u (user) / people / animals, for research, adjustment of HVAC (see Mitsubishi's related product as written up in one of Japan's English newspapers about '92-'93).

-Location(s) of [people, animals and heat generating items (machines, black colored objects heating up more than environment in the sun)] identified by heat sensors (any ever made by Takenaka Engineering Co, Japan). Exact location(s) can be determined by analysis of multiple sensors in like manner of: multiple radio frequency receivers identifying objects as explained in these papers.

* 3E-020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-"Analyzer": system studies the "score", "status" of objects, in terms of their w5, uip, etc.

D1: user or unit = tr(s) ~ analyzer ~ C ('computer) = gps = m.

D2: determining whether portable tr is indoors/out: portable tr = transmits (ongoing) signal (whether indoors or out) = (indoor) receiver receives = then knows the object to be monitored is or isn't nearby.

* D3: playing indoor/outdoor games: players / system knows where other players are -> players / sys (system) responds accordingly.

File: I Misc / 3G

FILE 3G

<2.75, 3, (2-Saunders), 4>

3G010 Tel Ring Delayer: For situations where it may take time for one to answer the tel, the caller may not hear ringing for a while (during which the receiver's tel will begin to alert the receiver of the incoming call). Callers will in tern wait longer for tel to be picked up.

Important Applications:

-Answering machines: program tel to have callers wait until person can get to telephone. Tel answering machine knows when owner is home or not: automatically has two answering modes.
-Intercoms: gives owner more time to answer.
-If caller gets a busy, tel company can still put them on hold. Caller knows their cue position without disturbing receiving party.

Miscellaneous Functions:
-Callers while kept on hold can hear / *read: music; number of people or calls ahead; target person's future schedule so caller might retry attempting communication.
-All existing voice mail functions apply, eg: Callers may opt to leave a message rather than wait.
-Times of poor connections can inform parties on other ends: wait; nature of problem, eg: poor transmission quality. User or system can select or self-determine nature of problem, in tern give (nr, osc) applicable "status".
-Incoming calls routed by: caller ID, extension number requested.

System knows owner's/user's location via:
1] 3E210 GPS Satellite Obstruction Compensator; 2] localized location determinators (KN (invention)) at: garage driveway, garden, bathroom (shower), noisy workbench; 3] "sensors" "analyzing" for activity in the dwelling, eg: human vibrations, speaking; front door opening - analyzed with combination of other sensors; 4] owner selects from ten plus outgoing messages, eg: "I'm in back yard, leave message or call back in an hour", "I'm driving to/from work/home"; 5] incoming calls are (already being) forwarded. 6] User triggers small portable device (couples as: pager, door opener, remote control, watch, *organizer) which activates type outgoing announcement.

Problems: Need to probably license to phone monopoly. But cheap to just get patent then license? Need to do public relations to get phone company to adopt system. Likely someone thought of this in the crowded telephony industry with powerful players.

Delayors also for:
-Door bells
-Street lights (for ambulances, mass transport vehicles getting priority, eg: Dutch buses for which lights change to green).
-Oven temperature reduces temperature when "brain" knows/"senses" u (user) is going to be late/going out of house. Intern, food can cook for longer and be ready hot later without burning.

-OTD D2: This N (invention)sys (system) (t ring delayer) ~ C ('computer) =

Fax (sys picks up fax later); ACCESS (); ANALYZER (); AP (); ARTIST (); BALANCE (); BRAIN (); BVA (); C (); CAMERA (); CART (); COMPOSITION (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (u controls sys: ring delay when u (user) is away from t); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR (); WA ().

-caller doesn't hear rings during first (two) rings.
.-signals generated from handset or switching matrix.
-if can do from handset: don't need to worry about the tel monopoly. Easy to find out.
--difficult to find out if: Tel Co switching matrix would dump the call if it didn't get a ring back signal w/in certain time. Ask phone co.

-caller can get sound/osc that says wait (initiated after certain # rings).

-all software implemented regardless of where signal of t being picked up is generated from).
-give more time between rings.

H:

-Drawing #1: caller = t ~ C ('computer) / intercom = tel company C ('computer) processing network (analyzer) = t ~ tel ans ~ C ('computer) = [poor/type connection analyzer] / owner's location analyzer
-Drawing #2: caller dials up = c (pr by receiver's t) = caller hears delayed ringing / receiver hears ringing immediately
-works with fax/answering machines too
-the term 'caller' can be replaced with 'one who is making the initial contact'; 'owner' with 'one who receives communication'; 'call' or 'incoming call' with 'sender's action'.
-GPS tells tel sys (system) where u (user) is, hence t sys (system) reacts accordingly.
-problem: signal generated by switching network? Will tel co alter it for you? Switching station receives on/off hook signal from tel (DC signals?). Hold patent until tel co opens their mind?
-OTD D (drawing): T / This N (invention)sys (system) / C =
ACCESS (status of call owner limited to certain parties); ANALYZER (nature of problem/status: where owner is, who caller is (via latter's uip or access)); *CART (owner's location, type osc or vm options); *M (uip, owner's whereabouts, gps); MIC (t, intercom, paging systems); MULTI-USER (each telephony number can: route / distinguish between different incoming calls (via caller ID, access; distinguish who incoming call is for,

via: extension number, voice recognizer); NOTIFIER (tel rings; counts time or number rings made by caller - simultaneously or *after they quit (hung-up)); OSC (tel ring, status for caller, owner); PR (); PS (); Q (how caller* / owner can better use/ alter sys); S (); SCORE (number of messages); SENSOR (); *SOUND ANALYZER (helps determine level of quality transmission); STATUS (); TDS (vm); T (); UIP (); WA (t).

-OTD D (drawing): This N (invention)(T Ring Delayer) / C (*computer) [line drawn to each below N#] =
-2E251 Remote Controlled Camera: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-3E010 Mobile Tel Location Notifier: Goes into effect when this N#'s "analyzer" determines so as: pr, uip. Eg: when u (user) is about to enter poor reception area, system allows for extra long ringing (receiver, may or may not know this).
-3E040 Telephone with Selected Noise Canceled when Beyond Designated Distance: -3E041 Telephone with Selected Noise Canceled when Environmental Sounds Are of Unwanted Frequencies:
-3E151 GPS Circumstance Correlator and Controller: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-3E210 GPS Satellite Obstruction Compensator: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-5E020 Remote Control Stick with Switch: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
+-5E040 Recording prompted upon presence of certain sounds: Goes into effect when this N#'s "analyzer" determines so as: pr, uip. Eg: user is washing dishes, taking shower, already on tel, snoring, sleeping.
-9G220 Channel Scanner Skips Stations Having Commericials: system lets incoming communication (t) come in more so during commericials.

<3.5, 3-MarkP, 2-Saunders>
3G050 Call Rerouter: If person gets disconnected and redials back, system will (via caller ID) route call to same extension number within large telephone system if extension line is free. Caller got routed around via receptionists, then doesn't know extension they got connected to. Then got disconnected, they can redial. For any subscriber or within mammoth organizations, eg: governments, G.M.

Problems: See 3G010 Tel Ring Delayer. Cooperation with tel co may better allow tracking between most type of tel systems?
Can be done?

* Exists: Recipients can return calls to numbers they missed; caller ID.

Miscellaneous:

-Recipient might keep their line free from incoming calls by keying into computer that they feel they were disconnected.

==

-Saunders: tiny incremental benefit; there are 700 #'s, e-mail.
-Asher: how does sys (system) know caller got disconnected: either the caller or receiver has to press some buttons, eg: "got cut off". Can be marketed since helpful to already be in the tel business.
--if receiver presses button, this (better) allows caller to get back.

-PBX type memory function. How know who it is if caller not via PBX - integrate w/ caller id (CID).
-the caller initiates the return call.

Conrad:
-receiver's tel sends signal (to caller / tel co's m) stating its extension number.
--might need to control all PBX tel systems w/in sys.
--wouldn't need (all this) w/in one telephone network, eg: each call is to an extension number.

-redial: even if not disconnected.

Pandescio:
-easily implemented. Hardware records how patching was done, then this can replicated.

H:

-OTD D (drawing): T / C ('computer) =
*ACCESS (); ANALYZER (caller ID; sys (system) knows how incoming call was rerouted, hence redialing made possible (via memory too)); CART (receiver's location, extension); M (call routing); *MIC (); MULTI-USER (distinguishes between different extensions, tel #'s of recipients); NOTIFIER (t rings); OSC (); PR (routing); Q (allows user or programist to: reroute call; study call patterns (within) organizations); S (); SOUND ANALYZER (converts sounds via synth to make more appealing); STATUS (); SYNTH (); TDS (w5 of calls); T (); UIP (call routing behavior for each caller, each recipient); WA (t)*.
-Drawing #1: caller = t / c= telephone company = (t switchboard at recipient's co.) / c = t.

FILE 4E

< (Conrad: 2.75-pat, 4-mk), 4, 3, 3 > Cheap mf?

4E010 Motion Powered Batteries: Insert rechargeable battery in charging device strapped to human body. Charger gets its energy from movement. Good excuse for exercise while saving environment and electric bill. Joggers induced to keep steady pace by the powering of their walkman radio (wa).

Also Add Converter To:

*1] Doors: outer part w greatest swing motion, or at or with the hinge.

2] Exercise equipment: Treadmills (in tern system requires less/no electricity to run); Muscle building equipment: level or resistance is alterable, and the greater resistance pushed against, the greater the energy developed, eg: bar bells, Nautilus type equipment

*3] Tennis rackets: or any such object receiving banging pressure.

4] Balls: tennis, basketballs, golf, baseball*, etc. 5] Shoes, Pogo stick, walking stick: also harnesses the energy from downward pressure. Teenager can power up their walkman batteries with designer tennis shoes.

*6] Vibration converter attached to: automobiles, trains, earthquake zones lighting up entire cities without power (joke).

*7] Office equipment: keyboards, staplers, drawers, pens.

*8] Toys: autos (exist?); dolls (energy from their appendage movements); race & train tracks; yo-yo's (KN)

9] Rollers, wheels: bikes, autos, carts (shopping).

10] Stair steps, walkways*: as one steps down, the energy created gives some upward boost to human walker, resulting in less total human energy exertion.

-Safer Applications: Exercise step-mills (type treadmill) with hold bars. Lights up stairway. The pressure needed is great to push down a few millimeters, hence more stable ground surface like carpet padding.

11] Pet Dogs. 'Rover' name for trade mark. Battery used to power sys accompanying animal. Eg: powers (monitoring) sys attached to animals (in wild, under study). Reduces need to replace batteries.

*12] Sound converter: converts sound energy into electricity? No clue if talkative managers could push for any research needed. Attach to: microphones, tel, sound "sensors". Joke?

13] Yo Yo's gyration and snap when reaching string end. Kids can power up their toy, video game batteries. Get's traditional parents to purchase a non-crt toy, since kid will need to yo yo before he can play game?

"Score": The more or harder the item pushed, moved, hit, the higher the "score". Let's user's feel: better, more masculine, stronger, productive. Also shows level of exercise (force), number calories burned.

-Screen shows how much energy is being generated by which type action. Software compares results (calories burned, energy generated) for differing activities.

* How Attach: place on object where there is greatest movement potential, eg: farthest out (with widest swing); point where greatest energy can be created, sometimes trading off for the easiest way in which it all can be used, eg: safer, less pressure required by user, product functions closer to how it would normally function

without the energy converter such as with less obstruction, and less bulk or matter (wires, plugs, converter, battery) sticking out.

Miscellaneous:

-type recharger (mode) used depends on type motion most anticipated. In tern, sys can better harness movement energy by: (self) adjusting its moving parts.

-cheap to manufacture?; can see many buyers.

-Harnessed energy can also: -> light up built in lamp, make sounds (osc) which last for certain duration after movement, reduce energy consumption to operate a system (simultaneously).

-Body movements: jogging, walking, hiking, aerobics, swimming (waterproof), chopping (food, wood), working (house construction, farming), dancing.

Problems: Would require much exercise to power battery. Can develop a good motion to trapped energy conversion ratio? Likely somebody already conceived it?

Exists: rewindable spring based watches. Alternator (car).
If questionably patentable, argue need for product.

H:

-osc sounds (buzzes nicely) (louder) according to type/level/intensity of exercise.

-extends battery life. Accompanies other battery life extender sys, eg: solar power.

-Shake battery and its system around in 1,000's of manners and energizes battery, eg:
strap to ankle and job (while losing weight); attach to wheel of bike/car.

-gives extra excuse to exercise; maybe the mechanics are slightly improved upon such similar battery system previously used for watches in 1970's, 1980's*.

-D1: gyrating (wheel) = turns as moved = causes friction = surface area of contact point = converter (friction to electricity) = tr = battery~c~s (score: battery life level)

-Attach to any moving object, sys: things that rotate/gyrate (tires), things that vibrate (excessively, eg: factory machines).

-Adapts to each type exercise. Either different devices or device adjusts its way of harnessing the type motion as its happening.

-Batteries usually rechargeable.

-OTD D: This N Sys (Battery charging sys) / C =

**ACCESS (); ANALYZER (how battery is (better) getting its energy supply; how its being used *); CART (the battery itself is cart which slots/attaches to sys that taps movement and converts to energy for storage into battery); EDUC (s shows how much energy is being generated by which type action (w5 shows up

simultaneously/later (via memory=c))); M (analyzer)*; MIC (convert sound energy -> battery power)*; MULTI-USER (sys shows/memorizes (c) who & w5 energy was obtained and via what means (activity, rate of energy generation)); NOTIFIER (u told when battery life is near end / battery storage at maximum capacity); Excess energy generation (beyond max storage) (can) activates: osc (music), heat, cooler, other pr sys/function); PR (w5 battery recharging to take place; u can take out converter from system when (w5) they choose); Q (sys asks u w5 re sys; u asks w5 q); S (score); SCORE (w5 battery recharging: when, where%, how (type, rate, duration of activity), what (was charged, for what application will/was battery used (dev uip); SENSOR (is mechanical/el; sys (automatically, manually (via u making mechanical adjustment) adjusts itself to better tap into type movement); STATUS (battery level); TDS (amount of energy collected when (w5*)); *UIP (); WA (battery sys attaches to wa).

=

-OTD D2: (Body / Machine generated) Motion = This N Sys (Motion Powered Battery) ~ C = ANALYZER (pr for how sys will better convert (movement) energy controlled by: "brain"/k/(motion) "sensor").); AP (energy is ideally not stored but immediatly used inorder to reduce energy loss -> applications: powers up: lights / osc / the el sys itself); CAMERA (); CART (); DISTANCER (); EDUC (); GPS (); K (); MQ (type of movement); MULTI-USER (each u moves differently; different u determined via: k/access); NR (when maximum (usable) energy isn't being generated, or when u is doing too little / *much energy. "Score" knows needed energy level for exercise); Q*; R (); SCORE (); STATUS (energy level (needed) being generated); TDS (w5 energy made = score); T (powers up t); TR (el, *t); U (humans, animals); UIP (analyzer to maximise energy); UQ (); WA ((helps) power any portable el N).

-Asher: exists: tennis shoes lighting up as it walks, maybe motion powered.

Conrad:

-Life Cycle: made exercise bike w led screen powered by cranking pedals.

Pandiscio:

.-Seiko has quartz watch: wrist watch not to wind main spring (not to wind main movement). Electric currents go through (quartz). Converts motion to electric energy. Differs from Rolex. This might make it less likely to patet this invention.

.--Rolex watches, get kinetic motion -> physically tightens spring of mechanical watch.

<(Conrad: 2.5-pat, 4-mk), 3.5, 3, 3, mf-cheap>

4E020 Content & Date Verifier: Basically any event in the universe which can be recorded then digitalized is stored. System then time date stamps the data while making the occurrence's contents unalterable. Registers: electronically sent documents, verbal telecommunication, events captured via a/v camera, etc. "Sensors" and "Analyzers" seek then register certain occurrences which match software's criteria via 2E251 Intelligent Monitor, simpler software.

-Value: this system helps prove what contents were sent versus just, eg: competes with Federal Express' overnight service; even taking to a notary doesn't prove that item was sent.

Applications:

Documents: Send electronically and have such transmissions and their contents registered. The post office's certified mail system doesn't easily enable senders to prove contents of mailing. Central main frame computer stores transmission time, contents, and time received or file opened. Send via e-mail, fax, etc.

-Printed communication verification: From banking to buying houses to general contract law related matters. In business, contract terms specify how notices are to be sent or received. If the post office is the market, obtaining a supply contract could be difficult, but don't need post office. One can have this verification system even for most of a business' semi-routine communication.

*-Money wire transfers (Exists?), airline tickets, passport visas.

*-News reporters sending information: receivers want to be sure pranks aren't sending incorrect data for world publication.

-Signature verification:

Audio / Visual Occurrence Verification:

All events that can be converted to digital form are recorded, then stored for unalterable registration.

-Type functions:

1] Shoot still/moving film which is transmitted (via modem) for registration.

2] A/V and technical (chemical reactions) results from scientific experiments registered. Eg: for FDA.

3] All events that are taking place, eg: at court trial, research actions related to 'first to invent', banking, laboratory procedures, street monitoring. Also utilizes 2E251 Intelligent Monitor.

4] Verbal communication (with or without the visual mode): phones (t); live speaking recorded onto microphone.

-"sound analyzer" converts spoken words into text [as is technically feasible]. Applications: allows key word searches for text; reading text is faster/easier than hearing extended conversations.

Organizing, Processing Data:

-Reduces human error factor for mislabeling occurrences for: time, type activity (w5), uip. Computers can more readily: locate, utilize, understand, alter, "analyze", "score", "status" data.
-Helps develop: databases; uip; status.

Marketing: Customers simply send data to our company via fax, e-mail, airmail, delivery, etc. We then store data electronically and in paper form.
* -Retransmitting to final addressee: 1] Air mail registered: our clerk takes to post office, gets some certification of mailing. 2] E-Mail: Use existing verification modes. 3] Fax: Use existing verification modes, namely have witnesses state they watched the transmission verified as transmitted by fax machine.

Proving who created material and W5: Verifying data was actually sent from, and or created by particular u/clients/(client) sys (c, camera, mic, intelligent monitor 2E251)/w5.
-Sys (at registration service organization (c)) verfies that particular documents were received from sender via: 1] caller ID (CID, mo); 2] "access" (password: identifies sender / allows sender particular type (uip) "access" into service provider's computer (c). All actions by sender (c) are = tracked = c = memory. Tag (label, code, access) (automatically) sent with (all) sender's communication (to service provider).
-verifying the signature/"access" (password, identifying code of sender): was with the document (from time of transmission -> service provider rc and giving tds). Contents are difficult to tamper. Tracking shows w5 data was: sent (by whom, when (tds), how (modem, fax, e-mail), what (contents of data: text, a/v), where (from sending point, CID, access (only works when sent from particular: locations (gps) / c / sw (which can't be duplicated/copied (wo special permission, access), and if copied such copies are tracked)).
O - (if) signature created/signed (el): u = c. The speed / pauses of signature are "analyzed" (matched w uip of u, *access) for how the manners of writing the signature match w how u signed documents before: when signing up w service, how their signature styles/speeds have changed over time while u used this / other (c) sys.

UIP *
Determining Authenticity of Sender's Identity:
UIP of U: sys "analyzes" / matches as much data about u (their behavior - uip) for all phases during which data is created = stored = sent = to service provider. "Score" for how well uip of u matches service provider's db of u's uip is generated.

Anti-tampering: Make it difficult to alter in electronic memory, and or filed papers what was sent (w5). Each user's own computer might record messages sent / received as well. Any tampering made shows tampering was done (w5).
-This sent/received info stored at sender's/receiver's sight/c useful: u subscribe to sys, in which case they can't tamper w incoming text, but can copy from it. Stays in memory, to help serve as evidence (they received or sent).

-makes it cheaper to record huge numbers of messages.
-client sends message via user of this patent.
-an internet recording system.
-Patentable? Conrad: local computers (networks) record w5, then just add a security system to this to avoid tampering of: dates sent, received, contents.
+-develop node on internet via which messages past through to us, then we send out via airmail (MCI Mail) and or internet or fax, or combinations there of. The air mail letters registered at post office (via human assistant employee) while contents are stored in service company.
-Cut and paste signatures via computer: replaces need to redo signatures. * Same signature always used for sending in particular mediums, or circumstances, helping reduce fraud, and any subsequent study or backtracking.

* Preventing Registration: Beyond legislation.
-Like blocking caller id (CID), certain users can request (electronically) that their actions (sent messages, verbal communication) can't be registered (as having been received).

Problems:
*-Confidentiality: Lose confidentiality because info gets stored somewhere. Data might be patentable if stored and kept confidential at same time.
-Miscellaneous: What's the 'how'? Its the great need that would make this patentable, versus obviousness of solution.
-The On-line services and military have message verifications systems, yet do they verify content without risk of tampering? On-line show if right person got message, or whole message?

H: 4E020 Content & Date Verifier

Preventing Registration - Continued from above:
-Blocking done by: keying in code (access%), maybe at any time before, during or after action or transmission.
-Limited elements might be recorded as programmed by sender or receiver, or type situation (uip).
-Sender or receiver knows if communication is/was being registered. Can trace who (w5) registered data. A code is generated in order to instigate registration mode, hence catching this code, then allows tracer to follow how the data with its code (which is designed to leave a trackable computer trail) moved about; * or was altered and in what form (w5, *uip).

* Software for mass marketing documents via electronic means: Result: is ability to send large numbers of documents via fax or e-mail with signatures in faster mode than doing individually, eg: via standard fax. No

known single software easily gets signatures onto the documents and does the software mail merge function, resulting in excessive time wasted by world, printing to fax a signed letter.

-Details on how this might be done: 1] getting signature into computer easily, via: scanner, *mouse, receiving a faxed signature. 2] Insert the signature into the primary document. 3] Have the fax number in a particular field of the addressee files. 4] Mail merge, creating multiple form letters with differing addressee information. 5] Software seeks the particular field for fax number, and sends documents automatically at designated times.

-We've been told this can be done by altering existing software, but haven't seen this relatively easy task worked out.

-Organizing & Processing Data D:

OTD D1: This N Sys (C=SW for organizing & processing data. / Action Verifier) / C / 2E251 Intelligent Monitor =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, nr data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

-Utlizes "Tracker" (new IMI part).

-OTD D2: U (send/retrieve info; access) = This N Sys (Registration Verifier) / C =

ACCESS (records w5, eg: a/v data on who walked by); ANALYZER (1] determines which files are more important for memory. 2] Sys isolates particular activities for "analysis". Isolation via: uip / visual analyzer / sound analyzer / comments from live observers (k) / key words. 3] this limited pool of data after isolation gives less data for studying); AP (ba); BRAIN (decides (automatically / as pr) what needs registration / "analysis" based on: key words / access (u/material) / uip (u/material); reduces manpower costs; compiles data for uip/analyzer as needed for purposes other than registration (eg: patent searches, strategic "game".); C (); CAMERA (2E251); CART (see tracking system section); DISTANCER (Tracking (cart in this OTD section)); EDUC (study of information management/security); GPS (); K (access - who can use sys); M (cart of this OTD); MIC (); MO (non central c = m/source c); MOUSE (); MQ (); MULTI-USER (anti-hacking sw); NR (when brain determines likely (score) that hacker is into co sys); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

-synergizes with Intelligent Monitor 2E-251.
-this sys tds every type of monitored activity: e-mail, intelligent monitor.

UIP Continued ** For 4E020

Note: this UIP feature too complex.
-UIP also used to: keep out people/u from illicitly entering ("accessing") sys, eg: controlling computer hackers; tracks who is developing data (w5) from idea conception to last registration (w service provider).
-1] "access"; 2%] congruence of type data / A/V u is generating w their past activities (sent to service provider); 3] sw used by u / u's sys; 4] 4E020 Content Date Stamper: Registers and organizes previous occurances that led to current data filed. Via: kew word search / matching images before w after (analyzes for similarities in same/other images w/in sets of text/(visual)data.).
-D: data input = analyzer = memory (mfh, cart, recognizes multi-user) = analyzer = data output = function
-OTD #1:
5A-810-042003 Advisor: compiles and analyzes user's information.
-OTD #2: c; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); m (db); score (score information can be processed for the pi database; and pi can help generate desired scores); cart (for additional data for the database; and or softwares for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database (re: uip) to people with the right password).
-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints" ("analyzer"). Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorythm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.
-OTD Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs.
-OTD Part #2: user can take their cart (their personalized uip for all identical or related products) from machine to machine - intern sys knows who sender is, or limits "access" othewise; different cart effects user's uip differently with the correlated changes in functions; type character changes according to uip (if a display ("S") is used); date; uip data (material being registered) can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates,

sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp (how material registered); multi-user (who sent/received/registered material); uip's database guides system's functions (determines the type (how material registered), manner (registration), timing (registration), whether or not to notify, mq, osc, synth; pp (registration); uip database influences printer's print out parameters, score, speech, vc, it prompts - accepts - processes uq; tds (registration); uk. Data (registered material) is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP (of: material / u (those who deveoped, used , saw info) can be programmed/understood with the help of: psychologists (behavioral analyzer), sociologists, marketing experts; U's city (tel area code/zip code) / caller id (tracks w5 of any occurence).

-D: data input (registration)/output = for "analyzer": tr/rc=c

-utilizes fuzzy logic

.-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, KN. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D-021 Sys reacts (intelligent monitor 2E251, decides what is to be registered automatically) to external products according to w5 they are:

Eg:

-Incoming-Call Identifier - Screener / External Element Identifier: "access".

-Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimulae from central "C" or "M") / visual analyzer / sound analyzer.

-D: Central Product / Sys = C = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: ACCESS *(); CID (); CAMERA (LENSE) (intelligent monitor 2E251); CART (type uip or senses or data (registration) sought); INFORMATION RETREIVAL (registration); K (); MFH (registration); MIC (); MOUSE (registration); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with (registration)); PR (registration); PS (location of external product (registered material) is a determining factor in deciding if any/type connection/contact/registration/"access" is to be made); R (); ROUTER (routes external product by their type nature); S (shows status); *SCORE (type registration); SOUND ANALYZER (registered material analysis: a/v material); TDS (registration); TRANSFERING INTER-SYSTEM TELEPHONY (registration of t communication); UIP *(); UK (); VISUAL ANALYZER (registration); VOICE MAIL (registration)

.-A sensor that connects to u (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap ver will sell for $100-$200.

-End of UIP - Sub-section. 4E020 Content & Date Verifier

"ACCESS" ** For 4E020

-"Access" has many applications: restricting who has access to view/review/check.

ACCESS (4E020) = OTD: 1 gain access via keying in alpha-numeric combination; 1 or, key insertion; or, 1 with remote ("R"); 2 access can be changed via pp, mp, cart; 25 character; 1 clap; 24 tds (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database]]; 25 "S"; 23 %distancer activates/deactivates lock; 123 access lock can be a physical and or software barrier; 245 "C"; 245 %interactive (activates/deactivates access).

13 signals for activation/deactivation of access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R"); 2*tilt; 2 *distancer (eg: clapper); 245 mp; 24 mq (prior to activation/deactivation; for uip database upgrade); 24 multi-user (individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system); 25 osc (if password or other activator/deactivator effected desired function, eg: gained access); 24 * uip (access draws on pi's database to mq prior to allowing user access to user; 24 questions for access change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score.

2 the necessity for the access feature is normally trivial, but assists in marketing, and helps organize differences between multi-user; uip.

1 the type code used in the password (a series of sounds, lights, letter or number combinations, etc) activates and or deactivates the corresponding function reserved for individuals equipped with the password.

24tds of user's past access is used develop his uip. Excessive or insufficient usage can exclude him the uses from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail.

24 the type of uq can consequently (according to system's uip, mp, pp) affect/control the type of password/manner needed to activate/deactivate; 5 speaker.

.-1R-45 'Dynamic Signature Verification': Write in your password. The system also identifies user's handwriting style. [Developed by: Communication Intelligence Corp, Redwood Shores, California / Riley Design Associates, San Mateo, CA 4.94 PS]

-4C-020 Transmission Lock, w/ other diverse "access" modes.

EXPANDING INVENTION:

-Service provider can be: company which receives / stores / registers+ material; software and or m which does the registration automatically on or off sight / on u's c (sw).

==

-Saunders: <1> 4e020: content verifier. Maybe saw it in NYT, but doesn't know if it handled content. So why was this a 1 score, maybe marketability: narrow markets, need to teach buyers re something they never were wanting before.

-Asher: its doing what computers already know how to do; might exist inside companies somewhere; could be put onto internet as a service (technically possible, or something interesting to make it patentable).

--maybe making more patentable: putting onto internet; making contents unalterable impossible - somebody on internet might learn how to break into code - hence unalterable impossible probably -> then hard copy is notarized (hence improves safety);

--patent search: look more in computer literature than patent database.

--improve how to make material unalterable. Happens automatically. Eg: hard copy is tds, then bound (so can't replace pages). Put material onto cd-rom, tape, or hard disk - back up at each time, or once daily; keep track of who gains access into sys - catching hackers).

--method of access: preventing access to hackers. "Access" for legitamate users.

Conrad:

-Patentability: this is automation of known manual/mechanical task. Need neat twist working w e-mail. America On-Line stores past messages that were sent, but questions of privacy are there.

Key card access systems exist which keep records of who came in through doors. Cameras put date onto picture (probably not done by film developer).

-How can we narrow down this and 2E251.

-world is going e-mail.

-in physical world hard to verify anything. In electronic communication world, verification easier.

-when receiving data, letter states it was also sent to the verification service.

Pandiscio:

-Legal issue could be nightmare for service co.

-Patentability: Nobody else doing it? Retransmitting data helps patentability. Argue real need for it. Since nobody thought of it and there is such a need for this, shows its not obvious.

-services which scrub the message, sender's identity. He is in Switzerland, doing it for free. But he doesn't archive it. Opposite somewhat of this N.

4G280 – Frisbee Type Inventions

FROM NATHAN FOSTER: There currently are illuminated flying disks on the market for sale. The typically use OLED or photon pumps for a light source.

Things to keep in mind. Sensors that contain moving parts will affect the flight of the disk. Recommend using optical sensors instead. Also consider using "persistence of image" technology to display text and other messages.

Nothing found re: current high tech flying discs. This appears to be a fairly open area.

People in Michigan play disc golf. The game came be played with only one disc but serious plays will often have several discs that have different weights and balances much like golf clubs. These will drop serious amounts of cash for a set of discs. Consider developing an automatic scoring system for this game. This could easily be done using RFID and should not be cost probative. END FOSTER.

FILE 5E

<3, 4-pat, 3, 4>

5E020 Remote Control Stick with Switch: Control any device via stick's position in air. Innovative command signals created by simple switch settings, and or each general position in the air (determined by level sensor). Can control: mobile toys, game functions, virtual reality, etc. Especially useful when controlling any device requiring degrees of alteration, eg: opening windows slightly, adjusting positions of remote objects. Allows greater freedom than remote controls and joy sticks. Construction of device in other words: Each switch position allows for different function effect. Eg: stick can be held in 5 different recognizable positions, and there are three switches, in tern there are 5 X 3 is 15, so 15 different types of signals which can be created, hence 15 functions. Stick is wired or wireless.

. Exists:

-Pat Sheehan: things which function according to relative positioning.

. Misc:

-Marketing: Star wars like - ng; has sex appeal.

-see 5E120

. Puppet Version: how controlling puppet is controlled -> desired function in controlled elements (parts).

--electronic puppet control; stick could be in form of puppet (move hand in remote control, in tern control toy).
--D: each controlling puppet's (movable) appendages / parts = half of "distancer" = puppet to be controlled - its alterable parts = "distancer". D2: distancer = C ('computer) = k/causes desired function (osc, moves (via mechanical mode)).
--puppet can be replaced with any 3-D object (w multiple (movable) parts).

. Functions:
-sound generation, "remote" commands, etc.
-also control by: where/how stick is held/w5
-manner in which this R ('remote control) is bent -> triggers associated control signals.

Mechanics:
-different part of stick (w each's own k) can control different products / portions of products, eg: top controls landing/wings, bottom controls speed.

Stick also comes in forms of:
Donut; ball; disk; pliable thick wire; doll.
-Any object, whereby how it is altered/moved generates a signal which is interpreted in programmed manner, eg: whenever toy car's wheels turn the lights of car automatically go on - 5E021.

Depending on stick's angle in the air, controls any electronic product. There may be over 20 air 3-D positions, coupled with three or more switch settings, allowing for (20 times 3 equaling 60 different type signals).
-virtually same N is 5E020.

. Applications. Things stick controls:
-Stick controls music (composing) eg: Yamaha's Miburi.
-(Toy) airplanes, boats, dolls, robots.
+ video games application: player represents his / opponent's / other player's position(s) via stick (s).
-acts as C ('computer) "mouse"
-the control of any (el) device as might be generated via (rather simple) electronic signals/controls, such as via switches/keyboards/etc. Eg:
-output - levels of light (the brightness of light changes while hand moves its distance), sound (decibels), etc.
-music playing (play drums / %key(board)s in air without touching anything). *(Have this N earlier?)
-water temperature (from faucet) - move hand to right for cooler water
-volume control (of T, audio/visual unit, "stereo").
-turning anything on/off
-altering the angle of (crt) display ("S")

+-adjusting sound (balance; "balancer"; treble; bass...)
-changing tv/cable stations; acts as "remote" control.
-Pointer: stick acts like compass, its position is intern transmitted/reflected onto: board / clock (reset time, alarm time).
-opening/closing/raising of: windows, curtains, doors, hoists.

+-Position of (stick) generates a signal.
+--Each position, coupled with positioning of switches ("k") increases number of potential signals from each position (its held in the air).
+-Signal generator: position of hand (object (held by hand)) in relation to the "sensor" determines the signal. This signal can then be interpreted in any desired manner.
-this N (invention)copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
--can have 100+ positions recognizable.
-more than one hand / object can be used. Different objects can reflect signals (light) from tr differently to receiver, hence creating different resulting signals.
--some signals might only be created using two or more hands/objects/el sticks.
-Adjust/alter/control the type/level (of desired output) according to hand's position in relation to the "sensor".

-to determine at which point the hand/object reaching "sensor", should trigger "sensor", options include: "sensor" responses to the closet point hand/object comes; another simultaneous signal (foot pedal) determines at which point and how the (moving) hand/object should be triggering signal.
-activate/deactivate this sys' remote functions via: switch (k) / remote control function, eg: shake three times at 45 degree by 45 degree (clock's hour hand at 2:30pm) angles, 30 cm away.
-osc/nr lets u (user) know (which command) sys (system) recognized input of (and will in tern carry out) (upon any needed additional commands from user/steps/processes)
-stick / other object may be wired / wireless
-D: hand/object = "sensor" = c (analyzer) = output (light)
.-trade marks: Wish Control.
.-included in IMI& (R)
-copied to better N (invention)file 1.95
-OTD D1: U = This N sys (system) (stick) ~ C ('computer) =
ACCESS **:(); ARTIST *:(moves drawing function (computer's cursor; brush)); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH **:(); MORNING **:(deactivate alarm); MULTI-USER**:(); OSC:(); PR:(); PRINTER **:(); Q *:(); R:(this product is also a type of Remote Control unit attachable to products); S:(); SCORE **:(tds); TEL**:(tr); TR: system can be wireless/have wire to c; UIP *:().
-similar to 5E110 and 5E120.

-OTD D2: U = This N (invention)sys (system) (stick, r) ~ C ('computer) =
ACCESS (); ANALYZER (); ARTIST (paint electronically via air motion); BA ('behavior analyzer) (); CART (sw); COMPOSITION (similar to existing orchestra conductor's stick, yet w/ diverse el (electronic) functions, compose music by how stick moves, Yamaha's Miburi); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STEREO (); SYNTH (); TDS (); T (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

H:
-this item explained earlier (means has an earlier INVENTION(S) #, eg: 1G010?)

D: 1sensor = 2computer = 3transmitter = 4receiver =5function/6other
Notes on D (drawing): 1: senses for/via: a] the angle at which item is held; b] "distancer"/"GPS". 2: memory. 3: transmits via radio, light, etc frequencies (part #1 can be skipped whereby the (laser) light or other transmission helps identify the stick's location/position/mode. 4: receives light, radio, audio...signals. 5: stereo/mic/record=playback(stereo)/key board/"synthesizer" system. 6: computer/"mfh"/connected to 5/"pi".

-5E020A: Anything triggers anything: Any action triggers applicable "sensor" which in tern triggers desired response. In this case, any action is a remote control action (r). Actions include: speaking, eg: clapping (clapper, "voice"); crossing laser light diodes; closing/opening doors; sitting in tern triggering pressure "sensor".
-5E020B: Toy car lights when wheels turn.
whenever toy car's wheels turn the lights of car automatically go on.
-OTD D (drawing): This N (stick) / C ('computer) [line drawn to each below N#] = 2E251 Intelligent Monitor: any action 5E020A can trigger monitor; 7G052 Flexed Level Notifier.
*-OTD D (drawing): Any action: talking, walking, moving (part of body), "voice" / *This N Sys / *C =
ACCESS (); ANALYZER (); CART (); EDUC (); M (); MIC (); MULTI-USER (); NOTIFIER (); OSC (); PR (); PS (); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().

<3, (Bob Green 4-Pat, 3-mk), 1>
5E080 System self analyzes best synthesis for acoustics of room/hall. Only nice idea, without having methodology.

How works:
-Drawing #1: different microphones -> sound analyzer = osc (c)

-Drawing #2: osc -> sound reflects back to "mic" = C ('computer) (sound analyzer1) = osc (adjusted by c; synth).

--Notes: 1: sound analyzer tries broadcasting in different frequencies -> intern analyzing which results best meet requirements as controlled by: (manufacturer's) pr, uip.

-"Analyzer" adjusts system according to: "multi-user" / type music / uip / type application, eg: sounds to boost sales, or make people feel at home.

-how technically possible? The method extra important for determining patentability. -Sys modifies itself via whatever feedback it gets from room. Auto frequency control. Like a standard dolby feature built into products.

-maybe cheap mf once chip developed

-User can also (complement) osc's sound alteration via sys's k.

-OTD D (drawing): This N (invention) sys (system) (Room Sound Analyzer) / C ('computer) = ANALYZER (); CART (); M (); MIC (); MULTI-USER (); OSC (); PR (); SOUND ANALYZER (); SYNTH (); UIP ().

Additional functions:

-"Analyzer": to reduce noise (for neighbors) sys (system) will automatically alter the more penetrative sounds, eg: stronger bass, by taking out the harsher elements (cutting down bass).

-Do a key word search for INVENTION(S) with "synth". Eg: for applications.

-works with 5E090 Wireless Music Band.

-OTD D2: This N (invention) sys (system) () ~ C ('computer) = *ACCESS (); ANALYZER (where to place speakers, how to set osc's el (electronic) settings (as determined by analyzer)); AP (stereo); BALANCE (); CAMERA (); CART (); COMPOSITION (manner of: 1] pre-recorded manufacturer's recorded music (CD, tape, memory) / 2] u's using their composing sys, = determines how osc's sound adjustment sys (system) should be analyzed); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (osc's speakers = mic = sound analyzer = sys (system) adjusts how osc can better make outgoing goind); MQ (for user's tastes (more or less bass, uip)); MULTI-USER (each u (user) has own preferred settings); nr (notifier) (when sound can be improved further); OSC (); PR (); Q (); R (); SCORE (sound analyzer studies how good sound is via differenting circumstances: w5); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (analyzer); SPEECH (); STATUS (analyzer); STEREO (); SYNTH (); UIP (); UQ (); VR* (); WA* ().

<(3.5-pat, 2.5-mk), 3.5> 5E090 Wireless terminals connect to central system.

Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sound making experimentation, cheaper recording.

-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.

-sys can also be an accompaniement (need fewer players); not limited to fixing/altering their poor music.

-signal processing feature is what would make this patentable

-can cut down volume of particular players.

-"air pad"

Other applications: any portable N (invention) / feature of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main t sys (system) (w (automatic) receptionist, related KN (invention))

Terminology:

-external units: the mobile/portable units that are connected to central sys (system) (c=brain) via (wireless) tr.

-OTD D2: (Multiple) U = External Unit / This N (invention) sys (system) (5E090) ~ C ('computer) = ACCESS (); ANALYZER (how each external unit interacts with eachother and or central c); ARTIST (group art making - each u (user) has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating with which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C ('computer) (each external unit can take over (many of) the functions of central C ('computer) via: access, consensus from other external unit (their u), tds (that unit's time slot), uip/score = "game": who is winning game); CAMERA (); COMPOSITION (stick 5E020, Yamaha Miburi); DISTANCER (); *EDUC (learning terminal); K (); M (); MQ (); MULTI-USER (central C ('computer) differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (wireless, cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

.-OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C ('computer) (5E090) =

ACCESS (); %ANALYZER (); ARTIST (); BVA (); BALANCE (); CAMERA (); CART (); COMPOSITION (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SPEECH (); *STATUS (); STEREO (); SYNTH (); TDS (); T (); UIP (); UQ (); *VISUAL ANALYZER (); VR* (); WA ().

<4, 3, 4, 2-Martin> 5E120 Display shows how remote control device or joy stick is controlling device. Example: how air stick is being moved and in which mode, and in tern functions its controlling. Uses 5E020.

-Martin: "seems like standard sw ('software) (software) function".

-5E090 Wireless terminals connect to central system = s / brain / tracker / pr / score / status / uip / wa.

FILE 5G

<Scores for 5G061 higher than 5G060>

5G060 Dyslexia Guiding Window: Adjustable sized mechanical square window lets reader limit the amount of printed material they see at once. Reason: excessive printed material over indulges senses of dyslectic individual.

Misc:

-see thru plastic w or wo border can have different colors w/in the window itself. Eg: white cardboard border and left side of window w/in is yellow, while right side is red.

--other window color combinations: stripes of 2+ colors, each stripe width one letter or wider; shapes (solid big dots, peripheral lines of other shapes) all w/ clear or colored background.

-color background changes over time (because): eyes getting tired need boost or change of color.

-functions can be in sw too, see 5G061.

-many features explained in 5G061.

<3, 3, 4-pat-sw-version, 1.5-mk, 3>

5G061 Dyslexia Software: People with dyslexia need new ways to have letter images inputted into their brain, each letter can be shown in three dimension, eg: the 3-D letter "b" has light shed on it from the left, and "d" has light shown from the right. Software alters letters and colors according to type problem user experiences, eg: different letters have different colors. Optional feature voices text, while user reads improving comprehension while encouraging dyslectics not to easily give up reading.

Search and Replace / Alterations / Adustments:

-User programs (pr) how software will make the desired alterations (nr).

-Software searches then alters particular words causing problems.

-Additional alteration modes:

-since people with dyslexia need new ways to have the images inputted into their brain, each letter can be shown in three dimension, eg: the letter "b" has light shed on it from the left, and "d" has light shown from the right (or opposite lighting).

-certain letters can be altered according to "UIP". Eg: user has difficulty deciphering "b" and "d", hence such letters are treated differently:

--"b" and "d" have different coloring; difficult letters are all highlighted/colored differently from the remaining text.

--those people who can improve their reading can then slowly have the designations of the difficult letters/words be made less and less distinct so gradually all text is the same. On difficult days the distinctions can be made again.

--construction^: software searches for designated letters/words (according to UIP / PP), then alters targeted images accordingly.

-(background) images controlled by: uip / pr / what came w cart/el text. Eg: read jungle fiction and see/hear lions roar and monkeys swinging from trees.

OSC mode while reading:

-Sys knows letter*/word/line/paragraph u is reading at moment. In tern, sys will read out those words (that cause reader problems via pr/uip).

Patentability: (60-70% chance either sw or pvc version). Software signal processing is the patentable issue to some degree.

-Simple ver (Mechanical): placed over printed text. Can scan by hand over written text by hand or el. By hand version less patentable?

.-Pat Search: need to check the modem capabilities of devices available for assisting the partially sighted to read.

Misc:

-sw version: info given electronically: scanned / on-line / cart (floppy disks, cd) -> sw converts text -> s / printer.

-Software uses simple version (5G060) too. Combine with product 5G070.

Software/Plastic versions of Guiding window 5G060:

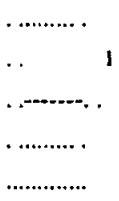
-Examples: see just one or more letters, words, sentences, paragraphs at a time.
-window can have clear and or changeable colored see through plastic. Certain colors backgrounds can enhance reading and or increase comfort
-certain shapes and or letters in the cut-out areas can be shown, if helpful. Eg: user has trouble differentiating between "b" and "d", so the top of cut out (blank) area has one or more "b" letters and the bottom has one or more "d" letters. User can refer to them whenever they need to better remember their distinctions.
*-construction of plastic and or cardboard. Square's window size created by adjust from one to three of the sides.

Sys Analyzes Reader's Speed Via:
-eyeball "analyzer": watch eye movement, each movement represents: a letter, syllable, word, word group; mathematically calculates via (triangular) configuration what eye is seeing, via its position to the shown text (s).
-reader hits key as they progress by: *letter, word, sentence, paragraph*.
-user scrolls text

Misc:
-teaches people to focus; acts like training wheels for bicycle learners, user sees a little at a time, increasing the amount shown, so they don't get overwhelmed.
-SW's images can also be shown in between lines, with or without a special colored backing for these implanted images.
-makes user feel more secure in the swirls of print
-system can have timer and or other electronic analyses for how user's reading skills are improving, eg: speed of reading; increases in sizes of windows.
--system may force/suggest user to speed up reading / increase window size

H:
-this N# changed from 5G060 to 5G061 7.95.
-Software version too. D: sw = c = display (desired effects and 2D (or 3D) images). Has same and more functions than the mechanical version.

-D1: flat (on electronic) version:



The graphics printed onto the card is on the outer perimeter. The inner perimeter is the see thru area. The bars across the middle show a possible position at which the window is partially closed with colored opaque material (can maybe still readily read thru it). The sliding door (comes from the bottom).
-colors used in the opaque shutter / any window (1) cover; plus the colors for the outer perimeter can be chosen by psychologists/dyslexia experts/u, according to the color(s) (combinations) that show best results / preferred by u.

-D2: .....
: b d :
: ..... :
: : 1 : :
: ..... :
:.....:

Notes: The diagram has big square, with smaller square within - labeled 1. 1=cut out window; letters b & d are printed onto outer (non-cut) area, above/below/to side of (reading) window.

.-Epilepsy and Parkinson's have similar symptoms to Dyslexia. Hence these products mentioned as helping any one of these problems can be applied to helping the other illnesses. Eg: via altering the way in which they focus their minds.

-OTD D: This N Sys (dyslectic's sw) ~ C =
ACCESS ("behavior analyzer" studies (reading behavior) intern: only allows those w (dyslectic/unusual) reading style to gain access); ANALYZER (sys adjusts its modifications according to u's needs/behaviors/uip/pr); CART (reading text, sw, multi-media effects, uip, access); EDUC (improves reading, study habits, speed reading); M (text, uip, access*); MULTI-USER (each u's differing reading needs met); NOTIFIER (when reader not reading fast enough / as needed); OSC (); PR (how alter text); Q (); S (); SCORE (speed, tests memory retention of read material); SENSOR (u's reading speed); STATUS (); SYNTH (adjust osc according to: uip, behavioral analyzer, pr, text); TDS (reading speed, score); T (mo); UIP (sys studies reader's (reading) style, eg: speed, comprehension = offering better training / assistance programs (sw)); VISUAL ANALYZER (reader's eye movements).

=

-OTD D2: This N Sys () ~ C =
ACCESS (password shows needed sw / current uip and score of u); ANALYZER (tailoring uip to how data best presented); ARTIST (); BALANCE (osc adjusts sounds according to u's uip for any type hearing problem/needed assistance, eg: sound always louder in u's left ear); CAMERA (scanner); CART (art, tutorial

sw); EDUC (tgh); K (joy stick); M (uip db); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R (); SCORE (studies level of situation (dyslectic problem, u's interest in material, marketability of material) via: asking (dyslectic) u questions to determine: memory retension, speed of reading), uses existing dyslectic / reading tests (sw)); SPEECH (); STATUS (compares u's scores over time, graphs u's improvement curve; analyzer = suggests future types of actions/sw u can use to better achieve desired aims); TDS (); U (dyslectic, general target audience of non impared people); UIP (reading / personal (interest) habits); UQ ().

Additional Applications for 5G061 Dyslexia Software:
-sys tailors presentation of material (sw (text, images)) according to: uip. Purposes: improve marketing / appeal to reader / readability (for non-dyslectic u) / reduces bordom (in reading material via same style/manner)
-U only sees/experiences (via: osc, a/v modes) data that they need/want. Screening of data via: uip, key word, visual analyzer, score (of U matched w level of difficulty of differing available text).

O - System tutors artists in improving their image making:
-D: Artist = Analyzer = C = U (human artist). U draws onto C / material scanned by C / cart (of art work) / tr from other C = C = sought after parameters (as pr) are selected = compared w parameters of tutorial sw (pr) = score/analyzer = suggestions made = visual examples / written commentary / score sheet / suggested books to read (selected via matching of book's UIP w artist's uip (at that scoring time)).
-This an old KN?
-similar to music instructor, yet this is more on the visual mode.

<3, 3, 2-pnt, 1.5-mk> 5G070 Speed Reading Software: System helps slow (dyslectice) readers increase reading speed. Each word (or group of words) is highlighted, with or without the surrounding text shown. Optional feature voices text, while user reads. Other applications: learning second languages (pronunciation, speed), normal readers seeking to increase speed, psychological testing (eg: effect verbal mode has on reading comprehension and speed). Combine with product 5A060.

-for patentability (60-70% chance for sw).
-the software signal processing is the patentable issue.
-Dyslexics have slow reading speeds, hence this complements 5G060.

Special handling of particular word:
-long words are (automatically) hyphenated / broken up to reduce word length.
-other words u continually has trouble w/ are marked (colored/underlined) or delineated in some manner (to catch reader's attention). Find such words via: sw search and replace/alter.

-Longer words can receive more time. This feature can be turned on/off, since giving longer time can encourage readers to slow down.

OSC gives a beep sound helping reader w reading tempo: one beat per word/line/paragraph/page. Speed of beep can be pr.

-OTD D: This N Sys (speed reading sw) / C =
ACCESS (readers unable to read / respond to c sw's prompts fast enough can't gain access, this makes it more difficult for computer hackers to gain access when/where (w5*) they are less initiated into sys' functions; those trying to gain access (then failing on initial trials) are more closely tagged (2E251 Intelligent monitor) during any subsequent access attempts they may attempt); ANALYZER (speed of reader determined by sw via: cursor position, rolling of screen [up-down], page turning, how u rates their own speed); CART (text to be read, sw); EDUC (improves reading speed, comprehension (special training sw)); M (); MULTI-USER (adjusts to each reader's needs, uip); NOTIFIER (when reader isn't doing well, eg: too slow); OSC (); PR (); Q (); S (); SCORE (speed, comprehension*); STATUS (); TDS (); T (modem to tr data to be read/converted); +UIP (sys adjusts to user's unique needs: speed, type reading/behavioral disorder); VISUAL ANALYZER (sw's optical recognition alters images (words, pictures) to suit u's uip's needs); WA (s on portable units).

Each word is highlighted / boxed (with or without other surrounding text shown) in a timed manner. User / system selects the speed of movement, allowing user to better focus on one word at a time.
.-user can alter speed, and or press button for system to continue to next word
-related to 5A-060
.-more time can be given to words which are longer, or which are designated by the database as harder to read (based on entire population or from studies with dyslectic peoples).

+-Dyslectic Phonetics Reader:
System highlights / shows each letter/word/sentence/*paragraph at a time. Highlighted material is then spoken out. Also useful in initial learning stages, helping readers use phonetics to read. Reduces needed time for live instructor.

-related to 5A-060.
FILE 7G

PVC ALERTER
<3, 3.5, 3.5, 4, 3>

7G050 PVC (eg, gloves, condoms) alerts user when it has been perforated or come into contact with certain chemicals:

Chemical version: inner layer is of different color in tern exposing itself, or inner layer emits colored substance when punctured. Electronic version: sensor notifies if any contact has been made with specific chemicals on inner, outer or upper surface. Both versions analyze type of occurence in terms of when, and how a particular type chemical contact was made. Biggest benefit is the safety feature for mankind.

WHAT'S SHOWN

Any type of occurence user wants "notified" is shown. Examples of type occurences:

-Conditions of PVC's quality shown: hole; tear; (minor) stretching which could lead later to real tear due to increased weak area; if came into contact with corrosive substance (which could weaken (thinnen) pvc), may have already corroded outer layer of pvc; if pvc is being stretched beyond (desired / pr) capacity, eg: hand too big for glove, or excess pressure.

-Age (of use): if pvc is too old, or been exposed to air/chemical (too long / beyond pr/tds time period).

-Temperatures shown: changes in temperature for contents (tubing, containers, lids) / environment. Different colors represenent different temperatures.

--if temperature has exceeded both a minimum and maximum temperature.

-Biological changes shown: Minute changes in temperature resulting from micro-organism behavior. Type organisms and or what they are doing (w5) shown -> their measurable activities cause "nr" effect (chemicals excreted by type organism's activity, temperature, motion level (amount of friction/vibration) pvc receives, etc.) -> (chemical) reaction in (pvc) -> nr.

--friction level results -> changes in chemical condition of pvc / chemical changes resulting from mixture of studied (moving) substance w/ pvc.

-Chemical type contact shown: different colors represent type contact w: air (quality), Ph level, specific chemical wanted (to be avoided). Percentage of particular chemical content: how dehydrated, sulferic.

-different sides of pvc have differing nr (notifier) according to what that side comes into contact w/ what (w5).

. Identifying type contact made by PVC:

Check PVC later: PVC has miniscule pockets which hold / interact with type condition sought = u's eye / el (electronic) "analyzer" = status on type(s) of contacts made w5.

-pvc includes chemicals designed to interact with targetted substances. Chemical reaction can be seen immediatly / later / how pr - w5.

.--any needed elasticity is still found in pvc.

-certain types of contact whose nr (notifier) isn't readily lendable to inspection by unaided human eye can have glove: held under microscope (w/: certain "lens" filters / see in certain fq, eg: ultraviolet light).

-Eg: sulferic contact made 5 hours ago for 8 minutes, level of sulferic contact / percentage of substance that was sulferic at that time (w5*) was 40-50%.

2] pvc = el (electronic) "sensors" = C ('computer) (analyzer / memory / status) attacheable to pvc = s / C ('computer) / m / cart / gloves / pvc

3] put pvc into situations which will cause subsequent chemical reactions -> see / "analyze" type contact pvc had w5.

-Eg: place glove into chemical solutions / specific type light / certain heat level.

--In other words: a] specially designed pvc comes into contact with potential substances its designed for -> b] pvc then is altered / effected in some manner to create chemical reaction upon which the type occurence (if any) is readily seen via: unaided eye / additional chemical process / microscope / etc. Reason for additional step(s) are: cost or level of sophistication doesn't permit an instant reading for type contact w5; greater accuracy (status, level, w5) for type contact; companies can collect all gloves (w u's name) end of each time period and process them in larger batches -> then nr (notifier) / tell u (user) of any type exposure or use for research study, eg: like semi-geiger counter tablets worn by people in nuclear reactors.

3] Batches: to better acertain w5 type exposure, different batches of chemicals used in pvc are designed for a semi-time capsule effect (each batch becomes effective at differing times, hence the more batches triggered to react / not react, a more precide reading as to type events (when, how much of what, w5).

-different batches can nr (notifier) (seek to show): multiple type contact by chemical type / w5.

-different batches can be attached onto pvc / taken or peeled off / activatable by: pulling tab / color / placing pvc earlier into type solution (pvc designed to hold or work effectively so previous step made is useful for any future identifying for type contact.

-combination of different batches and how they are activated can paint a better picture for: type chemical contact / w5. Eg: substance with two chemicals can be identified when each tab designed for each substance has been effected / nr.

-tabs / batches placed onto pvc are: absorbant for one or multiple stages for determining type contact. Can purchase tabs seperately from pvc. PVC designed to better hold / work with tab/batches by: better sticking w/ tab (so it stays on / can come off); batches don't touch eachother: (markers placed on pvc where any/certain tabs can be placed, markers for tabs set in locations less likely to touch eachother based on what the pvc is designed for, eg: glove (avoiding points where fingers touch other parts of glove.

N EXPANSION

--Expanding NR: color change is "nr". "Nr" can also be via: change of physical (surface) PVC, eg: bubbles, get harder/softer/ more or less pliable / excretes substances (liquid, *powder, smell. Each type of situation can be represented in differing type of "nr" action, eg: blue versus red for temperature, stink smell for danger, and perfume for safer situation.

--Expanding PVC: This n can be applied to virtually any material, eg: glass, metal, *wood, *stone, cement+. PVC can be inter-replaced with one or more of other substances. nr (notifier) simply is shown on such substances.

---Tabs can be placed into material (being studied). Existing products that measure changes of any type related to what's described in this N, are applicable to this general N. Eg: tabs which measure (changes in) temperature, Ph, etc.

---Cement / Paint: nr (notifier) alters via color change; changing of surface texture (corrosive (look), bubbles up)

---Glass / See thru PVC: level of (colored) opacity = nr

APPLICATIONS

-Hazards material handling, plumbing in chemical plants & refineries, municipal wastes, dentist/researcher gloves. Huge market.

-when gets to danger level, "nr" needs to be very identifiable, eg: very bright versus non noticeable colors. Problem: u (user) might be encouraged to rely on n, even if they are forwarned about the danger.

-Gloves / Condom / PVC: shows level of usage / rubbing / friction. Outer layer of glove wears out showing its time to change glove. If using for long time / minor tear, stretch.

-those parts of pvc which got greater usage already -> nr, can let u (user) use other parts to spread the area of usage/wear.

-covering material shows "nr". Covering material / pvc wrap for: seating, table cloths, apron, hats, cover over clothes, pen's handle (exists: pen which kills germs on contact). Acts also like the badges people wear showing what chemicals they have come into contact with.

-PVC kills germs: on contact / upon (semi) penetration (since outer protective layer covers (possibly dangerous) chemicals to anesthetize.

NR: How Shown

-Multiple symptoms are nr: (non-conflicting) differing nr (notifier) are shown, eg: 1] two different colored stripes; 2] C ('computer) = nr; 3] particular digits/visual effects show up on pvc (in differing places).

-U feels something (sting, prickle, acid) upon/after piercing/breakage. Helps incase u (user) not looking at glove.

--D: piercing/breakage of pvc -> sensor / chemical reaction (air exposure / contact between previously isolated (layers)) -> chemical release (acid) / osc

MISC

-Similarities in existing products: there are many two layer things in world, eg: when bending one layer, expose other layers; credit cards which change color after pressing in typed name. Hence, 7G052 might be more patentable because its more complex.

-Label on pvc (glove, condom) explains:

the "nr" is not to be relied upon; "nr" may give hard to identify notice to u; no warning might be given.

--idea is the nr (notifier) effect is better than having no such nr.

-MK: Many people are quite fearful of contamination, the number of such people probably grows annually due to increasing sophistication of population. Reduces chance of: spreading newly engineered micro-organisms, illness (HIV, cancer, (chemical) burns). Salaries for risky chemical / biotech / medical workers is higher, using such gloves reduces risks and save on payrolls. With advertising, employees will demand the gloves. Shipping, handling and manufacturing costs may be low.

-Patent search key words: pvc, poly vynle cloride, rubber-, glove-, safe-, germ-, penetrat-, warn-, hospital, research, break-, tear-, multiple layers.

-wire / other "sensors" on/within PVC when disturbed/altered/effected in any manner described w/in this N, triggers signal (nr) showing level/type situation/problem.

-users seeking to keep down (glove) costs, might wear clear glove above this N's glove. Hence: make wearing gloves over this glove difficult via: ineffectiveness of nr (notifier) in such circumstances (needs air into perforation -> nr); friction getting second glove over this N's glove; nr (notifier) function reduces in effectiveness after glove worn certain time period (have nr (notifier) showing age of glove); will government allow all these sales inducement factors which compromise safety for budget cutters?

-each pvc's section (eg: glove's finger) has different color. Applications: helps identify which section of pvc had which type (w5) occurence.

-OTD D1: This N (invention) (Sys (PVC)) ~ C ('computer) ~ (7G051 / 7G052) =

ACCESS (limited u (user) can know: status, nr; or use sys); ANALYZER (w5 condition/status of pvc condition); CART (sw; plug pvc = wires = el (electronic) elements = c); EDUC (for educational research; lab use); M (analyzer, db); *MULTI-USER (); NOTIFIER (); PR (how analyze data); Q (u asks re condition of pvc); SCORE (# times pvc was: penetrated, damaged, and w5); SENSOR shows current / past / %anticipated (analyzer, uip): (pressure, vibration, puncture, tear, stretch, heat, cold, moisture level, age of pvc (kn) shows change in coloration, other chemical contact, level of corrosion); STATUS (); TDS (occurence of any w5 element); UIP (what el (electronic) sys (system) should watch out for (type problem / situation / activity); VR Glove (VR "Educ" / research tool, "interact" with chemicals / micro-organisms while using VR (visual analyzer)).

-any contaminents / chemicals (not washed off) material (pvc) causes nr. Helps u (user) know cleanliness of surface / work area. This nr (notifier) function applies to: paints, varnishes, formica, *paper (board), pvc (rubber, vynl, bags, (lid) containers...

-OTD D2: This N (invention) sys (system) (glove) ~ C ('computer) =
ACCESS (before (hand) can begin work/enter into (tank), sys' "sensor" = "analyzer" senses if correct type safety glove is being used via reading of glove: ultra violet light reflection, bar code reader); ANALYZER ();
ARTIST (each finger creates different color ink (onto: paper / interactive s) via: ink dispenser on each finger / chemical reaction from surface area touched with differing chemicals per finger, and *parts of surface contacted / differing el (electronic) charge or chemical from each finger and how interactive s or other advanced surface interacts/reads each finger); C ('computer) (); CAMERA (2E251 Intelligent monitor only follows particular glove, because glove has: tr (ps), certain color); CART (c / microchip = "analyzes type (chemical) occurence differently. Ink. Chemicals to cause differing chemical reactions (per finger)); COMPOSITION (music glove KN (invention)); K (like music glove, except no keyboard necessary since sys (system) analyzes how finger touches different surface areas - KN (invention)); M (analyzer, db); MO (c); MOUSE (c); MQ (w5 occurences sought); MULTI-USER (); NR (); OSC (); PR (); R (k); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); UQ (); VISUAL ANALYZER (); VR* ();
WA ().

NR: how type occurence notifies U:
-scratch surface / pull off tab to see: color / texture change, printed wording (that shows up depending upon type occurence).

-End 7G050 PVC Notifier.

<3, 3.5, 3.5, 4, 3>
7G051 PVC alerts user when it has cracked, or bent beyond desired amount, in tern releasing colored substance. See 7G050. Inner substance's exposure to air induces discoloration.
-THIS N IS SUBSET OF 7G050.
-Applications: PVC piping. Huge market.
-analogy: cut in skin, causes bleeding, due to air exposure -> chemical change -> color change (in nearby area / lines throughout pvc / (nr = osc)).
-Similarity: Martin - "similar to one-use gauges for determining the stress a package has been subjected to when shipping."
-Shows how far it: has already stretched, and or how much further it might stretch before: breaking, splitting, being unable to give anymore. Each stage of stretch can cause applicable changes in coloration.

<1, 3, (3-mk, 4-pat), 3.5>

7G052 Flexed Level Notifier: User is made aware the number of excessive times and degree of bending material undertook beyond desirable levels. Applications: wire, hinges (exists?), flexible sheeting (vinyl). Electronic sensor analyzes situation: when, where, what, how something was flexed. Useful in R&D labs, eg: testing new product prototypes, specifics applications not identified. Expensive or dangerous equipment feature replacements: airplanes.

-analogy: cut in skin, causes bleeding, due to air exposure -> chemical change -> color change.

-mf for this higher than 7G050 or 7G051

-utilizes invention(s)for pvc parts that change color when: in need of repair, beyond certain age, etc.

+-system valuable when (pvc, rubber) materials used aren't type to readily show excessive wear and tear, or other sufferings.

-R260 "Sensor" judging w5 of flexible nature of element, not ES.

-sys judges w5 object (wire / other pliable material) was bent. Eg: # of times bent (beyond designated parameter) -> nr.

-applications: useful in determining possible future/current* sys (system) failures (due to faulty (broken) wires / pliable elements).

-sensor also seeks for other characteristics that may be watched for (in such potentially faulty scenarios), eg: excessive high/low temperature; (designated) chemical contact; over exposure to weather (elements) / etc. # times element was used or not used correctly/incorrectly/at all.

-El DRAWING: sensor = analyzer = C ('computer) = s/osc/data tr to database (m)/sw holds or analyzes data / score.

.-Chemical DRAWING: (excessive) flexing = chemical reaction (each time) = with build up of residue from chemical reaction = color / substance changes (appearance).

Applications: important / valuable machines where safety is major concern; airplanes; power plants; tel and cable co networks; autos.

How problems identifiedrawing: use special color light (ultra violet) to see for problems - keeps it harder for people to copy/steal invention.

-OTD D1: This N (invention) (Sys, pvc, wire, u) ~ C ('computer) ~ 7G050 PVC Damage Alerter = ACCESS (); ANALYZER (); CART (); EDUC (); M (); NOTIFIER (); SCORE (); SENSOR (); SOUND ANALYZER (sys seeks sounds which might imply (negative) alteration of material in question, eg: sounds of tearing, burning, popping, ripping); STATUS (); SYNTH (sound analyzer (2e010 intelligent monitor) = synth -

> replays sounds in pr manner so u/sys can better "analyze" status/what happed (w5)); TDS (); *UIP (); VISUAL ANALYZER ().

-OTD D2: This N (invention) sys (system) (OTD D1) ~ C ('computer) =
ANALYZER (sw crunches all available data to arrive at prognosis); AP (); ARTIST (); BALANCE (); BVA (); C (); CAMERA (); CART (); COMPOSITION (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

FILE 9G

<3, 3, 4>

9G220 Channel Scanner Skips Stations Having Commericials:

Disemination of codes from 3rd company source, continually broadcasts signals guiding entertainment system to avoid channels which are in commericial mode at any one time. Charge $20.00/mo.

-system codes type shows, eg: adventure, mystery; u (user) prioritizes type shows they prefer, so when surfing, system gives preference to desired shows.

-Martin: "I don't know how similar it is to existing system of blackened screen between show and commercials."

-OTD D1: This N (invention) sys (system) ~ C ('computer) =
ACCESS (to monitoring organization / u (user) / prevent non subscribers from using service); ANALYZER (uip); CART (sw of uip, pre-recorded entertainment); M (monitoring service); MIC (voice); MULTI-USER (each u (user) wants differing stations to enjoy); NOTIFIER (connection with monitoring service terminated or if problem); OSC (w5 advertising starts/stops; w5 desired programs are (about to be) broadcast); PR (uip; synth; osc; stereo); PS (broadcast shown in room u (user) is in at time); Q (how use sys); S (); SCORE (u's past usage pattern, eg: w5 for type entertainment; T (mo; u's sys (system) / this N = monitor serivice's c); +UIP (); VISUAL ANALYZER (); WA ().

-utilizes KN (invention) which scans (entertainment, information highway, cable, tv, radio) channels / services / forums / nodules which (somewhat) closely match u's uip/pr/type info or service wanted. feature of this particular aspect exists.

-Nr: u (user) told when particular type service / broadcast is (becoming) available, though u (user) might not be looking for it at the time. sys (system) continues scanning / rc (from outside c) in u's c's background mode.

Other (far out) applications: u (user) nr (notifier) when services are cheaper due to drop in usage by other users.

-utility users of: electricity; (long distance / cellular / expensive) telecommunications (t); satillite usage; M usage (database, number crunching, etc); gas (cooking, heating) *.

--u nr (notifier) when services are being less used, hence charges drop at these (unexpected) times, or prices rise at unexpected surges in usage.

-sys can be free for u. Reasons: this selection service provider is slightly biased in inducing clients to engage with certain programs (eg: c airline booking systems are free due to their biasedness); certain type selections wanted by u (user) not allowable by sw; certain channels / services can't be scanned/monitored.

-System determines via its "analyzer" the content of the service's transmission. Intelligent monitor 2E251: C ('computer) selection process sw (software) = u's c sys (system) watches (TV type) shows for = behavioral analyzer (key words spoken/printed, sound analyzer, visual analyzer).

--especially useful when broadcaster / service provider doesn't supply codes / access which helps u's selection sys (system) select for their tastes/needs.

-UIP: u's situation changes by the hour (for business), hence u's needed info changes accordingly = "analyzer" detrmines what needs selecting = this N.

-OTD DRAWING: U (viewer, C ('computer) user, computer programmer) = This N (invention) sys (system) (Data selector) This N sys (system) (service/broadcast selector) ~ C ~ U =

ACCESS (); ANALYZER (); CART (); EDUC (); M (); MIC (); MULTI-USER (); NOTIFIER (); OSC (); PR (); PS (); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().

File: I Misc / Audio General

Audio Inventions

Innovation Institute

Sound Canceling

MS01: Sound Selection Methods:

Decides what sounds to cancel.

-Invention helps decipher important sounds from background noises.

-'Notifier: To help designate what happened, external unrelated sounds are canceled out. Let's someone better know what happened (W5) when there are many different sounds. EG: Can focus on where sound comes from too.

-can play back sounds.

-with less sound clutter, 'sound recognizer / human(s) ears can (better) decipher nature/type of sound (being) generated.

*

.-Office Cubical Sound Canceling device exists. Avlelec.com

.-this invention might be in one of Steven Kays' older invention databases.

-

Issues MS01:

-slowness in 'reacting to (instant made) sounds.

-connected to MSA02

Jumbling Technical Details (see designated parts file for abbreviated parts).

. OTD DRAWING: U = This N (invention) sys (system) [MS01 sound selection methods] ~ C ('computer) = ACCESS [] // (Musical) ARTIST [] /CART [stored sounds in MP3, etc] // EDIT [text correlated with sounds] // EDUC [learn the make up of different sounds, eg: different sounds of (car) engine (that can be canceled)] // MULTI-USER [each user/system seeks to cancel/seek designated sounds] // nr (notifier) [] // OSC [Form of sound to communicate may (not) be heard by designated parties (with their own sound canceling (shields),]// PR [] // PS-Zone [] // Q [] // R [] // // SCORE [similarity of sound to designated pattern is scored] // SEEKS & REACTS [system responds to any sound that's converted to a designated signal, eg: turn on lights when hearing certain foot steps] // SENSOR [sensors used in helping determine what sounds to (un)select, eg: sounds outside designated phases are however selected when visual recognizer catches a (moving) red (shirt)] // SOUND ANALYZER [] // TDS [all occurrences are TDS stamped and stored in 'database] // T [telephony related sounds apply] // TRACK [follow objects/people with designated sounds - KN (invention)] // UIP [learns what designated sounds (might) be] // VISUAL ANALYZER [] // VR [uses/converts designated (environmental) sounds] // WA [mobile sound selection system].

MS02 Sound Access:

User's transmitter sends multiple sounds to gain access, but only certain frequencies camouflaged within are needed – minimizing chance for others to copy sound; the (unnecessary) sounds can periodically be altered. Should an omitted sound be used to gain 'access, a 'notifier can be triggered.

-connected to MSA01

MS03: Selected Sound Monitoring:

Monitoring/Security/'Access: system can monitor diverse types of sounds, isolating each one, and 'reacting as designated. EXISTS.

--eg: parent can hear their baby cries, while drowning out (most) other sounds, they trained system to 'seek and react / cancel.

--helps combat against situations/villains trying to fool 'sound analyzers by making extraneous/conflicting sounds designed to sound camouflage an action.

-an enhanced feature of 'sound recognition.

-related to selected visual monitoring KN (invention) (earlier invention). MS0

MS04 Selective Morning Alarms:

-Pulsations (sound and vibrational) used to awaken someone, can be of less disturbance to others via pulsation cancellation devices. TOO SIMILAR TO MS03

.--In other words: Form of sound to communicate may (not) be heard by designated parties (with their own sound canceling (shields), eg: get awoken in AM by sounds/pulsations that another has canceled out.]

-(Future technology) lets person on right side of bed/room/house hear (alarm) sounds, that can be canceled/muffled in other 'zones.

-Creates better relationships. Eg: the man who might have to wake up earlier might set alarm earlier, for intimately hugging his spouse (who was not jarred by an alarm, but gently awoken).

MS05: V-Room Practice Improvement:

-create a suitable sonic signature (time it takes for sound to bounce off a wall in a room). EXISTS.

-make room sound like a cathedral, theater, bathroom (V-Room Practice (product name) exists from wengercorp.com look under their acoustical products). Cancel unwanted sounds to better improve sound effect.

--V Room being sold is a constructed room, versus stereo type system alone.

MS06: Hearing Impaired's Sound Conversion:

-Convert high frequencies to low frequencies. Hearing impaired hears base better. EXISTS.

-May ignore low frequencies (which can be heard already).

-Pitch shifter used.

-Let person know what the sounds heard are, eg: Morse code becoming a signal implementer.

MS07: Selected Sound Canceler:

(UIP) knows how to cancel what unwanted sounds to cancel: DID PATENT SEARCH.
-Teach system to recognize specific sounds eg: neighbor's dog.
-by frequency
-by location (via multiple microphones, ps).
-duration
-sound patterns: time, frequency and volume
-user teaches system to learn (un)wanted sounds
-sample out background sound, during more quiet times.
-SonicStudio.com has product for canceling selected sounds from pre-recorded material.

MS08: Window Sound Canceling:
Sounds that hit it are (semi) canceled. DID PATENT SEARCH: reverse of this exists (window is a speaker exists.)
-apply a visually clear speaker; or sound pads (is a speaker itself that transfers sound onto the attached to surface).
-Matt Stamos' invention (only his).
-program to designate out certain sounds, eg: neighbor's dog, but can hear kids in back yard.
-Whisper Glass: use window as speaker – exists.

Miscellaneous

Question - Waves:
-Many of the audio and pulsating inventions simply need to incorporate both the audio and pulsating invention qualities described, if only audio or pulsations were listed. This applies but less so to color waves in Visual Recognition systems.
-How expand inventions taking this into account? Maybe incorporate audio and vibrations into "Pulsations" which is an energizing marketable word for inventions as well. Then only use the narrower "audio" and "vibration" terms when both don't apply?
-Visual can often apply so maybe have terms like: P = audio, vibration, visual; and P>Visual = audio, vibration but not visual? Or "P" might be "W" for wave?
-codes help when it comes time for doing diagrams and writing lengthy ideas – otherwise – this might save 10%+ of the unnecessary wordage.
-Maybe square this before choosing on a numbering/filing system?

Note: without getting alarmed, best not to take security related inventions out of the US, until six months after patent application has been filed, unless the patent office states otherwise.

Many of the inventions incorporated have older invention numbers, and Steve's not sure what they are. So we'll really have to clearly specify via abstract what inventions will go into our agreement, to avoid conflicts with other inventions to be licensed. It's often too difficult to find where/what these inventions might be in the KN database.

New Audio Parts
Added To Other Parts Files

Gate: knocks out sounds below a certain decibel. Exits.

Ducker: turns down sound of others when a designated person is speaking/making sound. Exists.

Butt Shaker: Base Shaker. transfers low frequencies onto a surface area. Exists. "Butt Shaker – TM". Uses (off the shelf audio) amplifiers.

Vibration Code: communicates via vibrations, eg: Morse code.

Intelligability: meter states how comprehensible a sound/vibration is, eg: for a large stadium - exists. Will suggest how to fix it.

Sound Analyzers: measures the sound. Meyer Sound in Berkeley has *Sim system. Steve Kays' inventions' part "SA – Sound Analyzer" doesn't necessarily distinguish between sound recognizers and analyzers.

Sound Recognizers: tells what the sound is, eg: speech recognition.

Pitch Shifter: shifts sounds to another pitch.

Transducer: turning a sound into electrical current; or electrical current into sound, eg: microphone, loud speaker, vibrational communicator.

Anti Phase: phase is the curve of sound/vibration set overtime. Anti-phase is the opposite that cancels out a phase.

See Other Applicable (Audio) Parts – Please Add to Main List.

Creatively Combine Parts!

Pulsating Inventions
Innovation Institute

Pulsating Communication

Exists: patent which communicates by vibration code.

MS20: Vibrations/Sound Morse Code Combinations:
-Let person know what the sounds heard are, eg: Morse code becoming a signal implementer. EXISTS.
--simple codes for (ten)
-cell phone vibrates for Morse code; caller ID and blocked calls have different code.
--multiple vibrations (smooth, jagged, deep, shallow, etc) can be used like an alphabetic template.
-different types of vibrations signify if Morse or other code is being used.
-find ways to reduce learning curves, to increase market shares for inventions.
-Words converted to text (SA), that's converted into vibration code.

MS21: Vibration Language:
Words converted to vibration. Non transferable sounds like letters: c, d, f, h, k, s, x could be converted to another sound (that the user could learn). EXISTS.
-like learning a new handwriting style for palm pilots.
-place vibrational transducer on (human) body, on (skull at lower right of ear(s).
-

Vibration Language Applications MSP02:
-hearing impaired: translate. Use something other than lights that hearing impaired often use.
-warning system: NR
-people visually occupied, eg: drivers.
-wrist watch vibrations
-get communications others wouldn't know about.

-vibrate on the hour
-pet communication, put under sleep mat
-alarm clock shakes bed – exists
-send text message, "hi honey I love you". Maybe only one person has 'access to send message. "Love Tap – TM". Cellular Wave (a one way communication). Receive quietly.
-email's subject line is vibrated onto cell phone
-door bell
-'notifier: cooking alarm; fire/emergency alarm
-all other electronic forms of communication to humans/animals/organisms: what else???

MS22 Vibration Language:
Different diodes placed (on body). Each diode can have (four) types of vibration patterns, with each pattern representing an alpha-numerical digit, or term. EXISTS.
-Elephants communicate greatly in base. Study ample research here.
-Linguists study ways people communicate, they might like to explore these novel inventions; and suggest ways humans might best learn/adapt to the communication possibilities, and what those better forms of communication might be.

Notes on MS22:
-Possible Trademarks: V-Comm; Vication; Vimunation (play off communication); Vimmunation; MS Communicator [multiple signal].

Vibration Applications:
-massage
-acupressure and related therapies

MS23Vibration Reader:
Recognizes vibrations, and 'reacts.
-Exists: Bone conduction actuator.
-Medical uses: 'senses heart beats / (obstructed) breathing of lungs.
-Machine/auto diagnostics: identifies problems.
-(Manufacturer might) teach vibration sensor how to 'seek and react.

Vibration Relayer:

-Like existing remote control relayer, it can continue on the vibrational signals (received electronically/vibrationally to other places/'zones.

-Toy (for kids / pets): responds back to how pet plays/pushes/vibrates (what covers/is connected to) the vibration 'sensor. System replays or alters what the vibration reader reads; and can alter response via UIP (of pet, teacher, user).

Pulsating Inventions - Others

MS30: Convert Visual Recognizer's Signals to Vibration Code:

-'notifies for emergencies. DID PATENT SEARCH.

-each color/shape/object has a different code

-scan 'image into vibration

-convert vibration into visual 'image

MS31: Vibration Canceler:

Can reduce vibration from constantly existing vibrations from a machine. Reduces manufacturing costs for the machine. EXISTS.

-functions like sound canceler. Sound is a type of wave/vibration.

-putting something out of phase; reversing the polarity

-senses then cancels the vibration(s).

-Exists: Pressure sensing active control: patent pending. Microphone measures and controls vibrations through pressure.

-Base Shaker: would receive opposite signals from vibrating source (connected to it).

-Measure: vibration source, and vibration being felt. Fluctuation between the two is what anti-phase (may) not get. Put 'sensor on all applicable parts; then combines the two

-select which (of many) vibration(s) are canceled. User can use/focus on remaining vibrations.

.-may use but not required: springs, cushioning devices. Helps achieve results (where invention may not work fully).

Speaker stand Anti-vibrator: reduces sounds sent to neighbors.

-Look Ahead (exists): (sound) reader knows what will be heard ahead of time.

-uses Vibration Analyzer: datastick.com. Knows what vibrations (to cancel) are.

6J040 CORD NOTIFIER

Abstract:
Invention alerts user when electric power cord approaches maximum length of extension available. Another version notifies when cords strapping something down are getting to loose.

In other words: when cord (for power) comes close to its maximum length it "notifies" u. Applications: vacuum cleaner; electric lawn mower; outdoor electric cutting devices, eg: hedge clippers, other saws; etc.

Notifies when (straps, rope, wires, %screws, other %fasteners) used to secure down a device get too loose. Notifications also available when cord is in: dangerous situation whereby it may get severed, or frayed.

This invention seems so obviously needed and is maybe too simple. No previous inventor?

Applications - Type cords:
-vacuum cleaners
-electric lawn mowers
-outdoor electric cutting devices, eg: hedge clippers, other saws; etc.
-cord telephones

Disconnect Notifications - Ways User is told available cord length is nearing the end:
-computer notebooks: system may 'notify user if cord came out, since notebook's battery may die without user's being aware.
-the degree to which it can be pulled becomes more strained. In other words it gets harder to pull further (the less cord there is).
--one method is to use some type of mechanical device that puts more pressure on the cord [releasing mechanism] the less cord is left to pull out.

Ways system identifies when straps are getting loose:
-sensor' analyzes' the level of tension for strap/fastener; then notifies when it gets too loose or tight (something may snap/break). Other ways!

Electronic version D (drawing): electric device = sensor = cord = electric outlet.

Cord Tripping Notifier - System 'notifies when ever a cord may be about to be:
-tripped upon
-when a moving body (person, robot) is about to pull cord so far that either the cord will pull out from the wall or device (automatically designed to do so in such circumstances)
-there is a risk of something falling (which is attached to the cord, or near the corded device)

Sensors' which alert moving parties to dangers:
-Laser light tripper 'notifier: this is placed near the cord(s) and 'notifiers people going by to be cautious (of the cord, or work or other dangers in progress).

Types of cords:
-power cords
-security / anti theft devices [with electronic 'notifiers (activated upon release of a cord or gadget)].
-cords for transmitting or receiving [data, other frequencies].
-pipes for: any liquid; wires; travel (as in tunnels).
-anything to help establish stability
-Miscellaneous: straps; string; rope; wire
-data transmission cords: optical, copper, cable, etc.

Fastening Cords & Other Implements:
-straps; string; rope; wire; etc
-Notifies when ever their 'designated desired function(s) are not a peak operability. Eg:
--[about to get] loose
--cut or fraying or weakening
--unable to take on the [changed level of] strain [to device it is securing].
--% [non flexible] straps or strong implements [placed outside the device being secured]. Eg: wood, metal, plastic bars, strips, pillars or other structures.

What is 'notified:
-cords designed to help establish stability, such as ropes. System may alter when 'sensor notes these cords are unfastening, getting frayed, or simply cut.
--an electrical wire may need to run through [such] cords [as or feature of 'sensors].
-when coiled cords are getting more taut, in other words getting closer to losing their elasticity by becoming straighter.
-when wrong cord is utilized: not designed for 'designated power usage, or type [data] 'transmission.
-when cord is no longer at peak operability: poor transmission; frayed cord
-when [power] cords get too loose and are laying about. This might be a dangerous situation. 'Sensor simply 'scores the taut level; and if too loose [though 'sensor may not know how much extra cord is laying about]; the 'analyzer instructs the retention device to pull in more cord up to the 'designated taut level.

How tautness is 'analyzed and 'scored:

-the level of pull from the cord or its internal wire must remain [constant]. Any increase/decrease indicates change which needs to be 'analyzed. Such 'analysis in tern decides how to 'react, and if a 'notification is warranted, such as based on the 'score (for how bad the occurrence is) of the incidence.
-the 'sensor into which the cord(s) go into is 'programmed to notify when ever the taut level falls outside the 'designated parameter.
--% the level of tolerance to the taut level may vary according to the 'UIP, wind, time of day (when system is more likely to get agitated), or other security related criteria ('access).

Miscellaneous:
-Device can automatically tighten cord to desired tautness [upon user pressing lever or button]. Eg: extra slack [power] cord can be taken up, but the differing taut level desired for this function is such that it won't cause a disconnection [by taking the cord out of the wall] [since the cord is retracted slowly] in this type circumstance.
-A special code is needed before disconnection. Exists: devices that alert when power cord is taken out of outlet, as an anti theft device; to deactivate alarm the user must use a certain password.

US Patent Search:
-key words: cord*, pull, retract*, retention, notify, warn, alert, taut, wind*
-search strategy on Retractable Cords: cord* and retract* and (pull* or retract* or retain* or retention or notif* or warn* or alert* or taut)
-search strategy on altered cords:
cord* and taut*
--other key words: react* or respond* or alert* or notif*
-US Patents:
* Cord winding apparatus 4177963; *4326339.

. OTD D (drawing): U = This N (invention) sys (system) [occurrence effecting the cord = 'analyzer/'reaction = cord] ~ C ('computer) =
ACCESS [] // BA ('behavior analyzer) [] // CART [] // EDIT [] // MULTI-USER [] // nr (notifier) [] // OSC [] // PR [] // PS-Zone [] // Q [] // R [] // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T [] // TRACK [] // UIP [].

Diagram #1:
person pulling = cord = coil of remaining cord = 'sensor or other reactive mechanical device that 'reacts to the change in remaining cord = 'reaction: 'notification or ability to pull cord gets harder as there is less cord remaining.

Diagram #2:

occurrence that alters condition of cord or strap = (metal wire) 'sensor analyzes that there is trouble = 'notification made or the cord is automatically tightened further by system's 'analyzer to 'designated taut level [per 'program].

6J040 CORD NOTIFIER

This could actually be two separate technologies.

1st) Many materials exhibit a change in resistance when under pressure or strain. A rope could be made that exhibits one level of resistance when taunt and a different level when not. A small electrical charge would be applied to rope an monitored at other end. A change in resistance could indicate that the rope is no longer secure. Other factors could change resistance as well.

2cd) Safety device to prevent over extension of cords. I've seen this done as follows. A 9.5" rope is attached to a 10" extension cord. The shorter rope keeps the longer cord from being over extended. Other methods include adhering a larger ball or stop to the cord. The ball which is internal do the device prevents the cord from being over extended by being to large to pass thru the opening for the cord.

Most likely applications for this would be in hazmat situations where the overextension of the cord would could have serious results.

Invention 3E061 - Human Body Motion Tutor

Don't know how feasible this would be. The technology for this has already been developed much as described here by Hollywood. It is used to capture human motions for more realistic animations.

Have not heard of any therapeutic uses. Most likely would be rather cost prohibitive for the next four or five years. Full body motion suits can be 100k+. Gloves which capture hand and wrist motions are around $100 - $1000 depending on number of sensors etc...

Perhaps developing alternate way of capturing data could lead to more affordable technology.

Also perhaps the technology could be licensed to develop physical therapy applications. Medical technology has traditionally always had larger price tags. May not be feasible for home use but could be for clinical use. Money would be made off of the application of the motion capture system rather than the system itself.

See http://www.vicon.com/applications/life_sciences.html

Vicon Peak motion measurement systems have been used in hundreds of clinical and research laboratories, sports performance centers, universities and other institutions in more than 50 countries worldwide.

Combining the high quality Vicon MX 3D optical marker-based technology with the long-established digital video-based 2D and 3D technology of Peak Performance, Vicon Peak offers a unique range of hardware and software to suit your needs as well as your budget.

Whether you want the world's most accurate and powerful optical marker-based solution or the unrivalled flexibility of a digital video solution, Vicon Peak will deliver quality measurements that make sense and software that lets you make sense of them.

If you have any questions or need further information on the application of Vicon Peak systems in Life Sciences, please contact your nearest Vicon Peak office - just click here for information on how to contact us.

File: I Misc / Jet Lag Adjuster 5J07

5J07 Jet Lag Adjuster:

Affordable to manufacture invention acclimates travelers going to and coming from new time zones. Helps users gradually adjust sleeping schedules to better adapt to time zone changes. The bed side lamp, and time alarms are altered accordingly.

-Adjusting Times: It prepares users before taking their trips by better acclimating their wake/sleep cycles to the newly destined location. It also eases the user back to their nature wake/sleep cycles upon returning home.

-Lighting: Studies show exposure to light in the correct pattern more quickly helps adjust the user to different time zones. The [portable] light for user is considerably brighter during 'designated hours, and adjusts the times of greater brightness according to the daily regimen of the day.

-User keys in their home's time zone= sys (system) then gradually adjusts its suggestions for user's changed behavior over time (day by day)= 'nr adjusts suggested bed time and wake up time correspondingly (by one hour a day towards their new time zone). u (user) can 'program system to speed up or slow down the adjustment mode.

-People generally either are too lazy or forgetful to force themselves into an altered regimen. The invention is their 'guide.

-Invention hooks into electronic devices by controlling their functions [to turn on/off/alter] to help alter the user's [time zone based] behavior. These devices include:

--eating times: avoid going to bed with full stomach resulting in a more difficult sleep; and such is less healthy.

--playing calming music when approaching bed time. Connects to stereo.

--other past & future studies [found on web] that show [proven] factors which assist in time zone adjustment.

-Gradual light 'morning alarm:

[15 minutes] before the alarm, the light gradually comes on so as to minimize the shock of adjusting to waking at a time that is out of rhythm with the body. This gradual light awakening aspect exists as a stand alone, but it can be connected to this invention for added benefit.

-% Works with people who have physical or mental problems with of a time adjustment nature, eg: sleeping disorders.

-Adjusts before/during/after trip.

=

Details:

-%See: 6B310 World Time Calculator: The most accurate system for knowing the time for each world region. Solves the trouble international businessmen had with each country starting and ending their day light saving time programs on different dates.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(time near/3 zone) and (sleep adjust teach gradual)

-US Patents: 4995020 4901296 4956829 3828546 4620797 4332020 5524102 5068838-Allows watch to know the real time of where user is [a kn invention?, But this patent dated 11.91]

POS – Point Of Purchase Systems:

Invention Being Developed By Nathan Foster and Steven Kays

Repetitive Password Systems:

System generated easy to remember passwords. Repetitive numeric/alpha passwords are easier/better to remember / type / prevent "shoulder surfing".

. They're harder to crack, because:

1. hackers may not know the repetitive password system is in operation.
2. it's harder to guess what digits are repetitive
3. the more digits in a password the harder to crack; but repetition has it's benefits.
4. human memory compatible.
5. shoulder surfing is harder on touch screens because there's less finger movement.

Drumming Method:

. form of movement/touch is a password.

UIP: Suggests what sales transactions might be useful/needed.

Access: how finger is moved w/ or without additional passwords needed.

D: u (user) (cashier) = This N (invention) sys (system) [] ~ C ('computer) = ACCESS [senior employees get more access, and what they're seeing is shown in different colors – helps catch hackers working at system who lack seniority (others can see they're getting a manager's colors for same data)] // ANALYZER [] // BA ('behavior analyzer) [] // CART [] // EDIT [cashier's info is selected for what's most pertinent (for client)] // EDUC [] // MULTI-USER [] // nr (notifier) [when something inputted incorrectly, or purchased item/service can't be offered] // OSC [] // PR [] // Q [] // R [] // ROUTER [cashier to available stock] // SCORE [popularity of items with clients] // SEEKS & REACTS [locating stocked items] // TDS [for each transaction] // T [connect different POS systems with eachother and "M"] // TRACK [1. steps in sales process; 2. cashier behavior] // UIP [preferred colors viewed by cashier] // VR [] // WA [portable wireless version (for beach/pool resorts)].

File: 'R-List' 6.96
(Improvement) Inventions: Electronics, Plastics

Introduction:

The sample existing product listed for each of our product numbers, is only one of the points of reference from which invention(s) are made. That developed product can be^: wholly / partially, incorporated / merged; altered; and or dropped completely, depending on the variation of our invention.

.-Cited are also the technologies known to be used in said product categories. The existing product also helps classify corresponding product categories.

-There may be multiple manufacturers, the one listed is not restrictive.

-Layout of N: First the existing product, followed by information on manufacturer, followed by KN (invention). KN follows the square brackets with journal article identifier. * Note: its KN, not to be mistaken with NK, which is "Nikkei Weekly".

.-N numbering system:

the first three to four digits, eg: R22 can have an offshoot N, eg: R22-1. R22-1 utilizes all or any of R22. There is minor possibility of error in a creation of two different N (invention) labeled R22-1. At any rate, all such N are the same R22 immediate N family. Many such subdivisions can be created from N # but aren't.

.-This file started in Nov 1993, since expanded and renamed.

Journal Abbreviations:

Codes for periodicals giving details and how to get more information on the products:

-General: PS = "Popular Science", USA; NK = "Nikkei Weekly", Tokyo; DY = "Daily Yomiuri", Tokyo.

-ES = Edmund Scientific Catalog, 101 E. Glucester Pike, Barrington, NJ 08007. Tel 609 547-8880, Customer Service 609 573-6260, Fax 609 573-6295. Eg: ES 95 is their 1995 catalog

--Products mentioned in the Edmund Scientific 1995 Catalog are one example which may be incorporated in all or some of the inventions. ** There are occasionally multiple examples of such products in this catalog. Cover of this catalog has `15C1A' imprinted.
-Fid, or Fidelity = Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725]

PRODUCT DISCLOSURES

R01 was always blank

R02 was always blank

R03 (Product Number) DHA substance improves memory when eaten.
.-[Docosahexaenoic acid used by Inaba Shokuhin in canned tuna. For existing product see: 16 May 92 NK]

>+ R03-1 Behavior Alteration System: Gives organism drugs at designated times to reinforce desired behaviors. Research tool. -moved to "tgh" 6.96

R04 CD-I Interactive Compact Disks. [Phillips, Matsushita, Sony
23 May 92]
-OTD:
ACCESS **:(); ARTIST *:(); CART *:(the disk itself/cart into sys (system) which utilizes the cd-i disks); COMPOSITION *:(authoring language / visual effects on cd-i); ENTERTAIN:(); MFH:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

R05 Virtual reality alters solid forms displayed on screen. [Matsushita 23 May 92 NK]

R06 to R13 always was blank

R14 Water-repellent coating on hard surfaces which can be bent.
.-[Research Institute for Applied Sciences, NK]
*-Electronic system allows user(s) to bend and in any other way alter the shape / *position of the (metal).
*-OTD:
ACCESS **:(allows for bending of material); ARTIST *:(create sculpture/3D art); CART *:(); COMPOSITION *:(metal bends / moves according to music/osc); ENTERTAIN:(); PR:(how to bend when and how / w5); Q *:(); R:(); S:(); SCORE:(tds); UIP *:().
-7G050 & 7G051 PVC peforation.

> *R15 Compass for car navigation. Also useful in computerized location finding. Measures altitude and angles for aircraft, construction.
-moved to "ps" 6.96

R16 Narita Express Train [18 Jan 92 NK]

R17 Fake Stones for gardens
.-[S.K. Design Co 1-25-5 Nishi-Oizumi, Nerima-ku, Tokyo 178 Tel 03 3922 2000 18 Jan 92 NK]

R18 Device automatically feeds hatchery fish. Spreads feed evenly, programmed to adjust feed according to fish's growth pattern.
.-[Nippon Aluminum Manufacturing Co 3-9-39 Mikuni-Honmachi, Yodogawa-ku, Osaka 532 Tel 06 394 6211 18 Jan 92 NK]
-feeding time determined by increased/decreased/altered fish activity/behavior = 2E251 Intelligent Monitor.

R19 Accurate crystal thermometer
.-[Tokyo Denpa Co. 5-6-11 Chuo, Otaku, Tokyo 143 03 3751 6171 18 Jan 92 NK]

R20 Fiber lets in less ultraviolet light.
.-[Kuraray Co's non electronic product, 18 Jan 92 NK]

R21 Clothes can be waterproofed .
.-[Ohka Co. 1-20-15 Osaki, Shinagawa-ku, Tokyo 141 03 3494 1477 1 Feb 92 NK]

R22 Birds kept out of farms via solar-powered audio system. System responds to specific bird songs with startling sounds. .-[Hata kensaku KK 1 Feb 92 NK]
Other systems respond to moving objects.
-"Visual Analyzer" seeks moving objects (within certain angle <- "lens") -> alarms / startles: birds / other animals of prey (foxes, insects).
-birds presence noticed via = 2E251 Intelligent Monitor

R23 Robot dodges moving people.
.-[IBM 1 Feb 92 NK]
-2E251 Intelligent Monitor

> R24 Paint mixer makes ranges of colors.
-moved to "artist" 6.96

> +++ R24-1 Color Coordinating Software: offers users compatible colors (eg: via menu); analyzes and rates how well chosen colors are coordinated. Applications: analyzing photographs, graphic art software (limited color choices influenced by type printer or compatible software).
-moved to "artist" 6.96

R25 Portable projector.
.-[Sumitomo 3M Ltd 2-33-1 Tamagawadai, Setagaya-ku, Tokyo 158 03 3709 8111 22 Feb 92 NK]

R26 Elevator door panels with magnetic backing.
.-[Hitachi 8 Mar 93 NK]
-not electronic unless otherwise specified
-OTD:
ARTIST *:(); ENTERTAIN:().

> R27 Locates and tracks objects. Analyzes movements. * Tracks movements via: detecting brightness of image. Applications: tracks activities of customers, patients, athletes.
-moved to: 2E251 Intelligent Monitor, before 6.96

R28 Repair database. Uses statistics to identify the cause of problems.

.-[Sony Corp 6-7-35 Kita-Shinagawa, Shinagawa-ku, Tokyo 141 03 3448 2111 11 Apr 92 NK]

-OTD:

-this repair analysis system may be separate from or (permanently) connected to product/system being analyzed, eg: car, machine, etc.

-analyses both the product and or user (how product is being used (w5) by others / itself, and all determinable environmental factors (temperature, humidity, air quality (dust), angle at which product is used, level of vibration/sun light product receives).

-D: R28 = c = (replaceable) product for analysis

ACCESS: (Unusual breakdowns/problems/usages of sys (system) are noted since they could be non legitamate problems. Villains may be tampering with sys (system) in such occurences.); CAMERA:(visual analyzer); CART *:(); ENTERTAIN:(via uip of one or more users, determines which aspects/possibilities are more likely to increase (psychological) levels of satisfaction in users (customers)); MFH:(); MORNING **:(studies wake up patterns of user, and why they may/may not have difficulty in getting up (via uip), eg: events that occurred the previous day(s) such as having a lover spend the night, and its relationship with best strategies for system to awake user, eg: bells versus energetic music, etc.); NOTIFIER:(time for standard maintenance check/tune-up); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

++ R28-1 Repair software analyzing system:

Repair analyzing system compares product's failure history against how it was used, via database. For any type of product, business failure, etc. Exists: Sony's repair database using statistics to identify the cause of problems.

-MULTI-USER*:(analyzes uip of multi users, multiple products; same products and the differences in the way they are/were used with the repair record (helps manufacturer better improve product design of targeted product being sold))

-D: file of type problems ~ file of how product(s) used = analyzer = conclusions (via mathematical calculations)

-OTD D (drawing): This N (invention) sys (system) =

ACCESS (); ANALYZER (); CART (type product, or situation, being studied); EDUC (w5 products fail); M (repair history database); NOTIFIER (type problem (for applicable product)); OSC (); PR (how analyzer should work); Q (); SCORE (w5 product used); SENSOR (identifying type / source problems in product); SOUND ANALYZER (exists: via sound help determine type problem); STATUS (if product work or not; likelihood of failure in designated applications / settings / situations); TDS (=w5 went wrong with product being studied); UIP (on: u, product, %type applications (how product used: more likely to be cause of problems)); VISUAL ANALYZER (detects source of problem).

.-copied to IMI&8's "Basic" part, 6.96.

R29 Door contains built-in closet.
.-[K.Y. Fancy Japan Co. 5-2, Higashi-12-jo-minami, Obihiro, hokkaido 080 0155 22 5441 May 92 NK]
-the following electronic elements can be placed within / near a door, closet, box, window ledge.
-OTD:
ACCESS **:(); CAMERA:(); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH:(); MORNING **:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:()

> R30 VCR records super-slow motion. Captures 500 frames per second in real time.
-moved to "camera" 6.96

> + R30-1 Self Adjusting Camera Monitor: Automated camera recording system alters itself according to occurrence. Occurrences include: existing security system detects possible trouble; visual analyzer detects interesting changes in unmanned research laboratory. Camera intern: increases number shots per minute (so can be played slow motion later), or activates microphone, or goes into zoom or wide angle, or turns itself on/off.
-moved to "camera" 6.96

R31 Sensor analyzes type odor. Applications: fire alarms, activation of air purifier.
.-[Mitsubishi Electric Consumer Development Lab 9 May 92 NK]
-OTD:
ACCESS **:(); CAMERA:(visual analyzer -> notifier); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(type odors to be detected and in tern handled as pr eg, notifier/osc); **PS:(odors emanating from pd are studied only); Q *:(); R:(); S:(); SCORE:(tds).
-Intelligent Monitor 2E251

+ R31-1 Smell analyzer takes different cartridges for type smelling operation, much like taking different software, or game cartridges for type game. The cartridge includes part of odor analyzing system. Program what system should seek. Smell analyzers exist.
-CART *:(chemicals for sensing and analyzing odors);
-D: smell "sensor" = analyzer~c = "cart"

R32 Human like robot hand. [Toshiba 16 May 92]
o-Robotics Hand Plays Music:
-"k": user electronically controls/manipulates el device (hand, stick, other object) to move (so viewers experience device as generating the sound/osc).
-D: k=c~pr=device (robotics hand)~osc (c=synth=osc)/sound
-OTD:
ACCESS **:(play correct tune for access); ARTIST *:(manipulate object to create images (onto flat surface, eg: paper, board)); COMPOSITION *:(plays music as pr (its show of playing may simply match the sound emanating from other source (sound track), * or may create the sound (laser harp [see N from directory A, B, or C]); ENTERTAIN:(); MFH:(); MORNING **:(); MULTI-USER*:(); NOTIFIER:(sound creating system goes into action when a notifier is needed for, eg: doorbell, tel ring, "morning" alarm, timer); OSC:(); PR:(); PRINTER *:(); PS:(notifier goes into effect when pd is in particular location(s), eg: to ward off (lab/wild) animals/children); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

R33 Motor homes. [Winnebago 16 May 92 NK]
-OTD:
ACCESS**:(access entry/control of electronic apparatus(es) (within area)); CAMERA:(visual analyzer (of w5 events in/near dwelling (motor home)); CART*:(); COMPOSITION *:(); ENTERTAIN:(); K:(r*); MFH:(); MORNING**:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); PS:(); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP*:(); WA:().

R34 Golf practice centers. [23 May 92 NK]

R35 Artificial reefs for fish. Some float. [Nihon University, Japan marine Science & Technology Center May or June 1992 NK]

R36 Snow Mobile. [Robot Systems Co, 909 Fujisawa, Fujisawa City, Kanagawa 251 Tel. 0466 23 8500]

R37 Touchscreen Information Board. Talks to users when user touches board. Solar power possible. Targets public places. Indoor/Outdoor. [Sunrise 5: 129-1 Kashiwagi-cho, Nara 630 0742 33 0817]

R38 Ticket vending machines. [Japan Railway Co 6.92 NK]
-Has "T" and "K".

> R39 #1: Foldable LCDs. #2: Thin wall hangable displays. Monochrome/color.

-moved to "s" 6.96

>* R39-10 Finger Art: press fingers along screen to generate desired effect (images; commands (touch control screen): certain sections of screen can be for commands, other sections for other purposes: "s", touching to create images, etc)
-moved to "artist" 6.96

R40 Motorcycle helmet with noise canceling and music stereo. [J&M Corp, 1415 S Cherry Av, Tucson AZ 85713 US PS 4.94]
-cut and copied *N aspects to 3E040 7.95.

> R41 Baggage Checker: system spots objects by shape and how it reflects rays. Alerts guard. [PS 4.94]
-moved to "track" 6.96

> +++ R41-1 Shape Combination Baggage Analyzer:
Baggage (X-Ray) checking system selects likely villains via not only single objects carried but combinations thereof, where not any one of them may be enough on its own notify security.
-moved to "track" 6.96

R42 Omits commercials: system knows when commercials start and end. [Arista, Hauppauge, NY PS 4.94]

+ R43 Alerts if there's mail by signaling if mail box's door was opened. [Inventor Colleen Murphy, Easton, CT 4.94 PS]
-For home or POB.
-OTD:
ACCESS:(to get mail; other items/access); MORNING:(tells user if there is paper ready for them (by front door); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); S:(); SCORE:(tds w5 about mail (waiting to be picked up); depositor of mail can "k" w5 as to the deposited mail, eg: from whom and when deposited, weight, etc).
+-keeps record of who opened last: each u (user) must enter "access" = password / card key.
--Ap: R43 = safes; doors; C ('computer) (sw); mail boxes (PO Box, Home mail box). Security uses.
--know the carrier who delivered mail. Track when mail was delivered, when box was reopened.

o-3G050 Call Rerouter: (el) messages that weren't picked up / opened w/in set time parameter (tds, as pr by sender/sys) are rerouted to: receptionist, e-mail mgr, secretary of receiver, sender.
o-4E020 Content & Date Verifier: proof of delivery.
o-9G220 Skips Commercials: junk mail / particular sender's mail as determined via: CID / sender's e-mail address / key word search are rerouted or trashed or marked as likely (junk/valuable/categorized) mail.

R44 BBS (Bulletin Board System): Compuserve, Internet, Prodigy, etc.

> R45 'Dynamic Signature Verification': Write in your password. System identifies user's handwriting style too.
-moved to "access" 6.96

R46 Optical computer scanner. [Hitachi, 4-6 Kanda-Surugadai, Chiyoda-ku, Tokyo 101 03-3258-5480 1 Aug 92 NK]
-OTD:
CART*:(as to w5 material is scanned); MFH:(analyzes scanned material); NOTIFIER:(when desired material was found by scanner = C ('computer) (analyzer), eg: seeks particular name); OSC:(); PR:(); PRINTER*:(); Q**:(); S:(); SCORE:(tds); UIP*:()

> R47 Miniature camera
-moved to "camera" 6.96

R48 Planetarium [Kenko Co, Datt Japan 22 Aug 92 NK]
-OTD:
ARTIST *:(); CAMERA:(projects (simultaneously / after storage and or editing, images coming into lens); CART *:(); COMPOSITION *:(); ENTERTAIN:(); "M":(); MORNING **:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SYNTH:(); UIP:(); WA:(images projected according to user's pd).

R49 Bench glows in dark via its solar panel's battery. [IKB KK, 16-10, Shinjyo-Nakamachi, Nakahara-ku, Kawasaki, Kanagawa Prefecture 211 044-788-7789 5 Sept 92 NK]
-This system of converting light energy into light (at dark) also applies to: any panels which can be attached to anything (construction work barriers, walkway markers, cars (while parked), back packs, shoes, hats, tel ("T") poles, trees; street / side walk / stairway / walkway railings; etc

-solar/batter/electric power line generates outdoor / indoor C ('computer) related sys
-Also exists: lamp posts which store solar energy, then light up at night.
-OTD:
*:(); ENTERTAIN:(); "M":(for studying user behavior); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().
-timer designates when the system will be operating (light on from sunset to 2am)

> R50 GPS (for surveying geographical areas).
-moved to "ps" 6.96

R51 Talking rocks: CD plays music; Lights path at night. Depending on where you stand, different combinations of sounds are heard from the different rocks. [Sound Process Design Inc, Tokyo 12 Sept 92 NK]
-OTD:
CART *:(pre-recorded music); COMPOSITION *:(); ENTERTAIN:(); "M":(develop uip (who is w5); NOTIFIER:(); OSC:(); PR:(); PS:(person's location creates "composition"); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

> R52 Keyboard's keys have LCD which changes according to the program user is in. Only applicable information on needed keys is displayed on key.
-moved to "k" 6.96

++ R52-1 System lights only needed keys: To simplify usage, only the needed keys are shown on keyboard according to type program. Type software and keys available match user's ability. Standard or touchscreen keys.
-moved to "k" 6.96

> R53 Computer interacts with users depending on their level of computer expertise. Users select from three different levels of operating instructions. [Fujitsu Ltd, 1060-1, Marunouchi, Chiyoda-ku, Tokyo 100 03-3216-3211 NK]
-moved to "uip" 6.96

R54 Tel accepts voice commands. Speak person's name, and system dials person's tel number. [Sharp Corp, 22-22, Nagaike-cho, Abeno-ku, Osaka 545 06-621-1221 19.Sept 92 NK]
-OTD:
ACCESS (via sound analyzer (only certain verbal commands/person's voice permitted); CAMERA:(control camera: eg, lens angle via verbal commands (via tr/t) (for remote ("R") camera)); CART *:(); ENTERTAIN:(); "M":();

> + R54-1 Voice Recognizer Differentiates Between Multiple Speakers: Each person's voice print is treated differently by system. Only those with particular voice prints can access or control particular functions.
-moved to "sound analyzer" 6.96

R55 Video Walkman: portable video player. [Sony Corp, 6-7-35, Kita-Shinagawa, Shinagawa-ku, Tokyo 141 03-3448-2111 3 Oct 92 NK]
-OTD:
ACCESS **:(); ARTIST *:(); CART *:(); ENTERTAIN:(); "M":(); OSC:(); PR:(); Q *:(); R:(); S:(); TEL:(tr to pick up tv/cable broadcasts); UIP *:(); WA:().

----copied to IMI&2 up to here: separated into different codes within IMI&2; appears most weren't copied - spring 94.

R56 Run customized background sounds on computer while working. Choose from ten audio libraries. [Digital Eclipse, 5515 Doyle St., Suite 1, Emeryville, CA 94608 PS 10.93]
-OTD:
ACCESS*:(); ARTIST:(type osc's sound matches user's task to help achieve desired effect (according to uip of user, and %uip of task (loose music for non quality control tasks). Desired results can be: increasing creativity; narrower thinking for accounting tasks (hear Tchaikovsky versus Rolling Stones)); CAMERA**:(visual analyzer helps determine uip of user (their behavioral analyzer)/uip of task %)); CART:(music pieces; synthesizing options of osc); COMPOSITION:(uip of "artist" applications apply here too); ENTERTAIN:(); K:(r); MFH**:(stored sounds; uip database); MORNING:(user's behavioral analyzer->type osc's sound); MULTI-USER*:(); NOTIFIER**:(); OSC:(); PR:(role uip plays; synth; score keeping); PRINTER*:(); PS:(different sounds according to location); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP*:(osc' sound based on uip of user/task); WA:().
-9G220 Channel Scanner skips stations with commericials: u (user) pr type a/v entertainment during commericials.

> R57 "My Magic Diary" creates drawings from preprogrammed images to store along with phone numbers. Helps user remember people. -moved to "artist" 6.96

> R57-1 Facial Image Generator: User selects adjective words to alter type face on software. Merges multiple characteristics. -moved to "artist" 6.96

> R57-2 System synthesizes in new moods to voice recordings: From menu, select what feelings you want expressed. Existing sound track of person's voice is synthesized accordingly.
-moved to "synth" 6.96

> +++ R58-1 GPS Task Reminder: System prompts user what to do when user has reached desired destination. System then prompts where user should go next. Example: 1] user drives by supermarket, and is prompted every Monday to buy eggs.
-moved to "ps" 6.96

R58 "Water Tracker" measures water consumption by showers, washing machines... [Muir Products, 1260-B Pear Ave, Mountain View, CA 94043 PS 10.93]

++ R58-1 Rationer:
System measures how much water each person used. Useful within families living in arid regions, where some hog more water than others. Access codes can be changed. Provides spread sheet of usage for personal or common use, eg: kitchen and garden faucets.
-measures by user ("multi-user"): usage=multi-user (access)=c
-k in access code prior to getting water. Applies to any product using water, eg: shower, bath, toilet, kitchen faucet, garden hose, dishwasher. Though commonly used items might not need a meter, or if its a common item, then C ('computer) can take the code, but then apply usage on spread sheet for common usage, eg: the person who does most cooking uses more kitchen water without that running down their monthly allotment of water, though people who try to use kitchen sink though rarely cook for others as way to circumvent water rationing are caught.
--can change "access" code for each person, so other family members might not use another's access code.

-sys nr/alarms u (user) when they go over their limit (determined via "score"). sys (system) can shut down water faster/completely for certain u, eg: they exceed(ed) ration, require less water.
-pr: who gets water when/where/why/how and for what (w5); controller can alter / override any function (of sw).
-D: water meters / water valves controllers = score (per valve, per u)/ access = c

R59 Wall light goes on when electricity goes off. [Black & Decker PS 10.93]
-Also Exists: and or light goes on automatically when it gets dark: light instrument = "sensor".
-Security system. Supplements complex "access" sys.

R60 "Indiglo" watch's face is also an activatable lamp. [Timex PS 8.93]
-OTD:
CART:(sw/hardware*: alters watch's/clock's face (shows Arabic or roman numerals)); ENTERTAIN:(); K:(r*); MORNING:(); MULTI-USER**:(); NOTIFIER:(); OSC:(); PR:(); PS:(); Q*:(); S:(); SCORE:(tds); UIP*:(); WA:().

R61 Make Your Own Tofu At Home [NK 24 Jan 94]
-Make into shapes user desires (molded; waffles; cookie cutter)
-Uses food color dies to change outer/inner color of material
-Maker can work with substances other than tofu too

R62 Rice Preparer and Cooker [NK 24 Jan 94]
-takes multiple types of grains, beans, vegetables (fresh, dried; chopped or not)
.--chops/grates/pulverizes foods: vegetables, and anything else to desired size bits
.--cleans all foods
--"pp"/"mp" percentages of each food item to be used in serving(s)
---"uk" "date": knows when/how much to prepare for next 100 servings "uip"
O-combines with 1R-61 Tofu Maker:
system converts the dry / wet foods into pulverized food and its then formed into desired shape. Also into ^: noodles, crackers.
--can coat, color die foods with other substances

R63 Noise Buster [DY 14 Feb 94]
.-see directories in: E / G / K for the product ideas relating to masking unwanted sounds, since they are extension of R63.

-user while playing music making instrument (computer music, electronic music, eg: any such instrument made by Yamaha, Casio, Korg, Roland)
+-designate which type sounds are unwanted via: "uip"/*"pp"

* Miscellaneous Note:
From this point onward - 21 Feb 94: did not make xerox copies of DY (Daily Yomiuri). The N described following are only the existing product's description prior to the Mf's contact info.

R64 Container Keeps Sake Bottles Hot or Cold. At bottom of container is removable material that can be either frozen or heated. The removable material is kept in freezer or microwave prior to use. [Disero KK, 766-1, Kamikochi, Itsu-kaichi, Saeki-ku, Hiroshima 731-51. Tel 0829027-7207. NK 21 Feb 94]

R65 Time Clock: LCD provides users with information on how to input data, such as shift and hourly wage. Detailed instructions given on how to use system. Can be preset for 10 different shifts. Calculates commuting times, etc. Targeted to big companies with many part time employees. [Max Co: 6-6, Nihonbashi-Hakozaki-cho, Chuo-ku, Tokyo 103. Tel 03-3669-0311. NK 28 Feb 94]

R66 Electric brush sprays vaporized water, or special liquid on hair while brushing. Replaces need for hair conditioners. [Matsushita Electric Works Ltd. NK 28 Feb 94]

R67 Walkie-Talkies: Use of repeater stations allows communication between skiers separated by mountains. [Manufacturers: Kenwood's TH78; Icom Inc's IC-W21T; Yaesu Musen's FT-41. 7 Mar 94]
-3E010 Mobile Tel Location Notifier: lets u (user) know when walkie-talkie is nearing it reception limit.

R68 Hair Brush Emitter: Different brushes eliminate split ends and static (due to constitution of brush). Other brushes protect against U-V light; make hair more lustrous; protects against blow drying; anti-static. Harasawa Pharmaceutical; Ikemoto Brush Ind. Co; Kao Corp; Kai Corp, Tokyo; Shiseiko. 14 Mar 94 NK]

R69 Wrist Band Removes Static Electricity. [Manufacturer: Hisanaga. Marketer: Ing Corp: 2-12-5-204, Shiba-Daimon, Minato-ku, Tokyo 105. Tel 03-3459-4342. NK 21 Mar 94]

R70 TV Shaped Like Beverage Can. For desktop, bedside, pluggable into car's lighter. Can't fade in sunlight. [Casio: 2-6-1, Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-02. Tel 03-3347-4811]

R71 Water Cutoff Device For Bathtubs: automatically cuts of water when desired level has been reached. Contains a "hydrodynamic" valve to shut off water. Hisonic took out US, European, Japanese patents. [Hisonic KK: 3-21-9, Toyotamanka, Nerima-ku, Tokyo 176. Tel 03-3994-0760. NK 21 Mar 94]

R72 Printer Makes Still Images From TV. Prints also from TV games, videos, PC. [Fuji Photo Film, Tokyo]
-OTD D (drawing): U = This N (invention) sys (system) () ~ C ('computer) =
VISUAL ANALYZER (prints out / records images/audio that matches certain criteria (uip, db)).

R73 Magnetic drawing board permits greater control: Lines only 1mm wide can be drawn via magnetic powder capsules. Erase by rubbing back of boards with magnetic eraser. Tomy Co: 7-9-10, Tateishi, Katsushika-ku, Tokyo 124. Tel 03-3693-8630 NK 21 Mar 94]

R74 Boots circulate air around feet via air pumping system. Descente Ltd: 1-11-3, Dogashiba, Tennoji-ku, Osaka 543. Tel 06-774-0365 NK 28 Mar 94]

R75 Auto anti-theft system detects movement: Senses for when door is tampered with, or vehicle is jolted. Smaller bumps only produce a warning sound. Remote control can activate/deactivate alarm. [Kato Electronics: 55-2, Nishi-morimae Odakacho, Midori-ku, Nagoya, Aichi Prefecture 459. Tel 052-622-3937. NK 28 Mar 94]

R76 Camera captures both still and motion pictures. Still pictures converted later from motion version. [Bronica Co's Camphoto VX3000 NK 28 Mar 94]

R77 Stuffed toy moves, delivers message when person walks by its optical sensor: Wall mounted deer head moves mouth and head and speaks messages recorded by users onto IC. Product targeted to people in 20's, 30's. [Bandai Co - toy manufacturer]
-5E020 Remote Control Stick with Switch: controls sys.
-OTD D (drawing): This N (invention) sys (system) () ~ C ('computer) =
CART (music, (movement) functions sw); EDUC (spouts info for human memory/learning); MIC (record = playback u's voice (parent scolding kid) = activated by "analyzer" = analyzer determines when (w5) any of following happen: open refrigerator outside programmed hours - for dieting; villain gains "access" (outside standard hours); kid watching excessive tv/video game (playing); food in stove ready; door bell; any nr (notifier) function of KN (invention)); MULTI-USER (functions differently for different u (user) (via their tr/access)); NOTIFIER (emits light(s), osc); OSC (); PR (); PS (multi-user, ps-zone effects function); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().
-sys mimicks u's actions (movements, words) via: robot toy, Yamaha Miburi, visual effects on s.

R78 Robot rounds up golf balls at ranges via sensors. [Takamaru Engineers Co also plans robots to harvest vegetables, mow grass. NK 21 Apr 94]

> R79 Magic wand creates messages in thin air.
-moved to "tilt" 6.96

R79-1 "Game" with Magic wand creating messages in thin air:
each player creates images as part of game interaction between players. Examples: 1] players create target zones visibile by players, such targets are alterable by (any) player. 2] Changes in a] speed of stick traveling in air / b] switch settings on stick = effect type visual/osc effects created (by players).
-OTD D (drawing): U = This N (invention) sys (system) (R79-1) ~ C ('computer) =
ACCESS (); ANALYZER (); BRAIN (); CART (type images creatable); MULTI-USER (); OSC (); PR (); PS (); Q (); S (); SCORE (game); SENSOR (); SOUND ANALYZER (sounds emited by other player(s)); UIP (); VISUAL ANALYZER (visions made by other player(s)); +VR; WA ().

R80 Walkie-Talkie also sends written messages. [Sharp Corp: 22-22, Nagaikecho, Abeno-ku, Osaka 545. Tel 06-621-1221. NK 2 May 94]

R81 Device allows rudimentary communication between sea divers. Press one of 16 pre-recorded verbal recordings, eg: "dive deeper". Can hear within 5-10 meters. [Fathom Co.'s Sea Buddy, in Hyogo Prefecture NK 9 May 94]
-send / receive (standard pre-worded) messages on: pagers, beepers, t.
-UIP determines what the standard message should be.
-("Game"): standard osc/messages/images sent/rc used w/in game rules.
-use c = 'windows' type sw (software) to select desired options

R82 Digital still camera has built-in transmitter: pictures taken transmittable via tel lines.
-moved to "camera" 6.96

R83 Copied ? Pedometer suggests target pulse rate for exercisers. Users input age and resting pulse prior to starting out. [Omron Corp: Nanajo-Sagaru, Karasuma-dori, Shimogyo-ku, Kyoto 600. Tel 075-344-7000 NK 23 May 94]
-KN (invention): (exercise) motion powered battery

R84 Pen's scented ink: color tells user type smell when ink is scratched. [Manufacturer is Tomy. NK 23 May 94]

R85 Key holder sounds alarm when dropped: sound triggered by certain level of acceleration; remains silent when placed in bag. [Mitsuwa Resin Co: 1-16-12 Tneri Adachi-ku, Tokyo. Tel 03-3899-1477. NK 13 June 94]

R86 Head band emits low frequency pulses that help fall asleep. Headband also contains isotonic sodium chloride solution which enhances the effect. Set timer for 30-60 minutes at bed time. [Osaka Nishikawa Co: 1-3-15 Honmachi, Chuo-ko, Osaka. Tel 06-262-1171 NK 20 June 94]

R87 Orchestral accompaniment for practicing musicians. Users play along with entire orchestra, or isolate specific instruments. Pace is controllable. Computerized floppy disk player. $863. [Roland Corp: 1-4-16 Dojimahama, Kita-ku, Osaka. Tel 06-345-9521. NK 20 June 94]

R88 Whispers turn on lamp. [Koizumi Market Development Co: 6 Tomiyamacho, Chiyoda-ku, Tokyo Tel 03-3256-3466 NK 27 June 94]
-OTD D (drawing): U = This N sys (system) () ~ C ('computer) =
COMPOSITION (); MQ (); MULTI-USER (); OSC (); PR (); Q (); R (); SOUND ANALYZER (); STEREO (); SYNTH (); WA ().

R89 Germ free pens: anti-bacterial material used. [Pentel Co: 7-2 Koamicho, Nihonbashi, Chuo-ku, Tokyo Tel 03-3667-3333 NK 4 July 94]

R90 Copied ?? Portable Battery Charger: Charges standard rechargeable batteries. Intended for those outdoor enthusiasts who don't have access to electrical outlet. Case is covered by solar panels. Case can be attached to backpack for sun exposure. Can revitalize four AA batteries two hours on clear day. Another model recharges camcorder battery in equal speed. [Mont Bell Co: 1-6-17 Itachibori, Nishi-ku, Osaka. Tel: 06-531-4761. NK 4 July 94]

R91 Nurse call system: via radio frequency; transmitter and pocket-size receiver. [Nihon Ryutsu System KK: 3-7-16, Furukawanishi, Matsuyama, Ehime Prefecture Tel 0899-57-6722 NK 18 July 94] Note: there are many KN (invention) developed on this theme in '92, '93.

R92 Watch measures surface temperature of land, water. Called "Thermo Scanner" [Casio. NK 1 Aug 94]

R93 Waterproof radio: suction cups hold in place within kitchen. [Sony NK 15 Aug 94]

R94 Measuring device: Fits into microscope. Helped by laser interferometry. 500,000 yen ($50,000). [Nikon Technologies. NK [Science and Tech Section of paper] 5 Sept 94]

R95 Copied ?? Electronic Dog Barker: electric eye surveys 5-6 meters. There are some older varieties mentioned in paper, but not clear if they utilized dog barking. This one uses German Shepard. [Dindon Co: 4-2-1 Rinkaicho, Edogawa-ku, Tokyo. Tel 03-3680-9010 NK 5 Sept 94]

R96 Retrofit traditional pianos into silent ones using earphones. [Kawai Musical Instruments Mfg Co: 200 Terajimacho, Hamamatsu, Shizuoka. Tel 053-457-1213 NK 5 Sept 94]

R97 Clock counts down to the big day: displays number of days before a big event, eg: vacation, exam, retirement. [Rhythm Watch Co: 2-27-7 Taito, Taito-ku, Tokyo NK 5 Sept 94]

R98 Taking alarm clock counts down minutes. [Casio NK 12 Sept 94]

R99 Ultrasonic waves measure interiors. [Bosch KK: 3-9-1 Ushikubo, Kohoku-ku, Yokohama Tel 045-912-8046 NK 5 Sept 94]

R100 Headphone turns heartbeat into concentration mantra: reads then converts pulse into compound sound, and in tern effects brain waves. [Hayashibara Biochemical Laboratories Inc: 1-2-3 Shimoishii, Okayama. Tel 0862-24-4311 NK 5 Sept 94]

> R101 Surveillance VCR records over 24 hours: by taking fewer shots per minute. [Sanyo, Tel 06-991-1181. NK 5 Sept 94].
-moved to "track" 6.96

R102 Scissors cut just about anything. Also has separate functions based on design of metal to: open bottles, cans, screw top jars, cut and peel fruit, open sealed packages. [Sanko KK: 2-17-24 Higashi-Uradate, Sanjo, Niigata Tel 0256-32-4071 NK 5 Sept 94]

R103 Eye relaxing exerciser: users follow a track made by blinking lights from the light emitting diode. Another method: close eyes and feel flickering lights. Voiced directions. [Matsukyu Co: 4-6-7 Nishi Shinkoiwa, Katsushika-ku, Tokyo Tel 03-3694-1213 NK 10 Oct 94]

R104 Clip holds documents without leaving marks. [Bunpodo Co: 1-21-1 Kanda, Jimbo-cho, Chiyoda-ku, Tokyo Tel 03-3634-1461. NK 17 Oct 94]

// On the reasonably large flat surface area, one can invent additional features, eg: place to write notes....

R105 Laser pointer with adjustable beam: indicate dot, circle or line, sections of figures, graphs, text. Choose shape by pressing button, and size via dial. [Plus Corp: 1-20-11 Otowa, Bunkyo-ku, Tokyo Tel 03-3942-3045 NK 17 Oct 94]

+ R105-1 Anti-Vibrational Laser Pen: tremor from hand held laser is reduced.
-invent anti hand vibrating laser (click when user wants item marked to be stable, then unclick for deactivation...)
-D: hand's vibration = vibration sensor = motion of laser emitting device (encapsulated within the anti-motion device) is counter acted via its opposite motion.
-uses similar systems as with anti motion in cameras, etc.
-too expensive to manufacture? In which case, use future existing technology to cheapen production costs.

R106 Walking stick has alarm that yells for "help" thermometer, light. [A&C International: 7-26 Hiroshiba-cho, Suita, Osaka Tel 06-384-2843 NK 24 Oct 94]

R107 Copied ?? Laser detects block in train track. [Aviation Electronics Industry Ltd working with East Japan Railway Co. 1km range costs 5 million yen [$50,000]

R108 Rubber cap prevents umbrellas from slipping: also suitable for ski poles. [Yokota Ryohan Co: 960-1 Shimoyasumatsu, Tokorozawa, Saitama Tel 0429-45-9550 NK 31 Oct 94].

* Misc Note: following N (invention) were transferred from 2R file: these N previously had N #'s beginning with a "c" ("c" is for: Copied, not Computer)

R109 Tel ("T") tallies phone charges, display ("S") shows how much the call costs. before 92 MF.
-5A-72 monitors number of calls and lengths of conversation between certain departments. A computer ("C") database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.
-OTD:

ACCESS **: "score" for charges according to^: which access code was uk (to make: long distance calls, calls to particular #'s / departments), charges differ according to type access uk (different long distance carriers have differing charges, and tel ("T") instrument (w or wo: cart, mfh) calculates charges accordingly; BALANCE **:; CLAP: to activate, engage, deactivate communication; Display ("S"): the country, area code, co, department or other zone user calls results in differing elements on display ("S") (the determination/selection of what goes on display ("S") caused via^: type access uk by user, caller id of # being called, # being called (mfh) sending this data; FLOAT **:; FS **:; GAME **:; MD *:; "M":; "mic":; MORNING *:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; Tel ("T"):; UIP *:; UK:.

R110 Electronic Blackboard: Participants share documents, images and presentations. Shared via tel ("T") lines for simultaneous viewing and editing by distant users. Graphics can be retrieved and put on board from a file or electronically scanned on. Can display ("S") video too. [Sept 92? MF: Fuji, Xerox].
-OTD:
ACCESS **:; ARTIST *:; BALANCE **:; CAMERA:; CART *:; C:; CLAP:; %COMPOSITION *:; Display ("S"):; EDUC *:; EGH *:; ENTERTAIN:; FS **:; GAME **:; MD *:; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:; UIP *:; UK.

R111 Automatic pet door opens when identifies pet's transmitter. Nov 93 X.
(related-C)-8B-010-083004 Pet Locator: Know where your pet is, and how to find it.
-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special display ("S");
- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.
-useful for locating children. Animals in large zoos; nature areas; etc.
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-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway
-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.
Footnote:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator
-OTD:
ACCESS **:; CART *:; CLAP: (for animal to make sound: meow, bark...; Display ("S"): (score on animal (their location)); "M": score; "mic":; PD: worn by animal; PP/MP:; MQ/UQ *:; MULTI-USER*: (multi-animal(each wears different pd w own type code being transmitted); NOTIFIER:; OSC:; REMOTE ("R"):; SCORE:; TDS *:; UIP *: (user being animal, eg: for laboratory study of animal movements/behavior); UK; %WA worn by animal (makes sound if they walk too far; makes interesting sounds (wild animals to excite pet).

> + R111-1 Pet Finder:
Know where pet is located. Need not worry if pet is lost. Location of pet known via one or more of following modes: pet's collar transmitter sends signals to receiver inside house, if its home; pet door's receiver knows if pet last went in or out; a non-electronic version of the pet door is such that the way it closes is so it shows which way pet went out (latter not patentable?).
-moved to "ps" 6.96

R112 Electric voltage changes colors of sunglasses. Dec 92 X. D (drawing): glasses = C ('computer) = tr = other product
-OTD:
ARTIST *: (hook into your c/mfh, for additional effects); BALANCE **:; CART *:; C:; CLAP:; COMPOSITION *: (visions change according to: type sound = sound analyzer = changes in view; compose music and such will change the following on glasses: its display ("S"), type color of glass, flashes of colored light; Display ("S"): user can either see thru glasses / see visual effects on display ("S") (crt); EDUC *:; EGH *:; ENTERTAIN:; "M":; MORNING *:; %PD:; PP/MP:; MQ/UQ *:; MULTI-USER**:; NOTIFIER: (alerts to dangers, eg: fire alarm, tel ("T") ringing...; OSC:; REMOTE ("R"):; STEREO:; SYNTH:; TGH **:; TOY *:; UIP *:; UK:; WA:

> R113 <*origin date?>Intelligent hotel room key goes beyond old magnetic card keys, has circuit chip. Can be programmed re data pertaining to user, billing, etc.
-moved to "access" 6.96

> R114 Watch vibrates instead of noisy audio alarm. For deaf, and radio DJ people.

> R115 Computer ("C") gives speech training to hearing-impaired. A computer-likeness of lips and a tongue mimic the corresponding movements of a trainee's lips and tongue. To practice singing, the musical notes of song scores, are shaped like birds. If a trainee's vocal pitch is correct, the bird opens its mouth. $400. -moved to "tgh" 6.96

> R116 GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck.
-moved to "ps" 6.96

R117 Tel ("T"): automatically turns answering machine on/off based on when user normally comes and goes (uses PI). [Kenwood, 20 Jan 93, YD; Nov 92 - Oct 93 MF]
-OTD:
ACCESS **:; BALANCE **:; CLAP:; COMPOSITION *: heard by callers; Display ("S"):; ENTERTAIN:; FS **:; GAME **:; MD *:; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:; UIP *:; UK:; %WA: (receive messages (voice mail, tel ("T") messages, +multimedia, others) while user is in virtual reality experience)

> R118 System records view behind vehicles for truck drivers, eliminates blind spot.
-moved to "camera" 6.96

R119 Intercept laser light to deactivate alarm clock: kn
-OTD:
ACCESS **:(to alter settings); BALANCE **:(); CAMERA:(senses when user is out of bed "visual analyzer"); CART *:(); CLAP: (to activate* / deactivate alarm; Display ("S"):; ENTERTAIN:; "M":; +MORNING: (combination product with other "morning" product features); PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO: (hear sound / see tv or cable at wake up time); SYNTH:; TDS *:; TEL:; UIP *:; UK:; %WA.

> * R120 Control walkman via REMOTE control. Sony Model WMWX88: 7.91 MF. Control many other products and in other manners! If few buttons are on this control device then there may be fewer functions controlled.
-moved to "wa" 6.96

> * R121 Activate/control product ("stereo") by tripping one or more laser light(s).
-moved to "r" 6.96

> R122 Computer ("C") predicts human error. Studies user's UIP first. 15B: Computerized typewriter gives verbal warnings when user is about to erase something from memory.
-moved to "uip" 6.96

> R123 Camera detects user's eye movements, view finder's frame is where the eyeball is looking. [Canon, 17 Jan 93 YD]
+-eye movements control products. Positions of eye represent different signals.
-moved to "r" 6.96

> ++ R123-1 Eye Controlled Touchless Keyboard: Camera detect's movements as eye looks at each letter on board. Upon eye's stopping at each square (represents key), signal is created as if key were pressed manually.
-moved to "r" 6.96

R124 Air conditioner functions according to UIP (when user is usually in, where they are in room). [Jan 93 X; Matsushita 25 Nov 92 YD]
-OTD:
ACCESS **:(); CART *:(); CLAP:(); Display ("S"):(); "M":(); MORNING **:(blows hot or cold air onto person at alarm time); PD:(); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); REMOTE:(control temperature, entertainment products); **SCORE:(); TDS *:(for uip); UIP *:(); UK:().

+++ R124-1 Automatic HVAC Air Flow Direction Controller: System blows air away from or onto user according to how programmed, and user's whereabouts. System knows user's location via one or more of following: 1] transmitter worn by user (eg: on watch), 2] heat sensors (useful in public places), 3] visual analyzers (too expensive in 1990's).
o BALANCE **:(rather than effecting audio, effects the flow of air (it doesn't blow directly onto person)), or vis a versa, system does blow onto person: the choice is controllable/pr by u (user) (via k/r); CAMERA:(visual

analyzer to know person's locations/how warmly they are dressed/if person is perspiring); WA:(integrates with user's WA product (desired temperature wherever user is).
-air flow generated from: vents (can redirect its air flow (via pivotal air redirector)); movable fans.
-applications: homes, vehicle, %outdoors (when HVAC costs (via fusion) are cheap enough).
-incorporated with systems which follow u: (audio) "balancer"; lights.
-D: people = sensors = HVAC controller = fan / altered air

R125 Tel ("T") & Answering machine: relays calls to pagers; or, says ("wait a moment for those taking baths"). [Rhythm Watch, early Jan 94, YD Before 92 MF]
-similar n telling incoming tel caller to wait in c dir (better n)
-OTD:
+ C / Computer ("C") = Computer ("C"). The most important central feature in each product number.
^D: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speach"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**mfh / 9**mq / 10**uq = 11[tr/rc] = 12+C = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".
-D Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions)^: processing of incoming calls according to their caller id
-See IMI& for less crucial details

R126 Stuns/shocks people who make harassing tel calls to you. Jan 93 [Have printed information about this product sold in Japan. This co sold this or other products at Tokyo's "Hands" store. Also sold by maybe Panasonic/other big Japanese manufacturer.]
-stunning person can be via^: osc (piercing sound); (uncomfortable) vibration *; notifier (verbally / visually displayed communication); electric shock; sending (unpleasing / shocking) visual images [cheaper in future with popularity of video type t].
-applications: "T". For humans; animals; * plants; * all other organisms.
-OTD:
ACCESS**:(); ARTIST*:(increases creativity); CART*:(); COMPOSITION *:(increases creativity); ENTERTAIN:(); K:(r*); MORNING*:(); OSC:(); PR:(); PRINTER*:(); PS:(negative / positive stimuli according to where user w/ pd is located); S:(); SCORE:(tds); SYNTH:(sound quality has positive / negative effect); TEL:(tr); UIP*:(); WA:(ps).

> + R127 Commuter's train ticket credit card: circuit emits frequency read by device in the ticket gate. [Jan 93 X (saw printed before too, date unknown). JR (Japan Railway) stated research started some years back. Jan 94 YD]
-moved to "track". Abstract of existing N copied to: access, ps, track, bill. 6.96

R128 Beeper can send written messages via wireless; wireless portable terminal. [29 Dec 93 MF, YD 21 DEC 93 MF - Japan City Media.]

R129 Speaker tel ("T") answers when recipient says "hello". [1 Nov 93, the "Haudy Tel" Manufactured by NTT, Tokyo.]
D: c22 = c~remote~tel

> R130 Distancer. Taiyo Elecs Co: REMOTE ("R") sounds if child is 2 - 7 meters away. Dec 92. KN (invention) Russian Pat Application Number: 045892 23 Sept 93 for "Distancer", KN filed by Professor Tsibin.
-moved to "distancer" 6.96

R131 Keeps user awake: "sensor" sets of alarm if finger doesn't move. 6.92 X.
-"sensor" analyzes for when^: finger/hand/body part (head, neck, wrist, arm, *leg) dozes off (loses posture: tilts/falls asleep); gets too energetic (moves too much); moves in non desired manner (too far/much/little/not far enough)
-D: sensor=analyzer~c~notifier
-"notifies" user as described in R131-10 Rhythm Guide
-user: human/animal/*insect
=
* KN (invention) moved from: 2G12-C24 Keeps user awake: "sensor" sets off alarm if finger doesn't move. 6.92 X.
---
tel ("T") rings when user falls asleep; mfh gives recording (UIP) to wake them up/alert them
D: c24 = tel~remote

R131-10 Rhythm Guide:
o applications: playing (electronic) instrument^:
--musical (key board; piano; (laser) harp [see my N from A/B/C dir]
-c / typewriter k (standard keyboard)

-benefits ^: better control (sounds better (music)), fewer mistakes (psychologically proven to reduce number of errors); increases overall speed (typing / *music)

.-rhythm of typing is interpreted into type behavior of typist: "behavior analyzer"~sensor=c=notifier/osc. (Increases/decreases creativity as described in `Inter-cultural Engineering' (ups creativity, quality control behavior). System correlates body's movement/position in helping arrive at conclusion from "behavior analyzer", uip.

--body movement/position helps develop uip. UIP can be a constantly changing (database/score) for (egh)

-D: k="sensor"~c~analyzer~clock~s~uip=printer/"composer"/music device/other desired product application

-OTD for Notifier aspect of this system:

CART*:(); MFH:(uip); MULTI-USER:(each user gets differing effect according to their "access"/uip); NOTIFIER:(); OSC:(); PR:(user/facilitator programs type notifier effect(s)); PRINTER:(what can show up on s); PS:(each location has differing notifier effects); Q*:(user can ask system to clarify what they are doing wrong/*good); S:(); SCORE:(tds; clock; past performances; egh); SYNTH:(effects osc); UIP:(); WA:(ps).

General OTD:

-OTD:

ACCESS**:(); ARTIST:(visual analyzer/behavioral analyzer studies^: images made by user; their rhythm; manner (order/speed) in which images are made (penned in/brushed on (electronically)/cut and pasted) = in tern system will "notify" user = achieving desired effect in user. Results: ups creativity, and other desired results explained in `intercultural engineering'); CAMERA:(visual analyzer: studies electronic/printed text/* 3-Dimensional objects (art)=behavioral analyzer=uip=notifier); CART:(); COMPOSITION:(); ENTERTAIN:(); K:(r); MFH:(behavioral/visual analyzers; uip); NOTIFIER:(); OSC:(); PR:(); PRINTER**:(); Q*:(); S:(); SCORE:(tds; egh); SYNTH:(uip/egh/notifier's analyzer control synth); UIP:(); WA:(r).

+++ R131-1-1 Typing Flow Trainer: Users are trained to type with even flow of fingers, because such typing habit is proven to reduce typographical errors and increases speed. Computer software program.

o Teaches user to move (hands on key/key board; * body (part(s))) with desired rhythm / pressure.

-D: k="sensor"~c~analyzer~clock~s~uip=printer/"composer"/music device/other desired product application

+-analyzer (C) determines the desired task (rhythm/right key strokes for musical instrument/body positioning)=(via uip/pr/cart. As user's situation changes (egh/differing applications/*uip), system compensates (egh). Example: to increase quality control behavior, the rhythm and speed of typing needs to be at 300 key strokes per minute at a speed with no deviation greater than 8% in time between (conclusion of) each key stroke/strike. To up creativity, system will require opposite: (key strokes must be over 8% different in time between each space from previous one or more key stroke (patterns) - patterns of keys (a word on typewriter is one type pattern) must change in non repetitive modes - the greater the changes the greater the "notifier" reward, and difficulty of egh.

---useful in training on any machinery where the timing between or sequence of signals created by user is to be "analyzed" then "scored".

-UIP: "egh" (education gets harder): as student's ability increases, system will increasingly "notify"/respond to narrower parameters to alterations in desired: tempo/*speed.

-"Notifier" (when (*w5) user is being **favorable / unfavorable): buzzes / (mildly) shocks user (via k (c=vibrator/electric shocker=key(s)). Transmits to user via pad placed at^: part of arm or lower hand touching table; seat; **pad placed on body part(s). Notifier works via one or more modes (simultaneously/consecutively).

--osc (negative (screeching/piercing sound/alarm)/positive sound)

--"s": system's display gives images to help mold user's behavior

-user: human/animal/*insect

MORNING:(appropriate body movement (key strokes turn off alarm; see A/B/C dir); MULTI-USER:(each user has different uip/*access/desired goal (favored behavior/pattern));PS:(different locations of pd effect how pr effects user, eg: in zone #4, user must be more cautious (quality control behavior));

R132 Portable cardiograph, has memory (stores data onto cassette tape). 30 Dec 93 X.

-stores memory digitally (c)

> + R132-1 Behavior - Medical Symptom Analyzer: System correlates patient's behavioral with their medical symptoms. Patient's graph for changing emotional state is matched with body symptom graphs, giving researchers additional needed analysis. Invention is the software's merging of data.

-moved to "ba" 6.96

> + R132-1-5 Biofeedback - Body function analyzer: User can look at their medical analyzers and see how they are/were performing (psychologically).

-moved to "ba" 6.96

R133 Feel vibrations of music in seat.

[Pioneer had before '92, Yupiteru 92 MF, 23 Aug 92]

R134 Pager integrated with pocket organizer. (Check air pad, remote) Casio? 5 Jan 94 X & MF.

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integrate "tel". Exists in some format (but without all my codes), eg: AT&T

D: c27 = tel/c27/mfh~remote

R135 Yamaha's Miburi functions: sensors on both wrists, elbows and shoulders. Wrist: controls volume, by turning wrist in - changes vol. July 93 MF.

R136 Calculator with alarm clock. 22 Nov 93 X.

R137 Notebook computer ("C") with bar code reader. 9.93 X, released 10.93 X.

R138 VIDEO camera which prints photo onto regular paper. 28 Jan 93 MF. (OTD check for "printer" in combination with camera).

R139 Notebook computer ("C") with built in printer ("air pad" ok too, but make sure its built-in). IBM Think Pad 550BJ... Jan 93 release date X.

R140 Voice activated wheel chair. 18 Oct 93 X.

R141 Remote Control Video Camera - moves camera into desired angle. 20 Dec 93 X.

R142 Stapler punches wedge shaped hole then stitches, no metal needed. (Ur prod # is B not A). Nov 93 X.

R143 Rocking sings infant to sleep, senses when baby cries, then switches on prerecorded sounds, or mom's pre-recorded voice, and rocks cradle. 5.93 X.

R144 Watch/clock gets its time checked via transmission from radio. Radio has perfect time & fixes watch's time if wrong.

R145 Casio's wrist REMOTE ("R") controller. Controls TV, VCR, has watch.

R146 System cleans the bath water (maybe we filed a patent on this, was #28) Waterproof Calculator (check OTD). Jan 94 X & MF.

R147 Fuji-Xerox: Handheld translator speaks sentences. X Dec 93.

R148 Tel ("T") Audio Adjuster: When the tel ("T") rings, the entertainment products being used at the time automatically lower in volume.

R149 Tel ("T") Lie Detector: Judge via person's voice's stress on the tel ("T"), if they are honest or lying.

R150 Auto Tuning Stereo: key in tel area code and system will automatically tune into radio stations in area. Victor Co. 03-5684-9311. Yomiuri 4 July 93 issue. No art. clipping.

R151 Organizer - Walkie Talkie: using infra-red light, can communicate between two organizers up to 8 meters. 'Super Denshi Techo Jr'. Casio. Sales started Nov 92. Yomiuri 20 Oct 93 issue. No art. clipping.

R152 Massage machine: place its small pads on parts of body. May 93 X NK

R153 Window opens/closes due to weather changes. (there are 2 N (invention) with this function, maybe C46 or C47) X NK May 93

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KN (invention) moved from: $ 2G17-C48 Control the opening and closing of windows via: remote control, or modem, or mainframe computer. Appears to exist: Window opens/closes automatically (via sensor) due to weather changes (eg: keeping out rain, unwanted sudden changes in temperature).

-(there are 2 N (invention) with this function, maybe C46 or C47) X NK May 93

---c48 = "tel"/tr = control from other location

-copied to: 5E020 9/95

R154 Computer ("C") becomes videophone too (see and talk with person on tel). May 93 X NK

R155 Prints transparencies for overhead light projector. Ricoh. Aug 93 X NK .

R156 Decomposes trash for use as fertilizer. Aug 93 X NK

R157 Anti-theft system: When "uk" into user's transmitter after the theft, an alarm sounds in stolen car, etc. July 93 X NK

R158 PC Display ("S") is enlarged via: big magnifying cover; and or a separate LCD or bigger CRT. Sanyo July 93 X NK

R159 Window closes in case of fire. Sept 93 X NK

R160 Solar powered lamp turns on when person comes by. Oct 93 X NK

R161 Device shouts warnings to illegal parkers. Dec 93 X NK

R162 Personalized story books. Kid can be character in his specially printed book. Maybe we have software version? Dec 93 X NK

R163 Driverless Electric Cart: it follows line on floor. Feb 94 X NK

System brings tel ("T") (tel call) to designated person: c58 = "tel". One was needed in very late June 96 fiasco of sports star driving cart at SF Int'l Airport.

R164 Noise Buster: active noise cancellation system reduces unwanted noise, eg: traffic. Original aspects - 1: use headphones, 2: use while listening to music system/walkman.

> R165 Smells/incense said to alter stress/behavior. 17 May 93 NK
-moved to "tgh" 6.96

R166 Electronic sign runs on solar power. 5 May 93 NK

R167 Fighting robot which punches. 21 Jun 93 NK

R168 Video Tel ("T") dating service 21 Jun 93 NK

R169 Spherical Speaker System: broadcasts in all directions. 7 Jun 93 NK

R170 Electronic soccer game, control defensive and offensive players. 7 Jun 93 NK

R171 Infrared automatic door "sensor" "Released Jun 92" . 19 Jul 93 NK

R172 Water purifier for coffee maker. 26 Jul 93 NK

* R173 Zoom function on overhead projectors (eg: check for any ability to manipulate images). 26 Jul 93 NK

> R174 Computer ("C") checks person's fingerprint before allowing "access" 2 Aug 93 NK
-moved to "access" 6.96

R175 Device emits frequencies, helps user sleep. 16 Aug 93 NK

> R176 Laser gun game: user's vest reacts to laser when they get hit. 30 Aug 93 NK

-moved to "game" 6.96

R177 Portable light goes on automatically when approached. 6 Sept 93 NK

R178 Clock says the weather. 31 Sept 93 NK

R179 Car lasers spot pedestrians and other cars. 4 Oct 93 NK

R180 Computer ("C") converts "uk" into sign language display ("S") for deaf people. Hitachi. 4 Oct 93 NK
**see 5A-800

> R181 Alarm clock bites hand which pushes button to turn it off. -moved to "morning" 6.96

R182 Converts Car's electric current to house current, so can use more products from car battery. 13 Dec 93

R183 Device warns user if they forgot to lock up when leaving. Door is blue when locked, red when unlocked. 20 Dec 93

R184 System converts spoken words into readable words on computer ("C"). 14 Mar 92 NK

R185 Portable Tel ("T") Video Conferencing. NEC 11 Apr 92 NK

R186 Camera stores photos on floppy disk. Cannon. 25 Apr 92 NK

R187 Bathtub shoots water & bubbles in sync with music. 2 May 92 NK

R188 Piggy Bank counts your money. 23 May 92 NK

Toy: c83 = "tel" = mfh = "tel"/caller/letter creating machine. Kid is sent letters stating the balance of their piggy bank (kept at home).

> R189 Anti-theft Car Alarm memorizes car's position [eg: get N for distancer used for cars].
-moved to "ps" 6.96

R190 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK

R191 Electronic Camera records still & moving images. Ricoh 3 Oct 92 NK & 8 Mar 93

R192 Camcorder's viewfinder picks up TV programs if an optional adaptor is used. Sharp 5 Oct 92 NK

> R193 GPS Car navigator gives verbal commands to direct driver. 2 Nov 92 NK
-moved to "PS" 6.96

R194 Waterproof books for bath (not electronic) 30 Nov 92 NK

> R195 Fingerprint operated entry system. 25 Jan 93 NK
-moved to "access" 6.96

R196 Vending machine microwaves its frozen food, then dispenses the food. 25 Jan 93 NK

R197 Scents are emitted to match scenes in movies. 22 Feb 93 NK

R199 Helium balloon flies around room without cord; adjust the weights to alter the height. 8 Mar 93 NK

R200 Fax machine screens out unwanted messages. See fax on display ("S"), print desired faxes. NTT 29 Mar 93 NK

* R201 Video Game: shoot while driving. 22 Mar 93 NK

R203 Walkman's retractable earphone cord. Sony 14 Mar 92 NK

R206 Goggles contain miniature TV screens. Sony 23 Nov 92 NK

R207 Airbag for auto back-seat passengers. Nissan 23 Nov 92 NK

R208 TV transmits audio to stereos without wires. Sony 7 Dec 92 NK

R209 Vending machine's robot decides which type product to give; a type of gambling. MF=Kokoro. 1 Feb 93 NK

R210 Calculator calculates units of time. Casio. 15 Feb 93 NK

R211 Deleted due to being same idea as R202.

R212 Lighting system changes to create desired atmosphere. Mitsubishi Electric. 26 April 93 NK

R213 moved from: 2G22-C107 TV: small & waterproof. Sony 20 Oct 93 Also includes other functions. D1: S=C. *D2: uk/remote = c~c107 = tel/stereo/kitchen appliances (oven, coffee maker)/ door opener/other products

R214 Projector projects images of solid objects on a display ("S"). Fuji-Xerox. 8 Sept 92 (JT) Japan Times, Tokyo

=

moved from: 2G23-C108 Projector projects images of solid objects on a display ("S"). Fuji-Xerox. 8 Sept 92 YD (Yomiuri Daily Newspaper, Tokyo).

D: c~c108=tel=c~c108. Transmit desired element wanted to be projected via tel ("T").

R215 Clock displays ("S") local time for major cities in world. Seiko. 10 Dec 92 YD

> R216 Video games linked to tel ("T"). AT&T, Sega. June 93 YD

.-moved to "game" 6.96

* R217 Moved to R122.

R218 Silent Piano: Keyboard has earphone. Yamaha Aug 93 YD

R219 Wristwatch cordless tel ("T"). Similar to Casio's CMD10 except this is tiny tel ("T"). [Panasonic 5 June 93 YD]

R220 Cable TV lets users select when they want program to start. AT&T 3 June 92 YD

R221 Cable TV over tel line. AT&T 20 Jan 93

> R222 Computer's handwritten input image tablet pulls out on top the keyboard. Sharp 27 May 93 JT

.-moved to "k" 6.96

> R223 Self-aiming "osc" rotate automatically according to the music and room size. Victor 29 July 92 JT

-moved to "osc" 6.96

R224 moved to R205.

R225 Strap for laptop. Straps to leg while sitting. "Brutus" (Japanese magazine) 15 Mar 94, p. 53

* R226 Moved to R216.

R227 Remote control device controlled by signals from human nervous system. Use in video games. [2 July 95 S.F. Chronicle, p. B1]

-this is already a KN (invention) dating before 1995. Following info might duplicate earlier filings.

-how sys (system) differentiates between sweat (w its chemicals) caused by stress / adrenaline gland / changes in sweat from room temperature = "analyzes" for multiple other signals (uip, other chemicals, other el pulsed picked up from body).

-OTD D (drawing): This N (invention) sys (system) (R controlled by nervous system) ~ C ('computer) (R / status / score / signals from organism's body (electrical, chemical excretions, behavioral analyzer, sound analyzer)~ UIP =

ACCESS (); ANALYZER (score); + BA; CART (operates differently by user: multi-user, uip, k, access); EDUC (uip / tgh = sys (system) adjusts to "mood" of u); M (db); MIC (voice analyzer); MULTI-USER (); *NOTIFIER (); OSC (video game); PR (how process signals picked up from u); *PS (); Q (); *S (images altered by state of u's mind); SCORE (games); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); + R; TDS (); T (mo = m);

UIP (sw mode influenced by mental/physical state of u (user)

--(color background; aggressiveness level (of video game players) synth; how interact with cart)); VISUAL ANALYZER (intelligent monitor 2E251); WA ().

End of R List Inventions

Seafood Poisoning Tag 7J01

Sensor-Tags placed on (sea) food have 'indicators 'notifying the following:

-food deteriation level is 'scored.

-age of food item

-if temperature ever exceeded a certain point (and for how long).

Multiple tags for large fish. Consolidated tags attached to fish (fin/head), the pieces (break/peel) off for individual parts (placed with (plastic trays)). All have same start (tds, sensors, score).

UIP: characteristics of food item are analyzed for what will help determine possible food spoilage, eg: chemicals emitted for type of fish or pig – so applicable indicators/sensors can be used. Spoilage tolerance level for humans or other animals eating the food.

For all types of food: especially animal products. Chemical and electronic versions.

Diagram: food = 'indicator. Parts: 'sensors, 'tds, 'notifiers.

File: I Misc / VA Outsourcers

Language 'Guide & Voice Analyzer:

Teaches language learners how to pronounce new words. A Voice Accent Trainer 7J02

Abstract: Educates users to improve their accents, through the voice analyzer. Helps learners of new languages perfect their pronunciation; and those who are speech impared.

Something related exists – per Michelle C. Royal Software – distributes. Clear Speech Works – product name. SunburstMedia.com/CSW.html Developed in 1994.

Background:

. Users = scored according to how close their accents are similar to the designated pronunciation.

. Designated pronunciation: can allow for difficulties particular types of people have in speaking a foreign language. For example, French native speakers may tend to have a greater nasal sound in their speech = hence a designated level of nasal is analyzed as being part of a good sound score.

. Score: the level of deviation from the user's accent, is scored. A simple version may have green, yellow and red lights. Users rewarded/punished (financially) when average scores go beyond a designated average level = as determined by the behavioral analyzer.

. Behavior Analyzer Adjusts VA To U: BA's VA = Analyzes user's voice = then: 1. Scores accordingly (scoring gets tougher as u (user) progresses in education) / 2. VA adjusts for all types of speakers based on their (regional) accents / speech or hearing impairments.

. Guide: U can hear the correct versus incorrect accent (they spoke).

* Playback: u (user) can get educated after they were speaking (and when the tel lines aren't busy).

. Target ideal accents: Bavarian versus northern German accents (Hoche) are different, hence Africans hired to speak German are educated/scored according to the designated regional accent of the target language.

Term "Accent":

used to mean the standardized accent spoken in particular geographical region of a language group, eg: Scot versus Welsh English. "Accent" also means the "foreign accent" often heard when one speaks the target language as a non-native speaker. Bavarians and Northern Germans learning to speak Brooklyn English, can have a different scoring system as Bavarians may mispronounce in a slightly (score) different fashion than northern Germans.

Scoring Accent Methods: Levels of differentiation from ideal accent are scored via:
1. recording variant degrees of accents = scoring them (by human) at different levels from the ideal accent.
2. VA can analyze accents that don't exactly match each variation according to: level at which the accent is between one or another deviant accent, eg: a negative score of 2.5 implies the accent heard is between a bad variation of 2 and 3; and a score of 2.3 suggests the accent is closer to 2 than 3.
3. Most important words: Record the most commonly spoken words, with special emphasis on the words more likely to be miss pronounced, and or frequently used. Such words may have a greater variety of different accents, by which the VA will arrive at a more accurate score.

D: Users = Corrected by VA = educating = how to improve user's pronunciation.

"J" INVENTIONS DIRECTORY FOLDERS
File: J / J Folder KN

"J FOLDER" FILES: 2J&, 6J, 7J, CD MARKABLE.

FILE 1J

1J082 Ice Poppers: Upon ice melting to its core, the ice 'reacts by: making a popping sound; or emitting a tasty / colorful substance, making the drinking fun until the end.
. Non ice based version can do this. See 7G Ice Hot Balls.

FILE: 2J - GENERAL ELECTRONIC

2J-01 AUTOMATIC MUSIC CHANGER:
System changes type of music when the uip of the sound's profile is not being met.
-Appl: radio; sound cartridges; verbalized information: analyzed= via uip = C ('computer) alters / "edits" = osc

2J-04 'COMPUTERS' WINDOWS' OPEN AND CLOSE BUTTONS which are made larger. User can select the size of these buttons and or icons. These points can have all the same features as available now or in the future; increased size being more functional.
-D: u (user) = 'interactive icon ~ sw (software) = C ('computer) / desired 'reaction in system to u's commands.

END File 2J

File 6J

++ 6J010 INK COLOR CHANGERS: Signs use ink that changes color at Designated temperatures. Is this an older kn?

. Applications:

-Warnings appear when temperatures exceed high or low thresholds, Or enter within another Designated zone. Value in that readers May get used to seeing same sign when temperatures are in normal zone and not pay attention when most needed.

-Sample printed statements:

--Warnings for contents in container or environment when temperatures exceed designated levels. For example foods or chemicals may needs special precautions or can't exist in remain in certain temperatures.

-Sign may have ink visible in all/most temperatures as well.

. Patent Search: ink and color* and (alter* or chang*)

-Searching market for existence of product: contact sign companies [by e-mail too...?]

. Technical: see 1J080 Ice Cube Color Changer

-Perhaps the text is visible in all temperatures, but the change of temperature highlights and or occurs in only portions of the sign, for example as flashy borders to get special attention.

6J020 PEN INK COLOR CHANGER: Pen with color changing ink due to differing temperatures:

. write letters whose ink:

-Is visible only within certain temperature parameters.

-Changes colors when temperature changes

--Eg: put near incandescent light (for warmth) and watch change to [red]; put in refrigerator and changes to [green].

6J050 CALL WAITING STATUS INDICATOR: When getting an incoming call the type of beep designates the level of importance for such caller.

. Recipient cans forward/handle incoming call, as they like.

Examples: unimportant calls go to voice mail; there is a range of voice mail boxes into which recipient can key their phone (upon receipt of call)= according to type caller.

. D (drawing): caller = tag showing their caller ID = recipient's caller ID Analyzer = status analyzer = osc designates type beep = listener hears and responds as they desire

6J060 HAND MARK ABLE CD FOR DESIRED SONGS: Mark onto CD to show system which songs are desired. Existing systems require the CD to be programmed per specific location on the rack.

-Option 1: CD sellers leave a place on the CD (center) for markings: fill in small circles for (non) desired songs.

-Option 2: CD player manufacturer offers way to imprint desirability onto CD. Examples:

--User manually applies sticker ((precisely) centered in middle), then user or system marks designation.

--system will etch in the code directly onto the CD (outer rim, Center) in (small) readable markings. The etcher can be a different or same system from the CD player.

-Improvement upon existing system: Should user want to take the CD to another location, reprogramming will be needed. Also it's easier to move CD around within the CD's storage rack.

-Use on CD for: music, data, games, etc.

-'Edit out/in designated elements ['images, songs, forms of 'synthesized sounds].

7J FILE:

7J02 LANGUAGE TRAINER & VOICE ANALYZER:

Teaches language learners how to pronounce new words. A Voice Accent Trainer. 'Tailored to user's type of pronunciation, then 'guides accordingly.

7J03 PRE-ACCESS NOTIFICATION: As a handicapped individual may require more time to get to the rest room, they can send a signal. See Handicap section.

7J04 HALLWAY PRE-ACCESS ANALYZER - "CAT WHISKERS": The invention will analyze availability of space for wheel chairs or other disabled assistance equipment. See Handicap section.

7J05 ADA LOCATOR: 'Location's ADA Accessibility 'Score system. See Handicap section. ['PS] 'database helps 'customize people's travel for whatever travel limitations they may have, eg: sight / hearing impaired facilities, etc.

7J07: UIP SHOPPING ASSISTANCE: suggests what user may want to buy. A shopping agent. Useful on places like EBay.com and Amazon.com. See our related 'GPS inventions.
-Create a public and (more) private profile.

7J08 TAGGED CASCADE EFFECT: System hones in on a frequency (sound), and cancels out other sounds to make tagged sound is clearer. System 'reacts when the clear 'tagged action occurs. Hones in on anything effecting man's five senses: Color [shines lights to drown out [non] desired color(s); other 'images; Touch / Vibration [cancels unwanted vibrational [patterns]]; Odors
-Step #1: Identify frequency: 'analyzer identifies occurrence of 'designated frequency.
-Step #2: Cancel Unwanted Interfering Frequencies: system hones in on a sound, color or other frequency. It drowns other related frequencies by emitting opposite frequencies for what might interfere with the tagging process. All or parts of this general step can be skipped. It's more needed to compensate for frequency 'analyzer/'sensor difficulties in distinguishing from ambient stimuli.
-Step #3: 'React per 'Tailoring.
-Idea first came to Steven Kays in a dream March 30, 2006 morning.
. 'Tailor occurrence [trigger] any way programmable. Examples:
-Chirping: Pet girl bird chirps seeking mate. 'Sound recognizer cancels ambient [traffic, household, other bird%, appliance] noises. Automated boy bird chirping 'reacts by chirping ['osc]. Can be programmed to emit boy bird chipping after 'designate related occurrences [5-10 gaps in chirping (each gap/chirping period lasting over 5 minutes)].
-'Games: when 'designated 'entity acts in 'designated fashion; it can [help] differentiate do 'tagged 'entity; then 'react when 'tagged 'entity does something. A (cat jumps), B (door opens) and or C ('computer) (door remains open over a minute); or drawing (main player has a 'designated 'score level at that time) and E (game has exceeded 8 minutes); or A if not F (over three players [with average 'scores exceeding set level]); or every third occurrence of B if F is absent; etc.

--'Taggable and identifiable actions include: [changing] 'images or sounds with 'designated 'editable traits; story plots / scenes [when 'entity A comes near 'entity B [for 5+ seconds] [then A either jumps or climbs tree] [then B's face/eyes follow A's actions].

-UIP Input: honed in on actions/occurrence are less confusable with external stimuli; so provide more reliable traits info.

. This is sub-set for parts: 'analyzer, 'sound recognizer, 'content analyzer, 'edit, 'order & timing, 'positioning device, 'seek and or react, 'route, 'tag, 'tailor, 'track, 'visual analyzer.

. D (drawing): U = This N~C~ANALYZER = ACCESS [makes clearer what signals can determine 'access] [] // BA (Behavior Analyzer) [hones in on signals related to behavior, eg; happy laughing kid // EDIT [drown out what's 'designated; alter what was honed in on // ROUTER [routes 'designated 'entity or function] // SA (Sound Analyzer/Sound Recognizer) // SCORE ['designated 'score is one element considered when deciding what to hone in on] // SEEKS & REACTS [] // SENSOR ['seeking device] // TDS [sought action must have/be occurring at 'designated time(s)].

6J060 HAND MARK ABLE CD FOR DESIRED SONGS / DATA:

. Mark onto CD to show system which songs or types of data are desired. Existing systems require the CD to be programmed per specific location on the rack.

-Option 1: CD sellers leave a place on the CD (center) for markings: fill in small circles for (non) desired songs.

-Option 2: CD player manufacturer offers way to imprint desirability onto CD. Examples:

--user manually applies sticker ((precisely) centered in middle), then user or system marks 'designation.

--system will etch in the code directly onto the CD (outer rim, center) in (small) readable markings. The etcher can be a different or same system from the CD player.

-Improvement upon existing system: Should user want to take the CD to another location, reprogramming will be needed. Also it's easier to move CD around within the CD's storage rack.

-Use on CD for: music, data, games, etc.

-'Edit out/in 'designated elements ['images, songs, forms of synthesized sounds].

. Issues For Market Acceptance:

-For less sophisticated buyers, plus 2nd and 3rd world countries.

-Those who copy CD's could buy special CD players for this function. Such buyers though might just as easily take digitized music?

-Music publishers won't easily start this; CD copiers could more easily.

. What user can select from disk:

.-In other words: What user can 'edit from [any type of] disk [like a C.D. or other related [optically readable] [future] diskette.

-certain aspects of software can be [de]activated.

-scenes from videodisk

. Floppy and tape type [non optical disks]:

-data can be selected by marking encryptions on the [outer] coating of the data storage casing.

-the system reader may check to see if anything is posted in a commonly 'designated location on the casing and use this to help guide system as to how system should 'edit or otherwise alter how ('W5) the data is to be utilized.

. US Patent Search On Simple CD-ROM Claim Only:

KW: CD, C.D., compact disk, mark*, etch*, ?write, select, choose, chosen, pen, scratch, desir*, saving, save*

-and not: copy, portable, ?writ*, medic*, dental, patient, ?manufactur*, ?TV, ?television, ?VCR, ?radio, theft, vehicle, car, record* [recording]

-very narrow search strategy: (cd-rom or "compact disk") and (mark* or etch* or select* or choos* or chosen or pen or pencil or writ* or scratch or scratching or desir*) andnot (portable or medic* or patient* or radio or theft or vehicle or record*)

-STR: "fill$ in", pen, mark (mark able, markable)

+ . Benefits in encrypting codes outside main data - in other words, why codes may be stored separately from the main data files:

-the value here is that one need not encrypt such info onto the data storage [tape] itself. Such may be impractical to enter such as it requires a special [unavailable] device; security ['access] limitations.

-Anti computer virus protection:

fear of upsetting the pure raw data; protection against viruses [eg: the user might have just been able to read the files but feared to enter any info/change onto the actual files].

--Enough of the needed information can be provided without the risk of upsetting other data by virtue of viruses, human error, computer error, etc.

-'Access: software and data requiring a lower security clearance can make this more practical.

--makes it harder for computer hackers to access other confidential sections of data

* Types of walls between data fields:

-invention is from a limited perspective like data on two or more separate disks; should one disk get corrupted, the other disk(s) hopefully remain in tact [unless...].

-pancake disks: to keep information together, multiple [recordable] disks can be kept in the same [plastic (detachable)] casing. Eg: different disks of the same size on top the other separated by [plastic] with the ability for system to read each disk, eg: by 1] being able to [partially] eject out the desired disk(s), or 2] having enough room for reader to fit in through the gap between different disks.

-simpler readable only data [taped / etched / written] onto the casing or surface of data.

% multiple fields of data needing separation might be stored in the exact same medium, with the barrier only being software / computer code related; eg: different file names, or data in different forms requiring differing software to read/use them are the form of separation. This aspect exists?, but maybe this can be tied with some of the other unique aspects.

-the type of reader needed to read one or other type data [defined by physical form of storage, or file name, etc] might differ according to the type data desired.

--Value: each form of computer 'access/retrieval/usage of such data is [hopefully] different enough so that one corrupted form of retrieval won't result in corrupting the other retrieval modes. Eg:

---Viruses can't readily spread from one retrieval mode to another

---'Access in limited to one form of retrieval per 'designated user[s].

. Types of data / usages in the separated field:

-instructions as to what sections of the data are available for 'access, eg: which musical pieces are 'designated as desirable [regardless of which CD player is used, as long as the differing players use similar technology]

-strictly acts as a barrier for security 'access purposes, eg: where user puts in their password

-visually some of the data [hand written elements, codes, marks] may tell user the 'status, eg: which / how many songs are desired.

END OF 6J060 HAND MARK ABLE CD

Improvements On Filed Inventions & New Inventions

(SOCCER) BALL WITH SCORE KEEPING DEVICE:

-Transparent case/cover over scoring' piece. Can change manually or by remote control (without needing a flip open cover).

-Flip / snap / *slide open top

6J080 Snow Related Inventions *

Snow Boarding, Skiing, Etc.

Snow 1 - Movement Tutor:

Guides' user as to what body movements can improve snowboarding, skiing, and any other body motion techniques. Sensors on body are used to analyze body movements.

Details:

-Related to earlier body motion tutor.

Parts:

-Sensor Types:

--RF: image of each projectile shows/analyzes body movement.

--Distancers: measures/analyzes changing distances between each distancer properly placed on body (such as elbows and other fixed body spots).

-Order & Timing: analyzes changes in body movement, for each body part, and designated' function being analyzed.

Snow 2 – One Hand Photo Taking:

Click switch(es) to take photos of the great outdoors. Be saved from needing two hands.

Mounted Camera Locations:

-Ski Plank: attached directly to plank, or raised above it via pole (keeping more snow out of lense).

-Helmet:

-Pole – Hand Held:

-Goggles / Eye glasses

-Belt (buckle)

Lense Snow Wiper:

-closing device removes snow and water.

-avoid scratching lense from debris by: stronger glass; easily replaced lense or lense cover (by user)

-can only open for a few seconds during shooting time, then closes.

Details: Camera' includes: digital video; audio recorder*

Snow 3 – Turn Signal Alerter:

Let skiers behind you know the direction you intend on taking. Will reduce being accidentally hid by novice skiers needing more time to adjust their ski patterns. Especially useful on crowded slopes during weekends. Ha ha.

Visual display options:

-helmet's rear and sides

-back of jacket has lit arrow (using electronics)

-lights showing on any exterior clothing – if lights on the right side, then user is turning right.

Control Mechanism: (Remote) control on glove/jacket sleeve; in pocket; side of pants on or below hip. Small portable Remote control device. One or more buttons. Different signals created from same button, based on number of times pressed. VA. See "K", and "R", and *"UIP".

"G" INVENTIONS DIRECTORY FOLDERS

Table of Contents For G Files:

. 1G 2G 8G 9G
. 1G*
. 2G*
. 8G
. 9G

File: GG / 1G 2G 8G 9G

G SECTION

SUB-SECTION 1G

* 1G080 'CUSTOMIZED DOOR SAFETY: In case of emergency, doors automatically close sealing off fire, chemical, bacterial or other unwanted manifestations from spreading.
-Applications^: libraries, hospitals, and laboratories. Exists?
-D: "sensor" = c = mechanical (closing) device = function (closes door, opens/closes windows, alerts humans on premise/fire dept.

* 1G10 ROBOT: moves in manner like all the ways children play, eg: playing with balls (throwing, catching, kicking in desired direction(s)); climbing jungle gyms... Has commercial and toy applications.
-D: robot = (c = (cart, uip, pr))

* 1G11 WATERPROOF and electric shock resistant system(s) - an additional feature:
KN System for use in or near water^: bath, bathroom, pool, lake, ocean, stream, water sprinklers, rain, swamps. One or more of the following can be merged into a single product and or system:
- Answering machines; * Broadcasting equipment accessories; Calculators: plus products that also act as calculators; Camcorders; Cameras; Card Systems; CD player; Clock alarms; Coffee makers; Dictating machines; Direction Finders; Remote control door opener (eg: open front door for friend while your in bath); * Electronic drums; Electronic entertainment; Electronic jewelry; Electronic translators; Facsimile; Food/drink Dispensers; Electronic Games; Guitars electric; Hair curlers - driers; Hand written image input tablets; Headphones; Hearing aids; Inhalers; Interactive products: television, computer ("C") training devices, virtual

reality; Intercoms; Joystick Controller; Light pens / pens which write though it and writing surface (paper) are wet; Lighter clocks (table clocks with cigarette lighters); Marking equip; Massage machines; Microphones; Mouse - computer ("C") pointing device; Musical accompaniment systems - karaoke; Music centers; Music computers - synthesizers; Nurse call systems; Paging systems: personal / public; Projectors; Radios - novelty; Radio communication equipment; Refrigerators; Remote control; Robots (for toys, hobby enthusiasts; excludes assembly work); Speech input systems; Speaker - public address; Speakers; Stop watches; Studio equip; Tape machines: micro-cassette, voice sensing; Telecommunications; Television sets; Thermometers; Timing devices: clocks, master clocks, table clocks, travel clocks, watches, game watches; Touch sensing panels; Translation systems electronic; TV - Interactive: conference systems; tel ("T") systems; Video games; Video: camera accessories, editing machines, video effect generators; Voice synthesizing equip; Walky-talkies.

-D: waterproof casing of plastic / * plastic and or metal and or rubber = product = functions of product transfer through casing eg: uk; osc; s.

* 1G18 WALL GROWING IVY: Similar patent exists. Planters are built into walls, intern allowing a new wall to more quickly cover itself with ivy. Ivy grows from cavities in the sides and very top of wall. Made of cement or clay bricks. Soil fills portions of entire wall allowing roots to reach soil surrounding wall's base. Wall also has cords which more readily absorb moisture to upper walls cavities; these cords are plastic coated only in lower wall regions. Watering can also be done via below surface pipes with small holes. For strength, wall can also be in differing overall designs, eg: wider at bottom, or have creative buttress designs.

-also has some terracing helping ivy establish itself. Other plants can grow upwardly from top (if gov't zoning restrictions on heights of walls doesn't including growth from the wall).

-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

-Watering helped by inserting absorbing material which takes moisture from ground down below up to wall. Soil may be in all/part of inner wall. Run hose on top of wall with many small holes to water therein too. Special small canyon to hold this hose (in disguise), this hose is replaceable.

-holes in wall allow ivy to grow through to other side, while the holes are so when one looks in from outside the hole is slanted towards ground (they can't look horizontally inward)

-reservoir used to automatically water plants

.--(when soil is dry - using existing tube water feeders w/ absorption plugs placed in soil - when soil dry, absorption plug draws water from reservoir to soil its in contact with.)

.-tech: material made from: cement / clay / plastic - based material (weather proof, sun proof (wont discolor, crack)). Blocks held together w cement (like building brick wall), or plastic adhesives.

-other life forms living in / by% wall: flowers, shrubs, trees*, cacti; aquatic life (fish, plants, snails) with windows built into walls.

-other uses for wall: dividers for: indoor rooms, highways; empty lots, wind breakers.

-Miscellaneous: windows in wall may permit wind, easier visibility - seeing what is on other side of wall.

-Growing apparatuses can be (portable) made of: cement, brick, plastics, stone, (treated) wood).
-portable versions: moisture is released / absorbed from earth on which N may lie. N can also keep excess water / have self-watering system which stores water.
-Patent search strategy: (wall+ or walls+) and (plant or plants or ivy) and (cavit* or hole* or pot* or container*)
-US Patent No's: 5213857+ Wall material for growing plants - but not cavities; 5099009 D323133 D258255 plant pot's wick 4932159 5042197 5044120 D323133
-+4658541 Interlocking planters, for use in erecting decorative walls (KN parts can be inter-locking / replaceable; water drains down to lower regions; KN of made of more sturdy material; * KN also used where sturdy material is needed to: keep out intruders / support building structures)
-Utilizes Plant container KN in G directory.
-exists: lattices put against wall; plant pots with holes on side used for growing strawberries.
-MK N To MF (marketing to manufacturers): press releases; architectural organizations
-use in any [walled surfaces]: desks; bureaus; indoor / outdoor building's wall paneling; buttressed walls; privacy walls; fences of wood / metal / plastic.

> * 1G21: 'SOUND ANALYZER & 'WA: Walkman permits selected sounds to be heard by user. KN: 2D-170, also E Dir?
Either system is designed for wearer to hear all environmental sounds plus music without disturbing others. Or, system via noise canceling technology permits selected sound frequencies to be heard by wearer. Also, particular shape of air passage to ear better permits certain frequency sounds using known methods, the unique factor being the combination with the walkman. Exists: Noise canceler connected to walkman.
-cut and moved to 3E041 Telephone Noise Canceler 7.95: hence more info is missing for this N? The T N appears obvious, so need this data back.
% Lollipop and Popsicle stick holder: enables people with their busy hands to enjoy diverse foods on sticks without using hands. Users might be: on telephone and writing; using both hands for keyboard (k); invalids: have hands in cast; lazy; seeking adventure.
-Foods: shish kabob, chicken (leg), sugar cane (natural form).

Concludes This File 1G

FILE 2G ** MISCELLANEOUS

All (or most) N here are in R-List file.

NOTES: Some movement made 6.96 to file: c:\r\r-list. Simply moved about a dozen N expansions that weren't in r-list. This file is of products investigated as possibly having been copied. The existing N were located in

Tokyo during 12.93 - 3.94. The only meat here is possibly a few bits that were missed. This 2G file is more messed up than probably any other B - E directory of N.

ENHANCEMENTS ON PRODUCTS FOUND FROM FILE 2R

Later Additions to This File in R\R-List (from 12.94)

** INTRO:

Below codes describe where to locate manufacturers of the existing products.

Codes: The C# is the # assigned to the N from the process in which we checked to see if the product was a copy. Hence this additional C# segment (C here does not mean Computer) helps locate the source of printed material on the manufactured product.

Date of product. MF = manufacturer claims they were the first with this product at such date. X = date article was found about the new product in publication (eg: newspaper). Yet we aren't certain 1] if manufacturer publicized product before, 2] if there was another related product before. The reliability of MF & X is not absolute until further investigation. 3] NK - "Nikkei Weekly" Newspaper from Tokyo. YD - "Daily Yomiuri" Newspaper from Tokyo. 4] Products are normally from the new product sections of the periodicals. (YD usually published on Sun, then on Mondays from about 1993). If no publication code was printed, assume it is either "Daily Yomiuri" or "Japan Times".

-The #, eg: C1 is marked on my copy of the article pertaining to this existing product technology.

- "---" Some dashes separate the existing prod above from my N below

MISCELLANOUS:

$ 2G5-C3 Open electronic door opener via remote control. Exists: door opens upon receiving transmitter from pet's collar.

-Automatic pet door opens when identifies pet's transmitter. Nov 93 X.

User activates via "remote".

D: 2G5-c3 (door)=tel/tr = remote ("R").

* 2G6-C7 Computer ("C") gives speech training to hearing-impaired. A computer-likeness of lips and a tongue mimic the corresponding movements of a trainee's lips and tongue. To practice singing, the musical notes of song scores, are shaped like birds. If a trainee's vocal pitch is correct, the bird opens its mouth. $400. Mar 93 X. . Training can be conducted over "tel" (user's c = mfh). D: c7=tel~remote

* 2G9-C19. Stuns/shocks people who make harassing calls to you. Jan 93 MF & X.

D: c19 = remote~tel

* 2G10-C22. Speaker tel answers when recipient says "hello". 1 Nov 93 MF.
D: c22 = c~remote~tel

* 2G11-C23. Distancer. Taiyo Elecs Co: remote ("R") sounds if child is 2 - 7 meters away. Dec 92. II Russian Pat Appl: 045892 23 Sept 93.
. System (mfh/ps) calls user (parent) on "tel" giving "score" on person/item (which walked too far/user seeks "score" on). Here the "score" includes: their distance from some other point (PS central unit); the W5's of the person's activities.
D: c23 = tel~remote

* 2G12-C24 Keeps user awake: "sensor" sets off alarm if finger doesn't move. 6.92 X.
. Tel ("T") rings when user falls asleep; mfh gives recording (UIP) to wake them up/alert them D: c24 = tel~remote

* 2G13-C27 Pager integrated with pocket organizer. (Check air pad, remote) Casio? 5 Jan 94 X & MF.
. Integrate "tel". Exists in some format (but wo all my codes), eg: AT&T. D: c27 = tel/c27/mfh~remote

* 2G14-C29 Calculator with alarm clock. 22 Nov 93 X. C29 = "tel"~remote

* 2G15-C30 Notebook computer ("C") with bar code reader. 9.93 X, released 10.93 X. C30 = "tel"~remote

* 2G16-C33 Voice activated wheel chair. 18 Oct 93 X. Wheel chair (c33) = "tel"~remote

* 2G19-C58 Driverless Electric Cart: it follows line on floor. Feb 94 X NK. System brings tel ("T") (tel call) to designated person: c58 = "tel"

* 2G20-C83 Piggy Bank counts your money. 23 May 92 NK. Toy: c83 = "tel" = mfh = "tel"/caller/letter creating machine. Kid is sent letters stating the balance of their piggy bank (kept at home).

* 2G22-C107 TV: small & waterproof. Sony 20 Oct 93 Also includes other functions. D1: S=C. *D2: uk/remote = c~c107 = tel/stereo/kitchen appliances (oven, coffee maker)/ door opener/other products

CONCLUDES FILE 2G*

FILE 8G: PVC / ELECTRONICS / MECHANICAL

INTRODUCTION: Inventions are originally from the "R Files".

* 8G010 UTILIZED R261 Eye Inspection Mirror, ES 95
-combine this (small circular) mirror w: magnifying glass (each are same size on top of each other, each fold out from the other, eg: like an eclipse w/ one point where the two are held together.) One or more magnifying glasses in unit.
-Multiple things in one are handier.

* 8G020 BELLS (jingle/osc) if/when automobile hits bump. Teaches drivers to drive better. Attach bell to any stationary part of (inner) car. D: motion-"sensor" = C = osc

8G040 INTERESTING (PVC) objects coated in (PVC) (like nut in shell), can't necessarily know what's inside, until outer part comes off via: dissolving in (H20, chemicals) / taking off via:
snapping/pulling/tearing/eating/sucking (sweet candy); via: putting into rock polishing like tumbler (this gives an extra use to existing rock tumblers).
-play game' guessing inside. There may be clues to contents by outside, eg: size, color, shape, etc.

8G060 R244 LAVA LITE: W/ clock; el sys adjusts according to: uip; "mood"; pr; m*. ES 95

8G070 R245 TANGLE SCULPTURE ™: 3-D movable structure made of rotating connected links, easily twistable, turned, bent. ES 95
-alters shape according to: uip; m*; pr
-when shape altered: generates electricity
-altering of shape is a sys via which to control (R) el products. Each (total) positioning of one or all of its parts corresponds with particular signal -> controls object (toy, robot, antenna's movement.
-collapsible Tangle can become small (for key chain)
-parts can be extended / stretched*

$ 8G080 R247 SPINNING TOPS: Generates signals as it spins / according to how spun (speed, curvatures, surface on which it spins, eg: rough/smooth). 1signals = osc (stereo; music); %r commands; scientific applications: (w5/how long spins according to w5 of situation), tr signals (via r) to c/m.
-signals also generated via aerodynamics (only): how air rushes through contraption creating (whistle like) sounds.
-place differing (balanceable) contraptions onto (top of) tops -> creating differing corresponding (aerodynamic / osc) sounds.

-tops can spin within grooves (spots (holes) / tiny etched in ditches (of sorts)) = the (type) contact with holes/ditches = ("analyzer" / "sensor") = OSC . The holes have = have "sensors" built within them.
--grooves / holes can be made into "portable" boards which can be connected to = C.
-manufacturing: recall non-electronic versions are cheaper to produce. Consider having non-electronic version upon which manufacturer can add electronic versions.

$ 8G090 8R249 GEODESIC DOME KITS: Knex System Construction ES p23
-when pieces are fitted together into one or more designated (via instructions) designs, sys will: light up / activate osc / other function. Type reaction depends on type of interlocking design constructed.
-designs creatable into: animals, Christmas tree, trademark or company signs *, flat or three-dimensional signs, (toy, doll) houses, vehicles*, airplanes*, jungle gyms.
--D: energy source -> sticks / pieces used to construct structure (geo dome, house, car, doll, robot, roller coaster (ES), furniture) -> rc~'analyzer = "c" (cart, sw) ~ control of desired function or object.

* 8G100 R250 STATIC STICK: Part of 5E020. ES 95. Signals created according to (moving) (non horizontal) positioning of stick.

* 8G110 R251 MAGIC TRICK KITS: Part of 5E020. ES 95. Signals created according to (moving) (non horizontal) positioning of stick.

8G120 R253 (HAND) CRANK ELECTRICAL GENERATOR: (Hand) Pump Powered ((Flash) Light): now exists from at least mid 1995 [perhaps this was filed before competitor? Saw in saved clipping from catalog.] ES 95
-4E010: movement of object (toy, vehicle) activates: light / nr / osc. Energy source: battery / pump -> electricity/battery charging

END 8G FILE

FILE 9G: PVC / ELECTRONICS / MECHANICAL

* 9G010 DOLL: Shoots out part of itself. Obvious and or exists - sw aty.
(fore)arm shoots outwards, and is kept attached to doll via cord. Makes it less likely part will be lost.
D: dool = ejecting device (button) / cord = arm / bullet.
-suction cup can be at end of projectile. Play a game: hitting target.

-manage product liability issues.
-element shooting out: arm, *leg, *head, *hair, *eyes, *nose, arrow, *gun, bullets (big size), ball, other tool or toy.

9G020 DOLL MOVEMENT FEATURES ALTERATOR: replicates human / *animal expressions/movements. Facial: eye (lids), cheeks, mouth, crying.
-Walking, talking, bending...
-D: [k=c] / manual controls (levers, knobs) = mechanical facial movements = covered by (pvc) skin / clothing / fur.
-S = shows images of changing facial expressions, etc.
-have sw version, eg: mimicking of human lips - exists probably.

* 9G030 TWIN DOLLS: function in unison, eg: shake hands, walk, talk, and cry. Probably not patentable. Both start simultaneously, or when one starts it sends signal causing other doll to follow or reciprocate.
-Gen: Shaking Hands Robot / Dolls act in unison:
Hands (move to) clasp other doll's/person's hand (via "sensors").
-also walks; (holding hands helps prop up doll(s)).
-tr/rc at hand contact points used to communicate between dolls to coordinate: (walking / talking / crying) movements.
-D: dool=hand=rc/tr=hand=doll=hand=rc/tr; multiple dolls = c (pr, cart)
-movement effected by: music/sound -> sensor; c; k; joystick; mechanical (lever).
-when one doll talks -> sensor = next doll responds: talks, moves...
-simultaneously they also: talk or make sounds (osc), eg: cry; play or respond to ("games").

9G040 SPIDER: have multiple legs (of differing lengths). The bend (in one or more points) with suction cups at the end. All legs join at central point like an asterisk. Walking spider.
--depending on distance suction cup of particular leg is from body, the height of that leg (its knee...) is higher or lower, intern creating artistic effects.
.--place spider onto frig, desk, etc.
-it lights (according to) when it walks
-might walk down refrigerator door, via: gravity and suction cups at end of legs.

$$ 9G050 MEASURE ANGLES OF ECCENTRIC SURFACES: Measure the angle of unusual surfaces. Multiple prongs are placed on a rough rock granite stepping stone. This solves the difficulty of placing a carpenter's balance measuring device requiring a flat surface.
-The top of the surface area being measured is the average deviation of the rough surface formations.
. Creative Expansions Include:

-Electronic and non-electronic applications.

-Applications for the invention that might benefit by altering the invention idea. Examples: Can help an artist position pieces of their sculpture into desired angles. Another way to help determine the gravity mid point of an invention that might be otherwise difficult to balance on one's hand or other device. Setting up chairs or other devices on a beach.

-What portable products might benefit from having some version of the invention built into it?

* In other words: Determine the relative flatness of an unusual surface area like that of the carpenter's balance measuring device with a little bubble in a tube; when the bubble is in the middle of the tube, the device is considered flat. Other tubes are positioned to show if device is perfectly at a 45-degree angle. This invention is better in that it applies to non flat surfaces as well by using prongs to know the average position of the device being measured.

-Method for robots to navigate [without] tumbling.

-On a ship or other situation where the [horizontal] position [can be changed], system 'analyzes for the average / 'predicted [average] horizontal position(s) [over a graph of time]

-Each leg reaches to a different point 'analyzing for:

#1: How level surface is. Designed especially for non flat surfaces (have multiple curves, bumps). #2: Also checks for degree to which surface is horizontal / vertical (vis a vis desired perspective, eg: diagonal column, gravity pull). #3: Measures accuracy for degree to which desired angle is what it should be.

.-consistency level at designated points.

-D1: leg(s) = central point (c, sensor).

-electronic version: lights and angles are 'tailored to [demonstrate].

-D2: multiple existing levelers meeting together (like letter X or star shape)

-Patent search strategy: level+ and (measure or measures or measuring) and (carpent* or hous* or wood*).

-US Patent No's [from before 1990]: 4850491 4182046

-Technical - how KN looks: possibly a circular bubble (with flat-(is) top) = air pocket inside plastic bubble holding the liquid = moves to point opposite where there is the most dip/angle.

-Used for standard level measuring, eg: left to right and or front to back or other.

+ measures degree to which angle is at desired degree, eg: u wants 45 degree angle: place level on the (flat) surface then= rotate= then click into place the plastic bubble at the 45 degree point= resulting in plastic bubble being perfectly horizontal if the main contraption is at 45 degrees (in terms of earth gravity). Set level to measure accuracy of angle to any (five degree increment).

-claims: old levels used vials instead of rounder plastic bubbles which measure front to North to South or West to East or NW to SE...., while KN also can handle designated angles vis a vis up to down while also checking for other angles (incongruence), eg: (flat surface) being crooked in any other way from manner desired.

-Related to Invention 3E061 Human Body Motion 'Guide. That invention measures the angles at which body limbs are moving. It suggests alternative angles at which limbs may be held such as to avoid carpal tunnel syndrome.

.--An adaptation can be in that the 9G050 Surface Angle Measuring Device, will be able to gauge the angle at which a human limb is placed, since there are no flat positions on the human body.

+ 9G060 COLOR FILTERING EYEWEAR

Glasses filter out certain colors, making it easier to see through the clutter. The Visual Analyzer ™ connected to the eyewear identifies what needs filtering or enhancing.

-Pep up one's mood by selecting what colors are to be altered, with which favorite colors.

-Filters and or Enhances: Smoke is (somewhat) filtered out, while people and the physical environment are enhanced. 'Designated objects are enhanced, making it easier to search through clutter for keys, a specific part like a 2" screw.

-An application for virtual reality eyewear.

-UIP: 'guides/controls 'images being 'edited [via eyewear].

-Another form of Visual Analyzer ™ for: robots, people who are color blind or otherwise sight impaired.

-Any audio/visual signals can be 'edited [(in live form) for the user(s)] using 'VA and 'SA.

OTD: Environment: Indoor or outdoor light (may have differing colors if indoor or outdoor (eg: indirect light) even if the light levels are same / similar. Applies for any non or semi opaque material, like glass [window]. % colors of what lenses looking at effect its color. Polaroid sunglasses technology utilized. also as toy/gag (for kids). Difference is type color, not (necessarily) opacity. Expensive to produce.

-In other words: (Sun) Glasses change color (type color / shades of any such color) according to light level, eg: goes from yellow to green.

. Pat Search Strategy: glass and (color* near5 change*)

-US Patent Numbers *: 5184156 Glasses with color-switchable, multi-layered lenses - for added protection when radiation level rises.

-'Virtual Reality related: color of shading is designed to let 'designated elements in visible area [not] stand out.

$ 9G070 SELF-CLEANING SINKS, TOILET BOWLS. Electrically charge the surface area to: kill organisms (helps sanitize), *clean surfaces (el charges helps free substances from staying attached), helps eliminate dirty colors / odors.

-el or other fq applied to surface area can be constant (helps inhibit dirt, etc from attaching itself), or turned on when wanted by u (user).

9G080 SPLASH DESIGNER: Creates desired splashes. Program type splash / bubbles desired. System then creates such shapes or effects.

--water / air* movement controlled via sw. U uses windows like sw / interactive screen to pick / create desired effect.

--effects include: splashing, bubbles, osc, lights (into water), kn: water magic (converts water sounds via synth).

-excerciser: moving them requires energy; strap/place onto each hand, *arm, *foot, *leg, *elbow. The farther the water squirts the more excercise is being conducted (with force).
--D1: c = mechanicle controlling device = mechanicle movable device

* 9G090 PLASTIC SPLASHERS: Kit of plastic parts, each making designated type splashes / bubbles (effects how air blown in (via mouth, machine) comes out (into water).

* 9G110 INFLATABLE SWIMSUIT: <Pat: several aty gave low scores for pat & marketing & product liability>. Self inflates by pulling tab. Acts as life preserver skipping unnecessary bulk. Can also wrap around objects below water and bring to surface by pumping down air. Maybe easy inflating device functions like airline vests, and might keep out water? Kept in places where whole life vests are feasible, eg: risk of drowning too limited. Government approval likely?
-Helps user float. Product can accompany (inflatable) life vest too, helping user keep balanced in water. Torso's worn part can be one of any lady's swimwear designs: bra or one piece suit - also wearable by man.
-emergencies: inflate yourself / has tube reaching mouth user blows into.
-automatically inflates when u flips/turns on: lid/switch/device. Sucks in air by itself (w or without u blowing/pumping (additional) air). Can use airline type easily inflatable devices. Might help keep water out if/when u inflates while in water.
-such swim suit can be an under / over garment worn by people at risk of drowning.
-advantages: utilizes ease of body movement; thin material (until filled with air).
o-non life saving applications: surround / wrap around objects that one may not want sunk into water, inflate when needed; inflate via air pump to sunken objects, which intern rise to surface when have enough air.
--doesn't get in the way (as much) while uninflated.
-D: two layers of material, air goes in-between, eg: two parallel lines like: ll, though longer/wider flat parallel planes, cut and sealed into shapes of: swim suits (men, women), pants, vests, pants, hats (with head straps).
-maybe exists; would US gov't approve it?

* 9G120 WATER MASK ANTI-HUMIDITY BUILD UP MECHANISMS: utilizes one or more of following.
-Glass wipers (car windshield wipers) on inside (outside) of mask
-blows (warm) air onto (inside) of glass, like in car
-glass surface area coated with anti fog build up substance
-glass temperature kept above water's temperature, reducing any steam build up.
-D: glass = inside surface = wipers / air blower / coating / temperature controller.
-many people studied this field?

* 9G130 'CUSTOMIZED SEARCH LIGHTING: Search light attached to (under water) mask. Frees user's hands.

-multiple lights possible (one on each end of mask). 'Seeks 'designated shapes/'images = 'visual analyzer.
-D: mask=light=switch

* 9G140 BINOCULAR / MAGNIFIER WATER MASKS: u can toggle between or simultaneously be able to view via different visual modes with one mask. Additional Functions: microscope, zoom, normal.
-done via: mechanical / electronic (cart screen shows how el sys converts "camera's" images). U can see via multiple modes simultaneously: different parts of mask/screen have differing modes.
-D: mask = glass = binoculars / magnifiers = controls

9G150 GETTING INFO DURING TV COMMERCIALS: The normal TV mode is put into a small window w/in the s, and u can view other a/v programs during this time.
-sys will automatically place bookmarker from where u leaves program to return back to main program (after the commercials are finished).
-otd: u / sys% decides when commercials ended.
--% sys knows commercials ended upon rc tr from 3rd private company designating when a particular channel has changed (see kn).
-D: antenna/cable channel/satellite dish = c (k) = crt/tv = s
-reference made to "Editor".

$ 9G200 PLASTICS: Plastic contraptions attached to outside of "mic" effect incoming sound, in tern cheaply creating desired sound effects. Target market: kids, budget minded hobbyists. Eg: wind/other sounds are accentuated / muffled.
-D: any (changeable) shapes (with air passage to microphone) = snaps onto microphone = mic.
-sounds generated / how sounds altered (synth): wind sounds accentuated (opposite of existing mufflers which help reduce wind sounds); warped; sounds like sound coming from within blanket or box or tank (with water - causing echoes); highway noises; voices of women sound like men, and visa versa [popular existing consumer electronic tel product] %.
-attach device to following type mic: stand alone, tel receiver, mic = C, toy ("entertain"), "game" device.

* 9G220 CHANNEL SCANNER SKIPS STATIONS HAVING COMMERCIALS:
Dissemination of codes from 3rd source constantly states which channels are in commercial mode at any one time. This N is a major section of the "Editor" part, taking up maybe over 20 pages.
-The receiver for this information is connected to the remote control / channel selector (scanner).
-company separate from the entertainment channel / cable co can broadcast via air / cable.
-what is blocked: commercials / credits given at beginning and end of films / whatever else u wants omitted, eg: sports / news in general / type programs (horror, particular TV series, etc). Since this information is constantly changing in time - u can't simply block particular channels which can later have what they want.

-D: human monitors watch / listen to all types of entertainment (cable, TV, radio, information highway, etc) = code is k for type programming at that time = work station = m = tr (via air, modem, cable, etc.) = rc (at home) = k (channel selector) = item being watched (interacted w): cable, TV, radio.

-advertising for this product can state: "__% of your watching time is being wasted", "if you watch TV and hour a day, then we'll save you 5 hours a month...".

-also see: 9G150 Getting info during TV commercials

. Moved from 1G070:

-During interruption user can be free of their entertainment system (TV, other info highway program). A service company audits all programs, and sends these signals to subscribing customers. System will copy program until user returns, then user fast forwards what they missed until user is caught up and then enjoys at standard speed. Remotely possible that entertainment companies might buy this invention to keep it off the market.

-This signal comes from auditor who audits all television, cable, radio and so forth entertainment broadcasts.

-auditor can be human (or maybe computerized?) who presses button saying when commercials start and end. This signal -> user's system. Commerical starts -> Signal -> "notifies"/changes program user is experiencing -> end of commercial (signal) -> returns back to main program being watched/"notifies" user.

-Auditor can be a (separate) service which "transmits" its signals via -> radio frequency/cable/tel line... The auditor could even be handled by group effort say: neighborhood/students at major university taking turns watching/enjoying program while auditing as well.

-this product held off so as not to anger advertisers.

-U clicks certain button(s) -> Then sys can copy program if u doesn't return in time after commercials. -> Then u can play back (at faster speed) (meanwhile sys still copying). -> Then u can resume to watch (and or interact) in the normal speed.

-D: auditor determines when commercials start and stop / commercial has codes determining when they start and stop = signal transmitted = c = signal converter = transmitted to watcher (of TV) = osc (notifier of when commercials start and or stop and or are running / manipulates entertainment system (TV, radio...) by ((tuning into) another program made available (during commercials)

CONCLUDES THE 9G FILE

CONCLUDES THIS G SECTION

"E" INVENTIONS DIRECTORY FOLDERS

Table of Contents for "E" Invention Files:

. 2E

. 3E

.4E

File: E / 2E*

SECTION FOR FILES: 2E, 2E*, 3E, 4E.

SUB-FILE 2E *

INVENTIONS ORGANIZERS:

* 2E-200 Innovative Organizer: Computerized organizer.
-%(Includes all organizers developed by Casio, Sharp, Sony with the additions of = "air pad" / "remote").
-D1: 1"uk"/2"remote"/3"mfh" = 4 computer ("C") [memory, "fd-hdd"] = 5"display"/6"printer"
-*D2: 4 = 5 ["microphone" = memory = playback = speaker/earphone]
-OTD: access; air pad; artist; basic; 4 cart; cc; 5 character; 5 display ("S"); %distancer; educ; entertain; uq; portable; remote ("R"); *game; interactive; .
-Additional Applications for `it' [this new general product category section 2E200 - 2E230: any one or more of the following applications/products in `its' fields may be used separately and or together; with or without `it':

* 2E-220 RECORDER ORGANIZER: label and organize different sounds/voices/messages/statements. Ap: things to do are stored in appropriate place = played back according to: tds, which states it must alert (user/system) / voice converted to words which can be "displayed"/"printer".
-OTD: composer; sw

* 2E-230 CHARACTER ORGANIZER: "uk" type of character needed according to: type image wanted (type situation, w5, uip of viewer). Edit/create images of people, animals, figures...

MOVED FEATURES:
Files 2E010 2E020 2E030 2E040 2E050 - Moved for expansion 9/95.
> * 2E-100 General data on View Finders (N 2E100 to 2E130): for

moving pictures ^(video, cinematography), still life...
-moved to "camera" 6.96
> $ 2E110 Camera Light Analyzer: Determines from which direction additional light is needed. Suggests ideal type light sources to integrate with existing lighting, via use of its light frequency analyzer. This invention doesn't cover how this could be done.
-moved to "camera" 6.96
> * 2E-120 Air Pad View Finder: Exists. Watch yourselves when making videos by looking into the view finder while filming.
-moved to "camera" 6.96
> * 2E-130 Image-Data Print Out: Conveying of images to non film medium:
-moved to "camera" 6.96
> $ + 2E210 'Image searcher: Seeks designated images in sw database or real world.
-moved to "visual analyzer" 6.96
> 2E-240 GPS Organizer: Tabulates w5 occurrences of occurrences.
-moved to 'PS 2.97
> * 2E250 VCR Camera: An improvement of Sony's miniaturized camera.
-moved to "camera" 6.96
> + 2E251 Intelligent Monitor:
Remote Controlled Camera: Camera functions are controlled as dictated by distant computer. Computer records according to what its visual analyzer is seeking: what, when, how, why.
-moved to "track" 6.96

SUB-FILE 2E *

Files 2E010 2E020 2E030 2E040 2E050.

ORGANIZER

* 2E-200 Innovative Organizer: Computerized organizer.
-%(Includes all organizers developed by Casio, Sharp, Sony with the additions of = "air pad" / "remote").
-D1: 1"uk"/2"remote"/3"mfh" = 4 computer ("C") [memory, "fd-hdd"]

= 5"display"/6"printer"
-*D2: 4 = 5 ["microphone" = memory = playback = speaker/earphone]
-OTD: access; air pad; artist; basic; 4 cart; cc; 5 character; 5 display ("S"); %distancer; educ; entertain; uq; portable; remote ("R"); *game; interactive; .
-Additional Applications for 'it' [this new general product category section 2E200 - 2E230: any one or more of the following applications/products in 'its' fields may be used separately and or together; with or without 'it':

* 2E-220 Recorder Organizer: label and organize different sounds/voices/messages/statements. Ap: things to do are stored in appropriate place = played back according to: tds which states it must alert (user/system) / voice converted to words which can be "displayed"/"printer".
-OTD: composer; sw

* 2E-230 Character Organizer: "uk" type of character needed according to: type image wanted (type situation, w5, uip of viewer). Edit/create images of people, animals, figures...

Concludes File 2E

* 3E-090 MINIATURIZED SOUND RECORDINGS: A type of "Cart".
Picture someone putting into their pocket devices the size of money coins, which are pre-recorded music. Easily carry these around. They don't scratch and the title of the piece is on the outside. For details on contents, eg: on the titles and playing times for each piece, stick the piece into the player and see the "display".
-can be in all types of shapes: flat disks, donuts, cubes, balls %-such can also hold memory for software, databases, tel numbers, instructions, maps and data for GPS.
-devices also hold software, database information.

SUB-FILE 4E

MOVED FILES:
>+4E010 Motion Powered Re-Chargeable Batteries:
-copied to better N file 1.95, see expanded version from 6.95. Moved to directory "I"

> 4E020 Registered Electronic Media Communication: Moved to own file.
> * 4E-050 Immediate Tel ("T") Response

* 4E-040 VR (create images desired for your virtual reality experience during / before use, eg: have a virtual reality type experience painting - this can inspire your creativity);

* 4E-060 ENGLISH INTO JAPANESE PROGRAM:
English words adopted into Japanese use `katakana' letters. Katakana is pronounced similar to English or other foreign languages but different. Different people will interpret the katakana spelling of imported words differently. Hence the software becomes the authority on the correct spelling.
-applies to all importations of words from any language into any other language, eg:
English/French/Russian/Latin/Italian -> Chinese/Korean/Arabic
-user types in foreign spelling and gets correct katakana, or types in katakana to get the correct imported word
-if the wrong katakana spelling is typed in then system will show the possible errors by stringing wrong katakana spellings to the right spelling.
--since different foreign words frequently have the same katakana spelling, user must select from many possible interpretations of the katakana word. System will first show the list of most likely words, if not found, user presses key and seeks next batch of possible words, and so forth.
-D: uk = computer ("C") = display/print out/speech/mfh

* 4E070: WALKMAN WITH MICROPHONE TO ENVIRONMENT:
User hears what is going on around them, while at same time, not disturbing others who can't hear user's music. Patentable? Similar older KN. See 2D-170 also.
-Application: have a walkman without the problems associated with being unable to hear what goes on around user, eg: door bell, tel ring, alarm. Sys for u who want to hear music/sounds/news/TV shows/etc without disturbing others.
-this is probably an NK before '95 (and before 4E070) in different N #.
-sound in room -> mic ("sound analyzer"*; existing noise canceler (sound buster)) -> 'WalkAbout (stereo, walkman, m (osc), TV or radio or VCR or other broadcast)~c.
-this KN also in early G directory.
-Patent search strategy: headphone and (select* or audit* or cancel*)
KW: walkman, headphone.
-US Patent No's: +5138663 sound canceling headphones +5134659 sound canceling headphones

CONCLUDES THIS FILE 4E * AND FOLDER "E"

"D" INVENTIONS DIRECTORY FOLDERS

Table of Contents For "D" Invention Files:

. Files 1D and 2D could not be opened at this time.

. 2D

File: DD / 2D

FILE 2D

(Formerly File 2C)

Introduction: All products are electronic, or as the second option, electro-mechanical unless otherwise specified, or obvious. Other versions of the product may be developed without electronics where possible with current technology. Abbreviations for descriptions are in the file titled "Product Specification Codes". - Diagrams first developed 6.95

-This file is not much part of the "D" directory since it was formerly file 2C. Hence any comments about "D" directory in general, namely the unity of different product numbers, refers to file 1D in D dir.

ANSWERING MACHINES:

- All the inventions get people more interested in leaving a message, and leaves less of the impersonal feeling. Markets creative adults. Incorporates all standard answering machine functions: date/time stamp...
- All reasonably available answering machine features can be options for each invention
- All inventions applicable for voice mail and tel "T" answering machines

* 2D-01: EASY LISTENING FEATURE:

Press a button to initiate the listening of the incoming message(s). The term within this product description for "transmitting" means to: clap or whistle or use remote control to handle the incoming messages without having to be right at the answering machine. User can return calls via use of transmitter. Conversation is on speaker tel "T".

-Perhaps when person returns home, the first thing they do is get undressed from business suits, begin cooking, etc; meanwhile people are eager to listen to messages. This invention lets users listen to calls with greater ease.

-Each transmission can be: a code for number of claps or whistles to equal one message, eg: three claps means, play last message again.

-After hearing wanted message, user can store by transmitting. Such messages are then kept in separate memory bank so listener then can listen again more carefully; or remember which calls they wish to return

-Other transmissions can be to: fast-forward the message (so fast that it can or can't be understood), at user's choice

-Device is sold with a picture that can be posted onto the inside of the closet door (is opened while user is changing into home clothes,,,,)

Footnotes:

Pieces of jewelry can also be transmitters;

-D: clap/r = sensor = answering machine/t/c

* 2D-02: FUTURE VOICE RECOGNIZER: Caller asks for desired person, or speaks out the extension number. If system can't understand, then it asks user to type the tel number into their tel "T" keypad.

--It is a user-friendlier product.

-If caller mentions their name, system knows whom to rush through without going thru an operator.

-D: mic = sound analyzer = t

* 2D-021 SYSTEM REACTS TO EXTERNAL PRODUCTS ACCORDING TO W5 THEY ARE:

Eg: Incoming-Call Identifier - Screener / External Element Identifier.

Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimuli from central "C" or "M") / visual analyzer / sound analyzer.

-this N (invention) is a type of UIP, "Router".

-If user walks over to device, the caller's tel number and or name... appears on screen ("S").

-D: Central Product / Sys = C ('computer) = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: ACCESS *(); BVA (); CID (); CAMERA (LENS) (); CART (type uip or senses or data sought); CLAP (); INFORMATION RETRIEVAL (); K (); MFH (); MIC (); MOUSE (); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with part or organism); PR (); PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R (); ROUTER (routes external product by their type nature); s (screen) (shows status); *SCORE (); SOUND ANALYZER (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL ().

CAMERAS 2

-all options adaptable for still life operations are applicable for still life cameras too

* 2D-030 KEY CHAIN EMERGENCY CAMERA:

Tiny and crude pictures can be taken for emergency situations.

May not look readily like a camera, might even take pictures in infrared, or have option in way in which pictures are taken according to light level.... D (Drawing):"camera" = key chain / k
-similar KN (invention) exists in A or B or C directory.

+2D070 DIRECTION IDENTIFIER & RESPONDER ™:
Know the direction from which airborne and or water born particles, and sounds are coming: pollution, fire. Automatic pollution monitoring device. User Information Programming ™ 'predicts: needed 'seek & react functions; how to tailor system for user's tastes; who needs to be 'notified [based on UIP].
-Environmental protection: targets problematic pollutants faster, e.g.: oil spills, uncontrolled forest fires.
-Locate anything being emitted that can be traced back by 'sensors, e.g.: where mom hid the fresh cookies.
. Creative Expansions:
-Explore in your mind, what knowledge gained from an automated attendant might be useful and why.
-'Tracks [past] occurrences for W5.
-"sensor": judges direction of wind. Three or more sensors can tell direction much like having two ears in that the first sensor to receive stimuli identifies which direction, based on when/*how subsequent sensor(s) sense an occurrence.
.--the more such sensors the greater the accuracy in determining direction.
--combination with smell analyzer [existing and maybe KN (invention) versions]
-"analyzer": works w other information sources to (better) determine direction / nature of smell emission(s).
Eg sys (system) "coordinates" information from current / future weather M information sources to determine direction.
.-tells the quantity of airborne particles; and or type substance; rate at which particles are arriving; logs (scores: w5 of rates of particles arriving).
-seeks: dust, humanly generated (body) smells...
-D: smell "analyzer" = C ('computer) = tds / wind direction determinator
-OTD: ACCESS**:(to activate sys, or read results, or pr); CAMERA:(visual analyzer: direction of visible particles (in wind), via microscope looking at air being blown by); CART*:(types of smell analyzers); K:(r*); MFH:(smells database); MULTI-USER*:(develops uip on different (potential) polluter's habits); NOTIFIER:(for excess pollution, fire); OSC:(); PR:(); Q*:(); S:(); SCORE:(tds; pollution levels (uip of targeted polluter)).
-Applications: catch / monitor (2E251) (illegal) polluters; identify source of (hazardous) pollution / waste / accident.
-For suggestions on types of hazardous substances also see 7G050, and manuals covering air borne (pollutants) (from factories / labs).
. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:
-(pollution odor smell) and (air flow) and direction.

* 2D-090 TAKES PERSON'S PHOTO, then you draw from the photo as a base. System can also take picture of people's shadow, silhouette, etc
-D: (electronic) photo = interactive s

* 2D-120 ANIMATED STORY MAKER & Electronic language trainer and translator: Develop story with text and graphics. The text can be (automatically / manually) translated into multiple languages.
-Uses visual (animated) characters for short or long stories. Use with written and verbal portions of communication in own and or foreign language.
-D: k = C ('computer) (sw)

++ 2D-140 SEND NEEDED PRINTINGS via fax or other electronic means. Each color group is via different transmission. This then can be produced into color.
-Same as older KN (invention) - Color Fax (B or C dir), though don't if it described transferring color via el (electronic) (non fax mode), eg: Email, C ('computer) = C ('computer) (but not fax).
-So simple and valuable it must exist?
-Possible applications/methods:
--if there are four (basic) colors: fax / TR (transmitter) (electronically (via modem)) four different transmissions for each color (group).
---pixel color sys (system) when there are multiple colors within same space: multiple transmissions have the same shape but differing pixels designated within said shape(s).
-functions like a printing plant, u (user) simply can transmit versus carry pages / data of what is to be printed.
-D: sw conversion process = (el) data of images developed = TR (transmitter) = rc = C ('computer) (graphics sw, cart) = printer
-Patent Search Strategy: fax+ color

MISCELLANEOUS:
. 2D-230 Remote Control Microphone: Controller selects which microphone(s) to activate and deactivate. (Another N?) D (Drawing):r=c=mic
* 2D-210 Portable Weather Predictor: By radio waves, you can call into computer "C" to get up to date weather, news... D (Drawing):r = m
. 2D-250 Detective Scientist: Game lets user find the villain via all the clues & tools provided in the game -includes microscope. Related to above game.
-option: one person, eg: mother can lay around the house all the clues according to the game's instructions. Eg: instructions say designate what is room 1, 2...
. 2D-260 Microscope Mouse: exists?
With computer "C" type mouse do following applications at desired location(s):

Slice; Cut out; insert; inject substances; eject substances on the surface; stretch; take samples; send desired electrical signals; alter type/quantity of light; change temperature;
-mouse with computer "C" lets user select the type of activity at the desired location
-Display item being viewed onto screen ("S").
-D: k/r (control via distant location (via t/modem tr)/mouse = s/eye piece viewer/magnifier/c = manipulator of studied object (cutter/mover/blotter)
. 2D-270; 2D-200 Medical Scanner
. 2D-290 Microscope attractor - Repeller:
Ap: attracting or repelling organisms, cells via: making sexual sounds, chemicals, sounds, movements, vibrations, temperatures, etc.

* 2D-310 DIVERSE AUDIO / VISUAL / COMPOSE SYSTEMS.
Standard Optional Features for each Electronic Invention:
-synthesizer, ability to transfer signal to audio or videotape, recordable CD.
-Signals created can be synthesized into video images. Device can print out the musical and or video creations in color / black & white photographs, images or codes.
-has display "S" showing signals being received, how they are being converted, stored, sent.
-system synthesize, file in memory, and edit all signals in any way technology now permits
-signals can be converted to also control lights according to corresponding sounds, rhythms, etc. (eg: flashing, moving, alterations of color via rotating translucent multi-colored pie sheet, or usage of desired colored light bulbs, alteration of light color by change in transmitters electronic signals generating different light frequencies from same general source - eg: same screen ("S") or bulb or bulb part
-signals can create vibrations corresponding to sound, rhythm, etc, effecting: any standard portable or stationary massager, eg: hand controlled massager for all or any part of body, seat, bed, whirl pool water massage, etc. These massagers emit in bursts, speeds, cycles, rotations, etc.
-signals to alert user of any external stimuli via any of the resulting effects described in this product category, eg: notified of person entering dwelling, room; fire; burglar; problem with child - crying, woke up, time alarm, tel ringing, door bell, any one or thing activating any call for communication or help w/ or w/o user knowing type of situation with a code for type situation. Such signals can be the sole purpose of product, or be a feature, which interrupts any other system described herein or other (eg: entertainment system, tv, video game, etc). Also applicable for physically disabled people, helping them know what' happening, or used as physical/psychological rehabilitation/therapy.
-play with laser percussion instrument (laser only replaces stick), "drum pads" respond to lasers (each laser "stick" having different effect). Frees player from being in set location
-alternatively, device can be made into manually driven instrument with an optional "mic" and without a synthesizer

* 2D-250 PRIVACY SYSTEM: The speakers can be put near the watcher, in this way user is able to listen at a lower sound volume, without having to sit too close to the mildly radioactive screen ("S").
-tv/stereo -> wireless TR (transmitter) -> osc (speakers).

END OF FILE 2D

"C" INVENTIONS DIRECTORY FOLDERS
Table of Contents for "C" Invention Files:
. 1CE
. 1CI
. 1CQ
. 3CE
. 3CI
. 3CQ
. 4CI
. 4CQ
. C Miscellaneous Charms

File: Peter / A B C / ICE

FILE: 1CE

1C-100 ENVIRONMENTAL HAZARD REMOTE CONTROL SYSTEM: <3, 2, 2, 2 Mk?>
For items that need to be activated in the extreme cold and or hot environments, and or those where there is high dust and or sand and or humidity or other items that may interfere with a normal switch mechanism, eg: in Sauna, desert storm regions, Siberia.
Applies to existing products:
(Usage of switches means there is a way for bad elements eg: sand to get inside)
Applies to existing versions of this product:
.-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
-Uses 1C-260

-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; bp; alerter; osc. See 1C-26. PATENTS: key words - via www.qpat of US pat 1977-1.97:

-(danger* or hazard*) and (remote adj control*)

1C-160 MOBILE UNIT'S LASER 'NOTIFIER: <4, 3, 2, 2> Train is alerted when upcoming track is blocked. Laser emission is reflected back to train signifying the way is clear. Operates during day and night.

-Trains are notified of a block up ahead when several of the train/vehicle track's laser light reflector's are blocked. Also applies to all other automated vehicles.

-If laser transmission is not returned from several reflectors know of a blockage.

-Train Laser Notifier: Oncoming train transmits laser to receptors up ahead the track. When there is an interference blocking the return of the laser, the driver is notified by sound alarm that something is blocking the receptor, either a car, etc. System may increase the response time of conductor during the day or night.

.-there are at least two types of receptors, those closer up; and those at the end of a bend (curve) in the train tracks signifying to the laser receiver that this should be the last laser within reach for the train

.--the way in which light is reflected determines.

.-naturally there may be pranksters (vandals) who switch, change the lasers, as a result:

--conductor needs to make final decision as to any actual obstacles on track

--the reflectors need to be attached to the track and or rail in such manner that it is nearly impossible to take off, and if taken off the reflector is damaged (eg: the reflector gets bent out of shape and then looses its reflecting ability)

--one remembers that garbage may cover reflectors, as a result reflector might also be a little on the outside of each rail as well

.-the height of train's transmitter needs to be neither too low nor too high...

-also applicable for cars and other automobiles. They can seek a special strip on the road and alert when it is blocked by: another automobile, stone on road, etc. (beware of garbage - so maybe system will only alert if blockage covers a large enough of an area)

--the reflector can be special paint (eg: with many tiny reflectors within the paint)

-other applications: items traveling down conveyor belts; toy train tracks and race car sets (includes plastic road-speedway

-OTD: display ("S"); C; pp (adjust levels of sensitivity and other matters); mp; uk; date% (keeps record of when traveled and where (eg: with our other Satellite locator product); basic; bp; alerter; osc; score (system shows how good a driver you are by how far driver deviates from designated line).

New from 5.96:

-Pat search str 12.95:

-((radar adj3 waves) or laser*) and (warn* or alert* or notif*) and (motion* or move* or moves* or moving or train* or vehicle* or car* or cart or carts)

Acts as a movement guide for robots and other automatically controlled movements.

-Prevents tripping: objects (not normally) on ground = are noticed by laser = "notifies" = u (user) walking by. C ('computer) = UIP "analyzed" ("visual analyzer" = what objects are normally there, eg: furnishings, plants; but notifies about tools and garbage left lying around.

--applications: manufacturing / research and other sights with many tools and objects moved around; homes with children or aged.

--tells u (user) when it is safe / not safe to walk: US pat: Cross-walk warning system 5406276.

-US Patents: 5465142 5406276 5371581 5314037 5293162 5388048 5467283

Movement is altered according to presence of other (moving) objects: potentially obstructive object = "visual analyzer" ("sensor" = this laser KN) = movement controlling "analyzer" = movement controller = mobile object's motion altered.

--motion alterations: speeders or slows down (not necessarily complete stop) in relation to: other object's speed (and what's predicted to avoid collision); giving enough time so perceived object (pedestrian, moving object, car) can get out of way on its own; give enough time for human riding in automatically controlled vehicle to take over and steer clear of obstacle, eg: driver woken from nap when vehicle's safety level ("score") gets high.

<3, 2, 2> 1C-180 'INTERACTIVE 'ENTERTAINMENT SELECTOR FOR COACH POTATOES: When you get down to it, the process of inventing is often much more challenging than being put into the passive situation of observing pre-recorded entertainment. Entertainment studios need help capturing non-coach potatoes to and pay cable fees, or get their ads with our User Information Programming ™ functions. 'Customized 'entertainment.

. Radio, film broadcasts and other entertainment is scored according to your tastes. Your preferences are determined both by how you answer the software's questionnaire, and or the actual programs you decided to observe. Viewers can also rate programs.

. Menu Options:

-Stations are 'scored for 'multi-users on: interest level per 'designated criteria like 'educational value; adult level content; violence; percent of content spent on ads; conservative to liberal thought levels; amount of interest it will have for inventive thinkers based on its subject matter and or novel way of approaching the topic. A list can be obvious.

-System notes the moment user switches to something more interesting. It 'analyzes why they choose which new station. Each segment of ['entertainment] program can be 'scored on over 1000 variable elements [effecting user interest/pleasure/'education, etc].

. Creative Expansions Include. Focus:

-Boosting broadcaster's profits.

-Help people learn, e.g.: system compares the informational level of the show, with what the scores viewers received from taking tests on "facts about the world" and such.

-Scoring non-entertainment media.

-How scoring can nurture creative thinking.

. More:

Selective Station Menu: Easily select desired cable or broadcast program according to your taste requirements.

-When watching tv, listening to radio, "interacting" w/ "entertainment", etc. the preferences for other stations (based on the type style, mode preferred by user) which when available will show up on screen (states the type programs/songs/pieces available.

--tv: a bar on bottom of screen

--radio: display ("S") shows the station numbers of interest

-does it exist?: auto radio system, which lets user select types of music, desired according to region. As they travel to new areas, system will select the type radio stations user wants, saving them time from hunting around.

-UIP: memorizes user's preferences in the system and used in selection process. Time of day / external events influence station/music/movie/news/info sourcing/'routing.

+ O -the order in which stations are offered for choice places priority on the preferred styles, rather than the numerical order of the channels.

--function: user hops from station to station (sampling until they choose to stay or hop to next station).

---In time user will go to the end of the channel options (end channels are the least favorite).

.----If the selection of channels is too great for user, then they can limit the number of channels within the loop of stations. Such limiting may be done via set number of maximum channels (can be changed from minute to minute); and or in combination with a numerical preference factor - whereby there is a balance between those shows with high ratings according to "PI" and an excessive number of stations. If there are too many stations at a good hour; then the preference rating will need to be higher and there will also be more stations to select from. At poor hours, the preference score is dropped as well as the total number of stations.

-since it is difficult to judge exact "uip" for each user: film maker and or broadcaster code the "uip" elements for their films, radio shows.... Hence when user is found to prefer certain shows, though they didn't mark it in their "uip" database; invention will accordingly ad and or delete preferences. Eg: User states they like comedy films, and dislikes romances. In reality, they don't favor the type of humor producers are developing and or broadcasting, and hence user doesn't really know their preferences according to culture's menu options. User might however perceive romance as only being X rated, and in actuality was found watching such romance stations (eg: romance was at the end of their station option loop).

-providers of entertainment shows tabulate changes in watcher's preferences for future upcoming productions of theirs. Rather like the Safeway store program in Maryland, USA judging what products users are selecting, when, and in what combination with other products, and how current events effect their selections. System notes when the preference selection was made by both the user and or system - such being useful for producers, and in judging changing habits of user as well.

-D: broadcast station sends out additional code labeling its type program, eg: classical or country music -> receiver -> "analyzer" -> sys (system) selects and stays with desired program.

-Footnotes: display ("S"); pp; mp; uk; date (of shows); all; vc; uq; mq.

Pat search str:

--(television* or tv or radio) and (select* or choose* or choosing* or pick* or prefer*) and (channel* or station*)

-US Patents: 5361401 + 5323240 - and other related Sony products/research + 5317403 531592 5261117 ++ 5466488 TV programmed distribution signal having capability to selectively block non-programmed material, eg: commercials (u pays extra $ for each time "editing" takes place, inducing viewers to watch commercials = resulting in revenue to broadcaster by viewer or advertiser). 5333091 4605964 4259889 3721757

-Parents / communities / companies / institutes (classes) can restrict what their children / members / others / they themselves - wish to watch = uk desired parameters ("editing")

-"editing" = input of any signals: ("entertainment" fq) / text (sw based) = from: m / broadcaster / cart / scanner / rc.

-catch just the desired portions of desired programs.

-Pat search str 6.96 Bib disk: (interactiv* or tailor*) and (tv or television* or radio*):

5504896 5502504

+5446490 Interactive television with tailored programming. Issued 8.95 via AT&T

5319455 System for distributing customized commercials to tv viewers.

Shorter pat str: (television or tv or radio*) and (select* or choose* or choosing* or pick* or prefer*) and (channel* or station* or advertis*)

Pat str: (television* or tv or radio*) and ((design* or programmed) near8 (select* or prefer* or choose*) or interact* or

tailor*). Note: interact* brings in 75% of patents.

1C-181: CHANNEL SELECTOR RATING SERVICE:

From 5.96: Private parties rate broadcasters and other data providers by any criteria. Ratings in turn influence channel selection / screening by subscribers to rating service.

-D: rater codes channels / broadcasters / publishers / transmitters = tr/rc = subscriber merges rater's codes w (with) program(s) = selecting / screening sys (system) (1C-180) = u (user) views material.

-earlier KN?

-applications: rating value of (business / educational / scientific) data on: internet / broadcast (especially if there is no self monitoring for its quality);

--ratings can be given for each aspect within each channel or sight on internet: selects aspects of movie or game / selects different articles w/in said sight on internet.

--rater's comments = can be viewed (s) by = u

. For Techies: "route", "edit", "score", %tds, analyzer.

+ <3, 3, 4, 4 Not$> 1C-290-083004 AUTOMATIC AUDIO BALANCER: Speakers' volume adjusts according to where person sits. System uses central point for two or more people. Example: home or car stereo. Details moved.

+ 1C290 AUDIO FOLLOWER & BALANCER: The output of speakers adjusts and is balanced according to your location with the remote control device. Wherever you are, it sounds like you're in the middle of the sound system. Walk to your desk and enjoy similar same surround sound effects as you had while in front of a TV (broadcasters of opiates to the masses - might not like this).

. Designated audio visual signals follow according to UIP (User Information Programming ™), e.g.:

-Segments tagged as commercials are 'edited out.

-Adjusts for the hearing impaired, or the type of hearing device being used in one or both ears.

. Applies to any audio communication function. Examples: educational 'video games, 'virtual reality training systems teaching compassion to hard core criminals, stereos, TV, pod casts. A list can be obvious.

. Creative Expansions Include:

-When and or how system selectively chooses to function, based on automated criteria. For toys, games, etc.

-Nurture creative thinking.

-Extra features to generate greater impact or experience in listeners.

. According to user's location, the speakers balance their sounds accordingly.

-user's transmitter; or systems motion detector determine locality of person(s) and decides which speakers need more or less sound.

--if there are more than one people, then system balances sounds according to the rough center of the multiple people

-ap: television, radio, any other music or sound generating device

The following was product number 1C-050: Sound Walk About:

continue to hear the sound of what you are listening to regardless of where you go in the house or other premise.

-when on speaker tel ("T"), you can continue to speak to person throughout your room/premise since the covered area has multiple microphones and speakers

-when watching television or listening to sound system, you can hear almost equally as well regardless of where you go. Even different c/tv/"notifier" screens (s) can automatically go on when you enter a different location. (Ecologically minded people don't want multiple tv's on at same time).

Ap: theater where certain sounds may wish to be activated from different regions of stage

*-games

*-getting information while walking down hallways

*-speakers may be portable, as well as microphones

-couples as paging system in large buildings: sys (system) knows where u (user) is, hence^: broadcasts only in u's area; "notifies" u (user) there via (osc, flashing lights)

-television screen's position adjusts to best position by where person(s) are.
-system identifies person's, animal's location via movement sensors; then can announce statements via speakers nearest their location
*-same product might also be used to broadcast via the speakers according to product's central control (not based on positioning of human(s)
Related to product 1C-291
-person walking around has transmitter identifying their location and or transmitting their outgoing voice via their "mic". As person walks, the speakers near them are activated.
-related to product No 1C-110
. For Techies: remote ("R") control of balancer; pp; mp; date (at certain times the balancer is programmed to over-ride where people are and has a set balance that is needed); interactive%; basic; vc; score%; md; cp; mq; access; uip; clap; distancer.
(see diagram in "Product Specifications" paper)
-Pat str 6.96 Bib Disk: (sound* or audi*) and (balanc* or (follow* near8 (listener* or person* or user*))
-US Patents: 5386478 sound system remote control with acoustic sensor.

END OF 1CE FILE
File: A B C / IC1
FILE: 1C1

1C030 CRITTER CATCHER - Cockroach Slick:
Slippery chemical formulae used for inner lining of garbage cans. Keeps bugs from crawling out of the can if it is not completely full. This solves the problems of having to frequently take out garbage, especially in the evening.
-Similar in idea to the Pitcher Plant which has hairs that trap insects into its pit which is usually filled with water and chemical to digest the bugs.
-The non-electronic product version was tested, it really works.
-'Customized sounds ['osc], smells attract [sexually related] 'designated insects. 'Customization can be based on what its 'sensor's 'track/'analyze are the type/number/size/behaviors of the organisms.

1C-040 SOUND ADJUSTER:
-Amplify the following doorbell; microwave and or other cooker or coffee maker's buzzer signifying food is ready; premise's burglar and or fire alarm: when only the hearing impaired person is at home, or when there is a large party, or when people are in the house's backyard, etc.
-Each device's audio volume goes up when programmed such individually, or when the central command is so programmed, in tern all connected devices up and lower their volume accordingly

-Additional ap: tel ("T")

-For Techies: display; pp; mp; uk; date; all; "mic"; bp; alerter; osc; score; access.

1C-070 VIDEO MESSENGERS:

-Leave messages for person onto video tape or stored in "C". The CRT will announce messages verbally and visually at a pre-programmed time

Applications: eg: when mom wants her kid to do something at designated time, eg: tell her daughter to put pie in oven before mom comes home from work; tell spouse when you'll be back home; leave message for employee at work; president can send same message to many people at once - saving president's time and getting good impact

--Intercom system

-* View the activity of the office from your device (also acts as type of security), can see who is at front door too

-User can also request to get their messages

-For Techies: display; "C"; pp; mp; uk; date; states the time and date of incoming/outgoing messages automatically; interactive; toy; all; entertainment; "mic"; synth; mfh; bp; alerter; osc; vc; score (number of messages); cart; tel ("T"); sp tel ("T"); tr; mo; fs; cp; mq; access; character; clapper (recording activates other items, eg: microwave stove)

1C-071 VIDEO ANSWERING MACHINE:

Leave video messages for people in your office or home. Also has interactive video feature, whereby user can ask questions and get more information.

Like a tel ("T") answering machine, leave audio/visual messages on another's machine by transferring data via wire or airwaves.

-All operations are basically similar. Eg: outgoing announcement can be received both via audio, or audio/visually on caller's device; receiving device prompts caller to send their a/v signals (though only audio can be accepted as well if caller's system is more limited).

-Can work with the cruder current video telephones, and with more sophisticated future models.

Footnotes:

Also acts like a fax receiving machine.

.-if caller's device doesn't allow visual transmission, or if there is technical failure, system will work just in audio mode

.-additional ap: receive video clips at any time of (shows, instructional nature [user can request from manufacturer detailed instructions on how to operate, repair, etc their product])

. For Techies: display; "C"; pp; mp; uk; date; states the time and date of incoming/outgoing messages automatically; interactive; toy; all; entertainment; "mic"; synth; mfh; bp; alerter; osc; vc; score (number of messages); cart; tel ("T"); sp tel ("T"); tr; mo; fs; cp; mq; access; character.

1C-101 THEATER LIGHT CONTROL:
-related to an AX product
-walk about the stage and w/o public's knowing trigger different lighting - saves on costs of human labor to move and turn off lights. Also applies to normal light switches.
Applies to existing versions of this product:
-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
. For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-102 TEL ("T") CONTROL FUNCTIONS: activating: speaker phone, volume control for incoming or outgoing voice, hold button
Applies to existing versions of this product:
-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
. For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-103 MOTION ACTIVATED SOUNDS: Opening drawers, boxes, windows, doors w/ or w/o an additional/optional lock system with a combination needed
Applies to existing versions of this product:
-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
. For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-104 HANDICAP ASSISTANCE: Turning pages in book for the invalid or hospital patient with broken arm; people with certain types of arthritis...
Applies to existing versions of this product:
-Applications for our related inventions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable.

This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])

-For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-161-083007 THE "C" EYE: Product memorizes environment and knows how to move or function within it.

-Mobile unit (eg: train, automobiles, airplanes, ships (according to stars, when docking into designated harbor and dock number, etc) may also use infrared cameras (when the actual vision differs from the pre-programmed vision [what camera system has been inputted to expect to see] an alarm goes off; heat sensing cameras sensing for cars, deer, etc.

.-multiple concurrent systems reduce the possibilities of error, hence this and other systems can accompany 1C-160 in limited circumstances.

*-future: cars traveling down highways, etc will know if something is amiss if the visual is different: usages: common travel; street maintenance that checks for missing signs, lights, faulty safety barricading, etc

--use for automobiles on roadways in future for: autos ahead, rocks on road...

--system can guide itself in forests, jungles, dirt roads, space, buildings, etc. Analyzes any unknown visions by asking its "C" to compare the strange vision with all its memory, then system knows how to act accordingly

—system can move itself in completely new territory when its "brain" (computer) can act like a human and know how to respond to each vision, eg: it knows the different movement requirements for a street puddle from a dirt road's puddle; or a comet from another known flying object; or short wet grass, from tall dry grass; types soil; etc.

-requires extensive "C" memory

O-If the analyzer is stationary, is used to analyze what it sees and then act accordingly. Many applications!

-Eg: identifies people as they enter, if person isn't recognized can't enter; catches incorrectly made products, parts; seeks and finds items; does manufacturing by being able to see; etc.

1C-200 ENTERTAINMENT SYSTEM ALERTER:

Program user's tv/cable/music system(s) to alarm user when: time hits designate time; tel ("T") rings; person at door (doorbell goes on)

-the product we develop would be sold as part of a larger system

-exists: entertainment product whose volume drops when tel ("T") rings

Footnote: pp; mp; date; entertainment; alerter; osc; vc; score; UIP.

1C-280 CRT ACTIVATOR:

TV screen is activated when person is standing in front and or coming towards screen. The "C" may/may not stay on. Saves energy in the ecological conscious times.

-Screens can be for the home, public display terminals - eg: airplane schedules

-system(s) may go off if there isn't anyone there over 2-8 minutes
-reduces wear and tear on the screen
-similar to the idea that the screen goes on at the touch of a button
-sensor sensing presence of person activates screen via: standard -motion detectors
-ap: gets people's attentions when turned on, useful for sales...; personalizes the feel of computers for the public; directions telling people where something is (somewhat replaces the personal feeling of having expensive receptionists)
O-can verbalize information; *has speech recognition function which guides "C".
-For Techies: display; "C"; pp; mp; uk; date; all; "mic"; mfh; alerter; osc; vc; score; tel ("T"); mo; fs; cp; cm; uq; mq; access; uip.

1C-320 MEASURING OF TEMPERATURE:
Coffee/tea cup, glass changes color(s) and or its display shows the temperature - all in accordance with the temperature of contents.
-Good for containers serving baby food; the elderly who may not wish to risk burning (especially the senile); those invalids in hospital, etc.
*-Does not apply to spoons measuring temperature: this product was already researched, results not clear.
-For Techies: display; portable; bp; sp; cp.

END FILE 1CI
File: A B C / ICQ

FILE 1CQ:

* 1C-060 ACTIVATOR ALARM:
Central unit activates desired products according to the time set by user. Alarm time is alterable without resetting alarms for these products.
.-eg: Wake up in morning to electronic product, eg: television going on.
.-can alarm activate the products individually or via central unit (this unit can let user select which items are desired and at what times)
--items can automatically go on or be ready the certain number of minutes after the alarm used to wake up user
-the following products can be activated accordingly:
--microwave (put wanted item in there night before, waking up to hot breakfast...); ready when coming home
--hot bathtub water is ready at the desired temperature
--electric drier (because permanent clothing, especially permanent press needs to be taken out right away when completed to reduce wrinkles.) The setting here can be activated to start and finish any time the user is expected to return home (from shopping, work...).

--computer: system can even have the desired software and printer up and ready.
-*ap: the following are also activated to their desired state: saunas
FOR TECHIES: remote ("R"); display ("S"); pp; mp; uk; date; all; entertainment; osc; vc; cp

1C-050 & *1C-120 QUIET NEIGHBORHOOD: Silences noisy animals in vicinity via sound waves inaudible to human ear. Device's sounds induce animals to leave the area and or reduce their aggressive emotions. .
-Peace - Animal Silencer: Quiet down noisy dogs, cats and birds in your garden or neighborhood.
-cause unwanted organisms to either become quieter and or leave the area by emitting air frequencies that cause them to quiet down and or leave. Such frequencies can be designed to influence any other possible effect, eg:
--be more relaxed, more or less hungry, more or less sexually aggressive, die or live longer, improve health...
-does your neighbor have a noisy dog, or do you wish to reduce their noisiness? Simply emit sounds that teach dog to reduce their barking
+-dogs barking automatically results in: 1] system generating the outgoing response, since its receiver hears the barking; or 2] user manually chooses to activate system
-emissions may be: sounds in and out of a human's hearing range such as barking of certain varieties and or "C" generated sounds of monotone, multiple tones/frequencies, etc which are unpleasant for animals.
-need scientific data establishing: which sounds deter dog barking and are "probably with good reason" not a hazard to common pets, humans or plants.
-neighbors with their noisy dogs need not know the system is in operation
-of use in scientific laboratories too
-applies to any other organisms: animals (unwanted birds, fighting cats, etc), insects (crickets - unless you like their sound), etc.
-first system emits sounds to reduce their aggressiveness, if this fails (system's "mic" -> sound analyzer) determines if noises have stopped, and if not tries the following optional sound mode: induces animal to leave area. Type sounds are automatic or controlled by user.
+ told verbally technology exists, but application might be unique.
. For Techies: remote ("R"); display ("S") (shows type of sound by decibels, etc); pp; mp; uk; date (records when the sounds are made, as evidence for police, courts to complain about noisy animal); all; "mic"; portable; bp; alerter; osc; vc; score; tgh (makes sounds to drown out type of bad noise); cart; cp; uq; uip.

1C-170 'NOTIFIER - Video Alarm: A visual and or audio response goes into effect when the following ring: door, tel, clock alarm, food timer, party goes up the dwelling's walkway.

1C-210 'SCREEN - Hologram CRT: for television and or computer graphic display, etc.
-accompany with music, eg for graphic - music video

* 1C-230 'OUTGOING SOUND GENERATOR - Voice Generator: Converts keyed in words to voice. And visa versa, should exist: spoken words into text.

-Record the voice of a person making many syllables. Then system will generate the desired sentences based on the voice bits from recorded syllables.

--using a very large vocabulary of over 20,000 words, system can have near natural speech.

*---system's knowledge of grammar will usually let it know where are the correct accents in the sentence, eg: sentence ending in a question is treated differently.

-Record voice of friends and or others, and system can then alter the voices to a large degree so that the recorded person's voice appears to be the generated of the desired speech

.-such inputting of voice may need to be done differently according to the level of technology desired:

.--speaker is required to state any number of syllables, "C" then generates sounds accordingly

--computer estimates the type of voice it receives (according to its software, which classifies voices by type and then once the "type voice(s)" are determined, then can synthesize sounds to meet the different characteristics of speaker's voice

-user selects the type of language, accent or other speech pattern/style, sex or type character (eg: chief, mother, clerk...) desired

O-translates languages: type in text in any language, then designate which language speech should be done in

*-synthesizer: user can speak in the text desired to be outputted into the altered voice

-Footnote: display ("S"); pp; mp; uk; date (when recordings should be played, time length of recordings,...); interactive; educ; toy; all; entertainment; "mic"; synth; portable; sst; printer; mgh; bp; osc; vc; cart (languages, background music/sounds)...; functions with telecommunications devices; fs; uq; mq (eg: which language); access (if audio is for public release)

-ap: portable translating device (key in and it speaks for you); tutoring, guiding, instructional systems; getting audio information over tel ("T") lines; assistance for the deaf

. PATENTS: key words searched via www.qpat of US pat 1977-1.97:

-(voice* or sound* or speech or speak*) and (convert* or translat*) and (computer* or software* or electr*) not foreign*

1C-240 CARICATURE 'SYNTHESIZER:

Enter visual 'image of 'character (human, cartoon, etc) and then command / 'customize the image to act according to desires: smile, laugh, walk, jump, winks eye.

-program in text to be spoken and character then lip sinks (lips move in motion of sounds for any known language [or invented language]). Saves tremendous amounts of time and problems!

-also applies to animals, cartoon caricatures, any other graphics

-numerous uses: cartoon characters giving speeches at disco's; utilizing famous personalities who have consented the copyrights of their images to be used for whatever purposes, especially considering they may be

too busy to do everything in person, eg: they have a standard slogan and insert a particular major store's particular address location's name/address

* 1C-260 'CUSTOMIZED SAFETY: Remote ("R") Control Safety Switch: Dangerous machinery is deactivated by a distant observer, if something is wrong. 'Analyzer 'scores safety levels based on: 'sensor, 'behavior analyzer, and gap in required knowledge to use system with what 'guide has taught user.
-should user be using a device and there is an apparent danger that user may or may not know of, the distanced observer can turn off the machinery and or send any other type of signal to user to be aware of the danger and or need to divert their attention to some other matter which isn't dangerous
--alerting user can be done via: turning off or turning down (reducing/slowing down/etc) user's machine
--flicking of lights in room; a beep on machine; flashing light on machine; etc
Ap: working with electricity; working with dangerous animals; cutting down of large trees and other cutting and drilling devices; using other dangerous machinery; etc
-when system has been used beyond maximum time for particular user, system warns user or another party for that member to stop using device
-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; "mic"; bp; alerter; vc; score; cm; uq; uip.

END OF FILE 1CQ
File: A B C / 3CE
FILE: 3CE

+ 3C141 Chef's Automated Timers: <4> <2#, 2#>
System analyzes when food items are fully cooked to the desired level. User keys in type food, and size (eg: 5cm thick roast), and desired level of cooking (eg: well done). Thermometer placed in food must reach minimum / maximum temperature over certain time span, in tern food is deemed ready, user notified by alarm or pager. Heat can be [automatically] reduced to warm when food is ready. Cook is paged when food is ready. It is ideal for poultry and large dishes.
-oven can cool down somewhat if the thermometer goes above desired temperature. Use one or more thermometers for this purpose. sys (system) "analyzes" the best temperature for the food throughout the course of the cooking cycle, eg: heat might be higher in beginning (trap in meat juices). sys (system) / u (user) pr (w w5) oven temperature (and what temp at which time in cycle).
-Remote Cooking "Analyzer":
-("Remote" version) when the inside portion of food has cooked up to the required level
-Methods:
+ a thermometer inserted into center of food, signifies when food is fully cooked

-Patentability. Exists: plastic pops out of chicken, user then knows chicken is ready. The pager portion appears patentable, as well as the "analyzing" and "interactive" modes [which alter temperatures for situation automatically].

-oven changes temperature at ideal times, eg: cooking chicken at higher temperature in beginning is a certain method. Eg: u (user) pr = C ('computer) (k type food, size, recipe, etc) = score (timer, tds) = notifier.

.-Each food, eg: chicken cooks differently due to: volume of chicken (bigger takes longer to get hot)

-"Nr": Signal is sent to an alarm near the stove, or to the user with its stationary or portable receiver, and or the cooking device alarms or makes announcement or beeps code for status.

.-program the transmitter to alarm after its temperature has been above a certain minimum temperature beyond a certain time period. If food / oven gets hotter than the minimum, then the time period before alarming is reduced. May get hotter due to: change of temperature by (impatient) u; malfunctioning oven.

.--programming might be done by placing transmitter into: a larger device with its keyboard, "S", etc. D (Drawing):u=k=c (analyzer, s, sw (software) (menu of food choices, food size options, how food wanted cooked, etc)) = TR (transmitter) (transmitter) (wire/wireless)/(oven) temperature controller = thermometer (tr temperature (inside food) to c) / (oven) heater (el, gas)

+ Also: pop out item might be disposable and when it pops, makes a particular sound that activates the alarm. Allows manufacturer to insert such cheap, non-electronic poppers. D (Drawing):popping/other sound or signal creating device = sensor (mic) = analyzer = C ('computer) = pager/nr.

.--consumers might get free alarm after saving "purchase seals" on package of each item. The popping device works with or without (user sees the thing popped out...) alarm.

-heat can automatically be turned off or reduced (to keep food warm) when food is ready.

. For Techies: "R"; "S"; pp; mp; date; tds; all; "mic" (for type sounds which identifies progress of food); "M"; alerter; osc; vc; score; cm; uq; mq.

-D: 3C141 Automatic Cooking Timer =

ACCESS (prevents kids from using sys)/ *CAMERA (visual analyzer judges when food is ready)/ CART (sw for type foods)/ CLAP (turn oven on or off or alter *temperature)/ DATE (timer controls cooking cycle)/ s (screen) ()/ EDUC (teaches how to cook/use sys; q)/ K ()/ M (food recipe database)/ MIC ()/ MO (turn on oven from remote location, via c)/ MQ (prompts user if u's req appears odd/impractical)/ MULTI-USER (memorizes each u's uip (their cooking tastes, eg: person #5 likes chicken cooked longer than person #82). Access determines difference between u.)/ NOTIFIER (time to start/stop cooking)/ OSC ()/ PR ()/ Q ()/ R ('remote control) ()/ SCORE (past foods eaten (for dieting purposes))/ SENSOR (thermometer)/ SOUND ANALYZER (sounds from cooking food (helps) determine when ready, eg: greater splattering of oil by 175% shows its ready)/ SPEECH ()/ STATUS (how far food from ready; what's happening (w5 of food); nutritional information (and how it changes throughout cooking cycle))/TDS ()/ T (calls u when food ready)/ UIP (cart).

-D: changing heat of food -> thermometer -> sensor = analyzer = tr/rc = C ('computer) (sw, uip) = s/pager/osc/[heat controller->heating mechanism]/r/k/*mo/*m

-Other things that need nr when they are ready: chemicals have changed as designated (from experiment), any other required condition has been met inside container as measured by "sensor" / "analyzer".
-pat str: (cook* or oven*) and (analy* or alarm*).
-5341728 US patent
.-what's cooked, and under what circumstances:
any type of: meat, casserole, etc; cook via slow mode [automatically starts earlier [while u is at work]] for low temperature cooking; if u doesn't return home= sys (system) adjusts food automatically when: 1] food is cooked enough; 2] u didn't return 30 minutes before its ready and [u programmed] cooking switched to low temperature mode since u (user) doesn't want ready food switched to warm mode to keep food warm.
+ see "React": system responds and "interacts" with a diverse array of events as programmed.
. PATENTS: key words searched via www.qpat. US pat 1977-1.97:
-pulls too many patents unless narrowed by year of patents search.
(food* or meat*) and (cook* or oven*) and (pages or paging or study* or studies or analyz*)

3C400 Water Fantasy Toys ™: + <3or4, 4, 2>
Children can skim invention along pool water's surface. The water is forced through the invention's tubes, and squishes into the air. Snap the invention into a different shape and create new water forms.
. Interesting sounds are activated according to the invention's current shape and intensity of water squishing through its tubes. Each water sensor plug in module creates its own sounds. Fun way for children to learn how they can control the elements of their environment.
. Expansions Needed Include:
-Use the invention's water force to power water based gadgets. An alternative energy source for toys, more..!
-Water forms created: umbrella like fountain; air bubbles into water. Applications: spinning toys; water force broadcasts fish food or other elements into the air, or under water; more..!
+-Protection devices against kids sending water out too far, as it may land on people or dry objects.
+-Attach to any water moving device or vehicle, eg: surf board, sail boat, or to the back of a snorkeler.
. When water flows or moves, makes interesting sounds due to shape of water tunnels or microphones and synthesizers. Method to squirt water without using hand trigger, coupled with possible synthesizer emitting sounds according to how water is being squirted.
-Microphone (needed if u (user) wishes) to pick up on splashing water, in tern synthesizes the sounds and broadcasts louder than the actual splashing.
. Other methods for generating water sounds:
-blowing air / water via device to produce bubbles.
--devices include: straw; hole; other (water/wind) musical instrument played with water; piped in water or air (under high pressure), eg: from common house water hose or air pump.
.-insert and mix with the water flowing through device: color dies; air (bubbles); water heater...

.-When in bath, creative woman can splash a little, and this makes interesting enchanted sounds.... more interesting and heavenly than a bubble bath

-sounds are also made according to how sounds are generated while taking shower; flowing water; water fountain (in garden, drinking fountain); (nearby) brooks.

.-also "synth" / masks (kn Soundbuster/Noise Canceling devices) sounds of: nature (birds); nuisance sounds (dogs, traffic, indoor sound pollution (refrigerator, voices), most anything else pr (by u/mf)

-D: 3C400 Water Fantasies =

BALANCER ()/ BVA (for characterization: sys (system) identifies via sound analyzer type of sound source, eg: birds)/ C ()/ CART (how sound altered/synth/uip)/ *COMPOSITION ()/ LOCATOR (synth in effect only where u goes/travels w/in dwelling)/ M (sound analyzer)/ MIC ()/ MQ ()/ MULTI-USER (sys judges u (user) identity via sensors: body weight (in bath) and or: access, water temp selected, time of day sys used)/ NOTIFIER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control) ()/ SCORE ()/ SENSOR ()/ SOUND ANALYZER ()/ SPEECH ()/ STEREO ()/ SYNTH ()/ TDS ()/ UIP ()/ VR* ()/ WA ().

. PATENTS: key words searched on www.qpat. US abstracts 1977-1.97:

-water and (sound* or hear* or listen* or audi*) and (squirt* or kim* or push* or drag* or force* or forcing or toy*)

. 9G100 Exercise Water Squirter: Flat plastic being skimmed across water surface forces air into air via small holes. Greater exercise results in more water air flow. <3, (1.5-pat, 3-mk), 1.5-pat> simple version

-wave plastic across surface of water -> water pressure squeezes through then squirts water away -> via funnel. The greater the water pressure (speed plus depth device is below water surface) the farther the water squirts away.

-technically viable?

--D: water <- moving funnel's hole open end = funnel's smaller hole end -> water squirting out. Cheap to produce.

-narrow funnel part can be moved / attached to movable tube -> water squirts into differing directions.

-For Techies: helps for device to be a certain level of depth below surface to maximize amount of water squirted per unit of energy used to push device. N (invention) are "Game" pieces: played between human players. +Attach to water sports toys. This N (invention) can be toy's: boat, hand, feet, flippers, surfboard, paddle, water wheel *.

3C420 SOLAR JEWELRY: <2, 3, 2, $> Heats up in the winter via solar power. More interesting for teenage girls than standard jewelry.

+ manufacturing costs too high for price market would bear.

-heats up in winter and helps keep you, ears, etc warm. Panel on jewelry, clothing, etc. Jewelry might even store energy and make sounds, pre-recorded music, act as musical instrument.

-Microwave version heats up too, patentable?

-item was merged with 4A280*

-Activated by combination of light and cold outside air
-the actual heat level might not be too great, but is interesting non the less; does not require batteries
*-is cool in summer
*-temperature change is activated by contact with human skin's chemical's or other bodily characteristics
-applicable to other items worn by users: shoes, hats; (* pants, shirts, jackets, something worn about neck, eg: type scarf...)
-probably exits: battery powered heating devices for clothing.
. For Techies: date; all; exercise (keeps you cooler); portable; bp; sp; cart.
. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:
-(solar adj power*) and (jewelry or cloth* or hat* or jacket*) and (heat* or warm*)

END FILE 3CE
File: A B C / 3CI

FILE: 3CI

CLAPPER PRODUCTS: The initial following items to deactivate and or activate according to concepts within 'associated inventions including those in the 2-A file which operate by clapping. See 'Clapper feature too. When hands are clapped the following actions can occur. "Clapper" = "R" (remote control device). Sound -> 'Sound Analyzer -> 'Reaction -> Function triggered.
. 3C-010 Speaker telephone (incoming/outgoing calls; dialing (certain claps designate digits of "T" number)
. 3C-020 Doors: physically open and close; their locks
. C-030 Identification: each person who walks buy makes their verbal code and "C" system records who it was. Uses: locates where people might be... Moved to "track"
. 3C-040 Opens pet door for dog or cat seeking in/out to/from garden. Or system might simply respond to animal's bark or meow or scratch or push. System might also not allow operation at certain hours...
. 3C-050 Turn on shower or bath. System already knows at what temperature you want your water by clapping.
-pre-selecting the desired water temperature is not patentable by itself
. 3C-060 Turning on television, VCR, music stereo by clapping

OTHER IDEAS (Some below may use "clapper"):

3C-080 SOLAR BATTERIES:
Leave the device out in the sun, and it automatically charges up via solar energy. Or the powering source has large solar cell(s) and stores power which in tern can be given to portable products when they are connected for the required time (like plugging into electricity); or portable device must be plugged into this solar device and then the devices will collect the sun's energy and transmit to portable product simultaneously.

-batteries themselves when left in sun recharge themselves without the need of any recharging device - everything is one product. Consider over heating in the sun too. This might be good, even if it takes a week or more to recharge.

.--simplifies things for user if they have many such batteries. Such batteries might only fit certain products due to uncommon shape. Great for ecological products too.

-OTD: "S" (shows level of charge in battery); toy; portable; sp; cm.

* 3C-100 RANDOM TOY REMOTE CONTROL SOUND ACTIVATOR:

"R" control activates the following:

+ button when pressed will cause the train track crossing to sound ahead, and close the gate, flash train track's lights; flash train's lights... Different sounds and or actions occur (when R ('remote control) is pressed).

-transmitter can also cause following in receiver's device in a diverse array of toys:

flashing lights; visual "S" showing words or graphics; physical movement, eg: opening/closing door, ball dropping to floor, etc

-transmitter can transmit by pressing of button, or whenever it is moved (inside has a motion detector)

3C-120 TEL TOUCH PAD:

Press soft pad and the manner in which you pressed it is transmitted to receiver. This allows something closer to physical contact while speaking with your friends. Only popular for open minded cultures

-the surface hands touch are designed to maximize human pleasure, and reduce any feel of moisture.

-if the other person presses, you can press at same point too. This pleasant tension allows the stronger of the two people to force back the other person - just like two hands playing together. -Footnote: mp; all; toy; exercise; cr & cp; "T".

3C-150 MOBILE COFFEE MAKER:

Make coffee in car while driving. Drivers love hot coffee. For safety device might only allow opening while: user has stopped car, or if car has more than one passenger.

-can send liquid to lips via tube too for cool or hot liquids

-liquid can be dispensed into device, which is nearly spill proof while container is in held in place receiving the hot liquid. When this container is taken out, it is somewhat spill proof using a special lid.

-the coffee is ready at certain time each morning so user gets it as they enter the car from the cold. 'TDS.

3C-160 MOBILE APPOINTMENT MAKERS:

Salesmen always traveling on the road can get their appointment calendar more easily filled up via the following method. Secretary talks with customer and can quickly make same day appointments (great customer service) by communicating with sales representative's device (via air waves). Salesman's devices store their schedule and approximate time needed at appointment and to and from the location(s).

-if salesman needs to do something different, they ask their device if their schedule allows. The device is reasonable in allotting the needed time. Device works best for certain types of sales people, especially those whose needed time for each appointment is rather predictable. Remember, there is less chaos in the west, and people wait much less in line, etc....

-also saves the required receptionist's & traveling man's time on "T", dealing with receptionist who is busy w/ another call...

Additional Features - valuable for limited business applications:

-traveling man keys in one of the following items needed by customer: quantities for specific supplies; a different person to come out and visit; etc

--this info is stored by device, then transmitted automatically each time traveling person connects in about their schedule

-traveling man puts the device into his car's socket which automatically handles communication with central "C". Doesn't require any extra operation

-has print out of appointments, with addresses, "T" numbers, and maybe even a map of the area, or the page number in the common map book of the area, with the coordinate numbers within the page (eg: B-4) mentioned easing locating the location

-secretary can always notify (beep..:) the traveling man to call her

-traveling men in the type of business that makes it difficult to know exactly how long it will take, can key in their expected completion time, and have schedules that are only one or two appointments ahead of the current appointment

Ap:

-Newspaper delivery customer servicemen who deliver papers to the homes that missed their paper (was stolen from outside door, etc)

-Repair men; those who fill up vending machines when they are told it ran out of supplies; those who simply have to deliver a simple item they keep stored in their truck; etc

OTD: "R"; "S"; c; pp; mp; uk; mouse; date; tds; "mic"; portable; sst; au; "M"; bp; alerter; osc; vc; score; tgh; cart; "T"; sp "T"; tr; mo; fs; rpc; cp; uq; mq; access (to prevent "C" hackers, etc); uip; character. 'Customized.

3C-170 CURIOSITY COLOR SOUNDS:

Converts sounds to visions: another product number?

-According to the sounds one hears from TV, stereo, etc the colors on the special screen will alter. Diverse shapes can also be created with this product, according to the type sounds.

-The graphics created can also be kept in memory, and later printed on printer

3C-190 VISUALS CONVERTED TO SOUNDS: System reads bar codes and makes desired sounds. See related inventions and old part.

One of my old ideas (under bar codes or music)
Can also read, something like a record player reading 2D surfaces

3C-240 HEARING AID CLAPPERS:
Get the attention of an old person just by clapping your hands. No longer need to touch them to get their attention. Hearing aid will then send loud signal to user. Related to product design 2B-12, but clapper mechanism wasn't established yet at the time it was released.

3C-250 VIRTUAL REALITY TOY: (Distancer)
Pen transmits how it is being moved. The separate receiver's speakers transmit sounds according to how pen was moved.
-User controls how the receiver synthesizes the pen's signals. -Eg: one movement can sound like many bells, or sound like the pen is moving in sand, etc.
. Other: Great for kids. Applicable to any device (with or without pen), eg: stick, ball, cube, doll, toy car, toy airplane... Related to 3A-790

* 3C-260 KEYBOARD FUN:
As one types on the keyboard; user hears sounds for each key. User selects type sounds, and when they wish to hear this function.
-definitely an older KN.

3C-280 THEATER STAGE CONTROLLERS: (Clapper)
By clapping and or whistling, actors are able to cause certain functions to happen automatically, eg: drawing of curtains; cause other sounds (rain, driving up of car; tel ring; etc). Reduces the number of people needed to stage a play. Can even be done from home for video camera (one person is needed for this already). (Controlling lights is via another design number).

3C-293 CONTACT GENERATORS:
When item comes into contact with, or loses contact with base, sound is generated.
-Applications: When toy airplane takes off from airport (base) the airplane sounds, can also have different sound as it is running on land strip. When doll touches toy dog's leash, dog barks or moves tail

3C-300 PAPER CLIP CHIRPER TOY: When papers are snapped in or out, makes a friendly chirp. Form of security [assuring they were inserted into a binder/folder/contraption correctly. RFID's or 'sensors on paper / snapping points. Each electronic part – one on sheet the other in binding element might snap/lock into each other, or be within the required distance.

3C-320 FANTASY DOOR KNOB: As it is turned, its colors change into two or more colors.
-In one color when door is opened, in another when closed.
-the color in knob changes, and or in dark the knob shows a little light, and can send light throughout the room too

3C-330 DESIGNER HEAD OR CREATIVE SHAVE: Shave designs onto head according to desired shapes. Popular Afro-American men who wear very short hair.
-Frame is held against head, then the shaver is allowed to move side ways in any directions for which it is programmed to cut out hair to create the desired shape. The user decides how hard to push the shaver in (protects the skin from damage)
-the frame adjusts to the shape of the head, and is moved about the scalp if the design needs to be in more than one general area
-programming function lets user choose a different shape that would be too complicated manually.
-according to Afro-American (Negroes) buying tastes only, this should hopefully prove to be quite popular. Near zero marketability possibilities for other markets, except maybe: punks and that sort of people.
-it should be designed to be as safe to use as a standard electric shaver
-the design is created by: 1. selecting the pre-programmed design in the memory; 2. merging existing designs with user's own created designs; 3. user creates own designs with mouse.

3C-340 TRACKER: Each time a person enters a room, the system knows and sends signal. Eg: user walks through a laser light. Obvious?

3C-350 Seat on which player plays vibrates according to type of activity at scene of game action.
-Can also tilt: when the user is being a driver in a car and turns a corner; etc.

3C-360 SMELL EMISSION PRODUCTS:
+ Designed to create positive feelings in people.
Actual amount of smell is so slight that it might not be consciously noticeable, though the person unconsciously is influenced by it.
-Smell comes from electronic discharge, eg: by heating a chemical and letting it go out; a small fan blows out a little of the stored substance at a time; a trap door opens at certain moments letting out the smell (without need of burning or small fan)

Applications:
-when greeting a customer entering or exiting the store, office, etc.
-when door mat or door bell are pressed
-when cash register is rung up

+-when food items are opened: the actual sensation of a food item is the combination of smell and taste. Sample products: canned, bottled liquids; jars holding foods; dried food packagings; plastic bag packaging that emits smell when certain seams are opened. Another product #?

--the smell source is non-carcinogenic

--samples of possible smell sources are needed for the requested specification. Speak with a chemist.

3C-370 SMELL TELEPHONE:

When the boss speaks with its subordinates, they want the people to be in a state of mind of attention, etc. Emission of certain smells when speaking in certain situations can be desired.

-System may best work within a special "T" network.

-Applications for types of smells being emitted when people are speaking in the following situations, with: clients; accounting; suppliers; mom calls son while she is still at work; etc. Different behaviors are required for each situation.

3C-380 TOUCH SMELL:

By pressing a button, you can choose which smell is desired. User or machine programs length of time smell is emitted. Obvious?

3C-390 TRAFFIC LIGHT CONTROLLERS:

Based on the volume of traffic going each way, the traffic control mechanism decides how much green light time they will give for each direction of traffic.

O-Merged with the following no: 8B-120 Emergency Street Light Changer: ambulances and police cars can change upcoming lights to suit their purposes.

Device is designed to work well ahead of time. This way, there is a chance for the necessary yellow light mode, which then switches to red (blocking traffic which would stop the ambulance type auto)

-Additional applications: for important government cars. In rare cases the following might benefit too: garbage collection; street cleaning.

-Exists?

O-Street lights are changing their color in the middle of night when a car is heading in the direction of light - especially applicable where there are no turn off roads, though turn off road lights could also save gasoline w/ this system.

-OTD: "C"; pp; mp; uk; date; all; mfh; alerter; osc; score; access (to make alterations in programming); "mic".

3C-430 DISGUISED CAR AUDIO SYSTEM: made not to look like what it is, so less likely to be stolen. (Thieves don't see that there is a music system in the car.)

3C-470 KEY INPUT FLOW CORRELATOR: Software makes music / sounds according to flow of letters being keyed in. If there is a certain level of tension, lack of creativity "C" notices and makes sounds to enhance positive behavior/thinking. "C" might also sound to keep typists typing well, making few mistakes - simple or straight sounds (mono frequencies) that keep the mind clear of clutter that causes mistakes).

3C-480 TOY ORCHESTRA:

Plastic devices shaped as musical instruments. Transmits sounds to stereo when activated. Create an orchestra.

-this system allows: not needing frequent battery change; effective sound volume control; many small pieces to play with; lets kids first start playing with the parts and later they discover they can generate audio sounds when activated by parent; less restrictive in having fixed large instruments; give instruments to the dolls

-parent or manufacturer limits the maximum sound volume without fear of young child making sound too loud

Applications:

-child lays out many instruments on floor, and upon touching or pressing its button (one of one or one of many buttons) creates something like an orchestra of sounds

-kids let their dolls play with instruments; often kids can play music together through their dolls

-Additional applications:

+ The different "R" musical instruments around the room are activated when central "R" control device activates them. Be in a room of different musical instruments.

+ Activate items to move (easier if within stationary position) as well as sound: animals, dolls ....

OTD: "R"; "S"; "C"; pp; mp; uk; date; interactive; educ; toy; all; "mic"; portable; "M"; bp; sp; osc; vc; egh; score; tgh; md; cart; cp; uip; character; distancer; motion sounder; float; cc; tilt; composition.

3C-481 TOY SOUND ACTIVATOR: Toy's airwave transmitter activates sounds of other toys. Examples: Toy gun firing causes enemy fire; throwing grenade activates stereo sounds.

-Similar to older KN: toy activates differing sounds according to toy's location. PS-Zone.

-Toy gun when pressed makes its own sound, but then results in: sound of other guns at distance location(s) (from "R" speaker); the sound of person(s) being hit by gun fire; sounds of glass, etc being destroyed.

-toy grenade's "sensor" transmits signal when it hits ground (vibration or motion sensor), or child can press timer prior to throwing which then activates sound from remote stereo.

OTD: "R"; "S"; "C"; pp; mp; uk; date; interactive; educ; toy; all; "mic"; portable; "M"; bp; sp; osc; vc; egh; score; tgh; md; cart; cp; uip; character; distancer; motion sounder; float; cc; tilt; composition.

3C-520 MULTIPLE GARAGE DOOR OPENER: If the garage door you seek to enter has a car, then another door will open for you. Parts: Access, multi-user, sensors (for presence of car in garage).

+ 3C-540 PERSONALIZED PAGING SYSTEM:

The speakers broadcasting for the desired person are only activated if they are near the desired target. Desired target: in hospitals teams of people are near certain mobile carts, machines or other inside use vehicles; transmitter worn by person (in this case there are certain reasons why the standard beeper isn't used to get them, maybe they are a doctor and can't sanitize their hands by touching beeper); company buses.

-ap: if you only need one person in the group; its not cost effective or inconvenient for everyone to wear a beeper since the system might be activated per user too infrequently; person often forgets / loses their beeper

-tel: when it rings for person, it only rings in area where they are. The concept of a special ring is optional in this system. The choice of the system depends on user's tastes, work styles...

. For Techies:: U = This n~c~analyzer = access [only certain u (user) can receive nr (via heuristically or other means)] // ba ('behavior analyzer) [nr adjusts to u's perception style] multi-user [] // nr [] // osc [] // ps-zone [] // score [] // s&r [] // sensor [] // sound analyzer [] // tds [] // t [] // track [user] // uip [] // wa [].

3C-590 HUNGER INHIBITOR:

The following stimuli needs research to determine how they reduce hunger:

-sounds; visions; vibrations from massage machine or chair; smell generations (eg: incense). Parts: ba; uip adjusts stimuli to u (user) for max effect.

PRIMATOLOGY:

Elements in common to all primatology inventions:

-Device attached to primate via: strapping; insertion into body via operation.

. Inventions allow scientists to measure and study the following:

--medicinal effects on primates, and in tern humans;

--how environmental factors, which influence primates, may intern effect humans: population density; type roommates in cage; food intake; temperature; externally generated sound effects.

--other items studied: effects of medical operations

. These inventions are applicable to any type of animal (or maybe human) activity.

. Obvious Technical Details (see the file IMI7 for definitions; these elements are included only for technical feasibility instead of useful applications)

"R"; "S"; "C"; pp; mp; mouse; date; TDS; interactive; toy; basic; "mic" (measures animal's sound generation and correlates with other items being studied); entire systems can be set up outside in nature with wild animals; sst; printer; "M"; BP; alerter (for animal and or scientist); OSC (for animal and or scientist); egh; score; tgh; md; tr; cp; cm; uq; uip (on animal's behavior).

3C-600 MOVEMENT MEASURER:

Strapped to a body part, the movements of primate are measured according to the level agitation incurred to device.

-One of the methods via which to measure agitation: one small ball per cylinder; minimum nine cylinders.
--intensity of movements registered according to how hard ball hits the ends of cylinder [vibration 'sensor].
--primate's transmitter is recorded by "C" through its receiver
-applications: relationship between level of body motion to other phenomena being studied, eg: health, illness, environmental changes. "C" tabulates and correlates bodily motion with other simultaneously occurring phenomena.
-type movements made:
--arm, legs, head, entire body, finger movements
--types of entire body movements: jumping and swinging, and distance of each action
-measures sleeping cycle
Obvious Technical Details:
"C" "S";

3C-610 REMOTE CONTROL PRIMATE EFFECTORS:
Send particular signals to primates' receiver, which in tern results in invention strapped to primate to create the desired effect.
-Menu of possible effects: sends positive or negative behavioral reinforcers, eg: vibrations, electrical charges of pleasure or pain to particular body parts
-This product works in conjunction with our Movement Measurer invention.

3C-620 PRIMATE PREFERENCE IDENTIFIER:
Know which males or females primate prefers, and how often the two are near each other.
-Methodology: uses a distancer to know when monkeys are closer to each other
-Analyzes behavior prior to meeting the other monkey, eg: amount of movement with the Motion Detector. Motion can be measured as "courting" prior to actual meeting, via "C".
-Correlates types of behavior with other female or male primates according to external factors.

3C-630 EXCITEMENT CORRELATOR:
Correlate level of primate's excitement with the other elements being studied.
-One method for measuring excitement: heart beat while the primate is not in major physical motion. Motion detector's inactivity while the heart rate is beating faster than normal signifies primate's excitement.
--system memorizes primate's normal heartbeat while inactive, and while in different levels of activity. Should the level of excitement curve go higher than the normal physical activity's correlated heart beat curve, scientist can see there is an above average level of excitement.
.Applications:
-works with the other inventions
--eg: when "R" control is used to generate effect on primate, able to measure primate's level of excitement

-effect medicines have on levels of excitement, and the corresponding excitement curve

3C-640 BLOOD ANALYZER:

The implant checks for changes in the blood contents.

-Methods: device's chemical "sensor" (miniature chemical laboratory)

sends signals to its transmitter to send signals via wireless

-checks: temperature; red / white blood count; chemicals; antibodies; viruses; Ph balance; etc

. Also analyzes:

temperature (also: frequency and length of any fevers); breathing; urine; feces; sweat; movement of eye lids; frequency of cleaning; muscle activation analyzer; stomach (frequency of eating; length of time contents are in stomach; Ph balances; any stomach upsets...); frequency and time span of chewing.

. Product usage frequency tabulator:

Measure the frequency, time span and method in which product(s) were used.

Products: bells to release anger, or used for fun; food dispensers;

--- END OF PRIMATOLOGY SECTION ---

3C-660 INTERACTIVE PROJECTED DISPLAYS:

"S" is projected onto any flat surface, eg: screen, wall. User can interact with system and its "S" by blocking light, which goes from device to the flat surface.

-Related to older KN (invention) (maybe in C, and this older KN (invention) deals w (with) interactive screen on car's dashboard).

-Device knows a light has been blocked. User sets the distance device is from screen. If the reflecting light (going back to device's visual receiving sensor) notes that the light returning is from a shorter distance (system counts number of waves of light)

O-other interactive signal creating modes: by blocking any other light (our laser keyboard or laser switch ideas) --or the screen can be at an angle which doesn't send light back to the device, and by blocking a light with finger or any other non-opaque device, device gets light back for the particular part of "S" that signifies what the user wants.

---different colored opaque pieces reflect back different light and intern generate different signals

.---screen projector's transmitter, and visual light receiver (analyzing signals of light block...) can be far from each other - so as not to require the screen to be at an angle. Or the projector can be at an angle.

.-screen projector's transmitter might be portable device

.-some limited functions within this over all possible array of features: just be a "S" which is projected onto an outside flat surface. Such "S" may always be in occurrence while device is "on", or may occur only at important moments.

-applications: playing games, eg: any board game - chess, checkers, go, monopoly; card games.

-"Locator": the location of person and or his device(s) activates certain functions, and or initiates certain menus.
-OTD: "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; basic; game; entertain; exercise%; portable%; printer%; ch; au; "M"; bp; osc; balance%; speech; vc; egh%; score%; md; cart; uq; mq; access; pi%; character; locator; multi-user; "R"; notifier; composition%; air pad.

3C-670 REMOTE ("R") CONTROL MOUSE:
Has all functions of standard mouse, except it works without a wire. Plus has a keyboard with 4 - 70 buttons. Is located in the IMI file.
-this product was probably released publicly after this original patent filing!

END FILE 3CI

File: A B C / 3CQ
FILE: 3CQ:

3C-220 AIRBORNE PARTICLE ANALYZER:
Judges the contents of container or item being studied outside container by smell(s) it emits (quantity, timing, frequency...). For biologists.
-system analyzes for amount of total particles in the air; system is also asked to check for particular type substances
-tds any changes, and records type change
-according to type change in smell, system can act according to program, eg: change temperature, dispense chemicals...
--prints out graphs of changes in smell (airborne particles) and changes in environment, eg: temperature, dispensing of chemicals...
-exists: sniffing machines, seeks human breadth, bombs, quality of food (eg: taste testers). A new booming area.
. . For Techies: "S"; "C"; pp; mp; uk; mouse; date; tds; educ; all; "mic" (changes in sound); alerter; osc; score; cart (of airborne particles to be dispensed by the product); cp; uq.

3C-270-083001 TOUCHLESS MUSIC PLAYER: Make sounds imitating or synthesizing your movements. The movements of small transmitters placed on arms or legs are analyzed by receiver. Example: play drums with both hands without having to touch anything.
-related to existing music glove

-(Distancer) User puts transmitters on their ankles and wrists, dances to music from some stereo or radio, then the device's doll will dance in similar style to the person. Doll's receiver recognizes the positions of the four or more transmitters to each other, and moves accordingly.

.-It might be helpful to have one transmitter at the belt as the central point via which the other transmitters' locations are located.

* For Techies: hand band with such transmitter (wrap over forehead)

.-Exists: devices which move in rhythm to any type of sound. Eg: it can bend each time there is a beat to the drums or piano.

* 3C-580 CAR INTERACTIVE SCREEN: Any semi flat surface in the car can have the functions of an interactive CRT screen. By touching appropriate place, user can make the desired commands.

-Lasers (Laser harp invention) when tripped show where finger touched screen.

.-interactive screen: front or side windows; dash board... when touched in certain place, activate signal (this system exists with Interactive CRT systems)

-clear or faint markings can be on the surfaces designating set or changing menus and choices for that section of the surface area.

--if on window, may use see through ink

--the actual surface area can turn into an "S" system, which changes images according to the screen user are in.

---surfaces: windows (lets people see in and out too); pop up "S" from dashboard...

-Some of the command choices: audio system, heating, air conditioning, locking doors, safe driving options

.-people want many products for driving, yet they are unsafe to use. This is a much safer and user-friendly system. No need to bend down and select complicated keys. The applications will be those, which are desired for and compatible with driving.

--other interactive options are only for those in the passenger seats

-product applicable in other settings: home, office, R&D lab. Eg: control panel is on (wall, table, window, paper, plastic (sheet)) to control^: tv, stereo, kitchen appliances, computer (c), "t". This N (invention) is another version of "r".

-exists: interactive touchscreen in cars on CRT type screen

. For Techies: "R"; "S"; "C"; pp; mp; uk; mouse; date; interactive; educ; toy; all; game entertainment; portable (part or all of product can be taken out of the car); printer; "M"; bp; osc; vc; score; egh; tgh; cart; uq; mq; uip; character.

END 3CQ FILE

File: A B C / 4CI & 4CQ

FILE 4CI & 4CQ

4C-010 EAR RING ADAPTERS:

Converts earrings designed for pierced ears for those without pierced ears. Keep the beauty of the earnings by plugging them into magnets.

-related to 5A-440 Magnet Earnings: (non electronic) Hold earnings onto ear lobe without having to pierce ears by very strong opposite magnets.

*-earrings might flash lights according to

4C080 KEY IN TO IMPROVE CONNECTION:

Recipient of any communication, signals sender to alter how they're transmitting. Goal is to improve reception for receiver. Sender may (not) know receiver asked this – enabling better communication (without disruption).

-Tel option example: Listener controls volume of recorded or live information (that is user's keying in tells sender on tel line to automatically boost their volume) - doesn't require complicated equipment from listener, just punch certain key on "T" key pad

-signals from other call are louder when user presses eg: # on their tel (which doesn't have the capacity for making their t set's incoming sounds louder).

-less need to shout on international calls with poor reception, or when used in the many countries with poor tel lines (when there is a bad connection).

-related to other 4CG N.

-D: t (remote location) = k (punches key(s)) = tr/rc = t (more complex t sys: receives keyed in request from remote t -> increasing/decreasing/altering (voice mail) osc/pr (audio program) as heard by remote t).

. D (Drawing): u (user) = This N~C~ANALYZER = ACCESS [] // MULTI-USER [each user sharing system at different times has non similar preferred connection settings/communication styles)] // NR [receiver silently notifies sender('s transmitter)] // OSC [] // R [] // ROUTER [route communication to better channel] // SCORE [communication type/quality] // S&R [bad communication mode for better] // SOUND ANALYZER [audible sound quality] // WA [cell phone].

-Improves: user's [audio/visual] comprehension; system compatibility.

4C180 'CUSTOMIZE WAY KEYSTROKES ARE ENTERED: According to the software programming, the strength required to initiate a key is altered. That is, user can select how hard they want to hit the keys for computers, calculators, etc.

-program touch sensitivity, program if there would be an outgoing sound at each pressing.

-expensive to produce, but maybe for large scale production

-'score can show intensity of keystroke for 'education: some people hit too hard / too little, upsetting the system, e.g.: causing double hits when only one was meant.

4CQ FILE

4C-040 CALLER ID ACTIVATED SPEAKER TEL:

System automatically puts calls from special people onto the speaker. Answering machine takes call if user is out or doesn't answer.

-When calls come from certain "T" numbers, the speaker "T" automatically picks up the call.

.-works with 4C-041, 4C-042

-OTD: display; pp; mp; uk; date; tds; basic; caller identification system (identifies caller's "T" number); microphone; synth*; portable*; au; bp; osc; balance*; speech*;vc*; score%; cart%; sp "T"; cp; pi*; float (hand set floats); multi-user (different beeps, etc are emitted depending on which receiver is being called; 4C-041 Ring Identifier - if "multi-user" then prior to the speaker activation of caller's voice, there is a coded beep or audio announcement stating for whom call is for; cc*; remote*; notifier.

4C041 RING IDENTIFIER:

If "multi-users" use same tel line; then according to caller's id #, there will be a different ring when the call comes in.

-Known and unknown numbers (via caller ID) are processed differently. Each type of incoming call generates a different type ring, saving owner from having to check if incoming call is from a known number.

-owner programs their "t" for desired tel #'s (sys seeks particular incoming calls). When desired incoming call comes, receiver's system processes such calls (when desired) in different manner from unknown callers / calls from unwanted tel numbers.

--eg: desired caller -> rings on user's handset; unknown call / unwanted caller -> call taken by answering machine (without disturbing receiver)

.-person #1 programs their desired tel #'s and when person #2 hears ring for person #1, person #2 either lets person #1 or the answering machine take the call. Caller is unawares of this system.

+ Exists?:

-did someone say this product exists, and that the usefulness for receptionist is only area maybe patentable?

-second person said: rings differently per type incoming call. Personalized incoming call ringer exists.

-OTD: display; pp; mp; uk; tds; basic; osc; vc; speech (tells who call is for and from whom); vc; score%; sp "T"; cp; uq; pi%; multi-user; notifier.

4C-042 PERSONALIZED OUTGOING RECORDING:

Caller ID states whom call is from. If receiver doesn't want to take the call, they can pretend not to be at home but to have created a special message for this caller. The important point is that a beep follows the spontaneous message spoken by user into microphone, so that caller thinks they received a personalized recording only. Even the audio message heard by caller could lose some of its quality to help caller feel they reached a machine.

.-works with 4c-040, 4C-041

-OTD: s; pp; mp; uk; tds; basic; osc; vc; speech (tells who call is for and from whom); vc; score%; sp "T"; cp; uq; pi%; multi-user; notifier.

END FILE 4CQ

File: A B C / C Misc Charms

MISCELLANEOUS CHARMS FILE:
CONSOLIDATED FORMERLY SEPARATE FILES.

FUN FILE *

SOUND MAKING TRINKETS. Electronic gadgets sounding like:
bells, clippity clap (type sounds) bent pieces of metal, snappers, whistles, diverse percussions.
-Small electronic musical toys with 1 or more buttons, each making own sound upon pushing it (playing them together can make music too, etc. Put all on chain/string for bracelet, necklace, etc and when they touch each other makes sound (including electronic music toys). Each shape has own sound: parrot, even imagine what an orange sounds like, a small school house (saying "let's learn" giving good first impression to kids).
-Game #1: Charm switches sounds of objects, person must remember which object makes which sound. Before next game, select different sound option for each charm.
Game #2: Easter type game. When user finds one piece and presses charm's sound button, the first's sound activates the next charm (which receives the first's sound) should make a sound, person finds next piece and goes to following piece in complete circle until all found.
-Learn Languages: Each charm's shape can resemble the word it makes. For children learning their first or second languages, eg: fruits, animals. Option: can reprogram charms into different words and or sentences
-Misc: sounds in standard or regional dialects or somewhere in between; can buy, borrow from school library, or pay to rent

ALTERNATIVES:
. piece(s) used by inventors for putting parts together, in their combinations they produce an orchestrated sounds, designed to magically interact with each other. Trade Mark: Magical Music Blocks.
. for the woman whose lover or husband forgets to put down toilet seat - the charm alarms after flushing if the seat isn't down
. sounds when two shoes touch
. attach to drawers, sounds when opening. Especially for young girls.

. carpenter's tools: they often leave tools behind. Makes a single short sound if tool is too far from carpenter's waist strap bag.

. for child's play box, sounds whenever opened: drawer, chest, game box, box sold by manufacturer to hold to

. joke: put under carpet so sounds like wood floor is badly creaking

. wedding ceremony sounds: joke for people dating, on honeymoon, valentine's day, etc.

OPTION: have charms create sounds upon their receiving laser. Make music. Sound may continue from one second to several minutes, allowing single or multiple sounds occurring simultaneously. Cheaper option: charms might only be activated manually.

-options: have many little bird charms that can sound simultaneously. Buy a few and enjoy, then go back to store buying more for greater effect. Enjoy having the whole room or house chirping!

*CLOCK FILE

*B4-51 CLOCK TALKER: The user wakes up happier hearing the alarm, time, weather and type news desired, without commercials. Allows the extra precious minutes under the bed covers. Unique product integrates voice clock with on line weather and news selections. Includes: "osc"; "tds"; functions according to: pp; mp; uip; cart. TECHNICAL DETAILS:

WEATHER OPTIONS:

. Hook into telephone line, clock dials in for info. Receives digitalized or verbalized info. Product manufacturer can provide information telephone lines, which the Talking Clock dials into prior to the programmed awakening time.

. states weather before leaving bed and or opening window and or curtains. Know how to dress before leaving house. Weather reader (thermometer) outside is hooked into clock and gives verbal read out of temperature and maybe, humidity.

NEWS INFORMATION OPTIONS:

. The user only hears the type information they need. They can personally select to hear: News; Financial markets: Dow-Jones Average, NYSE [New York Stock Exchange], AMEX [American Metals Exchange], OTC Report, Bond Market, Precious Metals, Commodities Report; Sports; Soap Opera Updates; Local, national and international weather; etc. Select what you want saving self from bombardment of ads and other unwanted info.

STAGE 2 ELEMENTS:

Talks to user in many ways such as when it is time to wake up and even gives the weather outside.

Quotes:

. lunch time, coffee break time

. Getting work done? (programmed to speak every so many hours)

. ( ) minutes until: you have to leave for work / its time to go home/mother in-law comes / deadline (so many days and hours away)

. "Good morning Susan, Mr. and Mrs. Tanaka, its time to get up"

. it is now ( ) : time maybe with day, date and month

. Stage 2: you have the following appointments today

TEL REGIONALIZER FILE

A3 TELEPHONE REGIONALIZER

Callers of major telephone sales outlets, customer service, hotline and related departments get in touch with people who may better fit their personality types. When they get voice mail or are on hold they hear music popular for their region of country.

Telephone receiving switchboards judge probable personality of caller based on their records for that caller's telephone number's previous history with their organization. For telephone numbers with no known history the tel area code (and maybe first three digits of tel # showing region of area code) determine their possible personality types (much like insurance companies judging people by their zip codes).//

Legislation will probably soon allow receivers of telephone calls to know caller's phone number. Currently such is possible only within intra-state calls.//

To alleviate the ideal situation of having tel answered in regional areas nationwide, the accent and or music will slowly convert to the style of the people at the receiving end. (Eg: caller from South Carolina calls Manhattan, first they hear Nashville hits, then accent and music begins to accentuate itself to the Manhattan dialect. Telephone equipment also adjusts voice and music output according to type business receiver is in. If available employee with that accent (or more likely, the personality disposition most suited to caller's area, eg: get New Age person to take calls from West and Southwest; Spanish bilingual to take calls from Miami, Puerto Rico, parts of Texas; warm bubbly personalities to take calls from the south; preppies to take calls from northeast, middle of the way types to take calls from the center of America; ritzy princess or prince types to take calls from New York City metro area, and so forth.//

- target software for all seven Baby Bells in the US. state we developed Supernumber ™ being used by Baby Bells - TM in Illinois in early 1980,s.

- research: does this exist? How did you conduct the research?

Parts: 'BA, 'UIP, 'Router

A3-6 DIET DIARY

After extended use, system tells user how food affects feelings, behavior, performance, thinking, etc. Punch in moods, and foods eaten. Can buy or borrow from doctor, therapist, store to help evaluate foods on emotions, creative thinking ability, performance, and sports ability, sleep problems, etc. Use for several weeks to a year. Machine recommends which prescription/OTC(over the counter) drugs to take, and can be further complimented with therapy machine for greater alterations and input of data for desired changes needed. To select food eaten, key in food category, then user directed via more subcategories to food item (& or common brand in country). For user feelings, select from general category and or then subcategories that best describe feelings. Virtually everyone would like to know the answers. Information is far easier to calculate by machine.

Options:

recommends diets to: negative foods to which there may be a strong preference - regardless of its negative effect; balance poor nutritional intake

AA3-6A DAILY DIARY

Can mix idea with Diet Diary #AA3-6. Measures how user is influenced by:

particular music, entertainment shows, people, ways or times of travel, reading or not reading the newspaper, working on computer, anything and when it's better to avoid, weather, light, room or place user stays, sleeps, reads, or eats in..., colors, indoor or outdoor activities, etc.

Research Uses: good for consumer behavior, psychological, sociological, medical, scientific, organizational behavior, product design research

Helps User by suggesting: what where why when how to do, observe, respond to things in (non) altered ways; time of day when their decision making and or intuition has been most successful (user keys in topic of decision(s) made, approximate time of day. Product can supplement interaction w/ (socio)psychologist/social worker.

Note: Manufacturer must study behavior of mankind well before developing software. Machine can suggest therapies in the areas of art, music, play, gardening, and type hobbies...

Additional Options:

Machine might make scientifically selected sounds/music, which may help user according to their current situation. Eg, music to make them more outgoing, creative, awake, positive....

Recommends which activities, foods to eat (and maybe even when) in general. And or suggestions targeted only for certain activities, eg: creative thinking

Technical Details: requires user to key in all above or any number of influences that are being checked. Before beginning self-analysis, user might be asked questions (eg: history; which do you like more, a, b, c or d?; etc) demonstrating their behavioral - thought styles

The diary type products might be software inserted into home PC's, or even portable w/ built in software! Culturally adapted to dozens of languages and their type diets, activities.

Trademarks: Therapy Machine, Guru, Personal Helper, And Personal Guide

A4-70 DIVIDER FILE

A sound and or light dissection device.

SOUND DIVIDER:

Works like light prism divider for sounds, this divides sound into different parts that are normally heard only simultaneously. Repair people could use to diagnose machine problem. For the fun of it kids can study sounds of: refrigerators, cat meows, engines, music, etc. Divide by fq or time dimension. Identify object or problem of machine --> machine tells user what the result is. Option: an optional feature for sound synthesizer, g. Omit certain frequencies, keeping the others. For personal or, scientific purposes. When writing description, focus on consumer applications.

SOUND DIVIDER USES:

o Repair: engines out of sound alignment, by sound one might catch something wrong as well. Tailor dividers to particular repair functions.

o Behavior analyzer (via voice pitches)

o Contents of matter by how it bangs, shakes

o Music analyzer - how it effects people. Uses: how it influences people during studies, quickly matching appropriate music/tv sounds to ad insertions (the machine's info is another element to influence decision).

LIGHT DIVIDER USES:

- can read colors received, or display the divided spectrum of colors its viewer receives

o from a distance: surface content analyzer (content analyzed according to color and how machines rays, lasers, etc bounce back to machine's receiver

o from a distance: machine sends out sound and receiver analyzes item's internal contents

o locate needle in haystack in commercial applications. Eg: when color of object matches lens's criteria it shoots out laser to object.

RECIPE FILE

AA3-1 ELECTRONIC RECIPE

System develops/suggests needed recipes/elements for your desired foods.

Program type food, # and size of servings or volume/weight, regular - low - no salt diet, allergies, preference for more of certain type herbs, etc. Machine will give user the exact portions of each additional ingredient needed. Save from calculating percentages of teaspoons, tablespoons and other complicated messes. Get the perfect recipe each time regardless of the size serving.

Therapy to touch the right spot according to how you feel. For noodles, dressings (salad, etc.), drinks. Can have liquids too. Can take your own personalized formulas too. Good for stores not selling herbs. Manufacturer can ship herbs directly too. Polaroid concept: client's must buy supply contraption - no self filling; sell machine at low price, make money on hers. Client may or may not be able to add particular spices when they run out. Price for herb supply can rise faster than machine price. Print out or screen shows how much of other things u (user) need, eg: ingredients for salad dressings, pasta mixes, drinks, lasagna, stewed chicken, etc. M also holds: beans, small dried chopped vegetables & mushrooms & meat pieces, soup bases, dried milk, nuts, powdered (artificial butter, pasta bits, etc. Connects with water for dispensing, can also store bottled water. Grows sprouts.

Herb Selector; Chef's Herbs; Just Right; Master Herb(s); Magic Mix, Herb Therapy. TT, LL, E, W2

1A// RECIPE SECRETS: mix with Herb Selector. Upon dispensing food it cooks via microwave or heat. u (user) can call m remotely and pp what to eat. M can hold frozen food in frozen section.

TM: Convenient Cooker/ing

1B// WORLD RECIPES: mi 1 Herb Secrets, 1A Recipe Secrets. uk country & food category & chooses from options. Op: "S" recipe only.

1C// VITAMIN SELECTOR: gives vitamins and or herbs ao (and or) written suggestions according to u's ailment, desire and also a general formulae the basis for normal and all other days

Trademarks: Herb Selector

Hold the paragraph for Stage 2 possible development:

Ingredients come down little shoot from each herb, which is lit when container presses against it; or entire mixture comes down one main shoot (former better). Maybe excess herb sent out for all or small portions for accuracy. Certain herbs of frequent use have larger reserves (boxes). Replace entire herb collection periodically in simple step (save from réplacing each one manually). Holds 12 - 200 items. Option of putting your own herbs for own formulas; soup mix dispenser (chemical free).

. D (Drawing): u (user) = This N~C~ANALYZER = EDUC [healthy diet] // MULTI-USER [users' own recipes] // NR [something not right, eg: u's request, or final recipe] // OSC [] // SCORE [of what's: wanted visa a vis what's available]// UIP [tailored recipes] // WA [shopping list for store].

SCALES FILE

Parts for below: score, tds (when pills dispensed), uip (suggests how much of something is needed (based on time, last time something dispensed). Elements are 'scored and 'analyzed based on their [changing/changeable] weight, that system ['predicts how to] 'customizes accordingly.

Pill Scale: measures approximate number of pills in container. Saves from having to count pills. Of use to people who need to know when its time to get refills (great for those who constantly worry about their taking pills and related matters - invention might focus some of their nervousness more effectively) Great for pharmacies, hospitals, chemical labs, etc.
User weighs one pill and puts weight into scale's memory. Scale then divides number of possible pills from entire bottle on scale. -pour pill contents into scale's or any other container. Don't need to adjust weight if using scales container. Minor adjustments might be necessary for professionals due to wear and tear on container - scale allows such option.
-have system of using certain bottle types and scale knows bottle weight by user's keying in type bottle, or user might guess the weight of bottle to be equal to certain number of pills
-the scale is designed for this particular purpose, easing the number of keystrokes necessary, and be of appropriate size and precision. Change the product a little from the standard type and get more scale sales.

Animal Feed Scale: laboratories studying animal behavior may like to know weight of dry food at any one time. Scale also memorizes animal's eating behavior cycles and can show info on its display, or put scale's disk into computer with appropriately designed software for analysis.
-if animal eats too much or too little during certain time period invention responds by: taking away food for any time duration; giving more food; changing food; making sounds (eg: other or related animals, mating calls, music, human voices, non meaningful sounds giving feelings of good or bad moods or anger, etc); dispensing of liquids, odors, shower of water onto animal; vibrating cage; opening door letting another animal in or caged animal out; turning on/off, or decreasing or increasing light, heat, fan, radio/tv/music/sound; alerting pet researcher/care taker; providing any other substance for test purposes.

Shoe Scale: measures person's approximate weight on their shoe's read out. Read out located outside or inside shoes: great for tennis shoe market.

Toilet Seat Scale: measures person's weight.
-displays or prints out weight onto toilet or regular paper.

Blind Person's Scale: uses Braille

SELECT A/V FILE

AA-B3 SELECT AUDIO VISION (PRE VIRTUAL REALITY MACHINE)

Special Glasses only sees what and how one wants to see something, or blocks undesirable elements from vision.

- changes all or certain colors. Programmed by manufacturer and or user. EG: everything but green turns yellow, this also enables faster search time for a green part.
- gives sound according to the color that falls within the target area of lens. Can also take a general input of all colors for larger area and accordingly output matching sounds. Eg: in a room with only cherry red (walls, carpet, furniture, etc) there would be the pure red ("cherry") sound. Manufacturer or user programs what sounds match colors. Manufacturer can adjust by regional area, age group marketing targets, etc.
- by just listening and sitting, one looks at inside of glasses or depiction onto visual display for colors created by sounds.
- entertainment product versions allow user to select type format by which colors are matched to sounds -- ads variety
- imagine uses in interactive games
- items within target area appear to be floating (surrounding area blocked out, experience item like it is in space)
- view LSD type visions
- add stationary visions that don't exist, eg: flowers, fantasy angels...
- use a switch to view different effects at users control

Converts sound and or music into colors! Creates shapes, lines, bar graphs (w/ dancing circle on top of each bar). Each ball beats simultaneously or in consecutive order to rhythm.

Parts: visual analyzer; VR; artist; uip; educ; tgh

AA4-59 SKY CLOCK FILE

Curious about the natural time, or felt like leaving your watch at home? Learn the natural time of day by sun's angle. Machine has ability of knowing what is horizontal for developing frame of reference. Each kilometer east or west has a different sun rising time and hence different time. Unaffected by day light savings time. Technical: the compass pointing north tells device where sun's peak. On clear nights, it looks for star constellations, coupled with the internal clock that knows what positions stars, moon, etc should be in connection with the northern point. Clock should work on lightly overcast days too. More enhanced models seek other frequencies from the sky and work in any kind of sky condition, day or night.

Marketing: Target elementary and high schools, hobbyists, sailor enthusiasts, hikers.

VIDEO FILE

AA4-67 WORLD APPLICATIONS VIDEO

Visualize how other cultures interact with similar products. See how other peoples interact with, and or design similar things. Watch foreigners using/interacting with item/topic of interest selected by viewer. User selects topic and then sees all cultures in data file automatically, or they can opt for certain cultures only. User experiences video and or audio effects (sounds words music).

Applications: Research & Development and new product departments (get fresh ideas); student school projects; tourist agencies - showing potential travelers how different cultures handle client's interests: hobbies, leisure, cuisine, etc.

For advertisers, academics, new product dept's, etc: Experience the sociological and psychological interactions with given points of focus (eg: uses of products) that help shape-purchasing behavior in countries worldwide.

Trade Statistics: certain viewers (especially those closer to the distribution side of development) may wish to see volume of consumption per cultural market (eg: Arabic sales). Of less interest to those using machine to generate creative flow for original product ideas, which might later be altered by another person selecting the statistics option. Includes: averages for incomes, disposable incomes, competing products, profit margins for related companies in market, etc.

(Small user market) For entertainment managers: learn to integrate your performer's style with that of the targeted culture.

Technical Details: Cultures foreign to the user's culture might be less strange in facial expressions, dress, etc focusing on the novelty of product applications. This helps ease culture shock. For example: The British might be shocked seeing Japanese cheerfully slurp their noodles from the hand raised bowl when selecting the pasta, fast food restaurant or food utensils options.

Advertising: "Man has historically learned from other cultures." "The successful are the fastest to learn from other cultures." "Other countries have large numbers of ideas untapped in our own country." For Americans: "It's a world market." "Think Global"

Trade Marks: 144 Countries, Intercultural Fertilization, Idea, Europe at a Glance..., Hobbies at a Glance..., World at a Glance, Product Applications, Creative Applications, Creative Possibilities

. D (Drawing): U = This N~C~ANALYZER = ba ('behavior analyzer) [] // EDUC [] // MULTI-USER [db (database) characteristics of different (sub)-cultures] // SCORE [(non)compatibility of inventions/services/idea for target market/culture/mind-set] // S&R [offensive or less effective cultural icons/slogans/ideas with better ones] // SOUND ANALYZER [which sound inflections work better W5] // UIP [tailored for User (business)] // VISUAL ANALYZER [suggests altered colors or shapes (for products/logos)] // WA [].

AA4-69A PRODUCT VIDEO DEMONSTRATION

A client is interested in a particular product or service - they in tern press button(s) demonstrating more information via audiovisual effects.

STORE APPLICATIONS:

This machine has product information, which demonstrates how product functions in any one of the many possible uses. The machine and or client may select which applications are desired for viewing. For: home tools like kitchen utensils

miscellaneous gadgets: massage, aquarium technology, new electronic products, gardening, food preparation for selling edible ingredients; cosmetic application; arts & crafts; board/video games; time lapse photography of bulbs, seeds, etc

educational aids; encyclopedia sales - machine asks potential buyer age of their kid(s) first and or any special interests; easy (low risk) self-applied medical procedures; home sewing of fashions, draperies, pillows, etc. Get ideas, ask

machine to print out plans for designs liked. Then buy the

recommended fabric; exercise equipment with sexy models

OPTIONS: Either the client and or company employee may start/control the A/V presentation.

END OF FILE: C MISC CHARMS – File: b c/c/c miscellaneous charms

"B" INVENTIONS DIRECTORY FOLDERS

Table of Contents For "B" Invention Files:

. 1BI
. 2BG
. 8BG
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. 6BG
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. 6BQ
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. 8BQ
. B7Q
. BN-MENU1
. COMP-G1

File: Peter / A B C / 1BI 2BG 8BG B7I

FILE FOR INVENTIONS IN SUB-FILES:
1BI, 2BG, 8BG, B7I

1B010 PERSONALIZED ANSWERING MACHINE: receiver programs telephone answering machine to give out different messages, according to caller's tel id number,
-very related product in file A6.
-(Special devices exist which allow the receiver to know the tel number of the caller.)
So the receiver can input the caller's home and work tel numbers, and give just calls from those numbers special treatment.

Special treatment possibilities: different outgoing messages (nicer or more business like, etc); when a call comes from the desired tel number the answering machine's beeper can contact owner of answering machine or the owner might get a call from the answering machine with a recorded or coded voice/sound stating that a message from desired tel number was received, then receiver can call machine and get message, or machine can give message to owner; calls from desired numbers are call forwarded to location of owner (tel #1 calls tel #2, then tel #2 automatically transfers call to tel #3 since this is such an important call).
-for statistical purposes device keeps records of all incoming calls for offices.
-Footnotes: different length of time device may record incoming messages.
. For Techies:: all; displays tel number coming in or being dialed; pp; mp; uk; date; interactive; microphone; synth; portable; mfh; vc; score; tel; uq; pi; character.

1B120 CREATIVITY ENHANCEMENT DEVICE (formerly called, Brain Light): (Was Invention # 1A-6)
Machine measures person's creative brain waves and feeds back information for their development of creative abilities. A clear barometer of their frequency levels allows users to gain greater clarity for control.
-moved to "tgh"

2B-150 CLAP LIGHTER:
Activates with a hand clap or whistle. Use for lighting a cigarette.
-Lighters on tables can also be activated by tapping on the table - (the sounds transmit to the vibration 'sensor).
-Compartment can open up to ashes, etc via another type of clap or sound. Then it closes after the required time to finish smoking the average cigarette. Or can open at push of button.
. OTD: Remote ("R"); all; pp; mp; date; toy; entertainment; "mic"; t; bp; sp; osc; cm; clap.

8B-100 INTERACTIVE SMELL EFFECTS: Interactive devices use smell to create better effects. Examples: Video game emits smells proven to induce excitement; also for

-smell emits when: person or creature is hit; one goes into certain area: mushy swamp, garbage dump, smelly room; one comes close to smelly creature; when danger lurks; opening of package, etc; entering a restaurant; cooking; getting sweaty from activity; getting nervous; etc

-smells can also be very subtle

-the actual amount of smell might be minimal.

-applies to other audio-visual product packages: "C" based training; interactive video (system activated by user touching a scream - key boards may be used, but not required)

-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc

-product was merged with product 8B-19.

. For Techies:

"S"; pp; mp; uk; mouse; date; interactive; educ; toy; all; game; entertainment; osc; vc; score; tgh; teach; md; cart of smell causing elements; access (if smell device is used in arcades [public places with video games]); uip; character; system alerts user that chemicals needed to cause smells are out or running low in supply.

8B-280 Vending Machine Analyzer: Studies consumer purchasing behavior. Connects the time of item sold with other events happening simultaneously: time of day people prefers to buy, news stories, etc.

-Date stamps each sale. This information is entered into computer(s), which correspond this with weather, current events at time (especially as broadcast/published in mass media). Understand purchasing behavior better.

. For Techies: Some models might also take picture of purchaser; "S"; "C"; pp; mp; "S"; basic; score; cart; access

B7-070 Fish Exciter:

Put something to excite fish in your tank! Sound, minor vibration, odor, food, etc.

Option: can easily change its appearance and or smell creating new curiosities

-Also must feed the fish

-Need not be electronic

-Applies to fish most commonly sold in pet stores

-Should not scare most fish.

Footnotes:

All; "S" (visual effect influences fish); pp; mp; uk; date (when to feed, or stimulate fish - does so periodically); educ; toy; game; entertainment; portable (to other fish tanks, seas, etc); "M" (for complex biological studies); bp; sp; alerter (if fish fails to perform, or is ill); osc (fish hear via water molecule vibration); score; cart (sounds, smells, food).

B7-110 REFRIGERATOR RETARDER:

. Time delayer: can't open for five minutes and then must be there during the 60 second opening. Control yourself (from going to the refrigerator) for these sixty seconds and you can't get into the door without restarting the start option of opening the door. Plus the fact that one has to go through this procedure is an inhibitor. Chronic eaters often eat to avoid a psychological feeling and come a little later, the spontaneity's desire may reduce. Good for Caucasians, which are often over weight (Japanese export to such markets, though they eat healthier than most).

-also for other things one wants to inhibit opening, eg: liquor cabinet, pantry door.

-device makes bad verbal comments or sounds upon opening - designed to reduce the pleasure in opening

-if there is an emergency to open the refrigerator, it can still be opened but with a horrible alarm. And if it is opened before time, a special button or other trigger need to activated.

Footnotes:

This device may be used just for certain sections of refrigerator or other bureaus; all; "R" (door opening); pp; mp; uk (time periods as described in description); exercise; alerter (if door opened too often); score (frequency of opening door...); cart; access; uip; character.

END OF FILE FOR INVENTIONS IN SUB-FILES: 1BI, 2BG, 8BG, B7I

File: A B C / 2BQ

FILE: 2BQ

INTRODUCTION TO FILE 2BQ INVENTIONS: Like in other 'designated files, these products respond to humanly generated clapping, snapping of fingers, whistling, sound generating equipment or objects, etc. The humanly generated sound initiates the desired function. This clap recognizing part is inserted into each product description below.

Our invention number precedes each invention.

-'Sound Analyzer's 'Seeker causes 'Reaction. 'Reactions to Sounds in file 2BQ. 'SA -> 'Reaction -> 'Customized Function. Utilize the basic part of microphone hears certain sound frequencies (clap, whistle...) and the specific frequency of certain duration and or number of occurrences activate or deactivates electronic operation.

2B-1: WHISTLE COFFEE MAKER:
starts brewing at sound of person's natural whistle or clapping hand. People wake at different times and they may like the freedom of having it just when they want it (a little different each morning), also whenever during the day. Receptacle can hold enough water for several brewings. The last time a person gets coffee, they can deposit grinds into catcher.

2A-2: WHISTLE: requires user whistles in particular tone, which requires mental alertness in order for machine to go off.

2A-3: HANDS FREE: your hands tied down with something (or don't have hands)? Whistle and when done in certain Morse codes, can initiate simple mechanisms for robotics, desk computers, artists with hands full, etc.

2A-4: MORSE CODE: according to whistle's Morse code - lamp moves into particular position - ideal for person whose hands are busily engaged too. Also, lets user keep their eye on project without moving.

2A-5: ANNOUNCER: Guest or resident giving whistle Morse code upon entering has their name announced. Great for people who live at home and don't want to mention they are home. Good friends are made to feel like such when given their own personal code - though they wouldn't be given a code for entering since neighbors can learn it.

2A-6: MUSIC MAKING PRODUCTS: Based on type of whistling or percussion instruments, music machine responds with programmable sounds of its own. Have a one man band become a multiple man band. Most of user's music won't deliver commands to music machine. The percussions of only certain provided instruments and or type whistling, etc are what trigger corresponding musical notes or sets. 'Composer.
. Music Memorizer. Records sounds created by user and then 'synthesizer plays back:
a: more quickly
b: more slowly
c: more quickly
d: in different pitches
e: with additional sounds inserted.

2A-8 GAME WATCHES: get time by whistling a code and hearing time in beeps or the verbal equivalent. Great for novelty, blind, people working in photography dark room, etc.

2A-10 ETCHING EQUIPMENT: Same principle as Sound Art, this time the laser or other etching device is directed by user's sound creations.

2A-11 VIRTUAL REALITY HEADPHONES:

Hear the sounds around you in new ways as you walk around. Enjoy the new perception of everyday reality without loss of functions! -Each room entered creates a different sound, eg: new background sound. Upon re=entry to room, a new sound not heard before is possible.

* 2B140 PILL REMINDER: Tells user when to take which pills.

Alerter is deactivated when pill is taken out. Exists.

. Has memorizer, which announces its time to take pill or do necessary task. Great for those losing their memory. Designer models can give the short love messages of loved ones to their parents at pre-programmed times of the day.

-attachable to hearing aid device; life alarm system (aged people who press the necklace which calls for police or ambulance via tel ("T") line, simply by pressing the button).

-Exists? Footnotes: All; display; pp; mp; uk; date; portable; alerter; osc; cp.

. For Techies: All; display ("S"); pp; mp; uk; date; portable; alerter; osc; cp.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-pill and (alert notify remind alarm) and (time clock calendar).

2B-16 WEATHER CLAPPER:

At clap or whistle get the weather outside: just temperature or all the other vitals. Source: from wires to electronic measuring instruments outside; or modem which dials up weather service tel number and replays their announcement onto speaker or gets info in code and translates into verbal type preferred by user or as determined by type product user purchased. Saves time when you're getting dressed to go outdoors.

-Place device near closets where clothes, coats are kept, on the inside near the door.

-Can be activated by pressing button too

2B-17 CLAP REQUEST: clapping is easier for the old than reaching/walking for an intercom's button. The number of claps designates what is wanted, saves on nurse labor and elderly having to explain then be disturbed by nurse again with what was wanted in the first place.

-Each different clap combination (by number of claps, speed, tempo, etc) means a different command

-User may wear device as jewelry, eg: necklace, bracelet; keep in purse, etc.

-Device may also have buttons as a back-up measure (or no audio is used at all); each button represents different request (user or manufacturer decides what each button means); or different combinations of buttons can be used to transmit basic desires (eg: one button represents one clap, etc.)

2A-17-1 MICROPHONES: Programmed to start recording at clap or whistle. Saves from over recording. Stops at a slightly more complex code greatly minimizing chance of stopping recordation in the middle.

2A-18 NOISE METERS: Know when someone is approaching, though they may not know they are being metered. Meter checks for familiar sounds eg: type or any car driving into driveway;
-move to "sound analyzer"

2A-18 PUBLIC ADDRESS SYSTEMS: security is notified after a semi-complex clapping, whistling, "quite" frequency alarm triggered (eg: carried by UK, US high school teachers). System knows room of sound source immediately.

2A-19 ROBOTS: they come when you clap, whistle.

2A-21 MOM: Writes letters to your mom. It has all the juicy things mom's like to hear but for which you are too busy to think of. Allows user to personalize the letter as well. The letters become better than the real thing and mom won't feel left out.

2B-22 TRIPODS & CAMERAS: Still cameras and film cameras point to the direction of the clap or whistle or remote control's trigger. Code claps point it into pre-programmed directions. Ideal for consumers. At clap, camera shoots picture(s). Or director's transmitter (eg: as used by remote control devices for tv...) can cause camera to point. Value: centers picture correctly for still and moving pictures; allows camera to move between first and second shots ....

2B-23 MONITOR: At a clap, whistle, switching of remote control or touch of button w/ possible code for person sought, one can quickly see where wanted person is and see what they are doing within the premises covered by cameras. Each member wears a broach... which is picked up by system.
-Watch your child(ren), old parents, sick people, etc.
-Children need not always know that the jewelry they're wearing contains a transmitter

CONCLUDES FILE 2BQ
File: File: A B C / 6BE

FILE 6BE

6B210 PARKING SPACE GUIDE: Automatically parks car. System judges for distance and instructs car to move wheels correctly. Idea expands on obvious concept.
.-measures the space available for parallel or parking lot parking. Dimensions show up on screen.

.-guides driver as to how far and how they should drive and turn wheel; or better parks for you! System measures distances, so knows how not to touch anything else.

.-some street curbs might be difficult for system to gauge, therefore: 1. system goes in as far near curb as other cars (in front and behind) are parked; 2. driver can input if these other cars

.-it is likely this product may already exist (focus especially on recent inventions from Jan 1990, speak with auto experts if this product exists yet isn't patentable).

+ applies to the parking of: boats, ships ; trucks; buses; airplanes and other vehicles.

. For Techies: "R"; "S"; pp; mp.

+-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(auto car) and guide and (park parking parks)

-US Patents: 5011356 4145681 4641994 410186 3942257

6B270 WINDOW MAGIC: Curtains open and close automatically at desired times. Activated by timer, or light "sensor" for sunrise and sunset.

-opens curtains, blinds, windows (in summer - hear the birds) at designated time. Also has time "S" and alarm sound.

-*turns on lights at designated time

-*outdoor "mic" amplifies sound of birds starting from designated time. Continues according to UP, then shuts off.

-windows open under following conditions: no rain, and temperature is above and below certain levels. Outside meters are needed.

-device is useful in that it lets person sleep during early morning with curtains closed. Getting up is easier with the curtains, and windows opened...its the natural way to wake up.

-the entire electro-mechanical system with cords for the curtains are designed

-other uses: reduces crime by making people think you are home while away on vacation.

-* After this product becomes very popular, it can be designed to close/open at different times each day while user is on vacation.

-* can be designed to open briefly in the evenings when there is a full moon (maybe, when moon is positioned to shed light into the room). Nice for people - who might forget to appreciate the moon.

-* open curtains with "R" control device

-curtains close when it gets dark, or when user programs, or selects to close at any moment's notice

OTD:

"R"; pp; mp; uk; date; entertainment; hotels desk opens curtains at time designated by customer (both alarm and adjusts to the new natural times zones [solving jet lag])

-see KN (invention) in A directory.

. A1-240 Interactive Windows & Curtains: User programs opening and closing times. Examples: automatically closes during rain, opens when sun rises or when morning clock alarms.

-When it rains, or wind blows too hard, the windows automatically close. People can now safely leave windows open for fresh air without fear of rain damage.

-reacts to changes in outside temperature too

-opens to daylight and close to outside darkness, either by light sensors or time piece already programmed for day light saving time transfers and possibly latitudes - helps prevent closing prematurely or not at all on cloudy times. Good for body health, waking up naturally, theft prevention. Can be a prompt for time of day (alarm), break-time (coffee), is in tune with music beat, gives right level of shade for plants. Mix with therapy machine.

Change blinds by button or "R" control (so you can stay in bed, at desk, tv, chair). This "R" is standard feature on tv "R", and or tel; or is a light switch type contraption doing multiple or all windows in dwelling.

-OTD: also activatable are the opening/closing of blinds, windows, doors, heating air conditioning systems.

-"Tilt": controls sys' functions, eg: positions of the windows.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-window and open and close and automatic. 0 pat found.

6B310 WORLD TIME CALCULATOR: The most accurate system for knowing the time for each world region. Solves the trouble international businessmen had with each country starting and ending their day light saving time programs on different dates. Replaces printed time zone charts. Can be combined with calculators, pocket electronic organizers.

.-Different countries go onto day light savings time at different times and others don't even have it, eg: Mexico, Japan, Hawaii...

.-Researchers looked for a device, which calculates the exact versus approximate time, but couldn't find one for sale, nor had anyone else heard of one for sale. Tel operators looking onto printed information on time zones frequently give wrong times - since correct tabulation is slightly complicated and day light information normally isn't printed. This is a very important product since the world is now very small, and westerners are always calling world-wide. Those who do so make the highest salaries too.

.-Tell device to warn you when it is a certain time in the desired country, then calculator converts to your local time, so you can then make the desired call. When setting the calculator in the mode, it will tell you what the local time will be.

.--Can also be set by only giving the local time.

.-Date (see definition paper)

-* system can have the option of setting alarms in any of three different time zones, eg: if the New York time zone is made active, it will alarm at 08:00, but won't alarm at all if this feature is deactivated or if the Tokyo time zone is in operation.

.-this option can be incorporated into electronic organizers (diaries), which are about 0.3 Kg basic computers popular in the west.

-a hardware version of this product is needed for patentability, as with all software related products
.-system tells the time of day where user is
-by typing in the tel number of where you are, first the country area code, the device will tell you the natural time of day it is, eg: Yalta is east of St. Petersburg, but their clocks are one hour behind - yet it is really (by looking at sun's position) later in St. Petersburg. This device is for curious fun.
-OTD:
All; "S"; "C"; pp; mp; uk; educ; entertainment; portable; bp; alerter; osc; vc; score; cart; cp; uq.
-copied later by Seiko and one or more PC software companies. All targeting the consumer market.
-see: 5J07 Jet Lag Adjuster: Helps users adjust sleeping schedules before and after arriving in new time zones.
--If u (user) plans on returning home (within a week) the adjustments to the temporary time zone won't go all the way= resulting in user living on a time zone between both time zones. Helps u begin adjustment prior to departing from home.
. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:
-(time near/6 zone) and (day adj light adj saving adj time)
-US Patent 4102121

+6B780 MOBILE LIGHT: Motion "sensor" directs light to follow person as they move.
-convenient; saves labor costs in theatre; use in garden walkways for dramatic effect.
o How people's whereabouts is identified:
-motion "sensor" may use tripping of laser system
-actors wear transmitters identifying their locality or are identified by other means; reduces need for a camera man and complicated controls that need to be learned and can be broken
.-though may not be for the most sophisticated ballet, will do for high school plays, etc
.-system is very basic and economical: lights come in one of several half open boxes (making easy installations), each box might have one or more lights per actor, depending on how many actors are used
.-also 'tracks: animals; objects (vehicles); carried objects.
OTD:
Activate movement of lights by light person utilizing "R" controls (saves from needing wires); "C"; pp; mp; control lights via mouse or joy stick; entertainment; toy; all (except: #6); game; exercise; portable; iq; "M"; bp; alerter (upon installation, before starting system [for play, etc]), osc; vc; score; teaches acting; md; cart (software and or hardware for effect generation); cp; access.
.-"Tilt": controls sys' functions
-copied to 5E020 in 8.95.
-other factors (influencing how lights are controlled): ba; multi-user (ba) of followed person; uip; type of situation (as determined by ba, uip, multi-user, tds, sensor, (visual) analyzer). .--Eg: if there are many people near person being tracked (determined by va or time of day w (with) many people commonly found)= light is less intense, or doesn't function at all, or uses different system to track person.

.--Eg: type (color of) light depends on person or time segment of theater play.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(light laser) and (follow track motion) and (person actor theater) -kw: sensor

6B840 SOUND MASKER:

+ synthesizer will tag specified sounds according to their direction, distance, frequency and alter them according to UIP into anything available through state of the art synthesizing.

+ since there may be a small time gap between the beginning of unwanted sounds and the masking sounds, the interim between sounds uses the "uip-db" from previous ten minutes to predict likely future sounds.

-below may all exist:

Develops special background sounds in room, masking unwanted noise. The device develops sounds designed to cover sounds from street, neighbors, "C" printers, etc.

-synthesizer works according to the type sounds coming from environment for maximum effect.

-Background Sounds: Purpose: To Convert and or Elliminate Unwanted Sounds. Convert and or cut out (or reduce) sounds from undesired directions, frequencies, distances.

-synthesizer balances the unwanted sounds; it develops sounds which make unwanted noise appear less obvious, eg: car traffic (engines and tires converted to wind; horns converted to bird sounds); barking dog converted to sounds of the jungle with birds, monkeys, wind and occasional rain or thunderstorms

-sample conversions: outside constructions sounds are converted to sounds of a water fountain; traffic sounds converted to sounds in the forest, including birds, water, wind, sounds walking onto dried leaves;

--Sounds can also be converted into: ocean waves with sea gulls crying a little; gentle Jamaican drums; etc

-there is a huge market for this product if it is good!

-user can select which type of conversion they are seeking

-either masking sounds; or maybe sounds operating on opposite frequencies might be used

-Applications: homes; any place where people want to study but can't get quiet; novel restaurants in the west; mass transit*

. For Techies: "R" control (user can select which options they want operating); "S"; "C"; pp; mp; uk; date; user beh; interactive; toy; all; entertainment; "mic"; t; "M"; osc; vc; score; cart (sound generation possibilities); rpc; uq; mq; uip.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-Set 1 and Set 2. Maybe cant write all in one string due to qpat.

--Set 1: (noise sound) near/6 (previous early earlier preceding)

--Set 2: cancel hide cover mask

-US Pat: 5481192

CONCLUDES FILE 6BE

File: A B C / 6BG

FILE 6BG

6B080 MULTIPLE COUNTER: Hand counter counts 5 multiple tabulations simultaneously. Example: thumb activates the number of people coming in, other fingers count number of people going to particular sections of the building.

-counts quantities within each type category. Eg: device has five modes, and when in any one mode, person counting passengers entering airplane for a study counts number of people with two carry on bags, next mode is for those carrying three things, etc.

.-common manual conventional counters just count the total number regardless of type, eg: one counter for all passengers, regardless of type

.-additional uses: guard at building entrance counts the number of people continuing to walk into the building according to which section they are entering or their type of entrance pass, etc.;

+ electronically, device may be designed to handle up to 100 or more categories. Via: one button selecting mode= enables remaining buttons to have multiple modes.

.-also a mechanical version with five identical counters, each counter has a number imprinted onto the casing to separately identify it. Designed so can be used with one hand and all five fingers. Or if easier, there would be four counters instead.

. Footnote:

.-each count can be time stamped in order to better develop charts and graph.

.-number of categories might be near infinite, if user simply types in a code after each count (in another file within invention, each code can be explained)

Codes: all; "S"; uk; date; portable; t; "M"; bp; osc (when a certain number desired has been reached - either too big, or too big in one category in relation to other category, etc); score; cm. %-"Tilt": number of movements / type positions represent counting mechanism functions.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(calculator calculate count tabulate) and finger

6B720 ELECTRICAL FLAVOR GENERATOR. Food is served with sound and smell emitting effects. Enhances flavor and experience of food without chemical ingestion. Creates new type tastes not possible before. Previous related patents filed, later ones copied?*

-taste is the combination of sensorial received by tongue (limited to four flavors) and the greater varieties of smells detectable by nose

.-replaces limitations of chemicals in foods (because carcinogens, toxins...); get much greater impact from same/other chemicals emitted in air per grams that are absorbed into body via nose versus eaten.

.-can also be sold to people who lack taste buds; want to experiment with new foods, experiences

.-smells that enhance or reduce appetite (emitted with or without food and or pills)

.-TM: virtual reality food, food virtual reality, smell, smell food

.-must be able to show manufacturer some of the potential smells that can be created and how; must be using no known carcinogens

.-w5 tastes are (automatically) created (for 'multi-user) via: uip; ba; 'mood; 'entertainment*.

--lists of chemicals (with odors) that are known to be tasty to people (or animals) can be used in trials to select feasible chemicals. This list includes: previously used / approved elements, later banned by governments (USA's FDA)

-(taste) effects can be emitted (only when): lips touch glass edge's 'sensor; food utensil (fork, knife, spoon, straw, chopsticks) touch ['designated area] of plate or bowl.

.--D: utensil or lips -> activate 'sensor -> C ('computer) = creates effect 5 seconds after each activation.

. For Techies: Sound emitting effects; all; pp desired effects; mp; uk; entertainment; portable; iq; t; bp; sp; cart (of smell creating elements); (osc replicates) bubbles or sizzling (of meat).

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(flavor taste) and (sensor electronic) and (artificial emit activate generate)

-US Patents: 5261424 5060671 4947875 4947874 4922901 4735217 4446747 4068672 3881059

6B750 DISTANT TOUCHLESS SWITCH: People at a short or far distance from device, control unit by blocking one or more laser beams.

-send out lasers at great (or very short distance) public and members of group can trip the light creating sound and or music. This is or is similar to the existing copied laser harp invention, and KN's laser keypad telephone.

-each string (laser beam) has different sound

-some buttons or strings can also trigger background sounds, eg: background orchestra

-models can work in the light and or dark

-models for one or more players: the distance between transmitter and receiver might be adjustable

-each string might be of different color: if visibility of light is a problem for some users, then a line might be painted onto the background showing laser beam's location.

-can be designed as a special instrument with choices of 100's of sounds, or designed to represent a: harp, go to (Japanese harp like instrument which is played by plucking each string), etc.

-lasers can be programmed by user to: make a single sound at time beam is broken by finger, etc regardless of how long the light was interrupted; or, sound continues during entire duration of light interruption

. OTD: Additional players can play by utilizing their "R" controlled instruments transmitted into device's receiver, which might be placed away from the main unit blocked by player. Codes: "S"; "C"; pp (desired sound outputs, etc); mp; uk; interactive; toy; all; entertainment; "mic"; synth; portable; iq; "M"; bp; alerter; osc; vc; score; cart (type sound making options); rpc; uq.

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

6B820 TENSION LOCATOR: locates which muscles have more tension and or are tighter.
.-would be of value (though not required) if device could be used by non doctors (though they could have a license to practice massage after one year of training). Hence item must be completely safe to use.
-studies show such a product could be useful since many users don't know how to exactly articulate where the major pains are; also of use to doctors for diagnosis of ailments
* OTD:
Second part of device massages. Codes: "S": shows which muscles are tense; "C"; pp for sections of body wanting to be checked; mp; uk; user beh; educ; all; entertainment; exercise; portable; iq; "M"; alerter; osc; score; tgh.
.-also measures which parts of body (muscles) are more fatigued, over worked; pulled muscles or otherwise not functioning in optimal fashion.
.-method of identification (as exists), eg differences in: chemistry or fatigue or other condition= as seen via any one of existing scanners (CAT, 'va), (existing muscle 'analyzers); etc.
. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:
-muscle and (tense tension) and (identify locate isolate) *US Patents: 5368042 4688581 4236528 4240444 4318301.

6B940 MEDICAL SMELL 'ANALYZER: Device measures patient's bodily changes when smelling particular substances found to cause unusual responses if person is ill. Patient's reaction helps determine type illness. This system in combination with other analyzing systems is used to compile lists of behavioral characteristics in defining the causes of unknown illnesses.
-'analyzer = 'scores = changes in: 'mood; behavior [ba]= when person smells certain odor emissions. Measurement taken via: CAT scan, wires hooked onto body, level and type of sweat (chemical content can change), movement of eyes, blood pressure, and other diverse 'sensors and equipment.
-Eg: user's positive or negative reactions to potential allergy inducing substances. Even (mild) repulsion can be influenced by the subconscious or other body symptoms trying to avoid negative substances.
-Eg: may help identify addictive substances according to ba, such as u's heart beat or neurosis goes up, or body sweats more when user is made to think of or comes into contact w/ mind altering drugs. This has to be balanced against healthy population's excitement= requiring additional ba ('behavior analyzer) (written, psychological) tests and uip- db (database) development.
-all uip- db (database) developed useful for other databases: uip; ba; general medical/scientific research.
.-also test reactions from all living organisms: animals, plants, insects, aquatic organisms (measures effect substances in water have on them).
-'analyzer 'tracks= all the reactions of each substance against type: organism / amount / frequency of contact / timing (pattern, tds) -> developing a scientific graph / db
. For Techies: All; "S"; "C"; pp; mp; user beh
.. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(smell odor air dust pollen pollution inhale inhaler breath) and (reaction react allergy allergen addiction) and (test measure tabulate score study monitor identify) and (person human medical medicine).
-kw: detect

CONCLUDES FILE 6BG
File: A B C / 6BI

FILE 6BI

6B410 REMOTE FAX: from your portable device, key in code and telephone number or code of receiving fax or device. Your code will in brief form state message desired conveyed, without the complexity of having to find a "T" and then make the call, etc, also saving you time, or maybe there is not "T" around
-transmitting device may be: cellular "T", or any other system transmittable via air, or device which user may put up to regular or public "T" handset
-receiver may be regular fax machine with special receiving abilities; a "C" system which will read out the codes and "S" them or interpret them for the reader in receiving location.
-Pad on transmitter may let user write in messages for transmission.
-The portable device, even about the size of the common pocket pager plus a tiny keyboard, can send messages to a central "C" which then re-transmits the messages to any fax machine.
-Purposes: tell receiving party you are coming late, "hello my love", etc. For short communication. Save from getting to a pay "T".
. For Techies: "S"; "C"; pp; mp; uk; date; "mic"; printer; bp; alerter; osc; vc; cart; cp; access.

6B411 VERBAL PAGER:
Key in a message, or speak a message, then device will transmit to "C". This "C" will then transmit via "T" line the memorized input.
After typing in brief message, transmit via air waves, the central "C" might also call the desired party and speak out a recorded voice statement, eg: "Hello Nancy, this is David, I will be home tomorrow morning" –(this type of outgoing recordings are already common in the west for other types of situations, eg: marketing companies call homes and give recorded sales announcements.
--if "C" doesn't recognize a word from its memory (unlikely), it will say "we shall spell out the following word of the message...."
-transmissions on this system need to be cheaper than via cellular "T".
-The portable verbal patter can receive messages in similar way to.
. For Techies: "S"; "C"; pp; mp; uk; date; "mic"; printer; bp; alerter; osc; vc; cart; cp; access.

6B430 COLOR FAX: transmit each color separately. Each separation is coded for type color (and or part or section of image). Receiving device assigns the color and compiles the multiple images into combinations creating color.

-Similar system for modem transmissions (whether by line or air).

-Be extra cautious: obvious or technologically too difficult? Many are already thinking about how to have color fax.

-to speed a transmission, user can request device to combine more colors than normal per set of images sent, eg: blue and yellow could be separated normally, or combined into one single color, eg a particular shade of grey, or green - thereby speeding and simplifying transmission

. For Techies: "S"; "C"; pp; mp; uk; date; toy; entertainment; portable; t; bp; alerter; osc; vc; cart (other than ink or paper); cp.

6B440 THREE DIMENSIONAL TRANSMISSIONS:

-transmit three dimensional images for business, the blind, etc.

Via modem transmit Braille codes, receiving device creates in Braille onto less expensive material (PVC (plastic), card board type material, or Braille screen (see notes).

Transmit three-dimensional images, eg: tiny sculptures of parts, etc. Or send the codes via which receiving computerized system can then make the same size and dimensions into the desired materials, especially some type of plastic or metal

-can be done by carving out unwanted sections of the block

-for easier transmission, consider only sending images for one side of an item at a time. Eg: you invent a new electronic product and want to show the design from each of the six sides in six different transmissions. This could also be done via using 500 pins, which can go up or down in different positions according to the digital code.

-note, the following product exists:

Imagine putting your hand in the snow, it leaves an imprint. Imagine putting your hand to a towel it leaves an inside and outside imprint. The following exists: put your hands onto a device with many pins (doesn't hurt) and as you press, the other side of the device shows the imprint you left.

OTD:

Games; "S"; "C"; mp; up; uk; date; interactive; educ; entertainment; iq; printer; "M"; egh; score; cart (for types of communication); "T"; tr; mo; fs; rpc; cp; uq; mq; access.

6B530 PORTABLE STEREO: combination of alerts in headphones if: your beeper/pager is going off (alarming); doorbell ringing; external sound is high (system amplifies outside noise if its in certain frequency or volume eg: sounds of standard car horns, screeching of cars coming to quick stop, etc).

-The following already exists: when the "T" rings, the volume of your TV, stereo goes down

-system is an alarm system too, with programmable alarm setting that signals user when it is time

-can be part of walkman, stereo, etc

. For Techies: All; "R"; c; mp; up (to be interrupted for certain sounds or situations); interactive; "mic"; "M"; bp; alerter; osc; vc.

6B590 COLOR CODE:

Scanner picks up only certain colors. Allows user to write down things for certain uses yet not desired for entry into "C".

-each color (aspect of information) can be easily separated once within "C", for editing, etc.

-Similar to the idea about copy machines (eg: Xerox) that don't copy the color blue.

-User can select colors when writing onto paper, and or when it instructs "C" or other device to put down certain colors.

-Many uses, for example:

--user can write in blue (not picked up by scanner) when making notes onto paper it doesn't want picked up

--some data is needed, others aren't for particular occasion (user decides which colors are or aren't wanted for the occasion).

-Pen(s) might be sold with device, making certain that such writing won't be picked up

. For Techies: "S"; all; "C"; pp; mp; uk; educ; toy; game; entertainment; portable; sst; t; "M"; bp; cart (eg: to work with certain colors); cp; uq; character.

6B660 SKUNK ™ SMELL GUARD: emits terrible smell to deter person attacking or wanting to rape. Smell is scientifically designed to turn people off. Not harmful to humans.

-Doesn't stain clothes

-some versions might stay with person it is sprayed at for a time being (like how a skunk works) to help police identify the villain

-smell dispersion might also be with ink (probably red), which also helps label villain (ink can wash out in laundry)

-this is different from tear gas, though the smell might be mixed with tear gas (localities where tear gas is illegal can just have the smell chemicals)

. For Techies: The spray can emit out as far as 5 meters or more, it works so it doesn't get the spray onto the user; All (except this isn't an electronic device, without elements #6, #7, #8, #9 in the "All" section); portable; cm.

User can also press button to release smell onto villain as they are leaving dwelling. Eg: exit door area has motion "sensor" and releases smell or ink when person walks buy...

CONCLUDES FILE 6GI

File: A B C / 6BQ

FILE 6BQ (Was File 6A)

6B010 PHONE MESSAGE RETREIVAL: if caller leaves message, recipient must return call in order to get message. Recipient who wants friends to feel comfortable will have to call back and hence caller might feel more comfortable leaving message. Recipient might then get caller and speak with them directly if original caller is at their tel ("T").

6B070 VOICE RECOGNITION CALCULATOR: verbally announce the numbers you want calculated and how.
-UP: Calculator will verbally repeat back the numbers and method of computation (assures accuracy)
-mathematical answer is announced verbally and or displayed

6B090 INTERACTIVE DRAMA: system asks actors questions; converses with them; plays with them; etc. The acting of the device connected to camera comes on tapes/disks that can be purchased. Put it in, see it on the tv screen, and actors can respond. Final film version shows both the preprogrammed and subsequently developed versions in the desired order.
-this gives people ideas for filming
-buy tapes of people asking users (actors) to make fun; crazy; creative things; exercise. Or practice for: applying for a job; sales; customer service training.
--person who views final version, might be able to judge how good actors are for particular types of work - the person who is most qualified to judge behavior can see more people this way than in person
-good for therapy. psychological: act out behaviors that will help the mind; physical: move to help physical body - the patient's doctor might review the tapes to make sure the body movements are being done in right manner - naturally this interactive system would follow in person practice sessions.
-create well made films with prompts designed for set or flexible number of actors to fill in.
-actors begin acting at the system's prompt, or actor receives the system's prompt then presses a start button when ready. The former is good in that it induces people to act with spontaneity - studies show that when people have to choose when they start, their creativity is more likely to freeze.

* 6B140 REMOTE ("R") CONTROL: turn on camera with remote ("R") control. Advantages: no limitation of wires (limited length, tangles, cord might show in view of camera)
-turn on from another room, without person being viewed being aware

6B150 SMELL STIMULATOR: makes people being photographed more photogenic upon smelling odors emitted. Different odors for different types of desired effect. Smells can also be similar to those of actual

related situations, so as to help a person relive related past experiences which allow for better acting, eg: actors are asked to imagine they are speaking with lovely person and they smell that person's perfume or cologne.

6B190 HIGHWAY DISPLAY ("S"): shows: speed and or density of traffic ahead (for designated number of km ahead); same info for other routes a driver might choose to make ahead; suggested speed of travel (exists)

6B230 TICKETER: if a ticket of any type were issued against the car and or driver, police punches in key(s) to effect on car itself. This government employee may need special key, code, or device via which to gain such access into the recording device (avoids vandals).
-purpose: owner of car knows if driver did something bad, and or is subjecting owner to penalties whether ticket was or wasn't paid; will know if ticket should be paid; government might find such organization on the car itself of interest (record keeping)

* 6B250 'ACCESS CODE IGNITION SYSTEM: Only starts ignition upon keying in correct code, plus use of key. This product might already exist, speak with car experts and do a patent search.
-trade mark: car code. Obvious?

6B290 COLOR LIGHT CLOCK: emits multiple color lights at alarm time and or every hour (or when UP).
-sounds when desired

6B300 'TIME DATE STAMP: obvious feature automatically calls into a tel ("T") number or other source to get the precise time. Does this periodically. Might be easily done simply with a modem's access into a main frame computer ("C")

6B320 COFFEE MAKER ALARM: sounds when is ready, or when nearly drying on top of active burner (latter occurs by judging weight)].
-device automatically turns off without the need for alarm when decanter's weight drops to certain level; or device knows via another better means when the liquid is gone.
--without this system, the decanter either breaks when it gets hot and empty, or the device turns off after having made the coffee and it must all be drunken before getting cold
-decanter's warmer reactivates when new coffee or plane hot water
are made in the system
-* "S" shows the number of cups of liquid left (uses standard size coffee cup as measure). Calculation is made via weight.
- "S" shows when the liquid was last brewed (induces people to brew newer cups of coffee, especially in offices with many people, and when people don't know when it was last brewed.)
- makes a sound when all the complete amount of hot liquid is ready, eg: a cheerful short mono-syllable sound

* 6B321 'CUSTOMIZED COFFEE MAKER: New coffee is automatically made when 6B230 determines coffee has run out.

6B330 'BEHAVIOR ANALYZER & ENVIRONMENTAL FACTORS: SW which 'correlates all grades given in schools, universities, employee performance with external events; changes in hotel and travel reservations; sales of items; medical (physical and or mental health); quality control in employees; etc. eg: new policies, news events, etc. The sociologist, psychologist etc can find this info valuable for the specific organization and or specific industries or types of organizations as a whole.
-UIP-DB. 'BA uses this info for 'customization.

6B360 DIRECTION FINDER: alerts if a section or part of product is not in correct relationship to other parts or main part of the machinery, robot, device.
-H- this is vague, find unique applications (spending minimal time)

6B380 DOOR GREETER: upon entering area near front door (motion detector senses person), or, ringing door chime, system announces something in words, or sounds (eg: music). Can state, name of family, company, hello, etc. Manufacturer or user can record outgoing announcement.
+ can record message from person ringing door bell
-D: person (of minimum weight or height) = sensor (motion / scale) = c = osc / s.

6B381 DOOR ENTRY WAY SURVEILLANCE SYSTEM: seeks and catches villains (sys is pr to seek). Visual analyzer.
-D: person = camera = visual analyzer = analyzer = osc / s / printer / [t = calls = police].

6B400 TIME AND DATE STAMP FAX: records time of fax in and output
-Person from whom received (might know via tel number of sender - in some regions of world, receiver shows their tel #); sender who sent out fax.
-Uses the currently existing technology of caller id (receiver of tel ("T") call can identify caller's tel number): if a fax message was received and yet not transmitted well enough, the system can tell user from where the fax came (maybe the fax is missing the tel number and or fax and or address of the sender due to mechanical failure or the sender's absent mindedness)
-copied to: 4e020 Content & Date Verifier, Registrar, TDS% - 8.95

6B420 FAX TRANSPARENCIES: send and receive images, which can then be shown via a light projector (show light through image and project onto a wall). May require special projector.
-send and receive picture slides (eg: slides of pictures from camera). Project via slide projector.

-similar system for modem transmissions.
-valuable for group presentations

6B450 BRAILLE SCREEN: device which easily pops out pins creating the letters which in tern can be put back down and popped back out again = like a crt screen for the blind, etc.)
-Each point (several or more points make a letter or number) might be created by one or several very thin pins.
-can receive information via modem, computer ("C"), voice recognition, picture taking device (takes pictures of environment or printed words), scanners.
-the screen alone might be separate from electronics and can be carried and or mailed (eg: for personal letters) and or mass produced from one original source. Screen might be reusable (a little like a blank cassette tape).
-For [non] sight impaired people too; see things three-dimensional
-can receive data from computer ("C") disks too (much less bulky way to view things three dimensional)

HAND WRITTEN IMAGE INPUT TABLETS – 'REMOTE CONTROL / 'ACCESS:
. 6B500 Menu Driven: options pop up on screen and user simply touches within square for desired option
. 6B520 Color Selector: by pressing key of color desired, all key strokes, movements, etc are in that color until other color option is selected.
-mono chrome or black/white is the choice if no color is selected earlier
. 6B540 (was 6A-54) m+ Get vibrations converted from sounds. The vibration pads can be placed on any part(s) of body; chair; touch panel on portable or non portable music system, person touches for vibration when they feel like it. Certain percentage of population will further enjoy the music experience, especially for the dance and rock & roll sets.

6B550 HEARING AIDS: emission of particular smells has certain meanings, eg: emergency. 'Communicator, helps replace 'osc.
-Vibration can be given for similar effect, and can be a quicker warning system

6B560 PLANT REMINDER: UP frequency type plant should be watered. At each watering: they press a button; or "sensor" senses when watered (this section for stronger patent protection). System then shows number of days until watering necessary.
-alerts if watering necessary or past due via: flashing light, sound - can be continuous or on and off
. Light shows when watering is necessary. Helpful for areas where drainage is difficult, eg: hotel lobbies with large soil containers

6B570 'IMAGE SCANNER: converts two and three dimensions into: sounds, visuals, [smells, vibrations], hologram (in air or printed). For example, a pebbled walkway would create a nice sound and or abstract art (may or may not be at all similar to pebble walkway.

-output effected by substance's constitution, eg: a photograph of an oil painting will create different effect from image of original oil painting

6B640 KARAOKE VIDEO: preprogrammed video story on film gets clips inserted of users. The clips are inserted by the karaoke inspiring and or giving the people prompts in order to fill up the insertable sections of film. Players may or may not know much or little about film they are making (can make it more interesting, and greater surprise when finished - if less is known)

-prompting methods: asks questions; asks person(s) to say, do, act, feel, show, sound something in some manner; people can be asked to give another person a prompt, here the prompter may or may not be given a hint (requiring a little fun creativity in conveying prompt)

-works well in small spaces, low light, much background noise (microphone is designed and or controlled by user to record mostly only from certain distances

-upon completion, people can view final product and or take a copy of tape home

. "Editing" Capacities [for 'entertainment]:

karaoke's editing, synthesizing features: can alter the images in manners that add creativity and reduce the image of restrained behavior some might have, leading to person wanting to try system again since they came out looking better than anticipated. Altering can be: make images shot look very non-life like, and or semi-animated

-for each insert, actor might make short or long shot involving anything from a particular facial experience up to a long discourse

-user might write own script; insert his actions and words; insert from stock pile of other clips, things like shots of busy streets, crowds of people, nature, a house, driving a car (as if he might be doing it, etc), these clips are available on system's memory, additional clips can be purchased (creating very large library) and or user might create his own clips too. All this can be done at one sitting. An excellent way to be creative.

-clips can only be of those other than user (if so desired)

-system can create voices from words keyed in; user (director) can select type speech pattern too, eg: kind woman, strong woman, waitress voice, mail man, doctor (male or female), etc.

-depictions can all be real life, semi-real life, and or animation (easier and cheaper to develop, and limits user to purchasing clips, though maybe he can make animated clips on more expensive models)

-integrate with video games, where player (person(s)) being shot by camera, enter into game/interaction with their image(s)

-alter standard games into formats desired, eg: play chess whereby the knight is a real horse with knight, or a dragon. All takes place via the screen.

-each frame has a number correlating to the chronological sequence, these numbers helpful for editing and or moving parts around

-User can select from different windows, which can show different actions/directions film can take. Each window can show the action in still or moving fashion, with or without words giving further information about content within choice.

. Applications:

-can be type of therapy by prompting users and possibly guiding and or correcting them. Device can ask users how they would solve another's problem; possibly via a set selection of choices (preventing too crazy of a response)

-certain bars can make themselves into karaoke video bars; have wild hostess, waiters, waitresses, bar help, etc; rent or use costumes, prompts.

-learn foreign and own language(s). System can prompt people in terms of what to say, user then completes sentence(s) and or selects from multiple choice the right answer. This can be coupled with developments of story lines

-install devices in bars; video game arcades; educational places; acting schools; movie studios which would like to see example of film before shooting in higher quality mode; advertising agencies for samples of ads before shooting; places where people are waiting; portable and on-portable units for consumer use

-users can compose their own video games

. Technical:

-this invention is compatible with other karaoke features on market

-device can be placed at each table with screen built into table; users can select type film, game, feature desired. One or more people can do the film process. Camera can come out of table (shooting maybe just face and or upper body), out of wall behind a glass, etc.

-softwares and films can be on computer ("C") disks, laser disks (recordable and non recordable), video and or [film tapes]

-crude visual effects may be found in earlier models; screens portraying visuals might be the same or slightly better quality than current the color computer ("C") CRT.

-has a tutorial

-can print out each and or selected scenes onto paper

JUKEBOXES:

. 6B650 (was 6A-65) Music & Light Selector: select music, announcements, etc; plus type lights (flashing and or moving), which will automatically or UP respond to music, sounds.

. 6B670 to open lock, user must also press button on key chain. This shows the time and frequency of their entering unit, etc. (has person been honest about their activities)

. 6B680 Alerter: emits siren and or lights expressing danger caution

-Amplifies any sounds created, eg: you're screaming, yelling for help, attacker's noise

6B690 COMPOSTING DEVICE: Apartment dwellers can now join the green culture by composting their wastes. Decomposes items that can't be decomposed in a dump. Best affordable system in winter when composting is more difficult for those with gardens. Solar powered.

.-quickly turns food scraps into compost for the garden or for newly potted plants, etc. Good for those who 1. don't want to go outside for the compost pile, 2. want the compost into effect quickly, 3. want to keep out outdoor rats, cockroaches

-special device handles the problem of odors

-might run on solar power

.-realize westerners are prepared to pay uneconomical prices for ecological value (even if it might be silly from an expert's point of view). Look at Germany willing to pay over $1.00 to recycle many of the consumer product packaging, though it could cost about $0.03 to burn or dump it instead. There are many other examples.

.-it is essential this is solar powered. We want an advertisement that says "quickly turn your rubbish into compost with solar energy..."

.-for biodegradable items: vegetable matter; all other non-vegetable matter stated by manufacturer as being bio-degradable, eg: plastics, non-paper packaging.

-OTD:

PP; mp; all; date; entertainment; iq; t; alerter (when compost is ready, etc); cartridges of bacteria to speed process.

.-Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w chemical reagents. NR shows what chemicals present W5. This N copied to 7G050 Aug 95.

6B700 PET FOOD CONVERTER: takes certain food scraps and converts into pet food via:

-adding additional flavors to entice type specie animal kept as pet

-might put into new form, eg: pellets

-might grind the food, changing its texture

-might bake food

-might ad meat, or standard pet food from can or box

6B760 LASER KEYBOARD: type information by tripping laser lights in correct manner. Work from bed.

-by tripping a laser, system turns on quickly. Great for short memos and times when it is too much trouble to turn on computer ("C") or typewriter.

-can be connected to main computer ("C"), or transmit information to it

-can also generate music, act as tel ("T"), pager, etc

MASSAGE MACHINES: 'Communicator via 'Vibration. 'Vibration intensity changes according to 'Therapy Gets Harder.

. 6B800 Massage Glove: massages hands, feet, legs, arms...

. 6B810 Multiple Dimension Massage: emits during massage: sounds, music, vibrations from table or chair, visual display ("S") on CRT screen, subtle or strong smells to make massaging more pleasurable and or effective experience.

. 6B830 Massager: eg: Massage Chair:

-tell machine to continue working on part of body it is at (either prolongs or continues until asked to stop).

-program part of body it is to massage with time period desired

. 6B840 + Pulsing Light: emits lights that improve positive feeling or effectiveness of massage. Light options for desired effects of: relaxation; energy; feeling better inside; passion; etc. Connected to massage function.

-one or more colors

. 6B850 timing device turns off massage machine at designated time. Helps prevent people from over doing it, resulting in their avoiding work, etc.

6B860 PERSONALIZED WEATHER GUARD: Key in what you want system to warn you for according to your agricultural, scientific studies, etc, eg changes in: air pressure, humidity, air ions, temperature, precipitation, light, etc. Key into software what you find important for you. System gets its info from outside source via modem or data tel ("T") line or from its own outside weather station

6B870 WEATHER HISTORY: shows past temperature, humidity, precipitation, wind, etc. Memory goes back from the first day it was used, or manufacturer might build in such information of averages. Person knows when looking at current weather readings, how that day or month compared with other r days in the past. For home, school, office use.

-clock, alarm

6B900 TOY 'REACTOR: toy responds when spoken to. Has one or multiple responses to any or particular sounds

-may be in sound responding more or not

6B910 AIR ART: Computer ("C") senses and records and in tern makes art according to how object is thrown, falling and possibly (with UP) landing on ground.

-Imagine an electronic device that is like a cube or other shape that dents according to how it falls

6B980 FEEDER TIME STAMP: when was last time someone fed animal, baby, child; watered, fertilized plants or other botanical item.

-TDS

END OF FILE 6BQ

File: A B C / 8BI

FILE: 8BI

8B040 COUPON PRINTER: while watching TV, request a coupon to be printed out for you. Great for advertiser, and since they already have a captive audience, why not make it easy for them to make one step towards the purchase?

-request printed info of similar or further matters

-TV or "C" bulletin board, which shows ads or announcements quickly one or several at a time (speed and ad selection controlled by editor/broadcaster or user). Ads might not show enough info in time allotted, also user can request what type of info on announced matter they want.

-crt might "S" further info as requested: broadcast is still or moving life

-user might even touch the screen to choose what they want printed (interactive)

8B060 BEEPER: each person waiting to be called is given a small receiver. When they are ready to be called, transmitter sends signal for particular receiver, then receiver will: beep, light, vibrate, etc to notify holder that they are being called or that what they are waiting for is ready. Saves people from having to: continually read a "S" to see if their number has been called;

stay within visible or hearing range of announcer or "S" showing it is now their time, eg: person can go shopping in mall while they are waiting for tailor to make final adjustments on clothing, or waiting to get a ticket made, or waiting to see doctor, etc. Notice might be made in terms of number of approximate minutes before it is time (receiver's "S" may show the number of minutes, or give a code as to: time is much ahead, medium time, or coming closes, or is now....)

-transmission's distance might also work up to many kilometers

-might use cellular or beeper technology, etc.

-If person goes beyond receivable range, receiver might show this by: light going on or off; beeping in particular way.

Additional Applications: ordering food at restaurant (most restaurants want customers to stay and pay for drinks, yet the unique restaurants with this service (especially those without liquor licenses) will be happy to get extra customers this way. Customers can stroll in the park, shop, etc while waiting. Buzzer tells customer food will be ready in about ___ minutes. Also good for family members with people all over the big house, mom gets people prepared in time - let people finish project they are waking on, wash hands, etc.

. For Techies:

"R"; "S"; "C"; pp; mp; date; interactive; toy; all; entertainment; "mic"; portable; sst for larger more complex models; bp; alerter; osc; vc; score; tr; rpc; access; uip.

8B070 'REACT: When walking into room, automatically turns on all desired or applicable devices, eg: lights, music, speakers (if music from another source), intercom or paging system and or "T" receiving - system identifies where someone (or if personalized "R" control is used, where that individual is), air purifier, heating/air conditioning, "C"

-same result might occur with switching on of light or other switch.

-UP what they want turned on upon entry. May differ from room to room.

-All aspects obvious?

-Transmitter located in: jewelry, bag, etc

-Tripping laser light, activates the desired mechanisms

-Additional items to activate: music; instructional recordings (person hears how to do something, what not to do, eg: be careful of the chemicals, etc...); lights; heating/air conditioning

OTD:

All; "R"; "C"; pp; mp; entertainment.

8B150 SWITCH BOARD'S IDENTIFIER: receptionist receiving call codes applicable respondent's "T" instrument with code or verbalized recording stating information about the caller, eg: their nature (client or supplier); level of importance, urgency; length of time they have been on hold; if its a local or long distance call; person and or organization; type personality (nice...). Receiver of call gets this information on "S" of "T"; or "C" (can then store such information with or without any additional info put in by receiver (person who speaks with and handles call - saves time keying in info, plus receiver might not be able to key everything in time and or forget after the call, especially if there is another call coming soon thereafter). Receiver can hear or read this information before or during the tel call.

-all this information can be relayed on to third (or any subsequent person) taking call (perhaps prior person wasn't right one to handle situation.

. For Techies: "S"; "C"; pp; mp; date; all; "M"; score; uq; mq; uip; character, 'access.

8B250 ESCAPE: insert money and select desired feature (user chooses overall effect, or selects the parts that make the over all effect. Selectable Parts: smells, sounds, music, visual displays, massaging, chair vibration that are related or complimentary to each other)

-good for home use too

-marketing: a pleasant escape from everyday grind

-perhaps especially popular in Japanese market; certainly people will be curious enough to at least try it, why not?

ENDS FILE 8BI

File: A B C / 8BQ*

FILE 8BQ*

8B-02 Smell Printer: Color printer also has certain chemicals that smell upon scratching. User of computer ("C") simply programs where they want specific type smells to be printed.

* 8B-03 Remote ("R") Control Printer: remote ("R") control and or portable receiver prints out information it receives through the air. User might request type information it wants, then this is what is printed. Eg: coupons from television commercial

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Additional information available: greater details about an advertisement, eg: product descriptions, price lists, maps to dealer, system might even identify person's closes dealer based on the locality of their system, or by user typing in zip code...

8B-08 Porter: carries items (eg: boxes) on a cart, on arms, etc. -follows where transmitting device is going (eg: is carried by person who directs robot)
-robot avoids walls, going too close or too far from person's transmitter
-when called for, goes to desired location and picks up and delivers material

8B-09 Greeter: greets people at door. Programmed by user or manufacturer. Options:
-in shape of human, robot, animal, plant, statue, computer ("C") with display ("S") & speaker
-bows, walks, opens door, closes and locks door(s)
-asks who is at door, then allows them in if they: are right person, have right code, appear not to have much stress, lets everyone in (though entering person may or may not know this)
-outgoing greeting can change according: to day, time of day, user (or owner) of device, person who identifies themselves, control mechanism used by owner: device can be polite, a little rude, humorous, professional sound, etc.
-can play pre-recorded music, radio, tv, cable...
-arm or such device can hold guest's coat, scarf, hat...

8B-13 times things and alerts when time taken deviated beyond a certain parameter from the norm. For scientists.

8B-16 Tel ("T") Switcher:
Device transfers an incoming call from mobile tel to a regular tel ("T"). Purpose: save money. For those who started call on mobile tel. Listener need not know the switch is taking place.

transferring method possibilities: have regular tel ("T") line dial into the cellular tel line at which time the regular tel ("T") line will take over call. The receiving mobile tel ("T") must have special feature to allow this.

8B-180 Voice Recognizer: displays and or prints out words from tv, radio, pre-recorded music or video

8B-200 when temperature changes, the following can be programmed to change automatically as well: smell emissions, sounds, music, vibrations, light, humidity

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Applications:

8B210 Toothbrush Pleasure: Makes pleasant music and fragrance.

Exists.

-Nice Toothbrush: emits following while being used: smells, sounds, music. Makes brushing of teeth more pleasurable.

-marketing: Japanese market

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-marketing: other Asian markets possible too, not western markets

.-OTD: basic; entertain; portable; cp; motion sounder

-since 1/1997

-type sounds / odors / vibrations determined by: uip-taylor (user's type teeth, brushing schedule [maybe they need more brushing motivation])

-sound type is coordinatable w (with) hand motion or type vibration from toothbrush, eg: sound mode alters each time hand moves brush, or vibration is magnified by 'synthesizer. D (Drawing):vibration 'sensor -> C ('computer) = synth -> osc.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-toothbrush and (sound perfume odor smell fragrance melody music)

8B-220 Plaque Identifier (Non Electronic!): toothpaste has the color die which shows up where the plaque on teeth has yet to be brushed off. Easier to use than the current pill form.

8B-230 Portable Learner: asks questions in foreign or native language(s) and wants user to respond via multiple choice or keying in correct words, or making corrections to poor language.

-learn vocabulary

-can be part of electronic translating system too

8B-240 Current popular words, terms. These go in and out of fashion quickly, so are replaced with disks, etc that are replaced periodically (maybe via subscription). Terms such as: "rationalization" which is currently a

popular term in Japan. Speaker will appear in much better light when they have gone more beyond textbook language (much of which can't be helped, hence the value of this - so people can't as quickly say, "they speak text book English")

8B-260- Challenger: user puts in money to buy what they selected. Then they can be asked a question or do a task (eg: play video game, gamble) and if they win, they get another of same or different item. Those wanting another chance might buy a second item in order to play again.
-average chance of winning might be only 10%, profit margin on additional products sold might be 30%, and sales might increase 50%, resulting in greater profits. Prices for items might be the same or 10% higher than other points of sale.

8B-270 Condom Vending Machine: at time of sale, machine gives advice to men on getting their woman into bed. This encourages men to buy fro the machine and use the rubber so as to come back and buy more. Advice might be of the fortune cookie type (small piece of paper comes with rubber, or information might be displayed before or after sales; or client might ask question and get answer). Advice might be a little serious, or only fun.

8B-310 upon entering dwelling or room, device picks up person's distancer and will alert them if/when: 1. they have a message. The screen there could show and or print out message at that time, if the person requests. 2. show their calendar for the day, week... 3. meetings they are scheduled for 4. events that could be of interest to them
-the response person receives might indicate level of urgency in communication, eg: less urgent; urgent; very important. Person might be busy with something at that moment.
-marketing: get your messages more quickly and easily; be notified when you have important messages instead of having to wade through less urgent messages often. Helps replace need for secretary.
-categories: door chimers, door tv, answering machines, software, computers, pagers, intercoms.....

8B-330 According to type application, person's voice is changed accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

8B-340 shows direction in which person is walking; rate of speed. Display ("S") might show arrows and or travel pattern on chart.

8B-350 +? Notifier: if person's mobile tel ("T"), tel ("T"), pager, walkie talkie, or like transmission-receiving device is calling them and they are away, their watch or other smaller portable device might alert them via sound, light or quiet vibration.

-device might notify them if there are any messages on answering machine or voice mail, and or number of messages. Such notice might take place with or without user's request for such information.
-user might know caller's tel ("T") or ID number; then maybe user can let an answering device take a message

8B-360 Time Projector: projects time onto wall or ceiling.
-exists?

* 8B-370 Learn Watch: UP to learn words, facts, dates, etc. Display ("S") pops up learning function at will of user. Also, they can use while waiting, taking train, etc.
-good for learning short concepts. For example, learn: vocabulary in own or other languages, abbreviations, terms eg: scientific, trivia (for fun - popular in USA), dates, capitals around the world, famous people, etc.

8B-380 Medical Watch: Patient's name (maybe with address and tel), time, alarm (when UP, for taking medication). For medical use.

8B-390 Art Watch: create designs for the back of watch's dial. Choose from or create own graphics, pictures.
Methods:
-design on computer ("C") system, then transfer graphics via tiny disk and insert into watch. Disk can hold multiple designs. User can then select from selection from watch; designs might change periodically according to user's commands; [user might mail order for disks and have them make desired changes]
-Watch might come with design options built in and user selects and or alters; user might buy desired disks
-if disk is programmed on separate device, user can key in important information to show up on watch's display ("S"), eg: alarm function and what alarm is for; birthdays; tel ("T") and address
-Watch might also be a portable clock/alarm

8B-400 Smell Watch: as alarm or at each hour on the hour emits type smell liked by user. Watch or clock can have different smells, perfumes, etc for each time, occasion
-smells - perfumes come in insertable packets
-entertain friends with your novelty
-have pleasant smells designed to psychologically wake person up in morning
-give as a joke (whereby wearer doesn't know the source of the smells). Later gift giver can say, my, you certainly seem to put out smells (farts) at the anointed hour, "I bet you'll be smelling again in ___ minutes!"
-smell the time: for novelty, those who are deaf and or blind.
-trade mark: Smell the Time

8B-440 Suit Case: (Design Patent - Non Electronic)

Has large area where all types of things can be stored in order to achieve the maximum size allowable for airline check in. In addition, there is a section where user can put in their clothes on hangers (not folded before inserting).

8B-450 Flying Pods: (based on new existing invention by, Mark Litos called "Samara"? - he's marketing towards executives)
When going into the air invention sounds or makes music. Throw up several at a time and create a multiple musical piece. The existing invention is designed to float in the air on the way down - similar to the way the maple tree's seed lands.
- in the dark, lights up when 1. in motion, and or 2. when in air (not touching something)
- label on company advertising
- use in game(s)
- clock alarm: catch it when waking up, or catch and or throw this or other shaped object. When throwing get into a basket, and alarm goes off at this time - user is allowed quiet time between initial alarm and time required to throw a few things into any type basket/pocket
- jewelry, key chain
- ejectable pen, pencil, magic market, flashlight, key, remote ("R") control, toothbrush (outer object has air vents), etc. Naturally, the object must be balanced in manner so as to permit proper air floating ability
- fortune cookie: restaurant, store, karaoke bar, etc can throw them. Alternative inserts: coupons, checks, cash, etc. Can display ("S") information on display ("S") as well (item cased in rubberized material)
- can print out the flight, way in which it circled in air and or the movement of any object's central or average course. Attach to printer/computer. Purpose: create new art.
-shaped into candy, chocolates, gum, cookies, pills, animal biscuits

8B-460 Make Up Case: user keys in type of mood they want to create, and or colors wanted, and or occasion. System or user programs device for locality in which used (make up is worn differently in diverse cultures, or regions of countries too)
-initial programming by user might require them to key in the country and postal code of their address in order to make system functional. User might select from several make up choices after keying in their desires (such selection is done in many manners). *Portable ('W5).
-user of manufacturer might be able to select from typefaces, hair and skin types
-black and white (mono chrome) or color display ("S") also indicates type make up used with or without brand names
-great for young girls and those in their 20's and 30's, plus those who are bored with their looks, and or those who love creative make up. Good for home skits (plays)
-user can apply make up on their friends; good for make up sales people going door to door (system can print out coupons for right make up) or working in a store

-plays music while open; UP type music - gets one into creative mood for putting on make up
-place nr tabs on face to determine chemical constitution before/after applying cosmetics / other chemicals = intern sys (system) "analyzes" / tab nr (no el) what type of ph balance / type cosmetics will work w face.
--Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w (with) chemical reagents. NR shows what chemicals present W5. This N (invention) copied to 7G050 Aug 95.
-"visual analyzer", uip-tailor

8B-470 Toy for children or adults:
when toy has crossed certain line, or entered into a field within a transmitter, it will sound once. Only sounds again when taken out of and then back into the zone.
-moved to "ps" 6.96
File: A B C / B7Q
FILE: B7Q

THIS DIRECTORY COMPRISES CHARMS
* Product numbering system: The "A" in "A7" was changed to "B7"

A7-3 REMOTE CONTROL ROLODEX: telephone numbers of your friends, family, etc pop up on your screen, then user dials the displayed number or just points and shoots for remote device to dial number as well.
Option: Rolodex is built into the handset; or the telephone number(s) wanted are projected onto any wall and most flat surfaces via differing shades of light

A7-5 ENTERTAINMENT SYSTEM ALARM CALENDAR: Entertainment system is automatically programmed by user to make an interruption in program stating it's time to wake up, go to the office, feed the pet, start cooking dinner for family, etc. For TV, Video, Radio, Tape player, Video game...
Option: if unit is off, it will turn itself on automatically, then go right off again on its own or with the user's prompt.

A7-8 PHRASE OF THE MONTH CLUB
What products could integrate insertable messages mailed to their users on a monthly basis, or ones purchasable at stores? For:
. Answering machines
. Electronic slogan buttons

A7-9AA MOVEMENT ACTIVATES SOUND: Shower Rod Bells: as curtain open or closes, sounds! Sounds/music triggered at moment of movement resulting in set sound, or sound created according to how opened/closed. Also applies to: shower door; chest drawers; key in any type buttons: computer, other electronic devices; way a ball of clay is moved within its skin

. For Techies: Vibration 'Sensor, 'OSC, 'React.

A7-9B SOUND MEMORY GAME: Remember which sound correlates with which button / key / etc. Sounds can later be changed to corresponding locator. New type of memory challenger. Selling to people in music field is a sure hit alone? Easier versions can use normal easy everyday sounds / words, more difficult models can have slightly varying sounds. Manufacturer or maybe user according to their improved skills can adjust difficulty level. Buttons can also come on a sphere.

. User can change which buttons belong where. This can be done via a random process done by the machine.

A7-10 ANIMATED STORY: :

Computer ['game] moves 'characters and have them speak. Develop a story line in chronological order. You call up certain characters from a choice of possibilities. Each movement would be stored as a separate unit in machine. User than can divide any number of units into any number of chapters.

Applications: for fun, played by people on computer; for fun and simultaneously a tool in which to learn new languages or difficult words in one's own language, or terms in science, electronics, etc.

. For [English] users, write down each character's quotes (story line).

For foreign language learning: user develops story and writes in the foreign language.

Option: watch the action and computer asks user questions in foreign language, eg: "Yoshiko, what is that?". Mouse points to correct answer or type in response and machine corrects poor grammar, spelling - gives right answer (then option: requests user to type in correct answer, giving user positive usage experience, then computer allows user to proceed to next step).

. Guess what is inside a box, behind a curtain, etc. Receive hints.

. Develop sentences from strings of pictures. Strings of pictures might also accompany sentences being learned - increasing the psychologically proven ability of language absorption

. Send love notes to characters, or read ones being sent

. Guessing game: each box on screen can hold some secret object. Each person must remember which object makes which sound. Before next game, select different sound option for each charm. Hints can be in words, visuals, sounds, smells

END OF B7Q FILE

File: A B C / BN-MENU1

FILE BN-MENU 1 (Formerly 1BX)

1B-080-032003 Dangly Alarm: The Dangly Alarm is for the creative consumer who needs help waking up in the morning. The innovative alarm wakes you by dangling a creature above your bed. It can make a sound, talk, or even drop bits of water on ____. The only way to deactivate can be by getting up and starting your productive day.

1B-110-032002 Magic Buttons Morning Alarm: The Magic Buttons Alarm helps the consumer begin the workday alert. You have 3 seconds to turn off the alarm by touching the correct combination of buttons. There is a new combination each morning. A small crossword puzzle.

1B-111-032002 Quiz Show Morning Alarm: Instead of your morning coffee, there's a healthier way to jump-start into your day. Answering the questions correctly deactivates the Quiz Show Morning Alarm. A healthy alternative to caffeine.

1B-010-032003 PERSONALIZED ANSWERING MACHINE: For home or office, the Personalized Answering Machine is a useful device that everyone can use. The telephone answering machine can give different messages according to the caller's telephone id number.
is is very convenient and timesaving device for the caller.

1B-050-032006 Happy Morning Alarm: Waking up to happy messages is the best way to start the day. The Happy Morning Alarm sends subliminal sounds and verbal messages at alarm time.

File1BI

1B-120-032008 Creativity Enhancement Device: The Creativity Enhancement Device is a useful device for the innovative consumer. The machine measures the creative brain waves, then feeds back the creative information. This is a great advantage in the
king world.

File 2BX

2B-090-032002 Sound Art: Convert sounds into art? Yes! Sound Art is the perfect device for the artist and innovator. Sound Art can convert sounds into interesting shapes and colors that are printed out.

2B-091-032002 Sound Kaleidoscope: With the new technology, new devices are becoming individualized. This is true for Sound Kaleidoscope. Your view will change according to the sounds you hear. Each sound converts differently according to the differ
buttons pressed.

2B-140-032002 Pill Reminder: When ill, we can't always remember to take our medicine. The Pill Reminder is a vital to your well-being. An alerter is deactivated when a pill is taken out. This simplifies efforts so you can concentrate on getting be
r.

File 2BG

2B-120-032006 Alerter: We are becoming an older society. The elderly are becoming self-sufficient and the alerter can help in this process. It will notify older person of emergencies by hearing beeps. The beeps are part of the hearing aid system.
will hear the telephone or doorbell without too much effort.

2B-150-032003 Clap Lighter: In these busy times, we don't have time to stop working for a minute. When you need a cigarette, but don't have the time to find a lighter, use the Clap Lighter. It is activated with a handclap of whistle. Easy.

File 6BX

6B-020-083002 Call Screener: The efficient telephone answering machine can save time. The Call Screener screens phone calls from certain people. The advance system recognizes certain callers by using caller ID technology. Other calls ring normally.

6B-210-083002 Parking Space Guide: For tight-squeeze parking, the Parking Space Guide automatically parks the car. With more cars on the road and in the parking lot, every space counts. This system judges for distance and instructs the car's wheels

6B-27-083001 Window Magic: Window Magic is a useful device for the home or office. Automatically, the curtains open and close during desired times. This can be a safety or recreational device that is activated by timer or by a light sensor of a sunrise and or
and sunset.

6B-310-083005 World Time Calculator: The World Time Calculator is a must for business people who work domestically or internationally. This innovative system accurately tells the time for each world region. Another timesaving device!

6B-630-083002 Virtual Reality Voyager: A toy that no child will ever turn away. A new adventure every time! The child will experience different movements and audiovisual effects each time.

6B-690-083005 Composter: The environment is something everyone shares. Now, apartment dwellers can take an active part of composting their wastes. The Composter decomposes waste that can't be decomposed in a dump. Every home should have this solar-powered device.

6B-710-083001 Interactive Lid: This safety device protects our families. The Interactive Lid warns when our food or chemical contexts have expired, if dangerous to open, and/or if the lid needs to be fastened better.

6B-740-083004 Laser Gun Game: The new video game, the Laser Gun Game, is the video game of the future. You hit flying objects with a laser gun. It's much more complex than the current video games.

6B-840-083004 Sound Controller: The perfect device that increases work performance. The Sound Controller makes special background sounds to mask unwanted noise. Prevents sounds from the street, neighbors, computer printer, and others. Great for whom you need rest, too!

6B-920-083005 Remote Control Mouse: The Remote Control Mouse is a wireless computer mouse. Prevents Carpal Tunnel Syndrome and other computer-related injuries. Can be used in the house as a remote control device for household appliances. The product of the future.

6B-970-083005 Laser Glove: You can dance and create music all at the same time with Laser Glove! Each finger emits laser light. You create your own sounds with each portable sensor. Great to activate other products at a distance. This is a recreational and productive device of the future. Progress.

File 6BG

6B-080-083003 Multiple Counter: The Multiple Counter is a safety device that leaves very little for error. The Multiple Counter deciphers up to 5 multiple tabulations simultaneously. This is very important in our busy world.

6B-11-032007 Camera Alerter: Film is a profitable industry that needs things done right the first time. The Camera Alerter does just that. It signals the cameraperson when technical difficulties occur during filming. Think of the time and money you have. The Camera Alerter works for still or motion cameras.

6B-24-083005 Driver Identity System: Car theft is at an all-time high. Even car alarms don't seem to work. The Driver Identity System is the solution! The driver is identified by body weight that matches the car's memory. You can program the system to suit more than one driver.

6B-320-083007 Coffee Maker Alarm: No one has time sit and watch the coffee maker. The Coffee Maker Alarm sounds when it is ready or when empty on an active burner. This is a timesaving device for home and office.

6B-580-083003 Voice Scanner: The Voice Scanner is a must for those who don't have time to sit and read. The device scans the word, then reads them from a speaker. A great help for kids and the visually impaired.

6B-720-083003 Virtual Food: Virtual Food is every dieter's dream. Food is served with sound and smell emitting effects. No chemical ingestion, yet Virtual Food enhances the flavor and experiences of food.

6B-750-083003 Distant Touchless Switch: The Distant Touchless Switch is used for convenience. You can control a unit by blocking some of the laser beams. Perfect for stores.

6B-780-083003 Mobile Light: The Mobile Light allows mobility in theater or film without complicated wires or controls. The motion sensor directs light to follow the actor's movements. Great recreational instrument.

6B-820-083006 Tension Locator: Now a device to rid you of aching muscles. The Tension Locator finds the muscles that are extremely tight. A practical instrument that aids in reducing pain and stress.

6B-860-083003 Universal Garage Door Opener: This innovative device will make life easier. No need to get wet or slip on ice while opening the garage. To use the Universal Garage Door Opener, honk several times. Helpful at home or office.

6B-940-083003 Medical Smell Analyzer: Healthcare is a universal problem. Doctors need new devices to help cure patients. The Medical Smell Analyzer measures the patient's bodily changes by smelling substances found to cause unusual responses. The patent's 'reaction determines the illness. This device helps define causes of unknown illnesses.

6B-971-083006 Remote Control Retransmitter: The Remote Control Retransmitter is an innovative device. It allows mobility for the user. You have freedom to sit in a room, yet be mobile. The remote control can send messages to the receiver and the retransmitter.

6B-990-083003 Pet Playmate: Pets are people, too! They need innovative toys to keep their interest. The Pet Playmate is entertainment for your pet and you'll enjoy the fun also. Certain sounds and smells that interest pets are used.

File 6BI

6B-410-083007 Remote Faxer: The invention of the fax increases work performance by allowing information to be transmitted instantly. With the remote faxer, you will increase work performance because of the mobility it allows the user. This portable
ice will save you time and money.

6B-411-083007 Verbal Pager: Better than the cellular phone, the Verbal Pager lets us key-in or speaks a message. Then, the device transmits messages to the computer instantly. Through the airwaves, the computer speaks the recorded voice statement to
e desired party. Technology, personalized.

6B-430-083007 Color Fax: Faxes don't have to be in black and white anymore. The transmission is perfect for marketing purposes and even entertainment. Each color is separately transmitted, having each separation coded for a certain color. The receiving fax assigns the color and compiles the multiple images to create color. This creative device will change marketing.

6B-440-083007 Three Dimensional Transmissions: This innovative device transmits three-dimensional images in business. The Three Dimensional Transmission also aids the visually impaired by transmitting Braille codes through the modem.

6B-530-083009 Portable Stereo: How often have you missed someone at the door because you had your headphones on? The Portable Stereo is unique. It alerts you of external sound by amplifying the outside noise. This also aids in safety.

6B-590-083007 Color Code: The Color Code is convenient for the busy computer user. The unique device allows only particular colors to be scanned into the computer. You write notes to yourself or others, but it doesn't show up through the scanner.

6B-660-08300C Smell Guard: Protection is vital in this growing world. Unfortunately, we need to protect ourselves from unwanted contact. The Smell Guard can save you. It emits a horrible smell that will repel the attacking person. This scientific
designed smell will turn people away, but not harm us.

6B-730-083009 Computer Time Recorder: The Computer Time Recorder increases work performance by recording the time on the computer. Great for when you are on a tight deadline.

6B-830-083009 Voice Analyzer: A unique device that aids in analyzing behavior and personality patterns of people and animals. Listening to voice pronunciation of certain words does this.

File 8BX

8B-010-083004 Pet Locator: You will never worry that your pet has wondered off. This innovative device allows you to know where your pet is at all times. The owner's receiver picks up if the pet is inside or outside.

8B-110-083004 Automatic Speaker Balancing System: The Automatic Speaker Balancing System individualizes your listening enjoyment. Each speaker adjusts according to where you are. It even adjusts to your movements.

8B-140-083001 Interactive Therapy: Need a shoulder to cry on? Or need someone to listen to your problems? The Interactive Therapy is for you. Your personal therapist analyzes your voice to determine the best therapy for you. You are never to far from a sympathetic ear.

8B-170-083001 Advanced Tel ID: No more phony phone calls. No hang-ups. With the Advanced Tel ID, you will have more information about the caller. This also works when you make phone calls.

8B-210-083005 Toothbrush Pleasure: This unique toothbrush makes brushing your teeth more fun. You hear pleasant music and smell a pleasant fragrance as you brush. The Toothbrush Pleasure will have you brushing longer. Your teeth will thank you.

8B-420-083005 X-Ray Scale: The X-Ray Scale is vital for sub-section analysis. This useful device discovers the internal sections of any item by weight, density, and other properties.

File: 8BG

8B-100-083006 Interactive Smell Effects: Interactive Smell Effects is a useful device that is for everyone. The interactive device uses smell to enhance effects, such as in video games or in entering a restaurant.

8B-280-083003 Vending Machine Analyzer: This new marketing device is useful for studying consumer purchasing behavior without a survey. The Vending Machine Analyzer determines the items sold with simultaneously occurring events. Great for understand
the average consumer.

File: 8BI

8B-040-083008 Coupon Printer: In this new interactive world, the consumer has a great advantage. The Coupon Printer aids the consumer. While watching TV, you request a coupon. Easy!

8B-060-083007 Beeper: New technology makes life easier. If you live in a busy world, where time is a gift, the Beeper is for you. This new device transmits signals to a particular receiver who, intern, beeps, lights, or vibrates that a message was received. Can be used in all facets of life.

8B-070-083009 Automatic Remote: The remote isn't just for television. Automatic Remote is a convenient device that activates certain applications without barely lifting a finger. The personalized device is activated by laser light.

8B-100-083006 Video Game Effects: The Video Game Effects is a unique entertainment device. The effect lets the user smell the unusual creatures in the video game. The device can also be used for other audio-visual products, such as computer training 'interactive video.

8B-150-083008 Switch Board's Identifier: The receptionist can be the busiest person in the office. The Switch Board's Identifier can help. This useful device simplifies work by receiving call codes that give various information about the caller. A
at timesaving device.

8B-250-083009 Escape: Need to escape? Find relaxation at office or home? Escape is for you. This device allows you to choose the desired feature: smells, sounds, music, visual displays, massaging, and chair vibration. Relax.

8B-290-083008 The Trainer: This training device is vital in anticipating future situations and activities. The Trainer improves work performance by depicting future situations by suggestions, warnings, or alarm.

8B-410-083008 Scale Alerter: The Scale Alerter is vital for good health. Obesity and anorexia are weight problems that can effect your health. The Scale 'notifies 'w5 it 'predicts weight changes in you. Also, can be used for scientific study, etc.

8B-430-083007 Mixer: The Mixer is a timesaving device for those who frequently use the scale. This device combines multiple chemicals. The Mixer is useful especially when the exact and final weight is not crucial.

File: A B C / 1BX
FILE 1BX *

1B-110-032002 Magic Buttons Morning Alarm: Turn off alarm by touching correct combination of buttons within 3 seconds. Display shows new needed combinations each morning. Helps awaken the sleepy head. . At anointed hour, clock's display shows the combinations needed to be keyed in to deactivate the clock. The process helps make the sleepy head alert.
-was 1A-4) WAKE UP GAME:
Do any of the following or other activities upon waking to turn off alarm. The work required will wake user up. . Different ways instructions are conveyed to sleeper:
-first is sound which alerts user - this sound can intensify in 30 seconds or remain constant, turns off when game is played correctly or well enough (high enough score)
Game #1:
display shows which buttons must be pressed and in which order; then display may repeat instructions over and over until user solves problem (does what is required). Eg:
-the user has 9 [3 rows of 3 keys each (or more)] keys on small key board; display shows which keys must be pressed and in which order by putting a number in the box of each key on the display. The plastic key board remains the same daily, yet the numbers in the display's boxes representing the individual keys and the order in which they are to be pressed changes randomly each day.
-all features of 1B-111 are mergeable with this product.
-Interactive Lock:
Person locks or unlocks device by using the morning alarm deactivation features. Can use for gaining entry, etc.
-the manner in which the buttons must be keyed in to deactivate alarm (pp, mp).
-OTD/: morning alarm; display; pp; mp; uk; date; tds; interactive; basic; game; entertain; exercise; bp; osc; speech; cart; pi.

1B-111-032002 Quiz Show Morning Alarm: Deactivate alarm by answering the questions correctly. The mood of the questions causes alertness.

-Interactive Question Alarm: -device asks questions from user, and user answers typing in information onto key board. The display will show which key needs to be pressed to select, eg: yes, no, white, blue, red, small, big, etc in answer to questions like: "do you see 14 cars on this display now...", or "what is your favorite of these color choices" or "do you prefer small or big dogs", etc.

-the questions are psychologically designed to make sleeper think in pattern to speed their waking state, and get their curiosity

-questions are stored in microchip for next 2 years (replaceable by purchasing additional cartridges with questions)

-other versions can have interactive features: tv screen asks and responds to questions, eg says "wake up sleepy head, the answer is wrong!". The interactive system uses special CD-ROM reader and disks; or uses other computerized systems.

-this and other morning alarms can be developed by or use TM: Morning Alarm(s); Morning Alarm(s), Inc; Creative Morning Alarm(s)

Each key may be different colored yet have no number or letter (reasons: lets user use key board for different choices; keeps size of device small; makes user think), yet other versions have one or more sets of keys with number or letter imprints.

Additional details:

There is a button on the bottom of device which can turn off the alarm if user is unable to deactivate system via the game method.

Naturally the user will want to avoid this and take the challenge of letting the machine wake them up. Probably required by western government electronic standards.

-Key board is a separate unit which communicates to main unit via remote control.

-User has choices over the way the cartridges questions are addressed to him, eg: difficulty, number of questions each morning.

-Codes: date

-Interactive Lock:

Person locks or unlocks device by using the morning alarm deactivation features. Can use for gaining entry, etc.

-if user wakes up then it is unnecessary to deactivate alarm by playing game. Any of the morning alarm clock deactivations may also be used from out other files, eg: the riser.

Footnote for 1B-11:

Device can be part of other product features, eg: radio, standard type alarm options. The alarm sound might vary each morning. Deactivates when weight from bed is reduced. Codes: all; display; pp; mp; uk; interactive; educ; toy; game; entertainment; portable; mfh; osc; vc; egh; score (how well user did in past games, tests.; teach cart (other); rpc; pc; uq; access; pi; character.

File 1BG

1B-010-032003 PERSONALIZED ANSWERING MACHINE: receiver programs "T" answering machine to give out different messages, according to caller's "T" id number,

-very related product in file A6.
-(Special devices exist which allow the receiver to know the tel number of the caller.)
So the receiver can input the caller's home and work tel numbers, and give just calls from those numbers special treatment.
Special treatment possibilities: different outgoing messages (nicer or more business like, etc); when a call comes from the desired tel number the answering machine's beeper can contact owner of answering machine or the owner might get a call from the answering machine with a recorded or coded voice/sound stating that a message from desired tel number was received, then receiver can call machine and get message, or machine can give message to owner; calls from desired numbers are call forwarded to location of owner (tel #1 calls "T" #2, then "T" #2 automatically transfers call to "T" #3 since this is such an important call).
83
-for statistical purposes device keeps records of all incoming calls for offices.

Footnotes:
-different length of time device may record incoming messages.
CODES: all; displays tel number coming in or being dialed; pp; mp; uk; date; interactive; microphone; synth; portable; mfh; vc; score; sp tel; rpc; cp; uq; pi; character.

1B-120-032008 (Was 1A-6) Creativity Enhancement Device (formerly called, Brain Light):
Machine measures person's creative brain waves and feeds back information for their development of creative abilities. A clear barometer of their frequency levels allows users to gain greater clarity for control.

Technical: creativity might be measured by any one of the following: blood pressure, neurological frequency measurements via brain caps, receptors taped onto certain regions of body, eye movements, or other effective means.

-Required would simply be a research project correlating all thousands of body signals with levels of creativity - the above are only some of them proven to be related. A large synthesis of divergent signals may help validate results.

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Very difficult to truly make operational. There are enough studies to show that certain brain waves are related to creative thinking, other possible measures (frequent dilation of pupils, rapid heart beat while seated). Still the physical characteristics to check for are probably limited. Realize this before taking up this interesting product idea.

-Main Purpose: Increasing creativity by identifying when you are creative. People are often caught up in the moment and forget to know what is going on inside themselves... For example, a green light might go on when the person is acting creatively. By realizing you are creative, it will probably be easier for people to more consciously put themselves back into this state of mind. Controlling one's thought process and guiding them into the creative mode can be somewhat subconsciously directed, and having the light tell you when you have crossed the line or not, makes it maybe easier to cross the line frequently.

-Other Purposes: for scientists studying the creative thinking process; helping people correct mental thought disorders.

Footnotes:

Display; "C"; pp; mp; uk; date; user beh; interactive; educ; toy; game; entertainment; exercise; portable; printer; mfh; alerter; osc; vc; egh; score; tgh; teach; md; cart; rpc; pc; uq; mq; pi.

(Hopefully the above was translated already into Russian in early 8.93)

"A" INVENTIONS DIRECTORY FOLDER

Table of Contents for A Invention Files:

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File: Peter / A B C / 4AX
FILE 4AX

Note: Most inventions in 4A were expanded in file 4AX. Other inventions from 4A were not transferred.

4A050 COFFEE FILTERS AND GRIND COMPACTOR: Makes dispensing easier. Tube from machine goes out releasing grind's squeezed out liquid.
-"Tilt": controls sys' functions

4A060 COFFEE CLEANER: Signals when coffee machine requires cleaning. User activates the easy self-cleaning system. Get better tasting coffee.
-Display/light shows when coffee machine needs to be cleaned. May have self cleaning mechanism activated by user, or cleans after each use.
-Chemical deposits build up in system and need to be dissolved and flushed out
-OTD: "S"; c%; mp; pp%; uk; date; TDS; all; alerter; osc; score; cart (of cleaning chemicals); cp; cc%

* 4A160 TERRARIUM; AQUARIUM: grow little shrimp (size of fleas), aquatic plants, etc in see through jewelry - thick bracelet, big ring...

4A170 PILL INTAKE MONITOR:

Method 1: pill dispenser inserted into mouth, it must remain for duration in which pill would dissolve if not swallowed, and perhaps even a longer time. For patients who are uncooperative in taking their pills - saves money in having to house them and supervise that they are taking prescription. If pills not taken, maybe welfare checks, deserts, etc stopped as punishment. Dispenser's calendar marks when pill taken, and alerts user as to time for taking pill(s). Can dispense multiple prescriptions at each's own allotted time schedule. Device worn around neck, or kept otherwise by patient.
Technical: device must register saliva and or specific body temperature to fully activate fact that pill was swallowed. Device in size/shape that it can't choke patient.

Method 2: Saliva Monitor: Each pill can leave chemicals in saliva; hence, monitor checks saliva at certain times checking for pill intake. Options: Monitor alerts patient at pill taking time, dispenses medication(s), alerts patient for monitoring time.
Technical: device may have easily insertable part applicable for type pill taken. Pills might come with other harmless natural ingredients that will show up easily in saliva helping to insure pill was taken, if main

ingredient registers poorly. Or, device may give placebo required to be taken with real pill, whereby patient is not aware as to which is placebo and which isn't. Or, a chemical drop can be placed onto each pill (for the tagged chemical) noticeable by saliva monitor.

Applications: homeless and mentally ill people outside confinement often have to be kept under supervision; or visited by hospital employee. Product might not be perfect, yet saves Money!
-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences.

* 4A180 NECKLACE BAROMETER: compact size gives necessary info on future weather changes coming up. May also measure any other standard weather measurement, eg: temperature, humidity. Can be non-jewelry separate piece object.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences.

4A210 COMPOSTER: chemicals, and or bin and instructions provided so pencil shavings can be made into good topsoil. Compost in/outdoors. Seeds of plants that are particularly well suited to such soil might be mentioned/included. Great for kids - might even make them more eager in using their pencils.
-Good for other garbage items too

* 4A230 JEWELRY: functions as "R" control.
-ear ring, ring, necklace piece(s), belt buckle, watch, head band. Insert standard "R" control device options within for: television, radio, cd, tape, record, VCR.
.-"Tilt": controls sys' functions. "Tilt" is in jewelry form.

4A240 LIFTS GARBAGE CAN LID at whistle or clap of hand for certain number of seconds.
-garbage bin with tight seal designed to keep out small bugs.
O-used by municipal (government) for collecting trash from cans designed to keep out: people, animals, insects. It might be too strong for them to open.
-possible to get garbage in with relative ease.
.-"Tilt": controls sys' functions

4A260 SOLAR JACKET: Outer lining converts light to heat.

-heated by solar energy panels attached to coat. Rest of coat can be any color / material, eg: black nylon/cotton. Panels may be many small hard ones, or of a flexible nature. Acts like an electric blanket.
- option: runs on batteries only/also
-OTD: entertainment; exercise%; thermometer (for inside and outside temperature)%; cart (of heat creating chemicals)%.

4A270 SOLAR HAT: Converts light to heat.
-heats head in cold climates
-cooler via solar energy exists
-OTD: entertainment; exercise%; thermometer (for inside and outside temperature)%; cart (of heat creating chemicals)%

4A290 Tremble Monitor: Getting Old? Measure how much you're trembling with jewelry attached to your finger, wrist, and neck. Learn to identify trembling as a problem and work to reduce symptoms.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences = "analysis" by doctor.

4A320 DIALECT CONVERTER: (future product) convert person's dialect into your own regardless of whether they are calling from Scotland, Brooklyn, Mississippi, etc. Technicalities might limit extent of conversion. 'SA, 'Tel, 'Adapts sounds.

* 4A340 Disguised Car Phone: mobile "T" made not to look like phone, minimizing theft potential. Eg: in car made to like its a part of auto; for walking made to look like cosmetic case, flashlight, etc. New kind of theft prevention!

4A360 Costume Thermometer: when temperature hits certain points it changes appearance or moves an appendage or sends out a flagger. Especially when it has dropped below freezing, or is about to (for gardeners needing to save plants from frost), hits below zero (F), or goes over certain hot temperatures.

4A390 Sound Camouflager: upon lifting either toilet lid, automatic sound starts so others can't hear person "doing their business" in toilet. Sound possibilities: water rushing (in many frequencies, especially sounds best

at masking desired sounds; wind; jungle; music; etc. More effective than running water, and saves water (especially for dry areas like Saudi Arabia, California, Spain, etc.)

4A480 Water Saver: only runs when mouth is in line with certain area near waterspout.
- Options: Omits need for pressing button. Saves this water for: garden, toilet flushing, etc. Most other water sinks take in soap water hence are problematic. This function workable with new and old idea water fountains.
*4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip). *"Tilt": controls sys' functions

File: Intro To Pat / 5AX
FILE 5AX *

Note: File 5A-Old was later expanded into file 5AX. Some inventions were not transferred.

5A200 Remote Time Clock: Logs hours worked each day. Simplifies salary calculation.
-acts as time punch logging hours worked. Quickly logs who has gained access.
-show your Id/badge's bar codes when going in/out. "C" remembers and tabulates your hours worked.
-saves time and hassle on part of employee being clocked, and employee time needed to tabulate hours worked

5A260 o Personalized Car Horn, and internal sounding alarms and notices (eg: beeps because belt isn't on, or verbal alert that gas is going low, etc): Make the sound you want to hear.
-sounds are within the parameters of government's car design regulations (note different cars have different sounding horns - now choose what you want!)
-sold as option by car company, or by car accessory company

5A280 Auto Karaoke: Sing while driving. Also, version for bus tour groups.
-system for car drivers who sing while they're in car.
*-Special version for Japanese tour bus riders too!
-OTD: "S"; "C"; pp; mp; date; interactive%; toy; basic; "mic"; synth; portable; sst; bp; vc; score%; md; cart (sound generating possibilities); cp; cm; uip.

5A290 Auto's Accident Alerter: Driver hears sound in direction of possible danger if driver's speed and direction are such that it poses high risk it will collide with another automobile at a dangerous speed, direction, and or distance.

*-device calculates turns it or others are making

*-fact that it or other driver might be decelerating is a major indication that they are noticing another vehicle, potential danger

Marketing: even if the cost exceeds a new car, some wealthy people who are so accident prone will buy one, since it might save: 1) having to buy several cars; 2) insurance premiums because of a) lower accidents, b) insurer's discount for having device, 3) some old people simply don't drive for fear of their driving ability, yet sit on millions of dollars and don't want to always have to rely on chauffeur.

-sys "analyzes for any type of potential accident at / w: work place (factory floor); any vehicles.

.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" occurences (for uip); helps show who (w5) was more at fault in accident

* 5A300 Memo: recording device for ideas user gets while driving.

5A301 Car Stereo Car Phone: hear person speaking with you on car's stereo. User can switch between speakers or hand set conversational mode.

5A310 World Clock: Announces the hour in any language.

-verbally announces the hour in any language user selects from "c"'s menu of languages.

*-Great for language enthusiasts and those often thinking of travel. Product lets user feel a little like they are in the foreign country of their selection. Programming keeps verbal sounding in same language until changed by user. Of interest to children too.

=

*-Talking Clock: speaks in diverse accents, types of sounds (domineering, gentle, strange, etc.).

*-UP choice of type sound format, or time given visually and with beep alarm only.

5A340 Hot Plate Scale: turns off burner when scale reads pitcher is near empty. Old models at best: turn off in two or so hours; use thermos that keeps for several hours and can't burn, but can easily break.

-if coffee, tea has been on burner for quite some time, device easily calculates approximate evaporation level and adds water/liquid to counter evaporation level

5A350 Vibration: emits this via keys and or chair, desk in order to:
-enhance quality control (fewer mistakes)
-greater mental ability
-nice feelings

5A360 Computer Page Turner: Software emits the natural paper sounds of changing pages when screen goes to new page. As person progresses to new page, hear the sound of pages turning.
*-louder paper sounds for progressing to different chapters, and even louder when starting or finishing book / directory
*-Application: consumer, commercial, students studying on "C", "C" games, etc.
-OTD: "S"; "C"; mp; pp (type sound wanted, on/off of audio); shows the page number, volume and or file #, directory.

5A370 Microwave Rice Package: pour in water and oven cooks to perfection.
*Non electronic.
*-can have many other ingredients popular in different type cuisines. No messy mixing, cleaning. Get the perfect recipe!
*-any other type food that needs/doesn't need water added

5A390 Smoke Guard: cooking device automatically shuts off upon sensing the required minimum amount of smoke. For microwaves, gas/electric stoves & ovens, toasters, small ovens, electric fry pans, hot plates, etc.

5A420 w (with) light points in direction of heat and or movement and or location of person's portable transmitter and or which seats are being sat in

5A430 Motion "sensor" Floodlights: Light automatically follows person's steps. For a dramatic entry to exclusive night clubs, school plays, etc.
-Follows person's steps as they walk. Ground picks up sensors. Indoor/outdoor.
*-saves labor costs

5A440 Magnet Earrings: Have the pierced earring look without pierced ears.
-(non electronic) Hold earrings onto ear lobe without having to pierce ears by very strong opposite magnets.
-big sales hit for western men. They want the pierced ear look but many refrain because of the permanent ear marking.

5A450 Karaoke Contest:
participants win according to any of a number of categories measurable by frequencies, beats, etc. Also the karaoke controller, or survey of votes of observers and or participants can rate contestants. Often the winner can be the person people want to select for fun, friendly purposes.
. Test criteria: person who laughs most often; highest pitch voice; deepest voice; slowest (with fewest changes in frequency/rhythm); fastest (also measured by how quickly they can complete song words and all); number of drinks drunken during song/game/process; most original; person most likely to have/had most sex partners; most ambitious; most creative; most friendly
*the actual person selected (winner) might be controlled by bar's hostess, or be by random, or rather faulty criteria. Its all for fun.

5A470 Food Laser Designer: For Japanese cook who wants to be creative. Laser burns designs preprogrammed by machine (select from different design options), or cook uses their artistic touch for own designs. Great for Japanese: desert pieces; company logo onto food bits; etc.
-Food manufacturers can use this for food production targeting any cultural eating habits. Might create new sensations in future.
-Optional feature for microwave/conventional ovens.
-Applicable to non-edible foods (don't mail or use this since its another product being handled separately)

5A530 Stress Alarm: when your or another's voice is creating frequencies depicting likely stress, alarms via light or sound or voice. User then can try to reduce their or other's stress
-for research / "behavioral analyzer": 4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" w5 occurences (for uip, via ba)

5A540 A/V Pedometer: according to how the creative purchaser of product walks, jogs, device emits audio and or visual signals in corresponding rhythms, intensities, volumes.
-Audio emissions include: mono and or multiple frequencies, rhythms; songs

-Visual emissions include: Lights, which stay constant, change in intensity, go into rhythm. "S" is an altering of lines, graphs, dots, images, characters, colors, etc.

5A560 Waitress Caller: simply press secret light to get waitress, save the trouble of keeping your eye out for them.

. Fun innovative restaurants can attract clients with this novelty. Could become a new hit. Client simply calls for waitress without having to keep eye out for them. Better than having an embarrassing light above table going off to get waitress. Only the client and waitress know that someone is being asked for.

-H-separate keys for different requests: water, more coffee, the bill, want to order now, etc.

-Remote control

-(call) any u

.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" occurences (for uip)

5A570 Remote Identifier: Know who is coming by picking up on their small portable transmitting device. Each party knows who is in nearby vicinity with or without walls. The receiving portion of invention identifies person's code and displays their code number, type frequency, and perhaps its corresponding name if machine knows. Perhaps transmitter sends code with sender's name and any other info about them, eg: their co affiliation, nationality, etc.

-access through doors, etc might be determined by the code sent through such constantly or occasionally (on user's command) transmitting codes

-D: u (users) (c=distancer=rc) = knows other's = distance; person being "tracked" = portable "tr"/"ps"/"cid" = RC = C (computer) = monitoring person.

5A590 Spray Paint Vandal Catcher: special receiver built into walls, etc sends alarm to police upon receiving spray paint

-receiver senses via paint particles, or chemicals used to deliver the paint (might not even have to be painted on to alarm)

-receiver is easily replaceable, and easily blends in walls that are not completely flat

-phony alarm receivers can also help thwart off vandals

-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" occurences (for uip); police catching villains (serves as court evidence). Sys (adaptive system) "tracks" = motion "sensors" where villains were before/after any/the crime.

-2e251 intelligent monitor

5A610 Invention Store Software: Walk down the store isles within the type company you selected. Get ideas about, new products, new business strategies eg: marketing, packaging.
-develop a fantasy product land
-OTD: "R"; "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; basic; game; enter; portable%; printer; "M"; osc; vc; egh; score; tgh%; md; cart; tr; mo; cm; uq; mq; uip; character; clap.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" occurences (for uip)

5A650 Dog Trainer: Teaches lazy dogs to bark.
for pet owners with dogs that are poor barkers. Whenever external sound occurs, speakers transmit in frequencies that help cause dog to feel like barking. This is a behavioral change that will usually continue to work after the system is turned off.
-speakers can transmit in sounds audible and not audible to humans
-more expensive models will have microphones that pick up only sounds that are from certain points (eg: avoiding car sounds far off, etc.) which in tern triggers the speakers.
-speaker can also make barking sounds
-OTD: "R"; "C"; pp; mp; uk; date; interactive%; basic; "mic"; alerter; tgh; score%; cart; cp; access; uip.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" occurences (for uip)
-combines with existing systems that cause animals to reduce their negative behaviors (barking) when the bark (too long / too loudly). Added to file 5/96.

5A670 Safety Pedestrian Light: just before school and after school, when laser or other medium sense presence of person coming or standing, light turns green for them to cross. Invention placed within desired parameter on all pedestrian cross lights.
-without invention: kids can play while waiting to cross and maybe fall onto street with ball, etc; since beyond desired parameter - light doesn't automatically turn green child wont assume cross walks to always be green, additionally, traffic lights near school might occasionally have child wait so as not to build assumption that lights will always be green, hence not the need to look at them.
-should anyone cross light when still red, a sound might alarm. Can be used on any cross walk light (even throughout entire city)

5A690 Combination Walkie Talkie - Tel: "T" is with cordless and cord options

5A700 Child Controller: to activate [outgoing call / particular (tv) program) feature, first press a special button (once or any number of repeated times in sequence) which lets you get [dial tone / program]. Caller must dial the numbers/code soon thereafter or dial tone / connection/connectability/"access" is lost and any pressing of other keys on pad are ignored.

-Additionally, there will be a ring/beep(osc) if an incoming (t / %program) call/tr comes and can only be picked up (if handset is off hook) by pressing the same or other special button - this prevents kids from [answering the phone (should they be too young) / watching particular programs].

-parents can't always control their kids from using the sys ("T"), hence this is a valuable feature.

.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" occurences; "analyzes" occurences (for uip)

-Entertainment Program Screener: 9G-220: Sys (adaptive system) screens/selects (any unwanted/wanted) occurences (within program)

-partly moved to "Edit"

5A730 TV synthesizer: convert programs to your preferred sound style. Go beyond traditional base, treble and so forth. Change according to type accents and voice styles preferred.

-moved to 9G220 in 8/95

5A740 TV Guard: Helps students study more by cutting back their television viewing time. Parent restricts times device may be activated.

-cuts of television after certain time period (UP time span allowed to watch). Certain models allow user to turn TV back on, others are not allowing this

-records when TV was watched

-watcher keys in their code to turn on TV. They are allowed limited number minutes/day or month... Amount of allowed time might be determined by: their grades in school, other performance.... Parent who sees more than one person watching TV w/o each of their codes keyed in can have TV not allow them to watch tv for whatever time period as punishment

-OTD: "S"; pp; mp; uk; date; tds (scoring maximum # hours allowed per day, or week/ month; # hours which can be watched ("access") based on person's performance (eg: school scores)); educ; basic; alerter; access.

-Entertainment Program Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurences/modes%/programs%)
-copied to 9G220 in 8/95

5A750 Warner: separate or attached device that notes if tv/monitor has become health hazard (excessive radiation, poor image which hurts eyes {decreases eye vision over time}). Best as a separate device sold by someone who doesn't make television sets.
-OTD: "S"; "C"; diverse sensors of radiation, etc; alerter.
-Entertainment Program Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurences/modes%/programs%)

5A770 Sound Bites Ticket Vending Machine: hear segments of the show (theater, cinema, etc) and or reviews at the ticket machine(s).
-MP or UP for option for which they wish to listen
-"Entertainment" / Program (sw) Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurences/modes%/programs%)

5A781 Automatic Seat Lever: lowers toilet seat and lid upon flushing or exiting bathroom or flick of switch. Raises seat and or lid at flick of switch.
-Related to existing device, which has green or red light, whether seat is up or down.
-D: seat's position = sensor = analyzer = light / osc / nr

5A790 Electric Toothbrush Usage Meter: counts the number of times used-shown on "S" and or alerts user when it is time to change brush attachments
-OTD: basic; tds; alerter; score; works with regular and electric toothbrushes.

5A800 Simultaneous Interpreter: speaker's words translated into desired language: either on screen or verbalized into listener's ear phone.
-converts into language(s) of listener(s)
-can also listen via speakers
-OTD: "S"; "C"; pp; mp; uk; date; educ (teaches language, pronunciation, does language drills, etc); entertain; "mic"; synth (into desired sound effect); portable; printer; "M"; bp; osc; vc; egh; md; cart (languages, sound

synthesizing effects); works with telephones, tr, mo, fs; rpc; uq; mq; uip (preference for certain phrases, styles of speech, etc); character; clap.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" / "analyzes" occurences (for uip (db improvement), intelligent monitor 2E251)

5A870 Voice Mail Music Selector: Listener selects type music desired while waiting on hold.

-listener requests type music they wish to listen (or none at all)
during their being on hold
-OTD: "C"; radio; CD player; satellite receiving and transmissions of any audio based information, eg: news service; database of encyclopedic information accessible by listener; date; tds; basic; game on "T" - interactive; "mic"; synth%; "M"; cart; bp; "T"; sp "T"; tr; mo; fs; cp; uq; mq; access; uip.

5A890 Deaf Speaking to the Blind: as deaf person keys in the words onto device's keyboard, speaker emits the sounds of the words. Applications for other situations too.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" / "analyzes" occurences (for uip (db improvement), intelligent monitor 2E251)

5A1000 Info Pick Up: tune into (diverse mediums) and get precise time, weather, news, any other desired info, etc.
-your watch, clock, "C", electronic game or calculator or notebook picks up codes via: "T", satellite transmission, radio - am, fm, sw, mw, lw or other air frequency. Device converts such signals into info, which can be portrayed, to user via "S", audio or printer

5A1010 calculate the change in weight of anything over a period of time so as to easily show the information via any computerized graphs or other database type software.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" / "analyzes" occurences (for uip (db improvement), intelligent monitor 2E251)

5A1020 measures the additional weight needed to meet requirement

5A1030 Density Calculator: key in type substance and or volume and scale gives density
-can have system for measuring volume easily, eg: the difference in rising of liquid upon insertion of material - device calculates the difference to a minute decimal.

1055

5A1040 Diet Recorder: each food item has own container and corresponding scale. Tabulates all food entered and retrieved so as to make any possible numeric charts, graphs. Great for scientists studying animals, people; for people watching their diets.

-put switch into groove for "food input" when putting in new food, or simply key in that new weight is going in. Enter related command when taking out food for feeding. Scale knows not to record disturbances to scale when agitated while entering or retrieving food - the scale puts new weight into memory when task is completed.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" / "analyzes" occurences (for uip (db improvement), intelligent monitor 2E251)

5A1050 Musical Skateboard: User programs type sounds generated when in motion. Sound like a jet plane, sports car, etc.
-makes sounds, music while wheels are turning. Has on/off feature for turning on sound and releasing wheel locks (if security is wanted, use combination or key lock)
-sounds: roaring engine(s), whizzing car, whizzing skateboard
-microphone amplifies actual sounds created by user while skate boarding

5A1070 Temperature Change Analyzer: as temperature changes it analyzes the resulting changes in any material being studied, how the following change: volume of expanded or contracted chemicals, liquids; changes in color of chemicals, plant or animal growths (system might identify color changes through its eye which analyzes the color and hopefully the small color changes too); activity of animals, insects in their cages (are they more or less active) - might sense for vibration and or note frequencies of movement, etc; frequency in which animals, insects eat, go into certain places, touch certain things. System compares temperature with many other things too. It then can chart the learned information on all types of graphs and tables.
.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" / "analyzes" occurences (for uip (db improvement), intelligent monitor 2E251)

CONCLUDES FILE 5AX

File: Intro To Pat / 6A

FILE 6A

6B-530 PORTABLE STEREO: combination of alerts in headphones if: your beeper/pager is going off (alarming); door bell ringing; external sound is high (system amplifies outside noise if its in certain frequency or volume eg: sounds of standard car horns, screeching of cars coming to quick stop, etc)

-the following already exists: when the tel rings, the volume of your tv, stereo goes down
-system is an alarm system too, with programmable alarm setting that signals user when it is time
-can be part of walkman, stereo, etc
-For Techies: All; remote; "C"; mp; up (to be interrupted for certain sounds or situations); interactive; microphone; mfh; bp; alerter; osc; vc.

6B-58-600 VOICE SCANNER: Scanner views (takes in) words, then reads them out audibly.
-this single product is a combination from designs 1B-58 & 1B-60)
Great for: kids, the blind, those who are too busy to read can just let the scanner read (even by paper sheet feeder) and do what they do without sitting down, eg driving, etc.
- Acts something like a record player from 2D surfaces.
-For Techies: Display; fd-hdd; pp; mp; uk; educ; toy; entertainment; microphone; portable; mfh; bp; osc; vc; cartridge (for type voice desired, eg: select from different personalities, accents...)prc; cp.
. Record Player Option: Another part of our company is working on the idea of reading bar codes or other related codes to generate desired sounds, music, etc. This facet is encouraged for the patent application, yet percentages of profit for this facet are already reserved for another party.
--Even a new type of fun record player with wheel or sheet feeder might be used. Purpose: control the speed in which data is received
--The system might be able to read codes at many high speeds, yet only sound out the data at the desired sound. In this case, the reader must be designed for certain codes.

. Light Emitting Scanner: as scanned one or more light colors, sounds, music are emitted in fashion corresponding to item being scanned. Change item being scanned and get different lights, sounds. Scan paper's words, pictures; leaves; stones; tile; fabric; faces; etc.
-markets: toy, part of product
-displays: different graphics according to item being scanned. Can convert pictures being scanned into something different.
-UP way device makes its changes, eg: into larger simpler shapes, more blue and green, change all pink to orange etc.
-Great for kids! They can walk around their room having magnificent creative fun....how many other products in their room could be so imaginative!
For Techies:
Scanner sends out light and or sound waves (not necessarily audible to human ears) and then depending on how it bounces back to device, the appropriate stimuli (light, sound, music...) for user, is created;
. For Techies: All; display; fd-hdd; mp; pp (types of effects desired from whatever scanner sees, eg: shiny surfaces can create more white or golden light...); uk; interactive; toy; entertainment; exercise; portable; sst; iq; printer (prints out graphics, color, etc according to what was scanned - the print out is the reaction, like light

being the reaction as above); bp; osc; vc; egh; score; cart (types of reactions that can be created and how); rpc (for main part of product); cp; uq.

6B-590 COLOR CODE: Scanner picks up only certain colors. Allows user to write down things for certain uses yet not desired for entry into computer.
-each color (aspect of information) can be easily separated once within computer, for editing, etc.
-similar to the idea about copy machines (eg: Xerox) that don't copy the color blue
-User can select colors when writing onto paper, and or when it instructs computer or other device to put down certain colors.
-Many uses, for example:
--user can write in blue (not picked up by scanner) when making notes onto paper it doesn't want picked up
--some data is needed, others aren't for particular occasion (user decides which colors are or aren't wanted for the occasion).
-Pen(s) might be sold with device, making certain that such writing won't be picked up
. For Techies: Display; all; fd-hdd; pp; mp; uk; educ; toy; game; entertainment; portable; sst; t; mfh; bp; cart (eg: to work with certain colors); cp; uq; character.

6B-630 WALK THING: amplify and alter the sounds created by your walking around.
-sound like you are walking: on a beach; through forest; on pile of tin cans (for humor); through water; etc.
-you can walk around the room, yet it sounds like you might be walking on: sand, snow, autumn leaves, sloshing in shallow water by sea shore or lake...
-each leg movement triggers the sound making mechanism
-the speakers can be for the air, or via portable stereo headphones
-makes walking to work, etc more interesting
-user can create different sound effects of many of the choices listed herein
-uses the existing pedometer technology as part of the system (pedometer counts the number of steps a person makes when walking), plus additional technology
-this is an early type of "virtual reality" product
-other titles for product: Virtual Reality Walk, Heaven Walk, Walking Sounds, Walk Maker, Jogger Companion. Additional uses: for jogging (makes it more interesting)
. . For Techies (OTD – Other Technical Details):
-different cartridges allow different sound making options; all; fd-hdd; pp (type of sound effect desired); mp; uk; interactive; toy; game; entertainment; microphone (determines type sound made by user, then synthesizes sound accordingly); exercise; portable; sst; waste strap; bp; osc; vc; score; acts as pedometer too; cart; rpc; cp.

* 6B-660 SMELL GUARD: emits terrible smell to deter person attacking or wanting to rape. Smell is scientifically design to turn people off. Not harmful to humans.
-Doesn't stain clothes. Some versions might stay with person it is sprayed at for a time being (like how a skunk works) to help police identify the villain
-smell dispersion might also be with ink (probably red), which also helps label villain (ink can wash out in laundry). This is different from tear gas, though the smell might be mixed with tear gas (localities where tear gas is illegal can just have the smell chemicals)
. For Techies: The spray can emit out as far as 5 meters or more, it works so it doesn't get the spray onto the user; All (except this isn't an electronic device, without elements #6, #7, #8, #9 in the "All" section); portable; cm.
User can also press button to release smell onto villain as they are leaving dwelling. Eg: exit door area has motion sensor and releases smell or ink when person walks buy...

6B-690 COMPOSTER: (can be developed?) quickly turns food scraps into compost for the garden or for newly potted plants, etc. Good for those who 1. don't want to go outside for the compost pile, 2. want the compost into effect quickly, 3. want to keep out outdoor rats, cockroaches
-special device handles the problem of odors
-might run on solar power
-realize westerners are prepared to pay uneconomical prices for ecological value (even if it might be silly from an expert's point of view). Look at Germany willing to pay over $1.00 to recycle many of the consumer product packagings, though it could cost about $0.03 to burn or dump it instead. There are many other examples.
-it is essential this is solar powered. We want an advertisement that says "quickly turn your rubbish into compost with solar energy..."
. For Techies: PP; mp; all; date; entertainment; iq; t; alerter (when compost is ready, etc); cartridges of bacteria to speed process.

6B-710 LID CONTROL: container's seal shows all the times it has been opened. To activate, user keys in date at which food was first prepared and or inserted into container. Subsequent times occur automatically.
-purpose: freshness; theft of food; studies on frequency of use and this can also show....; when item is of greater popularity, eg: Mondays, and or evenings.
-alarm if lid is opened beyond date originally programmed for (people may ignore written memo, or think it is still ok - this psychologically causes people to become more wary of using food beyond date. Contents: food for people, animals, botany, etc; chemicals; medicines; industrial supplies; etc.
-gives verbal warning upon opening, eg: "this is a dangerous chemical substance...handle with care"
-to open: lift tab of lid; twist tab of lid; etc
-programming of lid might be done from: outside or inside of lid, or outside the base of the container. Other features: memory, display

-gives warning to put lid, cap, top, seal back on if: not perfectly in place; not put back on after required time (as programmed by user)

-communications, warnings and or alerts can be via: verbal announcement, alarm sound, flashing red light, display message

-lid can give greeting when opened, eg: candy or food store's lid says "hello", "please try one free sample"... when opened

-system may be connected with scale (weighing system), which also tabulates changes in weights with lid opening times

For Techies: All; display; fd-hdd; pp; mp; uk; date; user behavior; educ; toy; microphone; portable; iq; t; mfh; alerter; osc; cart (type software programs); tel & or modem (alerts user); uq; mq; access.

6B-720 VIRTUAL FOOD: food is served with sound and.smell emitting effects. Enhances flavor and experience of food.

-note: taste is the combination of sensory experiences received by tongue (limited to four flavors) and the greater varieties of smells by nose / smell 'analyzer.

-can replace limitations for chemicals in foods (because carcinogenic); get much greater impact from same/other chemicals emitted in air per grams that are absorbed into body via nose versus eaten.

-can also be sold to people who lack taste buds; want to experiment with new foods, experiences

-smells that enhance or reduce appetite (emitted with or without food and or pills)

-TM: virtual reality food, food virtual reality, smell, smell food

-must be able to show manufacturer some of the potential smells creatable and how; must be using no known carcinogens

For Techies: Sound emitting effects; all; pp desired effects; mp; uk; entertainment; portable; iq; t; bp; sp; cart (of smell creating elements).

6B-740 LASER GUN GAME: hit flying object, if no reflection comes back you hit it. Mirror causes reflection. Gun must be pointed from correct position to gain ability of a reflection should shot be missed. Additionally, one can only shoot in the distance during dropping or flying into the air while air born item in between gun and small or large mirror.

- hold gun in right position, or do it from a gun holder

-flying object can be a mirror ball, requiring gun person to hit squarely in middle, causing a reflection

-flying object, if thrown by device (or hand) in right manner, its sensor(s) in middle, when receiving laser can sound: beep; crash; sound bang; etc

-Variant: flying object (probably ball) reflects laser light to gun's receptor, signifying when a hit was made. For use outdoors too. Ball is of non fragile light reflecting material

-user programs the frequency, force and speed in which balls are ejected

-Display shows score of player(s)

-For Techies: All; pp; mp; uk; interactive; educ (teaches shooting practice); toy; game; entertainment; portable; iq; t; bp; osc (eg: when a hit was made); vc; score; cart.

6B-750 LASER STRINGS: send out lasers at great (or very short distance) public and members of group can trip the light creating sound and or music.

-each string (laser beam) has different sound

-some buttons or strings can also trigger background sounds, eg: background orchestra

-models can work in the light and or dark

-models for one or more players: the distance between transmitter and receiver might be adjustable

-each string might be of different color: if visibility of light is a problem for some users, then a line might be painted onto the background showing laser beam's location.

-can be designed as a special instrument with choices of 100's of sounds, or designed to represent a: harp, go to (Japanese harp like instrument which is played by plucking each string), etc.

. lasers can be programmed by user to: make a single sound at time beam is broken by finger, etc regardless of how long the light was interrupted; or, sound continues during entire duration of light interruption

. For Techies: Additional players can play by utilizing their remote controlled instruments transmitted into device's receiver, which might be placed away from the main unit blocked by player. Codes: display; fd-hdd; pp (desired sound outputs, etc); mp; uk; interactive; toy; all; entertainment; microphone; synth; portable; iq; mfh; bp; alerter; osc; vc; score; cart (type sound making options); rpc; uq.

6B-780 MOBILE LIGHT: motion sensor has light following person as they move

-Other: or uses tripping of laser

-actors wear transmitters identifying their locality or are identified by other means; reduces need for a camera man and complicated controls that need to be learned and can be broken

-though may not be for the most sophisticated ballet at Moscow's Bolshoi, will do for high school plays, etc

-system is very basic and economical: lights come in one of several half open boxes (making easy installations), each box might have one or more lights per actor, depending on how many actors are used

. For Techies: Activate movement of lights by light person utilizing remote controls (saves from needing wires); fd-hdd; pp; mp; control lights via mouse or joy stick; entertainment; toy; all (except: #6); game; exercise; portable; iq; mfh; bp; alerter (upon installation, before starting system [for play, etc]), osc; vc; score; teaches acting; md; cart (software and or hardware for effect generation); cp; access.

6B-820 TENSION LOCATOR: locates which muscles have more tension and or are tighter.

-would be of value (though not required) if device could be used by non doctors (though they could have a license to practice massage after one year of training). Hence item must be completely safe to use.

-studies show such a product could be useful since many users don't know how to exactly articulate where the major pains are; also of use to doctors for diagnosis of ailments

. For Techies: Second part of device massages. Codes: Display: shows which muscles are tense; fd-hdd; pp for sections of body wanting to be checked; mp; uk; user behavior; educ; all; entertainment; exercise; portable; IQ; mfh; alerter; osc; score; tgh.

6B-830 VOICE ANALYZER: analyzes a person's or animal's behavior, personality via their voice

-system's voice recognition system identifies the type of pronunciation for particular words, eg: "love", "happiness", "dedication", "my wife"... This enables system to help judge speaker's psychology pertaining to such.

-system might compare user's overall tone(s) and other sound frequencies, using this as a base, then seeing how the important words compare with the base line.

-works in different languages

-voice recognition being quite complex, maybe using block diagrams for existing technology would satisfy the patent office, then later after that section of the technology improves our product could be marketable.

-if better information is needed, person being studied can answer questions about themselves, and take other standard psychological tests. This data is used with the above for greater results.

-some additional applications: solve criminal cases using tel recordings, the stress and type of stress for key words might help; etc.

-For Techies: Display; fd-hdd; pp; mp; uk; date (when conversations took place); user behavior; educ; all; microphone; portable; IQ; printer; au; t; mfh; bp; alerter; osc; vc; score; cart (for desired key words according to type study); cp; uq; mq; access; pi.

6B-840 BACKGROUND SOUNDS:

Purpose: To Convert and or Eliminate Unwanted Sounds. Convert and or cut out (or reduce) sounds from undesired directions, frequencies, distances,

- synthesizer will tag specified sounds according to their direction, distance, frequency and alter them according to UP into anything available through state of the art synthesizing.

-sample conversions: outside constructions sounds are converted to sounds of a water fountain; traffic sounds converted to sounds in the forest, including birds, water, wind, sounds walking onto dried leaves;

--Sounds can also be converted into: ocean waves with sea gulls crying a little; gentle Jamaican drums; etc. there is a huge market for this product if it is good!

-user can select which type of conversion they are seeking

-Applications: homes; any place where people want to study but can't get quiet; novel restaurants in the west; mass transit*

-For Techies: Remote control (user can select which options they want operating); display; fd-hdd; pp; mp; uk; date; user behavior; interactive; toy; all; entertainment; microphone; t; mfh; osc; vc; score; cart (sound generation possibilities); rpc; uq; mq; pi.

MICROPHONES - SOUND GENERATED RESPONSE * Via the interpretation of externally generated sounds, our inventions sends signal for responding device to react. Responding device interprets code and reacts accordingly.
-same invention can listen for any number of different sounds and send codes of different natures to different devices depending on sound heard

6B-860 UNIVERSAL GARAGE DOOR OPENER:
Honk requisite number of times to open: garage door - good for public loading docks in winter where different drivers don't have special transmitter to open garages; [change traffic light in non heavily traveled areas]
-sign outside says in large clear letters how to get garage door opened. Saves on the very high cost of labor in the west too. Applicable for non high security aspects. A guard might be inside though (while this saves them the trouble of opening the door)

6B-880 ELEVATOR DOOR ANALYZER: Upon hearing steps walking toward elevator, elevator may wait before closing doors. Fuzzy logic decides to go or wait based on: time elapsed since first floor number key was pushed; number of floor keys pushed (might show approximate number of people in elevator); additional weight of people in elevator; time of day; the number of elevators versus traffic congestion and best flow patterns; etc.

-knows if steps are approaching or leaving elevator; might know if steps are in line walking past elevators or towards (system might work better where walking past elevators is less likely, depending on this technology ability an cost to produce)
-such invention is especially valuable where land is very expensive and where there is much congestion.
-For Techies: Applies to other types of doors too. See IMI Codes: Remote; fd-hdd; pp; mp; uk; date; all; microphone; mfh; alerter; osc; score; access.

6B-920 REMOTE CONTROL MOUSE: like a mouse except, 1. no wires necessary, 2. can work in the air. Device might have limited functions.
-For Techies: All; fd-hdd; pp; m; uk; mouse; portable; mfh; bp; alerter; cart; cp.

6B-940 SMELL ANALYZER:

measure changes in feelings, behavior when person smells certain odor emissions. Measurement taken via: CAT scan, wires hooked onto body, level and type of sweat (chemical content can change), movement of eyes, blood pressure, etc.

For Techies: All; display; fd-hdd; pp; mp; user behavior

6B-970 MUSIC GLOVE: Laser from finger(s) when striking object(s) (receivers) creates designated sounds. User can synthesize and or alter type of sound created when laser hits receiver. The device via which to get different sounds from the same finger and same receiver can be: separate device; device on outer upper part of glove; another receiver from which it receives code from laser finger in which the code might be on/off lights in certain combinations, eg: three flashes of light is to create bells. Laser device can be an extension from finger(s)

-Each finger's laser can have different effect on same receiver. Certain receiver modes can generate entire musical pieces (eg: for back up).

-marketing: "create an entire musical group all in the privacy of your room ([maybe] without touching a button)"

-product abilities simplified: glove type device sends lasers from each finger. Each finger creates a different sound when it reaches the receiver. In more advanced models, each finger can create more than one sound by transmitting in more than one way.

-instead of being a glove, device could be a box. When light goes out, it transmits to most/all of the room, so the receiver is easily able to receive signals.

-also utilizes design number 6B-971-500000001

-to activate the laser in fingers of glove version: finger touches the thumb, other hard surface, or back of hand or widely opened palm.

6B-971 REMOTE CONTROL RETRANSMITTER: To have more freedom of movement and sitting around a room, the remote control sends messages to the receiver and also the re-transmitter. Re-transmitter is in a different position of the room, so if user blocks passage from remote control transmitter to receiver, the re-transmitter in another location of room can receive and then in tern transmit to the main receiver.

6B-990 PET PLAYMATE: plays with dog, cat, bird, fish, babies, kids, etc. via:

-getting animal to tug at something invention is holding and tugging at while animal is trying to pull it away

-More: making sounds of interest to type animal being played with. Emits smells, eg: the catnip herb (which excites cats); chemicals which resemble the smell of the animals, raw flesh; etc.

-need researched or published information on which sounds and smell emissions will excite cats and dogs - do this maybe towards the end of the patent application process when it appears idea may be patentable.

For Techies: fd-hdd; pp; mp; uk; user behavior (what movements or smells appeared to interest animal most); interactive; educational for animals (especially puppies and kittens); toy; all; entertainment for animal and human owner; microphone (records and plays back pet's voice); exercise for pet; portable (maybe version for garden use to, move from room to room); bp; osc; vc; tgh for pet; cart (smells, sounds).

8B-010 PET 'LOCATOR: (certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.

-See 'Pet and 'Positioning System files.

-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.

-pet's collar has transmitter, which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special screen;

- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.

-useful for locating children. Animals in large zoos; nature areas; etc.

-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway

-Footnote: This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; etc.

8B-040 COUPON PRINTER: while watching tv, request a coupon to be printed out for you. Great for advertiser, and since they already have a captive audience, why not make it easy for them to make one step towards the purchase?

-request printed info of similar or further matters

-tv or computer bulletin board which shows ads or announcements quickly one or several at a time (speed and ad selection controlled by editor/broadcaster or user). Ads might not show enough info in time allotted, also user can request what type of info on announced matter they want.

-crt might display further info as requested: broadcast is still or moving life

-user might even touch the screen to choose what they want printed (interactive)

8B-060 BEEPER: each person waiting to be called is given a small receiver. When they are ready to be called, transmitter sends signal for particular receiver, then receiver will: beep, light, vibrate, etc to notify holder that they are being called or that what they are waiting for is ready. Saves people from having to: continually read a display to see if their number has been called;

stay within visible or hearing range of announcer or display showing it is now their time, eg: person can go shopping in mall while they are waiting for tailor to make final adjustments on clothing, or waiting to get a

ticket made, or waiting to see doctor, etc. Notice might be made in terms of number of approximate minutes before it is time (receiver's display may show the number of minutes, or give a code as to: time is much ahead, medium time, or coming closes, or is now....)

-transmission's distance might also work up to many kilometers

-might use cellular or beeper technology, etc.

-if person goes beyond receivable range, receiver might show this by: light going on or off; beeping in particular way

-Additional Applications: ordering food at restaurant (most restaurants want customers to stay and pay for drinks, yet the unique restaurants with this service (especially those without liquor licenses) will be happy to get extra customers this way. Customers can stroll in the park, shop, etc while waiting. Buzzer tells customer food will be ready in about ___ minutes. Also good for family members with people all over the big house, mom gets people prepared in time - let people finish project they are waking on, wash hands, etc

For Techies:

Remote; display; fd-hdd; pp; mp; date; interactive; toy; all; entertainment; microphone; portable; sst for larger more complex models; bp; alerter; osc; vc; score; tr; rpc; access; pi.

8B-070 AUTOMATIC SYSTEM: When walking into room, automatically turns on all desired or applicable devices, eg: lights, music, speakers (if music from another source), intercom or paging system and or tel receiving - system identifies where someone (or if personalized remote control is used, where that individual is), air purifier, heating/air conditioning, computer

-same result might occur with switching on of light or other switch.

-UP what they want turned on upon entry. May differ from room to room.

.-Transmitter located in: jewelry, bag, etc

-Tripping laser light, activates the desired mechanisms

-Additional items to activate: music; instructional recordings (person hears how to do something, what not to do, eg: be careful of the chemicals, etc...); lights; heating/air conditioning

-For Techies: All; remote; fd-hdd; pp; mp; entertainment.

8B-10-8B-19 VIDEO GAME EFFECTS: smell emits when: person or creature is hit; one goes into certain area: mushy swamp, garbage dump, smelly room; one comes close to smelly creature; when danger lurks; opening of package, etc; entering a restaurant; cooking; getting sweaty from activity; getting nervous; etc

-smells can also be very subtle

-the actual amount of smell might be minimal.

-applies to other audio-visual product packages: computer based training; interactive video (system activated by user touching a screen - key boards may be used, but not required)

-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc

. Fort Techies: Display; pp; mp; uk; mouse; date; interactive; educ; toy; all; game; entertainment; osc; vc; score; tgh; teach; md; cart of smell causing elements; access (if smell device is used in arcades [public places with video games]); pi; character.

-Smell Screen: smells are emitted to accentuate the feelings and experience while: watching television; selecting options from a CRT screen (for example when shopping via computer, certain clothing fashions can have a chic cologne smell emitted to enhance sales); learning something on computer (helps increase memory retention - since material is experienced more intensely, pleasure); advertisements: smell the detergent or coca cola so that you want to go to the refrigerator and gets some

-smell emissions can also be in very minute quantities so as to have the effective subliminal effect

-some smell emissions might be creatable by normal chemicals in the air; blocks of natural chemicals from which a little is used at a time. The most difficult replacement factor might be with home televisions, yet it is in the interest of television and cable companies for people to have these, so they might be given away cheaply or for free

-studies show people enjoy watching programs with the smell dimension added (unless it is too over powering)

8B-110 PERSONALIZED SPEAKER BALANCE:

Sound system automatically compensates for person's location in room. When they are closer to one speaker, the farther speaker gets louder. For home, car, etc. speakers.

-with multiple people, senses where the "averaged" center of all people are and adjusts speaker balance accordingly

-system identifies location of people via: motion sensor, and or laser tripping device, etc.

-identify location of people also by: the portable transmitters they are wearing or carrying; can be attached to a remote control device which also has many other functions; sensors on seats, eg: in automobiles

-Extra fancy choice: If there are more than one persons in the room, and one likes high base while the other prefers it low; they system can make some compensation by adjusting according to each person's locality in their room. Each wears a different transmitting device; or program room so that it stays thus permanently. The option of this working on a transmitter basis is not required.

For Techies:

Remote Control; display; fd-hdd; mp; pp; uk; toy; all; microphone; synth; portable; mfh; bp; osc; vc; score.

8B-120 EMERGENCY STREET LIGHT CHANGER: ambulances and police cars can change upcoming lights to suit their purposes.

Device is designed to work well ahead of time. This way, there is a chance for the necessary yellow light mode, which then switches to red (blocking traffic which would stop the ambulance type auto)

-Additional applications: for important government cars. In rare cases the following might benefit too: garbage collection; street cleaning.
-Exists?
For Techies:
FD-HDD; pp; mp; uk; date; all; mfh; alerter; osc; score; access (to make alterations in programming)

8B-140 INTERACTIVE THERAPY: get sympathy, get rid of your anger, etc. by speaking with computer on other end of telephone. First key in type mode you wish to interact in. Then speak with or without a prompt. Then system will respond in manner to help person achieve desired feeling.
-System prompts user for a wide choice selection. First their are general type categories, eg: happiness; love; sadness; upset; etc. Then when area is selected, eg: upset, user can better pinpoint area they seek, eg: parents, bad traffic, somebody stole your idea, etc...
-System can also be a single device used at home, by psychotherapist for their clients, etc.
-primal therapy: getting out your frustrations by shouting is very popular in the "pop psychology" US market
-also, people often feel better when they hear another person expressing emotions similar to theirs, be it love songs, sad songs, etc. Instead of getting records, this product is able to pinpoint certain feelings maybe in less time and more directly. Though the system might also use music as a form of therapy too.
--many people don't know concretely why one song satisfies a particular emotional need, the machine will be more scientific about it. Plus few people have all the recorded music for each emotional situation, nor do they maybe want to listen to all the many songs for each feeling. With this product they can even experience several different feelings all in a matter of minutes.
-additional applications: the person very interested in psychology, and one who already has purchased other psychologically related products, eg: books, instructional tapes, brain wave machines (available for a few hundred dollars); put into a Walkman like model; great for sales people making many sales calls, after frustrating calls, they can press desired button; place device any place where people may often have frustrations, or include it into products that are near people during frustrations, like telephones.

--tel model: only user might hear the sounds, not speaker. The device will sound out in ear phone or speaker phone while speaker is speaking. Currently speaker phones and microphones don't operate simultaneously - so you can't speak and hear at the same time like with regular telephones.
-combined with information user supplies about itself (PI), plus how user might feel at any given day, moment according to how it inputs current feelings into device - system will generate desired effects. Device also prompts user for the needed information: this can be when user first starts using device, and later as things change too.
For Techies:
Display; fd-hdd; pp; mp; uk; interactive; toy; all; entertainment; microphone; exercise option (prompts user to exercise harder by giving encouragement via speaker); portable; sst; IQ; printer; mfh; bp; alerter; osc; vc; egh;

score; tgh; cartridges (outgoing recorded sound, statement options); rpc; cp; uq; mq; pi; character (changes according to type effect desired).

8B-150 SWITCH BOARD'S IDENTIFIER: receptionist receiving call codes applicable respondent's tel instrument with code or verbalized recording stating information about the caller, eg: their nature (client or supplier); level of importance, urgency; length of time they have been on hold; if its a local or long distance call; person and or organization; type personality (nice...). Receiver of call gets this information on display of tel; or computer (can then store such information with or without any additional info put in by receiver (person who speaks with and handles call - saves time keying in info, plus receiver might not be able to key everything in time and or forget after the call, especially if there is another call coming soon thereafter). Receiver can hear or read this information before or during the tel call.

-all this information can be relayed on to third (or any subsequent person) taking call (perhaps prior person wasn't right one to handle situation.

For Techies:

Display; fd-hdd; pp; mp; date; all; mfh; score; uq; mq; pi; character.

8B-170 RECEIVER'S ID: know if tel you are dialing is a cellular/mobile tel and or if it is being call forwarded and or tel number or type tel line to which call is being call forwarded.

-recipients may opt for such information not to be given out

-H [government regulations may not allow all aspects of the idea, depends on the country]

-also learn above and the following about the tel number you dialed, or the tel number that dialed you: the name in which the tel is listed, their address, when the tel service started, any major complaints against company, status of the company - such as if it has filed for bankruptcy.

-also learn: how many calls they made from that number that day

8B-210 NICE: emits following while being used: smells, sounds, music. Makes tooth brushing more pleasurable.

-marketing: Japanese market. Marketing: other Asian markets possible too, not western markets

8B-250 ESCAPE: insert money and select desired feature (user chooses overall effect, or selects the parts that make the over all effect. Selectable Parts: smells, sounds, music, visual displays, massaging, chair vibration that are related or complimentary to each other)

-good for home use too

-marketing: a pleasant escape from everyday grind

-perhaps especially popular in Japanese market; certainly people will be curious enough to at least try it, why not?

8B-280 VENDING MACHINE ANALYZER: Date stamps each sale. This information is entered into computer(s) which correspond this with weather, current events at time (especially as broadcast/published in mass media). Understand purchasing behavior better.
-For Techies: Some models might also take picture of purchaser

8B-290 FUTURISTIC ™: Play out your future anticipated situation and or activity. Also learn new ideas and strategies about what to do. Excellent training tool. System might or might not give guidance as to best strategies to adopt via: suggestions, warnings, alarm when person is about to or has made a mistake....
. See our related Futuristic & 'Prediction Game(s) descriptions.
. As training device, program situation to depict near life representations requiring skill needed in the future.

8B-410 SCALE ALERTER: anticipated weight changes are programmed into device, any changes in non congruence are alerted
-Weight Alert: when weight is under or over tolerance level, alarms. Applicable for production line, scientific study, notices for changes in weight, etc

8B-420 SCALE FOR SUB-SECTION ANALYSIS: use frequencies eg: sound, X-Ray, etc to judge density and weight of internal or other sub section of an item. This way one is able to get better idea of weight and or density of a section of something of which one is not wishing to cut up.
-scale might be used to weight total item as well. Computer subtracts weight of unwanted parts.

8B-430 MIXER: when combining multiple elements of chemicals, etc, user first selects desired combination whereby the display lists ingredients and % to achieve formulae. User then puts one of the ingredients on the scale with or without the necessary precise weight and scale then states the precise amounts required for all following chemicals. This system can save a good amount of time for those using the scale frequently, and is very applicable to situations where the exact final weight of the combination is not crucial.
-user keys in desired mix and final weight, then each element's exact weight in shown

CONCLUDES FILE 6A

File: Intro To Pat / 7A

FILE 7A

OLD ABBREVIATIONS Used (in this file):

B = within the feature number shows two general feature groups were merged together. If no file number is after the "B", then both were from same file. Part of feature number.

"Tutorial" = built in system with software teaches user to use all/most of product features. Goes from difficult to more complex.

"...." = etc.

7A-010 DOOR CHIMES: hat would you like to know about: visitor, party being visited? System states ['osc] visitor's: approximate height, weight

-stores: visitor description; photo; time entered; time left; any code they might have inputted to gain access; messages (voice mail functions); etc.

7A030 UNIQUE WATCH:

-only one hand, represents the minutes. The hour is shown by the change in color of the background: new color every 24, 12, 6, 4, or 3 hours. To ease memory of what color represents the corresponding hour, there might be several shades of one color, eg: time 00:01 is pink; 01:01 is light red; 02:01 is dark red; 03:01 is light blue.... There could be background color in the order of red, white, blue...

.-inventions can apply to portable clocks with and without alarms, having dial or digital displays

7A040 PHONE: Telephone Device, which is also with a remote control. When tel rings, or you wish to make outgoing call, by pressing appropriate button user is able to decide whether the call is to be made on the cordless tel or from the regular tel (former is more convenient but the quality of the connection is poorer - and westerners don't like even mild static on the line)

7A050 FLOATING GLOBE:

-(this probably exists - seen for sale in mail order) the north and south poles have a magnet. Their opposite charged magnets are found on the end of a bent piece of metal in the shape of a "U". Hence the globe stays in space.

- in space there is no up or down. The names of countries, cities, rivers, etc are displayed electronically, so that when the globe is put with the south side on top, everything can be read easily again (letters switch positions)

-background of dial could show the actual hour via: digital display; dial showing the digit's hour; second hand who's center is in different location

.-"Tilt": controls sys' functions, eg: moving of any floating object.

. See the 'Float part.

CONCLUDES FILE 7A

File: Intro To Pat / A's U-ALL

IMPROVEMENTS TO "A FOLDER" INVENTIONS

The files from the following "U" directory are subsequent enhancements of inventions from the "A" directory, e.g. files: 3AX, 5AX, 6A, 7A.

5A-65 GUARD DOG TRAINER:

-speakers can only transmit certain types of sounds. Can have speakers in each room.

-System has display showing: frequencies that are blocked by incoming sound - microphone system; directions that are blocked and or enhanced; volume; frequencies that are transmitted to dog; if system is in recording mode (record owner's voice, certain dogs barking (even the dog being trained).

. with remote control (or wire used with dog's leash) device sends frequencies to dog at owner's command. The purpose is to train dog. Frequencies can be audio or vibrational causing pleasure, mild pain, and simply stimulate to create result(s). Reason is dogs can react better to such device than man kind. These stimulate would usually accompany human words of commands, the electronic frequencies simply help dog understand more quickly, also without need for owner to punish (causing dog to dislike the person as being the source of the pain). The dog's transmitter worn on it's neck; or main body (above or below)

. Fort Techies: pp mp uk user beh educ game exercise portable cons comm sst mfh bp b vc el (electronic) md LL ep rpc cp uq mq acp v access

5A-59 SPRAY PAINT VANDAL CATCHER:

-psychology is to scare potential vandals, they might not always know if this security system is installed, and or there might be real/phony signs giving warning to the effect.

-upon detecting application of spray paint, security system can: send alarm audible to vandal and or nearby people; send alarm only to designated party, eg: police station, guard on duty, owner (vandal hears nothing and can get caught).

-system has on\off feature in case management conducts actual painting

-large systems can pinpoint the location of the vandalism

. Detector can detect spray paints in general and or governments can require spray paint manufacturers to include certain chemical(s) that enhance easy detection.

. System or related systems can also detect:

-urine (eg from dogs, people)

-excessive vibration that might come from burglar, though there can be the problem of vibration from nearby construction and or trucks, etc, so depending on locality and type situation, the vibration detector can be purchased separately and or turned on or off.

-glue from people putting up illegal poster advertisements

. Fort Techies: tel pp mp uk date microphone (user can decide to listen if detector senses something) sp mfh bp vc LL ep rpc cp uq acp v access

4A-1 WEATHER INFO: Change title maybe to ---> Telephone Information

-is this product obvious? Have person knowledgeable on voice mail and other telecommunications check this first and explain the related products in the west in common usage. If this is not too obvious, show product information to Steven again before doing search.

-for larger systems, device can get exact temperature for different cities around the state (province, country, world. User simply uses their touch tone tel to request desired city, eg: press number 1 for selecting city in this province, then select number 2 for Osaka. The larger system can get information electronically by dialing into another main frame computer. Keeps people waiting a little curious and with something to do if they wish. Such type information selection is also available when searching for news, stocks, sports scores, miscellaneous business information, and anything else users might be interested in, even the company's product information, etc.....

4A-3 SMELL RELEASER:

-release smells at pre-programmed times to confuse people, study animal and or human behavior

-smells released by: animal's or humans actions such as: pressing a button; getting or asking for something (eg: food, entry)

-also, can release smell whenever the smell release button is pressed, even for parties, etc

-can purchase cartridges of different smells

-system can also be connected to the building's internal heating and or air conditioning system and or fans (normal or compact shaped so that one might not even know them to be a fan without closer inspection).

. See Code Definition Paper For The Following:

Display: shows which smells are: available in supply of system or outside stock and or quantity (don't go into detail here on application if too difficult); preprogrammed time and or element/situation that will trigger a particular smell release.

. Fort Techies: User Behavior; AU; T; MFH; BP; MA/FE; TGH; LL; EP; RPC; CP or metal; UQ; MQ; ACP; PG; PI

4A-11 SEASONAL WATCH:

-the designs might also be changed via electronic display means (LCD, etc) in color or black/white.

-certain attachments might be made to the external part of watch, eg: add wings so the outside (and circumference) are in the shape of butterfly - such parts can be of plastic or metal.

-the actual time can be displayed on a dial or digitally

. Fort Techies: pp mp uk date educ portable (and or can be a clock version on table) cons/comm solar powered bp vc (can make sounds related to new designs in the alarm option, or the sounds can be of separate selection menu) md ll (or the throw away variety watch too as commonly seen in west with "Swatch Watch" etc) ep acp v pi

4A-24 LID:

-garbage can may also be lifted by device and or lid opened by: triggering remote control device that emits a light and or type sound (audible or inaudible to humans). Then press button again (if pp this way) to return garbage can to original or other place (as directed by user via: other buttons, using a joy stick, or guiding the actual device returning the empty can, or the system simply leaves the can behind the truck in the same place each time (cheaper system to produce)

-cans made from strong plastic, rubber or metal (non corrosive variety)

. Fort Techies: pp mp uk au ll ep

4A-24-1 MASSAGE VENDING MACHINE:

Pay the necessary amount (via coins, paper money or credit card - exists) then system will massage your: hands, arms, back, back neck, head with instruments that touch the body with rubber ends. Safety is considered in the product design - do all the body parts that can be done safely and pleasurably.

-system has timed shut off (user can pay more money in beginning for longer session)

4A-39 SOUND CAMOUFLAGER (continued):

-background sound may also be triggered by: opening of door, stepping on button (located on floor, wall, etc)

-the single button, or separate button(s) can trigger smell releases.

-speakers and smell releasers are designed to withstand high humidity

-for bathrooms in buildings, automobiles, airplanes

-system may also allow special designing of lighting, eg: for shower taking, bath taking (maybe lower or higher light with different directions), lights directed toward plants.

-watch movies on tape (simply insert black box for audio, video features: radio, cd, tape, record....)

-water pool (fast moving water massages) for those in bathtub, the other systems can compensate and all programmed to interact together, eg: when massage goes on it's beat matches music, and light can even match sounds/music. This feature might be helpful for people who like baths but get a little bored and have too much money.

. Display (for expensive bathrooms of the rich, shows which features are in operation and in which manner, supply of smells, volume control, etc)

May come with or without a tel.

. Fort Techies: pp mp uk date user beh entertainment tgh md ll ep d sd od uq mq acp v access (so kids, etc don't play trick on changing features when the door to room is closed)

pi

4A-39 & 4A-30 REMOTE ALARM (continued) ---> Notifier (new product name):
Note: the complexity of product types within this general product line is quite large. Therefor, perhaps we will only give certain parts at a time, and maybe do the additional patent searches and matching with engineers when the initial patent applications have been sent in good order (by your opinion). Naturally, you may prefer to reserve this invention number for the type engineer who 1. has already finished an invention and is ready for the next, 2. the one who looks most reliable, serious and interested, 3. most qualified. It is more difficult to give this to multiple inventors since there might be some conflict between inventions. After the initial filing, show this invention number again to Steven and he might give additional features at that time. Give new invention numbers for each product type if they need to be in different applications (ask patent agent) - eg: 4A-30-2 for the door opening device.
-know when: the door is opened without a loud sound all must hear (your quite receiver can sound and or light telling a door/the door/which door is opened)
. Fort Techies: display tel pp mp uk date toy microphone sp mfh bp vc b ma/fe ll cp casing of metal acp v access

4A-33 JEWELRY TEL RING ALERTER ---> Jewelry Alerter or Alerter (new name):
-system also transmits: door bell; child, grandparent crying in distress (high volume sound that lasts longer than just a crash of something falling down, or that responds to short bursts of loud sound too);
. OTD: remote pp mp uk user beh toy portable sp mfh bp b vc ll ep cp cm cr acp v access

4A-35 CAR PHONE RING ALERTER:
-note: when it is stated "tel isn't call forwarding" it means that one can command a tel to ring over to another tel number.
-the alerter is cheaper and smaller than having another tel with you as you walk (though some may prefer to have this second mobile tel). The mobile car market is huge and growing quickly, this device is for part of that market.
-speaker on outer part of car that rings (this feature may be activated/deactivated). This may or may not be accompanied by a flashing light (if you hear the ring you might not know if it is your or the next car's)
. Parts: pp mp uk date pb ll ep cp v access

* 5A-47 FOOD LASER DESIGNER:
-designed to gain access into crevices of foods, etc, and those foods, which are difficult to stamp w/ a hot element.
. See abbreviations codes for below:

Display: CRT or other viewing device lets user see the design. Designer might even create design via mouse or regular key board codes on computer, which can be transferred, to laser - system of computerization can involve one or more products.

pp; mp; uk; printer (can show designs to boss, client, etc since sample for study won't easily be shown in food form); t; bp; osc (perhaps when the food is ready to be taken away); cp; cm; cr; acp; v; mem (past designs can be recalled up again); "cart" of designs (eg on disks)

4A-47 WALKIE TALKIE VOICE ALTERNATOR:

Play games, which require the changing of voices, eg: be different characters (games requiring set number of players can be played by fewer w/ each person being several characters; or user uses different characters to facilitate their aims in the real life game).

Display (eg: shows vol, which voice style selected); pp; mp; interactive; future versions can see the visual transmissions of others as well; future device can use this option in virtual reality product options!

. Fort Techies: microphone; portable; sst; cons; comm; iq; bp; sp; crt; osc; vc; egh; tgh; md; LL; cart (eg: voice options on disks); ep; tel; tr; rpc; cp; cm; cr; uq; mq; acp; v; access (don't bother if too difficult to design); pi.

4A-48 WATER SAVER WATER FOUNTAIN:

pp; mp (eg: distance mouth and or person must be from water before water goes on); has water purifier; mem; ll; cm; v

Exists: water fountains with foot pedal to turn on water - yet this isn't very modern; sinks that turn on their water when hand runs below faucet (without touching anything)

4A-9 BEHAVIOR ANALYZER:

Adjusted for different languages and their dialects by manufacturer's or user's programming. Patentability will hopefully not require us to key in precise signals that are needed to trigger corresponding analysis - requires extensive scientific experimentation that might be considered semi-obvious work.

. Fort Techies: pp; mp; uk; date; user behavior; educ; game; mem; entertainment; microphone; portable; sst; iq; printer; au; mfh; bp; crt; osc; vc; cart (eg: disks for analysis of diverse dialects, languages, type people being studied, etc.); cp; cm; uq; mq; acp; v

4A-12 RETALIATOR:

Combine with functions, eg: states the time of day verbally (exists?); has a microchip recording device, which lets user say anything onto its limited time memory. Question: it might be difficult for watch to react only to other clock's sounds and ignore the other many sounds in society. User's triggering of outgoing response is not obvious?

. Fort Techies: display; pp; mp; uk; date; toy; mem; entertainment; microphone; portable; bp; sp; vc; cp; cm; v

4A-6 CLEANING SIGNALER:

Self cleaning feature may activate itself after set number of uses and alert user or clean system itself; or clean self when it determines it needs to be cleaned. Study what happens to coffee machines when they are not cleaned, what kind of deposits are left and what devices will recognize the remains from grinds, dirty water, etc?

4A-17 PILL INTAKE MONITOR:

pp; mp; uk; date; user beh; portable; t; mfh; bp; crt; osc; vc; tgh; md; cart; ep; cp; cm; cr; uq; mq; acp; v

4A-21 COMPOSTER:

Display shows eg: volume or weight of material inside, the age and or level of decomposition, temperature created from decomposition (interesting), etc.

. For Techies: sp; ll; cart (eg: special types of bacteria to speed process, or for particular types of material, etc); cp; cm; acp; v

4A-27 SOLAR HAT:

Can have flat hard solar cells, or more flexible material (if such exists); display shows amount of heat generated and or given to user and or # of hours in sun.

-If this is a feasible idea, develop it. Be careful.

5A-53 STRESS ALARM:

Display; pp; mp; educational (teaches a person to reduce their stress by identifying when and what gets them stressful); microphone; portable; sst; necklace; bp; beeps if stress is too high (may even have different lights and or sounds for different levels or types of stress); vc of outgoing sounds; cp; cm; acp; v; pi

5A-45 KARAOKE CONTEST:

mem; entertainment; microphone; synth; crt; vc; teaches a skill good at winning games in the product's system; rpc; cp; cm; uq; mq; v

5A-16 MUSICAL CRIB: pp; mp; interactive; microphone; system gets a little harder as baby grows up; beeps for programmer - adult who installs and supervises system; vc; central unit - cp, cm; acp; make child proof so kid can't get into the programming

5A-15 AMBIANCE:

pp; mp; mem; microphone; vc; egh; el; v

5A-13 COLOR JOY STICK:

pp or mp (eg: particular buttons can be programmed to create the desired color from that button, or combination of colors); uk; beeps; vc; cp; cm;
v

5A-02 LAUGHING PIN: Display (shows still or moving pictures that respond to pressing of button(s), etc); pp; mp; . For Techies: date; toy; mem; microphone; portable; bp; vc; cp; cm; cr

5A-03 ANSWERING MACHINE FEATURES:
Display (eg shows features in active mode, and or their status); pp; mp; uk; date; mem; microphone; synth; beeps; cart of desired sounds or music; tel; sp tel; rpc; cp; cm; acp; v; access (can pick up messages from remote location by keying code into touch tone tel.

5A-65 GUARD DOG TRAINER:
the sounds created to cause dog to bark may or may not be actual dog sounds, they could be other sounds that psychologically induce barking and or aggressive behavior in dog.
Display; pp; mp; user beh; mem; microphone; synthesizes the sound of owner's dog too; beeps; cart (alternative sounds); cp; cm; acp; v

5A-73 TV SYNTHESIZER:
Display shows the type sound factor in operation. Can this product be made? If so, show to Steve and he will go into more detail on the product. In question is how, eg: one can convert a show from East Ukrainian to West Ukrainian accents, or other accents that might be more noticeable.

5A-27 OUTSIDE SOUND MAGNIFIER:
pp; mp; mem; microphone; beeps; vc; v. Install in automobile. Maximize ability to hear the direction of sound so that the multiple speaker system might let ear quickly know which direction sound is coming from. More than four speakers are ideal.

VIDEO MATCH INVENTIONS:
A3-3
A3-3AA
A3-3AAA
A3-3Z
A3-3A
Below product descriptions apply to the above product/invention numbers:
-Visual sensor picks up on colors of environment, eg: via pixels it will sense globs of certain colors and determine the level of certain colors in its display to make similar and or color coordinated matches.

-Store clerk or other person controlling device may via remote control key in certain information about person viewing scream.

-mp; user beh; interactive; mem; microphone (outgoing sounds, eg: information about what is being sold, the services provided or general information, can be done in tone similar to viewer should viewer be prompted to say something, eg: if viewer makes any sound, or none at all, even, product might respond as if they said something and response is according to what they said.

-synth; mfh (can keep records of all the times machine did something in certain way and correspond this to the sales at cashiers soon after (or within one or two hours) for related product - such will help teach the store or other provider of service or product, etc what methods used by the video match invention tend to increase sales, or increase other types of desired response.

4A-32 DIALECT CONVERTER:

-microphone, synthesizer, vc, v, acp, entertainment, display shows type of accent, pp, mp, beeps

-how would this product be made? If you have any idea then give back to Steve so he may give the additional specifications.

4A-38 CANDY DISPENSER:

Outgoing sound may with or without candy give verbal instructions and or verbal praise after each or the most important step in the process of going to the bathroom (child hears / is reminded about the steps for going to bathroom (eg: person hears something when they open door, open toilet lid, lifting seat results in different announcement; etc). Product is great since adults are really the ones embarrassed about going to the potty with their kids.

-synth, microphone (system might use parent's voice for commands, praise; beeps; vc; egh; tgh; cart (product might also be used as a joke, and people can buy tapes with wild announcements); access (especially for the adult version of product).

. For Techies: mp; pp (by parent, etc);

4A-40 MEDICAL RECORDER:

Is this product obvious??

User can record when they: brushed teeth; ate (and ate what); took particular medications; had type 1 or 2 bowel movement; etc

-obvious?: device might alarm if certain function (eg: pill taking) is not done

-OTD: display; pp; mp; user beh; educ; mem; microphone (user might record own voice for system to give user commands; or system might have its own voice for giving verbal commands; microphone; bp; portable; beeps; vc; cm; cp; mq; uq; v; access; pi; int'l

4A-40 MEDICAL RECORDER: keep it in the bathroom, maybe wall mounted.

. For Techies:Display; mp; date; user beh; au; cp; cm; v

5A-72 CALL FREQUENCY ANALYZER:

display; pp for desired type of analysis; system's software might be compatible with the very popular database softwares; mp; u; date; user beh; mem; iq (system can conduct simple or complex tasks); printer; mfh; uq; mq; . acp; v; access

5A-90 VOICE CONVERTER:

Marketing strategy: why go through the trouble and great difficulty in training people to speak to each other in certain styles which will create the desired results, eg: higher work performance. The use of the product for higher work performance can bring about a change in the corporate culture since the style of hearing will be altered and hence, people become accustomed to even speaking in related styles when with people in person....studies can show this to be true. When people hear something in one tone versus another, their performance frequently differs. A great tool for business profit!

. For Techies:Display (shows the speaker the outgoing sound synthesizing they have selected - per their desired effect on the listener); pp; mp; date is shown on display at the request of user; educ; mem; microphone; system uses device which corrects bad tel signals sent or received when using poor quality lines as found in certain countries (eg: Americans can hear us better on the tel than when we listen to them, because the US converts our sounds, what they send to certain countries can become slightly garbled; mfh; vc; sp tel; tr (transmitter) (eg: mobile telephones; Walkie talkies and other radio frequency devices); cart (for desired sound frequencies); user can also request to hear incoming sounds in style they more prefer; fs; mo; cp; cm; uq; acp; v; access; international (more expensive product versions can have differing synthesizer effects when working for one type of language and or dialect, however we are all human and basic things about humanity don't necessarily change much between cultures

5A-105 MUSICAL SKATEBOARD:

Sound system can use radio, cassettes, CD, Walkie talkie (which can be taken out of holster too - great for certain types of kids); power source might get energy from the movement of wheels and or also from battery; system can have buttons when pressed makes certain announcements mp or recorded by user into microphone and onto microchip; skateboard might also have steady, flashing, strobe and other types of lights when: moving, or switched on, and or automatically goes on (though can be turned off) when dark (via use of special sensor sensing how dark it is outside (this special sensor exists, eg: in cars - their lights go on automatically in the dark. . For Techies: pp; mp; toy; mem; system is designed to take lots of shock (skateboard will be shaken a lot); exercise; portable; sst; bp; vc; cart for: types of sound/music/verbal statements; via use of remote control the user can initiate certain functions without having to reach down and or stop the skateboard, eg: turn up volume; mobile telephone; access

5A-107 TEMPERATURE CHANGE ANALYZER (new product name: Environment Change Analyzer)
Notes the previously mentioned changes even when the other factors change - humidity, precipitation (rain, snow), air pressure, diet changes are used in another patent application (so please don't cover this area, sounds (eg: if there is or isn't classical or pop music - plants are known to grow more quickly with classical music), general air pollution or system notes changes according to changes in certain chemicals in the air.
Display; pp; mp; date; educ; mem; microphone; portable; mfh; bp; sp (when in use in the wild; bp; vc; cart (sounds, chemicals for air emissions, etc); acp; v; access; system is designed not to be destroyed or accidentally altered in programming by animals, etc; fd-hdd

5A-108 FOOD BEHAVIOR CHANGE ANALYZER:
(see product 5A-107 for details on how this product is to be developed, simply exclude non-applicable matters, eg: aspects covering, humidity, temperature, sound.....)
System might bve compatible with popular database softwares.

A3-4B ENVIRONMENT COMPOSER:
-each laser can transmit in one or more frequencies, colors, etc - enabling a single receptor to generate a different sound from any particular transmitter. Plus each receptor can receive signals from more than one transmitting laser device - hence a large array of sounds is possible.
Receptors can be activated to trigger: prerecorded music programs -eg: cassette, cd, records, etc; microphone's recording device; television; cable tv; vcr player; video camera recorder; still life camera; cinema type film recorder - 35 mm, etc; answering of telephone (eg: user can speak with person via telephone's speaker telephone apparatus; opens front door (eg: when door bell rings and you don't want the trouble of going to open door); activate your scream to see who is at the door via door's camera; display scream shows colors and moving/still graphics and or cartoon characters moving according to the command of user and or music being created (eg: they move to beat of music)
-Remote; display; pp; mp; uk; interactive; educational; toy; game; mem; entertainment; microphone (user activates microphone and can have it changed around and or played back at their command); this product can be used as a form of exercise mixed with entertainment (some people find exercising painful, the joy can make it more pleasant and helps people to get themselves to exercise); iq; mfh; crt; osc; vc; cartridges (eg: types of transmissions; sounds, visuals that can be created after reception of the laser transmission); cm; uq; v; access

A3-6A DAILY DIARY:
System can also act as an electronic calendar and rolodex (organizes people's tel numbers and addresses); if it isn't too much work to develop - system's display scream shows person(s) who speak to user in manner that helps them, eg: soothes them, give them more energy, etc; display (this technology is more for future in terms of cost effectiveness?); interactive; user beh; pp; mp; educ; toy; game; mem; entertainment; microphone (user can

give system commands and have such commands come back to them aurally at certain times; system keeps track of when user exercises as well; portable; sst; iq; printer; au; mfh; bp; vc; cart; cp; cm; acp; v; access

A3-13 EMOTION WATCHER:

-user also knows how they are doing emotionally via: single or multi-colored graphs; faces (expressions show the state of mind they might be in); a numerical digit, eg: a percentage point or score point (with a lowest or highest score possible known to user by the product's manual-the software may not show the high or low scores); system might also give a verbal statement as to the user's level(s); system might tell user their state of mind on its own (triggered to occur periodically or when one of the scores is too high or too low, or when user requests the information, or the information is always visible to user.

-System might suggest what person can do to alleviate their problems, they might even give more than one suggestion and or give sometimes different variants (reduces monotony).

Person's own history and personal preferences for activities, types music, hobbies, famous writers, etc. is important for above function.

-pp; m; date; user beh; educ; mem; microphone; bp; osc; vc; cart; cp; uq; mq; acp; v; access

A3-R14 TELEPHONE VOICE BALANCER:

-the user and not the listener on the other end of the conversation might only hear any such background sound

-tel callers, receptionists, operators can have a computer display scream which directs them in emotionally suitable ways, eg: use of appropriate colors (see color psychology manuals), types of people on scream pointing or speaking, etc.

-when incoming tel comes, the music system that was being heard in the room might automatically go off at the time the tel is picked up and or transferred to the user's listening portion of handset and or the volume might go down to designated point where it can still be heard by person in room but not over the tel line (there is such a threshold point for western technology telephones)

-some of these features naturally are more directed to those who follow specific instructions and are on the tel all day, eg: such people might hear verbal announcements that analyze their voice frequencies (as being good or bad), and or might just give automatic pep talks that inspire the tel people (eg: to sell more products).

. For Techies: pp; mp; uk; date; user behavior; interactive; educ; mem; entertainment; microphone; iq; printer (gives information to user); mfh (keeps records of all the tel people, their performance [average length of call - they maybe talk too long; number of sales; which days are good or bad and why; etc]; crt; osc; vc for their incoming and outgoing speech (the latter is a rare commodity in the market place); iq; au; cart; mq (eg: how are you doing, user responds by speaking and or keying a response onto their tel key pad or other key pad; acp; v; access (keep out viruses, computer/tel vandals)

A1-3 PENS WHICH TALK (new possible product names: Talkie, Talking Pen, Pen Joy (this title good for Japanese market), Musical Pen)

-has a simple remote control device which allows user to turn on a music generating device, eg: radio and or tape and or CD and or preprogrammed sound generating system emitting preprogrammed sounds (eg: like musical box) with one or multiple sound options. This system allows for reduced batteries in pens (technology still is very backward in the area of battery power, large heavy batteries are still required)

-has a more complex remote control, which allows user to select different music options, tv stations, vcr... while working with pen. There are some very large pens in the western markets, however, one might desire to shrink the remote mechanism as much as possible. People can control what they are writing while simultaneously having control over their entertainment systems without having to get up off the seat

-can make little sounds each time pen moves, eg: sounds of water like waves, rain, etc; and any other types of new age and or computer music

. For Techies: uk; toy; game; mem; entertainment; exercise; bp; beeps; vc; cartridges of sound options; cp; acp; v

A1-13 FOOD (NEW TITLE: FOOD ENHANCER):

-electronic device might state the date at which item was first opened and possibly the number of subsequent openings, the last date of opening

-products being expensive in the west while mass producing electronic gadgets being relatively cheap, more expensive food product containers might emit sounds and or lights as an interesting element. They might even flash a little on the store shelves adding interest from consumers walking by the crowded shelves. The sound option might be for home use (and designed so it can't easily be triggered accidentally before it gets to the consumer)

-the electronic or other device will trigger the emitting of smells when: container is opened; a sensor feels lips drinking from bottle's mouth; when a button or tab is touched

-consumer can sense what the smell is from the device before purchasing by scratching a smell pad (frequently used to sell perfumes in magazine advertisements)

-the invention can be used in reusable containers. User buys containers with or without food

-container can even state the temperature and or quality or volume or weight of food or other type of contents

-use product for containing other items, eg: toys, cosmetics, money

-codes: display; mp; toy; mem; entertainment; microphone (allows user to record onto chip which plays back desired message(s); portable; sst; iq; bp; beeps; osc; vc; cartridges of sounds and or smells; access

A1-16 TEL ANALYZER:

-voice recognizer categorizes people by their word choice, eg: "cool" can show the person to be leaning toward alternative cultures...such words (especially if they occur more than once will categorize speaker(s)

-people are such that they like to affirmation of another's behavioral style (especially in the US where people are perhaps [on average] less intuitive because the culture is more superficial and there might be less to see below

the surface [many Americans don't fall into this category however]. Additionally, such analysis fits well into the American culture.

-system might let user key in additional information about other party. Such might be stored with notes and analyses from previous tel calls.

-This helps develop a better over all picture. System might go into effect after dialing certain tel number. After such number is dialed (before or after ringing, system can ask which person's name is desired - useful if there are more than one persons at such number in computer's memory), or user can key in person's name and then select which of their tel numbers is preferred for dialing.

-acts as a lie detector. System might be especially useful when: user asks if person is lying at the moment (system might also compare voice frequencies with speaker's past speaking patterns).

-software package(s) can organize all types of issues, questions, histories, business info, personality info, etc. Such data can be merged, analyzed, etc when/where necessary

-system can be merged with fax phone (transmits visual images every few seconds), later versions can transmit the person in perpetual motion. Facial characteristics might be analyzed as well, eg: frowning of eye brows, smiling, etc.

-displays screen can show how it is analyzing person. Additionally, user asks system particular questions, then system can try to figure an answer. Questions might be from a set number of question possibilities system is programmed to try answering. Answers might even have a percentage probability designating how accurate answer might be, eg: if the categorizable word occurs rarely the system's analysis might be less accurate and or the person might lean less in the direction the system suggests the speaker is in or is going to (behavioral, etc.)

-codes: pp; mp; uk; date; user beh; educ; toy; mem; entertainment; microphone; portable; iq; printer; au; mfh; bp; crt; osc; vc; cart (eg: software programs); tel; sp tel; fs; uq; mq; acp; v; access

A1-23 FOOD INHIBITOR:

-also place the item on the parts of the body, which reduce hunger (proven by user's preference and experience, or goes by the manufacturer's suggestions). The device may: send vibrations, frequencies of some type (ultra-sound, radio, etc.). Alternatively, device may act a little like acupuncture.

-one product can do many things, allowing user to try even many different modes should one not work well enough.

-device may also send the frequencies, sounds, etc without touching the body.

-device can have gauges, which regulate the level of frequency, vibrations, etc which are optimal for user

-can be device one wears around neck, keeps in pocket or purse - smaller devices may have fewer features

-codes: display, pp, mp, mem, portable, battery powered, beeps, cartridges (eg: for smells), v, acp

A1-35 SLINKY ROBOT:

-computer system senses the way a person is moving their body, eg: via user wearing transmitters on body's appendages, or certain colored labels which camera is designed to pick up, etc. Eg: person exercising can see themselves on tv. Seeing themselves in same or especially, altered variation, could be interesting. Adds excitement to the process of exercise (people need incentives to do such)

-exists and or obvious?: can follow verbal or remote control commanded instructions to: move or sound or light up in certain way, etc. Eg: instructions given to a dog.

-codes: display; pp; mp; user beh; interactive; game; mem; microphone; portable; iq; bp; sp; crt; osc; vc; egh; cart (eg: games and or tricks computer might play); cp; cm; access

A1-43 VOICE ENHANCER:

-even synthesize your own voice when listening to it in the future

-user can key in command for: type announcement they wish others or themselves to hear; way they wish sound to be altered; etc

-volume control for others (who hear speaker [user]), or for user to hear speaker.

-see your own level of stress as you speak (this helps speakers control their stress). Product will also analyze speakers other speech qualities, eg: volume; etc

-system allows user to listen to music without listener hearing (used in another product of ours)

-codes: display; pp; mp; uk; date; user behavior; interactive; educ; mem; entertainment; microphone; IQ; mfh; bp; crt (can work with computer system as well); osc; vc; cart (eg: for additional features); sp tel; fs; rpc; cp; uq; mq (eg: "are you feeling anxiety, ok...."); acp; v

A1-43A TELEPHONE FRIEND:

-select type call, then system might arbitrarily select from certain collection of possible verbal or written statements it can output. The possibilities of inputs given to user are numerous, especially in ways they can be requested, and way system can give out help.

-system can boost person's psychology even without the tel function, eg: while they are at desk, when sad, etc.

-combine with radio, tape player, cd.... Have synthesizers eg: for bass, treble, etc to improve listening for user

-synthesize incoming and outgoing sounds

-system can have visual display(s) which help user with pictures and or words

-codes: turn on system with remote control; display; pp; mp; uk; date; user beh; interactive; educ (teaches people about their psychology and how to be more positive and or effective, etc); game; mem; entertainment; microphone; iq; mfh; bp (for back up should electricity stop...); crt; osc; vc; egh; tgh; cart (eg: of word and or sound creating options); rpc; cp; uq; mq; acp v; access

A1-44 HAT CHANGER:

Is this product considered not obvious? If so, send it to Steven. He has not reviewed it.

A4-R29: ELECTRONIC DEODORIZER:

Activate the frequencies, which kill and or immobilize and or restrict the growth/multiplication rate of fungi, viruses, and other germs/bacteria. Such frequencies can be activated via:

-any two or more distant parts which transmit - receive

-a general broadcast (within small range [normally]) from one source - this should be harmless to people, animals and most plants. Such a broadcaster can be place anywhere in any variety of broadcast strengths for shoes, closets, bathrooms, cars, garden shacks, outdoor toilets, kitchens, hospitals, refrigerators

-emitting device can even go inside certain food containers. In such situations, the manufacturer might cut out or reduce chemical preservatives all together.

-something that might function like an air ionizer, which attaches airborne particles to walls and the floor, etc.; or something like white blood cells and how they work

-paint and or external casing of plastic and or rubber and or metal could be designed to change color or notify in other means about excessive changes. And or paint might be designed to better react to system's emissions of frequencies. Such paint's chemicals might be designed to have multiple uses, eg: reacts in one way for one frequency and another when responding to another frequency. (the idea of paints with herbicides exists - but what about interacting with electronics?)

-certain products might have automatic bacteria cleaning powers

-see codes "imi5": all; remote; display; pp; mp; uk; portable; sst; bp; sp; alerter; osc; score; cart (software for zapping at different frequencies; instructions and software for different types of applications); tel and or tr (transmitter) and or mo and or fax (alerts person that status has changed when situation is important enough).

A4-AAR30 Translator's Stylizer:

-has alternative uses: eg, learning other skills: mathematics and other basic skills, etc.

-see codes "imi5": all; display; fd-hdd; pp; mp; uk; date; user beh; interactive; educ; toy; game; entertainment; microphone; synth; portable; iq; printer; mfh; bp; alerter; osc; vc; egh; score; teach; cart (for different languages, uses within a particular language, eg: meeting people; business; etc); tr*, mo*; rpc; cp; cm; uq*; mq*; character

A4-R32 SPIRITUAL MAP:

-system can ask user to draw pictures with mouse type device to #1 help solve a psychological problem; #2 analyze their current psychology

-suggests what a person might do during their spare time to alleviate stress, pain, etc.

-does horoscope, biorhythm

-people of different religions may tend to be given questions in alternative styles and or different questions all together.

-see codes "imi5": all; display; fd-hdd; pp; mp; uk; date; user beh; educ; portable; sst; iq; printer; mfh; bp; alerter (tells user and or their guidance counselor if the person has reached critical states, etc.); osc; vc; egh; score; tgh; teach; cart; cp; cm; uq; mq; pi; character

A4-33 BUG CATCHER ("Mooshi Catcher" in Japanese):
-the dead insects (of any species) can be turned into compost (soil) after it degenerates. The smell (if noticeable) needs to be kept down. Product might appeal to "Greens" (people into ecology and a little into crazy products)
-product reduces garbage since most parts are reusable (excess garbage is an extremely disliked habit in the west, especially Germany where many packaging can't even be thrown out, but must be returned to the store where purchased
-the fresh bugs might get enticed by the smell of the carcasses, but then they get trapped too
-see codes "imi5": all; entertainment; score (shows volume of insects collected)

A4-33A BUG VACUUM:
-should bugs be allowed to eat carcasses, it serves as sustenance for the continued living of other pests.
-attachment may reach into all types of difficult places, eg: narrow locations, etc behind refrigerator, etc.
-system can be made part of certain products, which attract cockroaches and other insects, eg: stove (useful after period of time when turned off when bugs are eating the fat that splatters from baked foods); closets; back of refrigerators; etc. Inside the vacuum system might be a smell that attracts bugs. Additionally such vacuum function might go into effect only when it senses there is a bug, eg: like Venus fly trap going into effect when fly is on its pad.
-or product might attract bugs by making certain sounds, eg: mating calls
-see code in file IMI5 for "all".

A4-37 CHANNEL SELECTOR:
-system alerts user to shows of such interest via a print out or display on screen - eases the difficulty in reading through everything, considering that cable tv can have in excess of 30 channels now for each half hour/hour or two hour period, etc.
-while watching a show, system can be programmed to alert watcher of other shows coming on line (perhaps it would be of greater interest, yet user may be too lazy to check around.
-see code in file IMI5: all; remote; display; fd-hdd; pp; mp; uk; date*; alerter*; osc*; teach (parents might wish particular programs to be more emphasized should they be of value to their child, and or censor out unwanted type programming) - also applies to others eg: those who don't want violence, etc.; cart (eg: type programming; ability to pick up certain stations; etc; access (keep kids from watching at certain times, etc. - this product itself appears to possibly exist already); character*

A4-38 CHANNEL INTERPRETER/TRANSLATOR:
-broadcaster will need to send in code for receiver (who is blind or deaf) to comprehend information.
-the deaf person might see a character and or hands doing sign language

-such codes might also permit people (such as those watching on airplanes, in hotels, very international cities like New York or Amsterdam) to watch in their desired languages, with the transcription below and or the voice over done.

-see codes in file IMI5: all; remote; display; pp; mp; educ; entertainment; mfh; alerter*; vc; egh*; tgh*; teach*; md*; cart*; cp; access*; character*

A4-38A CHANNEL STYLE SELECTOR:

-is this not obvious considering how easy it is for video people to edit tapes in the editing room?

-see codes in file IMI5: all; remote; pp; mp

A4-43A ELECTRONIC COSTUMES:

-see codes in file IMI5: all; remote (as part of fun or game, one can turn on something in other person's costume); display; pp; mp; toy; entertainment; microphone; synth; portable; sst for certain elements only; iq*; bp; sp; osc; vc; egh*; score; teach*; cart; character.

A3-R14 TELEPHONE VOICE BALANCER:

Select the type effect(s) you wish from easily recognizable labels, eg for background effect: "peace and harmony". For your own character effect, eg: "sweet girlfriend", "bill collector (one who collects unpaid invoices for their company)", "Mr. sexy", etc.

These effects can be for your outgoing and or incoming desires, eg: you may want another to hear you in a certain way, or you may wish to hear others in a certain way, for example, a person with terrible personality that you frequently must listen to might be converted into a more appealing personality without loss of information in their discourse.

--should both parties have similar tel systems (would take a long time for the market to be dominated by this system) the system can: #1 recognize the sender as one using such synthesization, #2 the words need not be jumbled or incomprehensible anyway since digital transmissions are reasonably clear (one sound effect or the other)

--product ads a little fantasy, fun, profits and many other things to your life and or your business.

--when selling a product on the tel (a very common practice in the west), user can have standard 'synthesization and or key in the type of person they are trying to sell to and the seller's tel will adjust quickly or slowly in response. Seller might even know the potential buyer's personality type prior to calling via: the type of products they have purchased previously from the same company or other companies, such databases are available for purchase, eg: when getting discounts at certain food markets in the USA, you need a card (you apply and at same time give your tel #, bank account number, address, etc... if info not given you don't get the discount card - eg: with the company called Safeway. Safeway is probably the country's largest supermarket. Currently computers at the cash register read each item via the product's bar code and store what they buy with what,

when and in what volume, etc. This information is correlated with advertising campaigns - world news events etc and such so computers can highly analyze individual purchasing style.

. It is the total stimuli a person receives via their five senses (visual, hearing, feeling (eg vibrations), smelling, taste) that influences how a person feels at any given moment. This ability to cover such a large area is related to the future Virtual Reality products coming onto the market place. Hence, though our product might not be feasible now, the patent rights might allow future manufacturers who own the rights to make other products considered obvious to our current models!

-person on tel might get all or some of the five senses while on the tel. Product might also be good for a new type of dating game (whereby you meet new or known people) and guess who they really are, or where you play certain roles in an electronic game mixed with real life, etc.

-visual seen by speaker (may be without sound). Might even come with a little vibration, eg: with dance music

-taste: might dispense flavored candy and or pills, eg: with ginseng or caffeine to energize you, or herbs that relax you.

A3-13 EMOTION WATCHER:

. Additional ways stress can be identified: when on keyboard and person makes numerous mistakes, computer recognizes when user back spaces frequently and deletes letters (such is different when one is writing free text and changes sentences, etc since the latter is more of an editing function. One makes mistakes when their head isn't all together alright;

-computer's key pad might have a temperature monitor on some/all keys in event person's temperature drops (sign of stress), however the overall room temperature needs to be taken into account of as well, plus the question of how long person has been at the computer, (maybe they just came in from a cold room....). Depending on the accuracy of this area, product might prefer to use cold fingers as only one of several signs before computer makes decision about user's stress. Temperature modulator might be on the eight keys fingers are usually resting on. Keys for other languages would be altered accordingly.

-amount of agitation in person's chair

-in orient (where people virtually always take off shoes inside the house, foot pads might check for temperature and other matters.

-compare this with product A3-13A in Steve's directory titled "O" and in its file titled "A3&". ask him for this product number on Dec 1, 92

A3-6 DIET DIARY: Where is the second addition to this product? This product was given to Steven after initial research!

. Of use to doctors studying single and or large numbers of patients and the interactions between any two or more of the following: time of day; particular food eaten; type prescription taken and the time and frequency taken; music listened to; sleeping schedule; type and time of exercise; timing and type of any type of activity such as those listed herein; people spoken with on tel; outbreaks in (worsening) of a person's condition, and or

improvements; types of programs watched on tv; effect of certain chemicals (eg: preservatives in prepackaged foods); emotional states of mind, eg happiness, depression, energy, low energy, ability to interact with others, temperament, control of anger(s), suicide, weight gain or loss or stability, accidents (eg: car, occupational, etc.); longevity (life span)

-this product is related to product A3-6A

-product might suggest one or more menus to eat either to cook at home, eat in restaurant, or purchase as precooked food.

-system can recommend the type and time period of exercise necessary to work off excess calories in diet

-system monitors each person's weight

-system's memory can show all the possible physical health effects (positive and or negative) of each food item, eg: has such and such vitamins, is good for improving eye sight, and or can cause stomach cancer in 0.03% of population...(eating item in such and such a manner increases/decreases health harm/benefits.

-based on personal preferences for certain ingredients, eg: tomatoes, system can suggest foods to eat. Suggestions also are the product of many other ways in which system is trying to help user.

-system can also suggest certain foods for large groups of people if they are needed to be ready for sports, cerebral thinking, a very cold day (to reduce illness), etc.

-easily computes how much of each ingredient is needed for the certain number of people, eases mathematical formulas for more or less people than called for in recipes, plus it can easily calculate for regional or personalized tastes, eg: more spicy.

-see "IMI5 Product Specifications Codes" for:

all; display; fd-hdd; pp; m uk; date; educ*; microphone*; exercise; portable; sst; iq; printer*; au*; mfh: bp; alerter (when person is getting into bad state, making mistake, etc); osc*; vc*; egh*; score; tgh; teach*; cart of softwares; system will transmit via radio frequency to person monitoring them, for: checking up on them and or if the person is getting into serious trouble....; rpc; cp; cm; uq; mq; access*; pi; character

4A-47 INTERACTIVE WALKIE TALKIE (initial product title: Walkie Talkie Voice Alternator):

-try guessing the locality of your game partner by the clues given (eg: pieces to puzzle in figuring it out)

-can be any one of a number of simple two or more player games with video and possibly audio transmissions between themselves. Users can simply play in different rooms, and or over tel/modem, etc.

-system allows users to make their own games with and or without cartridges that act as authoring languages (the basic software language from which programmer creates a fleshed out program)

-communications (either written or verbal) are translated between different languages

-receiver and transmitter can both record what they receive or send out for future re-listening

5A-11 MASTER ARTIST:

-the art can be created in the ways described while also doing it to the tune of music and or sound effects or verbal recording (while the audio is going on, the visual effect is being created in rhythm, etc with the sound(s)). Such a system can also be applied for development of music videos, pure fun, etc.

-user can program types of visual effects and display can pop out such visual possibilities (within the parameters selected) while any sound is being created, eg: listening to music; listening to teacher (user has portable device in classroom); while walking around city a child can see all the visuals created by sounds all around; etc

--programming types of visual effects could include requests demonstrating preferences for: color(s); speed in which visuals are created; types of strokes of the brush; types of shapes, eg: graphs moving up and down or abstract art that is in motion or collage, etc.

--different bars wanting to attract their own clientele via the limited numbers of popular sound tracks might adjust to their special effect via this product idea

. Automatically create art whereby when you request one or more colors for part of the picture, the system will select color coordinated colors for all the other areas (filling in the sections like a coloring book whereby user fills in each blocked out area with their choice of color). For example a person's face can be depicted in hundreds of different ways.

. Depiction of art ['artist] can then result/'react in certain sounds/music. The audio portion might be within the parameters preferred by user, eg: trumpets, high bass, good rhythm, etc.

A4-41 REUSABLE PICTURE HOLDER:

Alternative things that can be held up:

-signs: co name; directions; list of employees and their room numbers to be posted in a lobby; promotion of certain products in stores, etc - eases the changing of displays

-item being posted might be made to move in order to: attract attention; move to designated location for desired purpose; etc

-hotel rooms, apartments, offices: change the picture according to type people coming for the time/occasion

-exists and being developed now by Microsoft in USA: electronic pictures, which can be changed by programming for a different picture to appear on screen

-put up notices, eg on each person's door, or on frame

. Can have a board on which items are written or to which letters or graphics are manually attached.

. Device can grab any type of paper that is of importance, eg: shopping list, passport, etc so person remembers it. Such can be put on refrigerator or inside of front door, etc.

-exists: currently one might put a paper on refrigerator with a magnet

A1-12-A BABY GUARDIAN AUDIO SYSTEM

-1st addition

-certain buttons will trigger baby to stop crying via: laughing button, button to relax, button for silly and or fun sounds like jingles, button for music, etc.
-entertain baby while guardian is away
-system sends via transmitter to guardian's receiver the fact that baby is crying. Gives guardian greater flexibility in leaving baby temporarily (eg when in store) and also entertains baby when they are away so baby is less prone to cry.
--outgoing sounds might automatically: change and or start when baby is crying
--baby's carriage might even move (rock) a little when baby begins to cry and or can simply be activated by guardian

A1-12-B LOCATOR - COMMUNICATOR:
-1st product clarification (this product concept was split from idea number A1-12)
-receiver is attached to person, animal
--when organism is lost and or is needed for whatever reasons the transmitter that works via satellite interacts as desired. Examples of interactions: sound, music, verbal command, alarm, etc is released (via receiver's commands)
--a mating call might be emitted into a particular ear in order to drive animal to specific spot on planet - as animal steers slightly off in wrong direction, their ear receives the sound from a slightly different direction into ear (or into the section of brain that judges location of sound source)
-system tells the person if they are going in right direction or not via: different lights, eg: green is good, red is in bad direction, and yellow is that they are between red and green; verbal commands; sounds; etc

A1-11 SPEECH INSTRUCTOR (old title: Animal Communicator):
-1st addition
-teach animals to talk, sing and or make sounds, for example for birds, maybe also for some other animals in isolated circumstances, eg: help a dog's barking sound more aggressive
-user designates type of animal and or purchases a system and or software for type animal eg: bird and or type species, eg: the cockatiel bird.
-the system is designed to make sounds that are easily replicated for the type targeted animal
-system can repeatedly make a sound (the repetition alone can induce animals to mimic the sound)
-also induce animals to mimic the sound via rewarding them with food and or other desirables when animal makes the desired sound
--desired sound can be repeating what was just broadcast and or making a particular sound which stands for food or making any one of the sounds that the animal has and or is learning.
-system might even set up a conversational mode with animals that are lonely. This possibly highly marketable idea can answer the animal in a different sound. Each species of animal might have different sounds according to specie. Pet owners might be enthusiastic when seeing their birds getting all charged up.

--Recall incidences where a bird in an apartment sings in excitement with other birds outside the apt when the window is open, the bird continues in great interest. However, there might be a limit as to the length and or frequency of the system's operation.

--the teaching mode can work in conjunction with the interactive conversational mode. Each specie's psychology can be such that the product will talk to them differently according to their behavioral pattern in order to get any possible type of result one can get from an animal

--Should the conversational mode alone be "obvious", the teaching mode might be "not obvious" whereby our model on the market might have the advanced features not available to competitors, even though this particular teaching mode might be the main reason for interest in such a product category. Upon developing interest, purchasers often like additional features as well.

-reward animals with food given out at the time they have done a task well.

--Food system might have memory of total amount of food given and to be given for the remainder of day / 24 hour period, and the total amount that might want to be given within a period of a day. Hence, all good behavior might not be rewarded with food

---other rewards: perhaps with sounds of praise (as interpreted by animal) as long as it won't interfere with learning of other sounds; offering of a water bath for birds (they love it). The water tray big enough for bathing disappears after the bathing activity ends (know via motion sensors) or after two to five minutes; whichever comes first.

4A-34-ZC VISUAL DIALER:

-2nd addition

-according to where the eye moves, system knows what numbers and or letters and or symbols a person is looking at.

--allows person to type letter, do very basic computer functions, do basic home automation chores

---eg: cooks food at designated time when the cook might have left the food in the microwave oven in the morning and the invalid can begin cooking and is only required the strenuous activity of getting to kitchen only once (when food is hot)

---turn on or off any appliance or device; etc.

---turn on single and or multiple lighting systems, eg: a singer can turn on many different lights and or colors and or sounds creating a major musical and or sound and or light show without the need of many people or the use of hands. Maybe hands are used for something else!

---give info from a crt/tv screen. Eg: you are in bed with your lover and too tired to touch a key pad. Simply look at the screen on the ceiling and call forth your dreams! The stock prices, sexual or non-sexual shows, and or segments of the program, etc. Even "freeze frame" certain shots of the show. Why not enjoy what electronics have to give us?

4A-5 ELIMINATOR (Old Title: Coffee Filter & Grind Compactor)

Note: this product number and 4A-6 must be done one after another, both can't be given out simultaneously
-1st addition
-system also handles: used tea leaves; pulp from orange juice and from other items used to make juice, eg: tomato, carrot, apple. Such food items might be placed into device in their entirety and or cut up in chunks and then placed into device.
-the garbage going out might be sent into the kitchen drain's garbage disposal (garbage disposal receives all the food scrap (not bones, plastic etc then grinds them and flushes it down the drain). Such disposal might allow the receiving of slightly larger food chunks from our device
-Codes (see IMI5 file): all; display; cm; cp

4A-6 CLEANING SIGNALER:
-1st addition
-for automatic coffee and or tea makers. Boiled water leaves chemical deposits inside the machine, which changes the taste of the coffee or tea.
-system signals when water purifier's filter needs changing
-Codes (see IMI5): all; alerter; cp

4A-6A PIPE CLOG SIGNALER:
-1st addition
-certain types of pipes (depending on their usage) might get clogged and become a problem later and they might become clogged without being easily noticed. Hence the value in such awareness being made
-such clogging might be dissolved automatically
-useful for piping used in: machines, water drains, sewage, water treatment, etc.
-Codes [again this means 'OTD as well]: all; alerter; cp; cm

A4-R29A SPECIALIZED METAL DETECTOR (Old title: Metal Detector Which Identifies The Type Substance Located)
-1st addition
-detector identifies the type substance (different metals have different molecular structures and show up differently in detectors). Might even identify items other than metals, eg: stones; plastics; level of radioactivity (obvious); age and or level of worsening of substance; thickness and or volume and or density
-density might then show up on system's display the possible substances item could be. Cheaper models might find it difficult to see the difference between similarly dense materials
-(obvious) shows depth in soil or other surrounding material
-shows the presence of any movement and or targeted item's speed
-display may show the shape, size, type substance, etc.

-Codes (see IMI5 file): all; display; pp for size and or type object desired - making the search work easier - can even use product in area with many other products, eg: looking for a certain size item in a shallow tray of many other small sized nuts and bolts, etc.; mp; uk; toy; portable; sst; mfh (system can memorize where certain type substances [shape, size, material, etc] are located, eg: by tray number - when user wants such and such piece it asks computer where it is located!; bp; osc; vc; score; teach; cart; cp; uq; access; character

A3-R14 TELEPHONE VOICE BALANCER

-2nd addition

-background sound selector: user chooses type of music / sound they hear without others hearing in. Item encourages user to listen into their hearing set, instead of saying "oh, I have to listen to this terrible telephone"

--The background sound might also change automatically according to the time of day, weather, type employee, type calls they are receiving, etc. This type of change in sound is designed to: improve quality control, employee work performance, worker satisfaction, etc.

--background sound might drop in volume when the listener's incoming sound from outside speaker drops a little in volume

5A-53 STRESS ALARM:

First Addition:

-identifies which types of sounds are important enough to warrant attention, eg: a type of baby's or child's cry; cat's meow when it is serious enough to warrant attention, eg: to gain access into automatic door (or any meow/dog's bark to gain access). If gaining access itself is obvious, the system of judging the validity of permitting access might be unobvious.

-user is notified on the level of stress of their or other's voice via: display (with digits and or words) and or lights on the product. The product might also act as a telephone - with easy switch having system identify the voice of recipient of call or of caller.

-system can be programmed to give alert whenever a stress level of any or designated party exceeds desired levels. This then helps user to make necessary actions and or changes.

-system also couples as lie detector - alarm can go on when voice is stressful enough

-when system is used in-non telecommunications means, user can direct its microphones to concentrate on sound generation of designated party/parties and or regions of room. Designated person(s) can wear a transmitter designating their location.

. For Techies: all; remote; display; fd-hdd; pp; mp; uk; date; user beh; microphone; synthesizer; portable; sst; mfh; bp; alerter; osc; vc; egh; score; tgh; teach; md; cart; tel; sp tel; tr; rpc; cp; uq; mq; access; pi; character

5A-50 SOUND ACTIVATOR (former title: Sound Lock):

First Addition:

-if this is patentable, it is maybe an exceptionally valuable patent. This application has taken too long. Must be done by competent person by 20 Feb 1993.

-this is the mechanism that when triggered by a certain sound sends the signals to activate and or deactivate any type of function. This product part's signal utilization is up to the product in which it is incorporated.

-different types of sound can activate and or deactivate the product in any number of ways, eg: change combinations; restrict access to certain parties (each party has own sound)

-OBV: is this product similar to say, the automatic garage opener, activated by a remote control device?

-Activate: Open/close windows in house, car. Flush toilet (people don't want to touch what others touch with their dirty fingers, yet the foot pedal for toilets is considered very low class in the west). Lids to garbage (also has tight seal keep out bugs). Air conditioning and or heating system - no longer do you need to get out of bed, the warm bath (risking electric shock), etc

-sound is triggered by human or electronically held means

-radio frequencies from a hand held means is also possible

-Steven is curious about the obviousness of these additions. Please make an exception to the product flow chart and designate what is and isn't obvious and give the results as soon as possible.

. For Techies: all; remote; display (eg: shows mode in operation and or software menu selection possibilities); fd-hdd; pp; mp; uk; date; user beh; interactive; educ; toy; game; entertainment; microphone; synth; portable; mfh; bp; alerter; osc; vc; cart; rpc; cp; cm; access; pi; character

5A-75 WARNER:

First Addition:

-also lets user easily alter the color and or intensity levels.

-perhaps the corresponding radiation level will be displayed (that is user can alter something and reduce radiation [somehow] by reducing the level of visibility of sorts. Might not be technically possible.

-notes if the outgoing sound of any device is within the pp or mp sound spectrum desired, eg: checks quality of home stereos.

. For Techies: remote; display; system can note the time(s) when a deviation occurred and even develop graphs there from showing tendencies for scientists, etc; fd-hdd; microphone; portable; mfh; printer; alerter; osc; score; cart; cp; access; character

+ 5A-48 LASER LOCK:

-codes (see file IMI5 for meanings): all; remote; display; pp; mp; uk; date (eg: times access or departures occurred); microphone (records the times anyone did something with a pre-selected time before and or after access); portable; mfh - eg: does or doesn't allow certain people's access codes/signals if they are fired - stores incoming and departure times for payroll's hourly wage; alerter; osc; access; character

-check patent application we filed in Ukraine / Russia for this.

5A-49 LASER 'ARTIST:

First Addition:

-the screen onto which one writes the desired image can subsequently allow for changes on the image

-print the same type of image and or image on different types of surfaces (metal, glass, wood, plastics, paper, cardboard, stone, cement, fabric made from any chemical byproduct, etc). This can be much better than nailing or sticking up signs in many circumstances.

-a different option allows the same image to be increased or decreased in size

-codes (see file IMI5 for meanings): all; display; fd-hdd; pp; mp; uk; toy; entertainment; portable; printer (prints onto all types of material - printer can receive materials of differing thickness; au; mfh; bp; teach; cart (of possible designs, etc); cp; character (system even allows user to select characters which can be superimposed in printed image)

5A-41 SOLAR THERMOS:

First Addition:

-energy can also be used to cool thermos

-thermos system can be of large or small size. Even ideal in locations without electricity

-turn system into stoves, and or refrigerators, chicken incubators, etc.

. . For Techies: all; date (eg: when door or other lid was last opened and when item may need to be taken out before the expiry date [when food will get too old, cold, etc]); portable; sst; bp (for back up in case the solar system fails and or needs extra energy stored); alerter; cp; cm.

4A-22 CHARACTER TEL:

-cartridges of diverse personality types

-have dials, which can accentuate, or de-accentuate particular sound characteristics

-display shows the cartoon of character user has selected with the written title of type character too

4A-29 HEALTH MONITOR (old title: Tremble Monitor)

-user's trembling characteristics are stored to develop graphs showing any major changes in trembling

-computer which analyzes trembling can correlate this with data on other physical symptoms to better arrive at medical conclusions

--many people are too vague in describing their physical ailments and conditions. This monitor helps clarify.

-worn by user on wrist, around neck, around chest via strap, or other part of body

-also monitors breathing, heart beats, blood pressure (system gets blood pressure automatically at certain times)

-blood pressure monitor also captures blood pressure when any other bodily sign indicates it is good to take measurement at that time

-camera can be placed on desk, car dash board, etc and checks for unusual eye behavior, eg: rapid movement, red eye, and or other strange movements

-perspiration monitor
-simply write down every single body function that can be monitored and develop a patent application for these
-the monitors can be coupled with other measures, eg: reaction person has to a medical treatment (operation, shot, pill, etc)

4A-48 WATER SAVER:
-height of water is determined by:
--positioning of head and or lips and how they effect laser tripping
--running of fingers through the laser key pad (doesn't require touching, see our patent application number 5A-71)
-Type water desired selector:
-choose whether your water will be with or without fluorite and or chlorine
-temperature
-volume
-incorporates water filter

5A-22 BURGLAR SPOOKER (old title: Sound Reflector)
-records isolated sounds created by burglar, vandal, or anyone else such as an unwanted person, or as a joke to a friend
-the isolated sounds can then be played back within the context of other sounds, eg: police sirens, dogs barking
-police sirens are activated within set time period after break-in or any other type activity
--instead of sirens, any other sound can be generated as well, eg: "you are entering the premises illegally, the police have been summoned", "your picture has been taken and transmitted electronically to the police station"
. Burglar Photo Snapper:
upon any illegal access or after any type of function, which generates signal to camera, camera takes picture
-camera can be motionless, or be designed to shoot photo in direction of movement
-applications: burglars, scientific experiments
-if this product is unobvious, then develop as separate patent application and take out the quote in above 5A-22 about "we have taken your picture"
. In live performances ['entertainment] the western world occasionally enjoys hearing the audience participates in the performance. Hence isolate particular regions of the audience and synthesize accordingly

5A-27 OUTSIDE SOUND MAGNIFIER:
Third Addition:
-external sounds are magnified when people are working on any type of machinery, gadget (especially those that are either dangerous in some degree and or those which make considerable noise)

-one or several microphones can be adopted, and placed in locations more likely to signify an important sound for user's use, whereby cutting down on other unneeded sounds, eg: putting portable microphone near bells (door, tel, clock alarm, security system, etc)

-system operates whenever an outside sound needs to be magnified (increased in volume) and or user needs to be alerted and or system on which user is working needs to be slowed down or turned off. Simply think of possible utilizations as described herein and then clarify.

5A-3 ANSWERING MACHINE FEATURES:

Third Addition:

-system(s) can respond to person's type of voice (signifies the type of sounds/words/etc they may prefer. Naturally all people can't be perfectly categorized by their voice type, but this preferred treatment is at least much more personalized

5A-73 TV SYNTHESIZER:

-select the type voice by character, eg: when watching a cartoon or other animation, select the actor desired when listening and or watching

--eg: have a menu from which to select characters, voices of known and or unknown actors

-a tool also useful in creating a master film and editing it for diverse markets with less expense.

A4-R29A: SPECIALIZED METAL DETECTOR (Old title: Metal detector which identifies the type substance located)

-2nd addition

A3-R14 TELEPHONE VOICE BALANCER:

-2nd addition

-Program tel so that when call is made to particular tel number the following features may be activated just for calls to that particular tel number, or all tel numbers beginning with say the same area code and the first four or five tel digits (thereby getting the other tel #'s within the large company)

--should the listener ever be put on hold, they will get selected type sounds/music to listen to

--the 'synthesization ['synthesizer] of your voice is altered according to their listening preference, eg: higher or lower pitch and bass

--saves the trouble of having to remember and or program tel according to need

-transfer information about the parties making and or receiving tel calls from other sources (eg: computer database, etc) to the tel

5A-49 LASER ARTIST:

-can take pictures via camera, then portions or all of picture can be portrayed in any number of ways onto most types of surfaces via laser

--laser can make certain types of outlines from photo too

-laser can differentiate between colors by different degrees of burning into the material

-laser can burn image onto special chemical on skin for:

--identifying where tattoo's ink should go. Using stickers may be less helpful, since each individual may want a differing size of an image, and the stickers can run out, and the laser system more readily allows designing of image (even on a computer, etc.) and then making any changes and then seeing what it might exactly look like on skin (even laser can put out into colors)

-color can be portrayed via putting a chemical solution onto material, then different laser light frequency is designed to turn only the chemicals for certain color changes when it touches it. Eg: one laser causes chemical to turn green, the other laser causes the color of red to be produced - a bit similar to developing color film also.

5A-41 SOLAR THERMOS:

-marketing slogan:

--the office's window sunlight or even regular day light works!

--Even if you have to work out in the cold, just put it in the sun (eg: for construction workers, farmers, those making lots of stops in their car (having to leave it in the cold for parts of the day..., etc)

A1-1 PEN COUNTER:

Measures the approximate distance that instrument wrote, eg: 100 meters or more. It calculates this via: amount of ink used; etc.

-calculates the number of meters that might be left for writing, drawing. Calculates the amount of square meters available for drawing (fun for artists)

A4-41 REUSABLE PICTURE HOLDER:

Product description addition:

The magnet can be imbedded behind walls.

-Also good for spaces used for business conventions, where pictures must frequently be changed.

A1-6 SPOON:

-have a leveler (like ones used by carpenters) which signals if spoon is or isn't level via sound and or light

-spoon size can be altered mechanically and or electronically

-in Animal Laboratory:

--memorizes the total volume and or weight given to any one cage or section of cages or plants, etc. Memory is based on total volumes within any hour, day, month, year. Can also create graphs. Can connect with computer.

-built in scale; and or spoon can fit onto or into a scale mechanism

-memory also works by type substance

-system can tell user how much is needed to be given

-recipe maker: select the volume desired,for particular recipe, and system will also state amount needed by each chemical and or food substance

. When dispensing, system remembers and or knows how much to give to each box or sub-box section on a conveyer belt.

CONTROLLING FOLLOWING INVENTIONS BY CLAPPING, OTHER SOUNDS, ETC:

The following products respond to humanly generated clapping, snapping of fingers, whistling, sound generating equipment or objects, etc. The humanly generated sound initiates the desired function. This clap recognizing part is inserted into each product description below.

Our invention number precedes each invention.

-Possible trademark: Clapman, Clap Man

-Utilize the basic part of microphone hears certain sound frequencies (clap, whistle...) and the specific frequency of certain duration and or number of occurrences activate or deactivates electronic operation.

REVOLVING TAPE RECORDER: ever hear a sound and not sure what you heard? Advertising targeted to certain people, such as elderly, slightly paranoid mother in laws, etc.

-microchips keep sounds for certain time, "loop system" can continue recording and erasing older sounds

-play it back in higher volume if desired; those who want more elaborate systems can later go back to the store and buy additional microphones or other options, which can record from different locations to get better sound.

*-may help show direction of sound too with direction finder

MISCELLANEOUS SOUND ACTIVATED INVENTIONS:

. Other items to deactivate and or activate according to concepts within the 2-A file:

. Speaker telephone (incoming/outgoing calls; dialing (certain claps designate digits of tel number)

. Doors: physically open and close; their locks

. Identification: each person who walks buy makes their verbal code and computer system records that it was. Uses: locates where people might be...

. Turn on shower or bath. System already knows at what temperature you want your water.

-preselecting the desired water temperature is not patentable by itself

. Turning on television, VCR, music stereo

Lights: Opens pet door for dog or cat seeking in/out to/from garden. Or system might simply respond to animal's bark or meow or scratch or push. System might also not allow operation at certain hours...

OTHER INVENTIONS SECTIONS – NOT NECESSARILY CONTROLLED BY CLAPPING:

Female Pet Controller:

When your female cat or dog, etc goes outside this device will: deter away male dogs or make the female less interested in males of their species.

-this might be done by: device giving off a smell (eg: put on animal's collar); dietary supplement (not an electronic product); device giving out sounds not easily audible to humans (yet doesn't make animals which hear this too crazy).

-scientific studies needed to show this works

SOLAR POWERED: Leave the device laying in the sun, and it automatically charges up via solar energy. Or the powering source has large solar cell(s) and stores power which in tern can be given to portable products when they are connected for the required time (like plugging into electricity); or portable device must be plugged into this solar device and then the devices will collect the sun's energy and transmit to portable product simultaneously.

SOUND 'DISTANCER:

Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their instrument(s).

-applies whenever the sound volume, frequency, or type sound is to be altered according to how far or close two or more parts from each other.

--examples: toys - when a police car drives near a certain object or place, it will siren, or an audio statement goes on, eg: "pull over"

TOY REMOTE CONTROL SOUND ACTIVATOR:

One toy can activate sound in another toy. Eg: a toy train's button when pressed will cause the train track crossing to sound ahead, and close the gate. The gate's receiver gets signal from train's transmitter.

-transmitter can also cause following in receiver's device:

flashing lights; visual display showing words or graphics; physical movement, eg: opening/closing door, ball dropping to floor, etc

-transmitter can transmit by pressing of button, or whenever it is moved (inside has a motion detector)

JUMPING JACKS:

Distancers between legs or arms. Each time person exercises by moving their legs or arms apart beyond certain distance, the distancer will sound.

-distancer can also count the number of times the movement was made (if the legs or arms went beyond minimum distance.)

TEL TOUCH PAD:

Press soft pad and the manner in which you pressed it is transmitted to receiver. This allows something closer to physical contact while speaking with your friends. Only popular for open minded cultures, eg: Japan.

OVEN CAMERA:

Cook can enjoy the company of her husband or friends in or out of the kitchen without having to go and look at the oven window. Camera shows the state of the item inside. Other camera eyes can also view the kitchen's stove.

MOBILE COFFEE MAKER:

Make coffee in car while driving. Drivers love hot coffee. For safety device might only allow opening while: user has stopped car, or if car has more than one passenger.

MOBILE APPOINTMENT MAKER:

Salesmen always traveling on the road can get their appointment calendar more easily filled up via the following method. Secretary talks with customer and can quickly make same day appointments (great customer service) by communicating with sales representative's device (via air waves). Salesman's device stores their schedule and approximate time needed at appointment and to and from the location(s).

-if salesman needs to do something different, they ask their device if their schedule allows. The device is reasonable in allotting the needed time. Device works best for certain types of sales people, especially those whose needed time for each appointment is rather predictable . Remember, there is less chaos in the west, and people wait much less in line, etc....

CONCLUDES FILE: A's U-ALL FILE

File: Intro To Pat / A1X

FILE A1X

A1-010 Pen Pedometer: Toy pen measures the number of meters of ink written, and the approximate number of additional meters of ink remaining.

-pen counter: items that measure the amount of writing ability left or which has already taken place in pens, pencils, magic markers. The amount of life left in products before they break down.

.-4E020 Content & Date Verifier. 5E020

-"game": aspect of game in which the length of writing becomes important, eg: players must write within maximum/*minimum length and or time span ("score"/"tds") (during each move / for game's move or for all of game).

-'R's stick: 'scores all of its movements, eg in terms of: distances traveled (in air), # of angles in movement, etc.

A1-02 Condoms for men and women, which taste like male and or female sexual juices.
-Trade Names: Real Thing, Almost the Real Thing, Like the Real Thing.
.-See G dir KN, specifically 7G about condoms. Add chemicals compatible with condoms that create desired taste and or smell.

A1-050 Software Taro. It gives fortune for you and or you can give it the level of instruction desired. Electronic Taro touch or point it to person and gives reading. Use Waite's taro, similar, or Japanese, oriental palmistry. Electronic numerology: punch in all numbers associated with person, business, concept, strategy, idea, political element, etc., machine will either ad all numbers up and divide to get the magical number or will more likely average out each number given get its meaning and count all the averages and either state number of readings for each meaning or give general analysis.
-"Entertainment" / Program (sw) Screener: 9G-220: Sys (adaptive system) screens/selects (such/designated unwanted/wanted occurences/modes%/programs%). * "Tilt": controls sys' functions

A1-060 Spoon thermometer: measures temperature. Cook's sanitary device. Use as stirrer. Smaller spoon for baby.
-spoon which measures temperature. Temp shown by color or number changes or mercury rise on handle. Use the sheet material on market as thermometer maybe. Also good for babies. Also keep in cup, bowl, etc to gauge temp.
. For Techies: "S"; date; toy; portable; bp; sp; alerter - if too hot, cold...; cp; cm; uip (alerts user when the temperature is in our out of certain range).

A1-070 A sticker which changes slogans according to the temperature and or age or if a car is on or off. Slogans that say "now that the car is on/off...." will turn heads. Or have computerized read out from rear window, wires connected to engine/battery for car's on/off indication.

A1-090 Hair Clip Possibilities:
With following function options: 1]\\ becomes many hair clips when desired and back to a single semi-compact hair clip. Applies to all types of clips 2] keeps bugs away via chemicals and or electronic signals 4] (this becomes "3") is a radio 5] sends chemicals, electronics which attract sexual partners or makes people like you, or is done simply by the special design 6] holds telephone numbers in an electronic or manual rolodex which

might dial your number from a touch tone phone 7]\\ is a self defense devise using chemical spray, electronic or electric charge - easier to reach than into bag. Good time to release product, women more puritanical, eg: Clarence Thomas... 8]\\ calls for help eg: whistle 9] miniature "mic" in disguise 9] sends - receives tel calls 10] is a toy 11] devise to find things you often misplace: punch in applicable code which finds corresponding item 12] holds extra pair of keys 13] opens doors automatically via its secret transmission 14] sends pleasurable sounds vibrations or frequencies consciously or unconsciously 15] holds your makeup and or money or picture 16] has night reflector so cars can see you in dark 17] is a watch 18] detects high levels of radiation w/ a built in measurer using the variety you previously clipped onto your shirt ....20]\\ people can locate you by sensing where your hair clip is, any jewelry programmed for wearer to decide if they want or don't want there whereabouts to be known via "ps".

-D: person's head & hair = hair clip = functioning mechanism.

A1-120 Baby carriage with mother's voice when mom is there or not there. Use cassette tape or microchip. Can give baby desired effects as I've written about any of the other products. Mom's voice can be converted in terms of its frequencies for achieving desired effect. Or use father's, sibling's or other's voice. Mix with 10, 11, 8 (pocket satellite locates lost child, tells them to come home, etc.)

-"Tilt": when in designated position, mother is nr. Naturally best R ('remote control) is for slightly older children who will need training time to use sys properly.

A1-130 Taste Enhancer: Manufacturers can now offer greater varieties of tastes in pre-packaged foods. Taste is the combination of smell and chemical reactions on the tongue. The nose is more sensitive to diverse elements than the tongue. Safer than putting chemical flavorings in the food. The container, or eating utensil emits smells that complement the food.

-food: reduce chemical digestion with scents on soda containers, forks, knives, spoons, chopsticks, toothpicks, china wear, etc. Tastes of sourness; sweetness, bitterness, saltiness, and includes all elements found unhealthy to date.

-designs are both electronic and non-electronic.

-see KN's Chemical Taste Enhancer in earlier part of "B" directory.

A1-220 Biorhythm clock: tells you the hour you are likely to be: creative, alert, in need of caution from hurting yourself physically or from others, hungry, not hungry yet should eat, in need of medication or coffee, emotional upset. Based on your bio chart, and or horoscope, palmistry, taro, therapist, your input into machine.

A1-230 Hunger Inhibitor: Reduce weight by cutting down on hunger feelings.

-Diet Mechanism: Stop eating: when craving food, the electronic gadget will send stimuli frequencies, and or sounds, vibrations, smells, words, music to reduce hunger. Can go on automatically preprogrammed. Mix w/ 22 and its mixes.

A1-250 Vending machines that take credit cards for candy, alcoholic drinks (where legal like Japan), or any other item.

.-4E020 Content & Date Verifier: of (any said) occurences, eg: "tracks" / "analyzes" occurences (for uip (db improvement), intelligent monitor 2E251); anti-tampering; market research.

A1-270 Air O Riser. Open can and its liquid emits into air elements. Put it onto heater. Puts good ions into air, gives good smell. Non-electronic product.

A1-300 Bubbler: Emits bubbles from bottom of drink for one hour. Bubbles come from cup or cubes sunk on bottom.

-Cube Delight, Bubble Cube(s): adds bubbles, effervescence, carbonation to any liquid - drinks, aquariums, for chemical or scientific purposes. Chemical content (eg: oxygen, carbon monoxide) of bubble determined by particular need.

-electronic and non-electronic versions; safe

A1-330 Plant Lover: Machine gives plants frequencies to boost health, growth, green, keeps soil moist by giving only the water that type plant needs. A product that is programmed by P to make soil moist at up to or over ten moisture settings, by type plant. Comes with manual telling what to set M at. Advanced version of playing Mozart known to help growth.

A1-400 Creative Fashions: clothing whose seams easily part w (with) E M by demagnetizing. Rearrange in diverse new clothing patterns. Choose pieces for S M L or XL. Snap Fashion, Cut & Paste, Convertible Fashion, No Sew. Can use Velcro, zippers, snaps and or buttons, etc. Good for mail order, since in store demo complicated. Might work with HH or TT "sewing" machine.

A1-440 Hat changer: hat becomes darker in good light, and lighter in low light. So as to maximally effect visibility of wearer and others (drivers, hunters, moms seeking kids outside, etc).

-Also, dark hat in sun creates less light reflection and is easier to look out.

*-Used as part of strategy in game where player changes sides in middle of game. Mostly not electronic.

-see A1-490

A1-490 Cool Pillow Bliss: Stays cool on summer nights, saves on air conditioning.

-keeps you cool on hot summer nights, save on air conditioning. May also heat up. Reduces air conditioner's electricity bills. Cool Blanket, Cool Sleep.

This can be done both chemically, and or electronically.

-electronically adjustable temperatures

A1-510 Water Magic: system keeps water clean, and fertilizes cut flowers.

-grow plant's roots in water and keep cut flowers. System keeps water clean and fertilizes.

-plant cutting's water cleaner. Tablets or chemicalized or Electronic container keeps foul smelling growths, cut flowers at minimum. Many plants can continue growing in such for years.

-simply use the type of frequency emission that inhibits or kills algae and other smelly growths in water, without hurting plants, or even helping them. Simple laboratory tests, and printed material already about effect such frequencies have will show which frequencies are desired.

-the block D (drawing) needs to cover all types of frequency emissions into water: electrical, sound, light, etc.

A1-520 Fun Food Cutter: Interesting shaped animals snap food into small pieces.

eg: stick cucumber into snapping jaws of human, fish (piranha). Slice food against grate type slicer of shark, old grandma

-activatable only with special systems to keep children from using, eg: special code, key, or start up commands, etc.

-"Tilt" replaces functions of knife, etc.

File: Intro To Pat / A2

FILE A2

The feature abbreviations used here require the "Old IMI" file for explanations.

A2-010 HERB SELECTOR: program type food, # and size of servings or vol-volume/weight, regular - low - no salt diet, allergies, preference for more of certain type herbs, age of herbs, etc. M's formulae gives perfect herb combo output. Comes down little shoot from each herb which is lit when container presses against it; or entire mixture comes down one main shoot (former better). Maybe excess herb sent out for all or small portions for accuracy. Certain herbs of frequent use have larger reserves (boxes). Replace entire herb collection periodically in simple step (save from replacing each one manually). Holds 12 - 200 items. Option of putting your own herbs for own formulas; soup mix dispenser (chemical free). Therapy to touch the right spot according to how you feel. For pastas, dressings (salad, etc.), drinks. Can have liquids too. Can take your own personalized formulas too. Good for stores not selling herbs. Manufacturer can ship herbs directly too. Polaroid concept: client's must buy supply contraption - no self filling; sell machine at low price, make money on hers. Client may or may not be able to add particular spices when they run out. Price for herb supply can rise faster than machine price. Print out or display ("S") shows how much of other things u (users) need, eg: ingredients for salad dressings, pasta mixes, drinks, lasagna, stewed chicken, etc. M also holds: beans, small dried chopped vegetables & mushrooms & meat pieces, soup bases, dried milk, nuts, powdered (artificial butter, pasta bits, etc. Connects with water for dispensing, can also store bottled water. Grows sprouts.
Herb Selector; Chef's Herbs; Just Right; Master Herb(s); Magic Mix, Herb Therapy.
. For Techies: TT, LL, E, W2
-Chemical Contact Analyzer: "Analyzes" ~ "Scores" ~ "Status" type contact made by material w/ chemical reagents. 7G050 = shows what herbs / foods were kept / stored and for length of time; helps determine if food should be thrown out (expired date).

A2-01A RECIPE SECRETS: mix with Herb Selector. Upon dispensing food it cooks via microwave or heat. U can call m remotely and pp what to eat. M can hold frozen food in frozen section.

A2-01B WORLD RECIPES: mi 1 Herb Secrets, 1A Recipe Secrets. uk country & food category & chooses from options. Op: ds recipe only.

A2-01C VITAMIN SELECTOR: gives vitamins ao-and or herbs & or written suggestions according to u's ailment, desire and also a general formulae the basis for normal and all other days

A2-020. BODY CHECK: periodically mail in as ongoing physical checkup seeking any abnormalities that may need further prognosis. Urine (small containers with caps), blood (take small sharp instrument-then seal, syringe with needle), hair, Eye Dabber (for liquid in eye corner - when crying, yawning, anytime, for mucus especially when waking) - then seal; feces - spoon with small container; Perspiration Absorber (from arm pits after shower before deodorizing); Skin Scraper (especially if see abnormalities); Ear Wax Stick (w/ sealer); Nose Scraper (for mucus w/ sealer); saliva (put into mouth small container then lid it after taking out, or put in type absorber (w/ fast or slow results-trying to accumulate particular elements of greater importance). Though

perhaps costly, the wealthy may buy some peace of mind and or precautionary measures. Included can be instructions for self check-ups, eg: breasts, testicles... They or doctor chooses which sampling to mail in and frequency for each. Also records body readings into memory: heart beat, blood pressure... Body Sample(r(s), (Self) Check (Up), Check Up Sample(r/s)

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

.-Chemical Contact Analyzer: "Analyzes" ~ "Scores" ~ "Status" type contact made by material w/ chemical reagents. NR ('adapted notifier) shows what chemicals were present W5. 7G050

A2-02A ANIMAL CHECK: for home, zoo, wild animals. Mix w/ Body Check. Helps if u (users) is too busy to make appointment w/ vet, o (or) situation doesn't see serious enough to warrant a visit yet causes concern. TM: Animal Diagnostic

A2-030 VIDEO MATCH: retailer's video(s) show fashion, product models and architectural background with colors matching/complimenting some/all colors worn by clients walking by. Video also may match retailer's, disco's, public place's decor by color/shape/design/period of style. Video (Fashion/Clothes/Style/Product) Match. It's sociological, psychological influence to induce sales. From input by retailer, walk in clients, master computer (maybe controlled by manufacturer of product or specialized service co) the music/sound, product lines, colors, verbiage may alter according to weather, type store, region, product line, day, week, month, year; race (within limits); competition (in general or what they're doing at the time), current events/news. Can use computerized, cartoon, real life (maybe) images. Paste person's face onto a body: suits, washing machine displays. Voice print matches walking client.

.-4E020 Content & Date Verifier

.-"Entertainment" / Program (sw) Screener: 9G220: Sys (adaptive system) screens/selects (such/designated unwanted/wanted programs/modes%/programs%)

A2-03A NEUROLINGUISTIC MATCH: body walking (& speed & direction), standing, sitting, race, facial expressions, matched & altered into molded into mode. Mix with Video Match.

.-4E020 Content & Date Verifier.

A2-040// MUSIC SEAT VIBRATOR: matches music played. Connect chair by wire with music/sound source, or chair has microphone. Chair does conversion. Can replace chair with (bed, car seat, mass transit seat, dance floor, glasses, watch, bracelet, necklace, earrings, gloves, pen, stool, drinking glass (for disco's too), blinds, curtains. Portable type can be put on/below seat (all above), which reacts (for portability, joke when you yell, etc.) Sound Vibra(tor/tions), Action Vibrator. HH, TT, W1, BP, E, Cons, Small thru Large, Kids, Adult, Fun, Mood, LL

A2-050 ONE CARD: combines driver's license, picture, credit cards to which you're signed up, micro-chip with (your health history incase of health emergency, copy of original birth certificates, social security and other numbers, signature, finger prints, account numbers of other accounts like frequent flier, client account numbers, tel numbers, etc.). Also for: security access, passport, health insurance policy (hospitals know how much and what type of credit to give), stores info on what was purchased (helps solve questionable billings and saves from needing receipts)
Card can work with all or some of the options. Just stick card into reader and others can only access card's info with holder's password, and then only the info they want to give out.
.-4E020 Content & Date Verifier.

A2-060 DIET DIARY: after extended use, tells u (users) how food effects feelings, behavior, performance, thinking, etc. Punch in moods, and foods eaten. Can buy or borrow from doctor, therapist, store to help evaluate foods on emotions, creative thinking ability, performance, sports ability, sleep problems, etc. Use for several weeks to a year. M recommends which prescription/OTC drugs to take, and can be further complimented with therapy machine for greater alterations and input of data for desired changes needed. To select food eaten, key in food category, then u (users) lead via more subcategories to food item (& or common brand in country). For u (users) feelings select from general category & or then subcategories that best describe feelings. Virtually everyone would like to know, it's easier to calculate by m.
. For Techies: dd crt HH, BP, E, Cons, Sm, M, W1, adult, LL.
Mood/Behavior/Performance - Watcher/Analyzer/Diary
.-4E020 Content & Date Verifier.

A2-06A DAILY DIARY: mix w/ Diet Diary #6, Therapy Machine. Measures how u (users) influenced by: particular music, entertainment shows, people, stores shopped at, ways o times of travel, tel calls made o (or) received and when its better to talk, current events read/heard, working on computer, anything and when its better to avoid, travel, weather, light, room or place u (users) stays o (or) sleeps o (or) reads o (or) eats..., writing or receiving letters from p in general or particular people, colors, clothing worn or observed.
Research Uses: good for consumer behavior, psychological, sociological, medical, scientific, organizational behavior, product design research
Helps User by suggesting: what where why when how to do, observe, respond to things in (non) altered ways; time of day when their decision making & or intuition has been most successful (uk topic of decision a da automatically knows time/date for me - later u (users) scores decisions w/o being reminded the time for c's scoring; can auxiliarate interaction w/ (socio)psychologist/social worker. Mf must study behavior of mankind well before developing sw. M can suggest therapies in the areas of art, music, play, gardening, type hobbies...
TD: requires u (users) to key in all above influences that are being checked, plus personal behavioral style/history (might be transferred o (or) supplemented by therapy machine.
.-4E020 Content & Date Verifier, 'track.

A2-090 STATION SELECTOR: request type entertainment by #8's categories. Good for companies, travelers, drivers. Changes TV, cable stations by the show. Mix with Music Converter. Choose restaurants, disco's, clubs, theaters, stores. By logging into M you connect w/ L C.
. For Techies: "Entertainment" / Program (sw) Screener: 9G220: Sys (adaptive system) screens/selects (such/designated unwanted/wanted programs/modes%/programs%). * Tilt Stick 5E020

A3-16 ARTIFICIAL PLANTS: bends towards any/sun light like natural plants (but this might bend more). Options: droops after certain amount of darkness or set time and perks up at light or certain time; talks occasionally w/ or w/o prompting; seasonally adjusted: (changes color and) drops leaves in autumn, blooms decorations in Christmas, has snow covered branches, blooms leaves or reattaches or takes new leaves purchased, bears artificial fruit/candy/toys, needs fertilizer packet to do some/all functions (stick container into base). Says hello to people walking by: clients, etc; barks at sounds when ur not home, dances to music, programmed to do any function on any day, eg: birthday, homecoming, etc, surprise someone with the gift - if they think its just a normal artificial plant. Can mix artificial with real plants in same pot. Advertising slogans: doesn't need water, can't kill it/die, guaranteed to live ( ) year(s). For example: upon first time watering, lining within plant stems (which have high absorption) transfers liquid to: leaves (causes chemical color changes and dropping; tiny fruits to bulge with water and maybe change color too; etc)
Plant Fun, Fun/Magical/Wild/Fruity/Moving/Real/Seasonal/Designer Plants/Trees.

A2-16A E CANDY: vibratory or delicious sound sensations while eating lollipop (e m on handle),

A2-180 PIGGY BANK: animal sounds upon inserting coins: dog barks, bird sings, fish oogles, lion roars, bear roars, chickens ..., donkeys ..., horses ..., snakes and lizards makes sounds of slither, cats meow, etc. The animals make appropriate shreaking sounds when door's opened to take out money. Objects, animals can also sound that of: other animals, burp, cash registers, exaggerate sound of coin dropping, coin(s) whizzing in air or into well onto street or into toilet then getting flushed. Sounds can change, program up to over 100 sounds which sound out in chronological order whereby the first sound starts at say the 101st coin. e hh tt bp ep sp vb S (screen) med w1 cons kids adult fun semi-ll mp
Bank of Sounds, Sound Bank, Noisy Bank, Noisy Money/Coins/Savings/Animal/(Animal Type)/(Type Animal Sound Eg: Barking, Chirping) - Dog/Chick, Funny Savings (Bank). Bank can move with money insertion either in 3D or on its display ("S"): bird flapping wings, penis going erect, chicken/duck laying another coin upon insertion, dog wag tail, monkey scratches (stomach), fish back fins wag, lion/tiger opens mouth (and or to receive money)
-body parts wiggle upon monetary insertion

A2-210 DOOR.KNOCKER BEGGAR: upon knocking on door, cup reaches out asking for help, donation (for fun or cause). Normal knocker, or beggar's hand. Or a leaflet goes out upon knocking door, or display ("S") reads out message.

A2-220 DOOR CHIMER: speaks in voice(s). MP PP voices. Says, "hello (anyone home)", "somebody's at the door", "(sounds of barking)", etc. Good joke voices, sounds. When person rings bell, they may receive response, which is recorded (maybe joke style), upon last occupant leaving premise - outgoing recording is turned off.

A2-23A WITCH DOCTOR: e m. uk body or emotional ailment, m makes sounds/music/verbal instructions or nonsense which might not necessarily cure but might in some instances be found scientifically to cure. Also does: verbal (sound/po/dd) instructions for diet, exc, positive thinking, liquid intake, call a doctor (future dials tel ("T") # for you [marketing for medical doctors]); takes body tests (product already described); audio for falling asleep; teaches what u might need to be learning in class o need to know about happenings in co they work in; flashes pictures of when p was healthy/happy.

A2-23B ACCUPUNTURIST: e m. uk body or emotional ailment, dd says where to apply m (maybe w/ graphic representation of body part) & then sharp or dull pins, big points, tweezers - push, pinch, pull. Maybe have one just for hand; different models for each hand size/type or custom order model. M grips hand & or foot like foot measuring device so as to find right pressure type points. M give mild alarm if hand & or foot not in correctly. Other modes of above: ring; bracelet for arm/leg; ear ring; seat pad; shoe pads (for sitting & or walking). OP: combines w/ it outputting healing music/sounds, voice, talk, exercise suggestions (simultaneously o (or) later); sends healing fq

* A2-23D RAIN DANCE: e m makes sounds (scientifically o (or) jk) which causes rain by effecting skies/(group) positive thinking. Maybe many of the machines can be sounding out to increase rain probability. Need to study effect, if any on man-made sounds effect on any type of desired weather.

23D MANTRA: e m. sounds out your mantra, helps keep p from losing focus on mantra. uk personal info, m gives personalized mantra for: different problems, same one for life, friends, world problem solutions. May combine w/ healing sounds/music w/ o w/o mantra.

A2-23F MAGIC SPELLS: e m. uk purpose, desire, victim then m cast spells itself o (or) tells u (users) how to do it (based on classical o (or) modern methods)

A2-23G 'GAME: e m. Solve ao-and or, create world & or company & or country & or organizational & or outer galaxies & or historical & or futuristic & or interpersonal & or war -- problems & or scenes & or g. uk in

paradigm from authoring language & or mf g which can be taken in entirety & or altered & or merged w/ o g. PO sw g board paper, pieces, rules & or sw (software) g to be played on this o (or) other m. G12 sw (software) TO EL(select pp mp [from personal info-based on described products w/ personal info] roles is el (electronic) from interactions & or instructions & or mistakes made...)

-"VR"

. For Techies: "Entertainment" / Program (sw) Screener: 9G220: Sys (adaptive system) screens/selects (such/designated unwanted/wanted programs/modes%/programs%)

-Directory "D" %

A2-23I ENVIRONMENT G(S): Mi 23G God. Scenarios: church/religion spreading, shrinking, inner and external politics, exorcisms; government politics; R & D depts/companies: inventing new solutions, products, formulas, fighting opponents outside & inside organization, thieves, patent processes, law suits...; any type work, academic, creative narrow or larger field;

A2-240 RING GLOVE: gloves with clear material showing rings, bracelets, watches. Made from (clear flexible or solid plastic, vinyl, Plexiglas; etc). Or completely clear gloves that hopefully allow some air circulation eg: small or micro holes. Charm Glove(s), See Thru Gloves, Jewelry Gloves

A2-250 PICTURE TALKS: picture of known p, w/ room at bottom or over picture for writing messages w/ erasable markers or reg writing instruments or pinned notes. Usages: girl wants live-in boyfriend to remember her picture when she's at best, gives communication good feel; parent leaves instructions w/ kids feeling slightly scared. Tuck picture behind Lucite/glass & or convert writing surface into picture. Tack on wall, w2 kids adult fun ll d. Photo/You/Love/Charm/Picture - Notes/Messages/Talks/Memo(s)/Board/Communication

A2-25A MULTIPLE PAINT BRUSHES: g23 create art by each u (users) making additions/alterations

A2-26 PLANT OF THE MONTH CLUB: get weird plants each month as gift program or for self. Eg: air Venus fly traps, pitcher plants, leaf plants, tea sticks, coconuts which grow from sitting in water, unusually fast growing and or hardy plants, plants from Amazon New Guinea and other strange places, bulbs, food bearing plants, etc. Op: terrariums, fun growth containers, plant growth light bulbs designed to withstand shipping (may fit into terrariums)

Exotic Plant(s) (Club), Politically Correct Plants/Growths/Club

A2-27 STAPLER: Stronger than standard stapler and contracts with this can't be disputed as having had pages replaced. Op: notary type seal at/near/away from connected area; glue - squirts in between pages - p puts stick in s applier; standard staple devise as well; easily marred element 2 cm square inserted at connecting point. hh tt

bp ep w2 med bus cons w/o ll. Stapler of Choice, Super/Safe(r)/Strong(er) - Bonder/Stapler/Attacher/Connector/Gun, Stapler Glue (On)

A2-280 DISTANCER ALARM: 3 pieces. Tiny pieces w/ micro-chip attached to each glove, larger piece kept in coat/purse. If separated by more than mp distance, alarm. hh bp vb s w1 cons kinds adult. Save a Glove, Glove/Mitten - Saver/Alarm/Finder/Protector.
Product applies to anything else one may not want separated by pr distance, eg:
pets (owner's piece alarms, maybe pet's piece on collar says in owner's voice "come home Charlie", or "..." or has whistle dog is accustomed to be for him w/ prior training by owner. Something lent/used by employee/friend/stranger (pen from store). Autos, wallets, purses, jewelry, cash clips, etc. Carpenter's Tool Mate (pp); Thief's/Runaway's Best Friend;

A2-290 ELECTRONIC DEODORIZER: zap germs (bacteria, virus, fungi, etc) from things before touching (toilet seats, seats, desks, pens, door knobs, arm pits, entire body, etc.
-Determine presense of any/type germs present: Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material w/ chemical reagents. NR ('adapted notifier) shows what chemicals were present W5. el (electronic) version very impractical. `Pockets' of chemicals in gum, used to calculate NR. Purposes of NR: type of medical condition found in patient, patient's saliva changes according to their health "status".

A2-R29 (was A4-R29) ELECTRONIC DEODERIZER: zap germs (bacteria, virus, fungi, etc) from things before touching (toilet seats, seats, desks, pens, door knobs, arm pits, entire body, etc. Cleans surfaces, which can't be cleaned at all or too often, eg: ornamental leather with mildew.
Technical details: eg: a glove whereby the potential difference in frequencies between the thumb and pinky zaps the creatures.

A2-310 Tel ("T") REGIONALIZER: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold. If available employee w/ that accent will take call (perhaps central number transfers calls to same region of country where employee there takes call).
. For Techies: "Entertainment" / Program (sw) Screener: 9G220: Sys (adaptive system) screens/selects (such/designated unwanted/wanted programs/modes%/programs%)

A2-320 ELECTRONIC MAP TRANSLATOR: map on sw offers directions, toll charges, travel times, precautions, etc into 12 languages. Covers most major cities world wide. Later covers most of planet.
TD: Plug into car's lighter, built into auto, bus; e hh bp ep sp s med w1-2 cons bus kids adult fun ll-(needs inserts for regional maps) mp b exc; has copyright date of last revision and pp-(new/altered/favorite routes, etc,

letting auto take you there). Same map alternates for user's form of transport: taxi, auto, bus, own car, train, walking (what's more scenic), flying (what one may see from sky (w alternative travel routes and landmarks w/ detailed explanations, history, geological explanations, current events (m hook into main C (computer) earlier or goes online via cellular tel ("T"), etc). Prints out maps (color too, or shades of black/white designating different codes). Such maps available from travel agency.

A2-320 SPIRITUAL MAP: map for spiritual states. Mix with therapy machine & electronic map translator. Answering multiple choice questions gives machine understanding of what you feel/think... and mach will give you verbal (written, aural) statements as suggestions, questions, creative uplifters. Spiritual maps by religion o (or) type philosophy.
.-"Entertainment" / Program (sw) Screener: 9G220: Sys (adaptive system) screens/selects (such/designated unwanted/wanted programs/modes%/programs%)

A2-33A BUG VACUUM: small version of dust buster & or kill roaches, etc electronically. Seals when turned off, eliminating bugs from eating carcasses.

A2-340 CARDBOARD ART: Cardboard, which folds up, and folds back, on which u (users) paints. For corner of room (3 cardboard pieces: floor, one for each wall), op cardboard sculpture u (users) can create, alter & or paint. Propped against flat wall (2 pieces). Kids take to school and or from school to home, activity for rainy day. Assemble cardboard into shapes: boxes, animals (birds, household pets, houses, people, trees (Christmas), cars, airplanes, soldiers, etc) TM: Cardboard Art, Pop (Out) Art.

A2-350 GARBAGE TOYS: Insert e into anything to create: cars, robots, radios, Walkie talkies, pens, pencils, container for rolodex files, tel ("T"), rattlers, speakers for music system or replaces live speaking
Op mf supplies: s standard glass cutters, scissors for hard sheet plastic, cardboard, tin cans, wire; glue(s), wire, b, bells, instructions, paste-ons making products look semi-genuine, etc.
Create products from: bottles, cans, cartons, broken products (tv, radio, watch, car, cans, hollowed eggs, toy, fake products supplied by mf (hollow stapler for tel ("T"), fax o (or) C (computer) o s refrigerator o cardboard packing of other product for entertainment system)
Notes: when its difficult to convert item, insert only part of product system and let remote communication between parts function as one system, eg: remote speakers; remote control device for any entertainment system (stereo, tv, C (computer) game, door opener, light switch)

A2-360 CAPSULE: when broken (yet may still remain in seal) becomes very cold. Not completely Steven Kays' idea. TM: Cold Capsule, TD: chemical formulae create coldness when multi chemicals come into contact with other chemicals.

A2-36A SOUND MACHINE: press button for laughter, crying, yelling, etc. It helps u (users) feel what they want and or is a companion and sympathizer. Also sounds of: baby laughing/crying/playing around/in surprise, scolding - "don't do that" in serious or humorous style, frustration, nervous reck, "la di da...", etc. Option: buy any of over a dozen inserts for the type varieties wanted

A2-370 CHANNEL SELECTOR: u (users) pp what they wish to hear/see, eg: weather, news (general or by type, eg: financial, regional), particular singers, groups, actors, directors, general type entertainment (rock, classical, Italian films...), productions from particular regions. Select from tv, HDTV, cable, radio, hamm radio (am fm sw (software) mw lw CB...) Broadcaster gives out code on another fq from actual broadcast, listeners pp selection, then their m will either give actual or op what's closest. M will state # and types of op that fits or comes near taste requested. Then, M or u (users) can automatically change to station, fq w/ o w/o touch of button. Also have scanning for type entertainment/info that comes w/ in range of selection.
-Even series television shows tend to have differences from show to show. Series seeking new viewers might later alter show enough to attract new watchers. M will state # and types of op that fits or comes near taste requested. Then, M or u (user) can automatically change to station, fq w/ o w/o touch of button. Also have scanning for type entertainment/info that comes w/ in range of selection.

A2-380 CHANNEL INTERPRETER/TRANSLATOR: mix with Channel Selector, and m will verbally or visually interpret simultaneously (or w/ some delay). Tune into broadcasts world (maybe later, cosmos) wide. Punches out in Braille (inexpensive material: plastic, paper by product), prints out for blind, deaf people.

38A CHANNEL STYLE SELECTOR: have only 100 channels to choose from? Usually prefer romance, mystery, action, violence, non-offending (for u (user) o (or) kids)? Pp style, mode desired and #37 Channel Selector will 1] add in clips not used in final editing for mass audiences, & or 2] alter voice overs, & or 3] mix w/ #8 Music Converter, Therapy Machine and related concepts, & or 4] censors out aspects (scenes, some sounds/words w/ o w/o affecting visual. TD: sw C (computer) e hh tt bp ep med w2 attachment cons bus (mix w/ video match) kids adult fun mood ll pp mp exc d. TM: Personal Censor(or), Your/Personal(ized)/Individual(ized) - Style/Censor(or)/Entertainment (System)/Program(ming)

39 POSTAGE METER: for the blind (uses Braille, has b which verbally explains m, problems needing to be checked & possible solutions). Travel piece, it converts into postage for local country (eg: good in EC, former USSR, US Can Mex, etc). Invoiced or prepaid in different currencies and then machine calculates exchange rate (may keep time of imprint to bill or alter amounts owed due to exchange fluctuations). Calculates weight in local weight system.

A2-400 LETTER WRITER: attaches to #39 Postage Meter o (or) is an optional accessory built in. Stores addresses, prints letters laser/dot matrix/daisy wheel. Has mail merge and can take most word processing

softwares. Can upgrade memory, has modem, can make tel ("T") calls (u dials on tel ("T") accessory or C (computer) dials) and bills automatically to ur-your calling card/acct if it's cheaper than local rates.

A2-410 REUSABLE PICTURE HOLDER: good for business people w/ traveling showcases, art galleries. Attach to wall. Mount loved one's picture above bureau. Maybe attaches e to wall a picture, not marring surfaces. Or uses magnets for metal walls & or frames.
Or picture floats between magnetic type devises below and above.

A2-420 FLOATING OBJECTS: float anything by arranging magnetic type devices accordingly. See #41.

A2-430 'VISUAL ANALYZER EXAMPLE: VISION SELECT GLASSES: only sees what u (user) wants to see, or blocks undesirable elements. Mix w: semi-unrealistic (to date) X-Ray glasses concept.

A2-43A ELECTRONIC COSTUMES: show person who's trying to influence how you think that u (user) see world their way, wear glasses w/ their title (mom, boss...) or name on upper outward corner(s) of lenses. Op: select exaggerated frames to mock their type behavior; micro-chip recorder/play back that gives some line they always say - u (user) can turn it on whenever, eg: "you never do what I tell you".
The Japanese love wild play things, remember how wild the top of the world Romans were, how the Americans were in their 60's? 'Customize costume.
* Joke Glasses: Show person who's trying to influence how you think that u (user) see world their way, wear glasses w/ their title (mom, boss...) or name on upper outward corner(s) of lenses. Op: select exaggerated frames to mock their type behavior; micro-chip recorder/play back that gives some line they always say - u (user) can turn it on whenever, eg: "you never do what I tell you".
Options: glass frame can have many optional attachments purchasable separately which can create 100's of characters. LCD can display ("S") character's name, title or type person.
* Applications, user can be: Japanese market: cowboy (hat extra), French painter (hat extra), American car salesman "buy American", princess. Japanese child market: Manga comic character, samurai, Elvis Presley, space man, cowboy, geisha.
US Market: Famous actor, President Bush, presidential candidate, cranky housewife. Person can be their sibling, neighbor, teacher, friend, lover, train conductor, bus driver. For professional clowns, entertainers, kids, bored adults, give as joke to someone square or already wild.
Holiday Glasses - Use in Halloween, year after year - even change costumes each hour! In the country of America: use in New Years, Valentines, presidential holidays, May day parade - be some extravaganza, July 4th - be some patriot, Thanksgiving - be a turkey - gobble gobble... (for a few minutes at a time), Christmas - be santa or an elf or whatever! This is a pre-Virtual Reality market device. Also use to enhance your creativity by being different people - gets out the rust. Use for positive behavior modeling - maybe.

. For Techies: The audio may come out of a walkman like device attached to belt or wherever! Audio also maybe from necklace. Audio output pre-programmed by manufacturer and or user - buy the audio as people do for their answering machines - the tape can come with the glass attachment for certain characters. Short pre-programmed or user voice audio can come on small chip, hence need only small walkman.

Holiday Glasses - Certain attachment purchasing options can be several characters with some minor alterations of enclosed parts. Simply select audio option and it will continue to replay that number at the single pressing of one button.

. Option: has little hanging devices, which can be squeezed by a friend, or user to make audible sounds or words...these can be for fun or shock. One device can suggest to friend to find the next device and so on ... then find the red one - maybe its hidden in the ... a sexual foreplay.

A2-440 STICKERS: slogans, pins, trademarks for fashion (T-shirts, accessories...), bumper stickers, products (consumer, commercial: electronics, toys, games, tricks, jokes, sw, advertising, packaging...). This applies to all future sticker type slogans as described herein.

TM: Planet Boy, Planet/World/International/Cosmos/Mars/Moon - Robot/Human/Man/Boy/Girl/Travel/Jet Set/Voyager -- for: bag, fashion, fashion accessories, eg watch, fashion eyewear, travel accessories, etc. Continent/Country/Planet - Jumper

A2-450 CHRISTMAS LIGHTS: flashes to rhythm o (or) entertainment system connected, audio, visual. TD: sw (software) C (computer) e tt ep med w2 cons bus kids adult fun ll mp

A2-460 STREET LIGHT CONTROL: purpose: reduces time waiting in auto, train, plane, on foot. Street light changes more quickly in the favor of moving elements (autos, etc) that want to go more via one path. For city traffic light grid system (it adjusts according to total inputs from all moving elements and adjusts other street lights accordingly for even flow throughout metro area. Attached to vehicle and goes on upon stopping or picking up signal from light that it's near signal; pp destination and m will guide auto o (or) u (user) in pattern w/ least obstruction from signals, traffic (m is online with metro's transport c, latter monitors congestion by c's car count, helicopter, history of traffic flow at this time, etc); [mix w/ electronic map idea] [m tells u (user) best time of day to travel and possible travel time, before departing], info on metro travel too.

. For Techies: sw C (computer) e hh auto-counter-top bp ep sp vp w2 cons bus adult ll pp mp exc d.

A2-46A TUNNELS: build extensive tunnels throughout central bus districts. Saved from stop lights. EG: in Manhattan, build down the avenues, and a few streets (interconnecting avenue tunnels). Multiple tunnels, eg: Fifth Avenue A, Fifth Avenue B. Latter connects u (user) w/ 57th Street C. Tunnels for electric transport. Tunnels with gas exhaust uses air shafts. Then maybe block some/all surface streets from autos & plant greenery, widen sidewalks.

A2-480 GAME BOARD(S): its printout attached to board (by clips etc) and it produces paper game board pieces u (user) attaches to heavier objects. Choose game u (user) want, eg: monopoly, your own game you have programmed, or purchased and inserted into m. Can alter rules. Mix w/ Electronic Playground Game #47. TD: sw (software) c (computer inside) e hh tt bp ep med w2 cons kids adult fun mood ll pp mp exc

A2-510 CLOCK TALKER: according to time of day, it occasionally makes statements, like: "its time to get up"-at time clock's arranged to alarm; "work day starts now"-9:00; "lunch time", "the boss is coming back from lunch soon", "time for tv news". Sounds every hour/half hour/or. PP or MP verbal content.

A2-520 CAN OPENER BARKER: cats, dogs, animals come to kitchen when hearing can open (eg: hoping for fish), so send out hostile bark during & or after opening. Versus barking, may send out sound inaudible to man that moderately repels animals. TM: Cat Away

A2-530 MACRO THINK TANK: an encyclopedia of specialized or across the spectrum info. By requesting info on particular topic, choose all the areas in encyclopedia this topic is mentioned. Then p can request more info on the sub-topic. Eg: The topic "telephones" is selected, then pick main explanatory heading or Thomas Edison, Italian design - telephones, State companies - telephones... TM: Einstein, Think Tank TD: c (computer inside) sw (software) cd hh tt bp ep med w5 cons bus kid adult ed ll po crd dd mfh cp pp mp v mem

A2-55 SHOE MAP: shoe, sock, jewelry, fashion (accessory) acts as marker w/ mem. Later know where p has been. Only do this where environment (from room to country) has outgoing fq which m takes in. Follower knows if they are cold (very far away), warm (closer), hot (somewhat close) - based on color (maybe sound too - though would give follower away to the followed)

A2-560 ASPECTS OF G'S: mi all other G described earlier and later according to whether its rl o nrl.
1] Shoe Map G: mi 55 Shoe Map. rl. follow other's scent by picking up only where they have been w/ set time/distance delay created by follower's product. Incorporate aspect into more complex G.
2] Reverse tape/microchip order of foreign & your language & their dialects. Guess which language. rl. Can also be played forward.
3] Destroyer creates paths of destruction. w/ o w/o foe which rebuilds/builds/fights destroyer. nrl.

A2-570 SLICER: via laser of: household o (or) large kitchen foods; exists?=industrial products, products too far to reach easily o (or) in space. MK: keeps knife clean, nice neat & or easier & or faster / smaller piece / no metallic after taste (eg: for lettuce) cuts

A2-580 DECORATOR: laser cuts a little path or all the way in, pp. Design with/on food, wood, metal, plastic, stone, paper... Cut & paste, crafts. Move object / laser.

A2-590 DISTANCE ANALYZER: laser o (or) light shows distance between m & object (eg: mountain, tree) by time it takes for light to reflect back or via other means. Also might clue into content of distant object by way light/sound/fq reflects back to product.

A2-600 Display ("S")
PROJECTION: as in slide projector, cable, tv, video projected onto wall, white canvas, specially reflected glass (mass transit windows, cars (while at stop light, parked; stops automatically when wheels turn and re-continues from where left off when wheels locked). Also project: all nrl G described so far in like manner & o (or) g interfaces w/ rl when placed between g m and reflector; any crt info of anyone's product eg: computers; maps; instructions; lights/lasers bouncing to rh (exists but not as op); rear view of auto driver o of pedestrian o (or) of bicyclist.

A2-610 BEHAVIOR SCALER: like m detecting if person is lying by stress... in voice, detect how:
a] sexual another person feels. Even try it on yourself to see it works. Know if you should pursue another for a hot date.
b] reliable & or constant / organized / committed / ability to follow o (or) lead
Op: gives readout of p's many other possible behavioral characteristics via po, dd, crt; input p's face & it will po/show on crt what they will look like at pp future date, or that of their children...
. For Techies: JK(until science has advanced enough to validate results)
-Portable option: Small and portable - keep in bag or pocket and look at later to determine analysis, just turn on switch to listen in for pre-programmed time length. And or use keeps hand on switch as to when they want to or not to receive input for analysis, eg: determined by timing of important statements, whereas minor talking might be less important for analysis.

A2-620 WORLD INFORMATION: mfh di current events in part of globe selected by: continent, country, city or specific area w/in metro-area, topic (weather, finance, type industry, politics, wars...), or main events world-wide; currency predictions (in newsletter which already exists in some forms) which will tell u (user) predictions for future currency exchange rate for businessmen needing to make spot decisions; time and date in any time zone (exists as a product by itself) calculating day light time conversions (many products don't do this); language translations (see translating machine invention); radio - am, fm, sw, mw, lw; television;
TD: if mfh isn't practical for things that don't change so quickly, u subscribes to info on disk that's inserted (on 3.5 inch disk or in future smaller size), and or get info by tuning into a sw, mw, lw radio station sending out info in code (do so while not using machine) - no cost and easy accessibility.

A2-630 SUPERMARKET FOOD DEMONSTRATORS: m prepares foods for possible clients of new products while they watch through window. m manufacturers what people will buy & or gives free samples.

MK: save on labor (though requires p to keep part time eye), /novelty attracts people, takes little space.

A2-640 ARTIFICIAL PETS: they walk with you, sing, swim. Saves trouble.

A2-R65 PREFABRICATED CARDS: compete with Hallmark... Buy w/ color pictures & or some phrases. uk their c (computer inside) the words. u might also get selection of slogans they want to personalize for their special someone. S o reg calendar o (or) special date m remembers dates for mailing.
MK: sold direct mail, computer/department stores
Option: buy a micro-chip in a small case, which is strictly a verbal card (sound only)! Novel idea. Can even come in attractive plastic packaging, hearts, etc, that user can hear repeatedly, even w/ magnet for refrigerator.

A2-660 PUBLIC TALKER: e m that speaks for desired socio-psychological effect, eg: in R&D or other creative places, sound overly serious to reduce icy feeling bad for creative group spirit; plays music/sounds; etc
Where: in elevators, hallways (when it senses p are walking down), entrances to rooms, floors, buildings, indoor/outdoor garages.

A2-67 PLANET PICTURES: see how different cultures do, handle, administer, stylize similar things, objects. c (computer inside) & or video & or w/ audio: sounds words music
Applications: Research & Development organizations; student school projects; tourist agencies - showing potential travelers how different cultures handle client's interests: hobbies, leisure, cuisine, etc.

A2-680 PICTURE ALTERATOR: camera & S (screen) which alters photo by moving/adding pieces, changing colors, adding sounds (for slide presentations)...

A2-690 RADIO TV ALTERNATOR: fun-joke product, at a distance e m changes the station they want, eg: unsuspecting p selects classical 94FM but at that point of dial they get country music instead, they look at the dial again and can't understand. Inserts: playboy channel or video tape; strange news channel - even false news; in tv store, sales person puts certain show onto channel - maybe to fit client's perceived purchasing style. To control child, they get bad reception for certain negative radio and or television channels.

A2-700 SOUND DIVIDER: like light prism divider, this divides sound into different parts that are normally heard only simultaneously. Op: an op feature for sound synthesizer, g, el

A2-710 SUN MAGNIFIER LASER: burns things at a distance or close up. Large magnifier is quite powerful. Uses: make art; start fires w/o matches; heat water w/o fire; tell p "don't cross", laser will burn p a little if they cross line

A2-720 Tel ("T") FREQUENCY RETURNER: caller's fq recorded, then music/sounds in similar fq, stress, happiness, level/type of feeling is heard by caller while they're on hold. Purpose: makes caller feel at one with other party. e m might make alterations to change caller's behavior.

END OF FILE A2
File: Intro To Pat / A3 A4 A5 A8

FILE A3:

A3-2 BODY CHECK: periodically mail in as ongoing physical checkup seeking any abnormalities that may need further prognosis. Urine (small containers with caps), blood (take small sharp instrument-then seal, syringe with needle), hair, Eye Dauber (for liquid in eye corner - when crying, yawning, anytime, for mucus especially when waking) - then seal; feces - spoon with small container; Perspiration Absorber (from arm pits after shower before deodorizing); Skin Scraper (especially if see abnormalities); Ear Wax Stick (w/ sealer); Nose Scraper (for mucus w/ sealer); saliva (put into mouth small container then lid it after taking out, or put in type absorber (w/ fast or slow results-trying to accumulate particular elements of greater importance). Though perhaps costly, the wealthy may buy some peace of mind and or precautionary measures. Included can be instructions for self check-ups, eg: breasts... They or doctor chooses which sampling to mail in and frequency for each. Also records body readings into memory: heart beat, blood pressure... Body Sample(r(s), (Self) Check (Up), Check Up Sample(r/s)
. For Techies: Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material w (with) chemical reagents. NR ('adapted notifier) shows what chemicals were present W5. This N copied to 7G050 Aug 95.

A3-8A PICTURE WINDOW: on wall have crt terminal showing changing outdoor scenes: trees, sea shore w/ dove, etc. Optional: aroma, real plants, sounds: crickets.

A4 FILE:

A4-69A PRODUCT VIDEO DEMONSTRATION: store clerk sees client interest in particular product - they in tern press button demonstrating what client is interested in.
-A4-R71A TIME LAPSE PHOTOGRAPHER: disposable variety. Watch plants grow, suns rise and or set, seasons change.

A4-R73 TATTOOER: design graphics w (with) mouse. Print out onto special paper, transfer onto body for temporary tattoo. Option: connect computer with electronic device, which puts designs onto body permanently

- easing the fears of tattooist with poor artistic skills. Buy designs, and or change the colors. Pictures of lover, machine takes picture.

A4-74 MERCHANDISE Display ("S") ER: upon removing of item, sounds and or music appropriate to product. Client pushes button for product info. Include distancer - sound becomes more and more alarming as it is being taken too far away. Alternative features, colors available on mail order or in warehouse.

A4-Q75 LIGHT COMMUNICATOR: color light is indication of certain area of communication. Applications?

A4-78A TAPE ANALYZER: tells quality of sound on tape. Eg: poor reproduction, poor original recording. Helps convince market to buy CD's, DAT recorders, etc. In electronic manufacturer's interest. Make cheap enough for those that might not normally afford an expensive music machine.

A4-Q78C'COMPUTER DISK ANALYZER: if quality has dropped even a little, people get nervous and want to replace. 'Cart are so analyzed.

A4-80 LIGHT MASTER: DJ controls music, sound and matching light colors dancing to rhythms. For disco, home use.

FILE A5X

A5-050 GUESSING GAME: user guesses what key stands for, if they remember by connecting pairs of same, then they win.

A5-100 CROWD SIMULATOR: client hears subtle sounds of heavier client walking traffic w/in retail outlet / co via ms / v. MS / v can also match ms / p's movements to cause a match of sorts w/ subliminal effect. M knows who is client since they come thru client doors, employees normally must use employee entrance (theft prevention). M tracks client.

FILE A8: CHARMS

A8-03 PUT PIECES TOGETHER in set number of preprogrammed possibilities creating: new objects, characters; or even sentences. Option: New sounds can be created as a result too. Can do on software, pieces on special electronic board.

-Each piece is an IMI Part.
-D: A8-03 ~ c (computer inside) = osc / S (screen) / r

A8-05 CHARMS for the woman whose lover or husband forgets to put down toilet seat - the charm alarms after flushing if the seat isn't down

A8-07 CHARMS ATTACH TO drawers, sounds when opening. Especially for young girls.

A8-08 CHARMS CARPENTER'S TOOLS: they often leave tools behind. Makes a single short reminding sound if tool is too far from carpenter's waist strap bag. Can integrate important parts with quite pieces.

A8-09 CHARMS FOR CHILD'S PLAY BOX: sounds whenever opened: drawer, chest, game box, box sold by mf to hold toys. Make like sensitive and activates for some time period. Especially use in drawer of valuables: diaries, sex magazines (keep kids out), etc.

A8-10 CHARMS JOKE: put under carpet so sounds like wood floor is badly creaking

A8-11 CHARMS WEDDING CEREMONY SOUNDS: joke for people dating, on honeymoon, valentine's day, etc. Ball and chain: designed to be attached to leg. Whenever person picks up ball on table, it sounds the wedding ceremony.

FILE A9

A9-02 APPLICATIONS OF SOFTWARES REPRESENTING THINKING PEOPLE, MINDS:

A9-04 DATING MACHINE:
machine through which one can get to know others better, either completely new people or old friends. Do things in new/different ways to bring out new behaviors/thinking/feelings.

CONCLUDES "A" INVENTIONS FOLDER

File: Intro To Pat / A5X

FILE A5X

Note: File * A5-Old was later expanded into file A5X. Some inventions were not transferred.

A5-050 GUESSING GAME: user guesses what key stands for, if they remember by connecting pairs of same, then they win.

A5-100 CROWD SIMULATOR: client hears subtle sounds of heavier client walking traffic w/in retail outlet / co via ms / v. MS / v can also match ms / p's movements to cause a match of sorts w/ subliminal effect. M knows who is client since they come thru client doors, employees normally must use employee entrance (theft prevention).. M tracks client.

+ A5-110 Replacement Identifier: Product part changes color when necessary time has elapsed for replacement.
-notice this when a part changes color, eg: it got too hot or received too much frequency or the wrong type. Color of change may signify part's possibility of needing replacement; its age; level of brittleness, conductivity, elasticity, of weight that changed, thickness changed, temperature, etc.
-give this to a chemical engineer too.
-both electronic and non-electronic versions of this product are to be built
. For Techies: Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w (with) chemical reagents. NR shows what chemicals present W5. This N (invention) (invention) copied to 7G050 Aug 95.

File: Intro To Pat / A6X

FILE A6X

Note: File * A6-Old was later expanded into file A6X. Some inventions were not transferred.

ELEMENTS COMMON TO MOST CHARMS NUMBERED PRODUCT LINES IN FILE A6:

(Writer: please insert the applicable elements from this beginning section into the actual product descriptions)
. Small sound making trinkets. Emits any type sound like bird chirping, whistling, bells, diverse percussions.
. Has option of being on key chain, earring, necklace, bracelet.
. Hang from indoor or outdoor tree, railing, Christmas tree, curtain, shower curtain rod, shower head, hat, necklace.
. Each item can be a non-descriptive or specific shape can have own sound: parrot, cow, fire truck, sexy lady. Each shape, sound, function is targeted to different market.
. Glows in dark.

. Internal mechanisms may be completely solid, allowing external leathery skin to contain clay like substance, which can be remolded. Buttons and any digital read out are securely flush with skin, clay substance surrounding all other sides of charm.

. Old for shapes: press object into mold into shape of cat, heart, flower... Shape becomes permanent. More expensive system model allows reshaping again.

. Attaches to other objects via: strong glue sticker upon removing of seal; Velcro; magnet; small strap (eg: around purse's own strap).

. Charm's audio, digital or video output is determined by market targeted. EG: in product A6-1 right below "Chain Music", alter type music options according to age group, kids get kiddy tunes...

A6-07 LOVE CHARM: Heart shape given to your love one. It reminds them to call you. Programmable only by giver and or user. Single use only (single type recording). Option: has voice of love one saying "I love your", etc.

. Attach pictures behind clear plastic shield. Product might be sold with plastic type template in heart shape from which one can easily cut out part of picture into heart shape for precise insertion into charm

A6-8B PERIODICALLY CHANGING ANNOUNCER

. Person's horoscope for day or given out periodically during day as stars change. Each sign gets their own version, manufacturer produces twelve versions each year.

A6-12 MATING CALLER

Has pre-programmed sounds to entice animal's interest. Speaks in their language that you are friendly and eager to meet. Make mating calls with birds, frogs, crickets, cats, dogs, other little furry animals.

Option: program type animal and or purpose

Option: Recorder Playback: When traveling to exotic lands and or if you don't know type bird, monkey, etc. machine records their voice and amplifies it back to them. Directional "mic" primarily picks up the distant sounds coming from pointed source.

. Underwater version for fish, and mammal dolphins.

. Pet Communicator: Interact with your home pet(s) to new heights!

Perhaps certain pets to date less popular in the home will respond well enhancing their popularity as pets.

. Product can also couple as a Musical instrument mixing different sounds. Sounds can be built into machine with other musical creating sounds, or be an option added to a musical machine.

. This is merged with the following product: A1-110-121004 Animal Communicator:

communicates in animal sounds, which create specifically desired effects in animals. For example it can cause a security animal to stop barking or to become aggressive if the person controlling the machine perceives danger. Teach birds to talk, sing. It can induce animals to be less or hungrier, feel less lonely, bored, tired,

1126

timid, aggressive, snappy and unfriendly. Use just for fun. Animal Fun, Animal Talker, Talk Man, Talkie Talkie. Induce or reduce sexual behavior.

A6-13 TRAVELER'S AID:

The voice translator adapted to regional dialects and serious or social occasions! By pressing any one button select automatic sentence announcer in country's language. Press button so stranger hears, eg: "can you help me? please wait, let me look in my dictionary", "does anyone speak (user's language)", "help!", "please take me to this address" - whereupon user shows taxi driver paper with address, "how much", "thank you", etc. One button lets user select from any of a dozen languages. When in set language mode, statements converted to that language. Machine's commands can be in any one of the languages.

-Future models will let user speak into "mic" which in tern speaks out in the desired language and dialect.

. Technical: when pressing "help!" if being robbed, etc, volume automatically goes into maximum.

. Marketing: people crossing many borders often don't get to learn all the languages. It's very common to drive through half a dozen countries when traveling through Europe in a few days. Also a language-learning tool.

. Related to other product numbers.

. Watch option: remembers a few important phrases, and press necessary one of emergencies, etc

A6-18 CRT SCREEN ENLARGER: Magnifies the CRT screen. Work farther away, reducing radioactive exposure.

. Work further away from radioactive CRT screen by placing the easily attachable clear plastic or glass magnifier on top of screen. Also, easier on eyes. Attachable to television sets as well.

-Lets manufacturers make smaller screens as well, causing less radiation.

. FLOAT **=

The more portable part(s) of system have opposite magnets on each end. A 'C' shaped base also has magnets which attract each of the ends of the piece in space. .2cm to 2cm of air is between the attracting magnets. Portable item is light weight. Magnets and design are designed to withstand gravity and wind, and wearing down of magnet's forces for minimum five years.

. For Techies: D: 1+ = 2- = 3 = 4+ = 5-.

-D Notes: 14 positive magnets; 25 negative magnets; 3 non magnetically conductive (between 1/2/4/5) which is the/part of product; 1 & 5 are each at their individual ends of the 'C' frame; one of the purposes of float is to create an interesting design (entertain); item which floats can be taken out from the "C" frame (used about premise/laid on table); cc. "Tilt": controls position / functions% of floating object

-Form of flotation = nr / other form of communication to user. 'Track = type flotation.

. For Techies: FAX PART - FX** / FS** =

Built in facsimile machine, sending/receiving in different speeds.

D: data/image = "sensor" = "C" = TR (transmitter) = printer

-air pad (sends and receives faxes); cart (how messages are sent and or received); "S"; "C"; uk.

-C95 Fax machine screens out unwanted messages. See fax on display ("S"), print desired faxes. NTT 29 Mar 93 NK. D (Drawing):C95=tel~c~remote

-4E020 Content Date Stamper: Registers and organizes previous occurrences.

<<CONCLUDES INVENTION DIRECTORY FOLDERS "I J G E D C B A">>

<<<< INVENTIONS BY CATEGORY >>>>

Most Inventions Listed In Above Files

Main Categories: Chemical, Motion Tutor, Musical, Plastic & Mechanical, Telecommunications.

CHEMICAL RELATED – TIES TO OTHER CLASSIFICATIONS

Table of Contents for Chemical Files (Ties To Other Classifications)

. Introduction
. Chemical Indicators – Newer Info
. Indicator Patents
. Indicators
. Parts
. For Techies
. 7GN
. 7GQ
. 7GR
. Chemical in General – 7G

File: Category / Chemistry / Intro

FILE 7G INTRODUCTION

See Related Files For Details: Formerly Titled 7Gi.

Inventions Include Chemical Indicators that show what happened when, where, why and how. Interesting consumer and other applications..!

+7G050 PVC - gloves, condoms, etc:

Alerts user when it has been perforated or come into contact with harmful chemicals.. Chemical version: inner layer is of different color in tern exposing itself, or inner layer emits colored substance when punctured. Electronic version: sensor notifies if any contact has been made with specific chemicals on inner, outer or upper surface.

-uses R259 (Safety) Gloves, ES 95

+ (non-el) chemical sensor(s) placed (throughout) glove "analyze"/nr when glove came into contact w (with [or without to some degree]) dangerous/designated chemicals.

+ This N (invention(s)) expanded into 20-30 pages, combining: 7G050, 7G051, 7G052.

+ 7G051 PVC NOTIFIER:

Alerts user when it has cracked, or bent beyond desired amount, in tern releasing colored substance. See 7G050.

-exposure to air of inner substance causes: discoloration (in general area (even within several mm/cm on normally exposed, viewable surface).

+ This N (invention(s)) expanded into 20-30 pages, combining: 7G050, 7G051, 7G052.

+ 7G052 Flexed Level Notifier:

User is made aware the number of excessive times and degree of bending material undertook beyond desirable levels. Applications: wire, hinges (exists?), flexible sheeting (vinyl). Electronic sensor analyzes situation: when, where, what, how something was flexed. Useful in R&D labs, eg: testing new product prototypes, specifics applications not identified.

-cut and moved to: File REG30 7.95.

+ This N (invention(s)) expanded into 20-30 pages, combining: 7G050, 7G051, 7G052.

End file 7G DIRECTORY

File: Category / Chemical / 7G Indicator Patents

FILE 7G INDICATOR PATENTS (US)

Following numbers are US patents. Diagrams are drawn from each patent number with its descriptions to the title of that section. Information found after the patent number's first colon is likely beyond the scope of the patent number itself.

Color changes for 7G & 1G20* & 1G20R*

Temperature change indicators: Patent search strategy: (Color* near9 (change or changes or changing)) and ((temperature* or thermal*) near5 (change or changes or changing))

DIAGRAM: KN (invention(s)) ~ TEMPERATURE CHANGE INDICATORS = COLOR CHANGING METHOD ~

-5215378

-5202677

-5175944: clothes change color

-5165797 5153066 5115825 4804275

-4781597: for flooring, walls, structures near hot elements, structures holding or surrounding hot elements, and anything else made of concrete.

-4859360 & 4834017 & 4805188 Time temperature indicator [for cooking] & 4824827 Time-color indicators: similar to KN; combines the effects of time and temperature in determining when the designated temperature has been achieved over a minimum / maximum / pre-determined time span; the higher the temperature, possibly the less time needed to change NR.

-4832046 4834500 4835899

-4877633 & 4844933: safety of food shown by (differing levels of natural) NR; some discoloration might be reduced, but enough made available to show any hazards or lack of nutritional value due to its age and or excessive temperatures reached via whatever circumstances.

-4854160 4854332 4888219 4818215

-4888219 Temperature sensitive artificial flower

Light change indicators: Patent search strategy: ((Light* or laser*) near9 (changes or changing)) and (color* near5 (change or changes or changing))

DIAGRAM: KN (invention(s)) ~ LIGHT CHANGE INDICATORS = COLOR CHANGING METHOD ~

-5338631

-5308900: the level of resistance to color changes is reduced according to how quickly this indicator is desired to show light exposure.

-5308900: the level of resistance to color changes is reduced according to how quickly this indicator is desired to show light exposure.

-5178091 Detecting low levels of liquid in reservoir - the liquid color itself changes: (dangerously) low levels of any liquid = NR; window(s) in container can show the changed colors of liquid; color indicator in lubricants and other liquids needed to prevent: mechanical breakdowns, continuation of desired effects.

-4772529 4772561

-4779120: "access", "track", "visual-analyzer"

-4867552 & 4865440 & 4865439 & 4840477 colored contacts: changes color to light

-4844866

-4847736

-4854332

-4769310 & 4861620 Laser marking: nr ('notifier alerts user) if (unwanted / any / dangerous levels of) laser has contacted material: clothing, human/animal/organism skin, plastic or other synthetic material acting as protective gear (for humans, organisms, equipment, inanimate materials).

-4863694 4863832 4864144 4889794

HAZARDOUS CHEMICAL INDICATORS (NR functions when (unwanted) hazardous chemical occurs):
Patent search strategy: (hazardous* or danger* or carcinogen* or mercury or lead or cadmium or gas or gases or gaseous
dosimeter* or (Geiger adj counter*) or radioactive* or isotopes or cyanide* or arsenic* or phenol* or allerg* or asthma*
or chemical* or drug* or pharmaceutic*
) and (color* near5 (changes or changing))

DIAGRAM: KN (invention(s)) ~ HAZARDOUS CHEMICAL INDICATORS = COLOR CHANGING METHOD ~

-4875914 & 5239175 & 5318912: Gas leakage KN (invention(s)) = Nr
-5338643 5302749
-5187363: where moisture is not wanted. Moisture may be the triggering agent when water is combined with other chemicals and or (undesirable) occurrences.
-4962039: where moisture is not wanted. Moisture may be the triggering agent when water is combined with other chemicals and or (undesirable) occurrences.
-5120511
-5099132 Dosimeter
-5114570 water filter nr: accumulation of chemicals in liquid/air filter increases the level of NR, eg: brighter or differing colors.
-5117116 5124129 4844866 4854332 4863694 4772560 4822743
4854332 4863694 4777018 4820755 4826772 4864144
4772940 4776612 4777018 4787398 4790327 4810631 4820755 4821710 4884866 4846182 4863694
-4784959: any leakages via liquid/gas
-4834017: Time temperature indicator [for cooking] & 4824827 Time-color indicators: similar to KN; combines the effects of time and temperature in determining when the designated temperature has been achieved over a minimum / maximum / pre-determined time span; the higher the temperature, possibly the less time needed to change NR.

Surface coating indicators (NR functions upon (unwanted) (chemical content) occurrence(s): Patent search strategy: (surface* or paint* or enamel* or anondiz* or coating* or layer* or wire* or wiring* or fabric* or cloth* or textile* or cement* or asphalt* or floor*) and (color* near5 (changes or changing))

DIAGRAM: KN (invention(s)) ~ CHEMICAL INDICATORS = COLOR CHANGING METHOD ~
-5102046 5124172 4774835 4844706 4863694 4884752 4884752
-4792092 Paint color change system: coat any surface

-4863620: nr ('notifier alerts user) fabric / flexible flat material / clothing upon designated (acidic) occurrence(s).

Patent search strategy: (stress* or fatigue* or stretch* or break* or tear* or cut*) and (color* near5 (changes or changing))
-checked back from since 1989

-4775835
-4802255 Brush changes color indicating level of usage: (similar filament) materials used to change color in: fabrics; carpets; shoes; flexible coverings (of parts) (whereby the level of bending/moving/usage (helps) indicate level of usage, eg: automobile's stick shift hand gear box has flexible material on upper part keeping out debris, or tarps.
+--sweepers: manual / electric / street sweeping vehicles / brooms / mops: nr ('notifier alerts user) indicates: hazardous chemical contact (so as to reduce chances of spreading (unwanted) chemicals; excessive wear-and tear.

Time: Changes in time (and the synergistic effect with other occurrences) cause nr ('notifier alerts user) reflecting level of change/effect/time past.

Patent Search Strategy: (Time or times or timing or hour* or minute* or second*) and (color near5 (change or changes or changing))
-see other sub-sections of this patent section

KN ~ TIME RELATED INDICATORS = COLOR CHANGING METHOD ~ 4804275 4805188 4824827 4840806

Miscellaneous: checked back from 1992

KN = COLOR CHANGING METHOD =

5094286 4804275 4807387 4809901: when metals reach excessive temperatures - such soldering materials, devices, methods can be used to help act as an NR.
+- Title - Aging Gauge. It changes color showing its age: applies to diverse KN (invention(s)) which show age / other occurrences by changing color / other NR. Patent Number H630, Application number 177308, filed 1988 04 05 by inventor Betts.

Resistance: NO ACTUAL SEARCHES DONE: but some N (invention) found.

Resistance to color changes: the level of resistance to color changes is reduced according to how quickly this indicator is desired to show level of occurrence.

Patent search strategy: (Resist* or prevent* or avoid* or stop* or inhibit* or limit* or reduc* or cut* [down] or without or food* [color changes often not wanted]

KN = COLOR CHANGING METHOD = 5308900 4812517 4818568 4823245 4824246
-Foods: 4853235 & 4840806: for other foods

Key Words: chemical, chemistry, colormetric, *hazard* [bio hazard or hazardous], danger*, harmful, toxic, indicat*
Search Strategy: chem* and (*hazard* or danger* or harm* or toxic or carcinogenic) and (indicat* or colormetric*)

Colormetric: term used for when two or more chemicals interact and change color. Causes change of color in a [visible] spectrum.

CONCLUDES FILE: 7G INDICATOR PATENTS
File: Category / Chemical / 7G Indicators

7G050 I N D I C A T O R S

More beneficial types of indicators. Many diverse N in following 30+ pages.

General Use Products:
Gloves
Suits, aprons, shoe (covers)
Containers: filled too high when lid placed on; pressurized
+ Tubing: illegal dumping via flushing into city sewage system
+ Wiring: inner corrosion
Mats
Age of contents
Flooring: cements, tiles, counter tops, sinks
+ Accident indicators: auto bumpers against hit and run drivers
+ Surface indicators for common objects: pens, tel, keyboards, switches, handles, doorknobs, driving wheel, tools

+ Masks, goggles, glasses.
+ Wheels
+ Bandages

Type Indicators:
+ Timing: contact, deterioration, worsening of contents
Labels
Intermediate material: between surface and indicator

MF: simply coat indicators onto off shelf products, then make molds for off the shelf products if sales are high.

(All) N (invention) in several categories:
-breakage indicators
-type contact indicators
-stress indicators. Excess: temperature, bending, stretching, age.

Unique elements of N: Some basics only
-pockets in PVC
-type PVC used mixes better w (with [or maybe a little without]) needed chemicals to induce nr ('notifier alerts user) type reaction
-nr's color changes
-where nr ('notifier alerts user) placed: shoes, ground, clothing, gloves
-benefits: safety, anti-contamination, not releasing untested genes into environment, replaces lack of hand sensations in glove
-u selects type: PVC and chemical sensors and nr
-dormant Sub-A type chemicals
-layers

User discovers if their plastic-type product has been perforated, deteriorated or contacted dangerous chemicals. For gloves, condoms, laboratory coats, containers, etc. Problem evidenced via: release of color dye.

OTHER:
. Deterioration
. Replacement part needed
. Chemical contact notifier
. Built up pressure notified: pipes; pressurized containers (patents found in patent db?)
. Gloves: spreading toxins or other contaminants to subsequent work applications.

. corrosion (corrosive look)

+-printed wording (that shows up depending upon type occurrence). The wording is pre-made into the material: its color changes via chemical reaction (relating to nr).

<3, 3.5, 3.5, 4, 3>7G050 (Plastic) Notifiers

WHAT'S SHOWN:

Any type of occurrence user wants "notified" (abbreviation: NR) is shown. nr ('notifier alerts user) is a warning which lets user or others know via diverse means that a specific (unwanted) occurrence happened. Examples of type occurrences:

. Conditions of PVC's quality shown:

-Misc: hole; tear;

+ (minor) stretching which could lead later to real tear due to increased weak area; if came into contact w (with [or maybe a little without]) corrosive substance (which could weaken (thinned) pvc), may have already corroded outer layer of pvc; if pvc is being stretched beyond (desired / pr) capacity, eg: hand too big for glove, or excess pressure. The degree of deterioration is reflected in more or less of certain colors / type nr. nr ('notifier alerts user) functions in anticipating perforations.

--related to: airplane tires w (with [or maybe a little without]) differing layered rubber so crew knows when to change tires.

+-Age (of use): if PVC is too old, or been exposed to air/chemical (too long / beyond pr/tds time period).

+ Exceeded Temperatures shown: changes in temperature for contents (tubing, containers, lids) / environment. Different colors represent different temperatures.

--if temperature has exceeded either a minimum or maximum temperature.

.-Biological changes shown: Minute changes in temperature resulting from microorganism behavior. Type organisms and or what they are doing (w5) shown -> their measurable activities cause "nr" effect (chemicals excreted by type organism's activity, temperature, motion level (amount of friction/vibration) pvc receives, etc.) -> (chemical) reaction in (pvc) -> nr.

--friction level results -> changes in chemical condition of PVC / chemical changes resulting from mixture of studied (moving) substance w/ PVC.

-Chemical type contact shown: different colors represent type contact w: air (quality), Ph level, specific chemical wanted (to be avoided). Percentage of particular chemical content: how dehydrated, sulfuric.

+ different sides of PVC have differing nr ('notifier alerts user) according to what that side comes into contact w/ what (w5). See 'multi-layer' subsection. Applications: know which side of plastic had designated occurrence.

+ Hard surfaces (piping, siding) show any perforations, excessive stress in any like manners to PVC having problems. Eg: piping for hot water / chemicals is close to bursting. NR:

1] color oozes out via liquid (sticky, gooey, highly liquid - spilling to floor, oily, easily spreads (nearly everywhere to catch attention). Easily cleanable. 2] el (electronic system 'seeks 'adaptable 'links to 'associated 'features) "sensor" sends nr ('notifier alerts user) via c. 3] external color changes, due to: chemical reaction (within inner coating or layer / between inner and outer layer. 3] nr ('notifier alerts user) shows up down the pipeline, eg: changes piped material's color; something else is emitted or changed in material being transported, eg: fragments of some material (doesn't harm anything).

-pvc includes chemicals (mixed/built in) designed to interact w (with [or maybe a little without]) targeted substances. Chemical reaction can be seen immediately / later / how pr - w5.

.-any needed elasticity is still found in PVC.

.-certain types of contact whose nr ('notifier alerts user) isn't readily lendable to inspection by unaided human eye: held under microscope (w/: certain "lens" filters / see in certain fq, eg: ultraviolet light).

-NR shows timing of occurrence: sulfuric contact made 5 hours ago for 8 minutes, level of sulfuric contact / percentage of substance that was sulfuric at that time (w5*) was 40-50%.

O-Batches: to better ascertain w5 type exposure, different batches of chemicals used in pvc are designed for a semi-time capsule effect (each batch becomes effective at differing times, hence the more batches triggered to react / not react, a more precise reading as to type events (when, how much of what, w5).

.-different batches can nr ('notifier alerts user) (seek to show): multiple type contact by chemical type / w5.

-different batches can be attached onto PVC / taken or peeled off / activatable by: pulling tab / color / placing PVC earlier into type solution (PVC designed to hold or work effectively so previous step made is useful for any future identifying for type contact.

+-needed chemical reaction section / part on PVC is covered by: tab, tape, outer PVC layer. Reaction occurs when:

---+ outer part is taken off (by u, just before nr ('notifier alerts user) is needed)

---. worn or eroded off / or comes off in some other manner.

--combination of different batches and how they are activated can paint a better picture for: type chemical contact / w5. Eg: substance with two chemicals can be identified when each tab designed for each substance has been effected / nr. Further "analysis" of type chemical is understandable by determining how many and which of the possible multiple chemical reactions occurred - all serving as additional evidence.

--tabs / batches placed onto PVC are: absorbent for one or multiple stages for determining type contact. Can purchase tabs separately from PVC. PVC designed to better hold / work with tab/batches by: better sticking w/ tab (so it stays on / can come off); batches don't touch each other: (markers placed on pvc where any/certain tabs can be placed, markers for tabs set in locations less likely to touch each other based on what the pvc is designed for, eg: glove (avoiding points where fingers touch other parts of glove.

.-Type chemicals plastic may show contact was made with: microorganisms, specific types of: bacteria, viruses (HIV, cold inducing), tuberculosis, mold; carcinogens; acids; toxins to humans or other life forms the glove might subsequently touch; etc.

-each PVC's section (eg: glove's finger) has different function. Each section can have differing appearance: color-coded / differing type plastic (appearance/surface). Applications: helps identify which section of PVC had which type (w5) occurrence (after pvc moved / taken off from previous contraption/hand).

How nr ('notifier alerts user) Functions:
how certain type occurrence(s) makes itself known (to u (researcher/security guard)/observer/"sensor"/sys).
-scratch surface / pull off tab to see: color / texture change. +-printed wording (that shows up depending upon type occurrence). The wording is pre-made into the material: its color changes via chemical reaction (relating to nr).
.--if outer layer comes off, lettering can be imprinted upon lower layer, and exposes itself upon removal of outer layer.
.--Wording can state: danger, warning, _____ chemical contact made, hole, perforation made, caution, see manual, numeric code which is explained in sw/printed manual.
+-color change is "nr". "Nr" can also be via: change of physical (surface) PVC, eg: bubbles, get harder/softer/ more or less pliable / excretes substances (liquid, *powder, smell, (concentrated) ink dye rubs off). Each type of situation can be represented in differing type of "nr" action, eg: blue versus red for temperature, stink smell for danger, and perfume for safer situation.
.-Cement / Paint: nr ('notifier alerts user) alters via color change; changing of surface texture (corrosive (look), bubbles up)
.-Glass / See thru PVC: level of (colored) opacity change = nr. Eg: some designated chemical's occurrence is shown via reddening of material. Any presence of deterioration (crack, chip*) is accentuated by color in crack, chip.
.-material loses its elasticity / flexibility / becomes more fragile / deteriorates after chem reaction C (to 'adapt 'computer 'seeks 'associated features) occurred. This deterioration can be (+only/and or) to serve as the (specified) nr ('notifier alerts user) function. Eg: N-Dex glove, existing plastics that become brittle after excessive temperatures / contacts w (with [or maybe a little without]) certain chemicals.
+-Resin used in making the plastic has chemicals that accentuate the corrosive / deteriorated look/feel/smell* which act as NR. This might happen in certain circumstances as plastic is now made, yet not always. Hence chemical used w (with [or maybe a little without]) plastic is designed to alter plastic's appearance in designated occurrence, where it wouldn't have otherwise.
%-any other unordinary change that can be noticed: visually, "sensor". Eg: any other change that can / does occur in plastic in other situations, can have similar replicable reaction when plastic comes into contact with other chemicals that didn't cause such reaction before.
-NR Emissions: Color changes; liquid oozes out; odorous gas; ("sensor") detectable gas; nr; (chemical) reaction to occurrence makes non-electronic sound, eg: tearing/vibrational/friction sounds; (minor) popping or bubbling sounds as pvc buckles/warps/alters in chemical reaction.

How sys (system 'seeks 'adaptable 'links to 'associated 'features) (automatically) reacts to (designated / any) NR: How PVC / Sys favorably responds to NR's signal/chemical reaction: Occurrence (first reaction -> produces Chem C) -> nr ('notifier alerts user) -> Reaction (described in this sub-section, sub-C chem).

-(El) mechanism (purposely) stops flow of liquid / substance* until problem alleviated.

-(entire) sys shuts down (until repair/alteration made)

.-T security / police, eg: vandalism occurred.

-OTD D (Drawing): u (user 'seeking 'adaptation) = This N (invention) Sys (how sys reacts to nr ('notifier alerts user) / "status" of occurrence) ~ C =

ACCESS (); ANALYZER (); CART (sw effects how sys responds);

NOTIFIER (if differing multiple chemical type nr ('notifier alerts user) are developed, the composite of them can signify a more complex situation / occurrence = nr (signifying such)).

OSC (alarms go off throughout department / building (unit)); PR (); PS-Zone (); Q (); SCORE (); SENSOR (for chemical presence); STATUS (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA (rubber laboratory coat = el n).

+-automatic doors shut=seal in contamination and or people trying to exit/enter. Shutting in of contamination via closing / locking of doors, windows, HVAC vents, etc caused by: nr ('notifier alerts user) -> C -> mechanical closing/locking.

+-Combat Mode: any other sys in `state of art' to combat: (unwanted / dangerous) release of substances, eg: gas masks automatically dispensed.

+--Extinguisher: retardant is applied/sprayed onto spot / area / room / unit. Retardant: fire retardant, other chemical / microorganism designed to combat / interact w (with [or maybe a little without]) (unwanted) chemical type B.

.-specialized security personnel contacted via: person calls / uip-analyzer = t = security.

-u / C (to 'adapt 'computer 'seeks 'associated features) (uip-db) contacted / given information (via t) that the occurrence could be of interest (for research applications). "Tracker".

-"visual analyzer" "analyzes" the material (altered): intelligent monitor 2E251.

-there are differing types of NR (within a particular experiment / material / part), the manner of sys' response depends on type of NR.

Multi-Layers:

-Inner/outer (glove's) layer of different color in tern exposing itself, or inner layer emits colored substance when punctured.

+-three or more layers, each w (with [or maybe a little without]) own characteristics (color, what it seeks and will nr). Eg: level of acid deterioration shown by which layer it's eaten into.

-more expensive material can be designated at more crucial positions, eg: outer layer.

Electronic Functions: [this electronic section should not be utilized in the rewrite]

Sensor notifies if any contact has been made with specific chemicals on inner, outer or upper surface. Both versions analyze type of occurrence in terms of when, and how a particular type chemical contact was made. Biggest benefit is the safety feature for mankind.

-PVC = el (electronic system 'seeks 'adaptable 'links to 'associated 'features) "sensors" = c (analyzer / memory / status) attachable to PVC = S ('screen & 'analyzer 'adapt menu for multi-users' current needs) / C (to 'adapt 'computer 'seeks 'associated features) / m / cart / gloves / PVC

-Track: (chemical) "sensors" "track" occurrences for: R&D db (compilation of history pertaining to particular experiments), tds, nr ('notifier alerts user) (w5).

-OTD D (Drawing): u (user 'seeking 'adaptation) = This N (invention) Alerter Sys ~ C (to 'adapt 'computer 'seeks 'associated features) =

ACCESS (access needed prior to activatability of nr); ANALYZER (chemical reactions); CART (chemicals, sw); EDUC (); MULTI-USER (); +NOTIFIER (); OSC (beeps alarm, nr); PR (functions of: nr, analyzer, status, type chemical (reactions) sought); PS-Zone (u/chemical/pvc must be in certain room); Q (what each nr reaction means; sys asks pertinent q to help determine "status" of occurrence, eg: what chemicals u was working w (w5)); S (coated w (with [or maybe a little without]) nr layer); SCORE (w5 chemical contact/reactions); SENSOR (chemical sensors, each sensor can differ by type chemical contact sought, often this sensor is detachable/readily thrown out after reaction occurred; D (Drawing): chemical that comes into contact w (with [or maybe a little without]) sensor = chemical sensor (in/on/attached to pvc/sys) = chemical reaction = chemical reaction to signal converter = signal = c ("analyzer") = nr ~ other desired function; SOUND ANALYZER ("analyzes" sounds emitted from chemical reaction, eg: bubbly or burning sounds help isolate type chemical sys could be, this data used to match with data in UIP-db for type chemicals in sys' db); STATUS (any chemical contact made); TDS (helps understand w5 for: isolating when/where chemical occurrence happened); *T (nr); UIP (uip-db: properties of chemicals (u may be coming into contact w), uip of u (user 'seeking 'adaptation) (list of type chemicals u may be working w), UIP-DB matched w= UIP of U); VISUAL ANALYZER ("analyzes" images before/during/after chemical reactions to help determine nature of occurrence, UIP-DB); WA (sys works w wa (R&D) type n).

-el sys reduces manpower costs, via its c operated "analysis"/diagnosis.

Generalized Usage Patterns:

-Hazardous material handling, plumbing in chemical plants & refineries, municipal wastes, dentist/researcher gloves. Huge market.

-when gets to danger level, "nr" needs to be very identifiable/noticeable/effective in catching u's attention, eg: very bright versus non-noticeable colors, loud osc*.

.--Problem: u (user 'seeking 'adaptation) might be encouraged to rely on n, even if they are forewarned about the inevitable level of inaccuracy in being forewarned of trouble.

-lab clothing, also: suits, pants, shirts, jackets, aprons, shoes, hats...

+-lab equipment (coatings): when surface has deteriorated exposing dangerous material -> NR. Dangerous material includes: radioactive..., carcinogens, gases, dangers maybe not to human life - but to the experiment or life of non human plant, animal, insect, micro-organism subjects in experiment.

-shows level of usage / rubbing / friction. Outer layer of glove wears out showing its time to change glove. If using for long time / minor tear, stretch.

+-if plastic received excessive wear and tear.

+--those parts of pvc which got greater usage already -> nr, can let u (user 'seeking 'adaptation) use other parts to spread the area of usage/wear. Eg: PVC mitten (glove) can be flipped over on same hand.

+-covering material shows "nr". Covering material / PVC wrap for: seating, tablecloths, apron, hats, cover over clothes, pen's handle (exists: pen which kills germs on contact). Acts also like the badges people wear showing what chemicals they have come into contact with.

-PVC kills (some) germs: on surface contact / upon (semi) penetration (since outer protective layer covers (possibly dangerous) chemicals to anesthetize. Kills germs upon contact w surface are of plastic.

Marketability / Value:

-Gloves: Many people are quite fearful of contamination, the number of such people probably grows annually due to increasing sophistication of population. Reduces chance of: spreading newly engineered microorganisms, illness (HIV, cancer, (chemical) burns). Salaries for risky chemical / biotech / medical workers is higher, using such gloves reduces risks and save on payrolls. With advertising, employees will demand the gloves. Shipping, handling and manufacturing costs may be low.

+-Time Saver: save time from studying nature of situation; repairs can often be eliminated by replacement (of old / deteriorated part which has changed color because of its altered condition). Part is changed before trouble occurs; lab research application; prevents greater damage that could occur should problem (deterioration) not be rectified; know what needs cleaning/replacing rather than doing it as standard practice anyway (after some periodic time period).

+-Minimizes damage: that can result if problem (deterioration) not rectified in time; replace part that could cause large sys into failure (damaging more parts); product/sys might be down/inoperable for some time if warning sys not utilized.

+-Money Saver: replace parts less often out of periodically (maintenance even if product isn't defective, since can't see its actual state wo (with [or without to some degree]) nr); time saved; lower insurance premiums and salaries because work is safer.

+-Hand's sensitivity: thinner material can be utilized giving greater sensation to hands, because alternative methods are used in responding to glove's deterioration.

+-Sweating hands in gloves are less apt to notice small leaks.

-other benefits mentioned throughout

Predicting market's usage of glove:

.-users seeking to keep down (glove) costs, might wear clear glove above this N's glove. Hence: make wearing gloves over this glove difficult via: ineffectiveness of nr ('notifier alerts user) in such circumstances (needs air/etc into perforation -> nr); (rubbery) friction getting second glove over this N's glove; nr function reduces in effectiveness after glove worn certain time period (have nr showing age of glove); will government allow all these sales inducement factors which compromise safety for budget cutters?

.--such double gloves can be sold separately by same organization, so as to reduce costs for users intern expanding market. But outer glove designed to function w (with [or maybe a little without]) inner glove.

NR: How (Problems) Shown

+-Multiple symptoms are nr: (non-conflicting) differing (chemicals) nr ('notifier alerts user) activatable, eg: 1] two different colored stripes; * 2] C (to 'adapt 'computer 'seeks 'associated features) = nr; 3] particular digits/visual effects show up on PVC (in differing places).

-N shows where the occurrence (on pvc) took place. Done via: veins which function via chemical reactions from deterioration/occurrence -> point where NR shows up for u / S.

+-U feels something (sting, prickle, acid) upon/after piercing/breakage. Helps incase u (user 'seeking 'adaptation) not looking at glove. Agent introduced to surface = chemical reaction w (with [or maybe a little without]) indicator = felt by u (acid, electric shock, osc). Especially useful for: gloves, condoms, masks, or other material in (direct) contact with skin.

++ Other ways of notifying users of the 'status:

-Over view: Users often maybe don't pay attention to the 'indicator. Hence more than just a color change can get attention.

-Forms of 'notification. Via:

--physical sensation (sting, prickle, odor release, 'osc [outgoing sound communicator part] like an alarm sound, %flashing lights 'notifier, shutting down of sys (system 'seeks 'adaptable 'links to 'associated 'features) connected / related to plastic/occurrence in question/causing concern.

--Prickling sensation can be generated from the inside and or outside of PVC, eg: condom breakage can be felt via prickling (acid release) by both the male / female receiving the condom's penetration into their orifice.

--Diagram: undesired status of chemical occurrence/piercing/breakage of material containing the indicator -> sensor / chemical reaction (air exposure / contact between previously isolated (layers)) -> chemical release (acid) / osc

+-pvc glows in dark: useful for condoms since can't see color change as readily in dark.

--or breakage may only be discernable under special [infrared] lighting...

+-taste of PVC changes upon deterioration/occurrence: condoms. Especially useful in oral sex.

+ Fits with 1G20. See US Patents here too, eg: color-changing indicators.

NR: How Shown - After the fact:

+-place PVC under certain light / sound / X-ray type frequencies. The resulting reflections show (specific type) deterioration (by type of reflection / images seen).

--This widens the possible types of indicators that can be used. Also, there may be instances where u may not want everyone to know that the indicator was triggered, eg: so as not to alert other people who might * be: shocked, or snooping around.

--Fluorescent dyes differ in terms of their emission frequencies based on nature of problem. The dyes are effected via chemical reaction by type occurrence. US Pat 5329127* - Identifies type plastics based on fluorescent dye used.

+-color changes to type color matching type occurrence: US Pat 3743846*. KN (invention(s)) allows single indicators / plastics to seek out multiple potential occurrences.

.--This can be combined w, eg: 1] indicator results being kept semi-confidential by requiring certain procedures to see if occurrence happened; 2] (multiple) indicators showing timing of occurrences.

+-after designated type occurrence happened, put PVC into situations which will cause subsequent chemical reactions -> see / "analyze" type contact PVC had w5. Eg: place glove into chemical solutions / specific type light / certain heat level. Maybe a cheaper method for detecting deterioration (after the fact).

--In other words: a] specially designed pvc comes into contact w (with [or maybe a little without]) potential substances its designed for -> b] PVC then is altered / effected in some manner to create chemical reaction upon which the type occurrence (if any) is readily seen via: unaided eye / additional chemical process / microscope / etc. Reason for additional step(s) are: cost or level of sophistication doesn't permit an instant reading for type contact w5; greater accuracy (status, level, w5) for type contact; companies can collect all gloves (w u's name) end of each time period and process them in larger batches -> then nr / tell u of any type exposure or use for research study, eg: like semi-Geiger counter tablets worn by people in nuclear reactors.

How to interpret nr's results:

-certain occurrences are more likely to be more serious than others, eg: certain chemical contact more likely than other chemicals to have caused greater deterioration (holes in gloves); (biological) contamination (spreading of viruses, loss of sterility, (excessive) contact w (with [or maybe a little without]) toxic substance).

-change the: (machine) part; glove

-"status" of situation

-other research lab uses: characteristics of PVC in differing circumstances.

-Misc: cleanliness/age/type of material

-Purity of material PVC came into contact w. Presence of any unwanted / other chemicals noticed (nr).

%-Tabs can be placed into material (being studied). Existing products that measure changes of any type related to what's described in this N, are applicable to this general N. Eg: tabs which measure (changes in) temperature, Ph, etc.

With the 'notifier, the 'user can later better identify source of occurrence / contamination spread:
1] occurrence identified, next 2] type occurrence identified, next 3] u can try to locate source w (with [or maybe a little without]) the available information:
+-Indicators showing timing of occurrences, can allow for interpretation of the trail via which occurrence/chemical spread, leading investigating person to the source of problem/contamination.
+-(Lab) clothing shows NR: deterioration of outer layer (acid ate away). Clothing designed for (removable) tabs w (with [or maybe a little without]) chemical "sensors". Let's user knows contamination has spread at an earlier stage: know before touches skin, causes further deterioration to clothing/pvc.
+-Shoes / ground covering (layer, coating, paint) shows NR. Chemicals in/on sole cause color changes on ground upon designated occurrences. Examples: see colored footprints on (tiled/coated hard) flooring and know its being spread. Color changes on floor alert people to problem, then identify who/which shoes are the problem by looking at their sole (after the occurrence as started / ended). Floor's indicators may be coated w (with [or maybe a little without]) protector, so coloration occurs when outer layer penetrated (by acids....), this especially useful when floor indicators may be slightly toxic/harmful in other respects.
--D (Drawing 'seek 'associated 'links): indicators on sole (and mixed w floor chemical/indicators) needed to cause color change to floor / shoe.
.--flooring color changes are possible via washing floor with: water, designated non-toxic chemical washes / decolorizers.

Type PVC used: selected by u
-use PVC which is better able to create pockets via: fewer steps; simply from mold / how PVC comes out or cools after pouring; subsequent chemical application inducing development of pockets.
-which mixes / reacts favorably w (with [or maybe somewhat without]) desired chemicals / uses / environments

Color: Color/odor* changes/emissions = NR.
-color generated from chemicals: mixed into PVC; coated onto PVC; inside pockets.

+ POCKETS: The material can alternatively also hold the indicator chemicals with itself.
-In other words:
PVC (other material) has (minuscule) pockets which hold / interact w (with [or maybe somewhat without]) type chemical/condition sought = u's eye / el "analyzer" = status on type(s) of contacts made w5.
-in other words: the PVC is able to hold necessary chemicals to react w/ new agents coming into contact w/ chemical in the pockets. Pocket size from molecular up to several square centimeters/meters.
-pocket shapes: any type cavity where there is a large/small opening and inside it gets narrower/wider as it gets deeper; any proportion of width to depth; pocket can be created via an enclosed wall surrounding surface, w (with [or maybe somewhat without]) or wo (with [or without to some degree]) any cavity made into the pvc surface, walls may flap. Rough surface spots (w indentations) can be termed pocket too.

-pockets are fully or partially filled, in latter, subsequent chemical agents might get into pockets (and create better chemical reaction).

-Partially filled pockets:

--How keep pockets from completely filling up w/ chemicals purposely attached to PVC: outer part of walls repel (certain) chemicals / adhesive doesn't stick there; minimize quantity of chemical applied / given* to PVC so as not to fill up pockets completely.

-cleaning of PVC may not disturb pockets

-Surface Inside Coating: smooth/rough or coated w (with [or maybe somewhat without]) substance (adhesive function) to help attach to designated chemical. This coating might [help / shield PVC against] chemical(s) (reactions).

-Nodules: pockets can be replaced w: chemical nodules attached to surface (which thereupon eats into surface for better grip/adhesion.

-Cover: (minuscule) covers of pockets may (almost) seal in its chemicals. Such covers may open (partially) when PVC is: immersed in liquid; chemical structure of PVC altered enough via introduced agent; + cover deteriorates from: acid eating it away / chemical that attacks/eats the PVC and the cover as well / age of PVC / other listed occurrence (effecting the pvc material, the cover is made from (same) material).

--Value of cover may be to not disturb chemicals in pockets except at certain times.

-chemicals in pockets might be gotten out via chemical process (immerse in chemical liquid / wash off / coat or spray on chemical that gets chemicals out of pockets).

-can reapply new chemicals into pockets for differing applications. Eg: a lab coat used for one type of experiments can be used in differing type experiments after changing chemicals in pockets. Saves from having to throw out PVC, saves time from having to buy new types of PVC if only the chemical process is needed for filling pockets / altering PVC in other way so it acts as nr.

Adhesives: whether there are or aren't pockets or any type of roughness that can be created on surface of pvc, coating(s) of adhesives will help designated chemicals stick to pvc = intern react w/ introduced agents. These adhesives can be removed (w any chemicals) (in one or multiple steps).

-the adhesive itself may be or contain the chemical(s) needed to trigger nr.

>User of the inventive idea simply selects 1] purpose (type occurrence), 2] which chemical reactions desired to serve as nr ('notifier alerts user) (shows occurrence), 3] which type of PVC and or chemicals are compatible together (can be mixed/attached together) to serve as part of the chemical reaction w (with [or without to some degree]) occurrence, 4] type of nr / nr sys desired.

-done via: el / applying designated indicators

CHEMICAL REACTIONS GENERALIZED: steps, stages, dormancy.

. Time Delayed Reactions:

-some chemicals / biological reactions have more clearly discernable results for nr, if allowed time, eg: microorganism excretes chemicals after __ days = such excretions = nr. PVC = indicator chemical used functions well over time: can't readily fall or wash off.

-dormant sub-A chemicals

. Multi-Step Reactions: (for time delay)

-some (subsequently effective) indicator chemicals are triggered after previous occurrences = cause designated chemical reactions. D (Drawing): Chemical B = Chemical A = reaction chemical = reacts w (with [or maybe somewhat without]) (dormant) Chemical C (was w (with [or maybe somewhat without]) pvc earlier) = producing reaction chemical which triggers = nr.

. Dormancy:

-some chemicals might require time to react. Or, the nr ('notifier alerts user) differs according to length of time: reaction has been taking place / how long ago reaction (Chemical C) was made.

-values in dormancy: minor contacts (measured by time period of exposure) might not warrant nr. Or, NR-"score" could be lower/higher.

-what triggers chemical out of dormancy: time period of exposure to chemical %; coating surround chemical (A) worn off (by how B/C wears it off); pocket's cover worn off / made more impenetrable for B/C chemicals.

-Dormant Sub-A Chemicals: reacts w= chemical B/C.

-Chemicals in inner layers of PVC can also be considered dormant in that outer PVC layers are their barriers. Yet the term dormancy for such situations is limited, eg: perhaps nr seeks when outer layer has deteriorated, in which case (a quicker reaction = nr) may be desired, and hence dormancy doesn't apply.

* Improvements upon existing glove nr patents whereby perforations are shown when gloves are placed within liquid solutions/water:

-type chemical B that may have been present = nr. Chem A (in solution) seeks to show if/where chem B was anywhere on PVC / if it entered puncture.

-other parts of this KN, whereby chem (chemical) A is in chemical solution of designated formulae.

Layers / Patches* of PVC: each layer / patch has differing characteristics, some layers / patches are more interested in:

+ Patches of differing indicators: allows multiple nr, which won't interfere w, each other as readily by being physically separated. -Place each nr ('notifier alerts user) at point where designated occurrence more likely to create contact / where nr won't interfere w (with [or maybe somewhat without]) function of plastic.

-strength: gives type strength w elasticity needed; avoid deterioration

-chemical reactions: mix w (with [or without to some degree]) chemicals (A); pockets.

-easily worn off; easy to deteriorate = exposing inner layer.

-cosmetic appearance

-permeability of: air, water, chemicals (a, b+, c)

-show signs of deterioration: puncture = nr; color-nr may only come from certain layer(s).
-how adhesive they are, or how readily they work w (with [or maybe somewhat without]) added adhesives, or how well they adhere to differing layers / (inner) material (they are coating).
-dormancy of reaction: deeper layers hold chemicals A
-chemicals in one layer / region (not linear, but patches) have differing nr purposes.
-sanitizing / deactivating / slowing down damage of: chemical/micro-organism B
-u can visually more readily see extent of deterioration, based on number of layers Deteriorated.

Welded points in PVC may cause nr ('notifier alerts user) effect when such points have deteriorated (liquid has seeped into their crevices / developed cracks). Shows a weakness in the PVC structure, though no leakage outside of the pvc/container may have occurred. Helps if the PVC is clear / opaque to see any nr (color change where the deterioration is seen).
-plastic bags: can show weaker welding points
-part of material used in the welding process can be treated like a separate layer (as described in this n's description). Example: it is (a portion of) this welded material that causes the nr (upon the welded material's exposure/deterioration).
-mf: prior to welding, the points to be welded have indicators applied onto them. These indicators may withstand temperature needed for welding.

Value: catch deterioration/poor manufacturing of PVC n, prior to (further) usage.

If only an outer / *inner layer (main material) has Deteriorated, then either that Deteriorated layer / or the underlying material/layer can induce nr (emit color dye) designating side/location of occurrence. Example: multi-layer glove, outer layer wears out (outer layer emits mild nr ('notifier alerts user) until its all worn off/Deteriorated); subsequently, when next inner layer is exposed, latter emits red dye, functioning like animal's skin.

U is given warning prior to leakage / complete deterioration. Values: when wearing gloves, reduces chance of contracting unwanted elements which are carcinogenic, otherwise unhealthy, avoids hot liquid from work tank filling into glove, eg: working with sharp objects.
-the sensitivity level lost in gloves of dangerous situations can be gained somewhat when the protective measure of this N (invention) helps compensate the greater thinness/sensitivity of the glove material.

Contamination NR: U (user(s)) stops contamination before it has chance of happening.
-A tool can transfer unwanted material to its usage in subsequent activity. Hence the importance in knowing the presence of (unwanted) chemicals (on the pvc surface) (in the form of dust, specs, embeddedness, etc).

-Plastic items include: gloves, tweezers, stick, container, lid might spread other unwanted chemicals or bugs (nr seeks chemicals emitted by bugs); (automatically operated) equipment's parts; thermometer's outer coating; tires; machine's rotating belts; wheels.

PATENT SEARCH STRATEGY:

-Material:

(pvc or plastic* or polyvinyl* or polyurethane* or rubber*) near5

glove, condom, cover*, vinyl

-Occurrence:

(corros* (corrode/corrosion),

(deteriorat* or disintegrat* or

-Not: biodegrad*, recycl*, non-corros*, resistant

-(fall* near3 apart) or contaminat*

-And Repair* / Problem* / Identif* (identifies) / change near2 color / react (not reactor*) / chemical near2 react* or contact* / measur* / bubbles (not other bubbl...)

-Patent search key words: pvc, poly vinyl chloride, rubber-, glove-, safe-, germ-, penetrat-, warn-, hospital, research, break-, tear-, multiple layers.

-wire / other "sensors" on/within PVC when disturbed/altered/effected in any manner described w/in this N, triggers signal (nr) showing level/type situation/problem.

Tid Bits:

+-any contaminants / chemicals (not washed off) material (pvc) causes nr (after designated timer period (via time based nr)). u (user 'seeking 'adaptation via features' links) has limited time period (%TDS), or longer contact w PVC made, the greater the level of nr/deterioration.

+-Helps u (user 'seeking 'adaptation via features' links) know cleanliness of surface / work area. This nr function applies to: paints, varnishes, Formica, *paper (board), PVC (rubber, vinyl, bags, (lid) containers...

-OTD D1: This N (Sys (PVC)) ~ C (to 'adapt 'computer 'seeks 'associated features) ~ (7G051 / 7G052) = ACCESS (limited u can know: status, nr; or use sys); ANALYZER (w5 condition/status of pvc condition); CART (sw; plug pvc = wires = el (electronic system 'seeks 'adaptable 'links to 'associated 'features) elements = c); EDUC (for educational research; lab use); M (analyzer, db); *MULTI-USER (); NOTIFIER (); PR (how analyze data); Q (u asks re condition of pvc); SCORE (# times pvc was: penetrated, damaged, and w5); SENSOR shows current / past / %anticipated (analyzer, uip): (pressure, vibration, puncture, tear, stretch, heat, cold, moisture level, age of pvc (kn) shows change in coloration, other chemical contact, level of corrosion); STATUS (); TDS (occurrence of any w5 element);

+ UIP (what el sys (system 'seeks 'adaptable 'links to 'associated 'features) should watch out for (type problem / situation / activity). Examples: file for history of designated u compared against characteristics of same u's current activity, eg: which chemicals / procedures being adopted. Areas in which u are not well trained hence more likely to need nr/forewarning: to be ignorant of protocols or being aware of negative occurrences (if they happen).

VR Glove (VR "Educ" / research tool, "interact" w (with [or maybe somewhat without]) chemicals / micro-organisms while using VR (visual analyzer)).

-OTD D2: This N (invention) sys (system 'seeks 'adaptable 'links to 'associated 'features) (glove) ~ C =

+ ACCESS (before (hand) can begin work/enter into (tank), sys' "sensor" = "analyzer" senses if correct type safety glove is being used via reading of glove: ultra violet light reflection, bar code reader); Lubrication in human vagina causes NR if the condom used is of the type that is wo: NR if deterioration occurs; quality materials - hence more likely to break; freshness (was reused before).

+-D (Drawing 'seek 'associated 'links): improper/*proper condom releases chemical into orifice which interacts w bodily / human fluids (naturally occurring in orifice) and intern (*no) NR is activated. Example: only proper condoms don't emit chemicals that would cause NR, hence chemical of existing condoms needed to interact w specially formulated lubricant. NR = stinging / odor release / unpleasant taste (for oral sex) / changes color (of lubricant / human secretions / die is emitted (from lubricant or condom*, and spread via lubricant / body fluids). ANALYZER (); ARTIST (each finger creates different color ink (onto: paper / interactive s) via: ink dispenser on each finger / chemical reaction from surface area touched w (with [or maybe somewhat without]) differing chemicals per finger, and *parts of surface contacted / differing el (electronic/electrical) charge or chemical from each finger and how interactive S ('screen & 'analyzer 'adapt menu for multi-users' current needs) or other advanced surface interacts/reads each finger); C (to 'adapt 'computer 'seeks 'associated features) (); CAMERA (2E251 Intelligent monitor only follows particular glove, because glove has: tr (transmitter) (ps), certain color); CART (c / microchip = "analyzes type (chemical) occurrence differently. Ink. Chemicals to cause differing chemical reactions (per finger)); COMPOSITION (music glove KN); K (like music glove, except no keyboard necessary since sys analyzes how finger touches different surface areas - KN); M (analyzer, db); MO (c); MOUSE (c); MQ (w5 occurrences sought); MULTI-USER (); nr ('notifier alerts user) (); OSC (); PR (); R ('remote control's 'analyzer 'adapts to user) (k); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

.-R14 Apply (coating of) this material to - Water-repellent coating on hard surfaces, which can be bent. [Research Institute for Applied Sciences, NK].

*-Electronic system allows user(s) to bend and in any other way alter the shape / *position of the (metal).

*-OTD:

ACCESS **:(allows for bending of material); ARTIST *:(create sculpture/3D art); CART *:(); COMPOSITION *:(metal bends / moves according to music/osc); ENTERTAIN:(); PR:(how to bend when and how / w5); Q *:(); R:(); S:(); SCORE:(tds); UIP *:().

PATENT SEARCH Strategy & some related US pat numbers:
7G050 7G051 PVC Perforations Alerter, 7G052 Flexed Level Notifier.
-str: (polyvinyl or P.V.C. or pvc or rubber* or plastic*) and (perforate* or tear* or break* or hole* or cut or weakness* or glove* or disease* or research* or laboratory* or contract* or alert* or notif*).
--STR: same as above but only have glove with type perforations: +5317760 Seal indicator surgical glove or body covering;
-STR also: multi layer
--+ 5204632 Apparatus and method for detecting leaks in surgical and examination gloves: but this requires use of electricity and related, mostly for use in manufacturing gloves, or run gloves under water [with hands inside]. This patent can narrow patentability of my glove's electronic version.
-Str APS 69' to 6.92: 1] (poly-vinyl* or P.V.C. or PVC or rubber* or plastic*) and glove*; 2] replace glove w: alert* or noti* [notice/notify] or warn*)
-KW H: or hole* or cut or weakness* or disease* or laboratory* or alert* or notif* perforate* or tear* or break* or warn*
--79' - 82': US Pat No: 3653422 Pneumatic tire wear indicting tread pattern.
---4344320*
-+ 4909069 Detects leaks in rubber gloves via use of electrical conductivity water immersion test by wearer. This patent can narrow patentability of my glove's electronic version.
N Expansion. includes non-gloves too:
-sublime (colored) dye emitted upon deterioration (visible only in certain circumstances, eg: under ultraviolet light, or after immersion into special liquid, eg: water (w certain chemicals that interact w/ (dye))).
-material shows signs of tampering: see US Pat Classification # 427/7 +
--% utilizes anti-tampering (coating, +eg: shows tampering was made)

<3, 3.5, 3.5, 4, 3>
7G051 (This N (invention) merged w 7G050 8/95) PVC alerts user when it has cracked, or bent beyond desired amount, in tern releasing colored substance. See 7G050. Inner substance's exposure to air induces discoloration.
-analogy: cut in skin, causes bleeding, due to air exposure -> chemical change -> color change (in nearby area / lines throughout pvc / (nr = osc)).
-Shows how far it: has already stretched, and or how much further it might stretch before: breaking, splitting, being unable to give anymore. Each stage of stretch can cause applicable changes in coloration.

A2-23E CHEWING GUM: multiple flavors of ao enhances feelings of: sex w female or male; sports; monetary success; excitement; happiness; being on cloud nine; being on drugs (but no real side effects) use in conjunction w (with [or maybe somewhat without]) any above #23 series product o described therapy machine, music machine.

.-Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material w (with [or maybe somewhat without]) chemical reagents. nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) shows what chemicals were present W5. El version very impractical. 'Pockets' of chemicals in gum, used to calculate NR. Purposes of NR: type of medical condition found in-patient, patient's saliva changes according to their health "status".

+-Indicator Chem A: mixed into the gum / candy / tab placed into mouth.

+--benefits: some patients (kid) may be unwilling to take a test wo (with [or without to some degree]) it being in a flavored gum=nr or in (hard) candy form = nr. Also less reluctance from patient.

+--nr test shows type medical ailment suffered by patient due to changes in body chemistry: saliva, eg: levels / existence of (particular): bacteria, sugar(s), blood elements, and other standard medical tests in patent data base shown to measure medical abnormalities via changes in saliva.

+--hard candy: part of candy may be of non-candy hard material (not readily dissolvable in mouth) that is the NR portion built into the candy. This NR is on candy surface. Lollipop can also be attached to NR so person doesn't swallow NR.

OLD KN (invention(s)) Utilizing the nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) functions

A2-330 BUG CATCHER: entry possible where oil or other slippery surface (one directional fur, etc) inhibits exit. Eg: glass w (with [or maybe somewhat without]) lip curved inward. U of C prototype. Perhaps hide bug from view. Have enticing smell attraction.

TD (OTD): tt S ('screen & 'analyzer 'adapt menu for multi-users' current needs) med w1 adult wo (with [or without to some degree])

Option: rim of garbage can has little poison control dispensers roach is forced to crawl thru in order to gain entry to garbage can. The poison dispensers are replaceable for certain type garbage containers. TD: tt S ('screen & 'analyzer 'adapt menu for multi-users' current needs) med w1 adult wo (with [or without to some degree])

A3-2//. BODY CHECK: periodically mail in as ongoing physical checkup seeking any abnormalities that may need further prognosis. Urine (small containers with caps), blood (take small sharp instrument-then seal, syringe with needle), hair, Eye Dauber (for liquid in eye corner - when crying, yawning, anytime, for mucus especially when waking) - then seal; feces - spoon with small container; Perspiration Absorber (from arm pits

after shower before deodorizing); Skin Scraper (especially if see abnormalities); Ear Wax Stick (w/ sealer); Nose Scraper (for mucus w/ sealer); saliva (put into mouth small container then lid it after taking out, or put in type absorber (w/ fast or slow results-trying to accumulate particular elements of greater importance). Though perhaps costly, the wealthy may buy some peace of mind and or precautionary measures. Included can be instructions for self check-ups, eg: breasts... They or doctor chooses which sampling to mail in and frequency for each. Also records body readings into memory: heart beat, blood pressure... Body Sample(r(s), (Self) Check (Up), Check Up Sample(r/s)

A4-R71B MAGNIFIED GROWTH PHOTOGRAPHER: periodically photograph small growths of bacteria, fungus, etc over time period. By itself, product will inhibit sales of normal disposable cameras.

A5-110-022004 Replacement Identifier: Product part changes color when necessary time has elapsed for replacement.
-notice this when a part changes color, eg: it got too hot or received too much frequency or the wrong type. Color of change may signify part's possibility of needing replacement; its age; level of brittleness, conductivity, elasticity, of weight that changed, thickness changed, temperature, etc.
-give this to a chemical engineer too.
-both electronic and non-electronic versions of this product are to be built

+ 6B-710-083001 Interactive Lid: Lid warns when food or chemical contents expired, are dangerous to open, and or if lid needs to be better fastened.

-Lid Control: container's seal shows all the times it has been opened. To activate, user keys in date at which food was first prepared and or inserted into container. Subsequent times occur automatically.
-purpose: freshness; theft of food; studies on frequency of use and this can also show....; when item is of greater popularity, eg: Mondays, and or evenings. Some patents exist in area of freshness of contents via indicator tabs.
-alarm if lid is opened beyond date originally programmed for (people may ignore written memo, or think it is still ok - this psychologically causes people to become more wary of using food beyond date.
-contents: food for people, animals, botany, etc; chemicals; medicines; industrial supplies; etc.
-gives verbal warning upon opening, eg: "this is a dangerous chemical substance...handle with care"
-to open: lift tab of lid; twist tab of lid; press button and it will flip open from hinge, or easily pop off; etc
-programming of lid might be done from: outside or inside of lid, or outside the base of the container.
-other features: memory, "S"
-gives warning to put lid, cap, top, seal back on if: not perfectly in place; not put back on after required time (as programmed by user)
-communications, warnings and or alerts can be via: verbal announcement, alarm sound, flashing red light, "S" message

+-lid can give osc when opened, eg: 'warning - hazardous substance', candy or food store's lid says "hello", "please try one free sample" "warning...." ... when opened.
-system may be connected with scale (weighing system) which also tabulates changes in weights with lid opening times
-OTD:
All; "S"; "C"; pp; mp; uk; date; user beh; educ; toy; "mic"; portable; iq; t; "M"; alerter; osc; cart (type software programs); "T" & or modem (alerts user); uq; mq; access.

6B-690-083005 Composter: Apartment dwellers can now join the green culture by composting their wastes. Decomposes items that can't be decomposed in a dump. Best affordable system in winter when composting is more difficult for those with gardens. Solar powered.
-quickly turns food scraps into compost for the garden or for newly potted plants, etc. Good for those who 1. don't want to go outside for the compost pile, 2. want the compost into effect quickly, 3. want to keep out outdoor rats, cockroaches
-special device handles the problem of odors
-might run on solar power
-realize westerners are prepared to pay uneconomical prices for ecological value (even if it might be silly from an expert's point of view). Look at Germany willing to pay over $1.00 to recycle many of the consumer product packaging, though it could cost about $0.03 to burn or dump it instead. There are many other examples.
-it is essential this is solar powered. We want an advertisement that says "quickly turn your rubbish into compost with solar energy..."
-for biodegradable items: vegetable matter; all other non-vegetable matter stated by manufacturer as being biodegradable, eg: plastics, non-paper packaging.
-OTD:
PP; mp; all; date; entertainment; IQ; t; alerter (when compost is ready, etc); cartridges of bacteria to speed process.

% 8B-010-083004 Pet Locator: Know where your pet is. Collar's transmitter shows owner's receiver the room or part of garden pet is located.
+-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-(non electronic): The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter, which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special screen;

- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.

-useful for locating children. Animals in large zoos; nature areas; etc.

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-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway

-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

-"tilt" and vibration "sensor": know if pet is sleeping or walking, etc.

-OTD:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator; distancer

-Decipher between different animals / organisms / species via:

-nr applied to pet collars. Nr seeks: fleas, animal germs, show how dirty pet is (time for their wash).

8B-410-083008 Scale Alerter: anticipated weight changes are programmed into device, any changes in non-congruence are alerted

-Weight Alert: when weight is under or over tolerance level, alarms. Applicable for production line, scientific study, notices for changes in weight, etc

8B-430-083007 Mixer: when combining multiple elements of chemicals, etc, user first selects desired combination whereby the "S" lists ingredients and percent of what chemicals/elements to achieve formulae. User then puts one of the ingredients on the scale with or without the necessary precise weight and scale then states the precise amounts required for all following chemicals. This system can save a good amount of time for those using the scale frequently, and is very applicable to situations where the exact final weight of the combination is not crucial.

-user keys in desired mix and final weight, then each element's exact weight in shown

-sys determines what chemical is there = then now much of what other chemicals are needed to achieve desires as stated (k) by u / uip-tailor.

8B-460 Make Up Case: user keys in type of mood they want to create, and or colors wanted, and or occasion. System or user programs device for locality in which used (make up is worn differently in diverse cultures, or regions of countries too)

-initial programming by user might require them to key in the country and postal code of their address in order to make system functional. User might select from several make up choices after keying in their desires (such selection is done in many manners)

.-portable

-user of manufacturer might be able to select from typefaces, hair and skin types

-black and white (mono chrome) or color display ("S") also indicates type make up used with or without brand names

-great for young girls and those in their 20's and 30's, plus those who are bored with their looks, and or those who love creative make up. Good for home skits (plays)

-user can apply make up on their friends; good for make up sales people going door to door (system can print out coupons for right make up) or working in a store

-plays music while open; UP type music - gets one into creative mood for putting on make up

-895

-place nr tabs on face to determine chemical constitution before/after applying cosmetics / other chemicals = intern sys "analyzes" / tab nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) (no el) what type of ph balance / type cosmetics will work w face.

--Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w (with [or maybe somewhat without]) chemical reagents. nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) shows what chemicals present W5. This N copied to 7G050 Aug 95.

-"visual analyzer", uip-tailor

Containers [Plastic bags] / containers / bottles : nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) shows leakage / puncture / other deterioration.

Plastic Film: can be used as tabs. Benefit is one can better view how the film changed by: holding to light / looking via microscope.

Chemical information:

-Some of the (dangerous) chemical families (spillage) sought include:

ACIDS: hydrochloric+; acetic; sulfuric+; nitric+.

SOLVENTS: methylene chloride; benzene+; chloroform+; hexane; tetrahydrofuran+; Alcohols: methanol, 2-propanol; Ethers: Ethel, butyl; toluene; carbon tetrachloride+; phenol.

BASES: sodium hydroxide; potassium hydroxide; amines.

There are many others.

-Some of the methods via which nr (alerts u (user 'seeking 'adaptation via features' links) / sys) eg indicators include: Titration [measures how much of something is in something, showing percentage of sought after elements in material. Visualize this (for u) via the indicator (3rd chemical). Eg: indicator changes color when changes oxidation states. Oxidation states can be triggered when: air exposed to chemicals (via penetration, cutting, deterioration), or upon other chemical reactions.

--for Acids and Bases: chemicals sensitive to Ph change can also be used, eg: phenolphthalein.

D: perforation, deterioration, PVC flexed beyond desired:

---------- ---------- this diagram's hole/crack shown at the dot point area. Differing chemicals can be found above / in / between or below the lines pictured. The lines represent two (of the) layers in the (glove) PVC.

<1, 3, (3-mk, 4-pat), 3.5>

7G052 Flexed Level Notifier: User is made aware the number of excessive times and degree of bending material undertook beyond desirable levels. Applications: wire, hinges (exists?), flexible sheeting (vinyl). Electronic sensor analyzes situation: when, where, what, how something was flexed. Useful in R&D labs, eg: testing new product prototypes. Expensive or dangerous equipment part replacements: airplanes, outdoor machinery, factory equipment, electrical construction equipment. Saves on time needed to determine nature of repair problem.

.-analogy: cut in skin, causes bleeding, due to air exposure -> chemical change -> color change.

-mf costs for this higher than 7G050 or 7G051

-utilizes KN (invention(s)) for PVC parts that change color when: in need of repair, beyond certain age, etc.

+-system valuable when (pvc, rubber) materials used aren't type to readily show excessive wear and tear, or other sufferings, eg: potential harm occurs under visible surface (inside outer layer/lining)

-R260 "Sensor" judging ("analyzing"/"score") w5 of flexible nature of element, not ES.

-sys judges w5 object (wire / other pliable material) was bent. Eg: # of times bent (beyond designated parameter) -> nr.

-applications: useful in determining possible future/current* sys failures (due to faulty (broken) wires / pliable elements).

-sensor also seeks for other characteristics that may be watched for (in such potentially faulty scenarios), eg: excessive high/low temperature; (designated) chemical contact; over exposure to weather (elements) / etc. # times element was used or not used correctly/incorrectly/at all. Applications: forewarns u (user 'seeking 'adaptation via features' links) of potential damage (prior to showing up on) material; additional form of "sensor" / "nr".

-El D (Drawing): sensor = analyzer = C (to 'adapt 'computer 'seeks 'associated features) = s/osc/data tr (transmitter) to database (m)/sw holds or analyzes data / score.

.-Chemical D (Drawing): (excessive) flexing = chemical reaction (each time) = w (with [or maybe somewhat without]) build up of residue from chemical reaction = color / substance changes (appearance).

Applications: important / valuable machines where safety is major concern; airplanes; power plants; tel and cable co networks; autos.

How problems identified and or subsequently notified/recognizable (nr):
-use special color light (ultra violet) to see for problems - keeps it harder for people to copy/steal invention.
-place part / material in special solution, eg: water (w certain chemicals) -> thereupon inducing chemical reaction -> nr: color changes.
-(el) nr
-"score" "tracks" # times of designated occurrences = nr after threshold reached
-"status" measures ("sensor") situation (wear and tear) = nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) after threshold reached

-OTD D1: This N (invention) (Sys, pvc, wire, u) ~ C (to 'adapt 'computer 'seeks 'associated features) ~ 7G050 PVC Damage Alerter =
ACCESS (); ANALYZER (); CART (); EDUC (); M (); NOTIFIER (); SCORE (); SENSOR ();
+ SOUND ANALYZER (sys seeks sounds which might imply (negative) alteration of material in question, eg: sounds of tearing, friction (lack of lubricant), burning, popping, ripping), sounds of fire (in event winds flow in direction away from smoke detector).
STATUS (); SYNTH (sound analyzer (2e010 intelligent monitor) = synth -> replays sounds in pr manner so u/sys can better "analyze" status/what happened (w5)); TDS (); *UIP (); VISUAL ANALYZER ().

-OTD D2: This N (invention) sys (system 'seeks 'adaptable 'links to 'associated 'features) (OTD D1) ~ C (to 'adapt 'computer 'seeks 'associated features) =
ANALYZER (sw crunches all available data to arrive at prognosis); AP (); ARTIST (); BALANCE (); BVA (); C (to 'adapt 'computer 'seeks 'associated features) (); CAMERA (); CART (); COMPOSITION (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) (); OSC (); PR (); PS (); Q (); R ('remote control's 'analyzer 'adapts to user) (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); tr (transmitter) (); u (user 'seeking 'adaptation via features' links) (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

+ Bandages (for humans, animals) show (nr) level of deterioration/age of use/storage. Value: lets doctor know its better to use an alternative bandage. D (Drawing): animal body = body fluids/chemicals/sweat = chemical reaction with one or more layers w/in bandage = nr (color of bandage's exterior or interior or window changes color matching type situation, eg; excessive blood / age / infection+.
-infection shown via: bandage interacting w chemicals commonly present upon infection, eg: excessive white blood cells and associated chemicals/body (fluid) changes. Uses bacteria="sensors", other microorganism-"sensors".

--bandage attempts to notice as many cases of infection as possible but isn't full proof.

PATENT SEARCH Strategy & some related US pat numbers:
7G052 Flexed Level Notifier:
-STR: <replace first set w set #a - #b]> (wear* or heat* or cold*) and <replace 2nd set w (with [or without to some degree]) sets C (to 'adapt 'computer 'seeks 'associated features) - e, then drop first set>(excess* or extreme* or beyond) and (polyvinyl* or P.V.C. or PVC or rubber* or plastic*)
-kW: beyond (designated levels...), crack*
2] set a: (corros* (corrode/corrosion),
-set b: (deteriorate* or bend* or bent* or flex*
-set c: notif* alert* notic* disintegrat*
-e: (fall* near3 apart) or fragile*
-KW: crack*, (time to) replace, repair*, broken, break*,

-US Patent No's *: 5170654 Method for wire bending in three dimensions%; 5145061*; 5258205* + 5,411,034 Condom changes color upon leakage: Filing Date: Aug 12, 94; Issue Date: May 2, 95. Inventors: Becks. San Jose Mercury News article on invention: Aug 8th, 1995, page C1 & C2.

N Expansion:
-material [being watched / monitored] for [changes/cracks/deterioration] can be coated w: differing (pvc, rubberized, paint, metallic (based) alloy) material, which is better able to nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) upon deterioration. The bleeding or other nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) can come from the coating / main material. There might be a chemical reaction between the coating and main material.

. What nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) shows, and how sys (system 'seeks 'adaptable 'links to 'associated 'features) reacts to NR. In other words:
How material shows (nr) (designated/sought after) type deterioration / what happens when material deteriorates:
-material can be immersed into material (chemical / liquid / water) to (better) show any deterioration. Eg: upon immersion -> nr.
-raise or lower material's temperature (over designated time period)
-utilize (el based) "sensors" built into/attached to material. Eg: may show if wire broke (no signals passing thru) or wire got weak (at some identifiable point). Shows material also may have questionable deterioration.
-NR functions via: (new/differing) colors (from bleeding) (better) show up.
-material becomes more or less sticky: smelly (has/reduces odor) / does or doesn't glow in dark or show certain colors when placed under particular light frequencies, eg: ultraviolet / porous (for germs, air, chemicals, liquids
-outer layer / material becomes (excessively): peely (peeling), becomes loose or flaky or brittle.

Applications. Parts for: vehicles (autos, buses, trains, air craft, shipping, factory (floor) machines/equipment; electro - mechanical equipment; c; computers; computerized equipment; t; gates/doors (access).

Definition of terms expanded. Any term can normally be interlaced with any other term from same group.
1] Deterioration: bruise; banged up; excessive impact (upon portion of material); crack; tear; break; bent (beyond); flexed (beyond); fall apart; (became too) fragile; wrinkle; crease; if material is a cord: a knot choking (signals tr (transmitter) via cord) results in nr.
2] Type impact: wear (and tear); excessive heat or cold; (deterioration) beyond designated parameters;
3]* Beyond parameters: Extreme, excessive, beyond, too much, unusual%, non-designated%.
4] (Main) Material: polyvinylchloride, pvc, rubber, rubberized, plastic, flexible PVC, PVC or rubber type coating / (outer layer,
5] NR, Alert: notify (nr+); show; make known%; (person can) notice (deterioration); change color/texture; certain wording becomes visible (upon the surface of main material in question), eg: states 'needs replacement'.
+ Indicator. "Sensor"%
6] "Status" of any deterioration "analyzed", via: chemical reaction (between (new) presence or release of additional chemicals w (with or [(somewhat) without]) chemicals in the main material; (el) "sensors" = "analyzer" = "nr"; human eye looking at the nr effects (change in color/texture).
7] Coating: paint; shock-absorbing material; rubberized layer; (hard) foam like substance; outer layer. Area where nr (non el) showing type deterioration most likely to be (primarily) located.

+ Material shows number of times, or level of previous usage (# of hours / degree of intensive usage, eg: used lightly or with much pressure/strain). Shows any combined total (wear upon) (surface) material via diverse means. Nr functions via: time based indicators (length of time pvc had contact w (with or [(somewhat) without]) designated elements, eg: skin chemicals).

Surface shows evidence of tampering: see patents w/ kw: plastic or polyvinylchloride and tamper*

"Sensors" "analyze" how frequently parts are flexed (beyond designated parameters).

Notifier types:
-Located on part of glove not usually used, eg: close to knuckle area (not much abrasion here, yet get exposure) - put indicator here.
-Located on part of PVC where contact / deterioration is more likely: inner layer of PVC at corners, edges (lip) (of containers: boxes, lids, bags).
-There are chemical and physical indicators.

-Latex swells when exposed to solvents. Glove turns into jello. Glove absorbs it. The sponge effect tells u there is the problem.

-Plastic wrap turns opaque when there is stress (pulled).

-Deterioration via mechanical means (something causing a hole, or tear), differs from chemical damage. Hence differing notifiers (indicators) are needed.

Other Points of Contact:

(to what u can spread chemical/germs). nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) shows where, when, what was spread (beyond the designated area/containers). Eases in knowing w5 elements were (unwontedly) spread. (Surfaces coated w/ nr material (indicators), type indicators used are matched to type need). Used on/in* all manner of items (used by humans).

+-NR sold in dispensable form and applied by U, or nr (notifier 'seeks 'adaptable 'links to 'associated 'features to 'notify user) built into / applied to products (N) prior to sale. Sold in: spray cans, (pump) sprays, powder form (u mixes (w other chemicals), liquid form (u dips items (tools) into it, or applies nr chemicals onto items (tools).

+ Bottoms: nr ('notifier alerts user) placed on bottoms of any devices that touch: ground ((ceramic or linoleum or other pvc) tile, carpet, (floor, table) mats/covers, cement, stone, gravel, sand, glass, floor wax, wood, etc), counter tops, basins, containers in which devices are placed, eg: sinks, tubs, shelf bottoms (in cabinets, refrigerators, ovens, environmentally controlled (temperature, air quality) equipment/containers. nr ('notifier alerts user) also placed on the potential surface areas these devices may touch.

+-devices which touch ground: chair / furniture legs/wheels; bottoms of boxes and other (plastic (coated)) boxes/crates; rubber grips (legs) placed below many (el) machines.

+ Commonly touched things have NR. Helps show of contamination/spreading. nr ('notifier alerts user) applied to =: pens, pencils, tel (handsets); handles: doors (for buildings, autos, el (electronic system 'seeks 'adaptable 'links to 'associated 'features) sys (door to view inside device), windows, drawers, lids, boxes, containers; Long thin material: straps (tieing devices (to racks)), string, wire, cord, rope, piping. Eating utensils: forks, knives, spoons, chopsticks, serving tools, glass wear, plastic (throw away) utensils (lab tools), paper cups, (storage) containers. Research tools: tweezers, eye droppers, pumps, trays, scales (platform) on which (hazardous) elements weighed, handles, long thin material, flat material. Eye glasses: frames, lenses. Jewelry (KN (* KN (invention(s)) jewelry w el functions)

-buttons (K) of el/electrical devices: T, Faxes, C (to 'adapt 'computer 'seeks 'associated features) keyboards, light switches

-fabrics: clothing, furniture, drapes, carpets, rugs, mats, vehicle floor mats.

Two glove system: material inside, with color indicator inside (some kind of ink). The chemical would show up on the glove. (The color is there already). Die is very concentrated in color. Color will rub off (and clean easily).

Where / How Indicators Used:

. Suits worn as indicators. Type types. Some people use several different suits per work shift.

. Wheel indicators: tires/wheels of (hand pushed) carts; (indoor) (motor driven) vehicles: forklifts (in chemical storage warehouses), car tires. nr ('notifier alerts user) can be on S ('screen & 'analyzer 'adapt menu for multi-users' current needs) placed on mobile / "portable" unit, above at eye visible range: tire (or attachment to/near tire) = chemical "analyzer" = NR.

--differing layers of tire used as notifiers: see other parts of invention.

. (Entire) surface area of anything ((chemical) research equipment, counter tops, floors, walls, *window (pains), curtains, carpets, door (knobs).

Indicators for holes:

-Dye: select die for type of material they are working with. Fingertips might be only part w colored dye.

--spray rubber onto artificial hand for creating inner lining of glove, then spray just fingers or all hand w dye, then re-spray plastic onto gloves.

Claims:

-the sweating in gloves makes it harder to know if/when there has been a leakage.

+-wrinkled nature of (thinner) gloves makes noticing deteriorations harder to see/notice. Hence need more than color changing NR.

.--U is instructed how to put on / wear / * take off gloves, so: there are no/fewer hidden areas, wears right size glove.

-more explained elsewhere

APPLICATIONS:

-Factories using dangerous chemicals are more apt to find use in products incorporating set indicators. In other words users with repeated applications dealing with the same dangerous substances are more apt to be required to buy our indicator products.

-Suppliers of dangerous chemicals can also be required to supply their chemicals with 'designated chemicals. This is easy enough for them since the purchasers will likely need them, and purchasing the chemical with the indicators is an easier one step processor for the buyer. Sample indicator types:

--containers [those the chemical is being transported in as well as empty additional containers for use with the dangerous chemicals for subsequent work]; gloves for handling; paints or sprays for [counter tops where chemicals may be used]

COLORMETRIC/Colorimetric (spelling?) ways are mostly developed so far as indicators. The other ways needing more concentration are:
-Biochemical methods: ELIZA {enzyme linked amino assay}. Eg: seeking certain organic molecules such as an antibody; the antibody 'reacts to 'designated chemical, leading to the 'designated 'notification.
-Electrochemical methods: Leak detection through electrical means.
.--A battery circuit is a simple electrochemical device.

CONCLUDES FIILE 7G

File: Chemical / 7G Parts

INDICATOR TERMS – 7G PARTS

Terms and concepts which are interchangeable within each group:

PVC: plastic, rubber, polyvinylchloride, %material, %glove [its material content, versus only its application strictly as a standard glove]; this n can be applied to virtually any material, eg: glass, metal, *wood, *stone, cement+. PVC can be inter-replaced (interchangeable) with one or more of other substances. nr ('notifier alerts user) simply is shown on such substances. Polyurathane. Other plastic like substances beginning with poly...

Seeks: (type) occurrences (sought -> nr); what u (user 'seeking 'adaptation via features' links) needs to know (happened / happens*)

NR: alert, "notify", (able to) notice/see (changes in material), warn; (u/sys) can identify type problem; how problem/occurrence shown; what's shown

> Testing for changes in PVC: place material in/under certain: chemicals, liquids, lights/sound/*radio... frequencies; % read tab; % see the type nr

> Deterioration (of pvc): perforation, tear, break, hole, cut, weakness, crack, falling apart, corrosion, puncture, frayed, outer layer(s) deteriorated, changes in color% / texture / content / strength / flexibility

Exceed (parameters): % altered beyond desired levels via: stretching, bending, twisting, pulling; % came into contact w excessive cold, heat; % came into contact w (with or [(somewhat) without]) (harsh) chemicals, bacteria, molds; % harsh environments/uses.

Chemical `A': Indicator Chemical; % first chemical; indicator - in that its used to indicate the presence of something, and that it isn't necessarily the nr ('notifier alerts user) itself, nr ('notifier alerts user) could be something that results from after the chemical reaction - see `C'; chemical designed to be used w pvc; chemical that is on the pvc before the designated chemical reaction. % `Sub-A' Dormant Chemical: something triggers its reaction w triggering agent later in time. Chem. (abbreviation for Chemical).

Chemical `B': Triggering Agent; % second chemical; newly introduced agent (chemical); the chemical that comes from somewhere in environment and reacts w/ chemical A [that was w pvc earlier]. % Reagent-B - one or more of the chemicals in the substance sought that will react w= chemical `A' (Reagent-A preexisting in pvc). Analyte: chemical / occurrence sought / what is being "analyzed" for.

Chemical `C': NR; reaction between chemicals `A' and= `B' -> `C'. Sub-C: chemical sub-A reacts w chemical C (to 'adapt 'computer 'seeks 'associated features) causing= subsequent reaction (Sub-C) causing= nr; reason is chemical C (to 'adapt 'computer 'seeks 'associated features) may not in itself be enough to catch notice/nr/change color.

File: Category / Chemical / 7G Techie

FILE 7G-TECH

TECHNICAL - Indicator Types:

. Home use chemical indicators for: cleaning; painting*; repairing equipment (chemicals in device may come onto hands); pipe uncloggers (Draino); etc.

. Gardening: Detects pesticides, eg: (chlorinated) aldrin, (chlorinated) dieldrin; organophosphates: attacks nervous system; organ chlorines family: aldrin, dieldrin, DBC%, PCB's (not pesticide but harmful); carbamates; phenoxy acid herbicides; other chemicals (commonly) found to combat insects / unwanted plant or microorganism growths; other chemicals.

* Benzo (a) pyren: in smoke (cigarettes, auto, steaks); asphalt sheets. These are poly aromatic hydrocarbons. Causes skin cancer.

. Hazardous wastes: people in hazardous wastes. Such employees can sue for large sums if they are exposed, hence can charge much for special gloves / containers. Eg: hazardous metals. SW846, and those mentioned in EPA's Test Methodology, eg: volatile and semi-volatile chemicals.

. Pharmaceutical: eg: heart drug gets into skin while doing R&D.

. Acid organic chloride mixtures: indicator may likely lend itself best with the chloride element in organic chloride mixtures. Concentrated acids (extreme ph).

-ph indicators: indicator may only indicate when ph has exceeded or entered within a designated parameter. Different parts of pvc (glove) have differing (ph) indicators showing w5 occurrences.

-paper indicators: placed inside the glove (exists), or container.

. Fluorescent indicator: less practical, some kind of light would be emitted upon contact.

. Carcinogens: chloroprene; radioactive chemicals; M.I.C..; benzene.

. Mechanical violation indicators:

-chemicals into plastics = and react w air:

potassium permanganate (an oxidizing agent); nitrates (calcium nitrate); organic oxidizing chemicals (chlorobenzine, nitrobenzene).

-Common occurrences: need indicators to target commonly occurring situations that alert user to: unwanted contact, PVC deterioration. This way fewer types of gloves can be manufactured to cover a wider range of possible occurrences. Differing chemical mixtures may often have common / similar chemicals for which notifiers are needed. Notifiers for oxygen, chlorine, changes in water, changes in ph, etc. would fit this bill.

-(Hazardous) metals: mercury, lead, cadmium.

%(Harmful) gases.

+Radioactive material - radioactive organics: indicators are specific to certain isotopes: + C14: (this is more likely to work because emits more energy, etc.); P32; H3; isotopes of iodine, etc; alpha-emitters; beta emitters.

-misc chemicals: cyanide; arsenic; phenols.

Indicators - Misc:

-high-energy emitting materials (radioactive, C14) could cause change in oxidation state of specific organic chemical indicators. The higher energy emitters are also more dangerous, i.e.: more likely to penetrate skin and cause damage once internalized into body.

-Oxidizers might be too powerful as an indicator.

+US Pat No 5,411,034: Condom changes color upon breakage. Issued mid-1995.

Chemicals sought:

-excretions from semolina

-chemicals causing alergies, asthma.

File: Chemical / 7GN

NEWER 7G050 INDICATOR NOTES:

Needs to be organized with main file by subject categories.

Miscellaneous:

-ideally the pvc will include indicators for diverse chemicals. So if any one chemical type contact is made = nr ('notifier alerts user) = activated.

-(desired) properties of plastic might be lost when mixing in indicators. Hence the right plastic-type substances are needed to work with designated notifiers / type chemicals/situations pvc is expected it may come in contact with. Eg: Gloves used near concentrated acids utilize plastics designed to resist acid corrosion while maintaining pliability and a sense of touch, while being able to incorporate ph indicators.

-age of glove shown by how much dirt collected onto glove.

.-minimum development costs: +/- $1,000,000, if person already set up. Includes: quality assurance, sales reps, customer service.

.-some gloves are $80/pair, using a pair a day.

-Radiation work: can use five pays per day, $50/pair, per worker.

-for nr ('notifier alerts user) which are time sensitive (upon exposure (to air/water/other chemical)) its effectiveness rate declines (quickly) in time): u (users 'seeking 'adaption) writes onto designated place time nr ('notifier alerts user) use started, u (users 'seeking 'adaption) pulls off (some, indicator's cover) tab (when date chemical clock starts).

-gloves / condoms / etc (attempts to) offer (extra) chemical, puncture and abrasion resistance and offer amazing sensitivity and dexterity and elasticity (returns to original shape following deformation (pulling, bending)). (Eg: like existing glove called N-Dex).

-Age of substance (food, chemical (changes over time)) kept in container = nr: shows age / when expired. KN. Patents for same/related indicators exist.

+-Sweating: gloves allow more breathing, reduces sweating; inner lining absorbs sweat, inner lining: (fabric) absorbent material / powder (talcum-like). Inner material = nr.

--Vents against sweating: el (electronic system 'seeks 'adaptable 'links to 'associated 'features) air vents built into gloves reducing sweating: covers all/most of glove [different sides of finger, palm areas, upper hand]; touch sensitive / important parts of glove may be wo (with [or without to some degree]) vent's (tubes) to reduce interference w work.

--air is pushed via pump (between knuckles/wrist and elbow, maybe on upper body part) into (flexible) thin tubes. Are comes out via other tubes / holes (on upper glove).

--these tubes may also carry (some of the) el signals to/from "sensors" in the el version of this N.

-elasticity stretches more than other gloves to: fit differing sized hands w/ minimal discomforture for larger hand sizes; bending (of fingers).

+-structure of glove is such that when its taken off hand (after long use / deterioration): its harder to get back onto hand / nr ('notifier alerts user) (also) shows up on inner lining of gloves (especially where most visible - palms/upper hand).

+-hand sizes: hand sizes need not just get bigger with same proportions, since some hands (from differing human races) are proportioned differently.

-gloves can be washed. nr ('notifier alerts user) shows beginning/minor deterioration (corrosion) -> u (users 'seeking 'adaptation) washes glove off -> might continue re-using (if safe).

-designer colored gloves: single or multi-colored; patterns. Different parts/colors of gloves/plastic/surface can represent differing notifiers (NR).

-gloves can go up to wrist, lower arm, or any distance up to shoulder*.

-Wrinkles in gloves: gloves designed to reduce number of wrinkles.

+-Glove size fitter N: contraption measures size and proportions of glove. Put hand onto diagram. Diagram has multiple glove sizes getting smaller within the next larger glove size. U knows their size by seeing which size/type they fully/partially cover with their (ungloved) hand. Value includes: having right fit so: minimize wrinkles, better see any color changing NR.

-mf location: in USA because lower labor cost countries put out lower quality goods. Quality control is very important in manufacturing these N.

+-gloves sold in package deals w certain other n/sys, eg: where safety during usage of n/sys is at issue. Designated gloves can also be simply recommended. Manufacturers of their own inventions/products can reduce their product liability issues by recommending usage of said gloves.

Works in combination with other pvc's/n/%sys that show changes made to its surface. Chemical formulas used are compatible / work better together. Eg:

-KN: colors change by presence or lack of: heat, (sun / bulb) light.

-color of plastics change color (become whitish) upon excessive strain (stretching, bending).

-chemical indicators: ph balance

% Polaroid sunglasses

% UV protection (coatings onto: glass, lenses)

% N (invention) / Sys: Nr shows what type of chemical touched any (fairly firm, eg: plastic, metal) N. % nr ('notifier alerts user) allows u (users 'seeking 'adaptation) to determine the w5 of the chemical contact. This invention disclosure simply gives example situations.

+ nr ('notifier alerts user) = (see thru) Window: indicator changes can be viewed thru windows into: containers (where rest of wall/cover is opaque), walls, tanks, tubs, test tubes, cups, test tubes, vats. Window's clarity changes to (chemically=/electronically=) match indicator's reaction.

+ nr ('notifier alerts user) shows when %any chemical touches %any object: NR helps determine what two (portable) %products touched eachother. NR bonds well material on which it is placed / mixed with. Example contacts:

-vehicle (car, bus, boat) bumpers act both as nr and also give off chemicals (tags) which are left on other product. Each vehicle / product (type) has own chemical tags.

--used by: researchers; police in determining accidents (hit and run (car to car or car to other standing object (tel poles, buildings, fences, parking meters) crashes).

-finger prints (exists on some level). Shows W5 touched items.

-foot prints: shoe marks (rubbing off soles (made of pvc type) -> interact chemically w/ indicator on floor. NR shows immediately / after a later chemical (indicator) is applied to floor. Indicator: reacts w typical shoe sole material.

-area of surface (floor) not touched (walked on, effected, altered) has differing color from what did not receive any contact. The reverse of seeking indicators for points of contact. The contact made causes = chemical reaction which doesn't show up on feasible indicators, hence the reverse sys may be used in such cases.

-changes in air quality, eg: chemicals in air: pollution, sulfers, acids, toxins. Air = contacts = surface of anything (kn).

-who/if anyone, sat where/when. Chemicals from fabrics of clothing, or from skin contact portions of furniture: bottom, arm rest.

.-time period any substance has been kept in container. Eg: foods: (drinks, coffee, tea, sodas, wine, other alcohol, juice, water, milk), vegetables, meats, flour based foods, fruits; chemicals or labs / medical patients/labs.

+-wrong chemicals put into (poured, inserted, injected*) container (for storage, chemical "analyzer"). nr ('notifier alerts user) shows = elicit tampering, eg: placing toxins in store counter products by villains. Stops people from reusing containers for wrong reasons: safety, toxicity, container doesn't belong for such applications or not designed to contain such hazardous materials. Hazardous material containers might have NR showing up when hazardous material it was designed for was inserted therein - then people/security/u knows: right container / filled up to or below designated level / villain didn't steal (hazardous) material via wrong container (such containers might be additionally hard to get (and also have certain insignia thereon).

-Air pressure / wind speed / barometer / altitude = nr.

-sweat from: humans, animals, dew (condensed moisture from air)

-grease, oil (toxic, edible, vegetable / petroleum based). Purpose: toxity, prevents slipping (when nr on floor, cement).

-pressure placed onto surface area: writing pen (w any paper between pen/hard instrument and surface w=nr).

+-NR placed in cosmetics (make-up): rouge, skin packs, eye shadow, lipstick, mascara, skin moisturizers, sunscreens, chapstick, other skin coverings. nr ('notifier alerts user) bonds well w skin. Exists: patented patch for NR when u getting close to sunburn stage.

+--hair spray / hair conditioner / other element that coats hair = nr: u (users 'seeking 'adaptation) discovers if unwanted chemicals landed on head / hairs of skin / fur coat. Nr bonds well w hair.
-contact lens: chemicals from wearing beyond designated time period = nr: coloration occurs, u sees (minor) increase in (colored) opacity.
-(house plant's) (potted) soil = level of water content (percent water) = nr.

-labels (stuck onto surfaces of n) = nr

NR for product parts shows when/how part exceeded desired parameters, eg: temperature, flexing, contents w/in the coated pvc has deteriorated or been effected in some undesirable manner. KN (invention(s)) - A5 dir. Parts include:
-rubber hoses, piping
-electrical wires covered w coating
-coating applied to any surface of: heat conductive material (metallic), part.

* Condom's NR seeks: Chemicals in fluids of woman's vagina: acidity of woman's vagina, body fluids; Saliva's chemicals. Exists in the May 95 patent awarded to Beckers?

(Designated levels of) dirt accumulated upon pvc triggers nr. nr ('notifier alerts user) seeks designated chemicals w/in dirt, eg: (auto) fumes, (household, fabric) dust, soil, (soil, food, household, water) micro-organism's chemical fluids/excretions. Surface area accentuates the level of dirt/chemicals it came into contact with (even if there are no (strong) indicators.

* NR: detects leaks emitted from containers. Perhaps leaks are forced out via (excessive) pressure from container/canister. Cracks.

+ Metal fences (prison bars) / N (invention) (kn) = are covered w coating which when cut/abrased -> nr: eye catching colors / odors / other form of [7G] 'notifier.

+ Tubing*, Sinks*, and Pipe traps have NR. Purpose: alerts if somebody tries to flush down dangerous material. D (Drawing): u = putting dangerous material down drain/pipe/toilet/sink/street-gutter/stream/tank* = nr ('notifier alerts user) ("sensor") = sensor "analyzer" = C (to 'adapt 'computer 'seeks 'associated features) = nr ('notifier alerts user) (osc, t=police/management/security, liquid (water) flow stopped/plugged (immediately)). "Score": levels flushed down (over time).

U can apply certain indicators onto material (plastic). Indicator matches chemical agent sought. Plastic is designed to work w a designated range of indicators. This versatility is helpful for researcher/u. Also saves u's

time in not having to figure out if plastic will interact favorably w indicators. MF: simply coat indicators onto off shelf products, then make molds for off the shelf products if sales are high.

If indicators are a problem in: deteriorating the plastic, not sticking to designated surfaces, washes off too readably, etc. Use: an intermediary chemical between plastic and indicator. The intermediary chemical can act as: adhesive, neutralizer (so won't negatively effect (deteriorate) plastic/other surface, gives indicator / plastic other desired properties.
-the intermediary chemical can be: color ink/paint/enamel; or product is sold only w intermediary chemical, then u (users 'seeking 'adaptation) applies type indicator needed for designated functions.

Nodules sticking outside surface might rupture after: abrasion, hard play.... = releases chemicals which react w indicators on (other parts of) surface = nr. Triggering chemicals need to be inserted into these nodules.
-can simply be a reminder to user to be more careful in future for that particular product, or maybe it becomes inoperable after the indicator shows up.

Air permeable plastics (gloves) may be more wearable if there is a nr in place. Since u (users 'seeking 'adaptation) can remove gloves before designated chemicals come into skin contact. Applications limited.

+ Spills over edge when: container filled to high / when lid placed on. A strip / bar area just below lid edge (on outside of container) has the indicator/nr.

+ Biodegrading: u (users 'seeking 'adaptation) applies chemicals to material (plastic) when it is ready for garbage / biodegrading. nr ('notifier alerts user) shows if the needed chemicals / process has been conducted: fully / to all parts of plastic, then allowing u to dispose of plastic accordingly.

+ Condoms Indicators: nr ('notifier alerts user) functions in showing the increased likelihood of breakage, though no deterioration may necessarily have occurred.
+- Pre-usage indicator: nr shows if/when* condom was previously used. Valuable so person knows their partner isn't supplying a used condom, and also reduces likelihood people will try to reuse condoms.
-tech: presence of likely chemical contact -> nr (changes color). Likely chemicals to trigger nr include: vaginal fluids, sperm, man's pre-ejaculation fluids, chemicals from skin, non-human lubrications usable for sex (both petroleum and non petroleum based).
+- Length of usage: condoms are best replaced after short periods of time.
+-Was condom used before: pre-usage indicators can come into effect after designated time period of such targeted chemical contacts.
-condoms (of especially stretchable variety, which need stretching prior to man's usage) can over time show NR because the condom has been in a stretched state beyond designated time.

--stretching -> causes chemical reactions -> NR

. Abused condom indicator: shows if it was abused in some manner, though it may not necessarily have deteriorated, eg: kids used in like an air or water balloon; excessive stretching or experimenting (w hands).

+-Petroleum based material (lubricants) have touched condom -> NR. Such chemicals deteriorate condoms, hence users need to be reminded via NR. U often unknowingly utilize wrong lubricants. Or NR shows if desirable spermicide or other anti-bacterial - viral agent are / aren't present, such as in lubrication or condom - the latter two can have the necessary indicators.

NR placed onto human body parts:

+ placed on / under (human's) finger / *toe nails. Under fingernails better shows hazardous chemical contact / accumulation. nr ('notifier alerts user) may even glow in dark - so u at least sees it when they go to bed.

-skin

NR also shows contents: type chemicals (percent of which ingredients); volume; weight (scale); level of calories (for human or other organism's consumption); temperature (KN in G dir, eg: spoon thermometer).

Alcohol level analyzer: nr ('notifier alerts user) determines percent of alcohol by placing tab into liquid. Example: you're at party and not sure of alcohol level, or feel restaurant is cheating you by giving a watered down drink. 7G050.

Contents of liquid "analyzed" via: NR-Tabs 7G050. Eg: shows levels of valuable nutritional information.

-Tech: nutritional information includes: all known vitamins and minerals needed for human consumption.

Existing products are often designed to resist color changes upon certain occurrences, eg (excessive) contact with: light, heat, coolness, (common / hazardous / other) chemicals. However the inhibiting chemical agents in said materials might be reduced to show a greater level of change. The degree to which such agents are reduced corresponds to the speed at which NR shows such occurrences happened.

Formulae generation systems:

Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. Examples:

1] develop an nr ('notifier alerts user) = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other 7G050.

3] sw ('tailored software) sys may simply help u (users 'seeking 'adaptation) by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N).

6] Patent search strategy: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

8] Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

-"PR": sw ('tailored software) (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. OTD D (Drawing): u (users 'seeking 'adaptation) = This N sys (system 'seeks 'adaptable 'links to 'associated 'features) (sw suggesting formulae) ~ C (to 'adapt 'computer 'seeks 'associated features) =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting NR effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

-Note: references in other inventions (not within 7G file) often state references just to 7G, but in actuality they should make the references to the 7G050 family of indicators, eg: N that change color on their non-screen surface for any reason.

Moved From 1G200

<Pat: OK, 4>

+1G200 Surface Color Changer: This is big N, especially expanded in other files since 8/95. See 7G. Colors change according to light or temperature, helping maintain desirable temperatures [white is cooler than black] for: 1] Roofs: paints, tiles, tar and gravel; 2] Tarps, tents; 3] Paints for: houses, billboards frames which get attention by changing color; 4] Fabric: clothing, curtains - helping maintain desirable temperatures.

-changes color by the season (dark for winter, light for summer) to save on indoor heating/cooling costs. Color is changed chemically (via drop in temperature or from darkness or light). Chemicals in: paint, or flexible covering material, or made into exposed surfaces of materials, eg: roofing material.

-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

.-Roof of special temperature / * light sensitive material, of hard material (plastic, clay's glaze, * metal's coating (enamel). .-Change color ^via: (easy) coating/spray (changing color as with chameleon, which can be changed back to previous color).

--change color (%nr) via rf or other emission

--this is an older N of mine?

-Dog House Roof: easier to market, keeping temperature more comfortable for any type pet.

-Sell N in forms of: separate tile units, canvases, paints, enamels, mixtures with tar (and gravel)

-Applications: roofs, roadways, driveways, decks, vehicle exteriors, machinery or equipment used outdoors;

++ How indicators help keep users warmer and cooler - VALUABLE!

++Darker color roofs [color gets darker in lower temperatures] attracts warmth. Conversely, in hot weather, the roof color becomes light, resulting in some heat reflection.

+--HVAC ducts with outdoor light exposure: they to some degree transfer heat into/out of buildings. Can also coat such appendages with insulating material (pvc related, or other material) coming into contact with outside elements/temperatures.

+--clothing: coats, hats, shoes - keeping users warmer or colder according to environment (outdoor/body temperature, (outdoor) light);

+--(large outdoor) billboards: get more attention by its changing color in up to 20+ ways according to differing occurrence levels (light/temperature/*humidity/pollution (of designated chemicals, eg: carbon monoxide, mercury, lead)-used by pollution control or air filter firms).

+--Overhead coverings: roofs, tarps, (outdoor) hard surface ground coverings

--Misc: underwater*; when device is wanted to be less noticeable (bright in day to blend with sand, then dark at night to avoid reflections from flash lights....); umbrellas; bags; computer (covers) used outdoors; (public) t; canopies (at building entrances); tents; tarps; *parachutes; window sills; window's glazing (used w or wo (with [or without to some degree]) protection against: UV, heat transfer (heat loss in winter), sound) - window changes color at designated occurrences, becoming more/less opaque as well; walls (of houses, dividers);

+-this N is similar to / compliments / synergizes (from benefits to user point of view) w (with [or without to some degree]) 7G050 PVC Notifiers. Eg:

--type of light (intensity level (as measurable by light meter) / heat level determine level/type of color change.

--NR shows the combination of type chemicals and or type light / heat, and length of time(s) surface had such/any designated occurrences.

--tabs used to monitor light / temperature levels

--"sensor" = "analyzer" = C (to 'adapt 'computer 'seeks 'associated features) = NR

.-use known chemicals that change color accordingly, and which are able to be reused for 3 or more years, and maintain fairly constant form in adverse weather conditions. Waterproof/pliable (can be applied to (pvc sheeting))/for paint chemicals.

.--a limited example: products marketed to measure human stress: lower body temperature signifies stress and creates different color (onto sheet material) than normal or warm temperatures.

-color changing material can be applied to: cars, pool bottoms, clothing, outdoor products (tel, vending machines, bikes, etc)

-D (Drawing 'seek 'associated 'links): heat / *light = chemical reaction = color changes

-D (Drawing 'seek 'associated 'links): heat / *light = "sensor" = tr (transmitter) signal to material which changes color.

-this may (also be) (primarily) only a chemical invention.

-copied to better N file 1.95

-this special coating applied to any product where its temperature is needed to be kept cooler or warmer while in sun/*other light.

-technical: changes of color due to light is in photochemistry; changes in temperature are physical chemistry's area of thermo...

+ Fits with 7G

. apply to:

+-(building, glass, pvc) windows: painted / other type coated surfaces change color.

+-(outdoor) furniture: avoid sun damage / excess heat (easier to sit on metal/plastic furniture).

-coatings of any other products: K; product casing ("CP", "CM" (as mentioned in KN));

-acts as camouflage: element changes color

+-venetian blinds: allows in light, yet limits visibility of outsiders having ability to look inside.

--If u (users 'seeking 'adaptation) wants to block incoming light during day, they can simply turn the blinds the other way around.

—Only light from outside alters color/opacity of blinds. Eg: indoor light (w different light frequency from sunlight) doesn't effect color change.

Light -> hits one (outer) side of each blind only. The other side of blind blocks the type light frequency that would effect the other side (outer).

-altitude, depth below liquid (water) surface, barometer, air flow (wind, aerodynamics (that are favorable (as pr))). nr ('notifier alerts user) locate on diver's mask - where u can see NR (on glass).

--also applies to any other clear material: windows, containers, windshields.

-auto windshields, windows

a73

-(chewing) gum color. NR shows: presence / lack of any/designated flavor, eg: rose color shows cherry flavor exists to the degree of its red color intensity [pink is lighter shade]. NR shows health of human chewer [saliva chemicals carrying designated chemicals / ph associated w/ illness -> NR: color changes.

-Tires: NR shows dirt (grease) level or presence thereof.

-certain elements (on surfaces) change color only to certain light frequencies, eg: type light bulbs, sun, or sun higher than 45 degrees over horizon (light intensity), sun not covered or covered by clouds.

+-hard candy (lollipop): NR attached= to stick = its surface comes in contact w/ saliva = while its other sides are surrounded by candy.

--

-finger prints: become more readily: visible / fixed (not easily rubbed off) after =: temperature / light has changed / or change made to it.

-(tab) Nr shows when product's packaging was opened. Packaging might be air tight, hence NR shows presence of any (excessive) new air (over extended time period).

.--solves problem of limited air contact just prior to sealing packaging and air contact through gaps after sealing. Uses time based NR (KN).

-ovens: NR shows when desired temperatures over desired time period has been reached, eg: 1] set # minutes temperature was over 80 degrees Celsius; or 2] same as #1] but if temperature went up to 90 degrees, then time period before NR shows up is reduced.

. Patent search strategy: Color* near5 chang*. Replace change w: alter*, sensor*, senses, sensing; indicator*.

. US Patent No's:

.-Some patents here are very important, others aren't, thought the designations for patents (especially for this N, are less likely to show their greater / less than value).

-5114218: sunglasses change colors via el mode of altering pixels in lenses; 492535 time color indicator; 4659619 Magnets change color of fabric; + 4659649 photosensitive systems showing visible indication of exposure, eg to radiation; 4687728; 4751912 exhaust gas spillage indicator; 4788432 Radiation...; 4804275; 4804630 4805188 4814269 4818215 4820316? 4820755; + 4822743 Method and cloth for detecting leaks in closed bodies: applies to gas leakage...; 4829187 4863694; + 4750814 Window glass of auto changes color for anti-dazzle; + 4382700 Shelf life indicator: wick from material, eg: mineral jelly shows changes in content's chemical contents; + 4430299 monitors chemical reactions; 4456723 4467025 4472507 4482635; + 4488547 Face mask: changes color to signal its loss of ability to filer bacteria due to moisture build up; 4490440; 4538811; 4615828; 4614715; 4615828 4524264 4629330 4145186 4150570 4166058 4170190 4191125 4196167 4201548 4212153 +4215562 Detects surface ans subsurface flaws in rolled products 4220016 jewelry changes color according to u's body temperature 4231370 4235108 4244693 4245997 4248597 +4249273-pool tile changes color (KN color changes to warm the pool when its too cold - but is this KN (invention(s)) same as patent?) 4258000 4263850 4271121 4276190+ 4277368 4277848 4278439 4291122

4292916 4298348 4298569 4300910 4314030 4315890 4324558 4343885 4344909 4347312 4355113 4356149 4362645 3442749 3743846 3826499-for "game"-KN

+3881929 3889530 3899677 3903423+ 3907501 3932134 3935834 3951098 3951133 3964295 3964299 3984204 3987401 3999946

4002139-has different definition of word 'strain'

4003707 4014670 4015462

+4015465: Color displaying fatigue sensor: silver zinc film undergoes a color change indicating predetermined fatigue levels.

4015610 4015937 4016762 4123930 4028876 4030482 4046139 4062649 4094642 4096314 4121714 4126417 4128508 4129483

53405375339159 5326388 5326031 5322031 5320807 5318912 5317987 5310646 5296194 5291879 5290516 5288606

+5282650 Color change devices activatable by bending: namely metallic price tags change color when peeled off.

5281393 5268146 5265959 5240844 5239942 5224373 5224221 5223403 5217874 5215378 5211182 5206118 5197464 5197464 5194224 5191317 5189979 5187363 5184895 5182212 5180554 5178091 5176704-pacifier changes color indicating fever in baby

5171535 5164796 5152611 5149386 5139956 5139013 5137208 5136850 5132231 5130228 5124129 5117116

4229645 year 1980; 3984815 year 1976; 5204632; 5264886

Additional USPTO product category codes to read: 150a?, 138.97, 138.99*, 225*, 427.7+

=

-exists: mood rings; window panes - if they're constructed in double layers (cross polarization controlled electronically - rotate, then color changes).

The parts file titled `Parts-Med' also is applicable for understanding the parts' codes used within 7G file inventions, for medical, and biological (research) applications.

File: Chemical / 7GQ *

INDICATORS - FILE 7GQ

Questions: Some of the areas needing research

1175

Miscellaneous:
-How small pockets made into plastics: opening .25mm or less with width maybe .5mm and depth maybe .5mm.
-How PVC constructed, eg: layers, color dyes, el "sensor" sys (how el analyzer knows what's on sensor).
-where would you look for this info, name titles...
-timing of occurrence
-which type plastics for gloves might allow air permeability
.-what common equipment needs extra nr ('notifier alerts user) around. Can explain yet keep n secret?
%-indicators for targeted chemicals
%-Secret: additional targeted chemicals.

. nr ('notifier alerts user) types: or state just triggering chemical
-coatings
-mixings
-indicator shows up under special lights
-indicators that may withstand high temperatures
-body infections
.-high / low temperature
.-flexing
.-gen use perforation noticed via: oxidation, chlorine

. Chemicals sought:
-hazardous chemicals

. How 'indicators work with = hard surfaces [such as bonding, how well they act as indicators]:
-plastics
-cement
-glazes, enamels, paint
-metals
-glasses

. nr ('notifier alerts user) location: How dangerous chemicals spilled/spread then come into contact w humans in lab/home (concentrate on indoor contaminations).
-name other places NR's are placed

. Str:
-difficult q later for person's crup (increasing of creativity)

-mention both any known chemicals, other ideas *, where you'd look

File: Chemical / 7GR

INDICATOR RESEARCH NEEDED: COLOR CHANGES FOR 7G & 1G20R

. Material: changes indoors and outdoors**
-vinyl, eg: aprons, tarps.
-hard plastic, eg: plastic containers, Formica, vinyl floor tiles
-paints, enamels: surfaces they cover include: plastics, metals, woods*, cement*
-rubber and rubberized plastics, eg: thick and thin tubing and gloves.
-fabric (cotton, polyester, other)
-metal surfaces*: all commonly used metals found in laboratories, eg: anodized surfaces
-glass**
-coated wire: electrical type wires of all types
-asphalt, cement, ceramic glaze **

. Why 'indicator changes:
-do indicators show changes in temperature [and if so how rapid a change], and or the current temperature:
.--temperature at that moment (eg: from zero Celsius or 20 Celsius, to 30 Celsius or 40 Celsius).
-excessive temperature reached over time - accumulated effect. Especially over 40 Celsius for two or more minutes a time totaling perhaps from one hour to 100 hours or more.
-hazardous chemical contact: list common and semi-common chemicals with their indicators (that can bond with the type surfaces). Eg: acids, radioactive material.
-age: which indicators can be used to speedup the process of discoloration to plastic.
-** Damaging effects from sunlight, eg: its UV [ultra violet light]

. Notes:
-water, air and cleaning (with soap and water) will hopefully not destroy the indicators or plastics.
-What about forced water from automatic cleaning machines.
-some fragility or other problems caused by indicators will be tolerated at this stage in the research
-type materials mentioned are very general and include other materials of similar nature that you can find might work with the needed indicators.
-* material may be underwater

File: Chemical / Chem General 7G

CHEMICAL GENERAL

*1J081 LIQUID QUALITY "NOTIFIER": drop the element in the liquid [water]= element tests the quality of the "designated" liquid. Check the water's health safety level for: bacteria, viruses, (in)organic compounds.
-Shape of "notifier": tab; straw [tester on bottom of tip]; pill that dissolves in liquid and [may change color to 'designate level of desired safety/contaminants/etc.
-See 1J080; file 7G.
-What Color Changes Can 'Score: any 'designated chemical contents like: salt, glucose (for diabetics), (known) allergens (for user), %calories (per cubic mm), ph balance (acidity).

7J-08 ALTERNATING GLASS: Glass alternating between opaque and translucent:
Glass can be clear, or act as curtain depending on the flick of a switch. Windows and other forms of glass can be useful for either light and views, or desired privacy.
. 'Images appear on glass

Technical:

--By running 'designated [electric] 'frequency through the glass, pixels or other [powder size chemical] elements are triggered to create opaqueness [to the 'designated level].
--Instead of glass can also use: plastics; [bent] LCD; % any material used in current/future computer screen technology.
-Technical Alterations - cheaper or more feasible:
--Different colored lights are cast upon [glass] in 'designated pattern.
-Older KN?
-'Program window to create any 'designated color.
-% Glass functions as an electronic 'screen, showing the desired information or 'image. Eg: lettered wording; %television; etc.
-Changeable stripes or other 'images can be 'programmed in to serve as safety against people walking into the glass. This is more applicable for glass doors when guests are over. Many people have hurt themselves by walking into clean glass doors.
-Glass is programmed to communicate any form of [visually related] 'notification. 'Notification on the 'image level can accompany any other function like audio 'notification.

. Glass with creatable 'images:

-Alternating/moving lines
-Any moving splurge of colors, eg: like fire works; moving shapes; etc.
. Miscellaneous:

-Glass surface can be smooth or slightly rough (creating an opaque surface w/ minimal loss of light transference).

-The glass itself need not be consistent. Different sections can create differing light colors. Eg:

--Lines or wording can have designated particles for creating designated 'images.

--Recessed areas of glass may correspond with differing particles so both different colors and the recessions convey a word. Maybe the surrounding glass is without color, or a differing color.

-D (Drawing 'seek 'associated 'links): (electric) light source -> clear glass (without obstructing particles) -> particles -> light is reflected (away from original light path).

. Example products:

-Cut glass of different shapes like prisms, etc: light is reflected in interesting ways according to: 1] how the glass is cut/shaped; 2] the particles and how laid out; 3] the direction and type source of light.

-[Different pieces of] glass can move/rotate in a pre-'programmed form. Create a show of [colored] light.

--%Light show automatically corresponds to the type music/sound

-Planet earth globe (or globe of abstract colors): each country / continent has differing lights.

--Instead of the globe spinning, the countries move on the globe.

-Novelty battery powdered globe or other shape. Can be carried about, or used in game, or handed to friends.

-Glass flooring

-The glass can also serve as a form of light, by transmitting light from the glass. Eg: light source comes from glass edge, and particles in the glass reflect the light out [at 90 degrees from the source].

--Such glass can be flat [and placed along a wall]; or in interesting [curved] shapes [such as globes]. Portions of the glass might have holes [showing light source isn't from a central light bulb].

--Multiple layers of glass can be over each other. As each piece may be cut differently, the areas of non overlap can depict different colors. Eg: inner layer color shows through the hole in the outer area; or the area where the yellow and green glasses overlap creates a blue like light.

See: Ice ball abstract 1J080, etc.

File: Chemical / 7G *

* LESS IMPORTANT 7G ASPECTS

* Exists?

-Similarities in existing products: there are many two-layer things in world, eg: when bending one layer, it can expose other layers; credit cards change color after pressing in typed name.

-Similarity: similar to one-use gauges for determining the stress a package has been subjected to when shipping.

-Deteriorated PVC can naturally change its color, (visible) structure, and flexibility. Deterioration: aged, abuse. Yet such chances may not signify clearly type occurrences sought, or only happen after levels of abuse have exceeded the level of abuse that needs to be determined.

.-Liquid or hard form of PVC has differing colors / properties. Properties also differ between differing temperatures while PVC is in its hard form.

-which chemicals react to which chemicals to serve as nr function; which chemicals mix well enough w PVC when forming PVC product. Situations corrosive to PVC.

* Legal:

Label on PVC (glove, condom) explains:

the "nr" is not to be relied upon; "nr" may give hard to identify notice to u; no warning might be given. On other products, U told nr process is not always certain, nor will it nr u about other types of potential problems not listed. Despite warnings, some countries may still inhibit usage for all aspects of this product.

-idea is the nr effect is better than having no such nr.

* PVC Falling Off: When element (outside layer / detachable part) becomes damaged/deteriorated it (automatically / more readily) falls off / apart. Via: its (coating/outer layer) sticking mechanism loses its grip to main n/element.

-this happens because: it better nr u of condition of PVC; better see nature of underling problem (which might not be visible wo something coming off).

* Corrosive Situations / Environments: -> triggering NR

-use in corrosive atmosphere environments: US Pat 5316035, 5112664

-when PVC material is not made of corrosion or other easily deteriorated material, for whatever other reasons, eg: such PVC materials lose the needed characteristics for whatever desired applications a u may have.

-usage of rubber deteriorating materials, eg: fluids US Pat 5275054

-bacteria, molds - US Pat 5247984

-contact w/: (severely) hot or cold temperatures; acids

-(negative) (chemical / electrical*) reactions between PVC and what PVC comes into contact w/.

-rust or other corrosion to surface / material% PVC is attached to. Intern causing: PVC to deteriorate (more than necessary), PVC to (partially) detach / fall off (more than might be necessary).

-Other types of deterioration in pvc. US Patent No's *:

5334335 5318805 5298254 5295541 5280670 5277726 5262237 5254192 4919986 4743468 4492781 4409270 4260439 4181547 4074412 4123309 3975558 3926895 3920497 3887413.

* EXCESSIVE PUNISHMENT NOTIFIERS: Old KN from A5 dir.

. Indicator to show temperatures have exceeded desired parameters:

-Some kind of metal in coating. Then gets easily oxidized at higher temperature.
-Apply coating via: paint / spray, done by mf / u.
.--include this indicator type into the plastic itself. Oxidations shows up on the surface area of the plastic.
. The problem of the high temperature needed to get plastic into liquid form prior to molding needs to be somehow handled, eg: some indicator that indicates the second time excessive temperatures have been reached [first time would be when plastic was in liquid form].
. indicator shows when temperature entered into some zone w/in the 30 degree to 100+ degree Celsius range.

Legal Elements:
-warnings are placed on the glove, box, wrapper, and or on inside * instructions.
-glove material doesn't cause rash to skin. Maybe the major legal liability concern if other precautions taken. Differing people have differing allergies.
-there are many needle stick law suits, but none known for gloves.
-language of warning label in main language of target country. Maybe don't need to put on secondary language instructions.
-these products can establish new standards of care in diverse industries.
-product liability law suits pertain more to products which are dangerous in themselves. This n normally has no moving parts. The hole or other deterioration or contamination doesn't cause the injury itself, and is one step removed from the injury.
-can get product liability insurance.

* Exists:
. N-Dex Glove: once its violated (gets hole), it falls apart (shatters, hole gets larger quickly). Glove made from Nitril. This doesn't change color. Problem: hand may be in dangerous solution upon violation resulting in increased danger to health. This glove is the best seller for America's largest glove manufacturer.
-Retails for $11 per dispenser box: 50 pairs per box.
-From Best Manufacturing (USA's) largest glove manufacturer. They only make gloves. Tel 800 884-6413.
--Distributor - Glove 2000: 800 554-5683
-major uses for N-Dex: working with blood, fire fighters, etc.
-fits and stretches like latex; resists oils, gasoline, kerosine, fat, and other solvents. Latex falls apart but this generally doesn't. This is three times stronger than latex.
-wasn't designed to fall apart upon getting a hole, so said salesperson, maybe because it doesn't always alert user to presence of a hole.
-US Patent No. 5014362

* Probably exists: indicator paper worn by user beneath glove to notify if hole has been made. Was probably advertised in some safety and health magazine between 8/93 and 8/94. Maybe it wasn't successful since its not now a common item, nor apparently advertised. This is merged with our PVC Notification product idea.

4G120 Plastic parts that change color with age. Many applications. Eg: when part needs to be replaced, such as for repair, or undue weather conditions. Obvious since plastic often shows color change, even if unintentional? Needed repair occurs when entire part, or part of part, or part's label change color, or a written inscription becomes visible. Applications show: brittleness; exposure to elements, eg: excessive temperature or humidity.
-See KN, probably A or B* dir.
-Changes in color can signify one or more of the following^ for the said part / object with multiple parts: temperature/environment/weather conditions in which it was ((too) cold/hot/humid); multi usage ("multi-user"); amount of use it received (stretching (of rubber)); level of (sun) light it received.
-Applications:
--plant pot shows^: level of moisture in soil, nutrient level. Patents exist for indicators showing soil's moisture level.
--machine hoses / ((pvc) coated) wires show^: brittleness, age levels, ability to conduct (fq/electricity) and level/"score" of impedance factor(s)
--if item (part) received excessive^: temperature (high/low); humidity/moisture; stress (bending/stretching*)
--battery power levels (seen via window). Same or related patent found on database.
-patentability: though issue of plastics changing color w/ age couldn't be new, the idea that its timed for specific occurrences might be.
-copied to better plastics N 1.95For Techies:
-when multiple elements are measured (simultaneously), different sections of product can show designated colors for designated situations, or, multiple colors can be noticed at same time, eg: normal color is white, blue designates cold, red hot, and purple shows product has been in both extremes, but more in the cold since the purple is blue-purple.
-D: parts: [] (cover or box) / (x) (cover or box) / O / o / <> / ═══ (pipe) / _____ (wire)/ ||| / \\ / X / C
-this is probably an earlier KN in A directory.

Repetitive data: color also changes when / due to changes in: Airborne chemicals: odor (air quality index, pollen, pollution, level of other chemicals: oxygen, carbon di/mono oxides, hydrogen...dust). % (certain fq ranges of) sounds. % vibration: movement, friction, jolting (within certain parameters).

CONCLUDES THIS CHEMICAL FOLDER

EXERCISE RELATED INVENTIONS:

1182

File: Category / Exercise

$$ 1G22 Pedometer Reward Generator:

REWARD GENERATED BY USAGE LEVEL:

McDonald's pedometer: Related patent.

Exercise and loose fat. Pedometer scores how many calories were burned, and in tern get a coupon (certificate allowing customer discount on their next purchase at restaurant). Pedometer might spit out a coupon. Rent or borrow pedometer from McDonald.

-D (Drawing 'seek 'associated 'links): u (users 'seeking 'adaptation) (walking) = "sensor" = pedometer ("analyzer", K, S, Printer (of coupons, "score", "sw")).

--"SW": uip; store selects how sys (system 'seeks 'adaptable 'links to 'associated 'features) will "score" -> reward user; UIP - adjusts required calories to be burned / level of exercise with U's age (range).

-Patent search strategy: Pedometer*

-US Patent No's: 5164967 5117444 5065414 5117444 4649552 4651446 4741001 4771394

-+ 4855942 Pedometer and/or calorie measuring device and method: quite similar to KN, yet abstract doesn't mention that coupons are given out, nor that device is rentable from store.

-coupons can be given out simply for quantified level of exercise, eg: each kilometer (walked) equals one point.

-Reward Types: caffeine drink [keeping clients on the go]; food; music and other 'cartridges' 'entertaining people. * Certain items purchased result in greater 'correlated points earned by clients, eg: caffeinated drinks.

--more free usage of [el] device / sys / access

--air mileage; long distance t usage; gifts or cash back [as earned by Discover Card or American Express].

+ Any N (invention) that is= 'scored= can 'react w= rewards.

-Score: Any type 'scoring pattern can be applicable, eg: $ usage level; time quantity usage level; 'score only for particular type of [newly offered] services. Score = Access-BA.

-D (Drawing 'seek 'associated 'links): u (users 'seeking 'adaptation) = activity / function = sensor / score = C (to 'adapt 'computer 'seeks 'associated features) = outputted services / functions / rewards.

-Algorithm types: the greater the level of reward the level of point accumulation increases / *decreases as 'designated [based on activity w/in 24 hour period]; time of day / year= corresponds to level of points as well.

+ Other devices that measure activity / u's usage= then giving rewards:

-PS-Zone: rewards according to u's PS actions / movements.

-Gasoline usage: if clients buy all / most gas from same vending group, eg: Standard Oil, they get cheaper / free [auto repairs]. Auto has 'sensor= which senses the 'tagged chemicals used only by Standard Oil. Advertising states: our gas keeps your car running longer and better.

-Cybernet: the greater frequency of u's accessing particular [groups of] sights the more points. Access = Score = Rewards.

-'Exercise equipment = score: treadmills= scoring speed / meters traversed; weight systems= scoring total weight w number of repetitions [giving higher scores to greater weights than number of repetitions according to 'designated algorithm] = rewards in air mileage or usage of gym.

-BA = Score: good behavior= 'results in= rewards. Eg: child's good behavior in getting good 'scores on computerized tests; their not watching excessive television or 'interacting w (with [or without to some degree]) el (electronic system 'seeks 'adaptable 'links to 'associated 'features) 'games.

. OTD (Other Technical Details) D (Drawing 'seek 'associated 'links):

U = This N sys (system 'seeks 'adaptable 'links to 'associated 'features) [Reward Generator] ~ C (to 'adapt 'computer 'seeks 'associated features) = U's activity/reward = ACCESS [] // ARTIST [] // ANALYZER [] // BA ('behavior analyzer) [] // CART [] // EDIT [media u 'interacts w alters according to u's score] // EDUC [u goes to higher level] // MULTI-USER [] // NR [when / how rewards dispensed / accumulated] // PR [] // PS-Zone [] // Q [] // R ('remote control's 'analyzer 'adapts to user) [] // ROUTER [] // SCORE [] // SEEKS & REACTS [] // SENSOR [] // SOUND ANALYZER [] // TDS [] // T [] // TRACK [] // UIP [] // VISUAL ANALYZER [] // VR [] // WA [].

File: Exercise / 2 Battery

4E010 MOTION POWERED BATTERIES

Patentability in big question. See the Patent section below. Nothing like this for sale on web found.

ABSTRACT

Attach battery charger to body appendage or moving object. For example place it on one's leg prior to exercising, or attach it to a bicycle wheel. Movement energy is transferred into stored battery power. Exercising energy charges up your batteries. You can charge your batteries while also getting the health benefits from exercising! Save money from buying replacement batteries that end up in landfills harming the environment. There are many other innovative features related to this confidential invention as well.

APPLICATIONS OF INVENTION & PATENT CLAIMS

Attach to: lower leg, soles of shoes, tread mills, body muscle toning equipment, bicycle, even car hub cap, etc! Also harnesses energy from: ocean waves, automobile breaks. Charger gets its energy from kinetic movement.

Good excuse for exercise while saving environment and electric bill. Joggers induced to keep steady pace by the powering of their walkman radio.

Marketing: shoes/other devices being sold can be marketed as generating certain units of energy per kilometer walked or run, by person of certain weight. Or, per miles biked, or, per kilograms lifted/pulled. Eg: energy generated per mile, versus gallons consumed per mile by cars. Walk / exercise / bike instead of driving.
-exercising will pay for the product in terms of the electricity and or non-harm generated to environment.
.-governments might give tax deductions / rebates for these products: for manufacturing, purchase, or usage. * "Score" for level of usage.

"SCORE":
User measures how much exercise they accomplished. The more or harder the item pushed, moved, hit, the higher the "score". Let's users feel: better, more masculine, stronger, and productive. Also shows level of exercise (force), number calories burned, amount of energy generated / + stored into battery.
-'Screen shows how much energy is being generated by which type action (while action is occurring), eg: while on tread mill. Software compares results (calories burned, energy generated) for differing activities.
-osc sounds (buzzes nicely, "stereo") (louder) according to type/level/intensity of exercise.

HOW WORKS:
-type recharger (mode) used depends on type motion (direction/speed/duration of (non repeating) movements) most anticipated. In tern, sys can better harness movement energy by: (self) adjusting (uip-tailor) its moving parts.
-uses batteries and rechargers that are the most energy, cost efficient, and safe for user and hopefully environment, eg: nickel-cadmium batteries.
-any alternator might be coupled w/ other energy generating sources: solar energy, (standard) batteries, electrical power (from electric plant), windmills.
.-Need a creative magnet field [moving part]. The creative field moves inside = stator, like pendulum. Upon moving - rolls around. * The sys (system 'seeks 'adaptable 'links to 'associated 'features) need not be attached (to wheel hubcap). Stator collects = energy and amplifies = [metal core absorbs the energy then = gets induced into stationary wiring = (which is wound in a special manner)]. = Now there's A/C current via the rectifier. = The plus [+] and minus [-] part of rectifier connect to the battery's + or - ends/sections = intern charging battery.
-the pendulum and stator sub-parts of this N (invention(s)) might be off the shelf parts.
-Adapts to each type motion/exercise. Either different devices or device adjusts its way of harnessing the type motion as its happening.

MISCELLANEOUS:
-cheap to manufacture?; can see many buyers.

-Body movements: jogging, walking, hiking, aerobics, swimming (waterproof), chopping (food, wood), working (house construction, farming), dancing.

-Problems: Would require much exercise to power battery. Can develop a good motion to trapped energy conversion ratio? Likely somebody already conceived it?

--But even some charging might be useful as the needed motivation for people to exercise. The health benefits might not always be enough. Also, exercising in this way can be 'scored, showing thee increased battery energy storage. Good for environment. Etc.

.-extends battery life. Accompanies other battery life extender sys, eg: solar power.

-Psychology: gives extra excuse to exercise; maybe the mechanics are slightly improved upon such similar battery system previously used for watches in 1970's, 1980's*.

+ D1: gyrating (wheel) = turns as moved = causes friction = surface area of contact point = converter (friction to electricity) = tr (transmitter) = battery~c~s (score: battery life level)

EXISTS:

.-Seiko has quartz watch: wrist watch not to wind main spring (not to wind main movement). Electric currents go through (quartz). Converts motion to electric energy. Differs from Rolex. This might make it less likely to patent this invention.

.--Rolex watches, get kinetic motion -> physically tightens spring of mechanical watch.

-rewindable spring based watches. Alternator (car).

If questionably patentable, argue need for product.

-tennis shoes lighting up as u*it walks, maybe motion powered. -R83 Pedometer suggests target pulse rate for exercisers. Users input age and resting pulse prior to starting out. *[a copied KN?]

.--[Omron Corp: Nanajo-Sagaru, Karasuma-dori, Shimogyo-ku, Kyoto 600 Japan. Tel 075-344-7000 NK 23 May 94]

-`Life Cycle': exists? exercise bike w led screen powered by cranking pedals.

-Exists: alternator harnessing ocean wave energy: 4447740

-appears the watch alternator battery is the only known product which converts motion and stores into battery form. Other alternators use the energy as its being transformed.

* HOW ATTACH: place on object where there is greatest movement potential, eg: farthest out (with widest swing); point where greatest energy can be created, sometimes trading off for the easiest way in which it all can be used, eg: safer, less pressure required by user, product functions closer to how it would normally function without the energy converter such as with less obstruction, and less bulk or matter (wires, plugs, converter, battery) sticking out.

+ PATENT SEARCH Strategy & some related US patent numbers:

4E010 Motion Powered Re-Chargeable Batteries: ()

-OTD: (auto) flywheels.

-kW: alternator kinetic batter* motion arm leg

-US Pat Search Str Battery: alternator batter*. Bib disk 9.94. 5285146 Regulator circuit for voltage for charging battery by...; 5132605; 5119010; 5305798%

--str: exercise* alternator*: 5238462 Stair climbing exercise apparatus utilizing drive belts: battery not mentioned; 5135447 Exercise apparatus for simulating stair climbing: battery not mentioned.

--STR: ("motion powered" or "movement powered") and batter$ and (charge$ or charging)

-differing motion powered batteries exist, but for exercising?

-S: call alternator companies, asking re feasibility

-Str: one word - alternator

1] <replace w 2>(exercise* or shake* or shaking* or move* or moving*) near10 (alternator* or batt*) and (charg* or recharg* or power* or energiz*)

2] following replaces #1]'s first section: (bicycle* or walk* or radio* or treadmill*)

-RM: alternator invention abstracts hard to understand, hence unreliable searches.

-79'-82': 4227092 Hand cranked electrical power source.

-US Patent No's: + Exerciser with flywheel 4470597 1984; Exercise bicycle attachment 4613129; 4996637 Electrical converter utilizing switched uni-directional and bi-directional energy sources. 4480966 converts surface motion of liquid.

. US Patents: 6629574 6281660 6037728

+ 6316906 – Kinetic battery charging system for cell phones

+ 5949215 – Battery charger

+ 3792307 – Kinetic energy to power lights of bicycle through pedal power. Replaceable rechargeable battery not part of this?

++ 4837494 Generator and rechargeable battery system for ski.

MOVEMENTS CREATING ENERGY (KINETIC)

Type movements harnessed. D (Drawing): motions = energizing alternator = resulting functions (battery charging). Also ad alternator to:

*1] Doors: outer part w greatest swing motion, or at or with the hinge.

2] Exercise equipment: Treadmills (in tem system requires less/no electricity to run); Muscle building equipment: level or resistance is alterable, and the greater resistance pushed against, the greater the energy developed, eg: bar bells, Nautilus type equipment

-replaces weight lifting (for muscle building) / body toning equipment involving pushing or pulling or * stretching of device: the resistance u encompasses -> powers battery. Leg presses are one of the greatest energy generators per push.

--eg: pulling or pushing (padded) part = pulls attached cord -> as cord moves, its resistance -> alternator -> powers battery

-contraptions attached to joints of human / animal body = its movement (especially if much resistance is involved) -> alternator -> powers battery. However may cause repetitive stress injury.

*3] Tennis rackets: or any such object receiving banging pressure.

4] Balls: tennis, basketballs, golf, baseball*, etc. 5] Shoes, Pogo stick, walking stick: also harnesses the energy from downward pressure. Teenager can power up their walkman batteries with designer tennis shoes. Balls p100, 101: motion of balls generates energy, eg: ball inside ball is key mechanism

*6] Vibration converter attached to: automobiles, trains, earthquake zones lighting up entire cities without power (joke).

*7] Office equipment: keyboards, staplers, drawers, pens.

*8] Toys: autos (exist?); dolls (energy from their appendage movements); race & train tracks; Yo-Yo's (KN)

9] Rollers, wheels: bikes, autos, carts (shopping).

10] Stair steps, walkways*: as one steps down, the energy created gives some upward boost to human walker, resulting in less total human energy exertion.

-Safer Applications: Exercise step-mills (type treadmill) with hold bars. Lights up stairway. The pressure needed is great to push down a few millimeters, hence more stable ground surface like carpet padding.

11] Pet Dogs. `Rover' name for trade mark. Battery used to power sys (system 'seeks 'adaptable 'links to 'associated 'features) accompanying animal. Eg: powers (monitoring) sys attached to animals (in wild, under study). Reduces need to replace batteries.

12] Pet (gerbil, mouse, dog) running on inside of circular spinning treadmill.

13] Yo Yo's gyration and snap when reaching string end. Kids can power up their toy, video game batteries. Get's traditional parents to purchase a non-crt toy, since kid will need to Yo Yo before he can play game?

14] (Ocean) waves move the alternator = charges the battery within waterproof (floating) capsule. Powers up: lights (nr) showing land is near; electronic/electric* (research/monitoring/tr/oceanographic/nautical/navigational) equipment, eg: lighted beacons, fish catching equipment (working as part of larger sys, eg: attracting / scaring fish into trap), sends SOS signals (when needed by distressed person): sys holds (el / via paper in capsule) data on where distressed person might be found - as explained by person who launched the gadget).

15] Vehicle movement, eg: breaks charge a battery rather than only powering up el (electronic system 'seeks 'adaptable 'links to 'associated 'features) sys. Though this seems obvious was told this doesn't exist. Why? Apply to: cars, buses, trains, bicycles...

-typing on key board

-air craft: breaks; landing pads catching the shock from landing craft
-boxer's punching bag: converts impacts into energy
-dog/pet pulling on leash / cord
.-note: any number following the product category is the page number for the manufacturers for such product categories as found in the "American Export Register" 1994, from Thomas Publishing Tel 212 629-1130.
-Specially designed contraptions to harness motion (kinetic) energy -> battery:
-musical instruments: percussions (pressure -> energy converter); string instruments (bow's movements).
-all terrain vehicles
-flapping: bird wings, flippers or fins in water attached to fish or people, flapping in wind, flapping/moving from ocean waves.
-waves; water friction or force coming up against: walls (of boat, cement on ground) or shore's wave catching mechanisms.
-amusement machines: coin operated, toys. p55
.-engines: p547 - 550: they act as generators.
-generators p 741-746
-speed reducers p.1427: breaks converting energy to battery.
-spinning devices
-spin testers p1427
-shock absorbing devices translate impact into battery charging, eg: springs - p 1437 - 1440.
-Hydropower: water flowing down hills, eg: via pipes, down damns.
-wind: windmills
-shakers: parts/balls inside flow from side to side generating energy. Eg: sealed 1 meter pipe filled with balls. Hoola hoops.
-jump ropes: twisting of rope -> powers battery
-jumping jacks -> powers battery
-breaks: any type of situation where breaks are applied (where such energy isn't already translated into another purpose, eg: elevators).
-Shake battery and its system around in 1,000's of manners and energizes battery, eg:
strap to ankle and job (while losing weight); attach to wheel of bike/car.
-Attach to any moving object, sys: things that rotate/gyrate (tires), things that vibrate (excessively, eg: factory machines).
+-Shoes: foot's pressure (while walking) = presses up device (which goes back up again after pressure of body transferred to other foot) = alternator = desired function (battery charger).
--some shoes can have a greater level of depression (felt by u) as they walk = creating more energy. This can also require more exercise energy, using up more body calories.

--alternator gets it energy from any part of shoe, eg: + heel, front of shoe sole, side of shoe sole, level at which shoe bends in about front third of shoe as u (users 'seeking 'adaptation) walks = the resistance is countered by foot = intern powering alternator.

%-general types of motions harnessed: jumping (upward* and downward motion); hop scotch; swimming; walking; jogging; hiking; sprinting; climbing (stairs, mountains); collisions: of entire device or just parts w/in alternator, banging, accidents; breaks to stopping/slowing down; pulling (anything); pushing (anything); lifting; dropping; twisting; bending; folding; % holding (carrying); turning (around 360 degrees at a time); ocean wave's up and down motion.

--the part of product which moves most (at the most important pivotal point in the movement +) is the part that supplies the alternator's energy.

ENERGY GENERATED ALSO CAN POWER UP:

-fan, eg: while on treadmill or other (mentioned) exercise equipment. Cool off while exercising, a good way to motivate harder exercise.

-Harnessed energy can also: -> light up built in lamp, make sounds (osc) which last for certain duration after movement, reduce energy consumption to operate a system (simultaneously).

+-Any portable device. "portable" N. Especially if u (users 'seeking 'adaptation) is away from electrical outlets.

-mobile "T".

.-Sys can bypass battery recharging (as pr/k by u)

DIAGRAM: [---------l l----------l l----------l kinetic l
battery ll--tr--l b. charger l--tr--l alternator l--energy ---------l l----------l l----------l

NON-KINETIC ENERGY SOURCES: Converting from energy forms other than motion, to charge batteries:

-heat (fire, coal), nuclear or fusion energy

+-solar energy: KN. Place sys in light, and powers up battery charger. D (Drawing): (sun) light -> solar panels = energy converter = battery charger = battery.

-hydroelectric or wind (mill), [though similar to motion]

-energy transfer from any/most chemical reactions: nuclear, fusion, fire, etc!

-thermal energy

-steam energy

-Sound converter: converts sound energy into electricity? No clue if talkative managers could push for any research needed. Attach to: microphones, tel, 'sound analyzers. Joke?

-changes in temperature are translated into battery recharging, eg, via: hot temperature liquids (water) cooling down, or via chemical reactions of other sorts. Or furnaces, eg: p706 - 713. Huge solar / heat changing elements (placed on roofs / ground).

. OTD D (Drawing): u (users 'seeking 'adaptation) = This N (invention(s)) sys (system 'seeks 'adaptable 'links to 'associated 'features) (Alternator) ~ C (to 'adapt 'computer 'seeks 'associated features) =
-1J010 Body Movement NR: ("analyzes"/"scores" for (ideal) type movement and = how much energy it generates/stores for battery)
-3E150 PS-Zone: ("analyzes"/"scores" for (ideal) type movement and = how much energy it generates/stores for battery)
-5E020 Remote Control Stick: ("analyzes"/"scores" for (ideal) type movement and = how much energy N (invention(s)) uses/generates/stores for battery)
-7G052 Flexed Level Notifier: ()

Additional USPTO product classification codes for patent types - to read: 320-56, 320-61+, 320-72
HOLD

OTD D (Drawing): This N (invention(s)) sys (system 'seeks 'adaptable 'links to 'associated 'features) (Alternator, Battery charging sys) / C (to 'adapt 'computer 'seeks 'associated features) =
**ACCESS (); ANALYZER (how battery is (better) getting its energy supply; how its being used *); CART (the battery itself is cart which slots/attaches to sys that taps movement and converts to energy for storage into battery); EDUC (S ('screen & 'analyzer 'adapt menu for multi-users' current needs) shows how much energy is being generated by which type action (w5 shows up simultaneously/later (via memory=c))); M (analyzer)*; MIC (convert sound energy -> battery power)*; MULTI-USER (sys shows/memorizes (c) who & w5 energy was obtained and via what means (activity, rate of energy generation)); NOTIFIER (u told when battery life is near end / battery storage at maximum capacity); Excess energy generation (beyond max storage) (can) activates: osc (music), heat, cooler, other pr sys/function); PR (w5 battery recharging to take place; u can take out converter from system when (w5) they choose); Q (sys asks u w5 re sys; u asks w5 q); S (score); SCORE (w5 battery recharging: when, where%, how (type, rate, duration of activity), what (was charged, for what application will/was battery used (dev uip); SENSOR (is mechanical/el; sys (automatically, manually (via u making mechanical adjustment) adjusts itself to better tap into type movement); STATUS (battery level); TDS (amount of energy collected when (w5*)); *UIP (); WA (battery sys attaches to wa).

OTD D2: (Body / Machine generated) Motion = This N (invention(s)) sys (system 'seeks 'adaptable 'links to 'associated 'features) (Alternator) ~ C (to 'adapt 'computer 'seeks 'associated features) =
ANALYZER (pr for how sys will better convert (movement) energy controlled by: "brain"/k/(motion) "sensor").); AP (energy is ideally not stored but immediately used in order to reduce energy loss -> applications: powers up: lights / osc / the el sys itself); CAMERA (); CART (); DISTANCER (); EDUC (); GPS (); K (); MQ (type of movement); MULTI-USER (each u (users 'seeking 'adaptation) moves differently; different u determined via: k/access); NR (when maximum (usable) energy isn't being generated, or when u is

doing too little / *much energy. "Score" knows needed energy level for exercise); Q*; R ('remote control's 'analyzer 'adapts to user) (); SCORE (); STATUS (energy level (needed) being generated); TDS (w5 energy made = score); T (powers up t); TR (el, *t); U (humans, animals); UIP (analyzer to maximize energy); UQ (); WA ((helps) power any portable el (electronic system 'seeks 'adaptable 'links to 'associated 'features) N).

OTHER:

. % Attach to other moving objects in creative manner, eg: pet dog's feet and tail motions [trade name for pet market is Rover].

. Spoke with in the mid-late 1990's - doing research on the invention. He asked if they ever heard of such a product, to which their reply was negative:

-Powersonic, Redwood City 364-5001 Katherine, Carl.

-Battery co's in consumer yellow pages, SF

-GN 909 598-1919 John Huang, via Regina from Evergreen.

. System 'scores user's movements to show the level of energy being created for battery storage. Body movement 'analyzed by inventions related to the Invention 3E061 - Human Body Motion Tutor.

. Attach battery charger to exerciser's treadmill: the farther out (on the wheel), the greater the energy impact upon charger.

CONCLUDES "2 BATTERY" FILE

File: / Battery + Nike Reward

1G22 BATTERY CHARGER REWARD GENERATOR:

FILE: BATTERY+NIKE REWARD. Reward Generated By Usage Level.

Invention later filed by Nike. US Pat No 6,585,622 on Dec 3, 1999.

DESCRIPTION:

McDonald's pedometer: Related patent.

Exercise and loose fat. Pedometer scores how many calories were burned, and in tern get a coupon (certificate allowing customer discount on their next purchase at restaurant). Pedometer might spit out a coupon. Rent or borrow pedometer from McDonald.

-D: U (walking) = "sensor" = pedometer ("analyzer", K, S, Printer (of coupons, "score", "sw")).

--"SW": uip; store selects how sys will "score" -> reward user; UIP - adjusts required calories to be burned / level of exercise with U's age (range).

-Patent search strategy: Pedometer*

-US Patent No's: 5164967 5117444 5065414 5117444 4649552 4651446 4741001 4771394

-+ 4855942 Pedometer and/or calorie measuring device and method: quite similar to KN, yet abstract doesn't mention that coupons are given out, nor that device is rentable from store.

-coupons can be given out simply for quantified level of exercise, eg: each kilometer (walked) equals one point.

-Reward Types: caffeine drink [keeping clients on the go]; food; music and other 'cartridges' 'entertaining people. * Certain items purchased result in greater 'correlated points earned by clients, eg: caffeinated drinks.

--more free usage of [el] device / sys / access

--air mileage; long distance t usage; gifts or cash back [as earned by Discover Card or American Express].

+ Any N that is= 'scored= can 'react w= rewards.

-Score: Any type 'scoring pattern can be applicable, eg: $ usage level; time quantity usage level; 'score only for particular type of [newly offered] services. Score = Access-BA.

-D: u = activity / function = sensor / score = c = outputted services / functions / rewards.

-Algorithm types: the greater the level of reward the level of point accumulation increases / *decreases as 'designated [based on activity w/in 24 hour period]; time of day / year= corresponds to level of points as well.

-

+ Other devices that measure activity / u's usage= then giving rewards:

-PS-Zone: rewards according to u's PS actions / movements.

-Gasoline usage: if clients buy all / most gas from same vending group, eg: Standard Oil, they get cheaper / free [auto repairs]. Auto has 'sensor= which senses the 'tagged chemicals used only by Standard Oil. Advertising states: our gas keeps your car running longer and better.

-Cybernet: the greater frequency of u's accessing particular [groups of] sights the more points. Access = Score = Rewards.

-'Exercise equipment = score: treadmills= scoring speed / meters traversed; weight systems= scoring total weight w number of repetitions [giving higher scores to greater weights than number of repetitions according to 'designated algorithm] = rewards in air mileage or usage of gym.

-BA = Score: good behavior= 'results in= rewards. Eg: child's good behavior in getting good 'scores on computerized tests; their not watching excessive television or 'interacting w el 'games.

. OTD D:

U = This N Sys [Reward Generator] ~ C = U's activity/reward =

ACCESS [] // ARTIST [] // ANALYZER [] // BA [] // CART [] // EDIT [media u 'interacts w alters according to u's score] // EDUC [u goes to higher level] // MULTI-USER [] // NR [when / how rewards dispensed / accumulated] // PR [] // PS-Zone [] // Q [] // R [] // ROUTER [] // SCORE [] // SEEKS & REACTS [] // SENSOR [] // SOUND ANALYZER [] // TDS [] // T [] // TRACK [] // UIP [] // VISUAL ANALYZER [] // VR [] // WA [].

File: Category / Help Impaired

WE ALSO SPECIALIZE IN IMPAIREMENT ASSISTANCE INVENTIONS

OUR ENTIRE PATENT APPLICATION IS DESIGNED TO ADAPT INVENTIONS TO PEOPLE WHO HAVE DIFFERENT PHYSICAL AND OR MENTAL LIMITATIONS. LET'S MAKE THIS A BETTER CARING WORLD STARTING TODAY!

Introduction to a few examples: Inventions are designed for all types of handicapped individuals. These include: physically disabled; and those impaired by sight, hearing, and or *touch.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners how to pronounce new words.

7J03 Pre-Access Notification: As a handicapped individual may require more time to get to the rest room, they can send a signal to the rest room 'notifying any occupants of the coming arrival of a handicapped party.
-Diagram: handicapped user = 'remote control = 'computer = 'notifier [telling pre-existing occupants of the expected arrival] / doors are locked if rest room is vacant so handicapped party can have space reserved for them.
-Locations handicapped party may access:
rest rooms; elevators; hallways (lacking ideal size); public telephones; office copier; kitchen [user may require more space and it might be best kitchen is left for them only].

7J04 Hallway Pre-Access Analyzer - "Cat Whiskers": The invention will analyze availability of space for wheel chairs or other disabled assistance equipment. Examples:
-acceptable hallway dimensions in the halls and for going around corners.

7J05 Location's ADA Accessibility Score: User knows the level of ADA compliance locations have prior to traveling or entering that region of the site. Examples:
-web sites are required by law to display the rating
-the US post office requires the rating to be included within the address if they want the mail received. Rating might be after the street, suite or zip (postal) code info.
-type ratings: multiple digits, each digit representing the score for corresponding issues. Eg: Suite 200-BCD6
--B = wheel chair accessible score (A is best and fully compliant, F is zero access into building)
--C = sight impaired score. Average level, only Braille present.
--D = hearing impaired score. Nothing except structure of property is such that egress in emergencies is very easy.
--6 = Overall score for all aspects of ADA compliance with 1 being the best, and 10 the worst.

* 8G030 Attach (writing) instruments to one's bodily appendage, cast etc. For physically disabled.
Writing instruments which attach/strap-onto/snap-onto finger+, or... Attach any invention to appendage; invention's tailor' adjusts to user's needs.
--/wrist/arm (upper or lower)/leg*/foot*/toe*/torso*/casts used by those who broke bones. Especially for impaired people.
+ Place hole like contraption in cast which (firmly) holds inserted writing instrument ((ball point) pen, (mechanical) pencil, (paint / hair) brush, comb.
--differing holes in N (invention) can be utilized for differing instruments.
--collect royalties from hospitals utilizing novelty.
--positioning of holes designed for type handicap suffered by u w broken bones.

See our file for a great way to adapt text for people with reading impairments like those with slow reading, or dyslexia.

File: Category / Hm Automation

HOME AUTOMATION:

$ 1G17 Grey Water Collection & Distribution System:
It's a Water Savings Device For Garden Watering:
Water that flows from a unit (house, apt, office, etc) is saved and then used for watering a garden, lawn, farm... Water saved in tank, then tapped into by designated faucets/water switches. For parts of world with little water, eg: Western USA, Spain, Italy, Greece, etc. At least the basic idea exists. Recycling water is common knowledge, but its only done more manually?
-'Adapts by: eliminating (to city sewage) dirtier water based on an as needed basis [keep cleaner water].

DETAILS:
-either all water (except from toilet) is re-channeled, or the user determines which water (at time of using it) is channeled for reuse
--Control which water you want: press button or lever at/during/after water usage to determine if re-channeling is used. Water might be held in temporary unit in the even user changes their mind about how the water is to be used. Overflow valve [goes into sewage system].
.-system may have: water filter; alarm if water content contains characteristics of harmful substances (high/low Ph, poisons).
-users may use only certain types of soaps which are benign for plants

-a separate sink could be used when one needs to clean things they don't want to be rechanneled, eg: paint brushes, used machine parts, etc. Though naturally most of what one cleans w (with - 'adaptatro controls level of 'interaction) water is not harmful.

-garden water can go into holding tank from which pump waters garden (if overflows, can go into: sewer system / become septic tank and give deep ground feeding of soil)

-D: (fresh) flowing water = drain = control mechanism (designating direction of outflow; C ('computerization 'adapts features selected by user) = sensor/analyzer for harmful water) = water flows = flows to temporarily holding tank (has "score" (shows volume full / history) / flows to sewer system = control taps into this saved water first for designated uses: garden, miscellaneous cleaning (initial hosing down of dirty car, washing down sidewalk/road).

+ to prevent bad water from being reused, u (multi-users) may be required to select which direction water flow will flow out to: reuse, or sanitation dept. Solves: u (multi-users) accidentally forgetting to select where water will go after usage.

-filters (may be) used before reused water is reused.

File: Category New / House / Food Kitchen.doc

FOOD & KITCHEN RELATED

% 2J-05 Stove Top Heat Repeller: Reduce burning on (gas) stove by having cooking utensil repel heat by one of several means, while minimizing heat transfer to the utensil (pot).

-Means of repelling:

--air is blown (downward) toward heat source (just enough) to keep it (flames) from touching utensil.

--chemical composition of utensil's outer layer (bottom of pan) designed to: repel heat (resulting in something like magnets of same orientation repelling each other, though scientific process unrelated) / spreads the heat over a wider area (like copper coating) / transfers up to a maximum amount of heat (total / per time unit) eg: substance whose effect is similar to asbestos.

* 5J06 Coffee mug w/ heat sustaining elements:

Material built into [bottom] of coffee cup, keeps heat longer⇨ hence liquid stays warm longer.

-material might be used throughout the container. Maybe its more heat wise activatable in a microwave oven.

+-see: COOLING - HEATING - INDICATOR BALLS FOR LIQUIDS, ETC 1J080

2E030 Group Diet Correlator: Key into software the liked food types, and or ingredients, then system will furnish recipes. For multiple people desiring recipes of mutual interest, system will find recipes matching most of their individual likes.

<2, 2, 2>

2E040 Personalized Recipe Maker: System receives ratings from users on the recommended recipes, in tern further improving its future suggestions (eg: greater or lesser use of certain ingredients). Suggested recipes also influenced via: user's health requirements; country or region where software is sold.

2E050 Calorie Calculator: Key in maximum desired calories. Include information on how one burns their calories (type exercise). Receive recommended recipes for requested volume food. -<2, 2>

File: Ice Ball / Ice Ball Intro Indic

ICE & HOT BALLS ABSTRACT 1J080

Table of Contents for Ice & Hot Ball Files:

. Introduction

. Thermos

. Read Later

. New Technology

After freezing it is the fastest way to chill juice, beer and wine, without being diluted by melting ice. Ice Balls replace the need for messy ice trays which often spill water when carried to the freezer.

-More ice balls are frozen and stored in the same space as ice cube trays.

-Small portable Ice Ball cases replace bulky ice chests, plus a possible trip to the store for a messy bag of ice.

-The invention saves the user from the risk and worry of temporarily placing their beverages in the freezer to avoid melting ice in their drinks.

The Hot Ball: The innovative hot ball.after being microwaved, keeps coffee and tea hot. It saves the user from adding hot coffee to a half full cup, which can only heat up a little. The Hot Ball also saves from having to readjust the diluted sugar and cream levels.

-One of the easiest ways to have a hot drink outdoors.

The travel case allows for one of the easiest ways to enjoy cold or hot drinks outdoors. Many more unique features abound! There's a huge market if only a fraction of the world's five billion people bought a set of Ice Balls and Hot Balls. Most people drink cold and or hot beverages daily. The conservative projected profit is well over $64,000,000.

There are many other innovative features related to this confidential invention.

ICE HOT BALL CHEMICAL CONTENT INDICATORS

Color change notifies non-temperature nature of contents.

-For example:

Shows the quality of tea or coffee, such as: type of roast, how much sugar needed for this coffee/tea blend (due to the drink's inherent (acidity)).

-Invention 1J081 Liquid Quality "Notifier". This invention is part of the main 1J080 invention, and to be filed for the patent office later as a separate but related invention.

The age/quality of the liquid (eg: orange juice) may alter over time, and have a standard/known change, eg: a higher acidic content. So 'notifier can 'seek 'designated changes in the quality of a liquid to determine: age, sweetness, nutritional value...

% Alerts people on restricted diets to presence of certain ingredients in their drink:

-Due to human error in restaurants, one can never be sure if their drink contains an allergen or other unwanted ingredient.

-Diabetics:

--Going to restaurants they may order sugar free soda, but accidentally receive drinks with sugar; or the waiter ran out of sugar free soda... Drinkers (bringing their own indicator implements can check for themselves.

+--Problem is they need to keep the ice balls cold, maybe in a special cold casing which was also pre-frozen before leaving their home.

--Other chemical contents users are allergic too can also be shown by the color indicators. -Etc...

Certain germs can cause a change in the color of the indicator. Color indicators for different countries can be region specific; in that the higher presence of certain germs differ by region. Ice balls utilize different safety color indicators based on the country and or type of application.

-The indicator may not know the presence of the germ itself, but may 'seek the chemicals associated with the germs' presence, such as anything such germs emit and which is not normally found in drinks, or emitted by non dangerous germs.

Other chemical contents for which indicators can be utilized:

.-type of tea

-any deterioration of beverage due to aging (of original material for brewing, or since brewed).

-something dirty: grease, bacteria, (presence or lack of chlorine), soil matters

GENERAL TEMPERATURE INDICATORS FEATURES

The ideal temperature (such as for a baby) can be 'designated/'notified (by type color).

Buyer selects the desired temperature they want by buying / altering the device to change color or do whatever is 'designated at such temperature / situation.

-or buyer manufactures the cube via their "easy to use" home maker...

Use color indicators to show how hot liquid is getting while its being heated. Enables user to stop the heating process by removing the hot ball when desired temperature is achieved.

Hot drink heating ball:

.-cube shapes: sphere, cube, shape of animals, etc. Shapes kept smooth enough for hygiene.

%-other changes according to temperature: shrinks/expands; images appear/disappear on surface of cube; osc (slight buzz) *; smell*.

%--the balls can be dropped from (below the coffee canister)

%-the balls only start emitting heat when the liquid drops below a certain temperature. This may be because: it retains hot temperature better than the mug...

Ordinary ice cubes disappear when useless, but plastic coated ones don't let user know when they become dysfunctional.

Technical:

-temperature of the inside of heating/cooling implement needs to be differentiated from outside temperature via:

--(chemical/temperature/thermometer) "sensor" placed inside heating/cooling implement = window to surface = NR.

--at worst: temperature of entire drink effects greatly the color of heating/cooling implement

As temperature of cooling/heating implement changes one of following can occur:

%-implement (in liquid) floats or sinks, acting as NR. Weight change caused by shrinking / expanding / chemical alteration of coating material (PVC based) / contents w/in casing.

%-bubbles come forth (carbonating effect)

.-odor released

% Heating Ball Dispenser:

-Picture waiters walking about with the ball dispensers in a high tech cafe. Their other hand can hold the canister for more coffee.

-Container changes color according to its temperature:

saves from having to touch or drink it to check the temperature.

-Cooling down something like liquids, *grainy material, etc without altering its constitution. Useful for laboratory applications, since shows when the cooling or heating implements are no longer of sufficient temperature changing value.

--The holding device itself may be of assistance in altering the temperature (especially if its constitution is designed to store the desired temperature).

Examples of liquid beverages that are desired cool, but not suited to dilution: wine, beer, juice, soda, other exotic cool drinks which utilize coconut milk instead of water, etc.

-Hot beverages: Coffee, tea, hot milk with coco.

--Difficult to remake more of the hot liquid to heat up if no extra liquid was made. Any extra liquid made will either cool down, or run the risk of drying up while kept warm.

Ice balls are useful when only room temperature drinks are available:

-from one's cabinets

-if just purchased from a store

-if purchased from a store cooler, it got warm on the journey home, or wasn't cool enough when purchased.

END ICE HOT BALL INDICATORS INTRO FILE

File: Ice Ball / Ice Ball Thermos

ICE HOT BALL – RELATED THERMOS WITH STORED DISSIPATING HEAT

INNER REFLECTIVE SURFACE:

-Have a reflective bottom area, or the entire inner surface reflects. The value is in making the current color of the ball that much more noticeable; giving a life to the drink based on the temperature alone.

--more suitable to clear or semi clear liquids; and liquids that are *somewhat color matched to the balls.

-Different color balls and their reflections ads a new dimension to drinking pleasure, novelty, and coffee table small talk...

Container stores balls until needed:

-Balls can be poured and stored in [side] of cup, while their temperature is [mostly] maintained due to buffering and no/little contact with the liquid.

-User on an as desired basis releases balls.

-Automated release version diagram: liquid = thermometer = analyzer = mechanism release controller = mechanism release = ball flows [gently] into liquid without splashing [since flows not from above water].

Thermal Container 'Window:

-A small area of container via which 'user can touch the heat transferring surface to gauge the liquid contents. This is better than using ceramic/glass containers releasing temperature everywhere.

-Indicators can show the temperature/'status.

-% 'Screen/'Notifier functions as 'window too.

-Safety / *Hygiene benefits. Eg: avoid burning.

-Optional 'shield over 'window.

STORED HOT / COLD 'IMPLEMENT

-The [bottom of] thermal container can retain an implement of any shape [other than ball], like flat thick disk(s). The disks have a buffer/lid/wall from the actual liquid, which is (re)movable when liquid temperature falls outside of desired range.

-Heating implement: it might be heated in: separate heater; or kept within the (thermal) liquid container - since (microwave) heat can approach it through the container.

Heating Cooling Implement's Location Options:

-entire inner surface area [of outer cup].

-bottom [half] of outer cup's inner surface area.

HEATING/COOLING IMPLEMENT'S SHIELD - GENERAL:

-might be something that: pops off; slides off; ejects off.

-implement might even be a [permanent] part of the cup. The smooth finishes are such that cup/implement are easy to clean [without taking implement out]. In this case it's the shield that may be cleaned: specially/separately/with special attention.

Inner Cup Shield: -[disposable] cup within a cup

-the outer cup contains the implement

-when liquid temperature falls outside desired parameter. Options are:

--pour inner cup contents into outer cup contents, intern giving liquid direct exposure to implement. Inner cup serves as barrier until temperature changes.

---should inner cup not be tolerant to excessive temperature of implement, an additional shield may be utilized.

-only part of the [disposable] cup need protect itself from excessive [heat], such as inner cup's bottom.

Double sliding inner cup shield: -Two cups fitting into each other of same size. Both cups have [about] half their bottom cut out. 'User decides how much [if any] contact they will give liquid to heating/cooling implement, as the liquid temperature may deviate from 'designated parameter.

-The more liquid contact with 'implement, the greater effect liquid is to receive.

-For cleaning, the inner cups can be fully taken out.

-The multiple overlapping cups can be:

--hinged so they slide over each other neatly [without much gap between each], so water less likely to touch 'implement [in undesired location].

--marked on top [near lip - where user drinks from] so user knows where the gaps below are. Enables user to align cups into desired position.

'Implement's speed of temperature release: -Its construction might be of a substance that releases temperature slowly, so as not to require [much] [alterable] shielding.

-Absorbs desired heat/cooling as quickly as possible. But the characteristics for the desired slowness/speed of release may be more important.

-The temperature to which 'implement is altered in heater/cooler may be [automatically determined by 'analyzer] related to room/environment temperature at the time. In other words, hot coffee will need more heat boost in a cold room.

-Yet offices/homes at normal temperatures may simply require a standard "indoor" product that doesn't need to be concerned about calculating in the environment temperature.

-Temperature release is effected by:

--characteristics of 'implement's chemical content

--type 'shields, and 'buffers

Miscellaneous: -multiple cups fitting into each other are possible, to continue temperature maintenance.

-'implement needs to hold more of the excessive temperature than the liquid. What materials in 'implement best allow this?

-maybe heat/cool container w (with - 'adaption controls level of 'interaction) 'implements before/separately from liquid, because 'implement needs a greater temperature variation.

-chemical for temperature release: a non-movable barrier [while drinking] can be utilized, such as against chemicals of danger, eg: dry ice placed into contraption.

Issues: disposing of inner cup; messiness in pouring from one cup to next

Patent search strategy on thermos containers:

-(container* or cup*) and (therm* or insulat*) and (heat* or hot* or cold* or cool*) and (liquid or coffee* or tea or beverage*)

--refined search can narrow above search by adding following to main strategy:

(save* or storing or store* or energy* or batter* or portable or vehicle* or drink* or indicat* // or latent and transfer* or conducts or conducting or dissipat* or regenerat*)

US Patents: ++5572872 Liquid cooling, storing and dispensing device; +5720555 Temperature indicating container and lid; +5842353 ...heating and cooling drinks; 5871042; *5699841; ?4696338; ++4823554; +4320626; 5271244; 4320656; 5067922 Drink cooler and throwing toy; 5301508

CONCLUDES ICE HOT BALL – RELATED THERMOS FILE

File: Ice Ball / Ice Ball *

ICE HOT BALL *

COOLING - HEATING - INDICATOR BALLS FOR LIQUIDS, ETC 1J080

See KN (invention) in A directory; %(7G050 NR); %1J081. See + 7G inventions.

.-Surface can show the 'status of the contents in which the devices come into contact.

Surface changes color according to nature of the material into which its surface comes into contact.

US Patent No's: 4016762; 4388332; 39354327; 4893477; 5180598 4028118

-also see patents / N (invention) / KN (invention) in PVC Notifier 7G050 that involve color changes to temperature. pat no: 4919983

The temperature of the drink, coupled with the (user/'analyzer) knowing the quantity of the substance -> allows the user / 'analyzer to know how many balls to place into the liquid.

Balls may compliment existing Styrofoam [drinking] cups.

Safety: -consider different shapes to assist in safety. Eg: no crevices in shape which can hold dirt.

-Ice is more slippery when dropped on the floor.

Ball shapes: flatter shapes can dissipate the temperate more quickly; disk shaped 'implements, might have a ridge or other shape along the sides so both sides can be in fuller contact with the liquid, without one side resting flatly on the bottom of the liquid container.

The type of beverage being drunk might appear in wording as the color indicator, such as "coca cola", "coffee", or "juice". This is done by the indicator seeking a chemical exemplary just for such a beverage.

Different descriptions of the invention, are limited aspects to the invention.

-Any one or more descriptions of the invention need not necessarily cancel out, or risk the value of the cooling balls, nor the color changing functions.

-The desirable and practical features have to be ironed out for something that interests at least a portion of the market not seeking the perfect invention, but something that solves their current dilemma for heating and reheating drinks.

Liquid can also be non-human consumption material such as for: [live stock or pet] animals; liquids in scientific laboratories; medical lab utilization; machinery [where indicators show the 'status]; see file 7G. This broad area is even more confidential than other aspects of the invention! Hopefully the Partner will continue their work in this area later.

Benefit of the buffer also is to reduce chance of minor explosion should the 'implement touch liquid of greatly different temperature than itself.

As a novelty other factors can change 'notifier's colors:

-type of light hitting 'implement. Eg: sun and fluorescent and incandescent light results in differing colors; and their intensity also is reflected in intensity or type of color.

Simple terms in the invention's marketing like "ice and hot balls are more convenient" can be utilized.

Easier on user's eyes: Easier to read, such at a distance, or for children or illiterates in third world countries. Possible medical applications for less educated patients who may be required to heat or cool down a liquid to a 'designated temperature for maximal medical value.

Hosts are better aware as to when it is time to serve more balls without needing to disturb the drinker, who themselves may not be fully aware of the current liquid temperature.

Flavor Balls: The hot or cold balls might also dispense flavors as well by:

--dissolving itself completely

.--keeping the dispensing material within the ball, whereby the ball is reused.

The 'status of 'balls can also be [visually] seen under special circumstances, eg: infrared light. Benefits include:

-checking for any leakage, see: +7G050 Condom or Glove Breakage.

Straws also have the 'indicators. Also any piping used to move liquids about, such as from machine to machine or container.

Put 'indicator balls into [fish] aquariums.

Built up pressure notified, if gets too hot.

Should temperatures exceed either very cold, or very hot; hopefully the indicators will show a [related] color [to that of just being cold or hot]. However, make sure at least "cold" or "hot" colors are shown, and not disappear if the temperature gets even further to the extreme. There can be safety issues involved if the temperature is so hot that the hot color fades, making users think the liquid is safe.

Indicators also show: poor air quality in bubbles from: carbonation.

Glow in the dark: -they may glow in the dark [but only in certain temperatures]. Fun for backyard parties, Halloween sales.

-Dating tool:

passionate nights with lights turned off - but have your partner finish their whiskey on the rocks before the light goes out [a way to get them ready for fun...].

--Limit of two drinks a night!

Factory or Laboratory Safety Feature:

-Should any one of any harmful substances commonly used at a person's work place land into their drink by accident, the balls' or beverage container's 'indicator can show such occurrence. This is a small price to pay for worker safety, and may reduce insurance rates.

-Can work with or without heating characteristics. From another perspective, something like a Geiger counter against radiation.

-Especially useful with 'indicators that are readily designed to take on the indicator characteristics the user wants them to have, without having to make a special manufacturing run.

Other ways of notifying users of the 'status:

-Over view: Users often maybe don't pay attention to the 'indicator. Hence more than just a color change can get attention.

-Forms of 'notification. Via:

--physical sensation (sting, prickle, odor release, 'osc [outgoing sound communicator part] like an alarm sound, %flashing lights 'notifier, shutting down of sys (system linked to 'adapted features) connected / related to plastic/occurrence in question/causing concern.

--Diagram: undesired status within liquid/piercing/breakage of material containing the indicator -> sensor / chemical reaction -> chemical release (acid) / osc / other form of 'notification.

Balls differing from each other such as by their size dissipate temperature quickly or slowly according to the size. Bigger balls have a thicker buffer. This is all the more reason for the customer to purchase multiple types of balls.

Ice kept out of the freezer melts, increasing the speed at which all the ice cubes melt from the excess water. Less need for multiple trips to freezer, increasing electric bill.

END ICE HOT BALL * FILE. END THIS ICE BALL FOLDER

File: Ice Ball / Ice Ball Techie

ICE HOT BALL TECHNICAL ASPECTS FILE

* Note: Technical details cover a wide range of applications beyond just beverages. Use this material to trigger new ideas, and give less focus to the remaining aspects.

-For example: this covers diverse issues such(S ('screen & 'analyzer 'adapt menu for multi-users' current needs) perforations into the 'ball, and more than might be expected, because much research was already done in this area for another invention. Please don't be overly alarmed because of the extensive details on this subject. This was largely a "cut and paste" from another file, with some modification.

HOW 'INDICATOR QUALITIES ARE PLACED ONTO BALLS:

Option 1 - Pockets:

-smooth or semi rough surface area keeps the safe chemicals on the surface, when the ball is placed in such chemicals in the forms of: power, paste, liquid, gas, and or while 'receiving 'electrical 'frequencies [making the balls that much more receptive to receiving the 'indicator characteristics].

-the surface may have absorbing qualities.

--likewise the surface might repel [old] 'indicator qualities by: being immersed in a chemical [bath] substance; then being ready for a re-administration of the same 'indicator chemicals, or a different 'indicator.

--the process might be simplified for the customer who may not need to know all the mechanics of the process. Eg: they might just plop the ball into a device which "does the rest".

Option 2:

-the clear ball has the 'indicator colors inserted inside.

-the ball might snap, or screw shut, or has a door slide or hinge shut.

--then maybe a non-toxic sealant might be put around the ball; only if the contents aren't the safest for human consumption.

Option 3:

-balls are simply disposable.

Option 4:

-indicators work for a long / indefinite time period.

* Option 5:

-the ball is like an onion in that outer layers can come off.

POCKETS: The material can alternatively also hold the indicator chemicals with itself.

-In other words:

PVC (other material) has (minuscule) pockets which hold / interact w (with - 'adaptative controls level of 'interaction) type chemical/condition sought = u's eye / el (electronically 'adapted) "analyzer" = status on type(s) of contacts made w5.

-in other words: the PVC is able to hold necessary chemicals to react w/ new agents coming into contact w/ chemical in the pockets. Pocket size from molecular up to several square centimeters/meters.

-pocket shapes: any type cavity where there is a large/small opening and inside it gets narrower/wider as it gets deeper; any proportion of width to depth; pocket can be created via an enclosed wall surrounding surface, w (with - 'adaptatro controls level of 'interaction) or wo (without except for research and other purposes)any cavity made into the pvc surface, walls may flap. Rough surface spots (w indentations) can be termed pocket too.

-pockets are fully or partially filled, in latter, subsequent chemical agents might get into pockets (and create better chemical reaction).

-Partially filled pockets:

--How keep pockets from completely filling up w/ chemicals purposely attached to PVC: outer part of walls repel (certain) chemicals / adhesive doesn't stick there; minimize quantity of chemical applied / given* to PVC so as not to fill up pockets completely.

-cleaning of PVC may not disturb pockets

-Surface Inside Coating: smooth/rough or coated w (with - 'adaptor controls level of 'interaction) substance (adhesive function) to help attach to designated chemical. This coating might [help / shield PVC against] chemical(s) (reactions).

-Nodules: pockets can be replaced w: chemical nodules attached to surface (which thereupon eats into surface for better grip/adhesion.

-Cover: (minuscule) covers of pockets may (almost) seal in its chemicals. Such covers may open (partially) when PVC is: immersed in liquid; chemical structure of PVC altered enough via introduced agent; + cover deteriorates from: acid eating it away / chemical that attacks/eats the PVC and the cover as well / age of PVC / other listed occurrence (effecting the pvc material, the cover is made from (same) material).

--Value of cover may be to not disturb chemicals in pockets except at certain times.

-chemicals in pockets might be gotten out via chemical process (immerse in chemical liquid / wash off / coat or spray on chemical that gets chemicals out of pockets).

-can reapply new chemicals into pockets for differing applications. Eg: a lab coat used for one type of experiments can be used in differing type experiments after changing chemicals in pockets. Saves from having to throw out PVC, saves time from having to buy new types of PVC if only the chemical process is needed for filling pockets / altering PVC in other way so it acts as nr.

Adhesives: whether there are or aren't pockets or any type of roughness that can be created on surface of pvc, coating(s) of adhesives will help designated chemicals stick to pvc = intern react w/ introduced agents. These adhesives can be removed (w any chemicals) (in one or multiple steps).

-the adhesive itself may be or contain the chemical(s) needed to trigger nr.

User of the inventive idea simply selects 1] purpose (type occurrence), 2] which chemical reactions desired to serve as nr (our notifiers not guaranteed) (shows occurrence), 3] which type of PVC and or chemicals are compatible together (can be mixed/attached together) to serve as part of the chemical reaction w occurrence, 4] type of nr / nr (our notifiers not guaranteed) sys (system linked to 'adapted features) desired.

-done via: el (electronically 'adapted) / applying designated indicators

CHEMICAL REACTIONS GENERALIZED: steps, stages, dormancy.

. Time Delayed Reactions:

-some chemicals / biological reactions have more clearly discernable results for nr, if allowed time, eg: microorganism excretes chemicals after __ days = such excretions = nr. PVC = indicator chemical used functions well over time: can't readily fall or wash off.

-dormant sub-A chemicals

. Multi-Step Reactions: (for time delay)

-some (subsequently effective) indicator chemicals are triggered after previous occurrences = cause designated chemical reactions. D: Chemical B = Chemical A = reaction chemical = reacts w (dormant) Chemical C ('computerization 'adapts features selected by user) (was w pvc earlier) = producing reaction chemical which triggers = nr.

. Dormancy:

-some chemicals might require time to react. Or, the nr (our notifiers not guaranteed) differs according to length of time: reaction has been taking place / how long ago reaction (Chemical C) was made.

-values in dormancy: minor contacts (measured by time period of exposure) might not warrant nr. Or, NR-"score" could be lower/higher.

-what triggers chemical out of dormancy: time period of exposure to chemical %; coating surround chemical (A) worn off (by how B/C wears it off); pocket's cover worn off / made more inaccessible for B/C chemicals.

-Dormant Sub-A Chemicals: reacts w= chemical B/C.

-Chemicals in inner layers of PVC can also be considered dormant in that outer PVC layers are their barriers. Yet the term dormancy for such situations is limited, eg: perhaps nr seeks when outer layer has Deteriorates, in which case (a quicker reaction = nr) may be desired, and hence dormancy doesn't apply.

1209

LAYERS / PATCHES* OF PVC: each layer / patch has differing characteristics, some layers / patches are more interested in:

+ Patches of differing indicators: allows multiple nr, which won't interfere w, each other as readily by being physically separated. -Place each nr (our notifiers not guaranteed) at point where designated occurrence more likely to create contact / where nr won't interfere w function of plastic.

-strength: gives type strength w elasticity needed; avoid deterioration

-chemical reactions: mix w chemicals (A); pockets.

-easily worn off; easy to decompose = exposing inner layer.

-cosmetic appearance

-permeability of: air, water, chemicals (a, b+, c)

-show signs of deterioration: puncture = nr; color-nr may only come from certain layer(s).

-how adhesive they are, or how readily they work w added adhesives, or how well they adhere to differing layers / (inner) material (they are coating).

-dormancy of reaction: deeper layers hold chemicals A

-chemicals in one layer / region (not linear, but patches) have differing nr purposes.

-sanitizing / deactivating / slowing down damage of: chemical/micro-organism B

-u can visually more readily see extent of deterioration, based on number of layers Deteriorated.

Welded points in PVC may cause nr (our notifiers not guaranteed) effect when such points have deteriorated (liquid has seeped into their crevices / developed cracks). Shows a weakness in the PVC structure, though no leakage outside of the pvc/container may have occurred. Helps if the PVC is clear / opaque to see any nr (our notifiers not guaranteed) (color change where the deterioration is seen).

-plastic bags: can show weaker welding points

-part of material used in the welding process can be treated like a separate layer (as described in this n's description). Example: it is (a portion of) this welded material that causes the nr (upon the welded material's exposure/deterioration).

-mf: prior to welding, the points to be welded have indicators applied onto them. These indicators may withstand temperature needed for welding.

Multi-Layers: -Inner/outer (glove's) layer of different color in tern exposing itself, or inner layer emits colored substance when punctured.

+-three or more layers, each w own characteristics (color, what it seeks and will nr). Eg: level of acid deterioration shown by which layer its eaten into.

-more expensive material can be designated at more crucial positions, eg: outer layer.

+'Notifier - How Shown: Multiple symptoms are nr: (non-conflicting) differing (chemicals) nr activatable, eg: 1] two different colored stripes; * 2] C ('computer 'adapts features selected by user) = nr; 3] particular digits/visual effects show up on PVC (in differing places).

PATENT SEARCH STRATEGY - Much relates to topics beyond beverage indicators. Material: (pvc or plastic* or polyvinyl* or polyurethane* or rubber*) near5
glove, condom, cover*, vinyl
-Occurrence: (corros* (corrode/corrosion), (deteriorat* or disintegrat* or
-Not: biodegrad*, recycl*, non-corros*, resistant
-(fall* near3 apart) or contaminat*
-And Repair* / Problem* / Identif* (identifies) / change near2 color / react (not reactor*) / chemical near2 react* or contact* / measur* / bubbles (not other bubbl...)
-Patent search key words: pvc, poly vinyl chloride, rubber-, glove-, safe-, germ-, penetrat-, warn-, hospital, research, break-, tear-, multiple layers.
-wire / other "sensors" on/within PVC when disturbed/altered/effected in any manner described w/in this N, triggers signal (nr) showing level/type situation/problem.

COLORMETRIC WAYS are mostly developed so far as indicators. The other ways needing more concentration are:
-Biochemical methods: ELIZA {enzyme linked amino assay}. Eg: seeking certain organic molecules such as an antibody; the antibody 'reacts to 'designated chemical, leading to the 'designated 'notification.
-Electrochemical methods: Leak detection through electrical means.
.--A battery circuit is a simple electrochemical device.

OTHER:
. Questions: Some of the areas needing research
. Pockets: -How small pockets made into plastics: opening .25mm or less with width maybe .5mm and depth maybe .5mm.
. 'Indicator types: or state just triggering chemical
-coatings
-mixing
-indicator shows up under special lights
-indicators that may withstand high temperatures
. How 'indicators work with the hard surfaces of the [portions that can be immersed] 'implements [such as bonding, how well they act as indicators]. Surface types:
-plastics
-cement

-glazes, enamels, paints
-metals
-glasses
. Research Needed On Indicator's Color Changes
. Why 'indicator changes:
-do indicators show changes in temperature [and if so how rapid a change], and or the current temperature:
-excessive temperature reached over time - accumulated effect. Especially over 40 Celsius for two or more minutes a time totaling perhaps from one hour to 100 hours or more.
** Any damaging effects from sun light, eg: its UV [ultra violet light] to 'indicators.
. Water, air and cleaning (with soap and water) will hopefully not destroy the indicators or plastics. * What about forced water from automatic cleaning machines.

TYPES OF INDICATORS: This section is a copy of file 7G-Tech.
. Home use chemical indicators for: cleaning; painting*; repairing equipment (chemicals in device may come onto hands); pipe uncloggers (Draino); etc.
. Gardening: Detects pesticides, eg: (chlorinated) aldrin, (chlorinated) dieldrin; organophosphates: attacks nervous system; organ chlorines family: aldrin, dieldrin, DBC%, PCB's (not pesticide but harmful); carbamates; phenoxy acid herbicides; other chemicals (commonly) found to combat insects / unwanted plant or microorganism growths; other chemicals.
* Benzo (a) pyren: in smoke (cigarettes, auto, steaks); asphalt sheets. These are poly aromatic hydrocarbons. Causes skin cancer.
. Hazardous wastes: people in hazardous wastes. Such employees can sue for large sums if they are exposed, hence can charge much for special gloves / containers. Eg: hazardous metals. SW846, and those mentioned in EPA's Test Methodology, eg: volatile and semi-volatile chemicals.
. Pharmaceutical: eg: heart drug gets into skin while doing R&D.
. Acid organic chloride mixtures: indicator may likely lend itself best with the chloride element in organic chloride mixtures. Concentrated acids (extreme ph).
-ph indicators: indicator may only indicate when ph has exceeded or entered within a designated parameter. Different parts of pvc (glove) have differing (ph) indicators showing w5 occurrences.
-paper indicators: placed inside the glove (exists), or container.
. Fluorescent indicator: less practical, some kind of light would be emitted upon contact.
. Carcinogens: chloroprene; radioactive chemicals; M.I.C..; benzene.
. Mechanical violation indicators:
-chemicals into plastics = and react w air:
potassium permanganate (an oxidizing agent); nitrates (calcium nitrate); organic oxidizing chemicals (chlorobenzine, nitrobenzene).

-Common occurrences: need indicators to target commonly occurring situations that alert user to: unwanted contact, PVC deterioration. This way fewer types of gloves can be manufactured to cover a wider range of possible occurrences. Differing chemical mixtures may often have common / similar chemicals for which notifiers are needed. Notifiers for oxygen, chlorine, changes in water, changes in ph, etc. would fit this bill.

-(Hazardous) metals: mercury, lead, cadmium.

%(Harmful) gases.

+Radioactive material - radioactive organics: indicators are specific to certain isotopes: + C14: (this is more likely to work because emits more energy, etc.); P32; H3; isotopes of iodine, etc; alpha-emitters; beta emitters.

-miscellanous chemicals: cyanide; arsenic; phenols.

Indicators - Misc:

-high-energy emitting materials (radioactive, C14) could cause change in oxidation state of specific organic chemical indicators. The higher energy emitters are also more dangerous, i.e.: more likely to penetrate skin and cause damage once internalized into body.

-Oxidizers might be too powerful as an indicator.

. +US Pat No 5,411,034: Condom changes color upon breakage. Issued mid-1995.

. Chemicals sought:

-excretions from semolina

-chemicals causing allergies, asthma.

. How the Ice or Hot Ball can better alter desired temperature - ideal substances to make balls with:

-what material per volume retains more of the desired temperature?

-materials that can go to higher or lower temperatures, while maintaining its ideal (liquid or solid) state.

-ethylene glycol: is anti freeze, but probably toxic. A non-toxic form or material of related characteristics desired.

. Enthalpy (temperature retention ability). Check into thermo dynamics.

. Temperature sensitive indicators:

-Mood rings; flat thermometers whose color changes according to the temperature [without use of mercury].

END: ICE HOT BALL TECH FILE

File: Category / Laboratory

LAB AND R&D RELATED

CUPS, LIQUID CONTAINERS: For all container N (invention) (especially in G1 file): Have lids (easily taken off). Human consumption variety containers have lids designed for easy drinking while driving, walking (semi-spill proof).

* 1J020 Temperature NR: nr (our notifiers not guaranteed) shows temperature of water. D: liquid temperature -> NR: tab changes color = color represents temperature.

-7G050. See spoon KN (invention) in G directory, which changes color by temperature - for feeding babies.

* 1J030 Window: see height of liquid. Reduces risks of spillage by allowing u (multi-users) to adjust their levels of caution w/ how full container is.

-lights are emitted up to level of liquid mark (top of water).

$ 1J040 Heater: Keeps liquid hot/cold to designated temperature (while in car). Thermometer used to control temperature-controlling sys. Eg: for coffee or tea or soda.

$$ 1J050 Carbonator: Carbonates liquid (after opening (of soda)). Eg: bubbles emitted from lower part of container. KN.

-D: insert carbonator into bottom of liquid's container.

O-Cube Fizzler: after cube is altered in some manner, it fizzles bubbles into drink when placed therein.

-how cube might emit bubbles:

1] freeze -> then bubbles when placed in warmer liquid; place cube into some chemical (non-toxic) solution/gas/pressure chamber.

2] cube banging about in container (friction/pressure) -> bubbles from cube.

-Terms: cube can be replaced w: sphere or any other (temperature holding) device placed into container of liquid.

-Patent search strategy: +carbonat* and cup. KW: container, glass [cup]

-US Patent No's: 4745853 4735974 4886525 4423670 4596341 4211342 +3615673 Making carbonated beverages within a cup.

+ 1J060 Know depth of liquid in container by "analyzing" amount of pressure placed on bottom of cup. D: pressure-"sensor" = NR/S/*OSC. "Analyzer" knows exact volume of liquid by= knowing: size + shape of container + depth of liquid.

-this sys (system linked to 'adapted features) can be a back up to other sys (system linked to 'adapted features) measuring depths of liquid.

-Applications: know to change the way any existing liquid in container is treated. Amount of liquid determines how it is treated, eg: more heat is given to keep larger amounts of liquid warm. When u (multi-users) can't see in containers (eg: with Hazardous wastes (kept under ground or away from U)), (when it's dangerous to either have a window / open container). Other laboratory research. Back up measure for measuring percent of container being full. Gaseous liquids.

-"Sensor" "analyzes" for changes in percent of each ingredient.

-consider existing products w/ gauges showing liquid content level, eg: auto gas tank meters.

1J070 Container Temperature Maintainer: Keeping liquid cold/hot: Container placed in (super) freezer/heater ((microwave (oven)). Container made of special material which: can hold cold temperatures / drop in temperature quickly / hopefully also stay cold longer than time it takes for it to get cold (possible?)%.
-replaces need for ice cubes.
-exists: foam containers, which surround most of soda/beer cans - acting as temperature barrier; Styrofoam cups; cups with lids - keeping out external air; products that get hotter (colder?) when they are agitated.

5J05 Life organism raising software:
"Educates" users in growing or raising plants, animals and other organisms. User= via sw= does in representative format= what they would normally do in real life to take care of the life form.
-Teaches / Warns: user is "guided", or user does what they think best and system simply "nr" when / after user makes errors.
. Plants:
-Lights: user places plants in place of with (what they think is) best light level. Each "zone" has different color representing light level / hours of (direct) light.
-Water: soil changes color by moisture level. User sees any excess water collect in bottom collector, which user can remove so plant roots don't rot. "NR" activates when water above 1cm is left in it.
-Other: "status" also shows soil's nutrient levels; wind; amount / type insects and other pests.
. Animals: W5 food, grooming, "exercise" given.
. Microorganisms: "status" for environmental factors: temperature, humidity, light.
. Applications: Universities for teaching students. Saves money from having to kill life forms, and or set up real life situations. sw (software 'adapts by linking with 'associated features) is compatible with material user may have read earlier. This sw (software 'adapts by linking with 'associated features) can be form of semi real-life test ("questionnaire").

File: Category / Laboratory Concluded

File: Motion Tutors / 3E061 Abstract

BODY MOTION TUTORS ABSTRACT
For Healthy People & Those Needing Physcial Therapy
File 3E061

Table of Contents for Motion Tutor Files:

. Introduction
. Body Guide
. Body *
. Claims
. Claims *
. Other
. IMI*
. For Techies
. Patents

Abstract

The invention guides people to improve their physical movements.
Benefits from the invention include:
-Teaching the user to correctly lift heavy items with less chance of back injury.
-Alleviating carpal tunnel syndrome. The invention replaces more restrictive existing wrist braces.
-Better overall body posture. Standing and sitting up straight, improves health, self esteem and overall well being.
-Better effects from yoga and meditation that come from correct posture.
-Helps desired movements become habitual, without worry of forgetfulness.

Small attachments to the body transmit information on the body's movements to the central unit via wire or wireless. Inexpensive mechanical versions of the invention are also beneficial.

The invention is an automated physical therapist tailored to the user's unique needs. The invention carefully adapts to hundreds of therapy needs where body movement restriction is part of the normal healing process. This is done by attaching the invention's parts to the necessary bony parts of the body, whose positioning requires monitoring. The reduced hours patients need with costly physical therapists more than covers the cost of buying or renting the invention while improving quality care. The invention's advantages over human physical therapists are substantial. The invention reduces employer liability, and saves insurers by reducing time needed with physical therapists. The invention is the best known 24 hour physical therapist. It's the fastest, most efficient, and cheapest known way patients can improve themselves.

Over a hundred body movement issues from physical therapy to improving golf swings now have a more sophisticated means by which people can visualize their own movement's deficiencies. Computer graphics

compares their depicted motion, with how their silhouette should have moved. Computer memory tracks their improvement over time, and shows exactly what minor refinements remain to be improved.

People with over a hundred types of limited limb usage issues from paraplegia to serious sufferers of arthritis, can creatively utilize the invention to control electronic devices. The user's sign language is interpreted as electronic code. For example, body sign language allows the user without touching anything, to activate a light, send e-mail, or use a speaker telephone. The invention interprets the body movements as particular forms of sign language, which is translated into the corresponding command code. Insurance companies, and retirement homes can save billions of dollars in labor costs allowing the handicapped to help themselves. Most importantly the disabled and elderly want the freedom independence brings.

There are many other innovative features related to this confidential invention as well.

File: Motion / 3E061 Body Guide

FILE 3E061 Body Guide

3E-061 Body Position Guide: Instructs users to be in the ideal body position for the type mood or function they may be in.

+ Our very related inventions: 5E020 Magic Wand; 1J010 Body Movement NR; 3E061 Body Motion Instructor; 3E150 "PS-Zone"%

-'Score measures= then rewards or punishes user according to their good body positioning ['tracked over time]= via nr / silent vibrator whose movement feels good or bad to user [according to uip-ba = uip-tailor]

-Examples of functions w/ associated body positions: studying; meditating [achieving higher transcended states via eg: Zen's lotus sitting position]; working at office, or desk or factory [avoiding repetitive movement strain, such as typing or assembly]; sex; *listening to: people, music; thinking, brainstorming [for creative ideas in groups, see KN (invention) paper on increasing creativity]; walking; jogging; aerobics or gymnastics [preventative maintenance training, eg: avoiding broken bones]; [standing while] cooking; doing household chores; physical rehabilitation [system adjusts to user's type [permanent handicapped] condition]; reading or watching [TV].

.-see following type text on possibly ideal body positions: yoga; body therapy and rehabilitation.

-Later, maybe u (multi-users) doesn't need the KN (invention) alarm system any more if their intuitive rising skills have been improved. KN (invention) allows u (multi-users) to temporarily be in wrong body position (for maximum 5 minutes, pr). OTD: pr; tds; score; status; uip; osc.

. Sleeping body position application: (KN teaches user into (change into) (sleeping in) certain body positions prior to rising, the theory is that the person learns to intuitively alter their body position and intern better prepare them for waking with less associated stress and for a better frame of mind for the day.

.-This is something like the philosophy behind existing N (invention) that gradually turns on light as time approaches the anointed hour, KN (invention) also utilizes this light changing KN.

-NR is activated when u (multi-users) is in wrong position within designated time (one hour) before alarm time.

+ KN (invention) is improvement on existing US Patent No: 4617525 Sleep posture monitor and alarm system.

-U can later view on 'screen their 'tracked body positions.

-

. OTD D: u (multi-users) = This N sys (system linked to 'adapted features) (tutors/analyzes: sleeping, walking, dance, swimming - for style / calories burned / grace (theater)) ~ C ('computer 'adapts features selected by user) =

BILL (u / animal being trained, pays/suffers penalty (nr, electric shock) whenever they aren't in desired mode/position/movement pattern); CART (); EDUC (); MULTI-USER (); NR (gives positive or negatives sounds/stimuli according to how uip "scores" u); OSC (); PR (); PS-Zone (); Q (); R ('remote control's 'computer 'adapts by linking with 'associated features) (); SCORE (); SENSOR (); TILT (); TRACK (); U; UIP (); VR+ (); WA+ ().

End of File 3E-06

File: Motion / 3E061 Body *

MOTION TUTOR 3E061&: BACKGROUND NOTES

Abstract - Reworded: Teaches people to improve their body posture. Device instructs users to be in the ideal body position for the type 'mood or function they may be in. Similar inventions exist.

-For human body's repetitive strain injury. Systems "sensor's" determine when part of body has bent beyond designated parameters, eg: via poor typing habits.

-How invention functions:

User straps on attachments to different parts of the body. Each attachment transmits its location [without wires] to the sensor. The system then analyzes the overall body movement pattern. In tern the system scores the body movement pattern for the type of ideal movement sought.

Differing applications cause 'notifier of 'system to function differently. sys (system linked to 'adapted features) responds differently to different circumstances as dictated by: motion "sensor"; uip; "score"; type activity u (multi-users) is involved in (sys knows via "analyzer" / uip); and or what 'user programs/requests system to do/'guide.

%* Related invention [pat # not known]:
This is something like the philosophy behind existing N; that gradually turns on light as time approaches the anointed hour, KN (invention) also utilizes this light changing KN. This invention's current application is a morning alarm, getting person gradually accustomed to waking up by giving light.
-Should the user be in a poor sleeping position, the light goes on slowly to wake them up.

(Non) Human Body Applications. Invention placed onto:
-Animals:
--'track their movements= for 'analysis / 'ba
-Objects - to see how they move (on their own). Examples:
.--trees [in the wind or hurricane] for research
.--new construction projects which need to see their strength in the wind
--combine this invention w/: 'vibration \ 'sensors \ other motion 'sensors
--mechanical products w/ moving parts. Measures for defective movements

"Tilt": attached to differing regions of body where designated movements are more/most readily "analyzable".

Part Files To Print:
-The important files design engineer needs to read to better understand the scope of this invention are the part files titled: +Tilt; Remote; Guide; PS-Zone.
-Request a copy of these files after you understand most of the invention description, and have conducted a good patent search, and are truly able to get the needed results completed on or before the deadline!

Working with specific tools, such as one of the many dangerous ones like chain saws:
-The 'tilt - 'notifier can alarm whenever a device is on or on and in a specific dangerous mode, while being in an unsafe position.
-This is an example of another related invention not exactly part of 3E061. The part of the invention, whereby the user puts the 'guide onto their body is part of this very invention, and one that can be considered.

For carpal tunnel syndrome and other repetitive strain injuries see:
-Desired body positions determined by books on related subjects, standard medical practice, and patient's doctor.

.-Applies to diverse illnesses as outlined in the popular book "Repetitive Strain Injury - A computer user's guide", by Emil Pascarelli, MD, published by J. Wiley & Sons, New York City.
-web, etc.

Study robot movement research and patent applications, especially in the areas of:
-how they move their appendages
-the trajectory path of their movements (less so the changes in their physical location).
-'w5 [when, how, what, where, when] robot's appendage movements are: restricted, restrict able, determined not to exceed designated constraints [due to possible breakage or wear and tear].
-how robot movements and human movements are similar; what robot researchers have learned about human movement patterns.

Web search engines: Try key words: "carpal tunnel" and products, tilt, "move at angle"

% Incorporate Panasonic's carpal tunnel massage device with the 'guide device. Or maybe their product is used as part of the healing process, but kept as a separate product.
%*-Incorporate healing skin lotions.
-Details on the existing product at www.carpalproducts.com

More Talent May Be Needed: Key Words for searching on web for people with desired skills and or interests. If more people are needed consider looking outside your geographical area, where people have even less opportunities to work on a good invention. If interested they might come out to you or you can start working without meeting and continue from there - it might be an avenue at least worthy of exploration. Confidentiality clearance needed before releasing certain portions of any invention details to public.

-yoga
-meditation
-*medical
-physical therapy
-paraplegic
-electronic hardware
-mechanic, mechanical
-engineer, engineering
-what else?

-Instructional manual gives clear ['interactive] directions [via its 'guide].

-Plastic and soft parts are washable, maybe even in the dishwasher or special machine washer.

-The 'analyzer needs to be sure that the parts are positioned correctly in relation to the person's body joints.

-Checking Attachments are On Correctly - Double-checking:

User can be asked to move about their body appendages in certain manners, eg: 360 degree swings in certain directions [while moving another attachment], system then 'analyzes to see that they are correctly positioned vis a vis each other.

-For greater certainty the body is moving correctly, one can also try:

.--user being fully flat on hard floor while doing 'designated movements

.--user putting their [entire] body into a [solid] device/body brace/structure; putting aside the question as to whether the body is in right position. Then system 'analyzes how each of these parts are positioned while the attachments are either stationary, or moving within the constraints of the structure.

-% 'Sensors on device know when they are correctly connected to the body and 'notify user as to the 'status of their being put on correctly or not= via differing 'osc beeps.

-For example: the self checking mechanism requires certain things to be in place, though it may not be 100% sure a part is on correctly since there may be too many things to check.

5J03 Body Posture Corrector - This description is basically repetitive:

-"Sensors" attach to body parts, "notify" whenever body has poor alignment (as "programmed").

-Device for maintaining correct posture - when walking.

-"Sensors" attached to body parts: head (back, forehead, sides, top); neck (back, sides); shoulders; back (spinal area); hip (back, sides); * legs; * feet; * arms; * hands.

--attach especially onto bony areas due to greater stability....

-How central idea functions: "Sensor" must be in certain position = or will "notify" user. "Sensor's" desired angle of position (relative to earth's gravity, eg: carpenter's level) is set when the user or their instructor presses "remote" button ("k") at the time the "sensors" are aligned correctly (as visually viewed / via "analyzer" utilizing other existing technology).

-U deactivates system whenever they desired. Eg: for walking, physical work.

-"Notifier" activated whenever non-alignment continues beyond designated ("pr") time span.

. Other applications:

-inducing people to sleep in desired positions, eg: on back, or if they have other physical ailment, eg: bone injury needing designated sleeping position.

-movement therapy, eg: Alexander technique. For: exercising (swimming, jogging); work safety (lifting).

Purpose: reduces chance of body injury / improves movement for better sports / exercise performance. People sitting while driving or riding horses, or dancers.

-utilizes Steven Kays' preconceived inventions: 9G050 Multi-directional Level

%* 9G050 Surface Angle Measuring Device:
This is a different related invention project included herein for interest.
Determines the flatness of a surface like that of the carpenter's balance measuring device with a little bubble in a tube; when the bubble is in the middle of the tube, the device is considered flat. Other tubes are positioned to show if device is perfectly at a 45-degree angle. This invention is better in that it applies to non-flat surfaces as well by using prongs to know the average position of the device being measured.
-Each leg reaches to a different point 'analyzing for:
#1: How level surface is. Designed especially for non-flat surfaces (have multiple curves, bumps). #2: Also checks for degree to which surface is horizontal / vertical (vis a vis desired perspective, eg: diagonal column, gravity pull). #3: Measures accuracy for degree to which desired angle is what it should be.
.-consistency level at designated points.
-D1: leg(s) = central point (c, sensor).
-D2: multiple existing levelers meeting together (as the letter X or shape of star - *)
-Patent search strategy: level+ and (measure or measures or measuring) and (carpet* or hous* or wood*).
-US Patent No's [from before 1990]: 4850491 4182046
-Technical - how KN (invention) looks: possibly a circular bubble (with flat-(is) top) = air pocket inside plastic bubble holding the liquid = moves to point opposite where there is the most dip/angle.
-Used for standard level measuring, eg: left to right and or front to back or other.
+ measures degree to which angle is at desired degree, eg: u (multi-users) wants 45 degree angle: place level on the (flat) surface then= rotate= then click into place the plastic bubble at the 45 degree point= resulting in plastic bubble being perfectly horizonal if the main contraption is at 45 degrees (in terms of earth gravity). Set level to measure accuracy of angle to any (five degree increment).
-claims: old levels used vials instead of rounder plastic bubbles which measure front to North to South or West to East or NW to SE...., while KN (invention) also can handle designated angles vis a vis up to down while also checking for other angles (incongruence), eg: (flat surface) being crooked in any other way from manner desired.
-Related to Invention 3E061 Human Body Motion 'Guide. That invention measures the angles at which body limbs are moving. It suggests alternative angles at which limbs may be held such as to avoid carpal tunnel syndrome.
--An adaptation can be in that the 9G050 Surface Angle Measuring Device, will be able to gauge the angle at which a human limb is placed, since there are no flat positions on the human body.

Tilt / Balance Detection: laser or other 'frequencies can determine the relative position each piece is to the other.
-'frequencies can include: 'distancer; %'ps: 'positioning system. This part focuses more on GPS matters however; so a micro version of such is needed. Too expensive maybe.

-Trade Mark possibilities: Body or motion balance, eg: body balance or motion balance tutor; body guide; body instructor, body tutor; Motion Tutor; Posture Doctor

-* Very similar inventions are under two different product numbers:

3E061 and 1J-010.

-Working at a stationary desk, work table, conveyor belt, or other work area:

-The system needs to have calculated into it the type chair and desk, along with their heights; and 'guides accordingly. In other words, the 'designated body positions are determined once one inputs into the system the height of the chairs, table, and distance from chair user might need to reach. It also suggests how the chair and table heights can be altered.

.--The 'guide invention might be sold along with chairs and desks, whose heights are adjustable. All the user needs to do is key into the system what the desk and chair's markers state are their important height parameters.

-Maintaining designated distances from computer screen (s) or book, so as not to hurt human eyes.

.--Diagram: "distancer" (measures distance from user to screen) = 'analyzer = 'notifier.

-Other repetitive manual work, or other commonly practiced poor body motion patterns: alerts user to their body motions, which are harmful to the body.

Remote Control Features Background:

Existing Canon product:

Camera detects user's eye movements, view finder's frame is where the eyeball is looking. [Canon, 17 Jan 93 "Yomiuri Daily" Newspaper from Tokyo, article. - Don't have article though]

+-eye movements control products. Positions of eye represent different signals.

Steven Kays is developing the R123-1 Eye Controlled Touchless Keyboard:

Camera detects movements as eye looks at each letter on board. Upon eye's stopping at each square (represents key), signal is created as if key were pressed manually. Place head into goggles or brace within view of eye movement sensor. Applications: the physically impaired; hygiene (Touchless control); lack of space; virtual reality. Controls all keys of standard keyboards.

-additional keys can be added for, eg: designating that the next two keys stopped at are to be considered pressed simultaneously (look at simultaneous key #1 -> alt key #2 -> F3 key #3).

-depending on technical requirements / user's (steady) eye control, time period for eye to stop at each key is set (via mf or user's pr).

-helps if eye socket's position is stable in some manner, so eye movement has point of reference so sensor knows how eye is moved.

--more sophisticated "visual analyzer" version: sys (system linked to 'adapted features) seeks face of u (multi-users) (via image recognition of any human or particular u, eg: via facial characteristics -> knows where eyes are. In tern, when head moves, sys (system linked to 'adapted features) accommodates. Sys knows the change in angle of head effects how eye needs to move to see squares (any point of vision).

-D: what eye sees (tr gives its location to c) = eye(s) = movement sensor = visual analyzer = c.

* 5E050 Body movement = "R":
Way in which user touches/moves in seat/sofa/furniture/contraption = "synthesization of sound = memory/speaker/play back.
-degree to which element/part is squeezed the degree to which volume/base/treble... goes up or down.
'Remote Control Features - How user's sign language is interpreted as electronic code:
-see the 'Remote part.
Activate, deactivate any electronic device and or control its operations without touching the main unit (unit's buttons).
D: 1uk~2display~**3osc = 4c = 5signal converter = 6tr/6rc (via wireless/wire) = 7signal converter = 8c = 9(product follows desired command).
-OTD 1: Transmission distances for radio frequency transmissions reduced according to local usage regulations (use re-transmitters). Can be in any shape/dual function/attached as a combination ^: necklace, clock, wrist watch, bracelet, belt (belt buckle), key ring, pocket pager, "air pad", %eye glasses, %ear rings, %hat, %head band, %shoes, wallet/purse/*bag attachment (or inserted therein), %umbrella (handle; rod for "tr"), car, *bicycle, %ring, computer (notebook, organizer), tel instrument, attached to (door, wall, furniture (chair, sofa, table, bed). Is waterproof and can even be submerged into water without possible electric shock.
D: remote (uk)~c = tr/rc = function
-OTD 2: Some of the below may be designed only for limited controls (activation/deactivation) if there is a limited range of possible triggering of desired control signals in the final design. In which case simple/complex controls/pp are handled via other means (buttons / keyboard / + Victor Co's AV System Remote Controller which works w (with - 'adaptor controls level of 'interaction) 13 types of audio-visual equipment).
Clapper: by clapping or whistling, user activates system. For more complex operations, the claps and or whistles or any other sound combination triggers corresponding function. Voice activation system too. See ^: Parts, "Clapper" file for details.
% Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface. Each different stroke creates a different signal. (PD) 3A-790-042004
% Body Movement Controller: Incorporates the 'Miburi' released by Yamaha after my filing of this idea!
Dancer Toy: Create signals as you dance. Dancer's movements can be converted into an infinite array of different signals (as pp/mp). **Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different signal, according to the area (PS). History see: B7-120-022001
-Other virtual reality products that create signals according to body movements (gloves).
-"PS": According to which devices they are moving (dancing) near. Eg: if they are near one block (transmitting or receiving signals) then the shoes or the block will make a different sound. That is put the blocks where you want, these blocks create "sound zones".
OTD: All; remote; display; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; microphone; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp. For indoors or outdoors use

CONCLUDES File: Body Motion / 3E061 Body *

File: Motion / 3E061 Claims

3E061 MOTION TUTOR CLAIMS

Teaching hundreds of different additional skills to refine people's physical movements in:

-Sports: Throwing or swinging at balls in tennis, baseball, basketball and football.

-Teaching truck drivers working excessive hours to avoid dosing off. This is an improvement over an existing product.

-Working correctly with diverse tools and machinery for purposes of safety, better work performance, and reduction of potential damage to expensive machinery. Saves teacher's training time.

-Correcting body positions for: carpal tunnel syndrome, sitting at a desk, walking, yoga, and meditation, etc.

Lifting heavy objects:

-The invention can save millions of people from the agony of life long back injury, plus possibly over a billion dollars in world-wide worker's compensation and lost work hours payable by insurance companies, businesses and governments.

-Employer's using it as part of their training program, may reduce their liabilities even if back injuries still occur; since the company can demonstrate that they are doing everything possible to prevent the problem. This puts more of any blame on the employee who may not have used the invention, or practiced what he was taught.

-The invention can score how well the employee picked up objects. Users may even be asked to pass the simple test before being hired giving another valuable legal protection for the employer.

User views their past movements:

-Later, the user can view on the screen their tracked body positions.

-Computer graphics shows a window for how someone of their exact size and build should have moved. This window can be shown side-by-side, or juxtaposed over the user's actual movements.

-Their movements can be laid over that of the ideal movement, eg: user's silhouette over another silhouette of same size. This can be done simultaneously or serially.

-The system analyzes the human body's movements by determining where each body part should be vis a vis the invention's parts [which 'transmit their locations].

-User's progress over time can be shown by: overlapping current w/ past movements; differing 'scores of their movements [like via a chart over time]

Pet Trainer: The invention teaches dogs to better behave themselves for example by not jumping onto people.

Many more creative features abound with the same and related versions!

File: Motion / 3E061 Claims *

CLAIMS FOR 3E061 MOTION TUTOR *

Flexible monitors on bottom of wrists (7G052). "Tilt". Body parts attachable to: fingers (so fingers don't stretch too much / often hitting way out K's keys. Other body (human) parts: neck, waist, ankles*.

Physical rehabilitation [system adjusts to user's type of [permanent handicapped] condition]; reading or watching [TV].

Other Use Possibilities: Monitor movements of people or objects. Study the movement patterns. What else?

Attachments of parts are made to Individual body parts:
-finger(s), wrists, elbows, shoulders, neck, *eye (lid), chest (spinal cord area), waist, hip, leg joint meeting hip socket area, knee, ankle, toes.
--what else can such a 'guide do?
-Multiple sensors placed on each mentioned part - each 'sensor present to maximize "analysis" for each movement, eg: neck has more sensors than elbow since former has more types of angled movements possible.
-'Sensors can be (partially) hidden/disguised via: standard clothing, neck sensors - turtlenecks or necklaces, %jewelry: bracelets, shoes - ankle; medical wraps or apparatus.
--what creative forms of jewelry can be suggested?

Dance and stylized body movements:
-Tai Chi: The Tai Chi for of art is a meditative dance from China that is becoming more popular in the US. When correct positioning is achieved in the correct 'order & timing [such as the right pause between movements], system rewards user by playing new age music. Or user continues practicing until system 'analyzes user has achieved the right pattern; in other words the better the student movement, the faster the class is completed.
-Teaches any other type of desired body movements, the reasons for such form of body movements need not necessarily be 'pre-programmed into the machine. The 'user 'programs the machine to suit. Examples:
--Learning how to: walk on fragile ground; balancing oneself while rope walking; learning movements for any type of film stunt work [maybe the film director wants a certain effect from the movements - in that the desired movements may run counter to how a person would normally move in a 'designated circumstance]; how to stand [while talking and or 'interacting with someone or something (like a KN (invention) invention)].

-Dance trainer: "education", "tilt", ballet, modern dance, theater (walking, posing, jumping).
-What other types of body movements can benefit from 'guidance?

* Exercise:
-Jogging: to reduce damage to legs caused by poor habits, eg: knees.
-Studies user behavior to determine which shoes would better match their needs.
-Aerobics or gymnastics [preventative maintenance training, eg: avoiding broken bones]
-Sports education. Eg:
--Learning to ride a bike, surfboard, etc.
--Learning to use any new sport equipment, eg: rackets, rolling bowling ball.
-Gymnastics: any of the Olympic competition activities.
-Exercise: jogging, swimming.

Guides how to hold and play musical instruments correctly.

Miscellaneous Benefits:
.-[standing while] cooking
.-doing household chores.
.-see following type text on possibly ideal body positions: yoga
%.-Speech therapy: Teaches people to improve speaking by positioning their head in a certain manner.
.-sex
.-thinking / brainstorming / studying: certain positions may elicit greater creativity. The manufacturer might suggest the positions, or the user may determine what works best for them - they just need to be reminded on occasion.

What other forms of benefits can you suggest?
-Specialists who can make additional recommendations for ideal body positioning include: chiropractors; yoga instructors; actors; psychologists; medical doctors (for patients needing to (temporarily) change their positioning (due to their medical changes).

Restraint
+ Proximity Restraint: Stops people's movements when they are not where they are supposed to be. Can be a safety and or security precaution.
-'Access codes needed to stop the restrictive mechanisms.
--Users required to wear the invention: Should the device be taken off [unsnapping triggers 'notifier]= access or punishment or 'notification [to security can occur].
-Diagram: When 'user is in a 'designated 'zone = the invention = will restrict = the user's movements.

+ Incarceration Restraint: 'Guide can work as a form of containing a person's overall movements, eg: for criminals during transport (may be more freeing than leg or hand cuffs).

User can be punished or rewarded to their 'tracked behavior over time:
-'Score 'analyzes the degree to which user exceeded 'designated movement parameters, and by what margin. Differing [bad/good/moderate] movements are [each] scored positively or negatively via diverse variables [tied to degrees of goodness].
-The worse/better the user's movements, the more/less restrictive the system can get [automatically].

Standing and Walking Postures:
-A high percentage of the population will benefit from better posture. Correct posture helps in maintaining good health and self esteem. Due to mankind's historic evolution from walking on all fours, our backs and posture continue to be a problem. This is the only known invention that effectively reminds and instructs users to move their bodies correctly.

Meditating: The invention helps the user achieve higher transcended states by inducing them into the correct arched sitting position. Studies show achieving the desired body posture is important for inducing meditative states of mind.

Yoga:
-The invention 'guides the user into ideal body positioning. Less practiced yoga pupils may be less apt in knowing the ideal position, and are maybe unable to see themselves objectively without an instructor. The invention 'scores the users progress.
-The invention's cost may in time pay back from the savings in inconvenient classes, transportation costs, lost time one might be otherwise working. The user can soon start taking higher quality yoga breaks at one's will without tutors.
-'Guide's 'Order & Timing:
The device may be coupled with a timed 'guiding device for the recommended sequence of body movements. Its verbal cue ['osc] instructs user as to the ideal time period for remaining in each position. User may be given a set pause between positions.
--Before beginning, the user may put on one to a dozen or so sensors. The 'analyzer only studies the positioning of the applicable 'sensors for the pertinent body exercises.
-As the user follows the prompts; 'system knows or assumes at what angles the user should be in for each general body posture.
-If the user's angles are completely different [by over 30 degrees on average for all sensors], system turns off its 'guidance system; so as not to interfere.

-Helps replace the need for a daily yoga instructor. However an instructor or the manufacturer's representative or school is needed to 'program the device for what body angles are ideal for the user.
-The invention can have a built in expectation that the user's flexibility will improve. The teacher or 'system will gauge the user's age, recent yoga experience and so forth in determining an expected curve of improvement over time. Additionally the student can visit their instructor occasionally for a reprogramming of the machine should their improvement be faster or slower than 'predicted. 'TGH (Therapy gets harder).

Sleeping body position application:
Invention teaches user to sleep in certain body positions prior to rising.
-The theory is that the person learns to intuitively alter their body position and intern better prepare them for waking with less associated stress, and for a better frame of mind for the day. In other words after using the system for some time, the system can alter the user's subconsciousness so they no longer need the device.
-Those in hospital beds may need sleep 'guidance. Eg: those w/ broken bones and under heavy tranquilizers may not realize the pain incurred by certain movements (while asleep). Such people might be given less tranquilizers to keep them alert enough, so this device may actually help induce better sleep! People could pay dearly for just this one feature.
-Studies show that sleep positioning is correlated to behavior types. For example, people sleeping on their backs are often socially more outgoing than those who sleep on their stomachs. Invention can be used to help induce behavior modification; possibly along with other forms of mental therapy.
-Invention also applies to (leaned back sitting) sitting (on lounge chair) or other resting body position 'guidance.

EXAMPLE INVENTION IN MINOR DETAIL
-Carpal Tunnel Syndrome Therapy Machines
-Carpal tunnel syndrome is one of the forms of repetitive strain injury suffered by millions. This paper goes into some detail on the benefits of the invention for those with carpal tunnel syndrome. The version of the invention for carpal tunnel syndrome serves as a rough example for how other applications of the invention may be developed.
-Carpal tunnel syndrome has a chronic lack of good solutions. The marketing of special carpal tunnel wrist massage machines (from Panasonic), carpal tunnel skin lotions and special teas are all signs that good inventions are lacking, and the market is willing to buy almost anything in the hopes of solving their problems.
-The invention affords greater forms of flexibility than available from other carpal tunnel syndrome products, which generally are some form of a cuff worn about the wrist with minimal flexibility. The invention however is designed to provide the helpful restricted wrist movement, while also allowing the user to temporarily disengage the restricted mode on an as needed basis.
-The user may need to temporarily gain more flexibility for their wrists for any number of reasons. Wrists after all are flexible because we need them this way to do the things we do on a daily basis. Many people shun the

old fashioned products due to their encumbrance, and intern don't gain the benefit existing products have to offer.

-The invention's flexibility may also induce the user to wear the invention more often, intern gaining from the invention's benefits.

-The flexibility offered the wrists is designed in different variations.

-Given any emergency action required of the user, this invention if properly constructed can be safer to use than existing remedies, since the hands have more of the needed mobility to respond appropriately. When in the middle of some panic, the user might forget they have on the device. Design the invention so that it is removable in the quickest time with the fewest number of movements necessary.

Mechanical Version One:

-When necessary, the user simply snaps the release of the invention. This mechanical release keeps the invention on the wrists but affords greater flexibility.

Mechanical Version Two:

Invention's construction example #2 - purely mechanical version:

-Similar parts may be attached to the back of the forearms and hands like in the other construction example, but the key element is the angle at which the (ball) joint connecting the two parts is.

-Maybe the joint can be locked by user at desired angle and at the 'designated times. In tern only that angle, with or without a limited flexible range is afforded the user [typing at the key board].

Electronic Version For Carpal Tunnel Syndrome:

, or the user can simply ignore the minor alarm sensation they receive when they move their wrists naturally, since the invention doesn't have to physically restrict all their movements.

-when user bends too far, they will bend their hand into the stationary dull pointed device. However (maybe) if user continues to bend into this pointed element, the pointed element will give way, allowing user greater flexibility without the "punishment" factor.

-Alarms to the user 'notifying them of poor movements can be in the forms of:

mild vibrations, sounds, very mild electric shock, mechanical element than pokes at their skin, and or differing lights each signaling a different 'score.

Invention's construction example #1 - electronic version:

-The 'tilt sensors are placed on the forearm, and also the back of the hand. The forearm must be at a 'designated angle. Perhaps the back of the hand has to be at a 'designated angle in relation to the forearm or independent of the forearm.

+-As different people's hands and forearms differ from each other, then the user needs to 'program at what angle their 'tilting parts must be set to 'seek, so it determines the ideal body positioning has been achieved. Hands can be measured in different ways, eg: 1] from side to side when the hand is flat on a table; 2] the hand's thickness.

-Self 'monitoring:

A simpler version allows the user to simply view the angle at which the part is situated, with or without an electronic means of 'notification, or 'analysis as to what is the correct angle. For example, 'user can easily view the top of their forearm while typing.

.-This applies to any other applications of invention other than carpal tunnel syndrome.

.-Diagram: Body movements -> System's "sensor's" determine when part of body has bent beyond designated parameters, eg: via poor typing habits -> 'notifies user / 'guides user.

People habitually forget about their poor movements, due to habit, or otherwise. Carpal tunnel and other related syndromes usually creep up on people. Since physical injury worsens with those who don't practice proper movements, there is a clear need for this device in one form or the other; even if only an inexpensive of the invention is utilized for the mass market.

The daily usage of computers worldwide is exploding, and interns the growing need for the invention with the carpal tunnel syndrome therapy application.

Physical Therapy Continued from other papers:

.-Teaches people [out of physical necessity] to use their alternative appendages. For example people who have suffered injury to a limb, or who had 'a stroke need 'guidance in using alternative means: Teaches people to use other available appendages more, eg: hand for writing / working; leg. Usage changes involve: less pressure, exertion, movement.

-Motion "sensor" can also be utilized.

-Works w (with - 'adaptor controls level of 'interaction) / replaces physical therapy methodologies (commonly in practice)

-Medical conditions include:

arthritis

-accidental injury: torn ligaments, broken bones (can take off casts earlier or avoid all together, especially when casts are of less help in such occurrences)

-muscle or bone diseases

-birth defects

-The invention can be self taught and adjusted; yet a therapist may be utilized if there is medical insurance coverage.

-Etc

Sports:

-Throwing or swinging at balls in tennis, baseball, basketball and football.

-Throwing balls in baseball, football, basketball, etc.

-When catching or swinging at the ball, the direction, any spin, and *speed of the ball are to be reflected in the correct movement response/swing.
--System knows the nature of the ball via:
---controlling how it comes to the user
---'visually analyzing its movements
-Speed swimming.

Fine tuning one's gymnastics and dance technique movements.
END OF CLAIMS SECTION: Look for more claims in application
File: Motion / 3E061 H2*

3E061 MOTION TUTOR - OTHER

How Invention Knows The Positioning Of All Its Parts:
How the different 'sensors know where on the body they are, and how they are juxtaposed to the other parts:
-Each part is assigned [normally] only to one portion of the body. The 'programming surrounding this part pertains just to that body part, eg: forearm.
-Invention knowing where it is on the body and knowing what position it should be in (vis a vis gravitational field):
--'Software's 'analyzer knows how they should be in relation to each other based on: type model used and for what size person should be using system; the type of body movements system is to 'guide; if one of the parts falls well out of the normal movement pattern [as determined by 'tracking], system will 'notify user.
.--This lends the overall invention to prefer simpler designs when feasible.
.--the parts/sensors are hopefully placed correctly onto the body.
.--different size parts might be used for differing body parts: such might create better perfect fits. Inventions made/adaptable for people of differing sizes.
%'Distancer knows the distance from other parts.
%+-Distancer placed on each end of each movable part. In tern the 'analyzer gauge's position of each part vis a vis each of the other parts, or vis a vis a single 'sensor located on or off the body.
--System assumes/'analyzes [within a permissible 'designated margin of error], that the parts are fitted onto the person correctly. Therefor it 'analyzes then 'scores how good the movements are.

Checking If System Is Being Used Correctly
Ways system can judge it's possibly not being utilized ideally:
-Maybe the parts are too far apart? Someone putting the wrong part on a limb might cause this.
-For example, the distance between the different body attachments is [on average] not the correct amount.

--This might be determined via: the 'distancer which measures by radio waves between each piece.

-Maybe the wrong person is using the system, and they are of a different size.

-Maybe the user assumes the system is programmed to 'guide them for a movement pattern other than what the system thinks it should be 'guiding.

.--In versions too expensive, the system can determine what the movement guidance needed is, and then kick in from there. Done by 'tracking the past [minute's] patterns, and matching it against the system's database of movement patterns.

-The pattern in which the pieces are 'coordinated with each other in the overall body movements.

-Without knowing if the system was put on incorrectly, or the user is doing something wrong, it will be difficult for the System to 'analyze for inappropriate movement; it may assign poor movement characteristics to either the user and or how the parts may be incorrectly attached.

-A 'designated 'notification can be made in such situations.

Ways to help make sure system is used correctly:

-User makes sure the parts are on correctly, and in the correct distance from the other parts.

--For example: User is to measure the distance between attached parts. They may lay on the floor. User or system then can 'analyze if all is OK.

-Require a person trained in the device to attach them up correctly with the parts.

-Scale back the invention:

Have fewer parts. The simpler the easier to use. Naturally this overall invention is complex for expensive models.

-% Wires between the parts: the manner in which 'sensor senses they are being bent may help in: determining the correct overall movement pattern [since incorrectly placed parts will effect the movement of any connecting wires accordingly - for any individual with given body measurements].

-Different size parts are made to fit right onto the individual like shoes. One needs the correct size. Eg:

--the entire forearm is grasped in a manner so that it can only fit on with minimal chance of error.

---release mechanisms may be built in.

--Buyer can special order each part, or they are kept in stock adjustable products at the store. Invention is usually not a "one size fits all" product, but exceptions abound.

-The attachments can be [mostly] solid [plastic] - assuring greater accuracy of each piece's 'transmitters / 'receivers / 'sensors being in the correct position.

-Using general [human] caution.

Errors & Less Desirable Body Movements:

'Programming in permissible range of tolerance for error:

-The level of tolerance system has for poor movement can be 'programmed and altered.

-should the human body measurements not be perfect*, or should the devices not be placed perfectly; system might give more room for error.

--maybe the device, user, or type movement requires such greater flexibility. Reasons include: person has poor coordination; the movements desired are difficult to attain or repeat; user may need to make [spontaneous] alterations from the 'guided path.

-The system's increasing its margin of error is easier or more logical or applicable should system 'analyze that it isn't being used correctly.

-the user/system may (re)set the margin of error. Reasons may include:

.--the invention appears not to fit onto body perfectly due to: user's lack of experience ['database knows how often user used system to date]; parts not moving in an as ideal a manner as hoped; difficult to physically meet the movement.

-'Guide system can be 'programmed to turn on/off 'system's "punishment" mode if user lacks correct posture:

--maybe user doesn't need the 'notifier system any more if their [consciously directed or intuitive] movement skills have been improved. Invention allows user to temporarily be in wrong body position (for maximum 5 minutes).

--OTD: score; status; UIP; osc; 'behavior analyzer; 'track; *program.

PARTS 3E061

Intro: These terms are fully or partially inter replaceable. In other words, each group of terms can usually be replaced with each other, intern broadening the patent. Terms describe the parts and or functions.

.-Complete definition of terms found by: Using [high tech] thesaurus for each aspect of definition; doing key word searches on high tech databases like www.uspto.gov for seeing how such are utilizable.

'Analyzer: Is the brain of the invention. Studies the different parts' positions. Controls / 'monitors the: 'guide, 'monitoring, 'tilt, 'tracking, 'uip, 'user.

'Education: User is educated on the better techniques in: dancing, gymnastics, aerobics, jogging, walking, yoga.

-System reprimands bad movements, and gets tougher ('TGH) over time as student should have increased their skills). 'Guide.

'Guide: Instructs user how to move; 'educational; Normally the invention 'monitors the user, and intern 'guides them into better positions by: beeps, lights, or other forms of 'notification.

-'TGH [therapy gets harder] as person improves [their yoga], in other words 'guide gives a 'score for user's 'tracked movements, and intern 'guides user to harder tasks.

--For medical applications, 'tgh may simply automatically assume the user's physical condition is being improved unless it is 'programmed to think otherwise.

'Monitoring: 'scoring; evaluating if the 'designated body position is being achieved. 'Guide uses 'monitoring to determine what guidance if any is needed.

'Tilt: Position of any of the 'sensors; Part [used as a sensor]. Balance.

-(body posture (standing up right / at right angle (see KN's `Level Analyzer' N (invention) in E or G* dir))

-The angle at which the 'sensor is positioned is determined by

an electronic or mechanical version of the carpenter's level measuring device.

-Each part can give its own readings as to its angles. Each part can be connected to different portions of the person, hence a different desired angle can be sought for each piece.

-'Analyzer: studies the changing trajectory path of each part, and or how the different parts are positioned in relation to the other parts.

--The analysis of trajectory paths is more valuable when multiple positions are ideal, versus tasks where there is only one ideal angle. Multiple positions can be the way one is retaught how to walk, single positions can be meditating.

'Tracking: following 'user's trajectory graphs of body movement; 'monitors the user's [improved] movement history.

'UIP [User Information Programming]: User's past movement patterns, what ailments they have/had/need correcting & how. 'Behavior analyzer. 'System 'tailors itself to user's needs [according to how 'guide best determines it should be done].

'User: Patient; person undergoing physical therapy; normal person seeking invention's benefits. Any (3D) object or animal whose movements need to be 'monitored, 'tracked, 'guided, and or controlled.

- - - - -

Limiting number of 'sensors:

-To minimize the number of 'sensors, the user may have only a few of the needed 'sensors. The idea is that if certain body parts are in the right position, then it is rather likely the other parts are doing OK as well.

-'Sensors might be placed on the more difficult or problematic body parts.

-Advanced versions for which users are prepared to pay extra can have more parts.

Rewards are given for good movements. Different forms of 'notification can be given to the user, based on how good the pupil is. The worse the position the worse the feel of the 'notification, eg: louder beeps.

The exploding global market for computers is increasing the call for a solution to repetitive strain injuries.

The invention's advantages over human physical therapists are substantial. For example:

-Patients not needing to be reminded [time consuming for hired help]. Less observation time required.
-Invention is in many ways like having a 24-hour physical therapist.
+-The ability for human therapists to accurately gauge the desired angles of movements is less precise than the invention's ability. The medical doctor simply prescribes to the invention what angles and other type movements are desired, and how they are to change over time. This is coupled with doctor monitoring and corresponding reprogramming of the machine.

The system is over time, cheaper and often more effective than live instructors. Examples include:
-History and database of user's: movements, behavior, problems, what 'guide modes worked best, what 'tgh modes worked best, user preferences, etc. All this data is usually too much for a teacher with multiple students to remember, and too time consuming to remember. Improved 'tailoring.
-Available 24 hours. No travel necessary to connect student with teacher.
-etc!

Diagram: User = Body Movement Invention ~ C ('computer 'adapts features selected by user) =
. ACCESS: 'designated movements allow access.
. ANALYZER: how movements interpreted; 'guide
. ARTIST:
. BA: learn about the wearer's behavior
. BILL: charge more for certain types of movements
. CART: each sw (software 'adapts by linking with 'associated features) cartridge allows different functions, eg: how movements are taught or interpreted
. COMPOSITION:
. COORDINATOR: balances the user's abilities, learning curve, 'tgh and 'guide.
. EDIT: 'guide tries to cut out 'designated behaviors from user's movement [behavior].
. EDUC
. MULTI-USER
. NR
. OSC
. PR
. PS-Zone:
--'designated desired movements differ by region in which user is located
--each appendage's movement falls into a different 3 dimensional location [another way to interpret actually made movements]
. Q: System asks user what skills or benefits they wish to gain from the 'guide feature.
. REMOTE: 'Remote control objects via user body motions.
. SCORE

. SEEKS & REACTS: System punishes 'designated bad movements
. SENSOR
. TILT:
. TRACK:
. UIP:
. UIP-Tailor:
. VISUAL ANALYZER: Camera can study movements made. Would help if user wore lights or other transmittable signals on key body points.
+. VIRTUAL REALITY: This is a form of virtual reality.
. WA: an easier form of 'remote control.
. ZONE

'Artist Part:
-movements correlated into art (two or three dimensional) plus maybe sound and any other effects, eg: vibrations, changes in temperature or smells.
-draw/create (moving/'interactive) 'images while (on 'virtual reality).
-replaces the paintbrush and or computer mouse.
-user is better able to create three dimensional 'images: each location in which the 'transmitter/'remote control is located can be interpreted as paint or any other form of creating [digitized] characteristics.
-drawing onto two-dimensional medium with their X and Y axis: movements [perpendicular] on a Z or other plain can increase or decrease the size or have such movements interpreted in any other ['editable] mode. Examples: changes in color [shades], volume of sound or size or smell, etc.
-See 'Tilt

'Entertainment: User's learning new movement forms can be entertaining. Eg: dance, yoga, gymnastics, acting skills [how one walks in conjunction with other movements and statements that need to be verbalized (as determined by the system's computer screen).

'Exercise: Device 'scores the level of 'exercise activity. 'Scores the number of calories burnt, and otherwise 'analyzes the level(s) at which user's behavior reached the ideal movements/characteristics/ speeds/etc.

'Predict: Therapy gets harder according to how well it 'predicts user's movements will change.

W5: the w5 elements determine desired body movements. Eg:
-when: time of day; or in what sequence of 'Order & Timing function
-where: 'zone; to where body appendage moves exactly [what angle, how far outstretched (if at all)]
-why: for therapy, or 'entertainment

-what: which body movements are needed, when and how
-how: how to move

Miscellaneous:
Connecting invention to body:
-Attaching invention parts/'sensors to user via:
straps; %human body implants; clamp onto body *[over skin or clothes or [therapeutic covering / body suit], eg: parts snap around body appendage...
-Children users or when the invention is used by 'multiple-users: The part's pieces can be adjusted to fit different body sizes. -As the adjustment is made, the user or the system automatically 'programs the 'analyzer accordingly, so system adjusts its 'guidance according to the type body/'behavior profile of the user.

Work needed:
-Focus on those applications, which may appear more, cost effective and for which there are bigger markets.
-The specifics for the working out of the invention's mechanics need to be worked out. Balance the benefits gained with the manufacturing costs, without necessarily expecting the perfect machinery. Study and apply existing technology to this innovative application. For example check out:
--www.uspto.gov for their database on mechanical parts. Apply existing knowledge to physical therapy applications.
--ask university librarians on material explaining how to create such mechanisms.
--search the web, etc.
--Also, communicate with physical therapists as to what movements need monitoring.

Breathing & Other Negligible Movements By User:
-The 'analyzer learns how to ignore less important movements like shaking, minor jerking, etc. It looks at things like the average position over a short period of time. It ignores jumps in the curves of movements.

The user can click when they start and or end their movement task. This better allows the user/system to know what movements are to be 'analyzed. In expensive models, the system determines the starting and ending, based on the 'tracked pattern of movement, and how such matches against the system's database of the [desired] movement patterns.

'Analyzer determines/guesses how far each body part extends beyond each of its parts. In other words, a part may for example be just above the ankle, and since the system knows for what body type the part is being used for, it can approximate how far the part is from the bottom of the heel. The user may also key in information about their body dimensions, eg: shoe size and chest sizes.

Pet Trainer: The invention teaches dogs to better behave themselves by not jumping onto people. 'Guide can work as a form of containing an animal's movements such as:
-while needing to be restrained for a veterinarian [the invention can be placed onto the animal by the pet's owner].
-while guests are visiting, and the owner doesn't want to completely lock animal out.
-teaching pets good manners, such as not jumping onto people.
-teaches dogs not to run too much: retrains leg movements beyond designated parameter, and or limits the number of big steps within a time frame [see part 'order & timing'].
END OF THIS FILE 3E061 H2

File: Move / 3E061 IMI&

MORE PARTS - MOVEMENT TUTOR. File IMI&

Note: Part names followed by a plus "+" symbol show extensive details are printed on these especially important parts.

ACCESS = Gain access to electronic product's controls with a correctly keyed in combination. Body movement's specific sign languages are read as forms of needed passwords.

ANALYZER = Computer software analyzes how to handle situation.

ARTIST+ = Allows user to make and edit images according to body movements.

BA+ = Behavior Analyzer. Analyzes live behavior of people. Type movement is interpretable behavior. User's behavior [as stored in database] enables system to better 'guide user for their 'tailored needs.

BILL = Billing: Charges users by amount and type of usage.

CART = Cartridges to be inserted into system. Frequently contains useful software / databases.

CLAP = Clapper. Each combination of claps controls a different function. Allows user to control invention without touching.

COMPOSITION + = Electronic Music Composition: Another variation of product can also be used to create interesting music according to type movements. See Yamaha's Miburi invention.

CA / CONTENT ANALYZER = Analyzes the database contents of user's behavior; so system can better 'tailor itself to user's needs.

COORDINATOR = Coordinates different parts of system.

DANCE * = Body movement generates sounds.

DB = Data Base. Stores: past movements of user; forms of movement patterns user needs to be taught; etc.

DISTANCER + = Signals whenever any two parts separate or come together. Signals via radio waves if separation is more or less than programmable distance. See other registered file on distancer for details. The distance between any two parts is another method by which to gauge movement.

EDIT = sw (software 'adapts by linking with 'associated features) edits / screens out data before it reaches u (multi-users) / Sys*. 'Guide can focus on certain forms of instruction, ignoring other aspects [of the database].

EDUC + = Educational: teaches interesting skills. Replaces human therapist.

EGH = Education Gets Harder. Adjusts to user's proficiency in body movements.

ENTERTAIN + = Also used as form of entertainment.

EXERCISE = Also used as form of exercise. 'Scores user's exercise for: calories burned; number miles run and more importantly under what conditions [eg: going up a hill].

GAME + = Also used as an abstract form of a game. By attaching this semi 'virtual reality machine, users can play games with each other over 'telephone lines while in different locations.

GUIDE + = An instructor. Suggests how user might proceed. System guides user so they can move better.

INTERACT / INTERACTIVE = System interacts with user according to their needs.

M / MFH = Mainframe computer hookup option for more complex tasks. User can pull down databases of other desired movement patterns, rules for 'virtual reality ['games].

MM = Multi Media. Movements interpreted in diverse forms of 'multi-media ['entertainment].

MOOD = User's mood. 'Behavior analyzer is either told by user, or 'analyzes on its own user's behavior. In tern it 'guides user to the body movements 'designated by user or system as solving or creating a desired emotional mood.

MORNING = Morning alarm. To deactivate alarm, user must do certain body movements, intern become more alert.

MQ = Machine asks user questions to obtain information so system can better 'guide user for their movement needs.

MULTI-USER + = System is specially designed for multiple users who have different body types, seeking different physical therapies.

NOTIFIER = User is notified on the status of any situation. Eg: when user's movements fall outside the 'designated parameter.

ORDER & TIMING = System reacts to the order and timing of user's movements. 'Order & timing is a more sophisticated method by which system can 'analyze what user is doing 'W5.

OSC = Outgoing Sound Communicator. Communicates with user by speakers, eg: instructions.

PD = Positioning Device. Portable unit, which broadcasts its location to the Positioning System, or location of a part, attached to a body appendage.

PR + = Program (software)

PREDICT + = System predicts what areas of 'education user needs special attention. Predicts what bad/good movements are more likely to occur, or what movements user wants [after their abilities have gotten better]. 'Behavior analyzer is used to arrive at predictions.

PS = Positioning System. Identifies the position of the movable part (Positioning Device) via its airwaves broadcast.

PS-ZONE = System reacts according to the location of the part in question.

Q = User / System ask each other questions. Helps each better understand each other.

R + = Remote Control

REACT = System reacts to good/bad movements.

ROUTE / ROUTER = sys (system linked to 'adapted features) routes user to designated part of a program [according to user's needs].

SCORE = The status of situation and or user's performance.

SENSOR = Sensor. Senses movement via many means.

SEEK & REACT = System seeks designated body movements, which intern causes a reaction, which responds accordingly.

STATUS = System shows the status of current and past movements, such as to how good they were.

TAG = Each moveable attached part is 'tagged, and 'tracked.

TAILOR = System tailors itself to better function for designated purposes.

TDS * = Time Date Stamp made on each aspect of a movement, much like each frame from a cinema camera. Useful in 'tracking and 'analyzing movements.

T / TEL = Telephone. Data on movements communicated over phone lines.

TGH = Therapy Gets Harder. As user's ability increases, system matches user's newer skills.

TILT + = Parts attached to the body are 'analyzed for their movement or how they are 'tilted.

TR = Transmission/receiving of movements via airwaves & or wire.

TRACK / TRACKER = System tracks or monitors actions of user.

U = User, Person.

UIP + = User Information Programming. System uses collected information about user's movements and behavior to better serve them.

UQ = User can ask invention questions such as what and how user can change about their movements.

VIBRATION = Vibration generated by device to signal 'score of type movement.

VR / VIRTUAL REALITY + = Future use with virtual reality technology possible. Less important now.

WA + = Walk About. Portable invention.

W5 = Forms of movements such as: When / Where / How / Why / What

Also See Detailed Parts File and their Appendixes!
File: Motion / 3E061 Techie

TECHNICAL NOTES ON 3E061: MOTION TUTOR

D: u (multi-users) = This N sys (system linked to 'adapted features) (tutors/analyzes: sleeping, walking, dance, swimming - for style / calories burned / grace (theater)) ~ C =
BILL (u / animal being trained, pays/suffers penalty (nr, electric shock) whenever they aren't in desired mode/position/movement pattern); CART (); EDUC (); MULTI-USER (); NR (gives positive or negatives sounds/stimuli according to how uip "scores" u); OSC (); PR (); PS-Zone (); Q (); R ('remote control's 'computer 'adapts by linking with 'associated features) (); SCORE (); SENSOR (); TILT (); TRACK (); U; UIP (); VR+ (); WA+ ().

D: u (multi-users) = This N (invention) sys (system linked to 'adapted features) (Instruction, NR) ~ C ('computer 'adapts features selected by user) =

-3E020 GPS Record Keeper:
-3E060 Interactive Morning Alarm:
-3E150 "PS-Zone":
-3E151 GPS Circumstance Correlator and Controller:
-3E180 GPS Locator:
-3E190 GPS Billing Systems:
-4E010 Alternator:
-4E030 Image Input Access Sys:
-5E020 Magic Wand:

-4G190 Insulated Scoring Ball:
-4G310 Flying Disk Contest:
-6G030 Changing Color Jump Rope:

+ Very related KN:
-5E020 Magic Wand:
-1J010 Body Movement NR:
-3E061 Body Motion Instructor:
-3E150 "PS-Zone"%
Ends Above Diagram

-'Score measures= then rewards or punishes user according to their good body positioning ['tracked over time]= via nr (our notifiers not guaranteed) / silent vibrator whose movement feels good or bad to user [according to uip-ba = uip-tailor]
-Body movement triggers signals: body becomes the keyboard = R ('remote control's 'computer 'adapts by linking with 'associated features) (Tilt).
-D: K*/S/NR (osc) = C ('computerization 'adapts features selected by user) (analyzer, *track, uip-ba) = sensors = braces = human appendage/body part.
-KN designed to fit different sized peoples. After first person is finished (learning) w (with - 'adaptor controls level of 'interaction) KN, KN (invention) can be used by next person.
-* Remote Control:
Examples of body positions representing specific signals: #1] Each arms' twelve positions (like clock's hour hand) represents a different signal like "tilt" were it being moved in such manner. The combination of two hand positions: 12 times 12 equal 144 total combinations. #2] Right hand straight out horizontally = stop. #3] Same as #2 but left hand = start. #4] Right hand straight out at 45 degrees above horizontal position = go to next page in sw (software 'adapts by linking with 'associated features) / cart pr (program).

OTD D: u (multi-users) = This N sys (system linked to 'adapted features) ("Analyzes" (any) (angle of) movement/motion/*agitation/velocity; differing movements are types of signals (VR) = signals control/effect designated functions) ~ C ('computerization 'adapts features selected by user) =
+-3E150 PS-Zone: ()
-3G010 T (Ring Delayer): (controls T (any type of KN (invention) T))
-4E010 Alternator: (PS-Zone; sys "analyzes" how motions are related to preferred ways in which batteries are powered, eg: walking "scored" as having 150% energizing ability over climbing stairs, though human energy needed (can) differ)
-4E030 Image Input Access Sys: (1J010 is another form of signal generation (for (gaining) "access"))

-5E020 Remote Control Stick: ()
-5G061 Dyslexia SW: ()
-7G050 PVC Notifiers: ()
-7G052 Flexed Level Notifier: ()

OTD D: u (multi-users) = This N sys (system linked to 'adapted features) (1J10 Body Movement NR) ~ C ('computerization 'adapts features selected by user) =
-2E010 20 30 40 50 Recipe Software: for scientific research: associates what nutritional ingredients are tied with type body movements via: increased appetites for designated foods associated w (with - 'adaptor controls level of 'interaction) designated movements, or level of greater bodily consumption (as evidenced by blood and feces, etc) of certain nutrients.
-3E020 GPS Record Keeper: what movements occurred w5.
-3E060 Interactive Morning Alarm: u (multi-users) required to practice certain body movements to deactivate alarm, eg: dance rock and roll to deactivate (temporarily), until next test (EDUC) occurs.

-3E061 Body Motion Instructor:
-3E150 "PS-Zone":
-3E190 GPS Billing Systems: VR
-4E010 Alternator:
-4E030 Image Input Access Sys:
-5E020 Magic Wand:

Diagram: User's body part (wrist) = "sensor" = "analyzer" ~ "score" = Nr
-uses devices similar to existing N (invention) yet has "sensors" -> NR upon excessive bending.

OTD D: u (multi-users) = This N (invention) Sys (Body Movement Alerter) ~ C ('computerization 'adapts features selected by user) =
ACCESS (); ANALYZER (); AP (); BA (motion "sensor"); +EDUCATION; K & Mouse & R* (sys "analyzes" how u (multi-users) hits the keys / plays with mouse: too hard, without rhythm, bad wrist angle); MULTI-USER (); NOTIFIER (when 'user has or hasn't moved in good / bad manner); OSC (good sounds reward u (multi-users) who is moving in positive manner; psychological reinforcement); PR (w5 sys (system linked to 'adapted features) should nr/praise u (in their movements)) - in other words: system rewards or punishes user according to how good their movements are; +PS-Zone (of each movable/pliable part); SCORE (body movements); STATUS ((progress) of body movements); TDS (rhythm / timing of body movements); + TILT; TR (transmits) (motion "sensors" on body = wires / 'frequency / infrared = C ("analyzer")); TRACK (changes in movements (during session / over differing sessions)); U (); UIP; UQ (); VISUAL ANALYZER

("camera" observes movements = analyzes = makes suggestions for improvements (via visual presentation on S)); VR ().
-NR also via 7G052: flexed level notifier.

Body position (medical / psychological) disorders: stationary / moving
-poor sleeping positions cause NR: perhaps causes from surgery / accident / illness require person to / not to sleep in certain body positions. KN (invention) can replace straps that hold sleepers in place. Certain sleeping patterns can be associated with poor psychology.

7G050 PVC Notifiers: Portions of body covering (glove) that move / touch objects beyond desired level will cause undue / extra coloration via the nr (our notifiers not guaranteed) mode. Eg: person writing with left hand glove excessively will show marks on glove where pen was. Indicators can be on the objects usable / touchable = NR shows up on u (multi-users) / their pvc covering / objects touched by (any human) u (due to chemicals from human skin).

OTD D: u (multi-users) = This N (invention) sys (system linked to 'adapted features) ('Remote Control for paraplegic) ~ C =
ACCESS (ba of movement triggers gaining access); EDUC (research movement of mobile organisms, eg: people, animals); MULTI-USER (); NOTIFIER (score/status); OSC (); PR (); PS-Zone (u must be w/in 30 meters of sys); SCORE (); SENSOR (); UIP (); VR (); WA ().

Tilt = This invention's flexing of 'sensors shows the "tilt" position (on animate / non-animate elements).

'Virtual Reality: each body movement triggers associated signals -> R. Eg: existing music glove invention.

DIAGRAM: After repeated positive / negative stimuli: person may subconsciously / consciously learn how to move in better / more practical / less wasting / more efficient / more agile / more effective / more aesthetic = manner/style/form/flow/function/agility/movement/walking/running/
dancing/jumping/working/typing/relaxing/sleeping.

END 3E061 TECHIE FILE

File: Motion / 3E061 Pat

3E061 MOTION TUTOR – EXISTING PATENTS BEFORE YEAR 2000

+ Related to Yamaha's Miburi: This system makes music according to user's movements.
.-Yamaha's public relations on this piece was made in about 1993* or 1994.
-this is probably patent 5,648,626 and 5,373,096 and 4.905,560, and 5,170,002, and possibly others.
.-This is probably the same family of inventions Steven Kays conceived prior to Yamaha's filing date; Steven Kays filed this invention with the US Department of Patents and Trademarks in the early 1990's (in different filings), but unfortunately didn't pursue the invention. It's not clear whether Yamaha or Steven Kays first conceived the Miburi.

+ This invention is an improvement on existing US Patent No: 4617525 Sleep posture monitor and alarm system.

US Patent Search Strategies: motion* and detect* and not (picture* or video* or camera* or image* or optical* or light*)
-US Patents: 4024734 5585566 5146206 5008654

Search Strategy: motion* and detect* and (help* or guid* or correct* or assist*) and not (picture* or video* or camera* or image* or optical* or light*)

US Patent search strategy: ("repetitive strain injur*") or ("carpal tunnel syndrome*").
.--[Note this was done when word adjacency was possible on US patent database].
-US Patent No's: 5301683 5256136 5244296 5214799 5183230 4941460 4966137 5107853 5113849 4770774 4774966 4834882 4850341 4883073
+-Notifies when user isn't using keyboard correctly: 5230345+ 5215100 5163443 5275174 4807642
--Still need to search: (body adj posture) and (electr* or wires or wiring* or analyz*)

Similar Invention: US Patent No 4536755: alarm activates whenever the attachment to the person's thigh exceeds a preselected threshold angle.
--But this doesn't teach or 'track the person's movement. Nor does it reward good movement.
+-Nor does it appear to take into the balance level for any of the 'sensors. This balancing aspect seems to be particularly an area, which is less crowded with inventions?
--since there is the "preselected threshold angle" this overlaps much of this invention.
--Needs to be checked out for similar inventions, and simultaneously for existing technology to help make this invention feasible.

US Patent strategy - focusing on the balancing detection area:
balanc* and (body or arm or arms or leg or legs) and (detect* or senses or sensor* or sensing or determin* or sit or sits or sitting)

+ Golf swing 'analyzer inventions exist. They 'monitor and 'guide the 'user. Check out www.uspto.gov
Baseball swing trainer: US Pat 5,375,836

Key Words:

body, bodily
arm, arms, leg, legs, limb, appendage
balanc*
joint*, elbow*, knee*
moving, move*
walk*, jog*
posture, position*, angle
sit, sitting
motion, motioning
detect*, senses, sensor*, sensing, determin*
repetitive, strain*, injury, injuries, carpal, tunnel syndrome
rotat* [rotational, rotate..]
yoga, tai chi, sleep
teach, instruct, guide
teach*, instruct*, guid* [guide], educat*, tutor

+ US Pat 5921949 Carpal tunnel wrist corrective support.
-4883073 Remedial device for treatment of carpal tunnel syndrome
-Robot teaching machine: 6019606
-Golf swing trainer: 5984796
-Head gear for detecting motion: 5916181

END 3E061 EXISTING & RELATED PATENTS & MOTION TUTOR FOLDER

MUSICAL INVENTIONS

Table of Contents for Musical Files:
. 5E080 A
. 5E080 B

. 9J Compose
. Audio D-J
. Audio Miscellaneous
. Trigger Toy
. Also see the feature files for: Composer, Outgoing Sound Communicator, Sound Analyzer, Synthesizer, etc.

File: Musical / 5E080A

5E080A ACOUSTICS SELF ANALYZER

Abstract

The invention synthesizes the stereo's music according to the acoustical qualities of the room. This works in conjunction with other existing synthesizing technologies. Buyers of stereo systems will naturally favor brands licensing our invention.

One of the sound analyzing methods to achieve the ideal sound quality is to study how the sounds it emits are echoed back to its microphone. The system emits test sounds that are best able to demonstrate the room's acoustical characteristics.

There are many other innovative features related to this confidential invention as well.

Details

Marketing:
-Replaces the need for hiring accoustical engineers. Though they may be better than moderately priced versions of the invention, end users rarely wish to find and pay for such services (only to rearrange the furniture later and or move); plus we are selling a "concept" even if perfect sound is not achieved. Buyers are also into what they think sounds good.
-Different quality versions of the invention are available at differing prices.
-This helps compete with other music systems that sound best in the show room. The invention also makes the music system sold in the showroom sound better as well.
-Competing music systems have a harder time selling themselves due to the unknown nature of their sound qualities.
-This is an invention for which there is largely yet an unknown need.

-Ads can simply tout something like: "The sound adjusts itself to your home", or "Synthesizer automatically adjusts itself to the acoustical qualities of your home", etc....

"Analyzer" adjusts system according to: "multi-user" / type music / uip / type application, eg: sounds to boost sales, or make people feel at home.
-how technically possible? The method extra important for determining patentability. -Sys modifies itself via whatever feedback it gets from room. Auto frequency control. Like a standard dolby feature built into products.
-maybe cheap mf once chip developed
-User can also (complement) osc's sound alteration via sys's k.

Acoustics Self Analyzer: Related products exist to some degree - but their degree of overlapping on this invention in unclear. Study the patent database.

Additional functions:
-"Analyzer": to reduce noise (for neighbors) sys (system linked to 'adapted features) will automatically alter the more penetrative sounds, eg: stronger bass, by taking out the harsher elements (cutting down bass).

-Do a key word search for KN (invention) with "synth". Eg: for applications.

How works:
-D1 (diagram one): different microphones -> sound analyzer = osc (c)
-D2: osc -> sound reflects back to "mic" = c (sound analyzer1) = osc (adjusted by c; synth).
--Notes: 1: sound analyzer tries broadcasting in different frequencies -> intern analyzing which results best meet requirements as controlled by: (manufacturer's) pr, uip.

* 5E010 'Speaker's Positioner:

Invention helps novices or others determine the best positioning of their sound speakers.
This is a similar but different invention. Uses "distancer"/"GPS" for when system analyzes where the speakers should be placed.
Helpful for:
-bands frequently setting up new at new locations
-distance of speakers from each other in relation to size/dimensions of room/*type of room surface construction (acoustics (bouncing of sounds)) are determined via^: manual measurements / keying in of info; determined

(249

electronically via^: "distancer", electronic distance measuring tools (commonly available in retail hardware stores).

-people who like to often make adjustments to their room's acoustics (feels like you have a new stereo system, and or new room, for greater variety).

D: 1tr = 2frequency bounces off wall = 3receiver = 4computer = 5display/6printer/7speaker & or balance/8 other.

-copied to better N file 1.95

=

OTD for D:

3access; 2air pad; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (place separate "tr" units in key positions of room/location (room's corners) - this shows the desired/important perimeters, then the other 1"tr" half = 4"computer", together determine the actual distance); %interactive; locator1; **4mfh; %4mic; 4multi-user; 4notifier; 4osc*; 4pi; portable; 4pp; 4remote; sound analyzer%4; 4stereo; 4synth=analyzer (synth's effects alterable according to room's acoustics (caused by size, structure, type music); 4uk; 4uq; 4vc; 4vr%; %4wa.

PATENT SEARCH Strategy & some related US patent numbers: No related N found, yet under impression it might exist.

5E080 Acoustics Self Analyzer: ()

-str Bib 8.94: (self adj analyz*) and audi*.

--self adj analyz* = 1 response

-str APS 69' to 8.92: ((automatic* or self) adj3 (adjust* or analyz*)) and (audi* or music*)

-kw: sound

System self analyzes best synthesis for acoustics of room/hall. How works: Microphones analyze emitted sounds taking into account how sounds reflect off room's walls, room size, type music.

-OTD D: This N (invention) Sys (Room Sound Analyzer) / C ('computerization 'adapts features selected by user) =

ANALYZER (); CART (); M (); MIC (); MULTI-USER (); OSC (); PR (); SOUND ANALYZER (); SYNTH (); UIP ().

-works with 5E090 Wireless Music Band.

1242

-OTD D2: This N (invention) sys (system linked to 'adapted features) () ~ C ('computerization 'adapts features selected by user) =

ACCESS (); ANALYZER (where to place speakers, how to set osc's el (electronically 'adapted) settings (as determined by analyzer)); AP (stereo); BALANCE (); CAMERA (); CART (); COMPOSITION (manner of: 1] pre-recorded manufacturer's recorded music (CD, tape, memory) / 2] u's using their composing sys, = determines how osc's sound adjustment sys should be analyzed); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (osc's speakers = mic = sound analyzer = sys adjusts how osc can better make outgoing going); MQ (for user's tastes (more or less bass, uip)); MULTI-USER (each u has own preferred settings); NR (when sound can be improved further); OSC (); PR (); Q (); R ('remote control's 'computer 'adapts by linking with 'associated features) (); SCORE (sound analyzer studies how good sound is via differenting circumstances: w5); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (analyzer); SPEECH (); STATUS (analyzer); STEREO (); SYNTH (); UIP (); UQ (); VR (); WA* ().

. OTD D: u (multi-users) = This N (invention) sys (system linked to 'adapted features) () ~ C =

=

. ACCESS: the manner in which sounds are echoed results in the desired password.

. CART: desired sound qualities *

. COMPOSITION: 'guides user to compose sounds to be played in designated environments (the idea being that original sounds from which synthesis may occur will inherently sound better for certain locations and social settings than others). User can via trial and error see how system synthesizes sounds during the composing process.

. CONTENT ANALYZER: analyzing content of sounds being echoed back

. COORDINATOR:

coordinates many factors: type music, with type environment, with type 'mood desired, with how different portions of the music (instruments) are handled differently by the synthesizer such as by giving greater emphasis to some parts and in different ways.

. DATA BASE: part of the 'analyzer; something like a history db upon which system can determine how to synthesize. 'Coordinates different pieces of info including elements from the db. Database elements include:

-system's past experience

-different size and type environments, eg: there are 100 type size rooms

-desired 'moods .

. DISTANCER: The distance user is from the system results in differing sounds. The 'Balancer can also balance the speakers according to the location of the main listener, or if there are multiple listeners, the system averages out the central location for all the listeners each having a transmittable device designating their location.

-the distancer and balancer are not part of this contract. Competitors are probably secretly working on this aspect. Info included herein for your review. These parts might be described in the patent application however with some chance of getting patent protection for them on a limited scale.

. EDUC: musical education %

. EGH (Education Gets Harder): applies to the tutorial

. ENTERTAIN:

. % GAME: [blind folded] players guess what room in the [house] they are in based on the sound qualities.

. GUIDE: demonstrates how different acoustical qualities can be obtained within designated parameters.

. INTERACTIVE: system interacts w/ sounds coming from other sources (musical devices, % environment noise like traffic).

. MULTI MEDIA:

. MULTI-USER: sounds tailored to tastes of individual users.

. NOTIFIER: this system is a manner in which outgoing sound notifiers (alarms) are tailored to the situation.

. ORDER & TIMING: the order and timing of the sounds influences how they are synthesized

. OSC (Speakers):

. PREDICT:

. PR (Program): how sounds synthesized [to user's tastes]

. PS-Zone:
-the proximity of multiple sound sources are taken into account
-the location of the sound source in relation to the location of: walls, distance from listeners, location of windows from which sounds may enter.

. QUESTION: asks user to key in size information, eg: room size, location of speakers in relation to walls

. REMOTE CONTROL:

. REACT: system reacts to how its 'sound analyzer interprets sounds are heard by itself.

. SCORE: scores all elements influencing sound source and sound playback

. SEEKS & REACTS: seeks what test sounds should be sent out, and 'reacts to how 'sound analyzer thinks.

. SENSOR: sound sensor %

. SOUND ANALYZER:

. STATUS: analyzes changing statuses like: type music being played and how each piece needs to be synthesized differently

. SYNTHESIZER:

. UIP-Tailor:

. VISUAL ANALYZER: device can see the size dimensions. Might have laser like sensors determining room size.

. VR (Virtual Reality)*:

. WA (Walk About): for portable sound generating devices played into open air.

The test sounds used to determine the area's acoustical qualities may be in and or outside human hearing range.

(25)

File: Musical / 5E080B

5E080B ACOUSTICS SELF ANALYZER

Over View: Audio system adjusts itself to each situation. The stereo emits sounds differently according to the room's acoustical qualities, such as its size, and types of sound reflective materials. <3, (Bob Green 4-Pat, 3-mk),

An improvement upon US Patent 4,306,113 by Roger Morton in Penfield, NY. Patent posted on www.uspto.gov That patent has or is probably about to expire. Their invention generally focuses just on the sound coloration from each sound component and the room.

How it works: The sound analyzer draws/sees a picture of the room through sound waves, like how a bat sees without eyes. The microphones analyze emitted sounds into the room. It studies how sounds reflect off room's walls. Adjustments are made according to the sound source, and the room of the broadcast.

-

Tailored To Each User - Claim:

. Each listener's preferences are taken into account. Sound qualities are tailored to each person's tastes. When multiple people whose preferences are stored in the system, happen to be in the room together; the system will compromise by averaging out each listener's preferences, to arrive at sound waves that average out what each person wants.

-

Psychological Effect - Claim:

. The desired psychological effect can also be calculated by the system, so the audio output also considers how the desired effect, can be emitted for the type sound in the designated room.

. Effects include: harmony, liveliness, sadness, soulful energy (greater base), alertness and caution (high pitched), playfulness.

-

Sound Source Taken Into Account – Claim?:

Sound emission is adjusted according to the sound qualities being emitted. System can pre-analyze sounds before broadcast; or adjust sounds as they're emitted.

-

Details:

. Sound coloration is the term for degradation of the sound quality heard.

. Works with any sound emitting system, and any type of music or sound.

. Helps replace the need for professional sound engineers, and their equipment for determining how to alter sound coloration.

In other words: It self analyzes the best synthesis for acoustics of the room.

. Certain sound frequencies are increased/decreased, according to the characteristics of the sound source / environment.

-

% Wizard Suggests Where To Place Stereo Speakers:

. (simultaneously) each sound analyzer is placed on top each speaker.

. a simplified method is needed for users.

-

-"Analyzer" adjusts system according to: "multi-user" / type music / uip / type application, eg: sounds to boost sales, or make people feel at home.

-how technically possible? The method extra important for determining patentability. -Sys modifies itself via whatever feedback it gets from room. Auto frequency control. Like a standard dolby feature built into products.

-maybe cheap mf once chip developed

-User can also (complement) osc's sound alteration via sys's k.

-

Additional functions:

-"Analyzer": to reduce noise (for neighbors) sys will automatically alter the more penetrative sounds, eg: stronger bass, by taking out the harsher elements (cutting down bass).

-Do a key word search for KN (invention) with "synth". Eg: for applications.

-

How works: D1 (diagram one): different microphones -> sound analyzer = osc (c)

-D2: osc -> sound reflects back to "mic" = c (sound analyzer1) = osc (adjusted by c; synth).

--Notes: 1: sound analyzer tries broadcasting in different frequencies -> intern analyzing which results best meet requirements as controlled by: (manufacturer's) pr, uip.

* 5E010 'Speaker's Positioner:

Invention helps novices or others determine the best positioning of their sound speakers.

This is a similar but different invention claim. Uses "distancer"/"GPS" for when system analyzes where the speakers should be placed.

Helpful for:

-bands frequently setting up new at new locations

-distance of speakers from each other in relation to size/dimensions of room/*type of room surface construction (acoustics (bouncing of sounds)) are determined via^: manual measurements / keying in of info; determined

electronically via^: "distancer", electronic distance measuring tools (commonly available in retail hardware stores).

-people who like to often make adjustments to their room's acoustics (feels like you have a new stereo system, and or new room, for greater variety).

-

D: 1tr = 2frequency bounces off wall = 3receiver = 4computer = 5display/6printer/7speaker & or balance/8 other.

-copied to better N file 1.95

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OTD for D: 3access; 2air pad; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (place separate "tr" units in key positions of room/location (room's corners) - this shows the desired/important perimeters, then the other 1"tr" half = 4"computer", together determine the actual distance); %interactive; locator1; **4mfh; %4mic; 4multi-user; 4notifier; 4osc*; 4pi; portable; 4pp; 4remote; sound analyzer%4; 4stereo; 4synth=analyzer (synth's effects alterable according to room's acoustics (caused by size, structure, type music); 4uk; 4uq; 4vc; 4vr%; %4wa.

-

<3, (4-Pat, 3-mk), 1> 5E080 ACOUSTICS SELF ANALYZER

-

-OTD D: This N (invention) sys (system linked to 'adapted features) (Room Sound Analyzer) / C ('computerization 'adapts features selected by user) =

ANALYZER (); CART (); M (); MIC (); MULTI-USER (); OSC (); PR (); SOUND ANALYZER (); SYNTH (); UIP ().

-

OTD D2: This N (invention) sys (system linked to 'adapted features) () ~ C ('computerization 'adapts features selected by user) = *ACCESS (); ANALYZER (where to place speakers, how to set osc's el (electronically 'adapted) settings (as determined by analyzer)); AP (stereo); BALANCE (); CAMERA (); CART (); COMPOSITION (manner of: 1] pre-recorded manufacturer's recorded music (CD, tape, memory) / 2] u's using their composing sys, = determines how osc's sound adjustment sys should be analyzed); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (osc's speakers = mic = sound analyzer = sys adjusts how osc can better make outgoing going); MQ (for user's tastes (more or less bass, uip)); MULTI-USER (each u (multi-users) has own preferred settings); NR (when sound can be improved further); OSC (); PR (); Q (); R ('remote control's 'computer 'adapts by linking with 'associated features) (); SCORE (sound analyzer studies how good sound is via differentiating circumstances: w5); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (analyzer); SPEECH (); STATUS (analyzer); STEREO (); SYNTH (); UIP (); UQ (); VR* (); WA* ().

-

Other Applications:

-works with 5E090 Wireless Music Band.

-user keys in data about the sound environment, eg: room size, sound reflective materials, audio interference from other sound sources.

-

Trade Marks: Sound Adjuster. Audio Adjuster

. (Acoustic / Music / Speaker / Environment) Adjuster/Control/Setter/Balancer, eg: Acoustic Setter. Automatic Sound Adjuster

.%: Oz Sound, Oz Zone, Oz Sound Zone, Oz Equalizer. Equalizer

-

Press Release Elements for 5E080 ACOUSTICS SELF ANALYZER

. Make your room feel like another world.

. Transcends sounds to another world.

. The wizard adjusts the acoustics for the room.

. Rely on the wizard's ear, to adjust your wrap around sound.

. Don't need to be in a perfect musical hall, for good sound quality.

-

PATENT SEARCH Strategy & some related US patent numbers: No related inventions found, yet under impression it might exist. Related products probably exist - but their degree of overlapping on this invention is unclear.

5E080 Acoustics Self Analyzer: ()

-str Bib 8.94: (self adj analyz*) and audi*.

--self adj analyz* = 1 response

-str APS 69' to 8.92: ((automatic* or self) adj3 (adjust* or analyz*)) and (audi* or music*)

-kw: balance$, automatic$, audio, acoustic$, sound$, music, room$, hall$, level$, hear$, person$, discern, persons$, Equalization Equalizer Multidimensional

-str: (acoustic or sound or audio) and analyz$ and "self adjust"

-((self or automatically) and adjust$) and (acoustic$ or sound or audi$) and balance$ and (room$ or area$ or region) and (listen$ or person$ or people$ or people)

-US Patents: 6212273 4365636 5012085

File: Category / Mu / 9J Compose

Musical Blocks 9J010

9J01 Magical Building Blocks ™

Easy way for users to 'access musical composition.

Hardware & Software Versions:
Every combination generates different sounds. Sounds can differ greatly or slowly (as programmed or controlled by user), with each block connection.
-Software version: place blocks next to, or (partly) overlapping.
-Educational': hear and see (visual (color)) changes as pieces are attached/detached (one at a time)

Each piece ['connectable block] can represent:
-musical instrument(s)
-singer(s)
-track(s) of whatever sound, music, voice, or (electronic) function (for non-musical application, functioning like "Peter" 1D).
-volume, pitch, base, treble, balance', colors/lights (which change to the music(al beat).

'Adapting:
-'customizable function that 'adapts to user. There's a synergistic effect when the other blocks 'interact with each other and the 'customizing block = each block algorithmically effects the other blocks [and averages/tempers/enhances the other's influence].
-other circumstances influence 'customization, eg: 'behavior analyzer determines user could hear sounds in a 'designated 'order & timing to [create the desired effect / offer verbalized 'guidance / give ['osc] rewards based on 'scores for how blocks are connected].

Rubrics Cube like functions:
-some parts might only fit/match with designated parts, or connection points (of main unit(s)).
-each re-arrangement(s) of (same) parts generates different OSC.

+ <3, 3, 4, 4 $(hw version)>
3C292 (former number) Each combination has designated "reactions": 1] interesting sounds; 2] permits "access"; 3] changes colors
. What "designated" combinations do:
+-sounds
+-Access: creates needed "access" (for "game"):
--Hardware version: "designated" combination (emits right 'frequency).
--Software version: gain access into computer or for "game" when= "artist's" "images" on "screen"= are aligned as "designated".
-Memory "game". How and where "images" fit together= "scores" points.

.-other "reactions": *words, lights, *vibrations, etc. Certain combinations of certain models can move: like a toy robot (walking, rolling, crawling on floor, jumping, vibrating, dancing, wiggling). Any other "notifier" or "entertainment" or "game"% function.

-pieces slot into each other creating effects according to what is connected, eg: if pieces are put together creating a doll, it can say "hello" or "my name is John" and it walks, put together a dog it "barks" and moves its tail. Other combinations might only make a sound (*or vision onto its or "R" "S" unit).

-4C140 Musical Rubrics Cube:

Get into right combination and sounds and or lights

-as you get warmer (closer to the desired completion) system can give signals if you are getting warmer or colder by sounding/lighting

.-related to 3C200, 3C290

.-each part can have many different possible actions depending on the combination with other parts

.-simple versions of product can sell to children

-each block identifies the others via: wireless TR (transmits) *; code of TR (transmits) from each piece (piece #1's identity code -> part #2's rc -> analyzer (c) -> osc / function).

-Cheaper sw (software 'adapts by linking with 'associated features) version (for kids). All activities described in this N can be replicated on SW / %VR. Color graphics. Multi-media. CD-ROM. M.

-pieces can be held together via: snapping into each other (like Lego blocks)/ magnet. While together, their el (electronically 'adapted) contact points are able to tr=rc (by touching).

.-connection points can be (altered by u) so only certain pieces can fit in (certain (multiple) ways).

.-Pieces of all shapes can be detached and reattached into interesting shapes; resulting in interesting images (not restricted to wire forms), eg: blocks, spheres, prisms...

+ Relates to 1D010, in that most IMI parts can be a block connectable with other IMI blocks. This idea connects potentially all KN.

.-the pieces put together can be any KN (invention) and or IMI part (code), with resulting function.

-there can be a sound (osc) whenever (any/certain) pieces are attached/touching (during the process of assembly. Advantage: tells u they ((in-)correctly) adjoined pieces.

-OTD: "R"; "S"; "C"; pp (user programs all the types of desired effects); mp; uk; interactive; educ; toy; all; game; portable; bop; osc; vc; egh; score; tgh; cart; cp.

-*D: 3C292 Magical Building Blocks (type block combination determines function possibilities) =
ACCESS ()/ ARTIST ()/ BALANCER ()/ C ()/ CAMERA ()/ CART ()/ CLAP ()/ COMPOSITION ()/ DATE ()/(S ('screen & 'analyzer 'adapt menu for multi-users' current needs) ()/ DISTANCER ()/ EDUC ()/ K ()/ LOCATOR ()/ M ()/ MIC ()/ MO ()/ MOUSE ()/ MQ ()/ MULTI-USER ()/ NOTIFIER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control's 'computer 'adapts by linking with 'associated features) ()/ SCORE ()/ SENSOR ()/ SOUND ANALYZER ()/ SPEECH ()/ SP TEL (self assembly communication device(s))/ STEREO ()/ SYNTH ()/ TDS ()/ T ()/ u (multi-users) ()/ UIP ()/ VISUAL ANALYZER ()/.

.-SW=C D: 3C292 Magical Building Blocks =

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ACCESS ()/ ARTIST ()/ BVA ()/ C ()/ CART ()/ *CLAP)/ COMPOSITION ()/ DATE ()/(S ('screen & 'analyzer 'adapt menu for multi-users' current needs) ()/ EDUC ()/ K ()/ %LOCATOR (finds data w/in c/m)/ M ()/ MIC ()/ MO ()/ MOUSE ()/ MQ ()/ MULTI-USER ()/ NOTIFIER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control's 'computer 'adapts by linking with 'associated features) ()/ SCORE ()/ SENSOR ()/ SOUND ANALYZER ()/ SPEECH ()/ SP TEL (how sounds are modulated (synth) for in/outgoing calls)/ STATUS ()/ STEREO ()/ SYNTH ()/ TDS ()/ T ()/ U ()/ UIP (user's preferences determine how combinations will function (their osc, color, product function)/ VISUAL ANALYZER ()/ VR* ()/ WA ().

-SW D: u (multi-users) = k = C ('computerization 'adapts features selected by user) (sw) = osc/printer/*t/mo/s = m (internet)

-HW D: osc = part #1 (c) = tr/rc = part #2 (c) osc ~ other parts.

. since 1.97:

-blocks can also be in shapes of: balls; pyramids; triangular prisms; cubes; rectangular prisms; donuts; egg shapes...

. OTD D: U = This N Sys [touching / merging of "images" (on "screen")] ~ C = Causes following "reactions" =

ACCESS [] // ARTIST ["editing" of "designated" "images", eg: color, size, shape] // EDIT [] // ROUTER [] // SCORE [] // SEEKS & REACTS [] // VR [how u experiences].

. PATENTS: key words searched via www.qpat. US pat 1977-1.97:

-search strategy #1: (block* and (*connect* or touch* or attach*)) and (toy* or fun or entertain*) and (electr* or batter* or computer*)

-search strategy #2: (image* or picture*) and (*connect* or touch* or attach*) and (password* or secret* or software*)

-US Patents:

+4936185 Electronic musical instrument having plural component blocks; Yamaha - is this similar or same invention? Their priority date 1987.

-See: 4C140 Musical Rubrics Cube: System signals user whether they are getting closer or further from the desired result. In Game' part.

End of Magical Building Blocks ™ 9J010 (musical)

File: Musical / Audio D-J KN

KN Where Audio Is Major Aspect Of Feature

File: Audio D-J KN

Didn't Check A or B Folders Yet

<(3.5-pat, 2.5-mk), 3.5> 5E090 Wireless terminals connect to central system.
Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sounds making experimentation, cheaper recording.
-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.
-sys can also be an accompaniment (need fewer players); not limited to fixing/altering their poor music.
-signal-processing part is what would make this patentable
-can cut down volume of particular players.
-"air pad"

Other applications: any portable N (invention) / part of N sys.
-"game": each player connected via (wireless) TR (transmits) to central C.
-portable "c": notebooks
-t = main t sys (w (automatic) receptionist, related KN)

Terminology:
-external units / 'nodules: the mobile/portable units that are connected to central sys (c=brain) via (wireless) tr.

OTD D2: (Multiple) u (multi-users) = External Unit / This N sys (system linked to 'adapted features) (5E090) ~ C ('computerization 'adapts features selected by user) =
ACCESS (); ANALYZER (how each external unit interacts w (with - 'adaptor controls level of 'interaction) each other and or central c); ARTIST (group art making - each u has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating w which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C (each external unit can take over (many of) the functions of central c via: access, consensus from other external unit (their u), tds (that unit's time slot), uip/score = "game": who is winning game); CAMERA (); COMPOSITION (stick 5E020, Yamaha Miburi); DISTANCER (); *EDUC (learning terminal); K (); M (); MQ (); MULTI-USER (central c differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (transmits) (wireless, cellular, infrared); U (players, receivers of

services/transmissions (external unit can be (fairly) passive)); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

* OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C (5E090) =
ACCESS (); %ANALYZER (); ARTIST (); BVA (); BALANCE (); CAMERA (); CART (); COMPOSITION (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (our notifiers not guaranteed) (); OSC (); PR (); PS (); Q (); R ('remote control's 'computer 'adapts by linking with 'associated features) (); SCORE (); SENSOR (); SOUND ANALYZER (); SPEECH (); *STATUS (); STEREO (); SYNTH (); TDS (); T (); UIP (); UQ (); *VISUAL ANALYZER (); VR* (); WA ().

Musical UIP Part: determination of sounds user likes= are given preferential treatment (uip-tailor's selection process) is 'guiding user.

File: Musical / Audio Misc
AUDIO MISCELLANEOUS

Introduction: Especially Tied to Parts: Sound Analyzer, OSC, Notifier. Sections with invention numbers had improvements made in this file – the same number may have central descriptions elsewhere.

++ 6J070 OUTGOING SOUND ADJUSTS TO TYPE OCCURRENCE: Eases the manner in which listeners can hear. Sounds generated on level they are not easily masked by existing/'predicted environmental sounds. The outgoing sound process is altered to maximize comprehension.

General:

-Listener's interpreting differences in sound types: Differences [even nuances] in sounds= [subconsciously] indicate to listeners= the status/score of situation.

-Type sound is edited to be better heard/comprehended in the environment:

--'sound analyzer determines existing sounds [coming from other sources] and synthesizes [edits] its sounds accordingly.

---eg: adjustments made to volume, base, treble, word choice %, pitch; [lack of] background sound; mood of sounds; etc.

-Read entire synthesizer and osc part information. Portions of this invention duplicated and expanded in these parts.

--Portions of this KN (invention) also from old OSC part.
-There is an [automatic] [5 second] pause between each message delivery. Should multiple messages be delivered [for simultaneous delivery], system will hold them as designated.
-'Score gives preference to the placement of messages of greater importance [uip, status].
--Preferences include:
which message is placed first; how message is synthesized; [pre-recorded] messages only played when needed [as requested by analyzer].
* File: CategoryNew /
-The sounds can be in the form of tones of voice / who is speaking / background or associated sounds. All this may not necessarily effect the actual text of words spoken.
-UIP can= effectively help match sounds to user's tastes / [culturally or experientially bound] comprehensibility levels= resulting in a more positive 'mood in listener / more effective way of communicating, such as the system being more 'user friendly'.
.--in this information age, it saves time and clutter to the mind, by conveying information on a less linear [white and black, or yes or no, or articulated form]

Interfering noise types:

-machinery:
printers, construction, electronic entertainment [radio, music, TV], elevators, escalators, vacuum cleaners
-traffic
-other people's conversations
-other announcements [made via intercom or other osc]
-speaker telephones
-misc:
clanging and banging, or other normal [human generated] noise; animals [birds, barking].

APPLICATIONS:

RAIL STATIONS AND AIRPORTS AND OTHER NOISY AREAS:

--volume increases when there is greater noise interference.
--the osc holds the information until the noise passes [after the sound analyzer senses when the peak [volume] has been reached, then triggers osc when the volume has later dropped [80%].
--starting and ending of noisy vehicles or equipment may be in the software program's data base= but changes occur and the actual noise times may differ. Therefore, this system can either over ride such a program, or conversely be over ridden by that system.
-The volume increases only in area with greater noise [interference].

LANGUAGE SPOKEN:
-vehicles with many people of designated language groups can give more preference to communications in the appropriate language.
.-eg: planes arriving from Copenhagen in Barcelona can be greeted [automatically] first in Spanish, then Danish, then English. Normally Spanish is followed by English, then French, then Italian, then German...
.-language spoken determined via: where bulk of tickets purchased, or language preference of ticket holder [entered into program]; cities of vehicle's origin; also the likelihood people from such countries speak the native language, eg: more fliers from Tokyo to Madrid speak English than Spanish, and if half the fliers are Japanese and the other half are British, English will be given greater priority.

SOUND SILENCER: -Sounds of interference can be masked via [existing techniques - sound canceling devices] [which emit sound frequencies opposite to the sound that is to be masked.
-The osc's sound however is however synthesized to be on a frequency other than either the unwanted sound, or the opposite frequency sound. In other words, the desired communication gets as little interference from the unwanted sound and the sound blocking process, or whatever else can make the desired sound to be [clearly] heard / comprehended / remembered.

MAXIMIZING USER'S RETENTION:
-Studies are needed to show which sounds result in higher /

better:
--memory retention in user.
--utilization of provided information. Some sounds make users more alert [like coffee does to wakefulness].
--findings from these studies are used to maximize desired results in listeners / users.

UIP - MAXIMIZING SOUND APPEAL:
-People from different regions prefer sounds in designated sound patterns, eg: The French like communication with more emphasis on the nasal; US citizens from the southeast like more "twang", while the British like more "charming twist". [ha ha]
--Whatever the language, such as English targeting French native speakers= the sounds are synthesized accordingly. In other words, the words are made to sound somewhat like that of a foreigner speaking a second language [without necessarily sounding like a foreigner] - a middle ground is found.
-Announcers in airports probably do this unconsciously, such as when announcing flights in the local language, to London or Paris or New York.

SYNTHESIZER COMMUNICATES IN MODES OTHER THAN WORDS:
-[subtle] differing forms of 'status osc can communicate: 'multi-user [who is being addressed]; direction to which listener is urged to pay attention or be 'notified about; level of urgency
-the sound alterations [via editing] are designed to:
--match uip
--psychologically appeal to listener / match the type situation [psychologically] / result in the designated psychological reaction [fire truck alarm waking a person up in the way it does, while differentiating itself from police etc].
-Value: in the world of information clutter, the tone alone can convey: level of importance [status, score]. Better allows listeners to focus on what is needed, versus tuning out all audio communication.

+ 6J080: EMERGENCY VEHICLE SIREN NOTIFICATION: In Each Car: To minimize disturbance to the general population, sirens from any type of municipal vehicle is transmitted via airwaves (strictly) to the cars ahead of it on the road. Level of technical feasibility? High-pitched sounds are more directional.

-GPS Enabled Siren: when approaching/entering intersections it can increase the volume; point to side streets when there. Driver need not focus on raising/changing the sound.

--GPS's map shows what buildings/other sound obstructions exist, and siren 'reacts accordingly. Siren's 'sound analyzer determines how it is sounding.

-Sirens can also be any 'osc:

-Won't disturb non-drivers in area.

--'sensors/receptors in [cars] pick up/amplify sounds/signals [others might not get/hear] [so as not to disturb].

--Since many vehicles require this invention for it to work, governments might: start requiring such installation soon, and then start to drop the volume of the broadcast sound to the general environment as more cars are properly equipped to receive the transmissions.

-The car receivers can also be utilized for / in conjunction with:

--music entertainment: such gets stopped while the notification sound is made. See A or B level related inventions on just this aspect.

Traffic Signal Alterations:

-Automatically alters the traffic signals to the (emergency/designated) vehicle's advantage. UIP.

General:

Emergency vehicle drivers [may] [automatically] point their transmitters in the direction they wish to travel. This helps reduce confusion: alerting drivers not in their path; altering traffic lights not in their path.

--Should there be a question as to the path of the driver, system may only notify drivers, or notify traffic signals with a score above [40% chance] driver will cross their path.

--Transmitter has a maximum distance [distancer] before it alerts lights or drivers.

-[Emergency] vehicle's broadcast can also allow receiving [hospital] know the expected approaching time, reducing the tasks required by ambulance attendant helping patient.

-Other vehicle applications:

--everyday car horn blowing. Such might have a shorter broadcast range.
.--like CB radio, allow nearby cars to speak with each other.
But hopefully not yell at each other... Ha ha.

Delivery trucks approaching building to say recipient should come downstairs to collect package [saving driver's time needed to buzz owner and wait for any response]. Gives time for recipient to get themselves ready.
-delivery of packages, mail, cargo...
-the cost savings here alone may make it worthwhile to pay for certain / all possible recipients to have such a receiver.
-[Delivery / pick up] [vehicle's] user's transmitter/receiver may know / guess / learn / receive:
--if recipient's system is active
--any [delivery instruction] messages from recipient.

7J11 Radio Frequency Quality Selector: The user selects a preference level for the quality of receptivity they will personally tolerate, such as stations 'scored between "1" (best reception) down to "10". The greater the user's tolerance the greater the number of stations from which to choose.
-Invention is most useful when user either lacks enough selection or is willing to compromise on quality of sound for a more desirable station [found by the radio's search mode that selects [all] stations with the 'designated tolerance 'score].
-Applies to all types of other forms of: reception / communication / transmission. Examples:
--mobile tel
--grounded line communication [in countries with poor reception]
-Related in concept to:
--web search engines like yahoo.com
--kn invention of cell phone that warns when communication frequency is about to get worse or better, based on location
-Parts: UIP; osc; sound analyzer

3E-090 MINIATURIZED SOUND RECORDINGS:
Picture someone putting into their pocket devices the size of money coins, which are pre-recorded music. Easily carry these around. They don't scratch and the title of the piece is on the outside. For details on contents, eg: on the titles and playing times for each piece, stick the piece into the player and see the "display".
.-can be in all types of shapes: flat disks, donuts, cubes, balls %-such can also hold memory for software, databases, tel numbers, instructions, maps and data for GPS.

++ 2D-220 Guess the Sound: Common sounds are 'synthesized, making them harder and harder to guess what they are.

Application as a trivia game. Also in educating users, eg: learning sounds of dysfunctional mechanical equipment.

User buys cartridges of sounds. A "trivial pursuit" of sounds. Also play mime: partners try to tell each other what object they are trying to convey via sounds they compose on the system. Market to those with intuition and poor memory of trivial facts.

-user can also record own sounds and let others guess
-D: cart (sound types) = osc/synth (mic, k) = c = k (players k in the type sound they think it is, and each player gets "scored" in the "game").
-D1: [c ->(S ('screen & 'analyzer 'adapt menu for multi-users' current needs) (shows type object to portray in mime game)] = compose/osc.
-2D-221
-simple version: play tape in stereo, manual tells what each verbally announced sound number is.
-OTD:
CART:(sounds); COMPOSITION *:(u can compose sounds, letting others guess what it is - something like playing mime; purposely create sounds for "game" / "entertainment" / "education"); ENTERTAIN:(); K:(r*); MFH:(sounds database); MULTI-USER*: (sys adjusts to each player's proficiency level in the game; uip-tailor); NOTIFIER:(when answer is right, wrong, or %nearly correct); OSC:(); PR:(synth, osc, prompts, rules, score system, type hardware (osc) used); Q*:(ask sys questions to get hints on what sound is, maybe limited by number of questions that can be asked); S:(); SCORE:(who is winning); SYNTH:(); TEL:(different players can play over t line; d: sys = t = sys); UIP*:(sys compensates for the type of answers user appears to be getting correctly -> intern future sounds are either easier or harder for player (according to pr)); WA*:(this sys (system linked to 'adapted features) is portable).
. 9/96:
-by guessing the correct family tree of organism: player is allowed to guess sub-species / other specie sounds that follow.
-"Interacting" w (with - 'adaptor controls level of 'interaction) sound / "image" of organism: player must know the opposite sex's sound after hearing a sound= in order to get the good "score". Player uses "composer" to generate desired sounds.
. See:

-2D-281 Sound Selector: System selects out particular sound frequencies so user can magnify the desired sounds for analysis.

.-Guess the item game: in game part folder. 2D221, 2D240.

File: Musical / Trigger Toy

3C481 Sound Activator Toy:

The triggering of sound in one object triggers sounds in other objects. Can create multi chain reactions. A device's musical sound can trigger other pieces to follow; depending on how the initial piece is activated. Exists in basic form.

-The secondary objects pick up on sounds / transmissions (RF / electrical pulses as well) from source object. Example: Baby doll cries, then mommy doll says "Don't cry". Compose' music.

-

. Sound triggering other sounds toy:

+ Marketing: toy guns are less popular in the 1990's, hence focus on non-gun applications. Be creative!

-Secondary object can continue chain reaction to third level object(s), then fourth level, and so forth.

-Toy's air wave transmitter activates sounds of other toys. Examples: Toy gun firing causes enemy fire; throwing grenade activates stereo sounds.

.-Toy gun when pressed makes its own sound, but then results in: sound of other guns at distance location(s) (from "R" speaker); the sound of person(s) being hit by gun fire; sounds of glass, etc being destroyed.

-toy grenade's "sensor" transmits signal when it hits ground (vibration or motion sensor), or child can press timer prior to throwing which then activates sound from remote stereo.

.-Utilizes 1C-250, and 1C-251.

.-Positioning of objects may be important, in that they may need to be in certain location ("locator", "balancer"*) prior to being able to transmit* / receive sounds.

-OTD: "R"; "S"; "C"; pp; mp; uk; date; interactive; educ; toy; all; "mic"; portable; "M"; bp; sp; osc; vc; egh; score; tgh; md; cart; cp; uip; character; distancer; motion sounder; float; cc; tilt; composition.

-anything described in "reaction" part.

-EXISTS in basic form. Mattel's US Patent 4973286 Multiple Activation Crib Toy.

Moved from S&R Part on 1.06.

CONCLUDES THIS MUSICAL SECTION

PLASTICS & MECHANICAL SECTION

Table of Contents For Related Files:

. 6G PL

. 6GE

. General Plastics

File: Plastic & Mechanical / 6G PL

FILE 6GL Mostly Plastics

(PVC / Rubber* / Metal / Wood* / Other hard material) / Electronic

*6G-01 Toy Vehicle w detachable floating wheels. Use wheels in pool as air tube.

*6G-040 Replaceable (sunglass) lenses for different seeing purposes: sunny / different distances / images on glass section. Glasses made of pvc/glass/ etc

*6G060 Remote (R) Control Aqua / *Land Animal: Moves as u (multi-users) wishes. Moves and looks like a: fish (moves via fins below/on surface of water) / frog/crocodile/alligator/snake/cat/dog/.
-use in (swimming / lake) pool. Amphibious: travels on land/water

+ 6G070 Tailored handle gripper: Not patentable? - sw (software 'adapts by linking with 'associated features) aty. * <Pat: 1; 4>
-Marks/impressions from fingers / fingerprints are (temporarily) left on the (section of barrel) where the hand holds the tool: pen/pencil (mechanical)/marker/brush/computer stylus; hammer; any other hand tool. Grip material can be made soft again if user wishes to alter the type grip, such changes made via: heating or placing hardened clay like material in (liquid) (chemical) solution (of water). Material might always stay semi-soft to improve user's ability to hold onto tool via differing ways. Also for people with impaired grip abilities, those with arthritis.
-User can fashion the grip like clay in any way, or strictly based on impressions made from holding handle.
-creates better grip; new marketing tool; helpful for deformed hands; creates a different feel while writing
-this flexible material (on the out part of the barrel) can be made to harden by^: leaving in open air for some time after opening sealed package / leaving in sun / baking / applying a chemical by brush, dipping, spray / placing in boiling water.
--may stay (perpetually) soft, so same/multiple users can use pen and have/make different grips.

.--the writing instrument itself is designed not to destruct if/when coming into contact with these elements

-allows users to hold their instruments in unique ways: hold pen between outer fingers when hand is in a fist / hold between thumb and forefinger / etc. Great for feeling creative while painting / drawing.

-alterable hand grip applications for normal and hand impaired people include: auto's stick shift, other handles (drawer, door knob, closet doors*, water faucets, coffee cups, scissors, window (to open/close); wheel chair, automatic bed controlling elements; tel handle; etc.

.-grip section can come in certain (pre-molded) forms for (interesting) fits, eg: makes user more creative / practical minded, via^: prickly./bumpy surface; many big/small bumps; strange curvatures; unlimited shape possibilities.

-barrel can take pen / pencil / knife instrument inserts, enabling user to switch between two or more tools/gadgets using same barrel.

-the contact point where the handgrip element meets the barrel (eg: parts b=c) can have special surface/material so u can replace c (when/if c gets old / user want c (grip material) of different characteristics.). Eg: something of a brillo/rought pad like substance is firmly glued to handle, and enmeshed with clay like material.

*-o Basically repeated info: Marks from fingers / fingerprints are (temporarily) left on the (section of barrel) where the hand holds the pen/pencil (mechanical)/marker/*brush/computer stylus.

-creates better grip; new marketing tool; helpful for deformed hands; creates a different feel while writing

-this flexible material (on the out part of the barrel) can be made to harden by^: leaving in open air for some time after opening sealed package / leaving in sun / baking / applying a chemical by brush, dipping, spray / placing in boiling water.

--the writing instrument itself is designed not to destruct if/when coming into contact with these elements.

End file (6G-PL)

File: Plastic & Mechanical / 6GE

File 6GE

$$ <Pat: Questionable, 4>

+ 6G020 Ball within ball movement slowing device: Slows ball's movement. Applications limited by creativity includes: dispensing chemicals, ink (for spontaneous style art), grease; situations where the rolling effect is desired with more gravitational force. Additional applications not yet realized.

-inner sphere: a heavy ball within the ball shell can cause the entire ball to move more slowly across the (painted surface). Differing degrees of control of the ball can be made according to the substances/weights inside the ball shell (inserted by u (multi-users) or mf).

--inner ball can also dispense ink

1269

-one or more balls within ball. Central most ball might be solid/hollow (filled with dispensing material). Middle ball also can be filled with same / different dispensing material, in tern the rate of emission of desired elements effected by rate of ball's movement. Have creative applications surely.

-point of dispensing is via: hole(s) / pore(s) (throughout (each) sphere). Dispersion point can utilize other methods for controlling level of flow outward.

-Innermost sphere might be solid (acting more as movement inhibitor.

-Manufacturing (hollow) spheres: as in current methods, eg: welding two halves. Uses 6G021 Otto.

* 6G021: Otto: Type toys: Object emits ink onto paper via numerous means, eg: sponge, internal roller. Object in shape of: car, whose wheels emit ink; gingerbread man (stamps ink like stamp); snake emits by how it wiggles; elephant via snout; ball by how it rolls; ball and bowl (ball rolls onto paper in cone).

-formerly numbered 6G02-0

-Object paints across the (paper) as it travels (and when in ink/pencil ejecting mode):

-Physical object in shapes of: car/bus/person/robot/animal (cat/dog/donkey/elephant/snake/frog/bird)/ball/cube/rectangular prism/pyramid

--part/all in flexible material (sponge/rubber) which can bend (more than other parts of the same object) in tern effecting the image (ink) created.

-Ink ejects from: wheels / feet / body (snake) / wings / *mouth (tongue / end of elephant's trunk)

o-Ball:

* o-Liquid soup (water) is in bowl: effects how Otto moves about (Otto may have magnet helping it attract itself to bowl) / liquid makes differing (lighter) colors according to the Otto in bowl at the time. Can have multiple Otto with the (same) liquid in same bowl. Otto releases chemicals changing liquid. Another element (Otto) can negate / clarify the previously effected (colored) liquid.

-Miscellaneous

-upon falling to the ground (due to shock / free fall (not touching anything) the ink dispensing mechanism can el (electronically 'adapted) be cut / reduced to reduce ink spotting onto unwanted surfaces.

-Bowl: paper can be cut/purchased so as to fit into a bowl. In tern allowing Otto to paint as it wishes within the bowl. The paper can later be taken out (in its unique non rectangular form/rectangular form (though only part of it can be painted onto at a time) and framed. Great for the ball Otto.

--bowl can be in a cone shape (helps in allowing rectangular paper)

--platforms (disks) can be placed in the bowl so as to allow Otto to move about only above / below disk. Disk size can (mechanically) expand/contract. Oddly shaped bowls may also allow for such different shaped disks.

-different Otto's can be of one or multiple inks.

-the (insert able) ink can be of one or more colors (mixed, eg: blue and yellow making green)/have (switches allowing the two or more colors to come out simultaneously/consecutively)

-(single solid) balls can simply be dipped into ink (ball's hard, spongy material)

(232)

o-El version of Otto: the point of contact (as specified for ink/pencil/etc) is the electronic contact point->creating images->c=s/k/cart/artist/composer (visual sound converter**)
-on sw create shapes for bowls/containers
-the liquid makes electronic images
o-has walking legs: as Otto is taken/dragged/forced along the surface, its legs (automatically) go into motion making their (foot) prints onto (surfaces).
o-string attached to `Otto' (while in bowl/on (flat) paper) limits /controls its distance(s); string length adjustable; string of (non)elastic material
o-`Otto' designed not to spill (ink) as not wanted^: splattering onto u; ink running off paper (due to excessive ink); etc. Ink output limited (only to (paper) onto which it makes contact.
o-seal the `Otto' into complete chamber^: two halves of same shaped bowl are put together, with paper inside / el (electronically 'adapted) (electronically 'adapted) "sensors" on walls/`Otto'.
o-Otto can be taken apart / re-assembled / receive additional parts altering its shape / functions: being a rubber stamp; rolling around; rubbed across.

$$ 6G030 Changing Color Jump Rope:
-insert (lines/strings/liquid/*powder) into (clear(ish)) flexible tube (rubber)
--handle may change color accordingly
--can glow in dark
+--laser light goes through rope (colors change via switch (k)): c=laser=tr (light)=medium (rope)=rc~2nd handle reflector. Can use in the dark.
-handle=osc (vibration->sensor =c~pr->osc). osc (mechanical bell(s))
-replace the strings to jump rope (w differing lengths) (without need for insertions into the rope section)
-how color can change: chemicals in rope's plastic / hollowed filled in area (of string / handles) changes color according to^: type el charge/fq sent from one/both handle's tr; (sun/florescent/other electric) light; sounds waves%; temperature (of room/air/rope; stretching/twisting/rolling up rope results in altered colors.
--color changes via triggering agent (nr, 7G050)
--(both) jump rope (string/handles) in particular liquids.

o-D: handles = vibration "sensors" = osc/[tr/rc: alters color]
-length of cord can be altered by its coiling up inside handle (if too long)
-store things inside handle^: (home) keys; pencil; lipstick, money (coins/rolled up bills); etc.. Lid to handle (on outer part of cylinder (away from rope) has screw on / snap lid(s).
.-handles=stereo (sound source in one handle=speakers in one/both handles). Activate by k (turning on), via vibration "sensor" which plays when handles moving (enough).

o-compact jump rope: all the string rolls up inside each handle (half into each) = handles snap/screw together-> for carrying , user has only one single cylinder with no string showing!
o-Jumpedomiter ™: a type pedometer, which counts number of jumps. u (multi-users) can program height of average jump, in tern sys can calculate amounts jumped -> "analyzer" -> score -> s/osc/nr/states amount calories lost and or to be lost. This meter, is covered in lower 4G file.
-Patent search strategy: +(Jump* adj rope) and color*

. Other applications for cords that change colors:
-strung along area wanted to be used as warning or other type of communication or notifier (nr) - each color represents different communication.
-toys, party for children

End Of 6G

File: Plastic & Mechanical / Gen PL

General Plastics

$$? 1G18 Wall Growing Ivy: <Pat: OK, 3>
Similar patent exists. Planters are built into walls, intern allowing a new wall to more quickly cover itself with ivy. Ivy grows from cavities in the sides and very top of wall. Made of cement or clay bricks. Soil fills portions of entire wall allowing roots to reach soil surrounding wall's base. Wall also has cords, which more readily absorb moisture to upper walls cavities, these cords are plastic coated only in lower wall regions. Watering can also be done via below surface pipes with small holes. For strength, wall can also be in differing overall designs, eg: wider at bottom, or have creative buttress designs.
-also has some terracing helping ivy establish itself. Other plants can grow upwardly from top (if government zoning restrictions on heights of walls doesn't including growth from the wall).
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-watering helped by inserting absorbing material, which takes moisture from ground down below up to wall. Soil may be in all/part of inner wall. Run hose on top of wall with many small holes to water therein too. Special small canyon to hold this hose (in disguise), this hose is replaceable.
-holes in wall allow ivy to grow through to other side, while the holes are so when one looks in from outside the hole is slanted towards ground (they can't look horizontally inward)
-reservoir used to automatically water plants
.--(when soil is dry - using existing tube water feeders w/ absorption plugs placed in soil - when soil dry, absorption plug draws water from reservoir to soil its in contact with.)

.-tech: material made from: cement / clay / plastic - based material (weather proof, sun proof (wont discolor, crack)). Blocks held together w (with - 'adaptor controls level of 'interaction) cement (like building brick wall), or plastic adhesives.

-other life forms living in / by% wall: flowers, shrubs, trees*, cacti; aquatic life (fish, plants, snails) with windows built into walls.

-other uses for wall: dividers for: indoor rooms, highways; empty lots, wind breakers.

-miscellaneous: windows in wall may permit wind, easier visibility - seeing what is on other side of wall.

-growing apparatuses can be (portable) made have: cement, brick, plastics, stone, (treated) wood).

-portable versions: moisture is released / absorbed from earth on which N may lie. N can also keep excess water / have self-watering system, which stores water.

-Patent search strategy: (wall+ or walls+) and (plant or plants or ivy) and (cavit* or hole* or pot* or container*)

-US Patent No's: 5213857+ Wall material for growing plants - but not cavities; 5099009 D323133 D258255 plant pot's wick 4932159 5042197 5044120 D323133

-+ 4658541 Interlocking planters, for use in erecting decorative walls (KN parts can be inter-locking / replaceable; water drains down to lower regions; KN (invention) of made of more sturdy material; * KN also used where sturdy material is needed to: keep out intruders / support building structures)

-Utilizes Plant container KN in G directory.

-exists: lattices put against wall; plant pots with holes on side used for growing strawberries.

-MK N To MF (marketing to manufacturers): press releases; architectural organizations

File: Category / SA 5E040

5E040 Sound & Visual Recorder Activated By Designated Occurrences:

Recording prompted upon presence of designated sounds or images: Microphone and or camera are only activated when desired. User Information Programming ™ knows what to listen or look for. Then it records what UIP is seeking. This saves lots of time. People won't need to play back past recordings that lack what is being sought. They system 'Seeks & Reacts to designated occurrences. The core of this product largely exists. See our unique aspects.

Expansion Ideas:

. Think in a positive way, outside the area of security systems.

. When an incident happens, what 'reaction might system initiate?

. When any type of 'sensor notices a designated event, system can respond accordingly. Consider the following 'sensors for: smell, vibration, motion (which may or many not cause noticeable vibration).
. Imagine having a friend by your side that does something for you when something happens while you are busy. How would you like them to help you?

Example Uses:
. Rewards pets with food pellets when they make the desired types of motions.
. Windows close when: it rains; or temperature / wind exceeds a certain range.
. When any number of online news services use designated key words or general images, that websites' page is sent to you. Examples:
-You are contacted when any inventions related to your project are discussed.
--A more elaborate system for General Electric, or Panasonic might determine what terms any of their market analysts would need to have searched. This saves time from the employee having to decide what terms to watch for, but they can still edit the list if they like.

Applications:
-Security monitoring, e.g.: upon breaking of glass, voices outside normal hours, dogs barking.
-When unattended baby cries, the record function kicks in, and transmits sounds to guardian who can then determine what action to take.
-Only records high-pitched voices (of women). Less accurate of a system though.
-Etc!

Miscellaneous: recording can be ongoing, though designated portions are 'tagged according to type occurrence, for easy play back. Exists in some formats, eg: sys (adaptive system) functioning upon deciphering particular person's voice.

In other words: sys (adaptive system) Responds Only To Certain Sounds: Program system to seek certain sounds, then= when they are heard by system=, system will=:
1] record / synthesize as programmed (seeking desirable aspects from soup of differing sounds = via "sound analyzer"; this can be done during or (by u) well after complete recording)
2] "notify" (emergencies)
3] respond via mode w/in %"access".
-D1: (Step 1: shake coins in pocket(s); Step 2: memorized; 3: user "pp" how #1 is to be "synthesized"; 4: user 'shakes coins in nearly any manner within mic's range; 5: "mic" records; 6: playback.
-D2: externally generated sound -> mic = sound analyzer = C (computer) (cart/m) = notifier/mic (recording system/synth).

-"sound analyzer" is "pp" to only seek sounds similar to the original inputting of the desired sound to be selected. System should ignore other sounds.

Sound = "mic" = Sound Analyzer = Memory = Function

-incorporates functions of Roland's "Hanauta" system (rhythm from humming creates tempo for guitar or other sounds)

-OTD: access; security applications (breaking glass / dog barking / crash sounds -> mic -> 5E-04 ("sound "analyzer"")=c=notifier/r (user can ^:listen in on action / control (el) in remote location (scene of perceived crime) / contact security (guards). Sought after sounds can also be from ^: cart / m, in this way the breadth of sound spectrums might be broader / more carefully selected to avoid misinterpretation with other sounds.

+ synergizes w (with) 2E251 Intelligent Monitor.

-mic = recording activated by = any triggerable occurrence/action within "access".

-exists: microphones that stop recording when silence starts

Patents:

-Patent search strategy: microphone and record.

-US Patent No's: speech recognizing systems, eg: 5251283 and 5182765; improvement over 5239587 Recording device for hunters - which takes sound samples; 5197490; (sys can also lure organisms (via sounds=osc) after designated (animal sounds heard by mic) and bring animal (closer to mic or trap or hunter or food or other destination (for research purposes) so mic can better capture = "sound analyze"), eg: 4896305 - Animal luring patent; 4898179; (investigates = "sound analyzer" nature of situations eg: 5012820 patent; 5014039+; 4644330 - anti-snoring device, example of how KN (inventions) can respond to sounds (applies to 2e251 too), sells well in marketplace; 4160386 +4340915 (KN records with greater sensitivity (via mic closest to sound source as= determined via "sound analyzer") when: designated sounds occur / as pr).

-+4342106 Remotely controllable voice-operated starter for tape recorder made by Olympus - N (inventions) is voice activated.

-+? Records sounds above specified predetermined levels during given time intervals 4003264 (This KN). Title of this patent: Device for measuring and registering of sound.

--COPY THESE PAT TO SOUND ANALYZER

-Occurrences initiating recording: "CID" - incoming calls from designated telephone numbers, or to designated tel number/extensions; particular animal sounds (for biology laboratories); police sirens; breaking or cutting of glass or metal or wood or other (building or protective) material. See 2E251. "Speech": sounds of particular people, identified by: (regional / foreign accent), pitch (man or woman), particular words (more likely to be spoken by particular (type) person (eg: villains versus maintenance personnel).

-Research needed: identifying the sound frequencies for designated occurrences triggering recording, and then how those frequencies may not be mistaken for other frequencies by "sound analyzer".

File: Category New / Sports.doc

Exercise Inventions

Especially Tied To Parts (Functions): 'Exercise, 'Entertainment%

$$ 1J090 Quick Sip: For joggers, bikers. Long Tube (straw): goes near mouth from= container carried by u (user) (on hip, in bag, on belt...). Exercise pumps water up to mouth. The more exercise, the more liquid available. wo (without) exercise, sucking the liquid up long straw difficult. Semi-space age design.
Pumping energy from: 1] motion battery charger KN
2] each pressing of foot onto ground pumps (air / *(drink) liquid / other) (in accumulated form). 3] squeeze flexible bottle to generate pressure into straw of contents.
-Though won't be popular in some regions, eg: Eastern Europe, trendy Californian joggers, eg: wearing special jogging outfits and tennis shoes like this invention.
-Patent search strategy: (liquid adj dispenser)+ and portable.
-US Pat No's: 5154317 5037389 4703871 4420097 4491244 4629098
-Similar existing N: straws, suckles used by nursing babies.

* 5J01 Floating Treadmill: Treadmill utilized on swimming pools, lakes, and calm rivers. Exercise while traveling on water.
-Impracticalities include: getting on/off boat safely. Climbing from water might be too dangerous.
-How to maintain perpetual freedom from hitting poolsides:
--The propeller [so to speak] is designed so that it requires exertion of human energy to move through water, but it doesn't move the floating device in any direction. Perhaps the propeller(s)' design cancels out the forces pushing device to go say forward against going backward.
-Ways to steer treadmill around: another [smaller] treadmill used, or the design of the main treadmill altered to allow directional control.
-Getting on/off the treadmill without falling into pool:
--The floater docks or locks into a dock.
--Pedal action sucks water out of a tank making it lighter. This enables user to get into treadmill while it is semi anchored by friction energy onto pool steps or other below water [movable] docking device. When user wishes to dock, they position boat in desired place and [manually] allow water into this air-trapped compartment dropping boats height in water.
.-Other ways to keep treadmill from pool edge:

--Only [10%] of the actual energy is not conflicted in that the treadmill moves but does so slowly enough to make turning easier since floater isn't traveling so fast.

--Device automatically steers floating device away from edge two or more meters before arriving at the edge.

--Turning device may keep floater going in a circular or oval pattern. However the level of energy exerted from legs [unlike arms] will make device rather speedy and make person dizzy [hazardous].

--Maybe device is fixed to edge of pool, and doesn't move. Treadmill only pushes against water.

--Electronic version: sends laser to pool's edge to determine distance, and when approaching minimum distance toleration, it forces treadmill to turn away before its too late so tread milling can continue.

--With an [automatic] flip of switch same peddling motion simply puts device into reverse. In other words, keep peddling forward but treadmill takes energy and pushes it back.

--Steering wheel allows user to steer away from edge, possibly staying in circle path. This alone may not be patentable.

-Marketing: sold through mf and distributors of: bikes, exercise equipment (treadmills), pool supplies.

--Target next spring and summer's selling season in northern hemisphere.

--People prefer exercising outdoors on the water to being stuck indoors. Also ideal for those who have pools but don't use them - another usage for an existing home feature that is often neglected for lack of use.

-Similar inventions: Peddle boats for one or more people.

-Has place [settings] for: drinks, fan, 'entertainment devices [TV, PC Screen], etc.

-Improvements to peddle boats:

-"score" device measures number calories burned / distance traveled.

-u = "s" (screen) = "camera" = views what's below water surface

-position treadmills in tandem or side-by-side.

--Sun cover protection. Maybe it can have solar power in case user gets tired. Keeps rain off. Can pop out cover when desired.

* 5J02 Variable Peddling Motion System: for peddle boats, bikes, and treadmills.

-Feet move in alternative motions depending on which angle [of the 360 degrees] of the circular movement feet are. Legs can move in arched, up and down motion.

--Purpose: give legs the freedom to move in differing ways / angles. Therapeutic possibilities.

--Can move feet next to each other in a push and retracting motion versus moving in circular motion, eg: like leg weight presses.

-Caution: design so as not to hurt legs or other body parts. Physical therapists use known studies to determine desired leg/body movements to achieve desired aim.

-Use system for body parts other than legs. Eg: arms (for wheel chair bound person) to move about on land/water.

-"Score" system, which compensates for more difficult angle movements when determining the calories used. In other words, different motions may require more energy but create less physical force.

5J03 Body Posture Corrector: moved to 3E061

+4855942 Pedometer and/or calorie measuring device and method: quite similar to KN, yet abstract doesn't mention that coupons are given out, nor that device is rentable from store.
-coupons can be given out simply for quantified level of exercise, eg: each kilometer (walked) equals one point.

See in "I" file following inventions:
-1G22 Battery Charger Reward Generator
-4E010 MOTION POWERED BATTERIES

+ 7G010 Gyrator: exercise by gyrating heavy object at end of string. System measures number gyrations and level of centrifugal force. Control length of cord. Product liability?
-exercise by having object at end of string swing about. The force exerted upon string and or the speed are measured (score) = via "sensors".
-following effect the speed/force at which detachable object flies off: gyration speed, length of cord/extension, and if spun (manually) the longer one spins maybe the faster the gyration. Balance time with speed of discharge. Fewer discharges with further reaches.
-control length of cord = via retractor (as with vacuum cleaner's cord) = manually/automatically controlled
.-can replace objects at end of cord for differing ^: weights, sizes (drag on air), safety (softer), indoor/outdoor usage.
-flying object can have = lights / osc. These function according to type movement / via control by u.
-generates electricity / battery power
-(mechanical) release handle lets gyrating object fly out (at user's control).
-applications: mankind controlled device which gets other's attention for^: emergencies (road accidents); traffic signaling; sales events; toy; exercise; play with pet (dog).
.-The gyration feeds battery attached to handle: disk=gyration charger=battery.
-current laboratory versions might exist
-might be patentable if there is a new way of doing it. Patentability of 2 without this improvement.
-sys counts and or measures the stress on string. Mechanical / el (electronic) versions.
-measures extent of exercise effort.
-mf cheap

+-injury to other people – must be designed out before used.

-KN: g\4g N (inventions) at end of file which counts/scores number of jump rope swings.

TELEPHONE INVENTIONS SECTION

Table of Contents For Tel Invention Files:

. Cell Phone Notifies Before Entering Area With Poor Reception

. Keep Phone Ringing Until You Can Catch Call

File: Category / Tel / Cell Notifier

MOBILE TEL LOCATION NOTIFIER 3E010

Signals when mobile communication device is approaching a poor reception zone.

Patent Search Needed – Too Complex For Steve. Some overlap from patents.

ABSTRACT

Tells user when their cellular or cordless phone is about to approach a pocket with limited transmission possibilities. Current systems show the level of receptivity leaving the user having to guess in which direction they might move to improve receptivity. The invention guides the user to the direction in which better receptivity can best be obtained. Can be part or separate from the phone.

OVERVIEW

The user's location for purposes of identifying when they are approaching a pocket of poor communication ability is determined by GPS. As a backup the following means can also be utilized to determine the approaching of a pocket with poor communication ability: weakening of signals; other existing modes.

Simple version of invention:

-The orange light comes on to show low battery levels. The yellow light shows one is entering into an area of poor transmission that adjoins a pocket with no transmission possibilities. If static is heard but the green light remains, this shows that the static is probably temporary. The red light shows the trouble with having no communication is not the phone or the battery, but being in a no communication pocket.

INVENTION DESCRIPTION & NOTES

Identifying Pockets of poor transmission ahead of time. System shows pockets of areas w/ 'score showing the quality of reception in such areas.

+-User keys into their ['tel] device a code for the 'designated area(s) they are approaching. Such codes can be:

+--number of miles and direction from where user is located. [only this aspect appears not obvious from the patentability point of view].

.--postal zip codes [obvious patentability wise?]

.--tel area code plus first three digits of phone number user knows is in the area of question [obvious patentability wise?]

-The function works both when the handset is on and off, as the value of receptivity is important in both scenarios.

+ System adjusts how it 'scores [anticipated] reception by 'tailoring itself to diverse circumstances. Examples:

-type of handset

-type services being provided by tel carrier in 'designated areas

-weather

-if user is indoors/outdoors/under car roof

+ User instructs system how bad a phone connection they'll tolerate. The level of quality connection the user has requested it needs, eg: the minimum quality they'll tolerate for a] business call, *b] non business call.

--system 'tailors itself to user's preferences.

-type of telephone network [and correlated quality of connections].

-level of quality in connection as effected by land based lines. If there is a poor connection to the wire/optical lines, system will tolerate less trouble in the airwaves.

+ Shows user how to get better reception:

-system gives user a differing 'score, should user alter any one or more of the elements that are effecting their reception, positively or negatively. Eg: reception would be 10% better if user walked 4 meters (to the north) of the building.

--digital map on device can 'guide user.

+ GPS can map out a travel route for the user by which one can maintain the best receptivity.

How system can easily communicate with the user.

'Notifier's way of informing user of 'status (as to the quality of the current* / anticipated quality of connection(s):

-distance can also be indicated by background sounds only heard by cordless 'tel user. Such sounds can be ^humming, beeps increasing in intensity in relation to the distance from transmitter and or difficulties in reception.

-vibration of the instrument. Different types of vibration are codes, eg: portion of phone sending the vibration indicates the direction in which reception (would improve) if user went there, and the pauses in between the vibration indicates the distance needing to be traveled.

+ Database Map of the general terrain:

-system uses satellite maps showing location of buildings, roadways and obstructions in the region. This coupled with GPS (or related) showing user's location; enables system to 'guide user as to how they can help/hurt the quality of reception.

-software can analyze the height of buildings and other obstacles to better 'guide system to correspond with users' location and needed corresponding adaptation.

.-the existing Sandbourne map shows the outlines of buildings.

Ways System Can 'Tailor Itself To User's Situation: How to improve reception:

-a different form of telephone carrier transmitter/receiver is used to communicate with user's phone to compensate for user's location. In other words, different carriers can serve each location with differing levels of quality, and system can automatically switch to better carriers.

--the extra cost for such a switch can be calculated with the expected increase in quality.

-Assumes different forms of transmission can for example transmit better through buildings, mountains, etc depending on the carrier and their forms of transmission.

Technical:

All types of 'scores / graphs / charts are available to user for them to determine diverse reception possibilities:

-Cordless and cellular 'tel: shows approximate distance from transmitter so user is less likely to get cut off. And or gives warning via light and or audio when it is nearing outer limits. -The quality of transmission is "scored" = seen on S (screen) / Nr.

Diagram:

base t = distancer/pd=(portable/cordless/cellular) t

-applications: walkie talkies; * radio frequency (reception) devices (radios, stereos) (in vehicles);

* Battery Notifier:

-warns (nr) when: battery is running low (hence preservation of power gives N (inventions) less range / ability to handle physical obstacles to receptivity).

-exists by itself, but maybe not with this system.

Miscellaneous:

-osc [outgoing sound communicator] says "interruption in (maybe) 12 seconds / 50 meters. If by time sys (adaptive system) gauges speed of auto....

-'nr functions when poor reception of any type (can effect sys (adaptive system) performance). Eg: any mobile communicator; connection w (with) satellite (due to approaching plane, bird, clouds, meter...); lowering battery power.

-exists: sys knows when to switch cellular cells. Sys signals are weakening.

-problem: u (users with or without full 'access) knows when they are reaching mountain or tunnel. What about cliffs on side of highway? Maybe needs complex sw to determine u location visa vis tunnel location. Obstructions near big cities would have relay stations.

-GPS might already be in the car, saving manufacturing costs.

-what would block off communication: cliffs by road side. Is this so?

-Limitations: dealing with telephone monopolies; just licensing this invention difficult. But one client can pay a fortune for the rights.

-"Analyzer" shows the best position (ps-zone) for rc / tr (transmitter) to be in for better quality transmissions. Eg: satellite dishes, t, other wireless communications.

-negative weather conditions [effecting communication] 'notified via= wireless m tr.

-energy level needed to compensate for poor transmission= by increasing the transmission's intensity: system 'analyzes the tr (transmitter) quality / zone to determine if such boost is required; NR ('adapted notifier) shows the score of this tr's intensity / battery usage level.

--certain zones may restrict tr beyond 'designated intensity: u (users with or without full 'access) is notified prior to entering such zone - display shows this; communication is automatically effected.

-This invention is a subset of the common part called: "PS-Zone". Study all the parts, especially the "zone" part very well, and adapt it to this invention.

U.S. Patent Search Strategy 2.99:

-cellular and telephone* and (notifie* or alert* or warn*). Nothing important enough found.

US Patent Search 4.04:

-str: (ttl/ cell and (telephone$ or phone$) and (approach$ or "coming near" or "coming up" or notifie$ or alter$ or warn$ or predict$) and ("poor reception" or "no reception" or "poor transmission" or "black hole")

Key Words:
-cellular, mobile
-telephone
-notifie*, alert*, warn*, % predict*

Antennae distance 'notifier - for uses other than portable communication devices too:
-the further the 'distancer says user's [portable] device is from the transmitter/receiver, the greater the 'designated 'score. -applications: any device that requires exchange of communication / frequencies, and that might also be portable.
.-applies to mobile antennae / transmitters.
-str: ttl/(cell$ and (tel or telephone or phone) and (approach$ or "coming near to a" or "coming up" or notifie$ or alert$ or warn or warns or predict$) and ("black hole" or "poor transmission area" or "poor transmission" or "no reception" or "poor reception")
. US Patents %: 6418319 6240292 6195555 6035197

Types of desired communication includes:
-telecommunications
-portable devices keeping contact for whatever purposes, eg: small isolated systems used by cattle ranchers...

What one can do upon entering a poor pocket:
-Stop and continue conversing.
-Tell the party that you will call back.
-Walk or drive around the pocket

* PARTS

Note: More important parts have extensive detailed descriptions more easily available.

ACCESS = Gain access to electronic product's controls with a correctly keyed in combination. Access to communication can be limited by region - a call restricter.

ANALYZER = Computer software analyzes how to handle situation.

BILL = Billing: Charges users by amount and type of usage.

CART = Cartridges to be inserted into system. Frequently contains useful software / databases.

DATA BASE = Of poor quality zones.

GUIDE = An instructor. Suggests how user might proceed. System guides user so they avoid poor quality communication.

INTERACTIVE = System interacts with user.

NOTIFIER = User is notified on the status of any situation.

PD = Positioning Device. Portable unit which broadcasts its location to the Positioning System. Form of Global Positioning System [GPS].

PROGRAM = Programmable facets include: how user wants telephone to function.

PREDICT = System predicts what will occur, or what user wants, eg: direction of user's moving location.

QUESTION = User and or System ask each other questions. Helps each better understand each other.

REACT = System reacts to occurrence as programmed, eg: poor quality of communication.

ROUTER = sys (adaptive system) routes call to designated alternative carrier or solution.

SCORE = The status of current and 'predicted user's location and corresponding quality of calls.

SENSOR = Senses via many means the quality of communication.

SEEK & REACT = System seeks designated occurrences, which intern causes a reaction which responds accordingly, namely poor quality of communication matters.

SOUND ANALYZER = Analyzes type sound, for quality of transmission.

STATUS = System shows the status of call, eg: the quality of call, quality of receptability for a given area, etc.

SYNTHESIZER = Sound synthesizer, masks poor transmission signals.

TAILOR = System tailors itself to user's unique needs, to better function for designated purposes.

TRACK = sys (adaptive system) tracks or monitors actions of user, or system, eg: to determine the 'behavioral patterns of the caller. For example system may determine automatically where user's home is and the general route user travels to go there. This info used to 'guide user.

ZONE = A certain area with defined boundaries. The area is also dealt w/ according to its distance from point of perspective. Map gives 'status to different 'zones for their quality of phone receptability.

* APPENDIX TO MOBILE TEL LOCATION NOTIFIER 3E010

> Core GPS Diagram: was 2.5 pages.
-moved to file c:\i\3e and expanded, next in 6.96 was moved to "ps".

$$ <2.75, 3.5, 2, 3>
++ 3E010 Mobile Tel Location Notifier

OTD D: u (users with or without full 'access) = This N (inventions) sys (adaptive system) (tel location notifier sys) ~ C (computer) =
BILL (price reduced by level of poor reception); CART (different parts improve reception according to circumstance); MULTI-USER (); NR ('adapted notifier) (vibrates); OSC (); PR (); PS-Zone (knows where user is); SENSOR (suggests how user might alter the angle in which tel is held to improve reception); T (communicating with other telephones / tel carrier).

Patent Searches 4.04:
. US Pat Classifications:
-US Pat from US Pat Class: Radio Telephones/ Out of Range Indication 455/421:
+ 6556822 Cordless tel warns preventing unexpected termination based on poor communication (not battery).
. + 6349206: get time warning before getting disconnected
+ 6343212 6330438 6166642 6151493 6150961 6148194 6018655 5995830 5991901 5991618 5878115 5867782 5732347 5722068

File: Category / Tel Ring Delay

CLEVER TEL RING DELAYER 3G010

3G010 Tel Ring Delayer:

ABSTRACT:

. System delays callers until the receiving party is ready to receive the call. System judges when the call recipient is being delayed. Caller is given the option of leaving a message or can wait for a live person.

. The recipient's availability and delay can be verified by either: 1] system's device 'tracks the recipient as being nearby; or 2] the recipient's signals via his pocket remote control that he will be delayed in responding to the call.

-The recipient has the option of keying in the expected time by which they can take the call.

. System utilizes functions like User Information Programming, and the optional Caller ID.

When the recipient is delayed but wants to answer, the call won't go to voice mail. The caller hears a recording which can have them to wait temporarily until the party they are calling can get to the phone.

Important Applications:

-Answering machines: program tel to have callers wait until person can get to telephone. Tel answering machine knows when owner is home or not: automatically has two answering modes.

-Intercoms: gives owner more time to answer.

-If caller gets a busy, tel company can still put them on hold. Caller knows their cue position without disturbing receiving party.

Miscellaneous Functions:

-Callers while kept on hold can hear / *read: music; number of people or calls ahead; target person's future schedule so caller might retry attempting communication.

-All existing voice mail functions apply, eg: Callers may opt to leave a message rather than wait.

-Times of poor connections can inform parties on other ends: wait; nature of problem, eg: poor transmission quality. User or system can select or self-determine nature of problem, in tern give (nr, osc) applicable "status".

-Incoming calls routed by: caller ID, extension number requested.

User Controlling Tel System To Delay Caller. Options:

-User's remote control device can instruct 'tel system to delay the caller in some manner. This remote control device can be part of user's garage opener / other common 'remote control device - making it handy.

-User's (cell) phone has button to 'transmit control to land line related phone.

-'Sound analyzer hears user's voice commands.

System [automatically] knows owner's/user's location via:
1] 3E210 GPS Satellite Obstruction Compensator; 2] localized location determinators (KN) at: garage driveway, garden, bathroom (shower), noisy workbench; 3] "sensors" "analyzing" for activity in the dwelling, eg: human vibrations, speaking; front door opening - analyzed with combination of other sensors; 4] owner selects from ten plus outgoing messages, eg: "I'm in back yard, leave message or call back in an hour", "I'm driving to/from work/home"; 5] incoming calls are (already being) forwarded. 6] User triggers small portable device (couples as: pager, door opener, remote control, watch, *organizer) which activates type outgoing announcement.

Delay in phone ringing Option:
Callers will wait longer for tel to be picked up since they might allow a common number of four or more rings.

Problems: Need to probably license to phone monopoly. But cheap to just get patent then license? Need to do public relations to get phone company to adopt system. Likely someone thought of this in the crowded telephony industry with powerful players.

Delayers also for:
-Door bells: the party being visited sends message [by wireless] to person at door.
-Street lights (for ambulances, mass transport vehicles getting priority, eg: Dutch buses for which lights can give preference and change to green since there are generally more people in a bus than in other vehicles).
-Oven temperature reduces temperature when "brain" knows/"senses" the user is going to be late/going out of house. Intern, food can cook for longer and be ready hot later without burning.

-OTD D2: This N (inventions) Sys (adaptive system) (t ring delayer) ~ C (computer) =
Fax (sys picks up fax later); ACCESS (); ANALYZER (); AP (); ARTIST (); BALANCE (); BRAIN (); BVA (); C (); CAMERA (); CART (); COMPOSITION (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); NR ('adapted notifier) (); OSC (); PR (); PS (); Q (); R ('remote control) (u controls sys: ring delay when u is away from t); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); u (users with or without full 'access) (); UIP (); UQ (); VISUAL ANALYZER (); VR (); WA ().

-say on ans "I'm old and slow, so wait. Or carry phone."

-all software implemented regardless of where signal of t being picked up is generated from).
-give more time between rings.

% Maybe caller doesn't hear rings during first one or two rings. This gives the caller additional reasons to let it ring longer. This handled through tel carrier.

.-signals generated from handset or switching matrix.

-if can do from handset: don't need to worry about the tel monopoly. Easy to find out.

--difficult to find out if: Tel Co switching matrix would dump the call if it didn't get a ring back signal w/in certain time. Ask phone co.

-caller can get sound/osc that says wait (initiated after certain # rings).

DIAGRAMS:

-D1: caller = t ~ C (computer) / intercom = tel company C (computer) processing network (analyzer) = t ~ tel ans ~ c = [poor/type connection analyzer] / owner's location analyzer

-D2: caller dials up = c (pr by receiver's t) = caller hears delayed ringing / receiver hears ringing immediately

-works with fax/answering machines too

-the term `caller' can be replaced with `one who is making the initial contact'; `owner' with `one who receives communication'; `call' or `incoming call' with `sender's action'.

-GPS tells tel sys where u is, hence t sys reacts accordingly.

-problem: signal generated by switching network? Will tel co alter it for you? Switching station receives on/off hook signal from tel (DC signals?). Hold patent until tel co opens their mind?

-OTD D: T / This N (inventions) Sys / C =

ACCESS (status of call owner limited to certain parties); ANALYZER (nature of problem/status: where owner is, who caller is (via latter's uip or access)); *CART (owner's location, type osc or vm options); *M (uip, owner's whereabouts, gps); MIC (t, intercom, paging systems); MULTI-USER (each telephony number can: route / distinguish between different incoming calls (via caller ID, access; distinguish who incoming call is for, via: extension number, voice recognizer); NOTIFIER (tel rings; counts time or number rings made by caller - simultaneously or *after they quit (hung-up)); OSC (tel ring, status for caller, owner); PR (); PS (); Q (how caller* / owner can better use/ alter sys); S (); SCORE (number of messages); SENSOR (); *SOUND ANALYZER (helps determine level of quality transmission); STATUS (); TDS (vm); T (); UIP (); WA (t).

OTD (Other Techie Details) D: This N (inventions) (T Ring Delayer) / C [line drawn to each below N#] =

-2E251 Remote Controlled Camera: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.

-3E010 Mobile Tel Location Notifier: Goes into effect when this N#'s "analyzer" determines so as: pr, uip. Eg: when u is about to enter poor reception area, system allows for extra long ringing (receiver, may or may not know this).

-3E040 Telephone with Selected Noise Canceled when Beyond Designated Distance: -3E041 Telephone with Selected Noise Canceled when Environmental Sounds Are of Unwanted Frequencies:

-3E151 GPS Circumstance Correlator and Controller: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-3E210 GPS Satellite Obstruction Compensator: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.

-5E020 Remote Control Stick with Switch: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
+-5E040 Recording prompted upon presence of certain sounds: Goes into effect when this N#'s "analyzer" determines so as: pr, uip. Eg: user is washing dishes, taking shower, already on tel, snoring, sleeping.
-9G220 Channel Scanner Skips Stations Having Commercials: system lets incoming communication (t) come in more so during commercials.

PATENT SEARCH Strategy & some related US patent numbers:
3G010 T Ring Delayer: ()
-str Bib 8.94: tel* ring* delay*
-Str APS 69'-78': tel* ring* delay*
--US Pat No's *: 3965304; 4103114.

"Morning Alarm"'s ring only activates after designated time if/when: u (users with or without full 'access) is (temporarily) out of bed (maybe bathroom); u is on "t" (so as not to disturb person on other end of line); other sounds are being generated at that time, eg: other (door / oven / t) rings.

PS: Sys (adaptive system) knows where u is, and delays ring accordingly. However, U can deactivate this/any other feature.
-sys tells caller where recipient of call is (in terms of distance / speed / expected time recipient might pick up phone (based on their speed vis a vis distance to travel and type terrain (stairs or flat land) to be traversed).

OSC gets louder in each succeeding ring = KN (inventions) in "A" directory.

Receptionist picks up call if / when:
-expected time u would catch call exceeds programmed time (expected time caller may wait wo (without) loosing patience, hanging up).
-after certain # of rings: exists

"Analyzer" decides how to handle / route ("route" = future IMI part?) incoming / *outgoing calls/data.
--weighs differing aspects/data/uip of situation (caller type, recipient, time of day, where recipient is - what they are doing (w5)).
--3G050 Call Router

Distant Future Use: Incoming fax calls are handled differently. Differentiating between fax/verbal/e-mail/"entertainment"/etc calls determined via: CID = registered for type activity; incoming call is coded (by transmitter / receiver "analyzes" contents (while caller is on semi-hold)); incoming calls are destined for differing tel # depending on nature of call, hence Sys (adaptive system) knows what each call is for based on this or any other factor.

Receiver's (any t KN) is (temporarily) busy, but can subsequently handle incoming call were it given more time. In this case, caller gets delayed ringing versus: busy signal / reduced rings -> voice mail, etc.

Receiver can judge nature of incoming call (CID, CID = UIP) and intern choose how quickly they may rush to catch call, or how receive call.

Both caller and recipient can know if there is a call delay related sys available / in use / deactivated. Either caller or recipient can activate / deactivate caller delay features from their locations.

Delay in phone ringing Option:
Callers may wait longer for tel to be picked up since they might allow a common number of four or more rings. However the delay in hearing ringing should not exceed a number of seconds, otherwise the caller will think the call has not gone through the phone company correctly and a redial might be attempted.

Technical:
-When the tel receives the call/fax, the loop is completed, then ringing stops.
-Delay needs to be done by N-user or carrier's network.
-Sometimes a person will hear a ring even though the receiver didn't get a ring.

. OTD D: u (users with or without full 'access) = This N (inventions) Sys (adaptive system) (T (Ring Delayer 3G010) ~ C (computer) =
-4E030 Image Input Access Sys: (u can create delay before ("access") sys requires U to respond (for needed password))
-5E040 Mic Controlled Via Sound: ("sound analyzer" judges where u is in reference to the t)
-5G061 Dyslexia SW: (U has improved S (screen) on T=C sys)

Technical Elements - Not certain:
-Probably when the tel receives the call/fax, the loop is completed, then ringing stops.
-Delay needs to be done by N-user or carrier's network.

-Sometimes a person will hear a ring even though the receiver didn't get a ring.

Questions - try calling AT&T collect: Go through AT&T operator.
-Consultant Liaison Technical Research Ctr 800-257-4636: 2
-Media Relations Mgr: Donna Cunningham 802-482-3748.
-Network systems: switching boxes, etc. Media Relations: Carl Blesch 708-224-4196.

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

Caller ID:
-Based on the caller's CID', the system can 'notify the recipient of the caller's identity. Should the caller's ID be blocked, the system can ask the caller to identify themselves and or have the caller call back and unblock their number so the recipient (and their system') can know the caller's ID -> then process the call according to UIP.

Side Features:
-Recipient can have the call 'routed to the designated party [within the co] if recipient opts not to take the call [based on 'caller id / 'user information programming].

Rewording:
The recipient's availability and delay can be verified by either: 1] system's device 'tracks the recipient as being nearby; or 2] the recipient's signals via his pocket remote control that he will be delayed in responding to the call.
-The recipient has the option of keying in the expected time by which they can take the call.

Diverse Features

BA: tailors itself to behaviors 'ba 'predicts user will exemplify

DATABASE: caller id

DISTANCER: distance recipient is from need point of contact they are expected to approach.

EDIT: certain contactors are 'routed into the "do not disturb" mode. A message might be taken for such parties.

INTERACTIVE: system attempts to 'entertain or assist callers during their waiting time

LOCATOR: identifies recipient's location

MULTI-MEDIA: invention applies to any electronic device whereby one party (a live human or machine) seeks to make [live] contact with the recipient [user of this invention].
Other examples include:
-telephones via the web
-internet's instant messaging, whereby contactors expect a prompt reply [if they know the recipient is on-line].
-anything that desires a response from a live person and where electronics is used for communicating [two] ways

MULTI-USER: delaying features depend on who is being contacted

PREDICT: to the degree the recipient is too busy to offer a reply, system attempts to gauge the delay time.
Examples:
-recipient is 50% through listening to a 2 minute voice mail message while being contacted by an outside caller. Caller is asked to wait 65 seconds [adding in 5 seconds additional time for recipient to switch tasks].
-walking time for recipient to reach destination: based on perceived travel speed [during first 3 seconds]
-see 'behavior analyzer

ROUTER:

SCORE : urgency/importance of caller, contrived from caller or recipient or via 'content analyzer.

TRACK / TRACKER: follows recipient to better 'predict when/how they'll respond to caller

UIP (USER INFORMATION PROGRAMMING) Tailors invention to user's unique needs:

WA (WALK ABOUT) Portable Aspects:

Interchangeable Terms - Expanding Invention:
-Caller can also be: contactor, sender, approacher, one who walks up
-Recipient can also be: receiver of call, message, inquiry, e-mail, instant message.
-Tel ring(s) can also be: form of 'notifying recipient, alert signals, communication from 'osc.

-Tel device can also be: any electronic device that receives communication; computer; door bell; intercom; pager [caller can be responded to with the expected delay time [w or wo (without) 'entertainment in the meantime for the contactor].

For situations where it may take time for one to answer the tel, the caller may not hear ringing for a while (during which the receiver's tel will begin to alert the receiver of the incoming call).

CONCLUDES TEL RING DELAY FILE

File: Category / Tool Inv

User Tool Related:

$$ 1J100 Self Adjusting Leg Table: Table top resting on user's legs while person is sitting: top of table kept horizontal (flat) by adjusting itself to the angles at which legs of the table are placed. -For legs in standard sitting position - with both feet on floor; or, for legs crossed - in Indian sitting style on ground *.
-Benefits: keeps drinks and other elements on counter from sliding off.
. How Adjusts:
-while u (users with or without full 'access) in (semi) stationary position: u (users with or without full 'access) cranks / slides / snaps / adjusts parts/legs so counter top is level.
-For watching ball games, also, while u (users with or without full 'access) is moving (in vehicle: car, train, bus, plane, boat): swivel adjusts height in manner similar to coffee cups that maintain rather flat bottom as car bumps around.
-Patent search strategy: +table* and adjust* and angle* and leg*.
-US Patent No's: 5299510 5131106 5129702 4943040 4991518 4143601 4196675 4259909 4095843 +4703701 (KN is portable and for resting on lap; the legs are met at bottom by bar which can connect at least two legs; legs can fold out - allowing for easier carrying. 4372631

$$ 1J110 Self Adjusting Leg Table Alarm: Alarm goes off if user accidentally alters table's positioning w/o first deactivating electronic level "sensor". This way u is less likely to spill contents from table top.
-Applications: for baby (feeding table).
-NR D: level "sensor" ("tilt") = "analyzer" ~ C (computer) (k) = OSC
-Other applications: table bed (for late morning breakfast) whenever the level of anything has exceeded beyond desired parameter in: truck beds; parts of building being constructed (where concern is over something slowly

loosing balance leading to a crash); when u has tilted their "tilt" device beyond / into undesirable parameters/functions.
-connects with: Self adjusting table 1J100.

* 5J08 Irreversible Screws - Mechanical Versions:
Exists probably. Irreversible screws, or ones which can't be taken out are frequently used for installing material so it can't be taken out by vandals, such as fixtures in public areas such as rest rooms. The problem is that no known equipment, even if specialized and less likely to be had by vandals exists which can remove the common irreversible screws. Therefore, designed are screws with special heads, more complex than the common phillips screw, that can only be taken out by one with the correct head to their screw driver, matching the unusual gripping pattern on top of the innovative screws.
. Patterns for screw heads can vary tremendously. [Note: 'heads' are: the widest part that remains visible after the screw is mostly screwed in]
-Recessed designs on 'head' of screw:
-'female' holes or cavities of any simple or complex shape. Eg: is circular, semi-spherical;, or block shapes (such as miniature staircases, or any Rubics cube shaped recess), L shapes [the inner most region not (easily) visible to naked eye - like twisting caves.
--swastika [or portion there of but more complex than the standard phillips design].
-'male' projections from screw's 'head' can be the opposite of the 'female' 'heads', eg: multiple tiny blocks piled upwards so that a 'female' screw driver's 'interface' can [almost] completely cover the projectile architecture and grip it well enough to turn the screw 'head'.
-Screw driver shape that interfaces with corresponding screw head: the shape naturally fits and matches, with some allowance for error by having the screw driver's male 'interface' portion smaller than the female [recesses] of the screw head. Likewise, the driver's female 'interface is bigger than the screw 'head's' male projectiles.
Reasons: improper manufacturing [of screw heads, wear and tear, and any other reason (known with common screw and screw driver shaping)].
-possibly all shape alterations or grooves give preference in getting the screws in, rather than out.

5J09 Soldered Screws:
Screws have a thin layer of solder which melts at a much lower temperature than ordinary metal. After screwing in the screw, a heater is placed into the phillips head and heats the screw to a temperature to melt the solder but not the screw or the metal into which the screw is embedded.
-call screw expert to determine if such exists - easier than web search. Then do web search.
The benefits of this include:
-Tighter and stronger connection is made.

-Avoid retightening: Screws otherwise often get loose, and rescrewing can be a highly costly endeavor depending on their location. Also people forget or don't know about tightening screws, causing undesirable breakdowns.

-Reduces tampering by vandals.

-Depending on the application this can be more beneficial than outright soldering or welding. For example:

-More precise connections might be made by first screwing in the screw.

-It may be less messy and require less specialized skill:

--General soldering requires skills for determining the correct amount of solder to not only provide the right level of strength. --Helps prevent overflowing of excess solder.

--Avoid the hassle of using precut pieces of solder which needs to be matched to the right point of soldering. This adds excessive confusion. It may be easier simply to have differently sized screws for determining the level of solder and or strength required.

-the temperature transference level of screws is much higher than the material into which screw is imbedded into. Heater, or screw driver's 'interface' is [electrically] highly heated to heat the entire screw [like common soldering gun]. Examples:

+ the substance imbedded into [wall] melts [from the heated screw]. Screw's grooves can be rough [bumpy], creating greater grip, after imbedded substance re-solidifies after cooling. Pulling screw back out can best be done first by melting material surrounding screw - if it is to be taken out neatly. Otherwise the old fashioned approach of drilling a hole where the screw is can be done in which case the screw somewhat shatters.

.--roughness of screw's grooves can be made by: [spraying on] wax in spotty fashion to screw= then dipping in acid so non waxed spots are slightly eroded; or via other manufacturing processes.

Ideally, roughness designed so its easier to get screws in than out in non melted material.

-uses elements from 5J08

-application includes nails, nuts used w (with) bolts [bolt melts w/ nut and or imbedded material]: creates greater grip.

See: 6J040 CORD NOTIFIER in "II" folder.

File: Category / Toys / Mars Rover

MARS ROVER

Robot Inventions: Applications Include Mars Rover Toy for kids and adults. File: Mars Rover

Traveling Robots Revenue Generator. Public Remotely Controls Robot: NASA charges people to 'remote' control distant robots:

--NASA personnel have an auto ride that can limit any movements desired by 'user'; purpose is to enable robot to meet safety and other NASA requirements.

--Patent Claim – Remote Control Over Ride: a u (administrator/instructor/guard) limits how a (different) u (player, student) can ('remotely) control the remote (joystick).

Toy Robots replicating Mars Rover: 'educates" kids.

. Lego or other co has such product on market. See EBay.com

Handicap Robot Educator: U = remotely controls/educates self from = partly disabled Robot:

= specific arms/legs/camera's/other features/sensors/brain = are (purposely) disabled = u is learns/educated to control designated functions = accordingly.

= Robot = represented as a disabled person (using handicap tools) / u in/with a (partly) disabled (robotic) device. A u = learns from hospital bed's computer = how to operate/move = after hospital discharge. BA = represents u = in this robotic game/education/virtual reality.

ANALYZER = Robot Applications: BA determines -> develops the 'Virtual Reality terrain = in which the u 'remotely moves/controls = the robot functions = experienced by the u [virtually].

AP = Toy; Educational: u (users) experiences any new terrain, from earth swamps and deserts, to ocean floor and dangerous terrain (with booby traps / poisonous plants / animals / insects).

ARTIST: Robot Applications:

U's = controlling art generation device/robot = is recorded (in multi-media) by computer = saved (onto hard drive/CD) = played back on Audio system.

BA = Robot Applications:

BA Analyzes for:

= types of terrains u (users) may most enjoy/want/need = for educ/toy/entertainment

= limitations of the (virtual) terrain = from which BA selects landscapes/features = most applicable for matching U's needs/abilities/interests/education.

BALANCE = Robot Applications:

= sound balanced

= multimedia (image) = u (users) experiences = balances = according to user's: physical position/robot's position/education

BILL = Robot Applications:

= Bills = Users by the minute / level of robot usage.

CAMERA / LENS = Robot Applications:

= Remote control = camera

END MARS ROVER INVENTION %

File: Toys / Pen

5A490 Magical Pen ™

Laser Artist: this (laser) art device will record movements of pen (when in active mode) into "C", which is then transferable onto paper, canvas, plastics, etc via printer or second laser which transfers images already created onto hundreds of surface types.

-There are additional descriptors on this elsewhere – conceived by Steve.

3C-250 Virtual Reality Pen ™:

Pen transmits how it is being moved. The separate receiver's speakers transmit sounds according to how pen was moved.

-User controls how the receiver synthesizes the pen's signals. -Eg: one movement can sound like many bells, or sound like the pen is moving in sand, etc.

.-Great for kids

-applicable to any device (with or without pen), eg: stick, ball, cube, doll, toy car, toy airplane...

-related to 3A-790 / 3C-790.

Techie:

-method #1: pen emitting laser hits receiving screen, which records lasers received. These recordings might be demonstrated onto another screen, constantly active print out (shows each movement as they are being made, eg: with plotter).

-method #2: according to movement of hand-held device "C" records (via: mouse type device with roller on floor, wire, motion detector(s)) where the hand-held device is going when active.

-different active modes can generate different intensities, colors, widths of the stroke, etc

Diagram: User's Hand = Pen Barrel ['Sensors (movement / 'vibration 'sensors) = motion / 'vibration 'analyzer / 'K) = writing output.

EXPANDING SCOPE OF WRITING INSTRUMENT INVENTION

[Parts Section #1]: u (users) (User of this Invention) = Applicable Functions Of Invention [writing/drawing] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[based on movement] // ARTIST [draw] // ANALYZER [] // BA (Behavior Analyzer) [] // CART [] // EDIT [] // EDUCATIONAL [get info based on how pen moves] // MULTI-USER [] // OSC [] // PR (Programming) [] // PS-ZONE [works in certain zones] // R (Remote Control) [] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // WA (Walk About) [].

* Sections 1 and 2 interact.

File: Category / Travel

Travel Related Inventions

6J090 Portable Cup Heaters / Coolers: Battery powered cup heaters / coolers:
-the [bottom / *side] of containers contain a battery along with
a heating / cooling device= which comes into contact with the
container's liquid.
-(re-chargeable) or replaceable battery

Chemically operated cup heaters / coolers:
-by placing chemicals into slot(s) of cup, they transfer their
heat through [thin] membrane between chemicals and liquid
-chemicals include: dry ice; other chemicals which heat/cool upon
being mixed together or being agitated...

Containers are designed with buffering material, and optional top
[with drink through channels that are semi spill proof].

Patent searches needed. Related to kn: Ice Hot Balls 1J080.

See 5J07 Jet Lag Adjuster

File: Category / Visual Analyzer / IQ Monitor
FILE 2E251 Intelligent Monitor – Visual Analyzer

2E251 Intelligent Monitor: Camera functions are controlled as dictated by computer monitoring system. Computer records according to what its 'analyzer is 'seeking: what, when, how, why, where. System tries to replace all the features of a human guard/monitor. Saves costs. <3, $, 4, 3>

Examples of when recording takes place: cells in Petri dish divide growing up to half the space, or change color; particular people enter or exit (system determines person via their transmitter or other means); there is any type of threat or disaster (as determined via some computer "analyzer"); system sees / hears particular sounds: dogs barking, breaking glass, unusual walking patterns.

Detection System - camera seeks out activity via:
-motion detector: (old N, KN), heat sensors, changes in visual pixels, tripping of laser lights, vibration sensors, "sound analyzers" maybe for glass breakage, changes in light (switching on light switch (sys ignores (via c) changing sun motion)), etc.

-UIP - User Information Programming: database shows system what human activities are of less interest, such as those who: wear suits, work normal hours, walk in normal patterns (don't stop in risky zones), have higher security clearance, any other criteria security/researchers use to identify risky/unusual/other behavioral patterns.
-Ignores signals according to analyzer's software: sounds of particular frequencies - via "sound analyzer"; motion by other cameras (within its view); moving shadows via window light source, via: sun, moon, car or street or other outside lights. Interacts w/ other (security or monitoring) systems; unsuspicious people because of their uip.
-Adaptation. System adapts to changing needs by: the minute, day, business cycle, state of emergency, alert from guard or another security system.
-Additional senses: System collects then analyzes multiple sets of data. Smell "analyzers", eg: detectors for fire, (hazardous) chemical releases, body odor, dampness. Intuition: UIP? Vibration: distinguishes between type vibrations such as from truck pulling up at night from air conditioner. Finger print or eye's iris analyzer: to gain access, know who is entering or leaving.

Reacting to Villain: when system first identifies desired activity or determines there's (likely) a villain, it can: (call) police; internal security; sound alarms (osc); automatically lock doors or access into computer systems or physical terrain; unleash guard dogs; activate other security (monitoring) systems; spray colored die (everywhere or onto moving objects); * spray tranquilizer gas or (insect, rat, or herb) poisons, eg: stop spread of newly engineered germs; any other known automatic response system in security / monitoring% situations.
-Need to consider legal liability issues in reacting to villains.
-Court cases. 4E020 Communication Verifier: helps prove occurrences were recorded at time data was transmitted and time date stamped at secondary source, eg: remote computer.

Database:
-Huge database of diverse circumstances, images, data used by system to decide via its computer "analyzer" as to whether an object should be: tracked, labeled, captured.
-Building up of database leads to development of uip for such (future) type of (possible similarly repeating) circumstances.
-Tracking objects over period of time(s). Database used to help identify repeating return / actions of same/similar objects. Uses/develops uip.
-System studies / matches profile of watched object. Uses UIP.

Access. Authorized personnel gaining access into building / (computer) system: uses pass code which triggers manner in which system will monitor them; system may ask authorized personnel (automated) questions as to why they are doing what they are doing (w5); system knows how to differentiate between different people and by what they are doing.

Manufacturing: analyzes for why and when (w5) products fail. Failure analysis seeks: at what stage visible defects are more likely to occur via tracking system; identifies which production unit is putting out the defective parts or work; watches the changes in appearance of objects after they have been altered in some way such as color or texture change after welding, popping out of mold, stamping; changes in life or food matter over time for color, texture, * odor (smell analyzer); * parts dropping off assembly line.

Additional Applications: Marketing analysts use to study buyer patterns of those meeting their computerized search criteria, eg: what gold credit card customers do after / before purchasing particular items, or what tall blond ladies buy/do in Macy's/record store three days into Madonna ad campaign; security in: airports, shopping malls, office buildings, banks, tracking same person who hops between different buildings or airports connected to same monitoring system; monitoring aggressive chimps in captivity; * limits how a virtual reality (VR) system can be used, eg: blocking them from walking beyond certain distance, or changes the VR software according to the what or where (w5) of user's situation.

Exists: computer controls camera, eg when: every 30 seconds, or when joystick moves. When there are no more parts coming down assembly line, sys stops itself. C moves camera under a preprogrammed manner, eg: panning every so often - probably not adapting to environmental changes. Remote controlled cameras via: joystick.

-System hones onto passing automobile's license plate numbers (if they are speeding) then processes the numbers as needed, eg: seeking particular license numbers, giving speeding citations.

-Maybe exists:

Probably minor pixels change on frame to frame due to electrical static. But this system might ignore such. It searches for big changes. Then system follows the big change's movement. But might not have improved above.

Maybe Patentable: system identifies (particular) person via uip (user information programming), eg: color, height, then camera follows. Then sys automatically goes to top 3rd part of person. Sys knows to go to top of image.

-nr when bottom of petri dish is filled.

-point camera into nuclear plant, point at unusual area (hot), camera (infra-red) then moves its head to other important areas (thereafter, which might intern be effected).

Problems: Visual analyzers require maybe expensive programming, though we have cheap foreign programmers available. Each user will want to tailor system to their needs, increasing programming costs. Non-visual analyzers can misinterpret signals, eg: sound analyzer. This product number needs narrowing down to one or few patent applications.

-many detector and trip systems exist, in tern hurting chances for patentability and marketability.

Miscellaneous:

*-Interactive. Camera shoots in certain instances when: "visual analyzer" is triggered in any way like a motion being sensed; type of image made is automatically routed/edited according to how "visual analyzer" analyzed image.

-2E210 Image searcher: camera seeks particular images, intern shoots, follows, pans, etc accordingly as programmed.

-if there are multiple unusual / sought after circumstances, system can (quickly) pan between the two, giving equal time to each, or proportionally more to the one by how unusual it is (with a maximum 65% of time to any one point).

--if one of the points becomes less unusual (villain left their bag on floor and walked further), system gives less attention (since its not moving (much) anymore)

*--sys functions with one or more cameras that (partially) overlap same view area.

-camera zooms into desired activity, person, object, (as changes occur).

OTD D: This N (inventions) Sys (adaptive system) =

ACCESS (does/doesn't watch moving objects/u according to type transmission from their tr (transmitter) / access code u (users) k upon entry); ANALYZER (develops profile of object being studied = uip = sys reacts accordingly); CART (access (card) of entering u (users) has/triggers: sw, type pr, uip w (with) associated functions); EDUC (learn the w5 of people/potential villains; learn to catch repeated illegal activity by same/similar people in same/different locations/situations via uip); M (db, uip); MIC (sound analyzer); MULTI-USER (uip, tracking); NOTIFIER (police, security); OSC (alarms); PR (); PS (tr worn by u); Q (people in security / those being observed (if they have problem) can help solve it (eg: access was denied (for silly reason)); S (security / people being observed can see themselves); SCORE (chance such u (users) may commit crime = via uip, db); SENSOR (motion: heat, vibration, visual analyzer = causes sys to pay closer attention); SOUND ANALYZER (); STATUS (helps security monitor what's going on, intern paying greater attention where it is due); SYNTH (osc is altered to more scare villains, type sound is "analyzed" for and in tern selected by "analyzer" based on uip of observed object, and object's "behavioral voice analyzer", and behavior "analyzer", and crime software); TDS (w5 of occurrences, for uip, db); UIP (); VISUAL ANALYZER (); WA (worn by observed object or security; ps; tr (transmitter) their access code).

-D1: moving or stationary objects: people / animals / organisms / meteorites / products or parts = controls w5 images are shot/recorded/"tr" = via visual analyzer / uip / Satellite / m / R ('remote control) (c) / motion detector / tds / smell analyzer / vibration analyzer.

-D2 - UIP: [data used to develop uip: viewed object = camera=visual analyzer / db (database) / m / k (what guard enters)] = c's analyzer (sw: matches files)

-D3 - Reacting To Isolated Sought After Situation, or Villain: monitoring system thinks there is high chance of this being the case = then system studies other data received from current situation, eg: matching it with its db (database) = if chances of sought situation (increasingly) likely = system reacts: catching / stopping / blocking / incapacitating object or villain / tracking them (more closely).

Miscellaneous:

-related to the earlier 1G040.

-System identifies user/potential villains/u via: (their access), w5.

-This invention "interacts" with:

Any KN (inventions) %; Any existing% security monitoring sys, eg: it gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

-System knows what its to ignore / not pay much attention to, (due to sys' c=memory (uip of such type occurrences)).

-Organizing & Processing Data D:

OTD D: This N (inventions) Sys (adaptive system) (C=SW for organizing & processing data. / 4E020 Content & Date Verifier / C / 2E251 Intelligent Monitor =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, NR ('adapted notifier) data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db (database) or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

-OTD D: This N (inventions) (monitor) / C (computer) [line drawn to each below N#] =

-3E010 Mobile Tel Location Notifier: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E020 GPS Record Keeper: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E151 GPS Circumstance Correlator and Controller: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E190 GPS Billing Systems: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E210 GPS Satellite Obstruction Compensator: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3G010 T Ring Delayer: when object (T) goes in / out of range / desired uip = monitor (begins) "analysis".

-3G050 Call Rerouter: when object goes in / out of range / desired uip = monitor (begins) "analysis".
-4E020 Registered Electronic Media Communication: when object goes in / out of range / desired uip = monitor (begins) "analysis".
-5E020 Remote Control Stick with Switch: when object (this or any (standard) r) goes in / out of range / desired uip = monitor (begins) "analysis".
-5E040 Recording prompted upon presence of certain sounds: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-OTD D2: This N (inventions) Sys (adaptive system) (2E251) ~ C (computer) = BALANCE (mic controlled to get accurate recording on multiple audio tracks); BVA (certain behavior is/isn't monitored); EDUC (for research applications); GPS (monitor controlled by any/lack of pd); MOUSE (u/guard controls (panning, other movement): camera, mic); MQ ("brain"); MULTI-USER (differs between: pd, u (users) (their characteristics: bva, "brain")); Q ("brain"); SOUND ANALYZER (); SOUND VISUAL ANALYZER (Interprets occurrences into codes/text); SPEECH (u (in zone near monitor's sensors (might have "access"/R/"brain" to) control 2E251 sys, solves problem of sys misdiagnosing security guards as potential villains); STEREO (sensors pick up information and replay it into Stereo/Synth; TDS (); UQ (); + VR (allows u (users) (wearer of vr sys) to walk about w (with) VR sys interpreting environment for u (as pr). Example: walk around Palo Alto and u (users) experiences the walk as a walk in Paris, u (users) doesn't fall down, sys seeks necessary information to assist u (users) as u (users) requests (via their VR sw). System in similar manner guides robots to do whatever tasks they are wanted to do. "Brain" for robot or VR); WA (VR; Security/U controls sys via R).

<3>: Intelligent monitor. But can be done?
-harder to explain in marketing: need to show p they need it.
-much time: to do market search, and patent application.

-Reduce mf costs: limited function "sensors" [for guiding monitor] cut costs, eg: sensor = sound analyzer (seeking any sound). Large int'l companies seeking to reduce payroll expenses can use this system, and pay for cruder monitors versus being without.
-guards watching multiple cameras will have difficult time hearing multiple sounds (simultaneously) / identifying which sound comes from which location.
-this N (inventions) dates back to "visual analyzer" too
-for ideas see file: E\3E.

-Asher: never seen camera controlled. Nat'l Geographic type pictures of flowers growing, did something trigger the camera in its stages?

Conrad: machine vision is a big area: eg it detects cracks in bottles. Transducer is what this concept.

-vibration "analyzer": seeks certain types of vibration modes (similar to "sound or visual analyzer" in mode). Trucks have a particular vibration characteristic (monitor trucks other than ours).

-people characteristics for sys to catch/notice: height - easy to do; facial characteristics - hard to do - very complex for non-human.

Patent search: visual recognition systems.

-patentability: Maybe exists, some sensor tripped then activates camera, mic. Exists: mic activated by sound above certain threshold. Focusing on "sound analyzer" activating sys - makes it more likely this would be patentable.

--Obvious?: tripping light to activate monitor might.

--Not Obvious?: heat sensor, vibration sensor, smell analyzer, because less common, less off the shelf. Visual analyzer.

--Exists: point camera at bin of parts, steering robot hand for type part, eg: nut or bolt. Maybe not more complex sys.

File: Category / Web / Registrar 4E020

4E020 Registrar: Content & Date Verifier +

<2.5-pat, 4-mk), 3.5, 3, 3, mf-cheap>

4E020 Registrar: Content & Date Verifier.

System 'tracks and helps prove what contents were sent versus just evidence of transmission. Improves upon the services of overnight couriers, registered mail and notary publics by combining all their benefits into one. System works via customer e-mailing or faxing material to service provider which stores in fairly tamper resistant computer filing system, then transmits documents to addressee via: fax, e-mail, and or post office's registered mail.

System improves upon: Federal Express' overnight service and notary publics since their verification service doesn't prove contents sent were actually those claimed to have been sent.

Basically any event in the universe, which can be recorded then digitalized, is stored. System then time date stamps the data while making the occurrence's contents unalterable. Registers: electronically sent documents, verbal telecommunication, events captured via a/v "camera", etc. "Sensors" and "Analyzers" seek then register certain occurrences, which match software's criteria via 2E251 Intelligent Monitor, simpler software.

Applications:

Documents Verification:

Send electronically and have such transmissions and their contents registered. The post office's certified mail system doesn't easily enable senders to prove contents of mailing. Central mainframe computer stores transmission time, contents, and time received or file opened. Send via e-mail, fax, etc.

.-Printed communication verification: From banking to buying houses to general contract law related matters. In business, contract terms specify how notices are to be sent or received, hence they could specify this registration service (as one of the (backup) means). If the post office is the market, obtaining a supply contract could be difficult, but don't need post office. One can have this verification system even for most of a business' semi-routine communication.

*-Money wire transfers (Exists?), airline tickets, passport visas.

*-News reporters sending information: receivers want to be sure pranks aren't sending incorrect data for world publication.

-Signature verification: helps identify the signature as genuine via: matching contents w~ sender (access, password, cid) w~ proof of receipt by recipient(s) w~ "visual analyzer" (database of signatures)

--KN: speed at which the signature was written via el (electronic) means [(mouse, wireless pen) = c] helps prove originality of signature. ---speed of writing naturally changes somewhat at differing letters and sections of letters (something harder for a counterfeiter, hacker to counterfeit). TDS each signal as signature being written.

---'digital watermark' w/ each signature / material being registered.

Audio / Visual Occurrence Verification:

All events that can be converted to digital form are recorded, then stored for unalterable registration.

Type functions:

1] Shoot still/moving film which is transmitted (via modem) for registration.

.-"sensor" = "analyzer" = "visual analyzer" determines the angles of subjects/view vis a vis the "lens", in tern = harder to counterfeit (down the line in the sending -> storing process)

2] A/V and technical (chemical reactions) result from scientific experiments registered. Eg: for FDA.

3] All events that are taking place, eg: at court trial, research actions related to 'first to invent', banking, laboratory procedures, street monitoring. Also utilizes 2E251 Intelligent Monitor.

-"tracks": where people, u, clients went, walked, what they did.

4] Verbal communication (with or without the visual mode): phones (t); live speaking recorded onto microphone.

-"sound analyzer" (can also) convert spoken words into text [as is technically feasible]. Applications: allows key word searches for text; reading text is faster/easier than hearing extended conversations.

.--those words / images not translatable / "analyzable" (visual analyzer) into text can be coded in such manner that the code can be "analyzed" by human/sys later to determine probable chance ("score") such semi-blip/garble is/was word / (type) image, it could/should have been.

Electronic Signal Verification:

-signals sent between parts or differing systems. These signals (probably) have little meaning by themselves without the context of other signals / sw (software) (software) / entire sys(s).

--different steps in multi-step (el) process w/in single or multi-connected-sys (sw tds each el signal / transfer of data) even down to the nearest millisecond time differential between such events.

---additional benefits: helps "analyzer" analyze data/occurrences/steps to better arrive at (fuzzy logic) conclusion, eg: catches if something is out of place / non-ordinary (via uip of designated occurrences (what sys is watching out for (2e251 intelligent monitor)).

--eg: w5 (whose "access" password) c was turned on.

-"access" of any sort: who came in, left

-Router 3g050: "tracks" what el (electronic) files were sent where, when, how and by whom (w5).

-this system functions as a 'digital watermark' as discussed in New York Times' Business & Technology section on Mon August 7th, 1995.

Verification material was viewed / opened / experienced (by addressee / recipient).

-upon opening material, a code is activated/altered = tds of such opening occurrence(s).

-alterations to said material clocked = "tracked"

-"scores"/tds/registers: w5 for (type) occurrence (opened, experienced, received).

Miscellaneous KN:

-"PS" identifies location(s) (in points of time = "tracks") of designated elements / objects / u.

Organizing ~ Processing Data:

-Reduces human error factor for mislabeling occurrences for: time, type activity (w5), uip. Computers can more readily: locate, utilize, understand, alter, "analyze", "score", "status" data. Eg: correct file determined via: tds, kilobytes of file, type contents (uip-content analyzer)

-Helps develop: databases; uip; status.

-form of organization / processing utilizes anti-tampering methods (access).

-multiple backup computers: can only be used / turned on (manually) via access
.-access physically stores material in differing locations (c, files) as part of its strategy
-Organized according to: easiest to "track"; uip (subject matter); what material is predicted to be needed / used in certain manners.
--eg: if tds data is used as db (database) for future uip, then material more readily made available for said purposes (said applications may have easier access requirements); (leaked, hacked) material more (financially) damageable = guarded (access) more carefully.

Marketing: Customers simply send data to our company via fax, e-mail, airmail, delivery, etc. We then store data electronically and in paper form.
* -Retransmitting to final addressee: 1] Air mail registered: our clerk takes to post office, gets some certification of mailing. 2] E-Mail: Use existing verification modes. 3] Fax: Use existing verification modes, namely have witnesses state they watched the transmission verified as transmitted by fax machine.

Proving who created material and W5: Verifying data was actually sent from, and or created by particular u/clients/(client) sys (c, camera, mic, intelligent monitor 2E251)/w5.
-Sys (at registration service organization (c)) verifies that particular documents were received from sender via: 1] caller ID (CID, mo); 2] "access" (password: identifies sender / allows sender particular type (uip) "access" into service provider's computer (c). All actions by sender (c) are = tracked = C (computer) = memory. Tag (label, code, access) (automatically) sent with (all) sender's communication (to service provider).
-verifying the signature/"access" (password, identifying code of sender): was with the document (from time of transmission -> service provider rc and giving tds). Contents are difficult to tamper. Tracking shows w5 data was: sent (by whom, when (tds), how (modem, fax, e-mail), what (contents of data: text, a/v), where (from sending point, CID, access (only works when sent from particular: locations (gps) / C (computer) / sw (software) (which can't be duplicated/copied (without special permission, access), and if copied such copies are tracked)).
O - (if) signature created/signed (el): u (users) = c. The speed / pauses of signature are "analyzed" (matched w (with) uip of u, *access) for how the manners of writing the signature match w (with) how u (users) signed documents before: when signing up w (with) service, how their signature styles/speeds have changed over time while u used this / other (c) sys.

UIP * : Determining Authenticity of Sender's Identity:
-UIP of U: Sys (adaptive system) "analyzes" / matches as much data about u (users) (their behavior - uip) for all phases during which data is created = stored = sent = to service provider. "Score" for how well uip of u (users) matches service provider's db (database) of user's uip is generated.

Anti tampering: Make it difficult to alter in electronic memory, and or filed papers what was sent (w5). Each user's own computer might record messages sent / received as well. Any tampering made shows tampering was done (w5).

-This sent/received info stored at sender's/receiver's sight/c useful: u (users) subscribe to sys, in which case they can't tamper w (with) incoming text, but can copy from it. Stays in memory, to help serve as evidence (they received or sent).

-makes it cheaper to record huge numbers of messages.

-client sends message via user of this patent.

-an internet recording system.

-Patentable? Conrad: local computers (networks) record w5, then just add a security system to this to avoid tampering of: dates sent, received, contents.

+-develop node on internet via which messages past through to us, then we send out via airmail (MCI Mail) and or internet or fax, or combinations there of. The airmail letters registered at post office (via human assistant employee) while contents are stored in service company.

-Cut and paste signatures via computer: replaces need to redo signatures. * Same signature always used for sending in particular mediums, or circumstances, helping reduce fraud, and any subsequent study or backtracking.

-any signals (tds, materials (aspects thereof), w5 data, additional data to verify authenticity) can be (password) coded ("access").

* Preventing Registration: Beyond legislation.

-Like blocking caller id (CID), certain users can request (electronically) that their actions (sent messages, verbal communication) can't be registered (as having been received).

Problems:

*-Confidentiality: Lose confidentiality because info gets stored somewhere. Data might be patentable if stored and kept confidential at same time.

--Following occurs (almost) simultaneously: data sent = registration of data sent / data stored = data received = registration of data received / data stored.

-Miscellaneous: What's the 'how'? It's the great need that would make this patentable, versus obviousness of solution.

-The On-line services and military have message verifications systems, yet do they verify content without risk of tampering? On-line show if right person got message, or whole message?

Preventing Registration - Continued from above:

-Blocking done by: keying in code (access%), maybe at any time before, during or after action or transmission.

-Limited elements might be recorded as programmed by sender or receiver, or type situation (uip).

-Sender or receiver knows if communication is/was being registered. Can trace who (w5) registered data. A code is generated in order to instigate registration mode, hence catching this code, then allows tracer to follow how the data with its code (which is designed to leave a trackable computer trail) moved about; * or was altered and in what form (w5, *uip).

* Software for mass marketing documents via electronic means: Result: is ability to send large numbers of documents via fax or e-mail with signatures in faster mode than doing individually, eg: via standard fax. No known single software easily gets signatures onto the documents and does the software mail merge function, resulting in excessive time wasted by world, printing to fax a signed letter.

-Details on how this might be done: 1] getting signature into computer easily, via: scanner, *mouse, receiving a faxed signature. 2] Insert the signature into the primary document. 3] Have the fax number in a particular field of the addressee files. 4] Mail merge, creating multiple form letters with differing addressee information. 5] Software seeks the particular field for fax number, and sends documents automatically at designated times. -We've been told this can be done by altering existing software, but haven't seen this relatively easy task worked out.

-Organizing & Processing Data D:

OTD D1: This N (inventions) Sys (adaptive system) (C=SW for organizing & processing data. / Action Verifier) / C / 2E251 Intelligent Monitor =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, NR ('adapted notifier) data; controlling what to even record and how (w5)); Q (); S (screen) (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db (database) or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

-Utilizes "Tracker" (new IMI part).

-OTD D2: U (send/retrieve info; access) = This N (inventions) Sys (adaptive system) (Registration Verifier) / C (computer) =

ACCESS (records w5, eg: a/v data on who walked by); ANALYZER (1] determines which files are more important for memory. 2] Sys isolates particular activities for "analysis". Isolation via: uip / visual analyzer / sound analyzer / comments from live observers (k) / key words. 3] this limited pool of data after isolation gives less data for studying); AP (ba); BRAIN (decides (automatically / as pr) what needs registration / "analysis"

based on: key words / access (u/material) / uip (u/material); reduces manpower costs; compiles data for uip/analyzer as needed for purposes other than registration (eg: patent searches, strategic "game".); C (); CAMERA (2E251); CART (see tracking system section); DISTANCER (Tracking (cart in this OTD section)); EDUC (study of information management/security); GPS (); K (access - who can use sys); M (cart of this OTD); MIC (); MO (non central c = m/source c); MOUSE (); MQ (); MULTI-USER (anti-hacking sw); NR ('adapted notifier) (when brain determines likely (score) that hacker is into co sys); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

-synergizes with Intelligent Monitor 2E-251.
-this sys tds every type of monitored activity: e-mail, intelligent monitor.

UIP Continued ** For 4E020

Note: this UIP section too complex.
-UIP also used to: keep out people/u from illicitly entering ("accessing") sys, eg: controlling computer hackers; tracks who is developing data (w5) from idea conception to last registration (w service provider).
-1] "access"; 2%] congruence of type data / A/V u (users) is generating w (with) their past activities (sent to service provider); 3] sw (software) used by u / user's sys; 4] 4E020 Content Date Stamper: Registers and organizes previous occurrences that led to current data filed. Via: key word search / matching images before w (with) after (analyzes for similarities in same/other images w/in sets of text/(visual)data.).
-D: data input = analyzer = memory (mfh, cart, recognizes multi-user) = analyzer = data output = function
-OTD #1:
5A-810-042003 Advisor: compiles and analyzes user's information.
-OTD #2: c; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); m (db); score (score information can be processed for the pi database; and pi can help generate desired scores); cart (for additional data for the database; and or software for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database (re: uip) to people with the right password).
-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints" ("analyzer"). Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.

-OTD Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs.

-OTD Part #2: user can take their cart (their personalized uip for all identical or related products) from machine to machine - intern sys knows who sender is, or limits "access" otherwise; different cart effects user's uip differently with the correlated changes in functions; type character changes according to uip (if a display ("S") is used); date; uip data (material being registered) can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp (how material registered); multi-user (who sent/received/registered material); uip's database guides system's functions (determines the type (how material registered), manner (registration), timing (registration), whether or not to notify, mq, osc, synth; pp (registration); uip database influences printer's print out parameters, score, speech, vc, it prompts - accepts - processes uq; tds (registration); uk. Data (registered material) is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP (of: material / u (users) (those who developed, used , saw info) can be programmed/understood with the help of: psychologists (behavioral analyzer), sociologists, marketing experts; U's city (tel area code/zip code) / caller id (tracks w5 of any occurrence).

-D: data input (registration)/output = for "analyzer": tr/rc=c

-utilizes fuzzy logic

.-Sys analyzes user's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, KN. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D021 System 'reacts (intelligent monitor 2E251, decides what is to be registered automatically) to external products according to w5 occurred / system is 'interacting w:

Eg:

-Incoming-Call Identifier - Screener / External Element Identifier: "access".

-Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimulate from central "C" or "M") / visual analyzer / sound analyzer.

-D: Central Product / Sys (adaptive system) = C (computer) = sensor / analyzer / uip analyzer / caller ID Sys (adaptive system) part = tr/rc = External Product / Sys.

-OTD: ACCESS *(); CID (); CAMERA (LENS) (intelligent monitor 2E251); CART (type uip or senses or data (registration) sought); INFORMATION RETRIEVAL (registration); K (); MFH (registration); MIC (); MOUSE (registration); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with (registration)); PR (registration); PS (location of external product (registered material) is a determining factor in deciding if any/type connection/contact/registration/"access" is to be made); R ('remote control) (); ROUTER (routes external product by their type nature); S (screen) (shows status); *SCORE (type registration); SOUND ANALYZER (registered material analysis: a/v material); TDS (registration); TRANSFERRING INTER-SYSTEM TELEPHONY (registration of t communication); UIP *(); UK (); VISUAL ANALYZER (registration); VOICE MAIL (registration)

.-A sensor that connects to u (users) (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap version will sell for $100-$200.

-End of UIP - Sub-section. 4E020 Content & Date Verifier

"ACCESS" ** For 4E020

-"Access" has many applications: restricting who has access to view/review/check.

ACCESS (4E020) = OTD: 1 gain access via keying in alpha-numeric combination; 1 or, key insertion; or, 1 with remote ("R"); 2 access can be changed via pp, mp, cart; 25 character; 1 clap; 24 tds (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database]]; 25 "S"; 23 %distancer activates/deactivates lock; 123 access lock can be a physical and or software barrier; 245 "C"; 245 %interactive (activates/deactivates access).

13 signals for activation/deactivation of access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R"); 2*tilt; 2 *distancer (eg: clapper); 245 mp; 24 mq (prior to activation/deactivation; for uip database upgrade); 24 multi-user (individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system); 25 osc (if password or other activator/deactivator effected desired function, eg: gained access); 24 * uip (access draws on pi's database to mq prior to allowing user access to user; 24 questions for access change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score.

2 the necessity for the access feature is normally trivial, but assists in marketing, and helps organize differences between multi-user; uip.

1 the type code used in the password (a series of sounds, lights, letter or number combinations, etc) activates and or deactivates the corresponding function reserved for individuals equipped with the password.
24tds of user's past access is used develop his uip. Excessive or insufficient usage can exclude him the uses from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail.
24 the type of uq can consequently (according to system's uip, mp, pp) affect/control the type of password/manner needed to activate/deactivate; 5 speaker.
-1R-45 `Dynamic Signature Verification': Write in your password. The system also identifies user's handwriting style. [Developed by: Communication Intelligence Corp, Redwood Shores, California / Riley Design Associates, San Mateo, CA 4.94 PS]
-4C-020 Transmission Lock, w/ other diverse "access" modes.

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Concerns:
-4E020: content verifier. Maybe saw it in NYT, but doesn't know if it handled content. So why was this a 1 score, maybe marketability: narrow markets, need to teach buyers re something they never were wanting before.
-it's doing what computers already know how to do; might exist inside companies somewhere; could be put onto internet as a service (technically possible, or something interesting to make it patentable).
--maybe making more patentable: putting onto internet; making contents unalterable impossible - somebody on internet might learn how to break into code - hence unalterable impossible probably -> then hard copy is notarized (hence improves safety);
--patent search: look more in computer literature than patent database.
--improve how to make material unalterable. Happens automatically. Eg: hard copy is tds, then bound (so can't replace pages). Put material onto cd-rom, tape, or hard disk - back up at each time, or once daily; keep track of who gains access into Sys (adaptive system) - catching hackers).
--method of access: preventing access to hackers. "Access" for legitimate users.

-Patentability: this is automation of known manual/mechanical task. Need neat twist working w (with) e-mail.
America On-Line stores past messages that were sent, but questions of privacy are there.
Key card access systems exist which keep records of who came in through doors. Cameras put date onto picture (probably not done by film developer).
-How can we narrow down this and 2E251.

-world is going e-mail.
-in physical world hard to verify anything. In electronic communication world, verification easier.
-when receiving data, letter states it was also sent to the verification service.

-Legal issue could be nightmare for service co.

-Patentability: Nobody else doing it? Retransmitting data helps patentability. Argue real need for it. Since nobody thought of it and there is such a need for this, shows it's not obvious.
-services which scrub the message, sender's identity. He is in Switzerland, doing it for free. But he doesn't archive it. Opposite somewhat of this N.

-Tracking receipt of message: Sys (adaptive system) determines when message / letter was picked up / opened / received. This helps close the process by determining receipt. --tracking from beginning to final receipt / opening contents done via: "access" (mail man k code into box which matches delivered item w (with) = tds (time of deposit, time of opening).

. Exists: R43 Alerts if there's mail by signaling if mailbox's door was opened. [Inventor Colleen Murphy, Easton, CT 4.94 PS]
-For home or POB.
-OTD:
ACCESS:(to get mail; other items/access); MORNING:(tells user if there is paper ready for them (by front door); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); S:(); SCORE:(tds w5 about mail (waiting to be picked up); depositor of mail can "k" w5 as to the deposited mail, eg: from whom and when deposited, weight, etc).

. Proving 'tr was made: u (users) (client) can affirm their material was sent / received (as desired, in terms of the transmission / mailing mode; and or accuracy of actual contents being (re)transmitted, via:
-u selects / is given access (password) (at time of initial tr (transmitter) to service provider or upon becoming a (signed up) customer). Then U can (pay to) view / get the materials and or type of tr. It can be up to U to verify that no errors occurred on the part of: U, service provider, recipient (sys).
-helps avoid law suits to service provider
-service provider clearly states at (all/some) stages of user's tr (transmitter) that service provider is not liable (beyond certain dollar limit / cost of that tr (transmitter) / not liable at all).
-each inquiry by any party into verifying any past tr (transmitter) results in bill to client. Eg: courts request copy of material -> client / whoever requests the information pays service company.
-if client / u looses password / user's access (password) doesn't enable u to gain access (to view) (previously sent material): One or more of following helps prove: a] who (w5) - sent material / material was sent, b] u (may be required to) send tr only from designated telephone #'s: if sender blocks their CID, service provider's c halts service (for that tr); c] uip of u (their application form / previous material sent to service provider (matches: key words, targeted recipients, subject matter)); d] u can state time and or day and or recipient(s) for said tr in question.
--u may request type(s) of security measures service provider (can) offer in event: c hacker tries gaining access; client unable to gain "access" (lost their password / user's c sys/sw (access type sw) becomes un-operational)

Anti Tampering: One or more of following might be enacted.

-Specially encrypted hardware/sw (Access (password, uip, cid)) placed at each point of transmission(tr): sender's C (computer) = tr (transmitter) (channel used) = service provider's c = (recipient's c)

-Usage of one of numerous existing anti-tampering sys.

-Only tr (from client) / (to recipient) made at certain time of month are (more) valid [issues of validity are drawn less into question].

-(maybe) only Sys (adaptive system) sw (software) knows the actual times, which can occur every hour but only allows for transmissions beginning within any one-minute time parameter. Such time parameters can continue to alter / evolve, perhaps its by chance and determinable by all sys (each c point in chain of transmission).

--needed passwords change in rather - related manners: over time; each subsequent password differs from previous (yet part of password remains similar to identify parties).

--changing "access" procedures (passwords) needed in subsequent chain of (any) event. Sys might help u get / figure out what such "access" elements might be.

-receiving and or sending points each need "access" to continue tr/rc of material. Eg: sending customer might unknowingly send material to wrong (competitor's) computer / sys.

-sys shuts down when following detected via ("analyzer", "access", "sensor"%): bugging, eavesdropping; one or more needed protocols not in effect (access, cid); wrong time of tr; sys guesses there is (1%) chance a hacker is playing with general / customer's sys.

-tr and rc sw (software) use related encryption programs. Material can stay in encrypted form at all times, unless: any one appropriate party has "access". Records (tracking, access) for any unscrambling of material.

-number of kilobytes per file/transaction (staying similar) and another (anti sw (software) virus) programs.

-recipient (at any stage) sends tr (w access type code) to sender (at any point (original sender / service provider to addressee) at any designated future time (as accorded by access). If sender can't respond appropriately (as accorded by access, eg: have new/old password, which is transmitted at designated time later) a `hacker "status"' is given to appropriate parties -> NR ('adapted notifier) / access (at any point in sys ups its security measures) / police "notified".

-personal signature (person's name as via hand writing and (standard/el) pen) needed for any action = "visual analyzer" = "access" = transaction/tr allowed.

-tds is matched w (with) each kilobyte / character / word / paragraph / page of registered material. Eg: via back up systems. Should something (in material) be changed (by hacker), the new material won't match backed up material. Only government courts might be allowed to (physically / remotely) turn on such back up +c / sys / sw. * Can have multiple backups (spread over time) of registered/registerable material.

N Expansion: One or more of following in each group can normally be replaced with each other.

1] People who pay for service: user; client; sender%; automated 'tracking system.

2] Material being registered / secured (against hackers): text material; digitized code of any type; data; information%; contents; [communicated] sounds [picked up by 'mic from room / 'tel]; 'images [caught on 'camera]; uip-db; [altered] db.

3] Security related: access; tds%; password; code%; security; protocols%

4]* Studying contents of material: uip; key words; subject matter.

5] Identifying parties involved (in chain of events): cid (caller ID); u (users) with appropriate access.

6] Hackers/Hacking: Tampering; illegal (attempted) access; villain%; Sys (adaptive system) shuts down in response to such parties/activities %; lack of protocol%.

7] Transmission / tr (transmitter) (via): t line; wireless; mo; fax; post office (certified/registered letter); c "cart" (w access needed to read material) (sent by: post / other tr); % initial transmission is the first step: from source of material to: service provider / addressee; other forms of communication.

8] Recipient: target%; rc; receiver%; service provider (on receiving end from original sender); Receiving c/sys%; user of 'tracking system.

9] Sender: transmitter; service provider (on sending end, intern service will: send (material / [access codes] to (backup) C (computer) / addressee); U%; Sending/Transmitting c/sys %.

10] Service Company: organ / sys that: tds / registers material / holds material (against tampering); sys / organ between the original sender and backup c / address, however, the backup c is usually part of the service company too; service provider; service company; middle party%; post office's certified/registered mail delivery sys (via paper / electronic) %.

11] Access: password(s); code (identifying something%); encryption (gaining access)%; decoding%; keeps out hackers; voiceprint of designate u (those who already have access) = sound analyzer = access (gained). There is a time / space slot (for memory of sound print) within transmission.

12] Registration: registers; verifies; certifies; backup (c); keeps record / log of transmitted/registered material; post office delivering and keeping record of sending/receiving of material %; %encrypts as well; makes tamper resistant.

13] SW: encryption sw (software) (software) included as part of general (word process / transmitting / password (access) sw; sw (software) for manipulating / sending material %; access sw%

14]* Courts, checking if material was sent: Federal government; judge; determining validity of a customer's claim that particular material was sent from and to at designated time and via particular mode (got registered by service provider (w5)); customer checking to see if material was sent w5 they requested (to addressee / themselves (as verification they invented said material at such and such date, replacing USPTO's Document Disclosure Dept)) %

Additions: Replaceable terms.

Any term/concept w/in each group, normally inter-replaceable:

-Service provider: company which receives / stores / registers+ material; software and or m which does the registration automatically on or off sight / on user's C (computer) (sw).

-Data: material; (written) text (on cart, via e-mail); spoken words (via t, mic); images (via: "camera", related to "image analyzer"); occurrences: el (electronic) signals; content; "sensor" = "analyzer" = this registration Sys (adaptive system) N; %sw; db; video (tapes, disks, data/images recorded=registered via= "camera").

-Verification: registration; notarized; proof; proves; proven; stored (with tds = matching contents); sent via post office's certified letter to addresses . .

-Anti-tampering: "access"; password; code; access-uip%.

-User: client; %sender of original data; u.

-Transmission: e-mail or on-line tr; faxing; t (tel call); t line %; transmit; send; sent.

-Receiving: rc via tr; % receiving by somebody down the chain of event; original sender normally doesn't receive anything vis a vis the main aspect of invention, except maybe confirmation of sending / information for evidence material was sent / access; (material was) opened (by addressee) %; addressee%

-Material opened. Material is/was: used; opened; experienced; copied/moved/altered (after (main) registration) (w any changes carefully tracked to the w5 of any changes is carefully documented = registered).

-Computer: c; %m; %sw; % printed copy version of material registered and filed (in paper filing cabinet); % R ("air pad")

-"Sensor"%: % 2e251 intelligent monitor; %motion "sensor"; %"camera"; "sensor" for changing occurrences (in research laboratory); % visual analyzer.

-"Visual analyzer"%: analyzes contents of image (2-D, 3-D, 4+-Dimensional); "scores" differing (aspects) of image(s).

-"Analyzer"%: how material organized / processed %; access%; what material is to be registered %, and w5%.

Proving material didn't get altered after initial transmission:

-Recipient sends code that they received material (proving transmission occurred). This code from recipient includes (codes for): 1] # kilobytes. 2] retransmission of identical contents to (sender / service provider (back up c) / 3rd service provider. 3] w5 received material was stored/registered (by recipient/service provider (at location differing recipient's). 4] Other characteristics of material sent by recipient to any 3rd/4th/5th parties. Characteristics: every (fifth word); # words per sentence; first or 8th, or last letter of each line; how material looks after its encrypted or altered via (standard) sw method.

5] "Access" needed to determine w5 material is verified (as having been received at each point by designated parties / registered / not having been altered by hacker).

6] Method of above #5 can occur via changing method, hence makes harder for hacker to determine w5 systems will handle/process/register material.

Catching Hackers:

-Sys tries to buy time, so Sys (adaptive system) can determine identity of hacker via: hacker's CID; characteristics of hacker (whose information do they want and why, uip%); what access methods have they gotten and which of those methods match which methods that were given to which parties (and via which means).

-Police are contacted when hacker identity determined.

-Other standard hacker catching modes used.

+ sys compares what elements hacker has registered in their system with the system(s) they may have hacked= in helping to catch and prosecute hackers.

.--the registration system in hacker's computer may not necessarily be very sophisticated. Hacker's TDS of material is useful.

Storing & Registering (Almost everything):

-All files, texts, papers, diagrams, spoken with prior to being thrown out / discarded (by organization) are scanned / sent to M (registration sys).

-Filter: screens out certain files based on: w5 they were created and by whom for what purposes; key words; subjects; directory or file names of files; whether file does/did/doesn't have a password (access).

Files are organized / *indexed / logged according to:

-w5 re development/sending of file

-client

-location, or CID of customer

Sys "tracks"/suggests how files are routed: 3G050

N Expansion:

-sys "analyzes" targeted occurrences/signals (as Sys (adaptive system) is pr by u). Eg: "analysis" conducted with 2E251 Intelligent Monitor.

-sys "analyzes" / compares "scores"/"status" to determine if tampering occurred, or if data at any one stage doesn't match with other stages of the registration process.

+ System determines what will be registered according to characteristics of situation:

-'Analyzer determines what actions shall be `tracked – `registered.

-UIP ~ 'sensors: controlled by 'analyzer / `track.

-sw's search mode can `seek `designated occurrences that were registered.

-'designated 'sensors are activated when 'designated. Eg: certain 'sensors show the type activity desired is occurring= then [additional] `sensors [and their additional `sensing abilities] are activated= to collect additional information= which is 'registered / 'analyzed, as 'designated.

-UIP determines that it could be (legally) wise to register material.

--Criteria to register include: "BA" (behavioral "analyzer", bva, visual analyzer (facial characteristics%) shows customer/u appears to be dishonest/tricky; particular key words; images = visual analyzer; access (multi-user); intelligent monitor 2e251

-"Analyzes" = "tracks" repairs / repair history: 5023817+

6B-40 Time and Date Stamp Fax: records time of fax in and output

-person from whom received (might know via tel number of sender - in some regions of world, receiver shows their tel #); sender who sent out fax.

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-uses the currently existing technology of caller id (receiver of tel ("T") call can identify caller's tel number): if a fax message was received and yet not transmitted well enough, the system can tell user from where the fax came (maybe the fax is missing the tel number and or fax and or address of the sender due to mechanical failure or the sender's absent mindedness)

Overview - How parts might fit:

D: u (users) / Other (KN) Sys (adaptive system) = This N (inventions) Sys (adaptive system) (Registrar: what occurred W5) ~ C (computer) =

. PS - R ('remote control) - Tilt:

PS:

-3E010 Mobile Tel Location Notifier:

-3E020 GPS Records Keeper:

-3E150 "PS-Zone":

-3E151 GPS Circumstance Correlator and Controller:

-3E180 GPS Locator:

-3E190 GPS Billing Systems:

-3E210 Indoor GPS Extender:

Remote Control:

-1J010 Body Movement NR:

-3E061 Body Motion Instructor:

-3E150 "PS-Zone":

-5E020 Magic Wand:

Zones - Monitoring:

Zones - Utilization:

. Miscellaneous:
Access:
-4E030 Image Input Access Sys:
Exercise:
Indicators: 7G: hazards, novelties, el (electronic) monitoring of events:
SW:
-2E010 20 30 40 50 Recipe Software's:
-5G061 Dyslexia SW:
-5G070 Speed Reading SW:
Telecommunications:
-3E010 Mobile Tel Location Notifier:

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

From 5.96:
SA010 (See IMMI& for new N (inventions) in the part Sound Analyzer)
Tracks occurrences at times of trouble. 4E020 Registrar.
-this n improvement on US pat 5479149 Weapon use monitoring and recording system.
-magazine "Intellectual Property" (web sight: htt://www.ipmag.com/archive.html) Winter 1996 issue. Article title: "A Damaging Connection: If it's been transmitted, it can be discovered. E-mail replaces the paper trail with an electronic record" By Kenneth R. Shear. Article simply covers need to keep records of E-mail to help catch illicit usage of E-mail from employees. Value in this article is in addressing the need, and fact it didn't mention existence of the invention.

PATENT SEARCH Strategy & some related US patent numbers:
4E020 Content & Date Verifier: ()
-stir done before 12.96
.-kw: content/material* date*/time* verify/register*/notar*/proof/proov*
--related but different: time date stamp: + 5339361 System and method for authenticating transmission and receipt of electronic information: abstract doesn't cover tieing in of contents.
-Str APS 69' to 70': 1] <replace w (with) 2]/3]> (software* or program*) and (content* or material*) and (date* or time* and/or verif* or register* or proof* or evidenc*)
2] replace first section above w: (on-line or modem* or internet*)
3] (electronic* and transmission*) or
4]* software* and (securit* or tamper* or anti-tamper*)
--+ kw: information*, data*

-US Pat No's Verifier %: 297158 [application, not pat #?]; Signature verification system 5202930; US Pat No's: 5299026*; 4394695 Evaluate recording systems%; 4195220 elapsed time recorder - portable%; 4146778; 4256953 Cycle increment duration measuring *; 4847791%; 4802194%; 4751721j%; 4734942%; 4712072; 4642772%; 4613951%; 4613950%; 4612623; 4285483 electronic events recording means; 4048478%; Time of event recorder 3984815+?; 3947843%; 3559066 High accuracy period, frequency, interval and events counter; + 5136643 Public/key date-time notary facility.

2.97 Pat Search 1.94 - 2.97: ONLY PARTIALLY COMPLETED

1] <replace w (with) above's 2]/3]>

-str: (software* or program*) and (content material information event) and (date time verify register notar proof proov*)

US Patents:

5453601 & 5590197 [registers amounts of money transmitted] 5592561*

+5550738 Records and analyzes vehicle trip date, eg: distance traveled and when [tds]

US Product Class/Subclasses:

235/375 235/380

-340/825 340/825.5

**class 364, 395

Suggested classes via SPE's: 379 [395/200.01 thru 200.16]

340 358

-234.55*, 377.13, 377.16*, 377.20+, 232.18+, section 13801?

USPTO Art Units in area code 703

Call Art Unit 2514 at USPTO:

-handles class 235. Donald Hajec, SPE 703 308-4075. He's the only SPE (Supervisor of Patent Examiners) in this unit. Talked with on Feb19, 97

-Gen number for 2500 703 308 0956.

OUR EARLIER PATENT FILING

Exact Wordings in our abandoned 11/94 Application - Clippings Only: We should have put in the money to get the patent.

Introduction: All information is in exact quotes. Only bits and pieces are included....much more depth is available throughout the patent application. Information in [squared brackets] was inserted to help understand the previously filed information.

Text

Filing's central description:

" 4E-020 Registered Electronic Media Communication: Easier to use than sending/receiving/filing registered and other communication. System will memorize to whom/from whom messages were sent/received and store the text of the message as well. Using caller ID, the receiver knows from where the message was sent. Helpful in cases of litigation. "

" TDS * = Time Date Stamp. Program memorizes, labels, and identifies timing of desired occurrences.
-D: timer = tr (transmitter) = c
-OTD: display ("S") shows the TDS assigned to applicable element.
-Etc....."

p.21 line 39:

" M / MFH = Main frame computer ("C") hookup option for more complex tasks....On-Line-Transaction-Processing.

p.22 line 16: "%TDS"

-line 22: "calculates/tabulates #1's "score" and or output desired by #1 -> data sent to #1 -> #1 processes accordingly...

p.15 line 9:

"CAMERA / LENS = Captures visual images and translates them into....digital.

D: camera = tr/rc=c=tr/rc=viewer/r"

p.16 line 1:

"+ C (computer) / COMPUTER = Computer. The most important central part in each product number...."

p.19 line 21:

"FS ** = Built in facsimile machine, sending/receiving...

D: data/image = "sensor" = "C" = "tr"...

p. 19 line 41:

"GPS * = Global Positioning System....
...analysis determines: 'W5 - *how, when, where, *why, what moved. Example: ^Sony's PYX15 model.

p.23 line 41:
"MICROPHONE.....sounds of particular types are received and or recorded and or processed."

p.23 line 52:
"Modem.....show modem transaction was or wasn't completed successfully; the information or results achieved from the modem transaction; .....tds (of modem transaction)

p.24 line 25:
"Manufacturer programs....
....user can select from one or more menu systems/formats...

p.31 line 13:
"SCORE = the status of: product / user's performance / *situation.
-D: data input/sensor = "C" = output
Status ^includes: determining if system is: on, off, which function is in operation, how far into the operation it is, *any problems, and or results (success, failure; type, eg: quantity, quality, manner); the number of times a particular even occurred (something within the system and or something outside in the environment *(such as sounds, or something or someone giving a command to device).
..."date"
...relies on "C" and its memory, and %mfh; % microphone
...data is also obtained via^: "uk"..."tel", "modem", scanner.

p.32 line 23
SENSOR = Senses for signals: ...microphone...sound analyzer..."visual analyzer"...motion sensor..."distancer [a form of GPS]
...."access" [password and security system] (when particular pattern(s) of signal(s) re received, system functions according to any "UIP" [how user wants system to function].
...mp/pp [program]: how system w/ "sensor" shall react
...each occurrence of (incoming) signals is "tds".

p.38 line 28
Visual analyzer:.... storage of all visual effects it is comparing against"
-D: camera = data converter = C (computer) = tr (transmitter) = function

p.48 line 49:

COMPUTER:....If one unit's desired size restricts / doesn't allow a computer within it, computer abilities (memory, "mfh" separate main frame computer hookup], "pi") are connected to the "C" in D (drawing) via^: wireless...; wire, transferring of disks.

p.49 line 31:

Computer: ...allows user/system to alter/control/monitor/show "status"/keep memory.

...one or more ports in "C" might interface with all peripherals / other products.

p60 line 21

GPS Tagger (TM): System follows MD's [moving device's] W5 [what, when, where, how, why] movements.

-GPS Scoring...

p60 line 38

GPS Movement Analyzer: Compiles and 'analyzes movements, eg: distances/locatons traveled, speeds, timings (length of travel, time spent motionless)...

p62 line 12

Notifier = User is notified (alerted) as to the "status" of any situation. .....All notifications can also be kept in memory with the time of the occurrence being time and date stamped. Notifies (W5 - what/how/why/where/when) action: (has been completed...

-Notifies when: "access" permitted...; mfh decides when/how/where/why a notification can/will be made; modem; ...notifies W5 action has been completed; mp/pp [program] type of notification

p.73 line 11

UIP = User Information Programming.

D: data input = analyzer = memory (mfh, cart, recognizes multi-user) = analyzer = data output = function

-...both pp and mp program how they want the system to collect, retrieve and analyze the data in database; tds (when and how elements occurred)

SEE: File fs/reg/11-94A. Covers first response in Feb 18, 97 to USPTO's first office action.

NEWER:

-4E020 Registrar: (1] (registered) material is "analyzed" for uip/key words and this analyzed material is then = tagged (uip) = intern such tagging helps in matching whatever (u that is being evaluated (for their access/uip) w (with) the (registered) material. 2] "Analysis" helps control/guide the 2E251 Intelligent Monitor.)

End 4E020 Registrar: Content & Date Verifier

CONCLUDES THIS FOLDER FOR SOME OF OUR POPULAR INVENTION CATEGORIES.

DEPENDENT CLAIMS SIMPLIFIED:

EASILY SEARCH WHAT YOU WANT IN THIS INVENTION ONLINE:
This fantastic system generates claimable features tailored to the user. A speedy license is available. For example enter keywords or descriptions like at our Discover/LicenseItToday.Com. Licensable features for new genres of inventions show up. This offers results different from common patent pending application databases. See Unity-Search.

SEEKING AN INVENTION TO SOLVE YOUR CIRCUMSTANCE?
Patent application adapts by providing needed solutions. It suggests unique solutions that satisfy your stated need put into keywords, etc. See Unity-Solutions.

SIMPLIFICATION PROCESS:
Simplified system eases navigating for what you want. See Unity-Simple.

WANT YOUR INVENTION ADAPTED TO CHANGING REQUIREMENTS?
User must handle requirements A then B to gain 'access. Access requirements change in time, and are 'tailored to the situation. See Unity-Access-Change.

DISCOVER INTERESTING VARIATIONS:
. Over 100,000 variations are adapted to your invention's subject matter. Can beat Google.com. User needs to try this before judging how it can help them. You must dig deeper than just viewing the sample solutions provided!
. Conceived an invention? File your patent application, better assured all its pages arrived. System proves who sent or did something by digging inside. Sign a delivered package; knowing something like a diamond ring is really inside. See 4E020 Registrar.
. Type in what you want. For example might you want your cat or dog to clean their paws before entering the pet door? Problem solved down below!

1ST STEP – YOU MUST ENTER KEYWORDS.

2ND STEP: LICENSE AN ADAPTED INVENTION – QUICKLY & EASILY:
Want to be the licensee or licensor? Exclusive world license agreements are tailored for the friendly licensee. It's easier to license than circumvent this broad application that helps you. See Unity-License.

FIND MANY MORE CLAIMED TREASURES INSIDE:
Kindly understand, patent attorneys clarified this patent application, filed its novel manner, should meet patent filing documents for inventions at this stage. It needs help interfacing with clever searchers that will it. It might guarantee top value, before payment.

INTRODUCTION JUST TO THE UNITY ASPECTS OF THIS APPLICATION

Dig deeply into the revolutionary disclosures. Invention variations often begin with a short identification number. Discover today how it can satisfy your unique needs.

LICENSE OUR ADAPTED INVENTION – QUICKLY & EASILY:

Exclusive world license agreements are tailored for the licensee. For example the user views our license agreement at Agreement/LicenseItToday.Com. Zero payment is needed while licensee studies the inventive ideas, while they have the option to extend the exclusive license for ten to twenty years.
. Potential licensees just call California at (+1) 707.428.5000 to speak with a live person who will kindly interface with both the caller and adaptive designs' database of features. This interface is designed for both potential licensees, and authorized people with higher 'access privileges. All agreements must be in writing from authorized person, other interactions are brainstorming.
. Licensees seeking zero royalty payments during a trial period exceeding a month, can be tracked to make sure they are moving forward in bringing products from the license, onto the world market.

. The above also describes the (semi) automated functions.

SEARCH HEREIN FOR WHAT YOU WANT – Unity-Search:

Links within this patent application show new ways of searching for needed inventions. Ask the system for what you need, and it can be made available. If you don't find a link (schematic connection) to an applicable feature, chances are good that you'll find it via another link structure. Like a (human) brain, there are many pathways to other parts of the thinking mind.

. Utilize multiple search modes to 'access all the features you 'seek in this and subsequent patent applications if you don't read it from top to bottom. We claim how our features are inserted and designed, so they are often 'accessed (found through our interfaces) via: multiple links, keywords, *subject categories, etc. Details in patent application's introduction.

. Locate features by key word searching: Parts' [function] roles in Adaptive Design [can be found / used / 'interacted with [for this pat application] searching that and *related terms based on desired common methods/results. The greater the adjacency between [the terms for the] 'nodes the [better/faster/simpler] the process might be.

. Thesaurus Searching: Search for related terms (in this invention database) based on a thesaurus' key word relevancy. This greatly increases the number of potential links. It helps simplify matters (reducing key word clutter).

--Thesaurus 'database has each (central word / concept / feature / invention) rank all related/'associated terms 'scored for relevancy. This and related databases can be stored on the system's 'computer.

. Search Engine Like Searching: The millions of criteria used to determine relevancy by functions related to web search engines can be used.

--eg: Google.com, Yahoo.com, AOL.com, MySpace.com, MSN.com. Surf today and in future, their search engines to find other search criteria for actual and theoretical models.

SIMPLIFYING & CONDENSING SYSTEM [SIZE]: Another Claim

LINKING SIMPLIFIES:

We claim the way the patent application's features interlink within itself and to outside sources. Their benefits include:

-Easier navigation & interface: finding the needed feature/invention. Smaller 'screens allow mobile 'nodules.

. Easier to control and monitor: the central nervous system [computerized 'brain].

. Less memory required to run the system.

. Less energy required: memory; [electrical] energy; resources [hardware and software] requirements.

. Greater Creative 'Customization: 'customization needs less 'seeking / scanning [key word searching for features]. 'Customizing is easier as more features/resources are available with the unified invention, than if the invention were separated.

. Despite the simplification, its complexity and lack of tremendous finances kept us from developing a working model for the unity of the invention.

-Simplicity: increases security; reduces software's virus risks. Fewer portals for 'access to protect. ['Analyzer] controls how ['w5] 'customization/links are 'routed / and services are rendered [by 'reacting].

MAKING FEATURES OPTIONAL REDUCES CLUTTER:

All features are optional, except central components in electronic features like: 1. power source, 2. some CPU (central processing unit), and 3. Ability to control (power switch) and offer 'adapted functions.

-Clutter by over repeating that features are optional (can be) omitted. This un-clutters the user interface, and text in this patent application. However we give more examples for what's optional and not necessary.

-The mere presence of an indirect or direct link to other features, outside the central description for the feature at hand (usually what's found in the same section of this application like an invention number or what's in the feature lists) is (usually) optional.

-Pet Door Paw Cleaner claim example: Collars with RFID (wireless transmitter) limit 'access to those with the 'designated RFID is optional. The other 100,000+ variations for wireless entry in linked files related to 'Access are also optional, e.g.: the central description for 'access links to 'visual analyzers. While 'V.A. may be incorporated into the Pet Door if desired. It wasn't necessary to add cumbersome descriptions for this option in the Pet Door's central the central description; doing so doesn't invalidate the patent applications' full optional features when linked information isn't copied again (copied and pasted) into a feature's central description.

-'Adaptation: Optional features are offered for 'access and or license.

. Consuming unnecessary detailing the technological sides of things, known to one skilled in the art, can or will clog (make it harder to view the main points) in this system (patent application/interface).

CONDENSING TEXT:

References between specific invention numbers / features. A link should suffice. However references are sometimes made. Lack of a specifically worded reference like "See Invention Number AC-9110" does not imply lack of relatedness. One of our goals is showing how this patent application's text size reduction can reflect in the constructed invention. Details in the introduction sections. Expanded versions of this document may be available at our site: ProfitableInventionAbstracts/LicenseItToday.Com. This saves on costs for translating the application into over 50 languages as planned, and will hopefully make it more user friendly for the patent examiner than the other versions.

SHRINKING / EXPANDING DESCRIPTIONS & ABBREVIATED TERMS:

. Properly worded feature descriptions can shrink text size by over 95%, but at some potential loss of (speed in) comprehending what's written. However, reading time is also shortened. Reader can request an expanded version be given tailored to their needs. For example the Guide feature learned what the reader knows, and can better guide them accordingly.

. Shrink: How this invention can/has had its descriptions/'interfaces shortened:

Omitting unnecessary words like "the" helps. See our abbreviations and features (parts) files.

. Search & Replace: Use key word searches for long or abbreviated terms, then replace. Minimize errors doing this that result in improper replacements ['editing] that [greatly] change the meaning. For example: replace the term "U", for "User" or "Licensee" by typing a space before and after "U". Otherwise all words with the letter will be replaced. Our diagrams can have the lines between the parts next to the term, eg: U='Interfaces With='Keyboard. So consider also replacing terms that are adjoined with the link symbol (equal sign "=").

. Using feature terms as text: serves the purpose of easing comprehensibility (reading) and condensed language (for wider range of readers and users). For example the word "adapt" can be viewed as one or more of the following: 1. A word; 2. A feature as in function; 3. An electronic part, however worded in a manner to make it more user friendly for technophobic (technically challenged people who have repeatedly been told something is more user friendly than it is in reality) users; 4. A link to thousands of technical examples, plus direct and indirect links to patents; 5. More. One click can highlight all terms that are any of the above, for example putting an apostrophe before each word as with many of our terms herein. This patent's application rephrases its functions to show how it can fit into a sentence, for example "it shows Tom how to create inventions" is the same as " it 'guides Tom to create inventions". Altering the label can also: 1. Better convey meaning where and when needed; 2. Make material more interesting – variety is proven to often help the user stimulate ('guide) the user's creativity.

-Labels: To shrink this pat application we often relabeled our features, and/or omitted the apostrophe – if such are needed to be seen simply run a software search (and replace) feature connected to a thesaurus that will pull up related terms and phrases (like in web search engines).

. When usual words or terms out of context are found: 'predict it might be a result/'reaction to faulty [key word] replacement. Find characteristics in the unusual phrasing that suggest an improper replacement. Sentences with gross grammatical errors, and/or thought patterns differing greatly from how humans [can think], are signposts for such errors, that need not be dismissed.

. Another patent "Psuedo Random Number Generator" waas published on Nov 29, 2001 claimed to be the longest patent at the time. Its US patent number is: 3,314,440. We are longer and have *improved the randomness of its nature.

COST / BENEFIT 'ANALYSIS & SIMPLIFICATION:

. Important Concern: How Much More Simple Does The Patent Examiner &/Or User Prefer This Application At The Great Cost Of Losing The Application's Claims?

. This may not a clear cut legal and/or issue. Hence multiple variations allow the needed 'adaptations. Dig deeper into this application to understand.

.—All of its features can be alternatives and/or optional in furthering our claim.

. Simplifying can reduce the inventions' claims, if one omits the necessary parts. The greater the sum of the parts herein, the greater can be its whole (value, novelty of our revolutionary application).

-Traditional patent filing requirements will make it hard to keep up with evolving technology in the new genres we are claiming. Let's try to adapt to the needs of as many people with little or no loss to anyone.

. Everyone has a different (emotional) value or preference (can be 'scored [for 'adapting this interface]) for how simplified and or complicated they want (this system) to be. Hence the system 'adapts accordingly. However

placing many but not all variations in this patent application can exceed ten million euros, just in per page fees alone (based on current page fee requirements in certain patent offices), plus greater costs in translating and proofing the documents into many languages (without altering: subject matter / 'accessibility, interface design, and/or causing other problems like technical ones, such as changes in memory or 'programming).

Terms Used For Explaining – Unity Of Our Inventions:

SOME CODES (FUNCTIONS / PARTS) IN "ADAPTIVE DESIGN" SYSTEM

Examples for how codes are put into practice within "Adaptive Design":

ADAPTIVE DESIGN = How the unity of inventions 'adapt [by how the pat application's aspects integrate].

CART + = Any of the electronic invention numbers / functions are [also] [un]pluggable. Connect/unconnected/activate an invention as needed. 'Cartridges are a [type of] 'node in the unity of inventions' system.

CRC = Central Computer Adaptive System [unity of inventions]. Where the 'nodes and 'function meet

DISTANCER = Events triggered when multiple 'nodules are at 'designated distances [from each other].

EDUC * = Teaches how to use the Adaptive Design: how the different aspects integrate to 'adapt. [Can] learn on CRC's (work station)/N/printed information (book).

EGH * = The determination of changes in difficulty (via score, uip) and 'correlated invention for 'adapted purpose can be at central computer/product number.

ENTERTAIN = See Below
EXERCISE = " "
GAME = " "
MICROPHONE = " "
MORNING = " "
MOUSE = " "

Adaptive Design applies itself to the 'adaptive need, by using its resources. Best [by 'score for 'designative need] form of ['adapted / claimed] function offered [to user] is based on the invention options [claim] available / connected / paid for / that can be created. E.G.: User = ['Adapted] Function = 'BA = CRC. 'Designated functions can change ['egh, 'tgh] as need/situation changes, or 'adapt switches mode into different function [invention] [to better match situation]. Exemplified in functions/resources include:

Specific inventions; 'access, 'artist, ' ba, 'balance, 'camera, 'communicate, 'composition, 'coordinator, 'database [what's needed / how applied], 'edit, 'egh, 'entertain, 'exercise, 'gps, [how it 'interacts (with user], 'microphone, 'morning, 'mouse, 'mp, 'mq, 'multi-user, 'notifier, 'order & timing, 'osc, 'pp, 'predict, 'ps-zone, 'Q, 'R, 'react, 'sa, 'score, 'synth, 'sensor [what it seeks], 'sw, 'tel, 'tgh, 'track, 'va, 'uq.

. 'Predict [functions based on what 'analyzer tied to 'predicting function has/is giving the highest 'prediction-'score]. Each 'prediction [from any combination of resources (of parts) as outlined] creates their own [potential] 'score. All 'prediction-'scores are compared with a [specially creative for the situation] 'score chart – and the highest 'prediction 'score [with least uncertainty / greatest (likely) value even if there is a greater uncertainty factor] = resulting in the adaptive design choosing the best 'prediction. Adaptive designs function(s) 'react accordingly.

FEATURE = Function, Part or Invention.

FUNCTION = Part or invention's output. Any [software] driven function, e.g. desired outputs.

LINK:
-what ties this and previous applications' inventions and parts together.

NODE:
-invention that can be separated from central computer [with loss of peripheral functions via tree branching].

PART = Feature. Introductions are in the Parts files. Example parts: 'access, 'sound analyzer.

Peripheral Functions:
-functions that aren't part of the main functions as described in the invention [number]. Probably not listed in the invention's abstract. Not related to level of function's importance [especially from perspective of other connected nodes].

MISCELLANEOUS - UNITY OF INVENTION POINTERS (Claims):

ADAPTING FOR FUTURE TECHNOLOGY. Fadap ™:
Adapt this unified invention by utilizing future technology on an as needed basis: Use search (engine) criteria to find / emulate / 'access the functions/features/inventions to related aspects [in this unified invention].

EACH ASPECT IS NORMALLY OPTIONAL:
Be careful, the unity of inventions unites all aspects of this patent application, while keeping the ability to process/function/offer one or more aspects/functions [claims / independent claims] without jeopardizing the entire unity [claim] of system. Don't use/quote a part of this application, at the detriment of the application's other descriptions when there is a conflicting overlap. Don't create an unnecessary restriction by taking text out of context, unless such serves the particular need at that time/place/situation.

MANY EXAMPLES IN THIS DOCUMENT:
More invention examples in pat application, gives further clarification for the unity of the invention: By virtue of explaining the details of the inventions [claims], through the many links [tree branching], each new invention [claim] further clarifies the unity of inventions in this, past and future patent applications of filers. Each function in the united invention, connects with every other function listed or inferred: otd: each part/invention/claimable subject matter makes many references/links to every other part/invention/claimable matter via a nearly infinite number of methods.

CONTENT & DATE VERIFIER 4E020 REGISTRAR:
Track which inventions were used. System proves who did what electronically trackable event, along with when, where and how it transpired. Better than when contents were sent/airmailed versus just evidence of transmission. Improves upon the services of overnight couriers, registered mail and notary publics by combining all their benefits into one. System works via customer e-mailing or faxing material to service provider which stores in fairly tamper resistant computer filing system, then transmits documents to addressee via: fax, e-mail, and or post office's registered mail. See its huge central description file.

MORE INFORMATION *
"ADAPTIVE DESIGN" SYSTEM (1D-010) – KINDLY READ THIS SECTION LATER

Covers All / Any Aspects Of Pat Application

Semi Intro To Adaptive Design System, Also known as "Peter"

Adaptive Design 'adapts itself to needs by utilizing applicable resources for each situation:
This Adaptive Design patent application uses needed aspects of the united invention, to achieve the desired function. The need is determined through

an 'analyzer. 'Adaptive Design 'tailors itself to needs based on available resources.

Summary of Goal Oriented Design and Independent Claim:
User's (central computer) can 'designate the pathways [links] to 'designated functions

via which this can come about, by [only] utilizing the necessary parts from the overall adaptive design's unlimited variations of possibilities within the given ranges. At any one time, the (majority) of the hardware/software (is) ignored for the particular application.
"Adaptive Design" is a large complex system capable of carrying on thousands of diverse functions, even simultaneously when feasible. 'Adaptive design, and 'adapting (UIP) synergize each other – their definitions/functions greatly overlap.

Summary rewritten using many parts (function) terms: 'User (has their needs = determined by themselves or UIP) = Optional Occurrences:

1. User is 'educated and 'guided to [better] determine what [invention or function] they want; and how to use and of benefit from it.
2. User and or 'analyzer [can] 'score which functions/inventions will better meet the need [based on the 'behavior analyzer]. The highest 'scored function [can] be presented to the user/beneficiary.

The "Creator's" central computer is the center, which controls the separate (portable) nodules. Product numbers (N) are the group or related functions.

According to the *manufacture's carrying out of descriptions herein: A nodule can carry out the functions for one or all N's; only the software (via cartridge/transmission) need be altered for nodule to carry out desired function. Simplified nodules may receive additional parts to carry out desired functions (attached/snapped on by user) according to (central computer's, teacher's, common sense, book's) instructions. Nodule is portable and can become a stand alone system after development, and have more complex functions carried out with the help of the central computer, and or the central computer's main frame hook-up (mfh).

* "Adaptive Design" system also^: helps users develop new inventions with system's hardware/parts*; acts as point of sale for merchants (users can try prototypes, and if happy place order for stand alone N); allows user to program their N in desired manner via central computer (which creates software cartridge for N).

This system via its CAD software functions allows the user to cut and paste parts and desired functions creating impressions (eg: audio/visual) of the listed product numbers and parts (product specification codes, product numbers can become parts too), derivations thereof, and new inventions utilizing the listed product numbers and or parts and or functions. The central unit can be done on a * personal computer (simple level only), on main frame computer, and up to virtual reality.

"Adaptive Design" guides users to plug parts into each other creating the desired products. The software (CAD system(s), etc.) shows the steps for assembly and creates the cartridge for the needed software to operate the newly assembled products.

+ User Information Programming 'adapts the output/invention design and or functions.

Description

* Notes:
-The user may elect to partake in the "Creator's" introductory self tutorials.
-Most of the needed software (most functions in most product numbers) can already be in the product numbers. It is simply a command that activates the desired software application at central terminal or product number (listed product on this application, *derivative, *new invention) (R [remote])(via^: r; wire/wireless; access; uk) in the designated manner to generate the applications desired.

Notes:
-CRC designates the pathways via which desired applications/functions are carried out. This designation is carried out in standard electronic practice, eg: selects parts/pathways according to their availability (in good repair, not occupied by another application being carried out); simplest mode (fewer steps for system, user); usage of elements (nodules, parts) that are cheaper to manufacture, and or less likely to be needed by other applications.

User can choose from multiple variations of each product design, and or create the variation desired which will then be manufactured (identical products in a quantity of one or more) by the manufacturer designated by "Creator's" manufacturer database.

Develop inventions by getting ideas from system's database of product ideas. Device will then select applicable companies who may manufacture and or sell your product idea.

Use the database of most of our inventions from which to get ideas about new products. Eg: user keys in "remote control" and gets the product ideas in that category from which to get stimulation for a new product idea. The ideas in the database are designed to increase the creativity of those who read the ideas.
-Then user types in their invention.
-Next is optional: system connects to database of patents, and user can search to see if a related invention is filed
.--(also can check other electronic databases describing such inventions).
-User selects the type of letter they desire to mail out soliciting their idea. Sample letters:
--to manufacturer, we wish to produce this invention with you, what will be the cost? At minimum this gets manufacturer's interest.
--asks large retail outlets, wholesalers, sales representatives from database if they would like to place a minimum sized order.
--letters go out to the mass media that is interested in such product categories
.--although a quick sale may not take place, attention is achieved and this is the key!
-system's computerized translator makes rough translations of the product description and diagrams. The inventor's description in his native language is also attached for mailing.
.-Letter is available in 18 languages, and can be selected by user
-User selects all the manufacturers from our database specializing in said product categories. By picking any product user is assured there are 20 - 200 manufacturers world-wide in that product

category.
.-the system both creates inventions, and includes products and product ideas which create, hence an applicable title for this device is Adaptive Design.

SOME IMPORTANT CENTRAL POINTS ABOUT 1D-010:

Non-Information Processing Portion of Idea:

+ Briefly, this is how we consolidate the separate ideas into one. The patent application titled "Adaptive Design" uses software and or virtual reality, user is able to experience and work with each invention. Next example: remote device (with transmitter, receiver, display ("S"), speaker, timer, small computer ("C"), microphone, sound synthesizer, sound playback, key board, volume control, memory) interacts with system's main unit (with more of the same features as the remote device, especially its complex database and software) in playing out the many of the functions for nearly all the inventions in the filing. The specifics for how each invention would be processed by the software is very simple, yet viable.

Other common threads for each idea: they all increase user's creativity by virtue of the product ideas (future separate patents), special effects of "Adaptive Design", functions for each invention can be programmed by user. 98.5% of the inventions may be electronic, all could later be made electronic in some haphazard means.

The aim is for our descriptions and diagrams for each separate invention to constitute a priority date in this or an updated filing.
-[air pad, basic, cart, character, mfh, notifier, uk, osc, pi, portable, pp, speech, cordless speaker tel, tds.

+-this system combines all the products in directories A, B, C and D. However, remember each of the products are obviously, also able to be developed separately from each other as well.
-the software and database are sold within portable computer ("C") device which has many other features
-The term CREATIVE SHELL as explained below in notes for 1D-010 is one of the important methods of developing ideas with 1D-010
-The branching out of the database is explained in "Beginning Introduction" - simply computerize all mentioned in this file.
-The structure of the database is largely explained in the paper titled "Database". Additional details are available from other parts of 1D-010's explanation.
-Some of the purposes of 1D-010 are: to make inventions, come up with creative ideas, make money for the seller of 1D-010 and its users, entertainment, education.
-"Imi" parts are interconnect able. E.g.: as in 3C292 Magical Building Blocks.

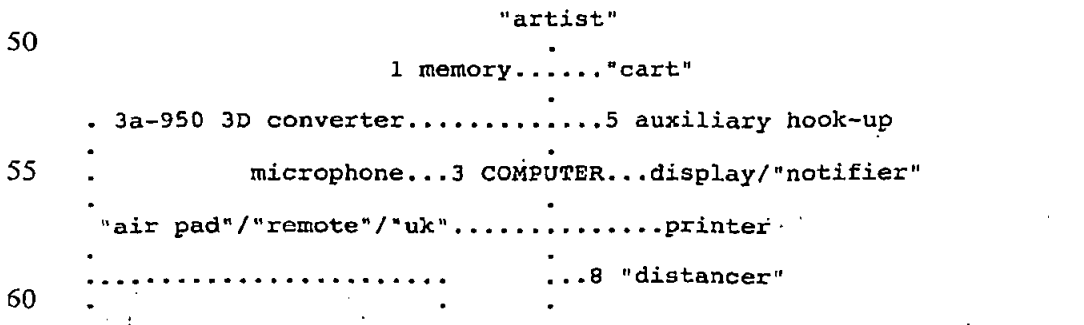
FAIRLY IMPORTANT POINTS ABOUT 1D-010:
-user can order through 1D-010's manufacturers any/some of the products listed in this or other filings of this inventor to: buy, and or lease and or see pictures of and or get greater information about.
--user can choose from multiple variations of each product design, and or create the variation desired which will then be manufacturer by the designated manufacturer (eg: one with rights to the basic

idea that generated the creative shell)
-user can select and or develop many product characteristics, eg: size, casing design, color, product's "pp" or "mp" or "cart"

Software and or Virtual Reality:
.-using software and or virtual reality, user is able to experience, work - interact - play with the basic idea and or creative shell (includes both the basic idea from 1D-010 and the additional information about product provided by user by merging with other parts and functions from 1D-010 database and or the addition comes purely from user's mind).
.--This is for creating product ideas, and or experiencing those products which might already have been produced and available for order. This serves also as a type of interactive computerized point of sale, accepting credit cards, etc.
-software is likely to offer possible suggestions and or directions into the right branch see "Beginning Introduction"] for the ideas selected by user
-when user want more options about an existing and or new idea proposed by inventor (his invention, or someone else's) user can request how far he wants system's branching to seek out such elements, eg: request can be made to find all elements pertaining to "interactive" within one or more product numbers up to branch 2 or 20
--the product numbers can be selected via: key words, category, keying in product numbers, or by any other element that separates one product number from another.
-any product can be stored into 1D-010's memory, eg: patents from another system's database; literature on electronic media about product; etc.
-May utilize technology from Echelon Corp which works on bringing a common intelligence to all sorts of electronic devices. Wall St. Journal, June 19, 1995, p.R28.

* OTHER POINTS ABOUT 1D-010 HARDWARE DESIGN:
-waterproof and floats, e.g. for use in pool, bath, shower, beach, lake, picnics, voyages
-makes sounds that please user when latter is in low creative level according "score" (little typing on key pad, few products with their files created); or user may request such sounds
-connects with music stereo; music synthesizer allowing user to "compose" sounds that boost their creativity (while composing and or listening)
-via "clapper" user is able to easily/creatively input data (just talks system which converts sounds to computer ("C") signals)

One Diagram Version For 1D-010:



c (central computer - most important feature for "Creator").

Sub-diagrams (additional parts that connect to the above #1 diagram, eg: the below connect with #1 via #1's Computer):
#2: R - C ('computer) - mfh
#3: uk / vc* / visual analyzer* / osc / mouse / morning* / locator* / distancer* / microphone / sound analyzer* / speech / any other sensor(s) = R / C ('computer) / MFH* = printer / display / score
#4: uip / pp / mp / mq / cart = R / C / MFH*
#5: modem / fs / sp tel / tel = R / C / MFH*
#6: c = vr.

Utilizes software functions found in other creativity enhancement and brainstorming software.

OPTIONAL MODES OF TRANSFORMING PRODUCT IDEAS IN THE USER'S MIND:
A number of the product ideas within this and other patent filings can transform the ideas within the database, e.g.:
-3a-950 Picture To 3-D Converter (user can also input via "uk" in conjunction with database and software for product design, the dimensions of product and have them
-"artist"
-4a-430 Game Creating Machine
-5a-130 Color Sticks
3a-580 Remote ("R") control
5a-610 Invention Store Software
5a-620 Virtual Reality Invention Laboratory
OTD:
pp; mp; toy; game; entertain; printer; mfh; cart (product ideas for database; letter formats; computer ("C") based software language translation systems); word search option of software, allowing user to pull up all product ideas with the desired key words from 1D-010 or "mfh"'s database - in order to get product ideas, or do patent searches; character; 3a-110 Antenna Art; Magic Air Pen; 5a-460 Touchless Switch; % remote; % notifier

POSSIBLE OPTIONAL CONFIGURATIONS OF 1D-010'S HARDWARE AND SOFTWARE:
3a-580 Remote ("R") control.
5a-610 Invention Store Software
5a-620 Virtual Reality Invention Laboratory
OTD: pp; mp; printer; mfh; score (levels of interest from other parties in user's ideas; number and or quality of ideas he develops; % changes in "pi"); % tgh; cart; 3a-110 Antenna Art; Magic Air Pen; 3a-820 Silent Light Notifier; 5a-460 Touchless Switch; a1-040 Space Phone; a1-500 Personalized Outgoing Message (adaptation for people responding to the solicitations made by 1d-010's user, e.g.: via user's mail or tel or fax...; personally answers even E-Mail, Fax, ?letters, Modem transmissions, etc); *a6-010 musical necklace; remote; notifier

-database of parts applicable for most of the inventions predicted to come out of invention are selectable and with prices. This information can be attached to letter inventor sends to manufacturer.
-this is more fun than playing chess or watching television. Also it allows for hope that the inventor may one day become rich.
-the book on how to increase creativity as filed with the US

Copyright office is available on the system for reading.
.-additional trademarks to this product: invention man; inventor; let's invent; invention software [and database]; develop[er]; creative shell; creative developer; invent; create; Adaptive Design; invention challenge

Software to assist brainstorming.
-One of them is produced by Mindling Corporation for about $200. Their US Tel 1 800 253-1844. Also covered in San Jose Mercury News, Sept 18, 1995 issue, titled `Problem - Solving Software...'
-The type questions are selected according: to UIP for nature of product or problem needing brainstorming; UIP of U; available db (databse) on
sys, eg: if it can recognize and make suggestions for key words supplied by u (user) (DB has files for related information on such key words).
-OTD: "entertainment" and "mood" creative an upbeat psychological / sociological effect in U of sys (system) / sw.

OTD: display ("S"); fd-hdd; pp; mp; uk; mouse; date; tds; %interactive; basic; %game; entertain; portable; printer; au; mfh; bp; osc; speech; vc; egh; score; cart; for communicating with other companies - tel, sp tel, tr, mo, fs, caller id, tel number memory; cp; uq; mq; access; pi; character; multi-user; cc; * remote; * notifier; remote ("R") control; % morning; portable.

Additional Notes

Codes: "N" designates product number. "CRC" designates central computer of "Adaptive Design" - though the functions can be the same as the N's computer, CC is larger (and less portable).

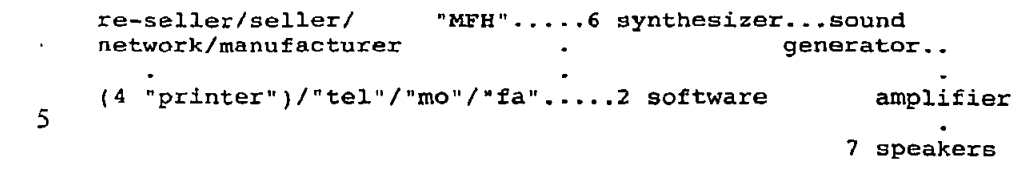
User can create inventions by finding pertinent parts and or functions in the database of this patent application's product numbers and parts. User searches via key word and or product category, or "Adaptive Design" can do its own type of searches based on the characteristics of the product(s) and or desires (functions, applications, preferences) user is working with and or keys in.

New cuts and pastes via software allow user to develop his new ideas. He may also develop new software for the new inventions via (Creator's) different model software which require (easy) programming steps.

Examples of product numbers and parts are in patent application. E.g., remote control, display, speaker, key board, locator, memory) interacts with system's main unit (the "Creator"), and or a separate central feature (computer). The assembled product's functions are controlled by software. Applications can be any invention in application, e.g.: the "Balancer" product. Balancer causes speakers to adjust audio balance according to where remote control transmits its location.

Common aspects of every electronic product number and part:

-They all increase user's creativity by virtue of their fantastic natures. Refer to Steven Kays' materials on how to increase creativity (confidentially filed in copyright office, etc.)



1: Memory: Databases; holds memory for sound generation; files created by user
2: Branching: see paper describing how this file of separated product ideas are organized and described and coded. Virtual Reality and Software: 5a-610 Invention Store Software; 5a-620 Virtual Reality invention Laboratory; can get software and other data from 1 and or "cart"
3: Computer ("C") is the central point; analyzes, converts and processes all data; with minimal key strokes system will send out solicitation letters or electronic signals (fax, e-mail) using format letters
4: system may also fold and stuff envelopes; plus also print letter sender's signature on letter, then stamp the letters
5: CD-ROM reader; pre-recorded music generating system; etc
6:
6a.-Analyzer Determines Sound Effects: sounds are generated to stimulate user's creativity. The system selects appropriate sounds/music according to, eg: combination of user's "pi", product idea (such as idea's "pi"), what user has stated they prefer, the type of product they are working on can generate applicable sound variations (car invention will hear car and or wheel sounds according to the feature and or direction in which user wants or needs or can go in their thinking and or branching around in software.
6a1: user hears consumers using, speaking about, asking questions about at store, and others selling the basic ideas or creative shell ideas.
6b. -"Synth"
7. "Balancer"; (sounds appear to only come from certain parts of room and toggles back and forth to create all types of interesting and or unusual sound effects, e.g.: sounds toggle from left to right every 3 seconds for 30 seconds; this slight disorientation in listener can unlock their creativity); different buyers/users/etc can each be heard on an one of more than four speakers.
8. "distancer": helps replicate real life experiences in using product
8a. each feature of distancer can have "display", "cart", "uk", "fd-hdd", "remote", "air pad", "microphone", "synth", "speaker". User with help of 3 computer ("C") programs distancer's functions so that it helps replicate many functions of desired product ideas. Eg: the "portable" distancer can be programmed to be the following products, plus other products from this inventor's patent filings too: 3a-281a morning code alarm clock; 3a-580 remote ("R") control; 3a-630 sound analyzer; 5a-310 world clock; a6-010 musical necklace; 3a-790 magic air pen.
8b: (3 computer ("C") and its parts) will via transmissions provide other signals to help "distancer" to function somewhat like the desired product.
8c: system's pp and mp allow such programming

Additional Diagrams

#1: notifier / access - air pad = cart-date-c (computer)-display =

-One or more functions for each product number can be programmed by user.

-Functions can first be visualized/experienced by user/targeted *parties on central computer's "display", "printer", *"vr", "osc", *"character". And altered (to suit preferences) via: uip, pp, mp.

-Central computer's role in each product number.

-Electronic: Over 98.5% of the inventions are electronic [or have potential electronic versions]. Remaining *1.5% can be discarded from "Creator's" uses. Those products not fitting with "Adaptive Design" have their individual advantages. All products can be toyed with on "Creator's" central computer.

-Simultaneous operation: "Adaptive Design" can control 100 or more different product numbers simultaneously via ^: its separate ports (wire/wireless) (one or more ports for each invention). Central computer has optional multiple work stations (for visualizing / then getting product numbers operational).

-Software: Each product number is controlled via and has the benefits of software via: central computer's software (CAD, author language), mp, pp, cart.
--Cartridges (from Creator/manufacturer) create completely different applications from same hardware. Just insert cartridge (into product number/ *central computer) and follow the (easy) steps / system is operational soon thereafter automatically (cart may turn product number/system on according to mp/pp/uip).
*-Product numbers can be made waterproof/float, e.g. for use in pool, bath, shower, beach, lake, picnics, voyages. E.g.: product fits into a waterproof box with: view to see display; sealed openings for keyboard, speaker, etc.
*-"OSC": Makes sounds according to programming, such as to: please user, alert him to malfunctions in assembled product, give the status of an operation - such as two beeps means designated function was completed satisfactorily. E.g., see parts: "notifier", "score", "osc".
*-See "Entertainment": Product numbers are in their degree entertaining (for user, parties effected by device)
-"Educational". E.g.: learn electronics; software; invention process (CAD, assembly instructions); increases creativity (gives ideas for related/new products); puts what one learns (via central computer's software. assembly) into practice; central computer allows for tutorials;
-Security: "access" (restricts usage to all or limited applications (on a user by user basis (uip, "access" code))).
-User can select and or develop many product characteristics, e.g., one or more of the following: size, casing design, color.
-Manufacturing costs: Due to the similarities of parts, total hardware, and type applications, there are savings on cost of producing same/related parts and or products for each invention. Software costs for all products are reduced as well.
-Boosts sales
-Market testing
-Interfacing: Unique possibilities for user
-Mobility: Portability of product numbers ("R" [remote control]) / User need not be tied down to product number ("speech")
-Same/related hardware for multiple uses. Many of the same parts are used (though their applications differ).

--For simplification, "Adaptive Design" and or product numbers can be designated into different hardware systems, each designated for particular product numbers. Each area of applications can have one or more "Adaptive Design" systems.
--Separating "Adaptive Design" into separate (sub-) systems. E.g.: different "creators" for applications in: audio (input/output); desk use; user's mobility; indoor/outdoor use; non-mobility; security (sensing via audio/visual/vibration/ "access" /alterations in uip); etc. Each product number can have all or some of its applications/functions handled via one or more (sub-) system(s).
--Each product number / feature can also be completely separate from the other inventions.
-Product number tailors itself to user's ^: needs/behavior/desires/situation, via^: uip, pp, *mp.

Notes On Common Aspects:

Due to the branching (see "Introduction to Product Descriptions" paper) each part has the option of being connected to each product number in multiple ways. The diagrams for complex potential wiring between parts are in the application. Applications for each part are described in the product number's central description or in one of its branches; and or determined by: the user / *target parties (via^: "creator's" central computer; and or mp/pp/cart which are in the product number's separate hardware and or in "creator's" central computer.

CONCLUDES TODAY'S INTRODUCTION TO UNITY SECTION

File: Claims / UIP All

SECTION ON INVENTION ADAPTING TO CHANGING NEEDS

User Information Programming. Independent & Dependent Claims.

Sections Of This File: 1. Introduction. 2. System Can Get Harder as User Learns. 3. Links. 4. Patents & Our Improvements. 5. System Thinks Like An Inventor Getting Solutions.

What is UIP ™? It collects and or receives data/input about both the situation and a (potentially corresponding) need. Its broadly termed "analyzer" ('behavior analyzer = 'score) determines what will best meet that need. This leads to an output which includes: a 'tailored function, or product (schematic). See UIP, 1D [Unity of Invention] and other files!

Independent Claim: User Information Programming. Creates a catalog of inventions, tailored to the needs of the manufacturer's marketing analyst, users, etc.

Dependent Claims:
1] Invention creating machine.
2] Compensation: When one part doesn't work properly, then other parts handle things with UIP. See UIP-Link.
3] Links between parts.
4 - Other Dependent Claims] The functions, and numbered byproducts.
Notes on Dependent Claims] They have unique features, which also can overlap onto the other dependent claims due to the high interrelatedness of each page in this application. Database of possible functions/byproducts. For example the pet door which 'adapts to the situation.

UIP's Invention Creating Machine Claim shows:
. How a list of needs are determined, and then is correlated with a list of potential functions (inventions in the

application). Each need and potential function has its own types of scores used to match a need with an available function or idea for an invention.
-Tailors itself to a need as defined by UIP in specs
-Suggests inventions (hopefully) in at least the degree of details that are developable by (some) people skilled in the art based from a list of options spelled out in say a million pages of inventive ideas. Ideas spun out might also be designed to trigger more (related) ideas from: readers (people), or software based 'analyzing systems%.

Exclusions (What isn't covered by the User Information Programming claim):
. When there is only one type of response from the product based on what happens to it. A difference in user or most environments/situations does not effect a change in the response. Examples:
-Items comprising a single uniform material like metal or rubber that responds to pressure, heat, pulling, etc.
-Existing versions or parts of a: rubber band; hinge; stapler; thermometer (controlled devices); ball; wire; match; candle; oven; wheeled vehicles; text editing software like Microsoft's Word ® software including search and replace functions; electrical power adapters / generators.
-When a person / organism pushes something like a button, then there is a pre-programmed response like a light switch, that has a single response.
-Many other examples
-Non electronic byproducts and how they are tailored is covered, but not the non-tailorable duplicate-able byproduct itself.
-See listed patent numbers throughout, the application, and the patent numbers those applications refer to.

UIP-Link: UIP LINK = Optional ways of dealing with situation when a function isn't working correctly. See UIP-Link File.

UIP-GETS-HARDER
(Good Examples: Pet Door Paw Cleaner, 'Education Gets Harder, 'Therapy Gets Harder)

Broad Claim: User must handle requirements A then B to gain 'access. Access requirements change in time, and are 'tailored to the situation, resulting in the same/related results.
-User must meet multiple 'designated criteria in 'designated 'order & timing to achieve desired result from system.
-This is one feature of our Pet Door Paw Cleaner. It teaches pets to move their paws on mat before 'access.

Staging Of Rewards:

Examples:
-System 'Educates accessor 'interactively = rewards/'reacts by: allowing 'access, 'educating, 'guiding.
-'Guides 'Education Get Harder = as user learns. There's a gap in each lesson getting harder via: 'order & timing.
-Gain 'access to new features/functions as user learns: menu of options opens up; pet gains rewards.

Criteria for receiving reward gets harder:
-Pet: gains 'access, grooming, food.
-User (humans): 'access to
. Level of reward increases as user's learned 'education increases.
.-Exists: the better user learns how to use existing products, often the greater the benefit, e.g.: pushing down a common stapler with the right speed and pressure = results in better stapled documents; Apple, Oracle & Microsoft based software. They would be enhanced via this patent application's 'tailoring.

3C292 Magical Building Blocks: Each combination has designated results. 'Guides user to learn 'tailored skills: [re]learn to use [poor/[non]functioning] parts of human/organism brain. 'Tailor tests user to determine brain functioning 'traits = then designs 'educational program = then 'guides and rewards user.
-See 3CE file.

* 6B240 Driver Identity System: can only activate vehicle after correct actions/'sensors have been triggered. W5 travel patterns restricted by such 'access behavior.
-See part Access-BA-Auto.

6G241 GPS Tracker: like 6b240, it rewards/allows 'access to 'designated features based on: user

performance/W5 'tracked object [did not] change locations.

3E061 Motion Tutor: Requires/'Guides users [to improve their] movements, eg: the correct level of movement gains 'access. System assumes user's movements will either change or improve over time.

At first requirements can be A then B. Later it can be either: A then B then C; or B then C [then...]; or C then D; or * C then B.

USER = 'TAILOR =

ANALYZER =
ARTIST = enter artistic data
CART = 'access criteria/results from 'access
DISTANCER ™= movements 'correlated with 'access requirements.
EGH = lessons [once user achieved minimum 'score] leads to next lesson and test requiring tougher test 'score before progressing to next lesson.
EXERCISE = exercise gets harder = like 'egh/'tgh
GAME = play requirements get harder.
GUIDE ™ = 'egh
ORDER & TIMING ™ =

UIP-Link

Optional ways of dealing with situation when a function isn't available.

Types of New Linking Needed When (Designated Function Not OK):
Finding Alternative Parts and/or Inventions When Any One or More of Them Is Not For Whatever Reason 'Accessible or Known.

1] Unavailable Part - Severance:
-it is not in [full] connection [due to wireless interference].
-computer virus detected via: anti-viral software program(s).
-function is fully or partially unavailable, e.g.: it's file(s) were erased or corrupted.
-function is (too) busy serving other needs [for other users].
-[central] computer has other trouble/limitations = 'accessing/connecting: a function outside a more central description of a function is not OK.
-conflict between functions: one function has dominated/interfered with another function. Software [may] need to be fixed.

2] Better Mode Found:
Finding new functions that [better] meet needs [even if all functions/aspects remain [mostly] available: Another mode/function is determined to better meet needs = then system goes via new links/functions [to better 'adapt itself].
Should portion of invention become unavailable: [Like the brain for a human or other organism] Adaptive Design can still function if almost any portions of this patent application were removed, due to the many links between its many functions. Also, 'Adaptation creates new links between available functions if part of the invention's hardware/software/peripherals damaged, functioning improperly, or not [fully] unavailable. Each function has many common functions built into it - and such functions can duplicate/transfer/copy themselves to other features [as a self-repairing/other 'adaptive mode].
-Finding/creating the alternative/new tree branching links when an applicable link or 'associated function are unavailable: 1. 'scores can be given to every possible link/[combination of] functions that can [help] satisfy a 'designated need. 2. 'route with the highest 'score [based on whatever criteria(s)] becomes the backup/default mode = and need gets met [with only temporary interruption/aberration] until new mode is determined/tested/better 'adapted (after it [re]learns needs).
-A user [person/(another) system] can request/suggest/get 'guided into determining alternative/better modes.

Figuring Out Something Is Not Working Right So Other Functions Compensate:

Topic Reworded – Determining Something Is No OK. Should any number of functions/parts be unavailable, how the remaining parts/functions can 'adapt and still provide [all/some of] the same functions. How to [Automatically] determine a [current] function/mode is [not]-ideal/inoperable. E.G.: When user: disappeared / changed their need or there's a completely new user.

-Feedback/input from user / 'analyzer, e.g.:

--A problem might be suggested when a user (chooses to) deactivate a function via 'remote control and or changes from a function. Cause of this could be the function didn't apply well enough, didn't apply at all, or wasn't working. [Each] such avoidance of a function is [also] used for creating the 'score.

-Signals sent to/from [central] and function - to [help] determine its state of functioning based on whatever criteria, e.g.: how useful it is/was based on popularity of usage = which affects its 'score.

--Central Computer sends = signals to [peripheral] part/function = 'seeking [and asking for] = 'score [how well function is operating = then 'analyzer 'reacts by [keeping mode/function and or altering the mode, and or 'seeking a new function by creating a new link] = then verifying if the new link/function achieves a [better] 'score.

--Function [continually] does self checks: like how existing software programs check/fix their software issues; have level of Kilobytes per folder and their files remained [constant / adjusted as expected due to past occurrences – 'order & timing]; function compares itself with the same/similar functions elsewhere in the same/different unified invention.

-Chosen invention sends signals to 'analyzer giving 'status of its function(s) / ability to 'adapt.

-Fact(s) that other function(s) stepped in, or something suggesting such, can indicate something isn't alright.

-If one function isn't working properly, another function might catch the problem – because they might not normally be doing something if the questionable function acted OK.

--'tracking might imply/state that 'access isn't working when: 'access permits entry to entity, but the 'tracked behavior of that entity does not match expected behavior for that user – such as a bank teller seeking 'access to a bank's foreign currency holdings available for withdrawal by clients not connected to that teller's password.

-Multiple functions address similar issue – but one function isn't matching up to the other functions. Info from other functions [with similar goals] [suggests] that a function(s) isn't OK, because it doesn't [come close to] matching the info from the other functions. E.G.: a 'visual analyzer shows a truck speeding through a red light, but the 'sound analyzer hears a truck stopping at the same time via its 'time date stamp.

DETERMINING A FEATURE(S) ISN'T IDEAL:

|Parts Section #1|: U = Applicable Functions Of Invention [1. Gets poor feedback. 2. One or more of the following inventions/parts signals to the 'analyzer = that the 'designated mode's 'status in meeting [previously selected] [minimum] 'score has changed (for the worse)] ~ 'C (CPU) / 'Analyzer =

|Parts Section #2| – **How 'Analyzer Determines Something Isn't Ideal**: ACCESS (Security Control)[not granted (despite repeated attempts to gain entry by same user) (who otherwise [from other 'scores] seems legitimate)] // BA (Behavior Analyzer) [user isn't (as) happy] // EDIT [mode of 'editing causes a poor 'reaction] // EDUCATIONAL [user's 'score [school grade] not getting better [fast enough]] // MULTI-USER [system works for one user but not as well for other] // NOTIFIER [is activated when it wasn't needed (because user/system/'score for other function doesn't give a high 'score of needed 'notification, eg: user inputted the 'notification was a false alarm] // OSC [got bad 'score] // PS-ZONE ['predicted behavior/function in a 'zone doesn't match ideal/past actions/'reactions/'scores] // QUESTIONING [types of questions received 'score that there's a technical problem [but probably not an 'access or other (quantifiable) topic based on the theme of the ['order & timing of the] questions] // R (Remote Control) [used from non-typical locations because old locations had worse connectibility (due to interference or function at that 'zone might not be operating properly] // ROUTER [alternative routing is given/suggested] // SA (Sound Analyzer/Sound Recognizer) [sounds don't match 'predicted profiles] // SCORE [drops] // SEEKS & REACTS ['seeking doesn't result in 'designated/historic/'predicted 'reactions] // SENSOR [multiple 'sensors (in same 'zone) give conflicting info/status] // TDS [doesn't match what's 'predicted] // T (Telephony) [connections aren't achievable or go to non 'predicted points/inventions] // TRACK [lost (full) tracking of user/function, and or behavior of tracked element changed (out of range)] // VA (Visual Analyzer/Visual Recognizer)/SA [the range picked up 'scores with (likely) malfunction so SA/VA needs to get feedback from other function ['predictor]/(the) user (by asking her a question(s) like: 1. Is system functioning properly? 2. What 'score(s) would you (user) give the 'designated function(s). 3. Ask questions / give 'guidance that doesn't directly ask user to 'score the function, but by inference (may) determine a malfunction is occurring – eg: user couldn't provide (proper) answer/feedback about something they should/could have known had system functioned properly] // WA (Walk About) [].

* Sections 1 and 2 interact.

Sub-Parts of UIP-Link:

Compensate =
Another function takes over for the failings of a non OK function. Part or all of the non-OK function can be compensated = to achieve a higher 'score for 'adaptation.

Function Not OK =
Function is not connected; fully or partially malfunctioning = and the not OK function might need to be deactivated / 'tracked for aberrant behavior [ba].

Licensing =
When a feature isn't or can't be licensed, then the system can operate as if it were somehow inactive. Discover what other links lead to alternative 'adaptable features.
. (Potential) Licensee: finds ways to reduce royalty payments by restricting themselves to 'designated resources, even when related features in the unity of this invention exist.
. (Potential) Licensor: discover how [potential] licensees can find ways to pay fewer royalties, and/or infringe upon another's intellectual property rights. Then possibly block 'access to such alternative routes [by which the same feature and essentially similar invention could be constructed and/or offered].
. Anti Hacking method.
. Patent searching tool for patentability: Explore [all] the variations comprising a unity of invention.
. Inventions are 'licensed based on ['W5 something is adapted].
. A speedy license agreement is 'tailored ('edited) for the licensee, using the form agreement.

Remnants =
-(Each) function/invention can have remnants of itself in the other functions (limited to how we have links shown). When one aspect of a function is not working OK, then its remnants elsewhere in the system can [help] cover for what's missing/not OK.
-Each [main] part is 'correlated with every other part = resulting in the correlation/creation of a sub-part [file] in each such part. Just because a feature is not working correctly, doesn't mean all its sub-parts [located in other parts] aren't OK = especially if [anti-viral/hacking/corruption] software programs are properly executed.
-Remnants from less related remnants can compensate. Remnants in [less] directly-connected / spelled out functions can compensate: If function "A" isn't OK, then:
--Option 1: remnants of functions "B" found in functions "C through Z": can compensate function "A". Etc.
--Option 2: Wider Abilities: remnants of functions "A" / "C" found in functions "D through Z" can help/compensate "B" (partly not OK) = so "B" can better compensate function "A". Wider options based on pattern shown from option 1 to 2.
--Option 3: step 1: function "D" remnants inside even, remnants of "E" = which are both in "F" = can compensate function G or [A to Z]". Diagram: f [e (d)] = compensate = g. Step 2: G / H remnants in G = compensates A. Step 3: A [helps] compensate A in above options 1 & 2. Etc.
--Options 1, 2, 3 and so forth offer even broader options, via unlimited possibilities within the parameters of the parts and presence of links. JUST FOLLOW THE LINKS - To See The Available Forms of [backup] compensations.

Synergy =
There's a synergy from having multiple functions/inventions, in that alternative ones can fill in when another one isn't OK. The more functions connected the greater the synergy in: backup strength, 'adaptation. Just another reason why all exemplified functions (invention numbers and parts) listed are important in this application.

EXAMPLES IN SPECIFIC PARTS:

Shows how it's determined a part isn't OK, then how to compensate.

U / Another Function = This N Sys [1. Determining Function's Not OK. 2. Compensation(s) - Solving Problem By 'Rerouting To Other Function(s)] ~ C =

ACCESS [determining what's not OK] =
|Parts Section #1|: U = 'Access =
|Parts Section #2 – Access maybe shouldn't have been granted earlier as evidenced by aberrant occurrences: actions of past (correct) and current (illegitimate) users don't match (per 'BA) as in actions

in following parts. 'Access has sub-parts/remnants for all/portion of itself in each (main) part. This determines what's not OK about the 'access part; then can compensate by 'analyzing/'tracking user via the other functions (and or access's remnants inside the other parts). Then 'access' compensation can do what 'access normally would do: convert user to higher alert, limit or deny all access, etc.|: ARTIST [user's style doesn't match behavior [ba] of correct accessor] // CART [cart is/is-connected to another function/user] // EDIT [] // EDUCATIONAL [user appears to know too much or too little or some of each in different subject areas] // MULTI-USER [interchange between multi-users] // NOTIFIER [current accessor triggers notifier too much; or user altered W5 'notifier could function] // PS-ZONE [user rarely goes to a 'zone] // QUESTIONING [] // R (Remote Control) [] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [W5 it is used (as 'tracked)].

* Sections 1 and 2 can interact.

ANALYZER =

OTD: |Parts Section #1|: U = Part [] ~ 'C (CPU) =

|Parts Section #2|: ACCESS (Security Control)[shuts out access (to user); locates villain who made 'analyzer (and uses this info to fix/compensate [main] access] // CART [insert a new/similar 'analyzer file/sw] // EDUCATIONAL [lessons are given in chronological order, from where left off without the 'egh option. 'Educ teaches system how to fix/reprogram 'analyzer] // MULTI-USER ['analyzer that works for one user [1], can compensate [copied over] the aberrant 'analyzer for user [2] = [then [2's] 'tailor 'adapts 2's 'analyzer for #2 user] // NOTIFIER ['access takes over] // PR (Programming) [] // PS-ZONE [] // QUESTIONING [] // R (Remote Control) [] // ROUTER [element is 'scored = then 'tracked = 'seek will 'react by 'routing element based on 'react's parameters] // SCORE ['access given to elements with proper 'scores] // SEEKS & REACTS [automated responses with less 'analysis (like in non human animals)] // SENSOR [sensed situation occurs [at 'tracked tds] = creates a 'score = then 'correlator connects info with applicable function = which is controlled automatically by 'seeks & reacts] // T (Telephony) [system connects to other functions/systems to determine if something is not OK / compensate] // UIP (User Info Programming) ['adaptation occurs automatically without 'analysis].

ARTIST =

OTD: |Parts Section #1|: U = Part ['Artist / 'Edit – (Semi)-Creative Thinking relies on following parts] ~ 'C (CPU) =

|Parts Section #2|: ACCESS (Security Control)[user taken to zones where access allows] // // ANALYZER [] // BA (Behavior Analyzer) [] // CART [] // EDIT [] // EDUCATIONAL [] // MULTI-USER [] // NOTIFIER [] // PS-ZONE [] // QUESTIONING [] //ROUTER [] // SA // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T [] // TRACK [] // TAILOR [] // VA [] // WA [].

BEHAVIOR ANALYZER = 'tailor = 'tracking / 'score.

OTD: |Parts Section #1|: U = Part ['behavior analyzer] ~ 'C (CPU) / [relies on 'database remnants in:] =

|Parts Section #2|: ACCESS (Security Control)[offer 'tailored features based on 'access' permission] // ANALYZER [u = 'track/'multi-user (rely on database of that user)] // CART [one of the functions or invention numbers in cartridge form] // EDIT [] // EDUCATIONAL [] // MULTI-USER [] // NOTIFIER [] // PS-ZONE [] // QUESTIONING [] //ROUTER [] // SA // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // TAILOR [] // VA [] // WA [].

U (User) = Part ['behavior analyzer] ~ 'C (CPU) relies on 'database remnants in =

. UIP-Gets-Harder = 'egh / 'tgh.

BALANCER = 'ps = 'osc

BILL / BILLING = 'tracking/'score/'database

CAMERA = 'visual analyzer = ['tracking]

CARTRIDGE = any of our functions / inventions' electronic aspects can be connected to the united system like a cartridge. Different functions and inventions [with corresponding features] can be plugged in as a replacement [though may not be a full compensation – better than not having this option].

-'tel connection = with another system / 'sw / function that compensates for the cartridge.

CHARACTER * = 'tailor / 'ba make up a 'character

CLAP = 'sound analyzer = 'remote control = device being controlled

COMPOSITION (of sounds) = 'microphone / 'keyboard = 'synthesizer / 'edit = 'computer = 'osc / database stores music – and offers template audio pieces that can be 'synthesized.

COORDINATOR = 'analyzer.
U (User) / System = UIP / controls function / 'transfer of signals output based on what's 'predicted [as a need] [completely compensates] =
. UIP-DB = based on how 'database elements are 'scored
. UIP-Guide = draws upon: 'ba / 'questioning / 'seek & react

DATA BASE = ['remnant] data stored with other function(s) can replace/help data in another database.

DISTANCER = 'positioning system, 'tracker ['order & timing]

EDIT = 'tailor the text; artist-edit.

EDUCATION = 'tailor = 'guide. 'Access appropriate files. 'Analyzer / 'Behavior Analyzer determines what needs to be taught. 'EGH. Answers to 'Questions = 'Guide / 'Analyzer / 'Tailor.

ENTERTAINMENT = 'tailor

EXERCISE = 'guide 'adapts the 'educational program to user. It 'coordinates info from other parts.

GAME % = 'tailored 'guidance offers: 'egh, 'tgh, 'artistic 'entertainment.

GUIDE = 'tailoring the 'educational process.

INTERACTIVE = system 'adapts to the needed situation via: 'multi-media, 'entertainment, 'order & timing for how it functions; 'predicting; 'analyzer determining what is needed w5 and in what 'order and timing.

K (Control via keys) = 'Remote control; 'tilt. 'tailor determines user's needs without user needing to key in their interests. Creating 'artist related 'images as form of communication – each 'image user creates or clicks on = represents a different string of [hyperlinked / active] terms/buttons.

LOCATOR = Ways to locate an item:
1] 'Clap your hand and [wireless] device's 'osc will sound.
2] GPS; PD'; 'distancer
3] 'Sound analyzer determines where the sound is coming/came from, its change in location and speed.
4] 'Notifier alerts [when device needs to be notified about something].
5] W5 [mobile] device is in/out of 'zones.
6] 'tracking
7] * source of 'vibration

MIC = 'visual analyzer to sound converter part.

MODEM = 'Tel

MORNING = 'ba 'adapts to user's need by 'analyzing w5 user needs to be woken = then the 'time date stamp signals the = 'notifier.

MOTION SOUNDER = 'vibration analyzer = 'osc

MULTI-USER * = Different user determined via = 'access [password] / 'ba / how something is requested to be

'tailored by user or system.

MM / MULTIMEDIA = 'analyzer 'coordinates how the following function = 'artist ['image alteration] / 'edit / 'composer / 'synthesizer / 'osc.

NOTIFIER = 'access / 'score / 'ba / 'sensor = are 'analyzed for shift in desired functioning of parameters [based on what's stored in database] = system 'seeks such shifts = and 'reacts by = an 'osc.

ORDER & TIMING = system 'correlates what has/is/will be needed by its = 'time date stamp / 'score = 'reacts.

OSC (Outgoing Sound Communicator) = Audio signals to 'speakers replaceable via = 'seek & react.
. When Audio Signal portion of 'OSC needs compensation: **OTD:** [**Parts Section #1**]: U = Part ['OSC] ~ 'C (CPU) [limits / alters what audio signals are allowed]=
[**Parts Section #2**]: ACCESS // ANALYZER [] // BA (Behavior Analyzer) [] EDIT or 'COMPOSER // EDUCATION GETS HARDER / TGH [] // MULTI-USER [] // NOTIFIER [only high 'scored items activate 'speakers] // PS-ZONE [only certain locations can send/receive audio (signals)] // QUESTIONING [] // SA ['analyzes the sound in the audio signal before allowing it to compensate] // SCORE ['scores the audio signals] // SEEKS & REACTS [to 'designated audio signals] // T (Telephony) [censors what signals can be 'transmitted] // TRACK [only (un)tracked sound signals are transmittable] // TAILOR ['analyzer controls what audio signals are broadcast W5].
. When 'Speakers of 'OSC are not OK: System sends [compensated] audio signal to: 'vibrational mode that might be audible [to humans/pets]; vibration used to communicate via signals that are felt; 'speakers from other parts of the same/different system; text info = connected to audio signal can be broadcast / sent to 'screens; lights flash ['notifying target user to: read their email / 'screen. Communicated via sending out smells.

PD (Positioning Device, GPS) = Compensated by [non GPS] features of: 'Distancers / 'Locators / 'Tracking. They follow / identify locations.

TRACKER =
when certain 'tracking [sub]-parts / functions are unavailable [eg: 'sensor/''visual analyzer/'ba/'education] a [bad] person can still be identified / 'tracked via one or more of the following:
1. System notes that user has made improper/questionable 'access [spent too much time in highly protected topics/'zones] = which is determined by 'scoring = the occurrence is then 'analyzed and system determines to continue 'tracking / deny [full] 'access. 2. The pattern by which person is [getting] 'routed = results in 'reactions [functions for which are likely to trigger the 'notifier / 'tds determines there's a lack of timely payment] = then system 'reacts by further 'tracking / 'routing person to another topic/'zone [that has less/pseudo confidential information] [so person won't know they are being 'tracked] then info is fed to the police/government courts [for prosecution].
-Loss of essential functions of [software based] 'adaptation functions would be one of the greatest detriments but would not stop all functioning.

Compensation relies on ['remnant files] in other functions based on: their 'database / what is 'predicted [as a current or future need by (user)] / [automated – 'order & timing / 'seek & react] / 'edits [censors] what [audio] signals are allowed.

Concludes UIP-Link Section

STAGES IN GIVING REWARDS:

Examples:
-System 'Educates accessor 'interactively = rewards/'reacts by: allowing 'access, 'educating, 'guiding.
-'Guide's 'Education Get Harder = as user learns. There's a gap in each lesson getting harder via: 'order & timing.
-Gain 'access to new features/functions as user learns: menu of options opens up; pet gains rewards.

Criteria for getting reward gets harder:
-Pet: gains 'access, grooming, food.
-User (humans): 'access to
. Level of reward increases as user's learned 'education increases.
.-Exists: the better user learns how to use existing products, often the greater the benefit, e.g.: pushing down a

common stapler with the right speed and pressure = results in better stapled documents; Apple, Oracle & Microsoft based software. They would be enhanced via this patent application's 'tailoring.

3C292 Magical Building Blocks: Each combination has designated results. 'Guides user to learn 'tailored skills: [re]learn to use [poor / [non]functioning] parts of human/organism brain. 'Tailor tests user to determine brain functioning 'traits = then designs 'educational program = then 'guides and rewards user.
-See 3CE file.

* 6B240 Driver Identity System: can only activate vehicle after correct actions / 'sensors have been triggered. W5 travel patterns restricted by such 'access behavior.
-See part Access-BA-Auto.

6G241 GPS Tracker: like 6b240, it rewards/allows 'access to 'designated features based on: user performance / W5 'tracked object [did not] change locations.

3E061 Motion Tutor: Requires / 'Guides users [to improve their] movements, eg: the correct level of movement gains 'access. System assumes user's movements will either change or improve over time.

For Techies: At first requirements can be A then B. Later it can be either: A then B then C; or B then C [then...]; or C then D; or * C then B.

USER = 'TAILOR =

ANALYZER =
ARTIST = enter artistic data
CART = 'access criteria / results from 'access
DISTANCER ™= movements 'correlated with 'access requirements.
EGH = lessons [once user achieved minimum 'score] leads to next lesson and test requiring tougher test 'score before progressing to next lesson.
EXERCISE = exercise gets harder = like 'egh / 'tgh
GAME = play requirements get harder
GUIDE ™ = 'egh

ADAPTED MENU To Interact With Pat Application's System:
. Drawing 06-12-19A Covers Steps In Structure Of Links Between Features & Inventions:
1 User = 2 Software Menu (Home Page) = 3 Hyperlinks adapted to user = 4 What User 'seeks / 'experiences / gets / 'licenses (for their use) / technological applications.
. Explanations on above drawing:
-1: User can be (potential 'licensee, patent examiner, consumer, other 'accessor).
-2: (Limited) 'access given via user's 'mainframe computer / website / invention's point of 'access.
-3: User and or system adapts ('edits) information that is available in section 4.
-4: Alternatives Available Include:
--Adapted or generic features -> more adapted features for = user
--Any other (sub) feature(s) in our invention disclosures (for the specific application sought), e.g. any of its or a related feature's keywords
---The closer the 'association the higher on a menu can it show up / be available for use.
--Type of technology, product category, (international) patent classification code
--Drawings. (Real life) 'images (of it being used).
--(Available) 'licenses
--Status Options: what's available for license; type of engineers/engineering needed to make a real life (fully tested) model; 'predictions (market size, typical user 'behavior profile (for San Francisco or Tokyo market); related existing products (their prices); ethical 'score for companies licensing our or related inventions.
--Intellectual Property 'Status: number of direct and less direct links to/from a (sub) feature or invention requested by user; infringement issues and or law suites for (in)directly related inventions and (ethical 'score of potential infringer plus ('guide's suggestion for deserved retaliation for their bad behavior – with or without economic gain to the infringed party)); legal opinions.
--Much more.

Later read the detailed Adaptive Folder, e.g. Its file on how system comes up with the invention ideas in this application. For an updated list of inventions visit www.LicenseItToday.com

File: Claims / Door Access / Door Access Claims

File: Claims / Door Access / Door Access

Door Access Cleaner

Invention gets pets to clean their own paws. Unique device reduces dirt tracked in by pets. Pets are guided' to clean their paws. Pets walk on the brushy floor mat while waiting to gain entrance through our electronic pet door.

Dirt is removed from their paws while waiting for the door to eventually open automatically.
Pets and people will always need pet doors with the best known cleaning option available, and this is it! For extra measure, the system has the option of beeping the owner just before pet enters, so their paws can be checked.

TRAINING [PET]:
-Initially installed without [major] 'access restrictions. [Can] 'educate how 'access is made. Animals quickly learn and remember points of 'access.
-As the pet becomes accustomed to their new pet door, encumbrances increase via ['order and timing]. The required [waiting time] [increases]. The longer the pet waits frantically, the more they step around and remove the dirt from their paws.
-Line up/install more [cleaning] encumbrances over time.

BENEFITS: [Pets] learn to better clean themselves like humans.
-Invention more than pays for itself.
-Save costs on carpet cleaning and replacement.
-Decreases the likelihood of urine and feces being found on carpet during pet's childhood and in old age [as pets can't wait as long during such times to relieve themselves].
-Saves [human] productivity.
-More people will rely on pet doors, including those using designs dating back thousands of years – a flap over a hole in the wall or door.
-Happier pets and owners.
-Health: [pets don't freeze in cold outside, and reduction in uninvited [animals]]. Less back breaking work for people to manually clean pet paws – resulting in less [back] injuries.
-Safety: less mud [for humans] to slip onto on shiny floors.
-Dirt is what keeps people from getting [more] pets. Easier for people to risk adopting additional pets as the pet door reduces the risks of pets relieving themselves indoors.
-Huge niche world market, especially in wealthier countries.

CLEANING SIDES OF PET*:
-Pets are induced to brushing or rolling themselves against (standing/flat) objects that will remove unwanted elements: dirt, hair, insects, etc. This feature is less central to the main concept of removing foot dirt.
-Teaching Pet: Owner can teach pets that the door opens faster when the animal brushes themselves. Pet food treats can also be given for learning any feature.

TIMER:
-System knows pet's presence on/near the mat/door via:
1. laser beam(s) which need to be broken (continuously or certain percentage of time during the waiting period); or 2. timing device that goes on upon initial nearby contact w/ door via laser/collar transmitter.
-Maximum number of access times (coming indoors) can be set, to reduce traffic.

PET WAITS (For Alerted Owner):
-(Series of beeps) alerts owner (in stages) that pet has/will probably (BA) enter. Enables owner to check (for dirt) if owner elects.
-Cage waiting area (past access' point) can:

1. reduce dirt in cage area (like pre-entry area, or via other means), such as when raining; 2. give (more) time for owner to come; 3. allow pet indoor entry, without coming inside until owner opens the inside gate.

BROADEN-ABLE TERMS:

-Pet: Any moving organism, from microscopic (amoebas to humans, or animals studied/induced (for zoological studies or agriculture). % Includes pet clothing, shoes. Dogs, cats, (pet/raised) pigs birds/poultry cattle sheep goats (fixed skunks) gerbils hamsters.
-Door: 'access.
-Inducing (pet): they (help be involved in) dirt removal process/system; (not gain) access, or redirect to other location/access.
-Dirt: debris on or near paws, or between toes; anything on or near pet (fleas, vegetable matter (seeds w/ stickers) on fur, ticks, dander, dandruff, (shedding hair/skin).
-(Pet) Collar: gives access. (Embedded) pet ID.
-BA: connects UIP (of pet or master)= w pet's (behavior / needs of pet/owner)
-Access (points): home, stables, cages, any (artificial) boundary in/outdoors. Threshold.
-Sensors: (paw) dirt level, pet location/ba, pet's (changing) distance from: access point; owner's location in/out [home], [hence required 'notification/access permission may differ].
-Cleaning Elements: doormats and other bristly or combing related devices. The stiffness and length of bristles and combing teeth can match the animal breed, size, (willing) behavior of pet, how dirty the terrain is, etc.

Other actions pets are encouraged into:
-Not to bark/meow while waiting. Sound Analyzer' will deactivate or stall the opener upon hearing such sounds. For example, the door may not open for a set time period after any pet noises or other nuisances (regardless of whether other pet behavior parameters have been met).
-% pet learns new tricks: sensor is attached to determine how pet has acted (w5).

Issues:
-No cleaning device may be perfect but this one is maybe by far the best.

OTHER CONNECTABLE PRODUCTS:
-might connect this device with other products to remove unwanted elements, eg: vacuum pet door (= which follows this invention in chain of entry events).
-create a housing over/around the mat helping to force the pet to stay put (on mat).
-[Fitted] doormats/brushes/etc designed for specific invention [grips the replaceable/cleanable] [brush like] cleaning device.

REDUCES DISEASE caught via: transfers between in/outdoor, zones. Dirty farm animals coming into proximity of poor farmers in undeveloped areas, eg: southeast Asia.

MAT / SENSOR TYPES:
-Placed (vertically): pet induced (via imbedded sensors / laser sensors) to scratch paws/body to trigger access.
-The mat is neither too bristly to keep the pet from standing on it, nor too weak to not remove a level of dirt. Replaceable (fit in) mat differs based on type dogs, terrain (sand, mud or vegetable matter issues), weather (rainy).
-Dirt level.
-Also: 'visual analyzer, smell 'analyzer: they 'seek & 'react to [dirt on entity (feet/tires)]

[BIRD / INSECT] EXCREMENT CATCHER:
Bird Gate: Teaches birds to poop before they fly inside the person's home.
-Cage is where bird gets their food, water, toys, etc.
-Bird bowel (BM) movement is the main problem with enjoying pet birds.
-Sensor' determines BM occurred. Then the gate opens automatically. Gate only closes (slowly and gently) after the movement sensor' determines the bird has come back inside.
-BM Sensor can be triggered by:
1. Bird BM smell analyzer.
2. Bird must have BM over any or part of bird floor cage. Sensor determines BM via, A. (greater) vibration (than the norm) from the BM drop. B. presence of any portion/element of BM triggering sensor, e.g.

dampness.

BIRD GATE CONSTRUCTION:
. General:
-Careful not to hurt or close upon bird.
-Perches placed on both sides of door. Bird then pushes the (non heavy) door or curtain to gain entry. The gateway becomes stiffer or less movable when in "closed mode".
-Bird Foyer with two doors. Cage design doesn't encourage pet to enter foyer or doorway except when the gateway is (visibly) open(able).
. Bird Encouraged Not to Remain Outside Cage Too Long (before they have the next BM):
-Minimal food is (automatically) given at a time, so bird needs to get back inside to feed often.
. Keeping out other [birds/insects/creatures]:
-Designated' birds wear tiny transponder on foot, only allowing their access'
-Useful for having birds which live outside too.

BASIC DIAGRAM: pet (paws) = floor (bristled carpet) = "access" (pet's collar) triggers tds = after designated time pet waits (on mat) = door opens (allowing pet inside).

FIGURATIVE DRAWING (TECHNICAL DIAGRAM):
User ('pet) = This N Sys [pet door opener] ~ C = ACCESS [pet collar designates user; each user's different (RF emitted) password allows differing access, eg: dirtier pets must wait longer (even if a cleaner pet w/ access is also waiting; entrance/*exiting prohibited at certain times: when raining; humans wish to be left alone (while having a party))] // ANALYZER [] // BA [times pets i.e. coming thru door] // CART [attached to collar; emits scent (to attract/repel bugs/other dogs)] // EDUC [teaches pet to wait by door; TGH teaching pets to wait longer] // MULTI-USER [each human/pet have different access, and control features, eg: Mary wants dogs in house during afternoon, while Bob (if he's home and his RF shows he's home) wants them outside; so once pets, leave they can't come back inside during designated times.] // NR [when pet/human is in/outside notifying the pet/user] // PR [] // PS-Zone [existing invention Steve Kays conceived before another manufactured it: pet stays within designated bounds (based on where underground wire transmits signal to dog's collar, mildly shocking them until they know not to cross the line.] // Q [u asks system to track' pet behavior and is told how/when/W5 pet behaved/went thru door] // R [user controls door opening remotely – this is easily a stand alone feature] // SCORE [] // SEEKS & REACTS [seeks certain pet behavior; then allows them access'] // SENSOR [motion detector needs to be activated for designated time (TDS), minimizing chance pet will sit and wait] // SOUND ANALYZER [recognizes pet's noise (bark, meow, chirp) which may also be needed to gain access; keeping out unwanted pets] // TDS [] // T [user can monitor remotely how pet is doing; and how they were tracked'] // TRACK [] // UIP [manner of pet access given based on user preferences] // VISUAL ANALYZER [shows (which) pet needs access; and if they moved and in what manner] // WA [portable dog door (for when visiting (grandmother's house)].

MORE STEPS:
Additional stages/aspects [to access process] might be added on/made more difficult, in stages as [pet learns/becomes accustomed] / [additional cleaning needed]. Can attach on other [previously patented] cleaning/'access restriction device(s).

OTHER ENTITIES SEEKING 'ACCESS:
. Clean Mobile Devices [vehicles]: [Tires / body] are/must be cleaned before 'access. Reduces contamination spread. 'Environmental Protection. Steps might include: 1. going through 'designated [car wash] steps; 2. ['visual] 'sensor 'seeking dirt/discoloration; 3. Continued cleaning 'reacts to earlier step's [dirt 'analysis], then 'guides/'predicts for additional needed cleaning steps. 4. Same/different cleaning process [with different cleaning agents 'designated for type [dirt] issue found.
. Work clothing / Space suits / other material or casing surround [humans / animals / robots / mobile devices. The wearer/possessor of protective material needs to initiate / handle steps [on their own] [with 'guidance].
. Items coming down [factory] conveyor. Patentable variation?

REFERENCES:

http://boards.hgtv.com/eve/ubb.x/a/tpc/f/1974011632/m/2351090681/r/8791031681_ - 879103168II built a "deck" made of stone dusk and pavers outside the dog door so that the dogs walked across that before they got into the house. I then had a variety of rugs that they walked over before they made their way upstairs. Very little mud made it upstairs. In this house

US PAT 5,546,895 Grooming brush *pet door*
A pet door consisting of an opening filled by the bristles of a brush or brushes. An animal moves through the opening by pushing aside the flexible bristles, which reliably and quietly reseal the opening after the animal passes. Moving through the brushes is as natural to an animal as moving through tall grass or underbrush. The brushes perform a grooming function by removing dirt and debris from the animal's coat as it enters. The brushes have high insulating value due to the volume of air trapped among the bristles.

http://www.halfbakery.com/idea/Vacuuming_20Pet_20DoorA ring-vacuum that goes around the pet's door. For dogs or cats: A ring shaped vacuum cleaner attachment mounts around the pet's door to the house. When the pet sticks its head in the door, the vacuum is automatically triggered, and the pet is swept of any dirt and fleas as it wriggles through. Sure, it will scare them at first...

WEAK COMPETITION:
-Dirt Trapper: A cotton floor that absorbs water, dirt and mud from dog paws to help keep your floors clean. Non-skid latex backing keeps it stable on most surfaces. Price $24.95 – $74.95 www.plowhearth.com 800-494-7544

KEY WORD SEARCH Ideas Include:
-track, dirt, mud, paw(s), clean(s), cleaner, blow [warm] air
-(door) mat, bristles, comb, rake
-*animal(s), *rug, *carpet, fur, "(dirt) sticks to"
-wait(s), waiting, (in)patient, patience, electronic
-pet(s), door, petdoor, doormat, automatic(ally)
-More Parts: movement (sensor), RFID, collar

PET DOOR ADDITIONS FOLLOW (PROBABLY FROM 2006).

Limited Doorway Access: Invention gets [pets] to [clean their own paws]. Unique device reduces dirt tracked in by pets. Pets are guided' to clean their paws. Pets walk on the brushy floor mat while waiting to gain entrance through our electronic pet door.

Claim is for any entity seeking 'access, whereby a pause requiring multiple non-identical steps are needed prior to granting physical entry.

[ONLY ONE] PET ACCESSES AT A TIME: Step up onto platform option: only one dog at a time. Door closes after 1st dog gets in. Prevents one dog from doing the paw cleaning and the 2nd from scooting in right behind the 1st dog and through the door.
-Multiple pet doors, with one or more collars assigned only to specific pet doors.
-Pet collar's RFID required for access. Keeps out other pets, wild animals [raccoons].

[PET] KNOWS / 'PREDICTS DOOR IS OPEN by one or more:
-sound (s)
-smell (s) of: food, inside the home
-(un)clicking of door heard by dog (s)
-door positioned in (slight) tilt position. Then door opens a bit when its released (s).
-door opens partially (so dog pushes rest of way), or opens fully.
-pushing on it
-sees it moving [in wind] or vibrating or fidgeting from mechanical device *

DOOR OPENING METHODS: slides open/closed; opens up/to side, and out at (90 degree) angle (sticking outside the house).

MISCELLANEOUS:
. Many related features in the 'Games folders, e.g.: 'access controls.
. Most dogs don't get the dirt only on their paws, they get it up a little bit higher as well. So maybe a SIMPLE two stage process or a deeper material/brush to wash paw and foot. Or (adjustable mat) whereby the mid section reaches the pet's chest,

ADJUST WAITING TIMES: The user can adjust/'edit pet's/person's waiting times for 'access for the 'designated/specific person/animal (dirtier pet / breed). Time is adjusted by 'designated occurrence, eg: big dirtier dog forced to wait and clean self on mat longer.
-Diagram: Big Dog/('game) villain (w/ low 'honesty 'score)=more dirt (mud/bad 'tracked history)=longer/shorter/altered wait/'access privileges (more / longer bristles must be past thru) . Little dog=little dirt=shorter waiting time at door. Programmed from collar/'PS to door/'access.
. Time device working w/ locking mechanism, to lock after a certain time, so that the pet may not come in/out. Pet taught to either come home before too late, or can't get in; and or that they can't go out after set time.

[WATER] CLEANING: from source of water or liquid is sprayed upon pet as requirement prior to entry. Maybe swim through water/pond/bin of water. Then maybe fan/air drier for next step, hanging (dry rags to walk thru) or other drying methods (used for any moving objects). Then maybe pet must wait [in foyer (w/ warm blowing air)] to dry [in cooler weather].

AREA AROUND DOOR RAKES THE FUR/CLEANS PAWS: Make the actual door made out of/attached to with some kind of cleaning device(s), door mats, plastic covered with cloth(or bristles) so that when the dog tries to kick/hold open the door they are cleaning their front paws. Dogs/cats can enter legs/head first.

BRISTLES: Make bristles (very soft, like toothbrush bristles). That way, even if the dog does not move around a lot, they are still getting the dirt off just by the bristles moving.

IS PET INSIDE OR OUTSIDE? 8B-010 Pet Locator: (certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special screen;
- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.
-useful for locating children. Animals in large zoos; nature areas; etc.
-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway
-Footnote: This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; etc.

SENSORS: Detect dirt [on/in paws or fur]. A required 'score [for cleanliness] needed for 'access. More expensive version for smaller market niche.
-Sensors located on ground [inside] mat / sensors that need to be stepped on. Also sensors placed on [wall].
-'Sensor types include: 'visual analyzers, 'smell analyzers, 'content analyzers. While it may be difficult there's the option of 'sensors being placed on the ends of bristles / other protruding devices that [partly] fit between the paw/foot's toes/fingers/%finger nails.
.--Other safe content analyzers might see through paws ['seeking dirt], such as very bright light whereby the 'visual analyzer looks at the paws from the top.
. Training: will be more difficult. But in time pets can learn that they need to [repeat] the cleaning process to gain entry. They [may] learn that dirt they feel between toes is enough for them to keep cleaning, instead of even trying to gain 'access.
-Training device / human trainer can dispense food/biscuits outside. Pet must go through [different] types of dirt/mess to [come back] to the gate. They need to clean self to get more food from [similar] automatic dispenser indoors. As only a little is given at a time [and one exit/entry] is required between each serving, pet can keep up the process days on end [without human labor time].
-[Pets] can be trained to do other things in like process, e.g.: clean their fur. Simpler/Safe versions can apply to human children [coming in from playing outside]. 'Exercise [and solve boredom] [when recuperating from injury and [pet] doesn't wish to walk/run/fly (bird)].

-'Customization: computer read outs show owners 'W5 pets bring in less dirt based on: time of day, environment [rainy weather]. System/owner can 'adapt accordingly, e.g.: increase 'access requirements [during inclement weather]; give smaller food rewards and 'guide pet into more [self] 'education in learning to clean their paws.
-Unfavorable rewards [see our other pet inventions] can be given when: pets try 'accessing when [dirty]; they walk outside near dirty [muddy] areas.

Most Of This Section From 2005 Patent Filing. Invention Inspired By Steven's Neighbor Dog.

CONCLUDES MAIN SECTION OF [PET] DOOR DIRT CLEANERS

DOORWAY ACCESS CLAIMS
(Includes Patentable Concepts For Pet Door Paw Cleaner)

CLEANING ANYTHING THIS CAN ADAPT TO:
. Run 'software test on text to 'analyze for its contents. Should it pass this test then next test is required.
. Remove features of an invention (including those in this patent application) on an as desired/needed basis [in 'tailored fashion]. 'Edit 'seeks 'designated criteria ['scores what is needed and cost/availability of parts/resources/time/'education]. Helps simplify [aspects of (this)] invention / existing system(s).
. 'Access: omitting criteria that effects one's 'access 'score. 'Order & Tracking of 'tagged entities behavior [ba] can [alter] 'access [let in person/animal/mobile device].

FORCED WAITING FOR 'ACCESS: [Pets] are made to wait before entering the pet door.
-(Impatient) Pet Behavior Used To Get Animals To Clean Their Own Paws
-Entities are encouraged to conduct designated, activity to achieve the desired purpose (of the owner). Pets are motivated to act in designated manner to achieve their goal (gaining entry). BA triggers actions based on: pet's behavior / how designated actions are met (no entry, owner's wishes). Eg:
-Required waiting time (increases and or changes) over usage time. So pet doesn't always expect that they'll have to wait a minimum set time, the required time can deviate, (thereby inducing impatient behavior where pet may move more (removing more dirt).

KEEPING [PET] MOVING ON MAT:
System minimizes chance pets will just sit and wait, and not tramp their paws on the mat. Methods to keep pet lively:
-Sounds (of owners (coaxing pet)) = via osc/recorder/ba: BA = triggers OSC when = motion detector doesn't 'sense pet motion.
-Food [odor] released at designated stages in time/place.
-Heat / Cold (air flow/mat) (according to weather/programming).
-Alerter: master knows when pet gains access. (Owner might (manually) remove excess dirt). Animal trained (by owner/sys) to wait upon entry (designated time).

FOYER *:
-(Semi) caged waiting area between geographical zones' can be useful in isolated circumstances.
-Foyer becomes the pet's main home, from which they can go outside, or come into the main part of person's home.
-Maintain more control over pet's location, and dirt.

SENSORS:
-Required situation/result/'reaction is necessary for gaining 'access = then 'sensor gives 'access.
-'Sensors 'seek [dirt] [with an amount [not] to exceed] per 'score.
-Relies on more than 'predicted behavior to meet entry criteria.
-Weight and/or light 'sensors, e.g.: can give 'access to 'designated pets during certain times of day (based on changing day light hours).

Also See Following Feature's Central Descriptions: access, adapt, analyzer, educate, game, gps, order & timing, pd, predicts, ps, react, sensor, sa, status, tag, tailor, guide, interactive, multi-user, va, zone.

THE CLAIMS HERE ARE RELATIVELY NARROW EXAMPLES FOR THE WIDE AREA OF TECHNOLOGY WE CLAIM. IT'S LIKELY THAT A PATENT SEARCH YOU MAY BE DOING NEEDS TO DIG DEEP INTO THE BODY OF THIS PATENT APPLICATION, INSTEAD OF RELYING ON WHAT HAS BEEN CLAIMED TODAY. THIS PATENT APPLICATION IS MUCH MORE MULTI-DIMNENSIONAL IN ITS SCOPE THAN IT APPEARS ON FIRST VIEWING. WE TRY TO MAKE THE LICENSING SYSTEM A FAST, EASY AND ETHICAL PROCESS.

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<<<< FIGURATIVE DRAWINGS SECTION >>>>

PLEASE REMAIN OPEN MINDED & PATIENT WHILE WE IMPROVE OUR NOVEL WAY OF CREATING FIGURATIVE DRAWINGS

FIGURATIVE DRAWINGS TABLE OF CONTENTS:

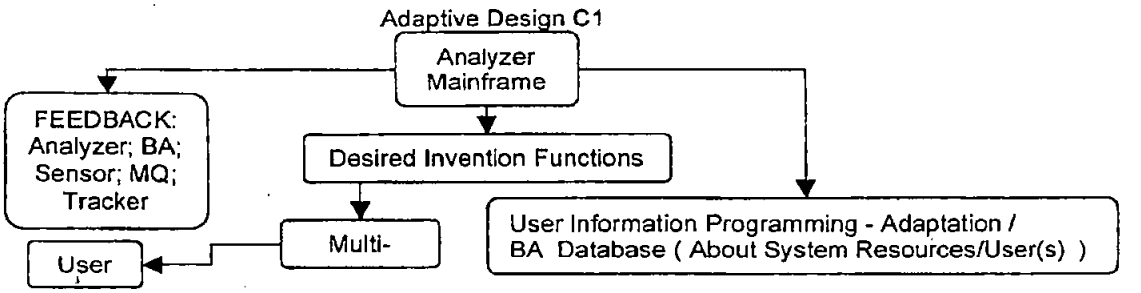
Adaptive Design Drawings #1, #2, #3.

DOS Series Drawings: Originated in the early 1990's the following files were connected by way of dots in DOS.
Files: 1BD, 1CD, 2BD, 3CD, 6BD, 8BD, B7.

Features Simplified Figurative Drawings – B1 Series

Note, other drawings are currently listed elsewhere in this application as it helps to better understand this application. For now, they can be identified by the page and line number. The codes used in these drawings are explained in the introduction's Figurative Drawings file. Thank you for your patience as we set up our huge system. For updates and other information kindly visit us at www.LicenseItToday.com

ADAPTIVE DESIGN FIGURATIVE DRAWINGS



No. 08-79355
(Parte 3)
1371

3/C/

PATENT COOPERATION TREATY

PCT

INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY
(Chapter I of the Patent Cooperation Treaty)

(PCT Rule 44*bis*)

Applicant's or agent's file reference PCTADAPT2006-12	**FOR FURTHER ACTION**	See item 4 below
International application No. PCT/US2006/048704	International filing date *(day/month/year)* 19 December 2006 (19.12.2006)	Priority date *(day/month/year)* 30 December 2005 (30.12.2005)
International Patent Classification (8th edition unless older edition indicated) See relevant information in Form PCT/ISA/237		
Applicant KAYS, Steven		

1. This international preliminary report on patentability (Chapter I) is issued by the International Bureau on behalf of the International Searching Authority under Rule 44 *bis*.1(a).

2. This REPORT consists of a total of 5 sheets, including this cover sheet.

   In the attached sheets, any reference to the written opinion of the International Searching Authority should be read as a reference to the international preliminary report on patentability (Chapter I) instead.

3. This report contains indications relating to the following items:

☒	Box No. I	Basis of the report
☐	Box No. II	Priority
☒	Box No. III	Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
☐	Box No. IV	Lack of unity of invention
☐	Box No. V	Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
☐	Box No. VI	Certain documents cited
☐	Box No. VII	Certain defects in the international application
☐	Box No. VIII	Certain observations on the international application

4. The International Bureau will communicate this report to designated Offices in accordance with Rules 44*bis*.3(c) and 93*bis*.1 but not, except where the applicant makes an express request under Article 23(2), before the expiration of 30 months from the priority date (Rule 44*bis* .2).

	Date of issuance of this report 01 July 2008 (01.07.2008)
The International Bureau of WIPO 34, chemin des Colombettes 1211 Geneva 20, Switzerland Facsimile No. +41 22 338 82 70	Authorized officer Dorothée Mülhausen e-mail: pt01.pct@wipo.int

Form PCT/IB/373 (January 2004)

No figures folios 1354 a 1375

PATENT COOPERATION TREATY

From the INTERNATIONAL SEARCHING AUTHORITY

237

1377

To: Steven Kays
LicenseItToday.Com
1652 West Texas Street, 2nd Floor
Fairfield, CA 94533

PCT

WRITTEN OPINION OF THE INTERNATIONAL SEARCHING AUTHORITY

(PCT Rule 43*bis*.1)

Date of mailing *(day/month/year)* 21 MAR 2008

Applicant's or agent's file reference	FOR FURTHER ACTION
PCTADAPT200	See paragraph 2 below

International application No.	International filing date *(day/month/year)*	Priority date *(day/month/year)*
PCT/US 06/48704	19 December 2006 (19.12.2006)	29 December 2005 (29.12.2005)

International Patent Classification (IPC) or both national classification and IPC
IPC(8) - G06Q 30/00 (2007.01)
USPC - 705/1

Applicant LicenseItToday.Com

1. This opinion contains indications relating to the following items:

- ☒ Box No. I Basis of the opinion
- ☐ Box No. II Priority
- ☒ Box No. III Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
- ☐ Box No. IV Lack of unity of invention
- ☐ Box No. V Reasoned statement under Rule 43*bis*.1(a)(i) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
- ☐ Box No. VI Certain documents cited
- ☐ Box No. VII Certain defects in the international application
- ☐ Box No. VIII Certain observations on the international application

2. FURTHER ACTION

If a demand for international preliminary examination is made, this opinion will be considered to be a written opinion of the International Preliminary Examining Authority ("IPEA") except that this does not apply where the applicant chooses an Authority other than this one to be the IPEA and the chosen IPEA has notified the International Bureau under Rule 66.1*bis*(b) that written opinions of this International Searching Authority will not be so considered.

If this opinion is, as provided above, considered to be a written opinion of the IPEA, the applicant is invited to submit to the IPEA a written reply together, where appropriate, with amendments, before the expiration of 3 months from the date of mailing of Form PCT/ISA/220 or before the expiration of 22 months from the priority date, whichever expires later.

For further options, see Form PCT/ISA/220.

3. For further details, see notes to Form PCT/ISA/220.

Name and mailing address of the ISA/US	Date of completion of this opinion	Authorized officer:
Mail Stop PCT, Attn: ISA/US Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-3201	03 August 2007 (03.08.2007)	Lee W. Young PCT Helpdesk: 571-272-4300 PCT OSP: 571-272-7774

WRITTEN OPINION OF THE INTERNATIONAL SEARCHING AUTHORITY

International application No.
PCT/US 06/48704

Box No. I Basis of this opinion

1. With regard to the **language**, this opinion has been established on the basis of:

   ☒ the international application in the language in which it was filed.

   ☐ a translation of the international application into _____, which is the language of a translation furnished for the purposes of international search (Rules 12.3(a) and 23.1(b)).

2. ☐ This opinion has been established taking into account the **rectification of an obvious mistake** authorized by or notified to this Authority under Rule 91 (Rule 43*bis*.1(a))

3. With regard to any ***nucleotide and/or amino acid sequence*** disclosed in the international application, this opinion has been established on the basis of:

   a. type of material

      ☐ a sequence listing

      ☐ table(s) related to the sequence listing

   b. format of material

      ☐ on paper

      ☐ in electronic form

   c. time of filing/furnishing

      ☐ contained in the international application as filed

      ☐ filed together with the international application in electronic form

      ☐ furnished subsequently to this Authority for the purposes of search

4. ☐ In addition, in the case that more than one version or copy of a sequence listing and/or table(s) relating thereto has been filed or furnished, the required statements that the information in the subsequent or additional copies is identical to that in the application as filed or does not go beyond the application as filed, as appropriate, were furnished.

5. Additional comments:

WRITTEN OPINION OF THE INTERNATIONAL SEARCHING AUTHORITY

International application No.
PCT/US 06/48704

Box No. III Non-establishment of opinion with regard to novelty, inventive step and industrial applicability

The questions whether the claimed invention appears to be novel, to involve an inventive step (to be non obvious), or to be industrially applicable have not been examined in respect of

☒ the entire international application

☐ claims Nos. _____

because:

☐ the said international application, or the said claims Nos. _____ relate to the following subject matter which does not require an international search *(specify)*:

☒ the description, claims or drawings *(indicate particular elements below)* or said claims Nos. _____ are so unclear that no meaningful opinion could be formed *(specify)*:

This International Search Authority is unable to establish a claim scope or recitation upon which a search could be performed. In addition, the disclosure contains mere presentations of information that cannot be determined to comprise a functional description or figures relating to a functional description of what the applicant believes to have novelty, inventive step and industrial applicability under PCT Articles 33(2)-(4). Thus, the disclosure is so unclear that no meaningful opinion could be formed as to novelty, inventive and industrial applicablity as defined by PCT Articles 33(2)-(4).

☐ the claims, or said claims Nos. _____ are so inadequately supported by the description that no meaningful opinion could be formed *(specify)*:

☐ no international search report has been established for said claims Nos. _____

☐ a meaningful opinion could not be formed without the sequence listing; the applicant did not, within the prescribed time limit:

- ☐ furnish a sequence listing on paper complying with the standard provided for in Annex C of the Administrative Instructions, and such listing was not available to the International Searching Authority in a form and manner acceptable to it.
- ☐ furnish a sequence listing in electronic form complying with the standard provided for in Annex C of the Administrative Instructions, and such listing was not available to the International Searching Authority in a form and manner acceptable to it.
- ☐ pay the required late furnishing fee for the furnishing of a sequence listing in response to an invitation under Rule 13*ter*.1(a) or (b).

☐ a meaningful opinion could not be formed without the tables related to the sequence listings; the applicant did not, within the prescribed time limit, furnish such tables in electronic form complying with the technical requirements provided for in Annex C-*bis* of the Administrative Instructions, and such tables were not available to the International Searching Authority in a form and manner acceptable to it.

☐ the tables related to the nucleotide and/or amino acid sequence listing, if in electronic form only, do not comply with the technical requirements provided for in Annex C-*bis* of the Administrative Instructions.

☐ See Supplemental Box for further details.

1380

WRITTEN OPINION OF THE INTERNATIONAL SEARCHING AUTHORITY

International application No.
PCT/US 06/48704

Box No. V **Reasoned statement under Rule 43*bis*.1(a)(i) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement**

1. Statement

Novelty (N)	Claims	_____	YES
	Claims	_____	NO
Inventive step (IS)	Claims	_____	YES
	Claims	_____	NO
Industrial applicability (IA)	Claims	_____	YES
	Claims	_____	NO

2. Citations and explanations:

No 08-79355 (Rorte) 1381

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60/786,906	28 March 2006 (28.03.2006)	US
60/852,794	18 October 2006 (18.10.2006)	US

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(71) Applicant and
(72) Inventor: **CABINALLA, Linda** [US/US]; 1145 Delaware St, Fairfield, CA 94533 (US).

(81) Designated States *(unless otherwise indicated, for every kind of national protection available)*: AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LV, LY, MA, MD, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RS, RU, SC, SD, SE, SG, SK, SL, SM, SV, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

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Declaration under Rule 4.17:
— *as to the applicant's entitlement to claim the priority of the earlier application (Rule 4.17(iii))*

Published:
— *with declaration under Article 17(2)(a); without abstract; title not checked by the International Searching Authority*

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(54) Title: GENIUS ADAPTIVE DESIGN

(57) Abstract:

WO 2007/081519 A2

PATENT COOPERATION TREATY

PCT

DECLARATION OF NON-ESTABLISHMENT OF INTERNATIONAL SEARCH REPORT

(PCT Article 17(2)(a), Rules 13*ter*.1(c) and (d) and 39)

Applicant's or agent's file reference PCTADAPT200	**IMPORTANT DECLARATION**	Date of mailing *(day/month/year)* 21 MAR 2008
International application No. PCT/US 06/48704	International filing date *(day/month/year)* 19 December 2006 (19.12.2006)	(Earliest) Priority Date *(day/month/year)* 29 December 2005 (29.12.2005)
International Patent Classification (IPC) or both national classification and IPC IPC(8) - G06Q 30/00 (2007.01); USPC - 705/1		
Applicant LicenseItToday.Com		

This International Searching Authority hereby declares, according to Article 17(2)(a), that **no international search report will be established** on the international application for the reasons indicated below.

1. ☒ The subject matter of the international application relates to:
   - a. ☐ scientific theories
   - b. ☐ mathematical theories
   - c. ☐ plant varieties
   - d. ☐ animal varieties
   - e. ☐ essentially biological processes for the production of plants and animals, other than microbiological processes and the products of such processes
   - f. ☐ schemes, rules or methods of doing business
   - g. ☐ schemes, rules or methods of performing purely mental acts
   - h. ☐ schemes, rules or methods of playing games
   - i. ☐ methods for treatment of the human body by surgery or therapy
   - j. ☐ methods for treatment of the animal body by surgery or therapy
   - k. ☐ diagnostic methods practised on the human or animal body
   - l. ☒ mere presentations of information
   - m. ☐ computer programs for which this International Searching Authority is not equipped to search prior art
2. ☒ The failure of the following parts of the international application to comply with prescribed requirements prevents a meaningful search from being carried out:
   ☒ the description ☒ the claims ☒ the drawings
3. ☐ A meaningful search could not be carried out without the sequence listing; the applicant did not, within the prescribed time limit:
   - ☐ furnish a sequence listing on paper complying with the standard provided for in Annex C of the Administrative Instructions, and such listing was not available to the International Searching Authority in a form and manner acceptable to it.
   - ☐ furnish a sequence listing in electronic form complying with the standard provided for in Annex C of the Administrative Instructions, and such listing was not available to the International Searching Authority in a form and manner acceptable to it.
   - ☐ pay the required late furnishing fee for the furnishing of a sequence listing in response to an invitation under Rule 13*ter*.1(a) or (b).
4. ☐ A meaningful search could not be carried out without the tables related to the sequence listings; the applicant did not, within the prescribed time limit, furnish such tables in electronic form complying with the technical requirements provided for in Annex C-*bis* of the Administrative Instructions, and such tables were not available to the International Searching Authority in a form and manner acceptable to it.
5. Further comments:

Name and mailing address of the ISA/US	Authorized officer:
Mail Stop PCT, Attn: ISA/US Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-3201	Lee W. Young PCT Helpdesk: 571-272-4300 PCT OSP: 571-272-7774

Form PCT/ISA/203 (April 2005)

Programas del fabricante

Micrófono

Alarma de la mañana (puede recordar sobre cualquier cosa marea a la invención)

Multi-Media (maneras opcionales de obrar recíprocamente con invenciones)

Multiusos (puede adaptarse a cada usuario)

Notificador (saber qué está sucediendo)

Orden y sincronización (miradas en los patrones de acontecimientos)

Comunicador sano saliente (locutores opcionales)

Los animales domésticos predicen (el tamaño de mercado futuro de la invención)

Software de la predicción

Programación

Preguntas (el sistema pregunta a usuario se quieren qué características de la invención)

Teledirigido

Clientes de la encaminamiento a lo que buscan

Pantalla

Buscar y reaccionar (el sistema reacciona dándole a invención búsqueda)

Analizador de sonidos (comandos de la voz)

Cuenta (medidas como de bien las invenciones se adaptan)

Seguridad (infractores del retén, etc.)

Sensores

Software

Visión sana (opción audio-visual)

Estado

Sintetizador (cualquier sonido se adapta a las preferencias de usuario)

Telecomunicaciones (estancia conectada con invenciones)

Terapia (mejores invenciones que usan de la sensación)

Inclinación (palanca de mando)

Tiempo y estampilla de fecha

Pista (saber la invención fue utilizada)

Usuarios (que definen a la gente que utiliza invenciones)

Analizador visual (se adapta basado en lo que ve)

Realidad virtual (futurista...)

W5 (la invención pregunta qué sucedió, donde, porqué, cuando y cómo)

Caminata sobre (variaciones de las ofertas para las aplicaciones del portable)

Zona (véase la sección del localizador).

LAS CARACTERÍSTICAS COMUNES ANTEDICHAS TIENEN SU SUB-FEATURES EN ARCHIVOS SEPARADOS.

Las características comunes siguientes se separan en archivos múltiples. Sus archivos (Secundario-Características) se organizan alfabéticamente junto con las otras características.

ADAPTARSE:
. Introducción y sastre
. Invenciones adaptantes
. Piezas secundarias
. Ampliarse
. Artículo
. Cifrar las secuencias para el software y la DNA
. Otras adaptaciones

ARTISTA:
. Introducción y general de AR
. AR IMIS
. AR IMI
. AR escribe
. Causa de AR
. Arrastre de AR
. AR Educ
. AR ReadHelp
. AR ReadHelp
. AR Dys-Ed
. AR Dys-IMI
. AR Dys1
. AR Dys2
. AR Dys App
. Artista misceláneo

Sub-Folder de la cañería de los JUEGOS.
Incluye Secundario-Secundario-Carpetas
con sus archivos:
. Introducción de los juegos (archivo)

. GA LIC R: (secundario-secundario-carpeta)

- Juego del collar
- Juego de la datación
- Detalles del juego de la datación

. INVENCIÓN Y PIEZAS DEL GA:

- El comportamiento de la guía se modifica
- Comunicación del sastre
- Fósforo del sastre
- El UIP emerge

. GA 3

- Predecir las funciones del juego
- Guía del laberinto del rompecabezas
- Juego de práctica de la vida real
- Interfaz verdadero del tiempo

. GA 2

- Buenas intenciones
- Juego de la salud
- Buscar un juego de la reacción

. GA 1

- Juegos de marzo de 2006
- Juegos otro
- Juegos a partir de los años 90
- Juego de la invención

. Juego (archivo)

. PIEZAS del JUEGO (características):

- Juegos de la subparte del UIP
- Puntos de acción
- Partes de nuestros juegos de los años 90
- Inteligencia artificial UIP

- Características comunes de la industria
- Lista del diagrama del RPG
- Facetas grandes del UIP
- Juegos de la entrada del UIP

. Aumentar otros juegos

LOCALIZADORES (GPS):

. Introducción

. misceláneo oceánico 1G104

. Picosegundo 1

. PS2

. Funciones del picosegundo

. Zona del picosegundo

. Listados de la característica del picosegundo

. Picosegundo otro

. Picosegundo misceláneo

ANIMALES DOMÉSTICOS (además de puerta del animal doméstico):

. Introducción

. Piezas

. Subpartes

. Notas de la puerta del animal doméstico (leídas más adelante)

. Ampliarse

. Patentes

DIRECTORIO DE LA INVENCIÓN: Se enumeran en los archivos antedichos de la característica, y abajo. La sección inicial de cada invención puede ser más fácil de interpretar hasta que uno pudo haber leído la solicitud de patente entera. Comenzar hoy y explorar por sus palabras claves.

Las invenciones en categorías siguientes del usuario final fueron creadas a través de nuestro sistema del genio: Relacionados químicos para el uso del hogar y del negocio, localizadores, indican adaptaciones relacionadas, audios, del animal doméstico, adaptaciones plásticas y mecánicas, telecomunicación, la reducción del retraso de jet cuando las luces fijan por el despertador, alimento de mar de la pista para sus usos de la guía de la seguridad, de la voz y de la lengua, el etc. ¡Más en otros archivos!

I invenciones del directorio

Invenciones del directorio de J

Invenciones del directorio de G

Invenciones del directorio de E

Invenciones del directorio de D

Invenciones del directorio de C

Invenciones del directorio de B

Invenciones de un directorio

CONTENIDO DETALLADO PARA LAS SECCIONES MÁS GRANDES ARRIBA (CONTENIDO PARA LAS SUBDIVISIONES):

La tabla siguiente enumera las secciones múltiples que agrupan diversos archivos.

Con mayúsculas están los nombres de sección; se siguen en la orden de la presentación sus nombres del archivo.

. La sección del juego se divide más a fondo en sus subdivisiones, entonces sus archivos del individuo.

Continuamos mejorando el interfaz a esta solicitud de patente, mientras que el uso sí mismo se desarrolla.

. Visitar nuestro sitio para las actualizaciones al interfaz y otras materias en www.LicenseItToday.com.

INVENCIONES de CATEGORY (una pequeña porción de nuestras invenciones)

PRODUCTO QUÍMICO - lazos a otras clasificaciones:

. Introducción
. Patentes del indicador
. Indicadores
. Piezas
. Para Techies
. 7GN
. 7GQ
. 7GR
. Producto químico en general 7G

PROFESOR PARTICULAR DEL MOVIMIENTO:
. Introducción
. Guía del cuerpo
. Cuerpo
. Demandas
. Demandas
. Otro
. IMI
. Para Techies
. Patentes

MUSICAL;
. 5E080 A
. 5E080 B
. 9J componen
. DJ audio
. Misceláneo audio
. Juguete del disparador

PLÁSTICO Y MECÁNICO:
. plásticos 6G
. 6GE
. Plásticos generales

Analizador de sonidos

Deportes usando nuestra tecnología

TELECOMUNICACIONES:

. Notificador del teléfono celular

. Ruido que cancela ayuda

. Guardar el teléfono el sonar hasta que usted lo coja.

Herramientas para los consumidores que usan nuestra tecnología

Juguetes usando nuestra tecnología

Adminículos del recorrido

Analizador visual

Web: Una mejor manera de enviar la información, y de probar cuál era interior profundo.

I MISCELÁNEO:

. 3E

. 3G

. 4E

. adaptación del disco volador 4G280

. 5E

. 5G

. 7G

. 9G

. Audio en general

. Notificador de la longitud de la cuerda

. Investigación de la longitud de la cuerda

. Invención - captura de movimiento

. Ajustador del retraso de jet

. Software del punto de venta

. Invenciones de la lista de "R"

. Seguridad de la intoxicación alimentaria de mar

. Guía de la pronunciación del analizador de la voz

DIBUJOS FIGURADOS

EXTRACTO

DEMANDAS

. Demanda independiente

. Demandas del dependiente: Maneras interesantes de buscar nuestro directorio de la invención en este uso de la palmadita e Info actualizado en LicenseItToday.com. El genio que piensa diseño adaptante. Unidad de esta solicitud de patente y de su directorio fijado de la invención. Tener acceso a los sistemas.

La palabra clave que busca para sus invenciones puede ser una manera rápida de descubrir nuestras tecnologías revolucionarias hoy

Para las actualizaciones y más visita LicenseItToday.Com

Archivo: Introducción a la sección palmadita/Intro6 1

INTRODUCCIÓN CORTA A LA SOLICITUD DE PATENTE

Actualizaciones en LicenseItToday.Com

¡LEÍDO POR FAVOR!

PARA LOS LECTORES DE LA PRIMERA VEZ: El primer leyó esta sección introductoria. En segundo lugar, localizar las invenciones por una búsqueda de palabra clave o su número de identificación. Tercero, cuidadosamente el contenido del estudio, entonces leyó en allí.

Las características comunes en cada uno de las invenciones ven la versión práctica simplificada. Más detalles son en el archivo de la característica principal donde se explican la mayoría de las abreviaturas.

Los primeros contadores de tiempo pudieron no hacer caso de la información precedida con un "" de la estrella, o de la rociada del punto ". -". ¡Disfrutar de la solicitud de patente interesante.!

Descripción de producto central: La descripción central es presentada primero por su nombre y precedida a menudo por su número del producto, luego su descripción. La información adicional sobre la invención se explica en la sección de ramificación. Las ideas del producto se pueden integrar con otras ideas del producto, o desarrollar por separado.

¿Buscar una gama específica de invenciones? Ahora hacer una búsqueda de palabra clave de este uso de la palmadita. Para las actualizaciones y más visita www.LicenseItToday.com de la información. Entonces usted puede leer sobre cómo se presenta nuestra solicitud de patente.

RAMIFICANDO NUESTRAS INVENCIONES

Las ayudas de ramificación explican los niveles probables de importancia en comprender la descripción central. La llanura adicional de los conceptos la ramificación es las ideas, que se pueden combinar con la descripción central, puede estar en el mismo o la diversa solicitud de patente de las ideas de la descripción central. Hay muchas maneras de ramificar los acoplamientos entre los usos de esta palmadita muchas secciones. Esta introducción cubre una buena porción de las variantes.

Reducción del espacio: El sistema de ramificación del árbol reduce grandemente accesos repetidores. El listado simple para el tipo de ramificación que la invención ramifica en: informa al lector para encontrar esa sección de la rama en este y fuentes relacionadas, para la información restante.

Hay dos secciones para donde se divulga el sistema de ramificación: primero, las descripciones de producto; en segundo lugar las "características separadas". Descripciones de producto aplicables del suplemento de las "características".

Las búsquedas de la palabra clave del software para todos los datos en esto y limaduras referidas (también) se utilizan en la localización de datos relacionados. Las búsquedas incluyen: nombres de parte, números del producto, % otros datos (las palabras o las frases encontradas en la descripción central y mencionadas en otras partes de nuestras limaduras, o la patente particulares busca en cualquier base de datos de la patente (los E.E.U.U.)). Utilizar nuestras palabras claves encontradas en las especificaciones, y las secciones específicas de la palabra clave.

Ambas descripciones de producto, y las características, ramifican generalmente hacia fuera en la red siguiente:

RAMA 1: El primer párrafo (eventualmente) en la descripción central a la invención, o características comunes compartidas por nuestras invenciones.

RAMA 2: La descripción adicional excepto el OTD siguiente (otros detalles técnicos) (eventualmente). Ramifica 1 y 2 componen la descripción central.

RAMA 3: Diagramas exhaustos de siguiente de la rama 1 y 2. de OTD con sus descripciones atadas en el mismo archivo, pero no cubierto en la rama 1.o 2. Notas introductorias leídas posteriores que explica las ramas 4, 5, 6, 7, 8, 9, etc.

Nuestro sistema es más elaborado que la ramificación de un árbol. Los acoplamientos (ramas) hacen en muchas direcciones, y a menudo acoplamiento de nuevo al punto donde está el usuario en nuestro sistema inventivo. Los acoplamientos empiezan en donde usted está obrando recíprocamente nunca con el sistema interesante.

INFORMACIÓN DE CARÁCTER GENERAL

Descubrir porqué este uso fue hecho diferentemente de limaduras tradicionales.

Uno de los propósitos principales de las "características" es reducir costes de la investigación, del desarrollo y de fabricación usando diseños similares dentro de diversos sistemas electrónicos del producto. Hace más fácil programar, fabricar, poner y aprender utilizar el sistema simplificado, y repitió características.

Cualquier uno o más característica mencionada en una descripción de producto pudo ser útil. La descripción de producto incluye la descripción central, las partes con sus apéndices, y los diagramas.

La prioridad va a los usos de la palmadita de los E.E.U.U.:

Appl #	nuestra referencia #	fecha archivada (aproximado):
60/755291	29 de diciembre archivado US2101	o 30, 2006
60/756607	____ archivado de enero el 05 de	2006.
60/778313	US2400D.	1 de marzo de 2006 archivado
60/783018	US2404.	15 de marzo de 2006 archivado
60/786906	US2410.	28 de marzo de 2006 archivado
60/852794	US2522.	18 de octubre de 2006 archivado

USAAdapts2006-12 archivó el 19 de diciembre de 2006 archivado electrónicamente

Este Appl PCTAdapts2006-12 archivó archivado el 19 de diciembre de 2006 en la forma de papel

Las dos limaduras de la patente de diciembre de 2006 en USPTO (palmadita de los E.E.U.U. y oficina de la marca registrada) tienen especificaciones idénticas. Los usos son idénticos a excepción de los formularios de inscripción.

Esta solicitud de patente entera es puede ser archivada con las actualizaciones en el plazo de tres semanas para las sumisiones nacionales de la solicitud de patente en diversas oficinas de patentes incluyendo la Oficina Europea de Patentes.

Archivo: Introducción/IMI S 5 de las características

CARACTERÍSTICAS - VERSIÓN PRÁCTICA CORTA

Este archivo da la idea básica para cada característica.

¡La búsqueda de la palabra clave ahora adentro, u hojea por Subject!

El ACCESO = accede a las funciones electrónicas con afinado correctamente en la combinación, el etc.

ADAPTARSE = otro término para adaptar. Ver la programación de la información de usuario.

El ANALIZADOR = los programas informáticos analiza cómo manejar la situación.

AP = uso: Cómo la invención puede ser utilizada.

El ARTISTA = permite que el usuario haga y que corrija imágenes.

El ASOCIADO = asociando semejanza nivela entre los acontecimientos múltiples o los archivos convertidos a digital.

VAGOS = analizador del comportamiento. Analiza el comportamiento vivo de la gente.

El volumen del BALANCE = de los altavoces ajusta según donde la persona se sienta. El sistema utiliza el punto central para dos o más personas.

CUENTA = facturación: Usuarios de las cargas por cantidad y el tipo de uso.

CEREBRO = el cerebro de la computadora. Cosechadoras: "Analizador", "UIP", etc.

C = computadora. El centro del sistema a menos que esté descrito de otra manera.

CÁMARA/LENTE = el ojo del sistema.

CARRO = cartuchos que se insertarán en sistema. Contiene con frecuencia software/bases de datos útiles.

PALMADA = chapaleta. Cada combinación de palmadas controla una diversa función. Permite que el usuario controle la invención sin el tacto.

COMUNICAR = cuando cuaesquiera dos o más personas, animales o dispositivos comunican con uno a de cualquier manera.

COMPOSICIÓN = composición de música electrónica: Otra variación del producto se puede también utilizar para crear música interesante.

El CA/el ANALIZADOR CONTENTO = analiza la comprobación, o el contenido de la base de datos.

COORDINADOR = características de los coordenadas diversas del sistema.

MODIFICAR para requisitos particulares = ver nuestro para adaptar la característica.

D = diagrama. Este símbolo precede a menudo diagramas.

La DANZA = el movimiento del cuerpo genera sonidos.

FECHA = reloj interno, calendario, notificador de la alarma del reloj.

DB = base de datos

EXHIBICIÓN/S = pantalla.

El ™ de DISTANCER = señala siempre que cualquier dos piezas se separen o vengan juntas. Señales vía las ondas de radio si la separación es distancia más o menos que programable. Ver el otro archivo registrado en el distancer para los detalles. ™ de Distancer

El EDIT = el interruptor (software del `) corrige/defiende hacia fuera datos antes de que alcance a usuario.

EDUC = educativo: enseña a habilidades interesantes. Substituye a instructor humano.

EGH = la educación consigue un ™ más duro ajusta a la habilidad del usuario.

ENTRETENER = también utilizado como forma de hospitalidad.

¡PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = [el `modifica para requisitos particulares] amistad del EP!

EJERCICIO = también utilizado como forma de ejercicio.

FX = transmisiones de fax.

JUEGO = también utilizado como forma abstracta de un juego.

GPS = sistema de navegación mundial.

™ de la GUÍA = un instructor. Sugiere cómo el usuario pudo proceder. El sistema dirige a usuario así que pueden mejorar el sistema del uso. ™ de la guía

INTERACTIVO/INTERACTIVO = el sistema obra recíprocamente con el usuario.

K = llave adentro. El usuario ordena manualmente el sistema, llaves en comando o datos, el etc.

KN = invención de Steven K una y S.

CONCESIONARIO = usuario que utiliza la invención.

LOCALIZADOR = localización de las demostraciones.

M/MFH = opción de la transmisión en circuito del ordenador central para tareas más complejas.

MIC/MICRÓFONO = micrófono

Milímetro = medios multi.

MES = módem

HUMOR = humor del usuario.

MAÑANA = alarma de la mañana.

RATÓN = ratón de la computadora.

Programas de la P.M. = del fabricante.

MQ = la máquina hace preguntas del usuario para obtener la información así que el sistema puede mejorar a usuario del servicio.

MULTIUSOS = el sistema se diseña especialmente para los usuarios múltiples.

N = producto. Puede también estar una invención de S t e v e n K a la y S.

Notifican el NOTIFICADOR = al usuario en el estado de cualquier situación.

La ORDEN y la SINCRONIZACIÓN/O y T = el sistema reacciona a la orden y a la sincronización de acontecimientos externos.

OSCILADOR = comunicador sano saliente. Señala a usuario cuando ocurrió una función dentro del dispositivo.

OTD = otros detalles técnicos. Para Techies.

Paladio = dispositivo de colocación. Unidad portable, que difunde su localización al sistema de colocación.

Banda = programa (software)

PREDECIR que = el sistema predice qué ocurrirán, o qué usuario quiere.

Picosegundo = sistema de colocación. Identifica la posición del paladio (dispositivo de colocación) vía su difusión de las ondas.

PS-ZONE = el sistema reacciona según la localización del elemento en la pregunta. Zona del sistema de colocación

Q = usuario/sistema se hace preguntas. Ayuda a cada uno mejor a entenderse.

R = teledirigido

RC = receptor

REACCIONAR = sistema reacciona a la ocurrencia según lo programado.

La RUTA/el RANURADOR = el sistema encamina el usuario/el otro (parte de) sistema al punto señalado/programa. Un tipo de "redactor".

S = pantalla de ordenador.

CUENTA = el estado de la situación y o del funcionamiento del usuario.

SENSOR = sensor. Sentidos vía muchos medios.

S&R/la BÚSQUEDA y REACCIONAN = las búsquedas del sistema señaladas las ocurrencias, que internan causas una reacción que responda por consiguiente.

El SA/el ANALIZADOR de SONIDOS = analiza el tipo sonido. No importante.

El ANALIZADOR VISUAL SANO = convierte sonidos a los efectos visuales; o convierte inversamente efectos visuales a los sonidos. Es "analizador visual" y el "Mic" interpreta imágenes en datos: redacta la descripción de lo que ve/oye; el otro sistema de los códigos ("cerebro") puede utilizar para procesar ("cerebro") imágenes/sonidos.

El DISCURSO = el sistema habla con el usuario.

SP teléfono del teléfono = del altavoz.

El ESTADO = el sistema demuestra el estado de la situación.

ESTEREOFONIA = estereofonia

Interruptor = software

Sintetizador de SYNTH = de los sonidos.

Etiquetan la ETIQUETA = al usuario de A, o el archivo, o la otra parte de cierta manera. Los detalles son cubiertos por la característica del perseguidor, que confía en etiquetas.

El ™ = el sistema del SASTRE se adapta a una mejor función para los propósitos señalados. Esto también se llama se adapta, modifica para requisitos particulares, y programación de la información de usuario.

Estampilla de fecha del TDS = del tiempo.

T/teléfono = teléfono.

TGH = la terapia consigue más difícilmente. Mientras que la capacidad del usuario aumenta, el sistema empareja más nuevas habilidades del usuario.

La INCLINACIÓN = los dispositivos son controlados por cómo se inclina el palillo. Cada posición de la inclinación representa una diversa función.

TR = transmisión/recepción vía ondas y o alambre.

PISTA/PERSEGUIDOR = acciones de las pistas o de los monitores del sistema del usuario, o sistema.

RASGOS = los rasgos del usuario. La programación del usuario Info ajusta invenciones a los rasgos del usuario.

U = usuario. La persona o el otro partido autorizado para utilizar las características.

™ del UIP + = programación de la información de usuario. El sistema se adapta a las necesidades únicas del usuario recogiendo la información sobre ellas. También llamado: Adaptarse, modificar para requisitos particulares, adaptar.

Reino Unido = ve "K".

UQ = el usuario pueden hacer preguntas de la invención.

VIBRACIÓN = vibración generada por el dispositivo por razones específicas, eg.: hospitalidad; notificador; formar de la comunicación basada en el tipo de vibración.

™ del VA/ANALIZADOR VISUAL = alarmas cuando la cámara ve un cambio en su opinión. No importante.

VR/REALIDAD VIRTUAL = uso futuro con la tecnología de la realidad virtual posible. Menos importante ahora.

WA = caminata alrededor. Unidad portable. También obra recíprocamente el usuario de w (con) vía altavoces.

™ W5 = cuando/donde/cómo/porqué/qué

ZONA = área de A cierta con límites definidos. El área también se ocupa según de su distancia del punto de la perspectiva.
Cada característica se explica más detalladamente a través de la solicitud de patente

Abreviaturas y símbolos - lista corta

Introducción del archivo/de la característica/cortocircuito 4 de Abb-Sym

ABREVIATURAS Y SÍMBOLOS DE USO GENERAL

Con explicaciones simplificadas.

Leído lista ampliada y detallada en su sección principal.

ABREVIATURAS - DE USO GENERAL

"D" = dibujo figurado, diagrama.

"EL" = electrónico/eléctrico

"Existe" = la función particular descrita existe y se diseña felicitar otras funciones del producto.

`Fq " = frecuencia: frecuencia de la transmisión vía la radio o el alambre. Eg.: señales eléctricas/códigos convertidos a digital; infrarrojo; radiofrecuencias [RF]; sonido (para el propósito de la transmisión).

"IMI" = ve el archivo de las características (piezas).

"KN" = invención.

"Kilovatio" = palabras claves para encontrar características relacionadas en este uso, base de datos de la patente, etc.

"Misceláneo" = misceláneo

"N" = producto existente en mercado, o invención confidencial.

"Obvio" = la versión simple de qué se describe los mayo o mayo no ser (completamente) patentable.

"DE OP. SYS." = opciones.

`OTD' = otros detalles técnicos. Leer su sección más adelante. O para los techies.

""/"" del PL/"del plástico PVC" = producto construido del PVC/del otro subproducto del petróleo.

"Interruptor" = software

"Sistema" = sistema electrónico.

`U = usuario (s)

"Ver" = versión.

"W" = con.

"WO" = fuera

"Divide en zonas" = las localizaciones señaladas. Ver las "Picosegundo-Zonas".

SECCIÓN DE LOS SÍMBOLOS

"-" = la descripción siguiente es el principio de una nueva sección que describe el producto.

"--" = lo que sigue es la subdivisión de la sección anterior que describe el producto.

"" = este artículo puede ser menos importante para el concepto de producto total central.

". -" o "-." = el mismo significado que "" y "-". ". -" sin embargo se utiliza solamente para comenzar una nueva sección que describe el producto.

". -" es más bajo en la ramificación, por lo tanto el igual a. El usar comenzado "-." en vez de ". -" en agosto de 96. Esto no se utiliza virtualmente, y el uso de esta forma pudo ser un error significando un período también.

"..." = etc. O los conceptos anteriores pueden ser uno o más de los ejemplos para las ideas dichas del producto. Este símbolo es normalmente tres, con todo hasta cinco puntos.

"=" "- >" ">" = cuando está utilizado en las descripciones de producto señala las líneas entre las partes de un diagrama. La presencia de uno de estos símbolos demuestra que los datos son un diagrama real; por lo tanto ninguna necesidad de escribir el "diagrama". "- >" y ">" son iguales, y el contrario de <, <. Señalan la dirección de señales, "=" permite uno o la transmisión de dos vías de la señal (< - y o - >).

"+" = uno de los aspectos más importantes.

"%" = esta función amplía perceptiblemente la idea del producto más allá del concepto básico. Puede ser que también sea demasiado "lejos hacia fuera" ser factible.

"()" o []' = demuestra uno o más de los ejemplos posibles múltiples. Uno puede guardar o conservar cuál está en paréntesis.

Incluye una lista limitada de posibilidades.

"/" o \' = significa "y o". Por ejemplo los medios de A/B, A y o B se aplica al panorama.

"~" = iguales que "/" o "\" a menos que una línea también se dibuje entre las piezas cuando se utiliza esta línea ondulada símbolo.

": " = la información después de los dos puntos representa uno o más de las manifestaciones posibles.

Archivo: Introducción a las concesiones de la palmadita/de la lista

LAS CONCESIONES DE LA TAPA SE DAN A LA GENTE SIGUIENTE:

Conceden la gente siguiente de alrededor del mundo los altos honores para su contribución creativa a esta solicitud de patente. Las concesiones se han dado desde los años 80 para la contribución creativa de la gente a esta solicitud de patente. Los recipientes de la concesión están para:

T Acevedo
Un Akiyama
R Akui
P Akuna

Un Alexander
S Alten
Un Ayama
S Bazhinev
Playa de D
F Bellet
R Bigham
Una floración
Bock de B
G Boissiere
Un Borg
V Borisovich
C Buhler
Quemaduras de B
D Callister
S Canfield
I Chenevey
M Chism
J Conca
H Contrino
Un cocinero
V Davidenko
B Demars
S Edwards
D Farr
Un Fedorov
D Froseth
M Fuji
V Galakhov
O Galianova
S Gaisenyuk
Un Justino
S Golder
S Grinko
E Hauglan
D Heller
C Herlon

R Hollstein
H Kim
B Kornilov
Un Kravitz
Un Krilov
T Kwon
B Lantum
D Lee
D Lemmon
Un Leshenko
V Lenivenko
C Macone
S Manzo
Masón de C
J Mezzeera
B Nolta
Un Nazarenko
K Nooruddin
F Pavez
Un Procopenco
K Ramírez
S Richmond
C Rojoy
I Rubin
M Sanem
Salvaje de E
M Scinto
S Senn
R Simon
B Smith
M Stamos
H Tanabe
K Thompson
O Tsibin
V Villaneueva
R Weiss
Blanco de B

Jóvenes de H

Más concesiones se están dando el próximo año

Archivo: Introducción a la patente/a la continuidad del R&D

NUESTRA INVESTIGACIÓN DE LA VIDA REAL SOBRE ASPECTOS DE ESTE USO DESDE ENTONCES

Leer esta sección mucho más adelante

Esto también significa nuestra continuidad en la investigación de esta solicitud de patente. Incluye la investigación de la vida real en la aplicación de los conceptos de la invención. En los E.E.U.U., las derechas patentables pueden comenzar en el concepto de la idea, incluso antes de la fecha de limadura de la patente como se requiere en el resto de los países excepto las Filipinas. Ejemplos de la investigación:

SOBRE LA VISIÓN: NUESTRO TEMA DE LA INVESTIGACIÓN

. Seguridad gubernamental en: puntos del control fronterizo al entrar/que sale edificios a las fronteras del país, transporte: tener acceso, analizador del comportamiento.

. Adaptándose a los comportamientos culturales en Japón, Europa más antigua Unión Soviética, los E.E.U.U., México, Canadá, el etc.

. Promover la incubadora de negocio

. Investigación de las funciones de: comercial y relacionado (propiedades inmobiliarias residenciales), centros de negocios de la oficina (habitaciones ejecutivas), incubadoras de negocio (financiadas por el gobierno y/o fuentes privadas). Muchas fuentes/organizaciones en el Internet: OfficeBusinessCenters.Com, Technology.Gov, WorldBank.Org, Bio.Org, Jetro.Go.Jp, NewEnergyFinance.Com, EmIncubation.Co.UK

. Gobierno: VAGOS para los empleados del gobierno (localizados regionalmente y a otra parte); ciudadanos y votantes; expresando opiniónes público y a través de los canales del gobierno (para las mejoras y/o la identificación de problema necesarias). Problemas con el interés de uno mismo de los jugadores de la energía que en promedio no eleva ventajas/las mejoras necesarias para los ciudadanos (regionales).

. Protección del medio ambiente: reciclaje; energía de la generación/del ahorro. Pista vía el VA, SA, VAGOS.

. Ciertas organizaciones obstruyen el desarrollo de las incubadoras de negocio. Esto ayudó a nuestra investigar y/o a mejorar el concepto de la incubadora de negocio y su de proceso [incluso si los resultados finales no aparecían total nuevos.]

. Investigación del proceso creativo del pensamiento. Adaptación de ideas, características, servicios a: cultural limitar los patrones del pensamiento (las decisiones de la compra que no son todas basadas económicamente [según lo determinado por vagos]). Esto requiere el suplemento que adapta, puesto que los juegos de la economía del negocio del papel en cliente que el pensamiento modela superan más fácilmente líneas culturales.

. Cómo los profesores (de la ingeniería y de los artes), los ingenieros, los artistas y los consumidores se comportaron, dentro y fuera de sus patrones de comportamiento de la investigación.

. Reacciones de la gente a nuestras invenciones confidenciales.

. Simplicidad del interfaz: cómo presentar materias en formato corregido simplificado. Qué características deben ser primeras explicarse (en extracto), (así que los usuarios pueden ser dirigidos a la apreciación/que usa otra las' características/los servicios asociados ligados). Interfaces para: Incubadora de negocio; Venta/propiedades inmobiliarias comerciales/residenciales del alquiler con opción a compra en todo el mundo; explicación de nuestras invenciones; La gente de ayuda realza' analiza su proceso del pensamiento creativo; Importancia de las etiquetas/de los títulos (del trabajo); Aspirantes de la investigación [el usar de las pruebas del acceso del `(vagos del `)], etc.

. Rentabilidad:

- Unidad: la consolidación de necesidades de los multi-usuarios, entonces adaptando los servicios de su común/del promedio de las necesidades ahorra costes, e.g.: tipo características de la incubadora. ¡Un servicio se ata a otras características ofrecidas [unidad de la invención], incluso debido a la proximidad del cliente/de la característica, cómo una necesidad liga a otra necesita (sobre el cliente que es dirigido), familiaridad del interfaz [del ser humano], más.!

- Más barato investigar acciones humanas vivas, que prototipos. Nuestras invenciones también se modelan' asociado [nuestro negocio] a transacciones humanas/económicas [dando por resultado la generación del rédito] del proceso de la investigación/del lanzamiento de las invenciones futuras.

. Las materias confidenciales exploradas, una porción se divulgan aquí.

IMPORTANCIA (INCUBADORA E INVENCIÓN DE NEGOCIO) A LAS CARACTERÍSTICAS:

Investigaron el ACCESO = a la policía, ADT, Sonitrol y otros servicios basados los E.E.U.U. de la compañía de seguridad. Comportamientos de la gente que tiene acceso correctamente al sistema de seguridad del edificio, y saliendo correctamente las zonas de la seguridad. Gente rectora en los métodos de acceso.

. Restringiendo acceso basado encendido: analizador del comportamiento (comprobaciones de antecedentes); estampilla de fecha del tiempo; privilegio de tener acceso a zonas señaladas.

. Contraseñas para utilizar los dispositivos (copiadoras). Siguiendo uso, y asociando esto a los réditos, y generando a clientes de más largo plazo (licencias extendidas). Honorarios más baratos por las copias hechas

hacen a clientes tan más feliz que éste es un punto frecuente de la interacción para los clientes. Esto hace interacciones frecuentadas más comprables, y de tal modo aumenta la cantidad de satisfacción del cliente. Los réditos de servicios fijos, menos auxiliares (el espacio de oficina arrienda) pudieron generar más renta. Cuando una característica es menos confiable (las copiadoras) considerar cargar menos para él (hasta que se mejora la característica de la invención).

. Nuestro limpiador del pie de la puerta del animal doméstico ató a la gente que seguía la suciedad en el edificio porque ella no pudo pasar bastante tiempo usando la estera del piso.

ADAPTAR el ™ = los servicios interempresariales que emparejan (B2B) a las necesidades del cliente, e.g.: telefonar la contestación (los servicios); dando el acceso y vagos servicios relacionados (en el escritorio del recepcionista). El reaccionar a la gente/a las compañías que aprovechan incorrecto de nuestros servicios adaptados.

. Comunicando con la gente vía los patrones del comportamiento alternativos, diseñados para conseguir señaló reacciones. Buscando su interés ofreciendo interfaces señalados.

. Abordar el engaño en otros: seguimiento de su comportamiento sin su conocimiento; la educación de ellos y de otros vía la orden y medir el tiempo de mi comportamiento que no bulla cuando lo piensan será más barata para que haga lo que él quiere. El establecimiento de mi consistencia en la tolerancia de prácticas fraudulentas tenía una ventaja prevista en tener pocos conflictos (infracciones).

. Haciendo nuestro negocio y otros servicios más accesibles vía la dirección adaptada, e.g. poca entendía los servicios de la incubadora de negocio, ni nuestros métodos para aumentar las capacidades creativas inventivas en gente.

ANALIZADOR = dando el acceso: confianza en los datos del sistema de seguridad' que siguen para mejorar el sistema del acceso [limitando privilegios de acceso a los partidos con [acceso relacionado] comportamiento incorrecto.

El ARTISTA = los VAGOS que demuestran a gente de las opiniónes tienen de arte. Cómo los artistas/arte crean humores señalados, y efectúan los comportamientos de la gente [según lo reflejado en VAGOS].

El ™ del ASOCIADO = los clientes/los empleados de las asociaciones pueden hacer/acoplamiento con lo que consideran/oír/leídos [el `va, sa, el corregir, vagos]. Asociaciones de qué acoplamientos las' llevaron a las ventas o el usar de los servicios [los servicios del uso/de la licencia y/o los alquileres del espacio físico que fueron adaptados por W5.

VAGOS = comportamiento del propietario: cómo intercambian el acceso para la renta de la facturación, balanceado por el análisis de riesgo [basado en la seguridad (búsqueda, vagos del fondo), predijo comportamiento del cliente [concesionario del `].

Acceso de la CUENTA = de la pista de características en [publicación mensual] la facturación. Qué características eran W5 usados, y buena voluntad para que los clientes paguen, sin importar cómo asociaron un cociente del coste/ventaja. Algunos servicios son así que importante pero gente estaban menos dispuesto a pagar ellos [para los vagos demostrados tales estaban las derechas previstas para su licencia del acceso]. Cómo diversas incubadoras de negocio analizadas/siguieron esta situación para el mayor rédito de la facturación, y renta del cliente [derechos del `].
. Software de la facturación, eg.: Software de Excel.

CÁMARA/LENTE = acceso, vagos, va. Investigación de las cámaras de seguridad.

CARRO = tarjeta de destello de Digitaces [con imagen] para [copiadora/cálculo del color].

La PALMADA = las luces/las características del acceso [restricción] activaron. Conociendo a gente ser edificio basado en sonidos en vestíbulo, etc. Con los sonidos, las luces se dejan encendido.

COMUNICAR = telefonía. Adaptó nuestro servicio de contestación del teléfono a los clientes. Nuestra comercialización se adaptó a los comportamientos y a los estilos locales del negocio.

El COORDINADOR = el cliente necesita con servicios e instalaciones disponibles del edificio.

La DANZA = que los movimientos del cuerpo (del recepcionista) generan predijo reacciones en concesionarios, eg.: mayor placer (hospitalidad) del `, curiosidad (interés en la compra' accesing otras características) de continuar la experiencia positiva. Ergonómica (no lastimada su parte posterior, o caída).

DB = siguiendo uso facturable. Base de datos de acceso a: analizar W5 está utilizando características, así que podemos: aumentar la satisfacción del cliente - > retención del cliente (licencias más largas)/mayores facturaciones mensuales.

™ de DISTANCER = artículos que no sueltan. Custodia de las cosas donde pertenecen. Atar plumas al sujetapapeles. Reducción del hurto.

ENTRETENER = la hospitalidad W5 genera la mayor facturación [de largo plazo].

La PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = consumición eléctrica por los dispositivos [fijos] tiene gusto de encenderse, HVAC [ventilación de la calefacción y aire acondicionado], ordenadores personales, adminículos electrónicos.

. Las dificultades que conseguían a gente reciclar sus basuras, y teniéndolas cogieron con un mejor interfaz para [los arrendatarios]. Seguimiento, VAGOS, acceso [el `W5 para escoge sube; destrozando documentos].

El EJERCICIO = los dispositivos [arrendatarios] podrían querer. Escalera = construido en el amo de la pisada [resistencia del comportamiento a caminar encima de un solo tramo de escalones a pesar de subsidios por enfermedad]. ADA [acto americano de las inhabilidades]. Instalaciones de la gimnasia de la oficina.

JUEGO = visitantes en el área de recepción que juega [vídeo/no electrónico] a juegos. W5 se juegan.

GPS = quién hizo W5.

La GUÍA = los clientes aprenden características más disponibles después de que comenzaran a autorizar algo. Demasiada información sobre características disponibles contradice el deseo de la invención para un interfaz más simple.

. El confiar en/que aprende utilizar una función, puede llevar naturalmente al interés/a la franqueza del cliente a aprender sobre otro menos o [la O.N.U] relacionó características, eg.: las funciones de la copiadora [del color] consiguen EGH que requiere complicado.

. El interfaz amistoso/honesto crea efecto sinérgico en: los clientes confían en más cuando el abastecedor es [usuario] amistoso; las ayudas de la facilidad de manejo crean confianza. El comportamiento difícil [maximizar beneficios a corto plazo] lastima facturaciones de largo plazo en gran medida, eg.: los clientes hablan con uno a. Los clientes analizan/los vagos que los servicios/invención ofrecen.

INTERACTIVO = más es el mejor. Vivir contra asistentes automatizados del teléfono.

Comportamiento del CONCESIONARIO/del LICENCIADOR = del cliente y del propietario [vagos del `]. Cómo maximizan/reducen al mínimo, renta/los gastos/los honorarios de derechos monetarios. Se autoriza/se utiliza W5 algo. El concesionario W5/los licenciadores no actúa en sus mejores intereses financieros [debido a la falta de ver todas las (ligado' se asoció) ventajas]. Qué comportamientos/opiniones (vagos, asociaciones del `, corrigiendo) nublarse/juicio del efecto (análisis de la toma de decisión del negocio).

El LOCALIZADOR = sabe que los clientes son W5 (arrendatarios): las ayudas conectan a llamadores de teléfono [defendidos] entrantes con nuestros clientes. El seguimiento del cliente acelera la conexión del teléfono en términos de: acelerando la conexión/pudiendo hacer el acoplamiento (difícilmente hacer si la persona señalada y/o la característica querida no pueden ser encontradas/ser conectadas con).

MIC/MICRÓFONO = VA del sistema de seguridad.

. Los VAGOS de [recepcionista en el teléfono] demuestran qué acciones crean mayores facturaciones.

. El VA es forma de control de acceso: ¿puede el visitante/el cliente potencial ser confiado en? Facturaciones futuras que predicen [cuánto pasarán].

Punto del milímetro = de energía. Poner la impresora sobre redes [para ésos con el acceso]. La simplificaión de interfaces puede también reducir la renta [pocas personas capaces de tener acceso a la red complicada de la impresora] genera a menos facturaciones, pero a menos clientes frustrados. Los clientes frustrados pudieron ser más corto plazo.

NOTIFICADOR = acceso incorrecto [uso] seguido por los empleados/los sistemas de seguridad.

PREDECIR = las necesidades [sin especificar] del cliente, y longitud de seguir siendo un cliente. Estudiar su historia de crédito, y utilizar nuestro proceso relacionado analizador del comportamiento.

Q = sabe las preguntas W5 para pedir

RUTA/RANURADOR = clientes anticipados directos a los servicios que predecimos que necesitan; o aún a otras organizaciones basadas en su perfil del comportamiento.

S&R/la BÚSQUEDA y REACCIONAN = cómo nosotros y/o los clientes buscamos y reaccionamos el uno al otro.

SYNTH = que expresan las tonalidades W5 tenía reacciones fiables en oyentes/usuarios.

T/características de sistema de teléfono del teléfono = de la incubadora de negocio recomendadas por OBCAI

TGH = los métodos para aumentar el pensamiento creativo (en invenciones de concepción) consiguieron más difícilmente.

RASGOS = de clientes.

UQ = preguntas comunes y respuestas

La VIBRACIÓN = la gente de la pista W5 están caminando [en el edificio] [para los vagos]. Qué características son W5 usados.

VA = siguiendo actividad económica/[empleados de la incubadora] analizando comportamiento del cliente = características/servicios del sastre.

Patrones del ™ W5 = del uso para los servicios facturables

ZONA = el derecho de propiedad de las propiedades inmobiliarias. El mayor uso de ciertas zonas en el edificio crea un patrón de comportamiento de usuarios; por el que reaccionemos adaptándose a sus necesidades por consiguiente, e.g.: localización de nuestros servicios, equipo, etc.

¡Mucho más.!

Archivo: La introducción a la palmadita/a la búsqueda y substituye

BUSCAR Y SUBSTITUIR EL TEXTO PARA LAS VARIACIONES DE LOS USOS DE LA PALMADITA

Versiones simplificadas y detalladas importantes de esta solicitud de patente

ELEGIR LA VERSIÓN NECESARIA

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Este archivo demuestra búsqueda y substituye las características que pueden y/o haber sido conducido en este uso de la palmadita. Para condensar el uso mientras que proporciona la instrucción, buscar y substituir se ha conducido de diversas maneras en todas partes.

Nuevos párrafos:

- Substituir dos vueltas (vueltas de carro) por un retorno del carro entonces un cuadro. Esto da lugar a omitir líneas vacías entre los párrafos (como en la versión de texto original). La muesca que comienza en el margen izquierdo facilita legibilidad. Esto es mejor que omitiendo todas las vueltas de carro, incluso si un símbolo fue utilizado para señalar donde un nuevo párrafo comienza.

La abreviación llama en general:

. Usted puede ser que convierta la mayor parte de las palabras comunes en el uso.

. Elegir los 100 a 10.000+ la mayoría de las palabras de uso general como "y" convertido a "y".

. La solicitud de patente publicada/puede tener un acoplamiento a nuestro Web site con el cual podría dar el contenido entero y/o sin la abreviatura - como cortesía. Quisiéramos que la gente consiguiera de fácil acceso a este contenido de las solicitudes de patente.

. Traducir el texto en otras idiomas. Adaptarse se traduce qué

. Las partes anteriores de la solicitud de patente utilizan pocas abreviaturas. Esto ayuda en el aprendizaje y la comprensión.

. Archivos con pocas abreviaturas, por lo tanto buenos puntos de partida para aprender nuestro sistema: el archivo de las características principales, características del acceso.

. Para condensar y simplificar la lectura requerida de esta solicitud de patente entera; este uso de la palmadita, los términos singulares era variaciones de uso frecuente, mientras que omitía de la palabra del sufijo que demostraban pluralidad, presente último o, y otras estructuras gramaticales. Por lo tanto ver un término singular tal como "característica" implica las "características plurales" puede aplicarse.

Acoplamientos:

Las características alternativas pueden ser insertadas (por nuestro software) donde hay acoplamientos. Cada característica tiene acoplamientos a muchas otras características y a sus secundario-características. Estos acoplamientos se demuestran en varias maneras. Incluyen:

. Términos en soportes (como tales) o [como esto].

. Qué sigue los dibujos que contienen los solos signos de igualdad [líneas entre las partes en nuestros dibujos], o los dos puntos pueden alcanzar el mismo propósito.

- Vaciar (espacio abierto) en soportes, o después de éstos mencionó que los signos de igualdad y los dos puntos demuestran donde las especificaciones pueden ser insertadas. Los ejemplos se encuentran a través de este uso. Recordar que los espacios vacíos no son necesarios demostrar la presencia del acoplamiento.

Indicadores misceláneos en la adaptación de este texto:

. Explicar por lo menos la palabra completa, con o sin las palabras adicionales describiendo la característica. Puede ser algunas palabras adicionales más que un párrafo.

. La descripción completa para una invención con sus numerosos adaptaciones pudo exceder 1.000.000 páginas. Este aspecto importante está ALTO naturalmente porque:

- Los acoplamientos hechos de una característica (el paso 1) va a muchas otras páginas (paso 2). Los acoplamientos en el paso 2 van a muchas de sus páginas (paso 3). El paso 3 liga al paso 4, 4 a 5, y así sucesivamente. Muchos de los acoplamientos hacen un círculo completo de nuevo a la característica en el paso 1, vía las trayectorias divergentes. La introducción de los usos de la palmadita tiene detalles.

. Utilizar el software de la edición de textos como la palabra para Windows o Apple; programas en línea; hacerla en su cabeza (de los lectores); cambios del handwrite; etc. Ahorrar cada variación encajonan una versión se adapta mejor.

Cambia que se ha hecho en porciones de este uso de la palmadita: Correcto y o alterar la gramática. Corregir los faltar-deletreos. Capitalizar los títulos: Nuevas invenciones, y nuevos asuntos.

Estrategias de búsqueda:

. Las estrategias de búsqueda no se incluyen normalmente en solicitudes de patente. Pueden ser utilizadas para buscar invenciones en este uso y/o las bases de datos de otras patentes. Mientras que una alternativa de esta solicitud de patente no las está divulgando, deseamos: 1. Demostrar los ejemplos adicionales para cómo las

patentes relacionadas pueden ser encontradas, a pesar de la naturaleza limitada de las estrategias sugeridas. Este otras demostraciones relacionaron encarnaciones para entender mejor las invenciones. 2. Ser de uso fácil, sin requerir al usuario ser creativo en la concepción de buenas palabras claves.

Ver la sección de las abreviaturas para más ejemplos. Las flechas demuestran en lo que se puede hacer un término o de. Usted puede invertir las flechas, e.g. "con" el → "con" en bastantes para demostrar que "con" puede ser ampliado en la palabra "con" sin (sin) tener otra flecha el ir la otra manera. Las flechas adaptaron esta sección en la fabricación de ella más fácil para que más (no toda la) gente entienda (y comtemplar).

Términos específicos que pueden o haber sido corregido en este uso:

. y → y. y → y

. →/del ao. &or del → del ao. → del &or y o

. → de OTD otros detalles de Techie, u otros detalles técnicos, o para Techies (omitir cualquier retorno del carro después de él)

. Anota el → al pie de la página. Para Techies

Alargar:

. → de w con. con el → con

. → del wo sin. sin → fuera

. → opcional opcional/alternativa

. Usuario del → de U

. D: Dibujo del →. Dibujo figurado del → de D. Diagrama del → de D

Términos de uso general: Las abreviaturas y las extensiones usadas son mencionadas en sus mismas líneas:

`D, diagrama, dibujo, dibujo figurado. Seguido a menudo por los dos puntos.

EL del `, electrónico

`Fq, frecuencia - el tipo eléctrico.

El `IMI, característica, parte, y funciona quizá

`KN, N, invención. Seguido a menudo por los dos puntos.

Kilovatio del `, palabras claves. Seguido a menudo por los dos puntos.

. ' Nr, notificador, alarmas

`Misceláneo, misceláneo

El `obvio, existe

OTD, otros detalles técnicos, para Techies, leyó más adelante. Seguido a menudo por los dos puntos.

Interruptor, software

`Sistema = sistema electrónico.

U, usuario (s), persona

`W, con, con.

`WO, SIN, fuera

Abreviado:

. aproximar el → (LY) aproximadamente

. → medio sistema de pesos americano

. especialmente → especialmente

. → exp del experimento

. laboratorio del → del laboratorio

. → máximo máximo

. → MES del mes

. neg negativo del → (LY)

. posición positiva del → (LY)

. separar el → (LY) sept

. sepd separado del →

. → estándar std

. tecnología técnica del → (LY)

. → vol. del volumen

Las muestras de las características (piezas) abreviaron:

. comm del →//comunicada/comunicación

. → c de la computadora (ized)

. coordinación coordinada del →

. invención o → N o KN del producto

. el notificador/notifica/notifie (s/d) nr del →

. → de OTD para Techies (cualquier etiqueta reduce el confundir de gente no técnica)

. → teledirigido R [no investigación]

. Interruptor del → del software

. → SA del analizador de sonidos

. Teléfono del → del teléfono

. → visual VA del analizador

Alterar las descripciones de la invención (especificaciones):

. El pequeño → adaptó tamaño

. ¿El → obvio existe?

. El → rápido adaptó despacio

. Más → menos. El → de la cantidad adaptó cantidad

. → opcional importante (aspecto)

. → costoso adaptado al presupuesto del ajuste

. Excluir el → incluyen

. Buscar el → buscado

. Encontrar el → encontrado

Otros métodos:

. Etiquetando la línea pasada de cada archivo, antes de que se consoliden en un uso:

Archivo de los extremos: El ____ = concluye este archivo: _____. La nota, toda la información y las funciones son encontradas teniendo acceso (con el permiso) a todos los acoplamientos atadas a lo que desea el usuario.

. Texto del cierre relámpago (reducir requisitos de memoria poniéndolo en un archivo de cierre relámpago). Relampagar vía las maneras que cambian la memoria requerida, con o sin los cambios del texto.

. Substituir las palabras algo que una persona puede no entender: mantener fuera de las manos de (los niños), de la gente no educada métodos aplicables, de la seguridad, del etc. Guardar quizá los códigos del cambio a otra parte.

Liberar el espacio abierto:

. Reducción de líneas vacías: Convertir todas las líneas vacías múltiples a partir del 3 encendido para arriba abajo a 2 líneas vacías, eg.: convertir cuatro vueltas de carro a dos vueltas de carro, después redactarlas hacia abajo a tres vueltas de carro en dos vueltas de carro. Convertir dos vueltas de carro en un retorno del carro seguido por un pequeño cuadro.

Precede menos principio material importante con cualquiera o. - o. -. Tener un código uniforme.

- Reducir dos (o más) espacios vacíos en o entre oraciones, (un solo espacio).

- En el texto (de la original), los nuevos temas comienzan a menudo en el margen izquierdo, en una nueva línea con un punto, una rociada, o una rociada doble.

--+ el círculo minúsculo de A pudo representar donde un punto o secundario-punto termina y comienzo de un nuevo punto o del secundario-punto. O un 1 precede una rociada, y 2 precede una rociada doble. La idea es que más bajo es el número la llanura posterior es la cadena de la anchura.

. Substituir dos espacios entre las palabras vacíos a un espacio.

. Substituir las líneas vacías por menos espacio, (pero más que qué se encuentra entre otras líneas).

. Espacio antes de nuevos secundario-puntos. Alternativas:

--el ejemplo demostrado: el secundario-punto del párrafo es un punto. Secundario-punto del punto una rociada. Rociadas del doble del secundario-punto de una rociada. Detalles en la introducción.

--insertar una lengüeta (dentro de la misma línea que la oración precedente)

--número de código para cada nuevo secundario-punto, eg.: punto = 1, rociada = 2, rociada doble = 3...

--las oraciones que preceden secundario-puntos pueden no tener períodos en su extremo.

Considerar no buscar y no substituir secciones señaladas, e.g.:

. Reducción del espacio abierto en páginas con las columnas, e.g.: índices; listas de gente que recibe nuestras concesiones. Dibujos figurados (diagramas) que usan puntos lineares.

. La figura dibujos que ya muy se condensan generalmente usando nuestro método especial nosotros demanda.

La mejor manera de experimentar esta solicitud de patente se está imaginando cómo el sistema entero funcionará. Un modelo verdadero es el mejor como las invenciones y sus características pueden estar en uno o más tecleos (acoplamientos) lejos, dependiendo de donde en el sistema usted está en ese entonces.

Concluye esta búsqueda y substituye la sección

Introducción del archivo/de la característica/Abb-Sym 4

ABREVIATURAS, SÍMBOLOS Y CARACTERÍSTICAS RARAMENTE USADAS: Detalladamente

SECCIÓN DE LAS ABREVIATURAS

"B" = este viejo símbolo fue cambiado a "N".

La "idea básica" = las descripciones completas para cada producto numera. Incluye: descripción central y todas sus ramas.

"Ramificando" = las ayudas de ramificación del árbol explican los niveles probables de importancia en comprender la descripción central.

"Descripción central" = la descripción escrita después del listado principal de cada número del producto. Es la parte central del sistema de ramificación.

. - Esto excluye OTD del número del producto - la otra sección de los detalles técnicos; pero incluye: aspectos con cualquie símbolo (excepto %), y las piezas, usadas en la descripción central hasta una rama.

El "código" = considera "piezas", o el "archivo de las piezas".

"Shell creativo" = cuaesquiera características de producto adicionales proporcionadas por otros partidos más allá del alcance de la idea básica.

"D" = diagrama/teléfono. Eg.: D1 es el diagrama #1, D2 es el diagrama #2. D1 y D2, si en la misma sección general, debe ser relacionado para iguales y o separar normalmente productos.

El "revelador" = se convierte, el desarrollo, %developer

"Dir " = directorio: invenciones de Kays". Los primeros dos espacios de un número del producto tienen una letra que demuestre de qué directorio es el archivo del producto, eg.: 1B-050-022004 - > categorías A, B, C, D, E de la letra de la muestra del B....

"Eg." = los ejemplos siguientes son solamente uno o más de los ejemplos posibles. Iguales que: "^", "etc", "..."

"EL" = electrónico/eléctrico

El "etc" = los conceptos anteriores puede ser uno o más de los ejemplos para las ideas dichas del producto. No es una lista completa. Iguales que: "^", "eg. ", "..."

"Existe" = la función particular descrita existe y se diseña felicitar otras funciones del producto. La omisión de "existe" de cualquier descripción nunca la implica es una característica única.

`Fq " = frecuencia: frecuencia de la transmisión vía la radio o el alambre. Eg.: señales eléctricas/códigos convertidos a digital; infrarrojo; radiofrecuencias [RF]; sonido (para el propósito de la transmisión).

"IMI" = ve el "archivo de las piezas".

`IOW' = es decir. La información se pudo repetir, con o sin nuevas dimensiones.

"KN" = invención de Sr. Kays. Uno o más invenciones que él concibió.

"Kilovatio" = palabras claves. Utilizado generalmente para la palabra clave del software busca, eg.: para localizar los archivos relacionados con las palabras claves señaladas. % estas palabras claves mencionadas se

pudieron también utilizar para las búsquedas electrónicas de la patente de bases de datos mundiales para ampliar la invención (usos).

La "categoría de la letra" = considera "Dir": Directorio.

La "subcategoría de la letra" = la categoría de la letra tiene productos de cada uno de sus archivos divididos en subcategorías separadas. Eg.: la categoría D de la letra tiene subcategorías de la letra: DE, DG, DI.

"Misceláneo" = misceláneo

"N" = producto existente en mercado, y o KN.
- definición hasta cerca de 1995: número del producto; uno de los aspectos de Steven Kays de la invención; cualquier producto precedido por las piezas del producto de un producto del number'; es productos también; La "especificación de producto cifra el apéndice - números de patente de los E.E.U.U. para cada código"

"Obvio" = esto tiene cierta ocasión de ser obvio apenas en su forma simple. Obvio puede significar no patentable debido a ser demasiado similar a otros productos. El hecho de que este término fuera utilizado no dice de ninguna manera que las funciones con esta declaración sean más o menos probables ser obvias.

`OTD' = otros detalles técnicos.

"DE OP. SYS."/opcional = opciones. Importante: este término se utiliza para ayudar a aclarar descripciones, y/o ofrece alternativas. Un elemento opcional en sí mismo no sugiere que si está utilizado, esté en vez de algo más. Cada característica/aspecto como descrito es una variación incluso cuando tal no se menciona.

El 'organismo = cualesquiera vive el organismo, que se mueve [a menos que esté indicado de otra manera]. Eg.: Seres humanos, mamíferos [animales domésticos, animales mantenidos cautiverio o encontrados en salvaje, pájaros], pájaros, reptiles. %Microorganisms se aplican si la invención se puede hacer para aplicarse a ellos, en vista de su tamaño pequeño, eg.: ameba, bacterias, virus. Los organismos se describen comúnmente en el contexto científico de analizarlos vía vagos, o para seguir su comportamiento.

""/"" del PL/"del plástico PVC" = producto construido del PVC/del otro subproducto del petróleo/caucho (endurecido)/%vinyl/metal/madera.

"Parte el archivo" = pieza de especificación de producto, eg.: "distancer", "chapaleta". El archivo de las piezas es la lista completa de todas las partes en "el papel de las piezas de especificación de producto".

"Categoría de producto" = el tipo de producto desde el punto de vista del fabricante, eg.: cámaras, juguetes.

""/"De la descripción de producto N" = la descripción central de cada número del producto más todas sus ramas, eg.: OTD, apéndices, diagramas.

"Archivo del producto" = los archivos dentro de una categoría de la letra, o subcategoría de la letra, eg.: 2.o, 2DE, 2DG, y 2DI.

""/"Del número del producto N" = la mayoría de las ideas del producto con una descripción central se precede por a # eg.: 1B-050-022004.

. - Cada número del producto señala ideas del producto a parte del resto de los papeles. Los números del producto se encuentran normalmente en un archivo del producto con uno o más números del producto.

"Pieza de especificación de producto, código de la especificación de producto" = piezas: Los significados idénticos son las piezas usadas en las descripciones de producto. Cada concepto con mayúsculas dentro de piezas de especificaciones de este "producto" archiva o su apéndice, y utilizado en las descripciones del número del producto. La abreviatura "IMI" fue utilizada para señalar las piezas archiva, e IMI& el apéndice de las piezas.

El "RM" = me leyó. Notas a entender mejor.

"Interruptor" = ("computadora") software

"Símbolo" = Eg.: , %, -, --. -, ()," ", +, O,...

"Sistema" = (relacionado (EL)) sistemas, sistema

"Ver" = versión. Eg.: versión electrónica o mecánica o plástica.

"W" = con. Para los propósitos del diagrama (figura), %each "w" también representa una línea entre qué precede y qué sigue. W/In = dentro.

. Dibujos figurados: códigos y más del diagrama

. Características menos comunes

. Misceláneo: Palabras claves, detalles en características comunes.

CARACTERÍSTICAS COMUNES: Descrito moderado.

CARACTERÍSTICAS COMUNES: Minuciosamente. Leído más adelante.

Acceso

Adaptación

Analizador (decide cómo conseguir invenciones que usted quiere)

Artista (proceso creativo)

Analizador del comportamiento (se adapta al comportamiento del usuario)

Balance

Básico

El mandar la cuenta (genera renta)

Cerebro (proceso creativo)

Cámara

Cartucho (mejora de la licencia del software)

Carácteres

Componer (proceso creativo)

Contentar el analizador

Coordinador

Danza (conecta con qué puede moverse)

Base de datos

Distancer (trae a cliente a las invenciones)

Redactor (adapta instrucciones, el etc)

Educador (aprender utilizar la invención)

Hospitalidad

La protección del medio ambiente es importante

Ejercicio

Experiencia (mejorar la experiencia del usuario así que pasan más)

Juego (conceptos para no los usos del juego)

Guía

Icono

Teclado

Localizador (hallazgo sobre cualquier cosa)

Unidad central

"WO" = fuera

"Descripción escrita" = encarnaciones. Es la descripción de un número o de una pieza del producto en la forma de palabra, incluyendo todas las ramas. Excluye diagramas.

"Divide en zonas" = las localizaciones (señaladas) según lo descrito en la parte "Picosegundo-Zonas". Eg.: está diferenciando zonas en las cuales (picosegundo) el resultado localizado en la diferenciación: efectos, causas, procesos, etc.

SECCIÓN DE LOS SÍMBOLOS

"-" = la descripción siguiente es el principio de una nueva sección que describe el producto.

"--" = lo que sigue es la subdivisión de la sección anterior que describe el producto.

"" = señala la información para el lector que ha agarrado ya ideas relacionadas sin tales marcas. Este artículo puede ser menos importante para el concepto de producto total central. Realizar que la carencia de esta parte no significa que el artículo es una idea central. Este y piezas relacionadas (. -. --) tener no concerniente la patentabilidad debido a la pieza de por sí. Esta parte puede seguir o preceder inmediatamente un aspecto tan posiblemente menos importante. También se incluyen cualesquiera de sus subdivisiones siguientes representadas por "--". Ejemplo: si el elemento o la sección de una parte se precede o se sigue cerca, el aplicables son menos importantes. Un elemento puede tener a partir del uno, a un máximo de dos (es menos crucial que) directo al lado de él.

. - La estrella después del título de cada parte se aplica solamente cuando: la pieza se utiliza en cualquier sección de OTD (salvo especificación de lo contrario, eg. por "+" que se anula); este tipo de estrella no se aplica cuando la pieza se utiliza en una descripción con excepción de OTD.

"." = comienza la nueva sección principal dentro de un archivo. Algo tiene gusto de un nuevo subcapítulo. Se siguen por "-" de que los subconjuntos "." Eg.:

. Corregir: el programa ajusta---

. - Don't confunde "." con ". -", o "...", o un período simple en el final de la oración.

. - Tales nuevas secciones principales pueden también apenas comenzar después a saltar una línea vacía. Las secciones a veces principales se encadenan juntas vía una sola rociada en margen izquierdo entre las secciones.

". -" o "-." = el mismo significado que "" y "-". ". -" sin embargo se utiliza solamente para comenzar una nueva sección que describe el producto.

". -" es más bajo en la ramificación, por lo tanto el igual a. El usar comenzado "-." en vez de ". -" en agosto de 96. Esto no se utiliza virtualmente, y el uso de esta forma pudo ser un error significando un período también.

": " = las descripciones después de dos puntos son algunos de los ejemplos para la descripción de la invención. Este símbolo es mucho más importante que puede aparecer. Los dos puntos se pueden también interpretar a menudo como dos lados separados del diagrama. Los dos puntos ": el" símbolo representa una línea del acceso que la precede al acceso que la sigue. El acceso después de los dos puntos puede también ser un subconjunto de qué precede los dos puntos. Los dos puntos representan qué siguen como el ser "incluye por lo menos el siguiente", "una pluralidad de...".

- Además, algo de una demanda independiente de la patente pudo ser interpretada como qué precede los dos puntos; y secundario-demanda ser qué sigue los dos puntos.

"..." = los conceptos anteriores pueden ser uno o más de los ejemplos para las ideas dichas del producto. Este símbolo es normalmente tres, con todo hasta cinco puntos.

"=" "- >" ">" = cuando está utilizado en las descripciones de producto señala las líneas entre las partes de un diagrama. La presencia de uno de estos símbolos demuestra que los datos son un diagrama real; por lo tanto ninguna necesidad de escribir el "diagrama". "- >" y ">" son iguales, y el contrario de <, <. Señalan la dirección de señales, "=" permite uno o la transmisión de dos vías de la señal (< - y o - >). "=" si está utilizado en piezas de especificación de producto inmediatamente después del título de la pieza en el casquillo, describe la pieza referida.

. - las señales que viajan en estas líneas pueden ir via^: alambre, radio, telefonía.

- también ver "introducción el archivo de las piezas" para los detalles
- cuando "=" carece un espacio solamente en su lado izquierdo, el símbolo se puede también leer (para la facilidad de la lectura solamente), como coma. Eg.: Activar la luz del switch= entonces se gira.

- - > y < - los símbolos son líneas de la flecha. % si ninguì□n conflicto, o el apuro con la solicitud de patente, tales símbolos se puede también substituir por "=".

"O" o "o" = la descripción siguiente es un producto separado que se pudo también combinar con uno o más partes de la descripción restante dentro del mismo número del producto. Estos símbolos no están en capitales o cotizaciones cuando están utilizados.

": " o "el ^" o "@" = enumeró es uno o más de los tipos posibles de funciones, de usos, de piezas, y o de diseños de producto totales. No una lista completa. "@" se utiliza raramente, y si es así antes de Mid-1994. el

"^" es igual que: "eg. ", "etc", "...", "@". Esos artículos que siguen el "^" se tratan como "y o" si se separan por "; ". Esto se aplica a qué sigue ": ". El símbolo del "^" fue utilizado hasta 1995.

"+" = aspecto importante. Uno o más de las ideas dentro de la sección inmediatamente después del "+" del símbolo pueden ser un concepto central para la idea total. Sin embargo, la carencia de este símbolo no significa que la idea es de ninguna importancia central. La mayoría de los lugares con los cuales pudo ser etiquetado "+" no era así que etiquetado, por lo tanto carencia del "+" no tienen ningùn impacto (a menos que posiblemente dentro del contexto de las 100 palabras de alrededor en iguales/las páginas consecutivamente numeradas).
. - si una parte en OTD de-emphasized por una estrella en este "papel de las piezas de especificaciones de producto", la colocación de "+" al lado de la pieza anula inmediatamente tal estrella.

""= representa piezas. Utilizó esto en los años 90 que las piezas están o entre paréntesis, o cada uno de las letras de la parte es letras a veces adentro capitalizadas. Si las piezas se encuentran en el cuerpo de la descripción redactada, las piezas refieren a los títulos completamente capitalizados de una parte en "el papel de las piezas de especificación de producto". Para la facilidad de mecanografiar, las piezas enumeradas en los diagramas y u OTD (otros detalles técnicos) no necesitan estar en marcas de la cotización o ser capitalizados completamente. La forma de la pieza pudo cambiar levemente, eg.: para los propósitos gramaticales, la pieza puede estar en el caso posesivo. Las abreviaturas de la parte fueron utilizadas hasta el junio de 1996.

el `= el solo símbolo del `, y "" los símbolos tienen significados idénticos.

"%" = esta función amplía perceptiblemente la idea del producto más allá del concepto básico. Un subconjunto de la idea se puede relacionar con la descripción de producto central. La mayoría o todo el exterior de la mentira de los aspectos pero cerca de la descripción de producto central. Ejemplo: si la misma parte se refiere en diversas ramas de la descripción, ésos con un % o se efectúan por consiguiente en que rama particular, pero % o no efectúan la misma parte por consiguiente en ramas sin los símbolos. Solamente un % se pone al lado de un elemento, por lo tanto no hay % dobles.

"()" o []' = demuestra uno o más de los ejemplos posibles múltiples. Uno puede guardar o conservar cuál está en paréntesis.
(Utilizado en encarnaciones/especificaciones/diagramas escritos/cómo la función mencionada se pudo poner en práctica.)

+ - () incluir la lista limitada de posibilidades. Otros elementos (poder) ser colocado (además) dentro de ().

- Combinaciones: la información en estos soportes no necesita necesario ser leída, eg.: omitido de la descripción, aunque pueden todavía ser necesitados en una cierta capacidad de permitir la invención. Las descripciones con () pueden ser adentro leídos muchos diverso ways^: con o sin la información adentro (); si hay múltiple () en la descripción - > puede utilizar/no hace caso de uno o más la información acorchetada en cada las combinaciones posibles.

--El uso y o no hace caso de uno o más sistemas de información separados por "()", para leer cada combinación señalada. Eg.: #1: [un (b) = una c (d)] se pueden leer por lo menos nueve maneras, tales como #2: a = c (d), y o #3: a = D. Cada combinación está para diversas variaciones de la invención (para las aplicaciones alternativas). Cuanto mayor "()" las ocurrencias múltiples se separaron a través de la encarnación principal, el número de combinaciones crece exponencial. "()" Utilizó en los aumentos posteriores de "ramificación" de las encarnaciones el número exponencial total de combinaciones.

- Estos soportes diseñaron normalmente ampliar las descripciones de la n.

- La información dentro () es generalmente un subconjunto de la pieza, eg.: "sensor" = c ("analizador") = oscilador: la línea se extrae de analizador a la computadora ("C"), y las líneas se extraen de "c" al "sensor" y al "oscilador". --El interior de los datos "()" no necesita ser un subconjunto, cuando es una idea diversa/relacionada. Eg., grapadora (grapas): #1, grapas se podría también clavar adentro manualmente sin una grapadora; #2, grapas se pudo soldar con autógena para los usos no-conectivos también. % si la aplicación "()" ser un subconjunto o no [sin la opción de ambos], entonces "()" se puede considerar un subconjunto (para los propósitos de la patente).

. --D: piernas = robusteza del juguete (sensor/c ("analizador" (software))). Para (impreso) los propósitos esquemáticos, el software es el analizador interior, analizador dentro de c, c dentro de la robusteza del juguete, sensor dentro de la robusteza del juguete - (con objeto de este diagrama). La robusteza del juguete podría tener diversos interiores puesto que () son las posibilidades limitadas, eg.: el juguete es puramente mecánico.

. - El soporte izquierdo se afina a veces adentro con la omisión accidental del soporte derecho siguiente, eg.: (analizador) compara con (analizador.

. - Cuando () utilizado después de un número de patente: éstas son ideas inventivas (nuevas aplicaciones) basadas en KN y las configuraciones de la patente.

"/" o \' = significa "y o". Por ejemplo los medios de A/B, A y o B se aplica al panorama.

Otro ejemplo: en un diagrama se utiliza "/" símbolo como sigue: [parte 1/part 2 = parte 3 = parte 4]. En el ejemplo precedente, parte el diagrama de tres va a parte el' S1 y o 2, que está allí es la posibilidad de variaciones. La parte 3 tiene una línea para parte 4.

Los detalles siguen: Ejemplo: [parte 1/part 2 = parte 3 = parte 4/part 5] está igual que a: el diagrama de la forma de >3<, 1 2 4 5 circunda los 3 (en patrón sabio del reloj); y o b: puede ser D1 partido: 1=3=4, D2: 2=3=5. (no se demuestra ninguna línea entre 1 y 2. importantes: una línea no se excluye, y %might se dibuje entre las dos piezas si es viable.). En lugares aislados "\" pudo haber substituido "/".

- Combinaciones: hay con frecuencia "/" del múltiplo en descripciones de N - > uso y o no hace caso de uno o más sistemas de información separados por "/", para leer cada combinación señalada. Eg.: #1: [a/b = c/d] se pueden leer por lo menos nueve maneras, tales como #2: a = c/d, y o #3: b = C. Cada combinación está para diversas variaciones de la invención (para las aplicaciones alternativas). Cuanto mayor es "múltiple/" ocurrencias separadas a través de la encarnación principal, el número de combinaciones crece exponencial. "/" Utilizó en los aumentos posteriores de "ramificación" de las encarnaciones el número exponencial total de combinaciones.

"~" = iguales que "/" o "\" a menos que una línea también se dibuje entre las piezas cuando se utiliza esta línea ondulada símbolo. Eg. #1: 1~2=3=4/5, líneas están entre 1&2, 1&3, 2&3, 3&4, 3&5, %maybe 4&5; el 1/2 pasa con 3 conectar con 4/5. Las líneas entre 1 y 2 son opcionales, desde el símbolo del "~" podrían también ser una raya vertical diagonal, en otra versión del diagrama.

- ver la "introducción a las descripciones de producto" para los detalles

. - [si los símbolos de este archivo no transfieren entre los sistemas de los programas informáticos: su el mayúscula ``del 'solo secundario-cotiza llave según lo encontrado en el ordenador portátil de Toshiba T1910, mientras que utiliza el software WordPerfect 6.0B para el DOS. A partir de 1991 ahora (3 de enero de 1995) todas las entradas de datos era en palabra perfecciona 5.0 para el DOS o más arriba. Puesto que 4.94 la computadora de Toshiba T1910 fueron utilizados.

"; " = el punto y coma es una rotura en el flujo del pensamiento (más débil que un período, con todo más fuerte que comas). Cuando hay una raya vertical diagonal en la oración seguida por "; ", el punto y coma debe romper normalmente las líneas en el diagrama. Ver "/" sección.

": " = la información después de los dos puntos representa uno o más de las manifestaciones posibles [%applications para las funciones dichas]. "()" El símbolo es similar a los datos después de los dos puntos. Datos que siguen ": " ser más probable tener la posibilidad del escalonamiento más allá de los límites de la idea/de los términos que preceden directo los dos puntos, que preceder de los datos directo "()". ^ de los símbolos conectados ": " son iguales que ": ". A veces hay información seguida por los dos puntos, que entonces es seguida por otra ": " dentro de la misma oración, en este caso éste puede significar que dos puntos de siguiente de los datos los primeros son un semi-subconjunto de datos que lo preceden, y dos puntos de siguiente de los datos los terceros son un semi-subconjunto dos puntos de siguiente de los datos de primeros, o dos puntos anteriores de los datos de primeros.

Viejos símbolos del diagrama: utilizado en el material hecho hasta mid-1993. Las líneas verticales se pueden también representar por "mí", un punto". ", o "L", etc. Este 3ultimo demuestra las piezas adicionales que están

en la línea abajo y directo a la derecha del "L". A veces una línea de volutas de los bloques encima a la línea o a la página siguiente.

VIEJA SECCIÓN DE LAS ABREVIATURAS

Introducción: Esta sección cubre las viejos abreviaturas y símbolos, que se continúan sobre todo en más nuevas invenciones. Más viejas invenciones pueden ser ésas encontradas en las secciones A, B y C, o que tienen esas letras en sus números del producto, e.g. "2A400".

Anuncio o Adv: publicidad

CUANTO ANTES: Cuanto antes

Gato: categoría de producto, eg.: TV; teléfono

CIS: Antigua Unión Soviética o SNG también llamado

Dir: directorio, eg.: "Un Dir" está de primera N desarrollada

DM: Correo directo

F: fax

G: cv, caza de trabajo; concesión (de la fundación/del gov't)

HW: ayuda querida (haciendo publicidad); nueva gente necesaria

II: I n n o v un instituto de t i o n

L: legal

Pls: por favor

N: Golpecito, producto # (generalmente uno concebido por K una y s). Puesto que cerca de 1996 "NK" significa las invenciones del producto concebido por K una y s, y de los medios de "N" los productos y en general.

Mk: comercialización

Musgo: Moscú

MU: Musical, música

J: Japón

R: investigación

Req/RQ: requisitos; requerir

RF: Radiofrecuencia. Cuando es factible incluye a la transmisión y a recepción infrarrojas. D: device#1=tr/rc=tr/rc=device#2

SPB: St. Petersburgo, Rusia

T: El teléfono, ve "piezas". Vieja definición:

letra/correo

TYO: Tokio

U: usted, una más nueva definición es: usuario

Ur: su

X: documento: para la publicación, visto por el público

2: Desarrollo de la idea del producto

4: Relaciones públicas, artículos

8: Comprobar para ver quién está copiando mis ideas

\: El diagrama parte - y o señalando si una línea se dibuja entre las piezas. Ver las "piezas"

/: si no se dibuja ninguna línea "necesario" entre las partes en diagrama. Ver las "piezas"

UNA MÁS VIEJA VERSIÓN DE PIEZAS (A PARTIR DE 1990-1992)

La más nueva versión como en "piezas principales" sobrepone las descripciones adjunto si suceden ser dos diversas definiciones para las mismas piezas.

A = y

EN = la comunicación del pedazo del juego, el pedazo de cada jugador comunica con uno a y la máquina de proceso central vía las ondas de aire (probablemente no el alambre)

EN = y o

AU = para el nivel adulto 16 años y encima

B = tiene botones (no mencionados si los PP); "K"; "R"

Uso del bebé de BA/KI/CH=for 0-4 años/cabrito 4-8 años/niño 9-15 años

C = productos del uso como el compañero provechoso del ejercicio y o guía, organismo de la regla; "ejercicio". La nueva versión es "computadora", si es dudoso sobre el uso "computadora" de la interpretación. Consumidor de CS/BU/CL=for/uso comercial del uso/de cliente

D = esto es la vieja definición para "T" (telefonía) (incorporada (el teléfono celular o estándar))

DA = tiene fecha interna, reloj, contador de tiempo necesario para el funcionamiento del interruptor; "tds"

DD = "S"; construido en indicador digital (eg.: El LCD), puede mover de un tirón adentro para la compacticidad

DS = "S"; exhibiciones de la máquina en la CRT, el indicador digital, o el impreso (papel regular o termal)

EP = componentes electrónicos: el producto funciona por medio de los microchipes, de los procesadores y de los otros elementos estándar para este tipo producto electrónico; "C"; "básico"

El EL = enseña a habilidad (no no necesario psicologica) práctica. La definición usada a partir de finales de 1993 es EL = electrónico. "educ"

Y = nuevo tipo de hospitalidad ("entretener ")

La extensión = funciona en el plano o la superficie semi plana, tapa de tabla, esta opción no funciona encendido las baterías, o energía de la vibración.

ALETA = descripciones de la opción del producto de los finales

G1 = juego para una persona solamente

G2 = juego para dos personas solamente

G23 = juego para dos o más personas. G12 = para 1 o 2 personas, G3 = tres personas solamente.

GGH = el juego consigue más dificilmente. pues la capacidad del usuario en la condición mejora o empeora, la máquina compensará cerca: siendo más fácil, más duro jugar (en términos de habilidad, rapidez...)

HM/OF/SC=for se dirigen/el uso de la oficina/de la escuela o del laboratorio

Índice de inteligencia = versión especial para la gente con el índice de inteligencia dentro de la tapa el 2% de la población

JK = para el uso como diversión chistosa, una novedad inusual, "entretienen"

M = vieja definición: máquina (producto descrito dentro de producto # solamente). Nueva definición que fue aplicada a las nuevas escrituras en fecha 3.94: "MFH" [transmisión en circuito del marco principal]. La vieja definición todavía se encuentra en las escrituras compuestas a 1992.

MA/FE = para uso de varones/de hembras

= memoriza señales de entrada anteriores en su "C"

El MI = los elementos de este producto es permutable con uno

NRL = no juego de la vida real, jugado interconectando con el juego electrónico y o el tablero.

O = o

OD = dispositivo de la telecomunicación que trabaja vía ondas de aire; "T:

PÁGINA = programable por el usuario (afinando en sus botones del plástico) y o el fabricante; "pp"; "P.M."

El PO = construido en impresora imprime el Info/datos/cuadros sobre el papel, tiene el borde del rasgón, la termal o papel de papel [del asiduo]; "impresora"; "S"; "fs".

Derecho = ritmo

RL = el juego de la vida real, jugado adentro o al aire libre, requiere a gente que se mueve en un ambiente

SD = teléfono del altavoz; nuevas piezas "teléfono del SP"; "T"

SC = comunicador sano: recibe ("mic") y o envía ("oscilador") sonidos mecánicos, y o las palabras humanas y o las voces

SH = demostración

VC = persona controla el volumen de sonidos; "oscilador"

TD = descripciones técnicas

PARA = el uso del juguete, "entretiene"

TK = para el uso como truco de la diversión, broma; "entretener"

TM = marcas para el producto

El CAC = "mic" (interno o externo) registra los sonidos facilitados por el usuario (sobre el microchip o posiblemente la cinta), y se puede repetir en totalidad o probablemente en formato corregido u otro alterado usando los sintetizadores incorporados; "oscilador"

UR = su

WH = que

"-" = solamente cuando está utilizado en TM: separa el orden de las palabras, 1r, 2do...

18L = operación, instrucciones y comercialización en 18 idiomas: Inglés, japonés, español, alemán, francés, chino (dialectos del mandarín, del Cantonese), ruso, árabe, portugués, italiano, griego. Más las familias de lengua de: Báltico, Slavic, germánico, iraní, sudanés, Malayo-Polinesio y turco.

Una MÁS VIEJA VERSIÓN DE PIEZAS (hasta 1995 o tan)

CH = también para los niños debajo de la edad 16. Una partición más nueva.

El cm = la cubierta está de metal liso de la calidad con el revestimiento esmaltado.

Cc = diseño creativo de la cubierta.

- D: ..... Los puntos (...) son la cubierta plástica

. |||||||.

Barras de los dos puntos (|} es el producto

..... La forma encajonada se simplifica también, pero demostrar

la cubierta es una cubierta exterior.

- OTD: Utilizado hasta quizá 1995. El broche de presión encendido, o el tornillo en pedazos se puede esculpir alrededor de la unidad básica como decoración solamente. Los pedazos están de plástico colorido y o de metal esmaltado. Los pedazos se pueden encajar a presión solamente encendido en las maneras que no obstruyen el uso normal del dispositivo, o causan peligro. La cubierta se pudo moldear y soldar con autógena para no ser cambiable. Ver el "cerebro".

COLOR =

- Nueva definición - después de agosto de 1996: Colores cuaesquiera 1.000 o más estándar/tintas. + ver a "artista" y "corregir".

- Vieja definición - antes de 1995: Color del artículo usted toca cambios, eg.: causado por cómo cambios en cristales líquidos de los efectos de temperatura. Uno o más del siguiente pueden cambiar color: todo o una parte de la cubierta (una tira de cristales líquidos), botones, "exhibición".

El CP = la cubierta plástica de la calidad lisa, salvaguardias contra peligros comunes tiene gusto: impactos, calor, descoloración, etc.

- D: ..... Los puntos (...) son la cubierta plástica

. |||||||. Barras de los dos puntos (|} es el producto

..... La forma encajonada se simplifica también, pero demostrar

esa cubierta plástica es una cubierta exterior.

CR = cubierta del caucho fuerte y durable liso, salvaguardias contra peligros comunes. Similar al "cp".

CRC = computadora central ("C") de número 1D-010 del producto del "sistema adaptante".

ABREVIATURAS PERIÓDICAS

Introducción: Las referencias se hacen a los periódicos de uso general mundiales. Las invenciones desarrolladas adjunto son generalmente invenciones de la mejora de ésos publicados. Para los propósitos del diagrama: se yuxtaponen las invenciones mejoradas compiten un vis los productos publicados.

DY = "Yomiuri diario", Tokio. También cualquiera incluye cualquier cobertura de diferenciación dentro de "Yomiuri Shimbun" del editor. El artículo encontró en su sección de los "nuevos productos", en publicado semanalmente en el diario.

ES = catálogo científico de las ventas de "Edmundo". 101 E. Gloucester Pike, Barrington, NJ 08007 los E.E.U.U. Teléfono +1 609 547-8880, servicio de atención al cliente 609 573-6260, fax 609 573-6295. Los productos mencionados en el catálogo científico 1995 de Edmundo son un ejemplo que se puede incorporar en todas las o algunas invenciones. Hay de vez en cuando ejemplos múltiples de tales productos en este catálogo. La cubierta de este catálogo tiene "15C1A" impreso.

Picosegundo = "ciencia popular", los E.E.U.U. No confundir esto con el "picosegundo" para el sistema de colocación (si en duda verdadera después presumir que el "picosegundo" representa "sistema de colocación".

QMRR = "revisión del estudio de mercados del capricho".

- Ver "la revisión del estudio de mercados del capricho: Usos prácticos en estudio de mercados". Especialmente edición de febrero de 1996. Avenida de 8030 cedros., #229, Bloomington, manganeso 55425. Teléfono 612-854-5101. ISBN: 08937451. Tiene los listados de softwares relacionados, y las compañías con los especialistas capaces de hacer la programación, especialmente páginas 78 a 85.
- Cuando QMRR se utiliza en el software parte el archivo. Ver especialmente que las clasificaciones del producto de software con iguales/relacionaron los títulos (listado cerca de 10-20 softwares existentes).
- Definiciones de las funciones usadas en softwares del estudio de mercados: examen (métodos, preguntas, respuestas, "análisis"), ambiente, estudio de mercados, perfiles de cliente, (cambios adentro) figuras de ventas (eg.: más y menos de ciertos modelos que son vendidos, atado a otros cambios en mundo/mercado/usuario) ven las compañías mencionadas del "capricho", y los libros del estudio de mercados.

NK = "semanario de Nikkei", Tokio.

- Esta idea del producto incluye y es una extensión del producto descrito en de los servicios del semanario de Nikkei del `de Japón (parte de Nihon Keizai Shimbun) la sección de los "nuevos productos y" que abarca una página llena en la mayor parte de sus ediciones.
- En la ocasión, un artículo incluirá y será una extensión para de la tecnología del semanario de Nikkei del `la sección de la "ciencia y" para la fecha dicha.

EPO, USPTO y OMPI: Las bases de datos de la patente del gobierno ligaron de www.WIPO.in t

DTSW = "directorio de los surtidores técnicos del software", publicado cerca: teléfono +1 914-963-3695, fax 914-376-5011 de CAE Consultants Inc. los E.E.U.U. Avenida de 41 Travers., Yonkers, NY 10705 los E.E.U.U.

Estos datos también disponibles en: HTTP: /el directorio de www.caeconsultants.com usado era "hasta la fecha en fecha 1/1994". El CAE también ofrece el Info libre en el teléfono para localizar a surtidores.

También ver el archivo menos de uso general de las características (fue nombrado Features).

CONCLUYE ESTE ARCHIVO DE ABB-SYM: Abreviaturas y símbolo detallados
Archivo: Introducción a la introducción de la palmadita/del diagrama

DIBUJOS FIGURADOS

INTRODUCCIÓN A NUESTROS DIBUJOS ESCRITOS EN CÓDIGO DEL TEXTO

Introducción a encontrar los dibujos figurados (dibujos) en este uso: Los dibujos se incluyen en esta limadura. La mayor parte de los dibujos existentes, sin embargo, pueden no aparecer inicialmente ser dibujos alguien que mueve de un tirón rápidamente a través de la limadura de la patente. Los dibujos son generalmente cadenas de partes en una sola línea; conectado por las rociadas. Esto cubre en gran parte dibujos informales.

Ejemplo

Ejemplo simplificado del diagrama de la computadora: EL → DE LA CPU DEL → DEL TECLADO DEL → DEL USUARIO MODIFICÓ SALIDA PARA REQUISITOS PARTICULARES

Debajo: versión del diagrama antedicho usted es más probable ver.

Detalles

- Los dibujos se pueden encontrar para cada descripción de producto en diagrama fijaron 1, y/o en diagrama fijaron 2. dibujos están también con el texto impreso. La mayoría de las descripciones de producto que comienzan con el "directorio de C" tienen dibujos.
- Las características (piezas) están generalmente en "paréntesis", y características (piezas) a partir del 1997 son precedidas por un apóstrofe. Ver el papel de las características (piezas) para los detalles.

"=" conecta las características (piezas) del diagrama. La presencia de "=" significa que tal es un diagrama (la clarificación de su ser un diagrama se puede hacer pero no es necesaria). Para facilitar la lectura la primera vez, "=" se pudo considerar las comas, especialmente cuando no hay espacio a la izquierda del símbolo como con comas regulares. E.g.: Activar la luz del switch= entonces se gira.

Referencia de archivo: PCTAdapt2006-12

DISEÑO ADAPTANTE DEL GENIO

CONTENIDO

PARA EL USO REVOLUCIONARIO DE LA PALMADITA

¿Este uso apareció en su patente buscó?

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Ésta es una copia de los archivos de la solicitud de patente del PCT con nosotros oficina de patentes el 20 de diciembre de 2006. El formulario de inscripción del PCT está en el final de este uso entero de la palmadita.

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SECCIÓN 1 DE LA INTRODUCCIÓN:

. Parte 1 de la introducción: ¡Adentro PRIMERO LEÍDAS - entonces invenciones interesantes de la búsqueda de la palabra clave!

. Características - versión práctica corta. Leer esto pronto.

. Abreviaturas - versión corta

. Símbolos - versión corta

SECCIÓN 2 DE LA INTRODUCCIÓN: Leído mucho más adelante

. Concesiones que dimos

. De la investigación décadas continuas del pasado adentro

. Buscar y substituir

. Abreviaturas y símbolos detalladamente

. Dibujos figurados: códigos y más del diagrama

. Características menos comunes

. Misceláneo: Palabras claves, detalles en características comunes.

CARACTERÍSTICAS COMUNES: Descrito moderado.

CARACTERÍSTICAS COMUNES: Minuciosamente. Leído más adelante.

Acceso

Adaptación

Analizador (decide cómo conseguir invenciones que usted quiere)

Artista (proceso creativo)

Analizador del comportamiento (se adapta al comportamiento del usuario)

Balance

Básico

El mandar la cuenta (genera renta)

Cerebro (proceso creativo)

Cámara

Cartucho (mejora de la licencia del software)

Carácteres

Componer (proceso creativo)

Contentar el analizador

Coordinador

Danza (conecta con qué puede moverse)

Base de datos

Distancer (trae a cliente a las invenciones)

Redactor (adapta instrucciones, el etc)

Educador (aprender utilizar la invención)

Hospitalidad

La protección del medio ambiente es importante

Ejercicio

Experiencia (mejorar la experiencia del usuario así que pasan más)

Juego (conceptos para no los usos del juego)

Guía

Icono

Teclado

Localizador (hallazgo sobre cualquier cosa)

Unidad central

Programas del fabricante

Micrófono

Alarma de la mañana (puede recordar sobre cualquier cosa marea a la invención)

Multi-Media (maneras opcionales de obrar recíprocamente con invenciones)

Multiusos (puede adaptarse a cada usuario)

Notificador (saber qué está sucediendo)

Orden y sincronización (miradas en los patrones de acontecimientos)

Comunicador sano saliente (locutores opcionales)

Los animales domésticos predicen (el tamaño de mercado futuro de la invención)

Software de la predicción

Programación

Preguntas (el sistema pregunta a usuario se quieren qué características de la invención)

Teledirigido

Clientes de la encaminamiento a lo que buscan

Pantalla

Buscar y reaccionar (el sistema reacciona dándole a invención búsqueda)

Analizador de sonidos (comandos de la voz)

Cuenta (medidas como de bien las invenciones se adaptan)

Seguridad (infractores del retén, etc.)

Sensores

Software

Visión sana (opción audio-visual)

Estado

Sintetizador (cualquier sonido se adapta a las preferencias de usuario)

Telecomunicaciones (estancia conectada con invenciones)

Terapia (mejores invenciones que usan de la sensación)

Inclinación (palanca de mando)

Tiempo y estampilla de fecha

Pista (saber la invención fue utilizada)

Usuarios (que definen a la gente que utiliza invenciones)

Analizador visual (se adapta basado en lo que ve)

Realidad virtual (futurista...)

W5 (la invención pregunta qué sucedió, donde, porqué, cuando y cómo)

Caminata sobre (variaciones de las ofertas para las aplicaciones del portable)

Zona (véase la sección del localizador).

LAS CARACTERÍSTICAS COMUNES ANTEDICHAS TIENEN SU SUB-FEATURES EN ARCHIVOS SEPARADOS.

Las características comunes siguientes se separan en archivos múltiples. Sus archivos (Secundario-Características) se organizan alfabéticamente junto con las otras características.

ADAPTARSE:
. Introducción y sastre
. Invenciones adaptantes
. Piezas secundarias
. Ampliarse
. Artículo
. Cifrar las secuencias para el software y la DNA
. Otras adaptaciones

ARTISTA:
. Introducción y general de AR
. AR IMIS
. AR IMI
. AR escribe
. Causa de AR
. Arrastre de AR
. AR Educ
. AR ReadHelp
. AR ReadHelp
. AR Dys-Ed
. AR Dys-IMI
. AR Dys1
. AR Dys2
. AR Dys App
. Artista misceláneo

Sub-Folder de la cañería de los JUEGOS.
Incluye Secundario-Secundario-Carpetas con sus archivos:
. Introducción de los juegos (archivo)

. GA LIC R: (secundario-secundario-carpeta)

- Juego del collar
- Juego de la datación
- Detalles del juego de la datación

. INVENCIÓN Y PIEZAS DEL GA:

- El comportamiento de la guía se modifica
- Comunicación del sastre
- Fósforo del sastre
- El UIP emerge

. GA 3

- Predecir las funciones del juego
- Guía del laberinto del rompecabezas
- Juego de práctica de la vida real
- Interfaz verdadero del tiempo

. GA 2

- Buenas intenciones
- Juego de la salud
- Buscar un juego de la reacción

. GA 1

- Juegos de marzo de 2006
- Juegos otro
- Juegos a partir de los años 90
- Juego de la invención

. Juego (archivo)

. PIEZAS del JUEGO (características):

- Juegos de la subparte del UIP
- Puntos de acción
- Partes de nuestros juegos de los años 90
- Inteligencia artificial UIP

- Características comunes de la industria
- Lista del diagrama del RPG
- Facetas grandes del UIP
- Juegos de la entrada del UIP

. Aumentar otros juegos

LOCALIZADORES (GPS):

. Introducción

. misceláneo oceánico 1G104

. Picosegundo 1

. PS2

. Funciones del picosegundo

. Zona del picosegundo

. Listados de la característica del picosegundo

. Picosegundo otro

. Picosegundo misceláneo

ANIMALES DOMÉSTICOS (además de puerta del animal doméstico):

. Introducción

. Piezas

. Subpartes

. Notas de la puerta del animal doméstico (leídas más adelante)

. Ampliarse

. Patentes

DIRECTORIO DE LA INVENCIÓN: Se enumeran en los archivos antedichos de la característica, y abajo. La sección inicial de cada invención puede ser más fácil de interpretar hasta que uno pudo haber leído la solicitud de patente entera. Comenzar hoy y explorar por sus palabras claves.

Las invenciones en categorías siguientes del usuario final fueron creadas a través de nuestro sistema del genio: Relacionados químicos para el uso del hogar y del negocio, localizadores, indican adaptaciones relacionadas, audios, del animal doméstico, adaptaciones plásticas y mecánicas, telecomunicación, la reducción del retraso de jet cuando las luces fijan por el despertador, alimento de mar de la pista para sus usos de la guía de la seguridad, de la voz y de la lengua, el etc. ¡Más en otros archivos!

I invenciones del directorio

Invenciones del directorio de J

Invenciones del directorio de G

Invenciones del directorio de E

Invenciones del directorio de D

Invenciones del directorio de C

Invenciones del directorio de B

Invenciones de un directorio

CONTENIDO DETALLADO PARA LAS SECCIONES MÁS GRANDES ARRIBA (CONTENIDO PARA LAS SUBDIVISIONES):

La tabla siguiente enumera las secciones múltiples que agrupan diversos archivos.

Con mayúsculas están los nombres de sección; se siguen en la orden de la presentación sus nombres del archivo.

. La sección del juego se divide más a fondo en sus subdivisiones, entonces sus archivos del individuo.

Continuamos mejorando el interfaz a esta solicitud de patente, mientras que el uso sí mismo se desarrolla.

. Visitar nuestro sitio para las actualizaciones al interfaz y otras materias en www.LicenseItToday.com.

INVENCIONES de CATEGORY (una pequeña porción de nuestras invenciones)

PRODUCTO QUÍMICO - lazos a otras clasificaciones:

. Introducción

. Patentes del indicador

. Indicadores

. Piezas

. Para Techies

. 7GN

. 7GQ

. 7GR

. Producto químico en general 7G

PROFESOR PARTICULAR DEL MOVIMIENTO:

. Introducción

. Guía del cuerpo

. Cuerpo

. Demandas

. Demandas

. Otro

. IMI

. Para Techies

. Patentes

MUSICAL;

. 5E080 A

. 5E080 B

. 9J componen

. DJ audio

. Misceláneo audio

. Juguete del disparador

PLÁSTICO Y MECÁNICO:

. plásticos 6G

. 6GE

. Plásticos generales

Analizador de sonidos

Deportes usando nuestra tecnología

TELECOMUNICACIONES:

. Notificador del teléfono celular

. Ruido que cancela ayuda

. Guardar el teléfono el sonar hasta que usted lo coja.

Herramientas para los consumidores que usan nuestra tecnología

Juguetes usando nuestra tecnología

Adminículos del recorrido

Analizador visual

Web: Una mejor manera de enviar la información, y de probar cuál era interior profundo.

I MISCELÁNEO:

. 3E

. 3G

. 4E

. adaptación del disco volador 4G280

. 5E

. 5G

. 7G

. 9G

. Audio en general

. Notificador de la longitud de la cuerda

. Investigación de la longitud de la cuerda

. Invención - captura de movimiento

. Ajustador del retraso de jet

. Software del punto de venta

. Invenciones de la lista de "R"

. Seguridad de la intoxicación alimentaria de mar

. Guía de la pronunciación del analizador de la voz

DIBUJOS FIGURADOS

EXTRACTO

DEMANDAS

. Demanda independiente

. Demandas del dependiente: Maneras interesantes de buscar nuestro directorio de la invención en este uso de la palmadita e Info actualizado en LicenseItToday.com. El genio que piensa diseño adaptante. Unidad de esta solicitud de patente y de su directorio fijado de la invención. Tener acceso a los sistemas.

La palabra clave que busca para sus invenciones puede ser una manera rápida de descubrir nuestras tecnologías revolucionarias hoy

Para las actualizaciones y más visita LicenseItToday.Com

Archivo: Introducción a la sección palmadita/Intro6 1

INTRODUCCIÓN CORTA A LA SOLICITUD DE PATENTE

Actualizaciones en LicenseItToday.Com

¡LEÍDO POR FAVOR!

PARA LOS LECTORES DE LA PRIMERA VEZ: El primer leyó esta sección introductoria. En segundo lugar, localizar las invenciones por una búsqueda de palabra clave o su número de identificación. Tercero, cuidadosamente el contenido del estudio, entonces leyó en allí.

Las características comunes en cada uno de las invenciones ven la versión práctica simplificada. Más detalles son en el archivo de la característica principal donde se explican la mayoría de las abreviaturas.

Los primeros contadores de tiempo pudieron no hacer caso de la información precedida con un "" de la estrella, o de la rociada del punto ". -". ¡Disfrutar de la solicitud de patente interesante.!

Descripción de producto central: La descripción central es presentada primero por su nombre y precedida a menudo por su número del producto, luego su descripción. La información adicional sobre la invención se explica en la sección de ramificación. Las ideas del producto se pueden integrar con otras ideas del producto, o desarrollar por separado.

¿Buscar una gama específica de invenciones? Ahora hacer una búsqueda de palabra clave de este uso de la palmadita. Para las actualizaciones y más visita www.LicenseItToday.com de la información. Entonces usted puede leer sobre cómo se presenta nuestra solicitud de patente.

RAMIFICANDO NUESTRAS INVENCIONES

Las ayudas de ramificación explican los niveles probables de importancia en comprender la descripción central. La llanura adicional de los conceptos la ramificación es las ideas, que se pueden combinar con la descripción central, puede estar en el mismo o la diversa solicitud de patente de las ideas de la descripción central. Hay muchas maneras de ramificar los acoplamientos entre los usos de esta palmadita muchas secciones. Esta introducción cubre una buena porción de las variantes.

Reducción del espacio: El sistema de ramificación del árbol reduce grandemente accesos repetidores. El listado simple para el tipo de ramificación que la invención ramifica en: informa al lector para encontrar esa sección de la rama en este y fuentes relacionadas, para la información restante.

Hay dos secciones para donde se divulga el sistema de ramificación: primero, las descripciones de producto; en segundo lugar las "características separadas". Descripciones de producto aplicables del suplemento de las "características".

Las búsquedas de la palabra clave del software para todos los datos en esto y limaduras referidas (también) se utilizan en la localización de datos relacionados. Las búsquedas incluyen: nombres de parte, números del producto, % otros datos (las palabras o las frases encontradas en la descripción central y mencionadas en otras partes de nuestras limaduras, o la patente particulares busca en cualquier base de datos de la patente (los E.E.U.U.)). Utilizar nuestras palabras claves encontradas en las especificaciones, y las secciones específicas de la palabra clave.

Ambas descripciones de producto, y las características, ramifican generalmente hacia fuera en la red siguiente:

RAMA 1: El primer párrafo (eventualmente) en la descripción central a la invención, o características comunes compartidas por nuestras invenciones.

RAMA 2: La descripción adicional excepto el OTD siguiente (otros detalles técnicos) (eventualmente). Ramifica 1 y 2 componen la descripción central.

RAMA 3: Diagramas exhaustos de siguiente de la rama 1 y 2. de OTD con sus descripciones atadas en el mismo archivo, pero no cubierto en la rama 1 o 2. Notas introductorias leídas posteriores que explica las ramas 4, 5, 6, 7, 8, 9, etc.

Nuestro sistema es más elaborado que la ramificación de un árbol. Los acoplamientos (ramas) hacen en muchas direcciones, y a menudo acoplamiento de nuevo al punto donde está el usuario en nuestro sistema inventivo. Los acoplamientos empiezan en donde usted está obrando recíprocamente nunca con el sistema interesante.

INFORMACIÓN DE CARÁCTER GENERAL

Descubrir porqué este uso fue hecho diferentemente de limaduras tradicionales.

Uno de los propósitos principales de las "características" es reducir costes de la investigación, del desarrollo y de fabricación usando diseños similares dentro de diversos sistemas electrónicos del producto. Hace más fácil programar, fabricar, poner y aprender utilizar el sistema simplificado, y repitió características.

Cualquier uno o más característica mencionada en una descripción de producto pudo ser útil. La descripción de producto incluye la descripción central, las partes con sus apéndices, y los diagramas.

La prioridad va a los usos de la palmadita de los E.E.U.U.:
Appl # nuestra referencia # fecha archivada (aproximado):
60/755291 29 de diciembre archivado US2101 o 30, 2006
60/756607 ____ archivado de enero el 05 de 2006.
60/778313 US2400D. 1 de marzo de 2006 archivado
60/783018 US2404. 15 de marzo de 2006 archivado
60/786906 US2410. 28 de marzo de 2006 archivado
60/852794 US2522. 18 de octubre de 2006 archivado

USAAdapts2006-12 archivó el 19 de diciembre de 2006 archivado electrónicamente
Este Appl PCTAdapts2006-12 archivó archivado el 19 de diciembre de 2006 en la forma de papel

Las dos limaduras de la patente de diciembre de 2006 en USPTO (palmadita de los E.E.U.U. y oficina de la marca registrada) tienen especificaciones idénticas. Los usos son idénticos a excepción de los formularios de inscripción.

Esta solicitud de patente entera es puede ser archivada con las actualizaciones en el plazo de tres semanas para las sumisiones nacionales de la solicitud de patente en diversas oficinas de patentes incluyendo la Oficina Europea de Patentes.

Archivo: Introducción/IMI S 5 de las características

CARACTERÍSTICAS - VERSIÓN PRÁCTICA CORTA

Este archivo da la idea básica para cada característica.

¡La búsqueda de la palabra clave ahora adentro, u hojea por Subject!

El ACCESO = accede a las funciones electrónicas con afinado correctamente en la combinación, el etc.

ADAPTARSE = otro término para adaptar. Ver la programación de la información de usuario.

El ANALIZADOR = los programas informáticos analiza cómo manejar la situación.

AP = uso: Cómo la invención puede ser utilizada.

El ARTISTA = permite que el usuario haga y que corrija imágenes.

El ASOCIADO = asociando semejanza nivela entre los acontecimientos múltiples o los archivos convertidos a digital.

VAGOS = analizador del comportamiento. Analiza el comportamiento vivo de la gente.

El volumen del BALANCE = de los altavoces ajusta según donde la persona se sienta. El sistema utiliza el punto central para dos o más personas.

CUENTA = facturación: Usuarios de las cargas por cantidad y el tipo de uso.

CEREBRO = el cerebro de la computadora. Cosechadoras: "Analizador", "UIP", etc.

C = computadora. El centro del sistema a menos que esté descrito de otra manera.

CÁMARA/LENTE = el ojo del sistema.

CARRO = cartuchos que se insertarán en sistema. Contiene con frecuencia software/bases de datos útiles.

PALMADA = chapaleta. Cada combinación de palmadas controla una diversa función. Permite que el usuario controle la invención sin el tacto.

COMUNICAR = cuando cuaesquiera dos o más personas, animales o dispositivos comunican con uno a de cualquier manera.

COMPOSICIÓN = composición de música electrónica: Otra variación del producto se puede también utilizar para crear música interesante.

El CA/el ANALIZADOR CONTENTO = analiza la comprobación, o el contenido de la base de datos.

COORDINADOR = características de los coordenadas diversas del sistema.

MODIFICAR para requisitos particulares = ver nuestro para adaptar la característica.

D = diagrama. Este símbolo precede a menudo diagramas.

La DANZA = el movimiento del cuerpo genera sonidos.

FECHA = reloj interno, calendario, notificador de la alarma del reloj.

DB = base de datos

EXHIBICIÓN/S = pantalla.

El ™ de DISTANCER = señala siempre que cualquier dos piezas se separen o vengan juntas. Señales vía las ondas de radio si la separación es distancia más o menos que programable. Ver el otro archivo registrado en el distancer para los detalles. ™ de Distancer

El EDIT = el interruptor (software del `) corrige/defiende hacia fuera datos antes de que alcance a usuario.

EDUC = educativo: enseña a habilidades interesantes. Substituye a instructor humano.

EGH = la educación consigue un ™ más duro ajusta a la habilidad del usuario.

ENTRETENER = también utilizado como forma de hospitalidad.

¡PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = [el `modifica para requisitos particulares] amistad del EP!

EJERCICIO = también utilizado como forma de ejercicio.

FX = transmisiones de fax.

JUEGO = también utilizado como forma abstracta de un juego.

GPS = sistema de navegación mundial.

™ de la GUÍA = un instructor. Sugiere cómo el usuario pudo proceder. El sistema dirige a usuario así que pueden mejorar el sistema del uso. ™ de la guía

INTERACTIVO/INTERACTIVO = el sistema obra recíprocamente con el usuario.

K = llave adentro. El usuario ordena manualmente el sistema, llaves en comando o datos, el etc.

KN = invención de Steven K una y S.

CONCESIONARIO = usuario que utiliza la invención.

LOCALIZADOR = localización de las demostraciones.

M/MFH = opción de la transmisión en circuito del ordenador central para tareas más complejas.

MIC/MICRÓFONO = micrófono

Milímetro = medios multi.

MES = módem

HUMOR = humor del usuario.

MAÑANA = alarma de la mañana.

RATÓN = ratón de la computadora.

Programas de la P.M. = del fabricante.

MQ = la máquina hace preguntas del usuario para obtener la información así que el sistema puede mejorar a usuario del servicio.

MULTIUSOS = el sistema se diseña especialmente para los usuarios múltiples.

N = producto. Puede también estar una invención de S t e v e n K a la y S.

Notifican el NOTIFICADOR = al usuario en el estado de cualquier situación.

La ORDEN y la SINCRONIZACIÓN/O y T = el sistema reacciona a la orden y a la sincronización de acontecimientos externos.

OSCILADOR = comunicador sano saliente. Señala a usuario cuando ocurrió una función dentro del dispositivo.

OTD = otros detalles técnicos. Para Techies.

Paladio = dispositivo de colocación. Unidad portable, que difunde su localización al sistema de colocación.

Banda = programa (software)

PREDECIR que = el sistema predice qué ocurrirán, o qué usuario quiere.

Picosegundo = sistema de colocación. Identifica la posición del paladio (dispositivo de colocación) vía su difusión de las ondas.

PS-ZONE = el sistema reacciona según la localización del elemento en la pregunta. Zona del sistema de colocación

Q = usuario/sistema se hace preguntas. Ayuda a cada uno mejor a entenderse.

R = teledirigido

RC = receptor

REACCIONAR = sistema reacciona a la ocurrencia según lo programado.

La RUTA/el RANURADOR = el sistema encamina el usuario/el otro (parte de) sistema al punto señalado/programa. Un tipo de "redactor".

S = pantalla de ordenador.

CUENTA = el estado de la situación y o del funcionamiento del usuario.

SENSOR = sensor. Sentidos vía muchos medios.

S&R/la BÚSQUEDA y REACCIONAN = las búsquedas del sistema señaladas las ocurrencias, que internan causas una reacción que responda por consiguiente.

El SA/el ANALIZADOR de SONIDOS = analiza el tipo sonido. No importante.

El ANALIZADOR VISUAL SANO = convierte sonidos a los efectos visuales; o convierte inversamente efectos visuales a los sonidos. Es "analizador visual" y el "Mic" interpreta imágenes en datos: redacta la descripción de lo que ve/oye; el otro sistema de los códigos ("cerebro") puede utilizar para procesar ("cerebro") imágenes/sonidos.

El DISCURSO = el sistema habla con el usuario.

SP teléfono del teléfono = del altavoz.

El ESTADO = el sistema demuestra el estado de la situación.

ESTEREOFONIA = estereofonia

Interruptor = software

Sintetizador de SYNTH = de los sonidos.

Etiquetan la ETIQUETA = al usuario de A, o el archivo, o la otra parte de cierta manera. Los detalles son cubiertos por la característica del perseguidor, que confía en etiquetas.

El ™ = el sistema del SASTRE se adapta a una mejor función para los propósitos señalados. Esto también se llama se adapta, modifica para requisitos particulares, y programación de la información de usuario.

Estampilla de fecha del TDS = del tiempo.

T/teléfono = teléfono.

TGH = la terapia consigue más difícilmente. Mientras que la capacidad del usuario aumenta, el sistema empareja más nuevas habilidades del usuario.

La INCLINACIÓN = los dispositivos son controlados por cómo se inclina el palillo. Cada posición de la inclinación representa una diversa función.

TR = transmisión/recepción vía ondas y o alambre.

PISTA/PERSEGUIDOR = acciones de las pistas o de los monitores del sistema del usuario, o sistema.

RASGOS = los rasgos del usuario. La programación del usuario Info ajusta invenciones a los rasgos del usuario.

U = usuario. La persona o el otro partido autorizado para utilizar las características.

™ del UIP + = programación de la información de usuario. El sistema se adapta a las necesidades únicas del usuario recogiendo la información sobre ellas. También llamado: Adaptarse, modificar para requisitos particulares, adaptar.

Reino Unido = ve "K".

UQ = el usuario pueden hacer preguntas de la invención.

VIBRACIÓN = vibración generada por el dispositivo por razones específicas, eg.: hospitalidad; notificador; formar de la comunicación basada en el tipo de vibración.

™ del VA/ANALIZADOR VISUAL = alarmas cuando la cámara ve un cambio en su opinión. No importante.

VR/REALIDAD VIRTUAL = uso futuro con la tecnología de la realidad virtual posible. Menos importante ahora.

WA = caminata alrededor. Unidad portable. También obra recíprocamente el usuario de w (con) vía altavoces.

™ W5 = cuando/donde/cómo/porqué/qué

ZONA = área de A cierta con límites definidos. El área también se ocupa según de su distancia del punto de la perspectiva.
Cada característica se explica más detalladamente a través de la solicitud de patente

Abreviaturas y símbolos - lista corta

Introducción del archivo/de la característica/cortocircuito 4 de Abb-Sym

ABREVIATURAS Y SÍMBOLOS DE USO GENERAL

Con explicaciones simplificadas.

Leído lista ampliada y detallada en su sección principal.

ABREVIATURAS - DE USO GENERAL

"D" = dibujo figurado, diagrama.

"EL" = electrónico/eléctrico

"Existe" = la función particular descrita existe y se diseña felicitar otras funciones del producto.

`Fq " = frecuencia: frecuencia de la transmisión vía la radio o el alambre. Eg.: señales eléctricas/códigos convertidos a digital; infrarrojo; radiofrecuencias [RF]; sonido (para el propósito de la transmisión).

"IMI" = ve el archivo de las características (piezas).

"KN" = invención.

"Kilovatio" = palabras claves para encontrar características relacionadas en este uso, base de datos de la patente, etc.

"Misceláneo" = misceláneo

"N" = producto existente en mercado, o invención confidencial.

"Obvio" = la versión simple de qué se describe los mayo o mayo no ser (completamente) patentable.

"DE OP. SYS." = opciones.

`OTD' = otros detalles técnicos. Leer su sección más adelante. O para los techies.

""/"" del PL/"del plástico PVC" = producto construido del PVC/del otro subproducto del petróleo.

"Interruptor" = software

"Sistema" = sistema electrónico.

`U = usuario (s)

"Ver" = versión.

"W" = con.

"WO" = fuera

"Divide en zonas" = las localizaciones señaladas. Ver las "Picosegundo-Zonas".

SECCIÓN DE LOS SÍMBOLOS

"-" = la descripción siguiente es el principio de una nueva sección que describe el producto.

"--" = lo que sigue es la subdivisión de la sección anterior que describe el producto.

"" = este artículo puede ser menos importante para el concepto de producto total central.

". -" o "-." = el mismo significado que "" y "-". ". -" sin embargo se utiliza solamente para comenzar una nueva sección que describe el producto.

". -" es más bajo en la ramificación, por lo tanto el igual a. El usar comenzado "-." en vez de ". -" en agosto de 96. Esto no se utiliza virtualmente, y el uso de esta forma pudo ser un error significando un período también.

"..." = etc. O los conceptos anteriores pueden ser uno o más de los ejemplos para las ideas dichas del producto. Este símbolo es normalmente tres, con todo hasta cinco puntos.

"=" "- >" ">" = cuando está utilizado en las descripciones de producto señala las líneas entre las partes de un diagrama. La presencia de uno de estos símbolos demuestra que los datos son un diagrama real; por lo tanto ninguna necesidad de escribir el "diagrama". "- >" y ">" son iguales, y el contrario de <, <. Señalan la dirección de señales, "=" permite uno o la transmisión de dos vías de la señal (< - y o - >).

"+" = uno de los aspectos más importantes.

"%" = esta función amplía perceptiblemente la idea del producto más allá del concepto básico. Puede ser que también sea demasiado "lejos hacia fuera" ser factible.

"()" o []' = demuestra uno o más de los ejemplos posibles múltiples. Uno puede guardar o conservar cuál está en paréntesis.

Incluye una lista limitada de posibilidades.

"/" ò \' = significa "y o". Por ejemplo los medios de A/B, A y o B se aplica al panorama.

"~" = iguales que "/" o "\" a menos que una línea también se dibuje entre las piezas cuando se utiliza esta línea ondulada símbolo.

": " = la información después de los dos puntos representa uno o más de las manifestaciones posibles.

Archivo: Introducción a las concesiones de la palmadita/de la lista

LAS CONCESIONES DE LA TAPA SE DAN A LA GENTE SIGUIENTE:

Conceden la gente siguiente de alrededor del mundo los altos honores para su contribución creativa a esta solicitud de patente. Las concesiones se han dado desde los años 80 para la contribución creativa de la gente a esta solicitud de patente. Los recipientes de la concesión están para:

T Acevedo
Un Akiyama
R Akui
P Akuna

Un Alexander
S Alten
Un Ayama
S Bazhinev
Playa de D
F Bellet
R Bigham
Una floración
Bock de B
G Boissiere
Un Borg
V Borisovich
C Buhler
Quemaduras de B
D Callister
S Canfield
I Chenevey
M Chism
J Conca
H Contrino
Un cocinero
V Davidenko
B Demars
S Edwards
D Farr
Un Fedorov
D Froseth
M Fuji
V Galakhov
O Galianova
S Gaisenyuk
Un Justino
S Golder
S Grinko
E Hauglan
D Heller
C Herlon

R Hollstein
H Kim
B Kornilov
Un Kravitz
Un Krilov
T Kwon
B Lantum
D Lee
D Lemmon
Un Leshenko
V Lenivenko
C Macone
S Manzo
Masón de C
J Mezzeera
B Nolta
Un Nazarenko
K Nooruddin
F Pavez
Un Procopenco
K Ramírez
S Richmond
C Rojoy
I Rubin
M Sanem
Salvaje de E
M Scinto
S Senn
R Simon
B Smith
M Stamos
H Tanabe
K Thompson
O Tsibin
V Villaneueva
R Weiss
Blanco de B

Jóvenes de H

Más concesiones se están dando el próximo año

Archivo: Introducción a la patente/a la continuidad del R&D

NUESTRA INVESTIGACIÓN DE LA VIDA REAL SOBRE ASPECTOS DE ESTE USO DESDE ENTONCES

Leer esta sección mucho más adelante

Esto también significa nuestra continuidad en la investigación de esta solicitud de patente. Incluye la investigación de la vida real en la aplicación de los conceptos de la invención. En los E.E.U.U., las derechas patentables pueden comenzar en el concepto de la idea, incluso antes de la fecha de limadura de la patente como se requiere en el resto de los países excepto las Filipinas. Ejemplos de la investigación:

SOBRE LA VISIÓN: NUESTRO TEMA DE LA INVESTIGACIÓN

. Seguridad gubernamental en: puntos del control fronterizo al entrar/que sale edificios a las fronteras del país, transporte: tener acceso, analizador del comportamiento.

. Adaptándose a los comportamientos culturales en Japón, Europa más antigua Unión Soviética, los E.E.U.U., México, Canadá, el etc.

. Promover la incubadora de negocio

. Investigación de las funciones de: comercial y relacionado (propiedades inmobiliarias residenciales), centros de negocios de la oficina (habitaciones ejecutivas), incubadoras de negocio (financiadas por el gobierno y/o fuentes privadas). Muchas fuentes/organizaciones en el Internet: OfficeBusinessCenters.Com, Technology.Gov, WorldBank.Org, Bio.Org, Jetro.Go.Jp, NewEnergyFinance.Com, EmIncubation.Co.UK

. Gobierno: VAGOS para los empleados del gobierno (localizados regionalmente y a otra parte); ciudadanos y votantes; expresando opiniónes público y a través de los canales del gobierno (para las mejoras y/o la identificación de problema necesarias). Problemas con el interés de uno mismo de los jugadores de la energía que en promedio no eleva ventajas/las mejoras necesarias para los ciudadanos (regionales).

. Protección del medio ambiente: reciclaje; energía de la generación/del ahorro. Pista vía el VA, SA, VAGOS.

. Ciertas organizaciones obstruyen el desarrollo de las incubadoras de negocio. Esto ayudó a nuestra investigar y/o a mejorar el concepto de la incubadora de negocio y su de proceso [incluso si los resultados finales no aparecían total nuevos.]

. Investigación del proceso creativo del pensamiento. Adaptación de ideas, características, servicios a: cultural limitar los patrones del pensamiento (las decisiones de la compra que no son todas basadas económicamente [según lo determinado por vagos]). Esto requiere el suplemento que adapta, puesto que los juegos de la economía del negocio del papel en cliente que el pensamiento modela superan más fácilmente líneas culturales.

. Cómo los profesores (de la ingeniería y de los artes), los ingenieros, los artistas y los consumidores se comportaron, dentro y fuera de sus patrones de comportamiento de la investigación.

. Reacciones de la gente a nuestras invenciones confidenciales.

. Simplicidad del interfaz: cómo presentar materias en formato corregido simplificado. Qué características deben ser primeras explicarse (en extracto), (así que los usuarios pueden ser dirigidos a la apreciación/que usa otra las' características/los servicios asociados ligados). Interfaces para: Incubadora de negocio; Venta/propiedades inmobiliarias comerciales/residenciales del alquiler con opción a compra en todo el mundo; explicación de nuestras invenciones; La gente de ayuda realza' analiza su proceso del pensamiento creativo; Importancia de las etiquetas/de los títulos (del trabajo); Aspirantes de la investigación [el usar de las pruebas del acceso del `(vagos del `)], etc.

. Rentabilidad:

- Unidad: la consolidación de necesidades de los multi-usuarios, entonces adaptando los servicios de su común/del promedio de las necesidades ahorra costes, e.g.: tipo características de la incubadora. ¡Un servicio se ata a otras características ofrecidas [unidad de la invención], incluso debido a la proximidad del cliente/de la característica, cómo una necesidad liga a otra necesita (sobre el cliente que es dirigido), familiaridad del interfaz [del ser humano], más.!

- Más barato investigar acciones humanas vivas, que prototipos. Nuestras invenciones también se modelan' asociado [nuestro negocio] a transacciones humanas/económicas [dando por resultado la generación del rédito] del proceso de la investigación/del lanzamiento de las invenciones futuras.

. Las materias confidenciales exploradas, una porción se divulgan aquí.

IMPORTANCIA (INCUBADORA E INVENCIÓN DE NEGOCIO) A LAS CARACTERÍSTICAS:

Investigaron el ACCESO = a la policía, ADT, Sonitrol y otros servicios basados los E.E.U.U. de la compañía de seguridad. Comportamientos de la gente que tiene acceso correctamente al sistema de seguridad del edificio, y saliendo correctamente las zonas de la seguridad. Gente rectora en los métodos de acceso.

. Restringiendo acceso basado encendido: analizador del comportamiento (comprobaciones de antecedentes); estampilla de fecha del tiempo; privilegio de tener acceso a zonas señaladas.

. Contraseñas para utilizar los dispositivos (copiadoras). Siguiendo uso, y asociando esto a los réditos, y generando a clientes de más largo plazo (licencias extendidas). Honorarios más baratos por las copias hechas

hacen a clientes tan más feliz que éste es un punto frecuente de la interacción para los clientes. Esto hace interacciones frecuentadas más comprables, y de tal modo aumenta la cantidad de satisfacción del cliente. Los réditos de servicios fijos, menos auxiliares (el espacio de oficina arrienda) pudieron generar más renta. Cuando una característica es menos confiable (las copiadoras) considerar cargar menos para él (hasta que se mejora la característica de la invención).

. Nuestro limpiador del pie de la puerta del animal doméstico ató a la gente que seguía la suciedad en el edificio porque ella no pudo pasar bastante tiempo usando la estera del piso.

ADAPTAR el ™ = los servicios interempresariales que emparejan (B2B) a las necesidades del cliente, e.g.: telefonar la contestación (los servicios); dando el acceso y vagos servicios relacionados (en el escritorio del recepcionista). El reaccionar a la gente/a las compañías que aprovechan incorrecto de nuestros servicios adaptados.

. Comunicando con la gente vía los patrones del comportamiento alternativos, diseñados para conseguir señaló reacciones. Buscando su interés ofreciendo interfaces señalados.

. Abordar el engaño en otros: seguimiento de su comportamiento sin su conocimiento; la educación de ellos y de otros vía la orden y medir el tiempo de mi comportamiento que no bulla cuando lo piensan será más barata para que haga lo que él quiere. El establecimiento de mi consistencia en la tolerancia de prácticas fraudulentas tenía una ventaja prevista en tener pocos conflictos (infracciones).

. Haciendo nuestro negocio y otros servicios más accesibles vía la dirección adaptada, e.g. poca entendía los servicios de la incubadora de negocio, ni nuestros métodos para aumentar las capacidades creativas inventivas en gente.

ANALIZADOR = dando el acceso: confianza en los datos del sistema de seguridad' que siguen para mejorar el sistema del acceso [limitando privilegios de acceso a los partidos con [acceso relacionado] comportamiento incorrecto.

El ARTISTA = los VAGOS que demuestran a gente de las opiniónes tienen de arte. Cómo los artistas/arte crean humores señalados, y efectúan los comportamientos de la gente [según lo reflejado en VAGOS].

El ™ del ASOCIADO = los clientes/los empleados de las asociaciones pueden hacer/acoplamiento con lo que consideran/oír/leídos [el `va, sa, el corregir, vagos]. Asociaciones de qué acoplamientos las' llevaron a las ventas o el usar de los servicios [los servicios del uso/de la licencia y/o los alquileres del espacio físico que fueron adaptados por W5.

VAGOS = comportamiento del propietario: cómo intercambian el acceso para la renta de la facturación, balanceado por el análisis de riesgo [basado en la seguridad (búsqueda, vagos del fondo), predijo comportamiento del cliente [concesionario del `].

Acceso de la CUENTA = de la pista de características en [publicación mensual] la facturación. Qué características eran W5 usados, y buena voluntad para que los clientes paguen, sin importar cómo asociaron un cociente del coste/ventaja. Algunos servicios son así que importante pero gente estaban menos dispuesto a pagar ellos [para los vagos demostrados tales estaban las derechas previstas para su licencia del acceso]. Cómo diversas incubadoras de negocio analizadas/siguieron esta situación para el mayor rédito de la facturación, y renta del cliente [derechos del `].

. Software de la facturación, eg.: Software de Excel.

CÁMARA/LENTE = acceso, vagos, va. Investigación de las cámaras de seguridad.

CARRO = tarjeta de destello de Digitaces [con imagen] para [copiadora/cálculo del color].

La PALMADA = las luces/las características del acceso [restricción] activaron. Conociendo a gente ser edificio basado en sonidos en vestíbulo, etc. Con los sonidos, las luces se dejan encendido.

COMUNICAR = telefonía. Adaptó nuestro servicio de contestación del teléfono a los clientes. Nuestra comercialización se adaptó a los comportamientos y a los estilos locales del negocio.

El COORDINADOR = el cliente necesita con servicios e instalaciones disponibles del edificio.

La DANZA = que los movimientos del cuerpo (del recepcionista) generan predijo reacciones en concesionarios, eg.: mayor placer (hospitalidad) del `, curiosidad (interés en la compra' accesing otras características) de continuar la experiencia positiva. Ergonómica (no lastimada su parte posterior, o caída).

DB = siguiendo uso facturable. Base de datos de acceso a: analizar W5 está utilizando características, así que podemos: aumentar la satisfacción del cliente - > retención del cliente (licencias más largas)/mayores facturaciones mensuales.

™ de DISTANCER = artículos que no sueltan. Custodia de las cosas donde pertenecen. Atar plumas al sujetapapeles. Reducción del hurto.

ENTRETENER = la hospitalidad W5 genera la mayor facturación [de largo plazo].

La PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = consumición eléctrica por los dispositivos [fijos] tiene gusto de encenderse, HVAC [ventilación de la calefacción y aire acondicionado], ordenadores personales, adminículos electrónicos.

. Las dificultades que conseguían a gente reciclar sus basuras, y teniéndolas cogieron con un mejor interfaz para [los arrendatarios]. Seguimiento, VAGOS, acceso [el `W5 para escoge sube; destrozando documentos].

El EJERCICIO = los dispositivos [arrendatarios] podrían querer. Escalera = construido en el amo de la pisada [resistencia del comportamiento a caminar encima de un solo tramo de escalones a pesar de subsidios por enfermedad]. ADA [acto americano de las inhabilidades]. Instalaciones de la gimnasia de la oficina.

JUEGO = visitantes en el área de recepción que juega [vídeo/no electrónico] a juegos. W5 se juegan.

GPS = quién hizo W5.

La GUÍA = los clientes aprenden características más disponibles después de que comenzaran a autorizar algo. Demasiada información sobre características disponibles contradice el deseo de la invención para un interfaz más simple.

. El confiar en/que aprende utilizar una función, puede llevar naturalmente al interés/a la franqueza del cliente a aprender sobre otro menos o [la O.N.U] relacionó características, eg.: las funciones de la copiadora [del color] consiguen EGH que requiere complicado.

. El interfaz amistoso/honesto crea efecto sinérgico en: los clientes confían en más cuando el abastecedor es [usuario] amistoso; las ayudas de la facilidad de manejo crean confianza. El comportamiento difícil [maximizar beneficios a corto plazo] lastima facturaciones de largo plazo en gran medida, eg.: los clientes hablan con uno a. Los clientes analizan/los vagos que los servicios/invención ofrecen.

INTERACTIVO = más es el mejor. Vivir contra asistentes automatizados del teléfono.

Comportamiento del CONCESIONARIO/del LICENCIADOR = del cliente y del propietario [vagos del `]. Cómo maximizan/reducen al mínimo, renta/los gastos/los honorarios de derechos monetarios. Se autoriza/se utiliza W5 algo. El concesionario W5/los licenciadores no actúa en sus mejores intereses financieros [debido a la falta de ver todas las (ligado' se asoció) ventajas]. Qué comportamientos/opiniones (vagos, asociaciones del `, corrigiendo) nublarse/juicio del efecto (análisis de la toma de decisión del negocio).

El LOCALIZADOR = sabe que los clientes son W5 (arrendatarios): las ayudas conectan a llamadores de teléfono [defendidos] entrantes con nuestros clientes. El seguimiento del cliente acelera la conexión del teléfono en términos de: acelerando la conexión/pudiendo hacer el acoplamiento (difícilmente hacer si la persona señalada y/o la característica querida no pueden ser encontradas/ser conectadas con).

MIC/MICRÓFONO = VA del sistema de seguridad.

. Los VAGOS de [recepcionista en el teléfono] demuestran qué acciones crean mayores facturaciones.

. El VA es forma de control de acceso: ¿puede el visitante/el cliente potencial ser confiado en? Facturaciones futuras que predicen [cuánto pasarán].

Punto del milímetro = de energía. Poner la impresora sobre redes [para ésos con el acceso]. La simplificaión de interfaces puede también reducir la renta [pocas personas capaces de tener acceso a la red complicada de la impresora] genera a menos facturaciones, pero a menos clientes frustrados. Los clientes frustrados pudieron ser más corto plazo.

NOTIFICADOR = acceso incorrecto [uso] seguido por los empleados/los sistemas de seguridad.

PREDECIR = las necesidades [sin especificar] del cliente, y longitud de seguir siendo un cliente. Estudiar su historia de crédito, y utilizar nuestro proceso relacionado analizador del comportamiento.

Q = sabe las preguntas W5 para pedir

RUTA/RANURADOR = clientes anticipados directos a los servicios que predecimos que necesitan; o aún a otras organizaciones basadas en su perfil del comportamiento.

S&R/la BÚSQUEDA y REACCIONAN = cómo nosotros y/o los clientes buscamos y reaccionamos el uno al otro.

SYNTH = que expresan las tonalidades W5 tenía reacciones fiables en oyentes/usuarios.

T/características de sistema de teléfono del teléfono = de la incubadora de negocio recomendadas por OBCAI

TGH = los métodos para aumentar el pensamiento creativo (en invenciones de concepción) consiguieron más difícilmente.

RASGOS = de clientes.

UQ = preguntas comunes y respuestas

La VIBRACIÓN = la gente de la pista W5 están caminando [en el edificio] [para los vagos]. Qué características son W5 usados.

VA = siguiendo actividad económica/[empleados de la incubadora] analizando comportamiento del cliente = características/servicios del sastre.

Patrones del ™ W5 = del uso para los servicios facturables

ZONA = el derecho de propiedad de las propiedades inmobiliarias. El mayor uso de ciertas zonas en el edificio crea un patrón de comportamiento de usuarios; por el que reaccionemos adaptándose a sus necesidades por consiguiente, e.g.: localización de nuestros servicios, equipo, etc.

¡Mucho más.!

Archivo: La introducción a la palmadita/a la búsqueda y substituye

BUSCAR Y SUBSTITUIR EL TEXTO PARA LAS VARIACIONES DE LOS USOS DE LA PALMADITA

Versiones simplificadas y detalladas importantes de esta solicitud de patente

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Este archivo demuestra búsqueda y substituye las características que pueden y/o haber sido conducido en este uso de la palmadita. Para condensar el uso mientras que proporciona la instrucción, buscar y substituir se ha conducido de diversas maneras en todas partes.

Nuevos párrafos:

- Substituir dos vueltas (vueltas de carro) por un retorno del carro entonces un cuadro. Esto da lugar a omitir líneas vacías entre los párrafos (como en la versión de texto original). La muesca que comienza en el margen izquierdo facilita legibilidad. Esto es mejor que omitiendo todas las vueltas de carro, incluso si un símbolo fue utilizado para señalar donde un nuevo párrafo comienza.

La abreviación llama en general:

. Usted puede ser que convierta la mayor parte de las palabras comunes en el uso.

. Elegir los 100 a 10.000+ la mayoría de las palabras de uso general como "y" convertido a "y".

. La solicitud de patente publicada/puede tener un acoplamiento a nuestro Web site con el cual podría dar el contenido entero y/o sin la abreviatura - como cortesía. Quisiéramos que la gente consiguiera de fácil acceso a este contenido de las solicitudes de patente.

. Traducir el texto en otras idiomas. Adaptarse se traduce qué

. Las partes anteriores de la solicitud de patente utilizan pocas abreviaturas. Esto ayuda en el aprendizaje y la comprensión.

. Archivos con pocas abreviaturas, por lo tanto buenos puntos de partida para aprender nuestro sistema: el archivo de las características principales, características del acceso.

. Para condensar y simplificar la lectura requerida de esta solicitud de patente entera; este uso de la palmadita, los términos singulares era variaciones de uso frecuente, mientras que omitía de la palabra del sufijo que demostraban pluralidad, presente último o, y otras estructuras gramaticales. Por lo tanto ver un término singular tal como "característica" implica las "características plurales" puede aplicarse.

Acoplamientos:

Las características alternativas pueden ser insertadas (por nuestro software) donde hay acoplamientos. Cada característica tiene acoplamientos a muchas otras características y a sus secundario-características. Estos acoplamientos se demuestran en varias maneras. Incluyen:

. Términos en soportes (como tales) o [como esto].

. Qué sigue los dibujos que contienen los solos signos de igualdad [líneas entre las partes en nuestros dibujos], o los dos puntos pueden alcanzar el mismo propósito.

- Vaciar (espacio abierto) en soportes, o después de éstos mencionó que los signos de igualdad y los dos puntos demuestran donde las especificaciones pueden ser insertadas. Los ejemplos se encuentran a través de este uso. Recordar que los espacios vacíos no son necesarios demostrar la presencia del acoplamiento.

Indicadores misceláneos en la adaptación de este texto:

. Explicar por lo menos la palabra completa, con o sin las palabras adicionales describiendo la característica. Puede ser algunas palabras adicionales más que un párrafo.

. La descripción completa para una invención con sus numerosos adaptaciones pudo exceder 1.000.000 páginas. Este aspecto importante está ALTO naturalmente porque:

- Los acoplamientos hechos de una característica (el paso 1) va a muchas otras páginas (paso 2). Los acoplamientos en el paso 2 van a muchas de sus páginas (paso 3). El paso 3 liga al paso 4, 4 a 5, y así sucesivamente. Muchos de los acoplamientos hacen un círculo completo de nuevo a la característica en el paso 1, vía las trayectorias divergentes. La introducción de los usos de la palmadita tiene detalles.

. Utilizar el software de la edición de textos como la palabra para Windows o Apple; programas en línea; hacerla en su cabeza (de los lectores); cambios del handwrite; etc. Ahorrar cada variación encajonan una versión se adapta mejor.

Cambia que se ha hecho en porciones de este uso de la palmadita: Correcto y o alterar la gramática. Corregir los faltar-deletreos. Capitalizar los títulos: Nuevas invenciones, y nuevos asuntos.

Estrategias de búsqueda:

. Las estrategias de búsqueda no se incluyen normalmente en solicitudes de patente. Pueden ser utilizadas para buscar invenciones en este uso y/o las bases de datos de otras patentes. Mientras que una alternativa de esta solicitud de patente no las está divulgando, deseamos: 1. Demostrar los ejemplos adicionales para cómo las

patentes relacionadas pueden ser encontradas, a pesar de la naturaleza limitada de las estrategias sugeridas. Este otras demostraciones relacionaron encarnaciones para entender mejor las invenciones. 2. Ser de uso fácil, sin requerir al usuario ser creativo en la concepción de buenas palabras claves.

Ver la sección de las abreviaturas para más ejemplos. Las flechas demuestran en lo que se puede hacer un término o de. Usted puede invertir las flechas, e.g. "con" el → "con" en bastantes para demostrar que "con" puede ser ampliado en la palabra "con" sin (sin) tener otra flecha el ir la otra manera. Las flechas adaptaron esta sección en la fabricación de ella más fácil para que más (no toda la) gente entienda (y comtemplar).

Términos específicos que pueden o haber sido corregido en este uso:

. y → y. y → y

. →/del ao. &or del → del ao. → del &or y o

. → de OTD otros detalles de Techie, u otros detalles técnicos, o para Techies (omitir cualquier retorno del carro después de él)

. Anota el → al pie de la página. Para Techies

Alargar:

. → de w con. con el → con

. → del wo sin. sin → fuera

. → opcional opcional/alternativa

. Usuario del → de U

. D: Dibujo del →. Dibujo figurado del → de D. Diagrama del → de D

Términos de uso general: Las abreviaturas y las extensiones usadas son mencionadas en sus mismas líneas:

`D, diagrama, dibujo, dibujo figurado. Seguido a menudo por los dos puntos.

EL del `, electrónico

`Fq, frecuencia - el tipo eléctrico.

El `IMI, característica, parte, y funciona quizá

`KN, N, invención. Seguido a menudo por los dos puntos.

Kilovatio del `, palabras claves. Seguido a menudo por los dos puntos.

. ' Nr, notificador, alarmas

`Misceláneo, misceláneo

El `obvio, existe

OTD, otros detalles técnicos, para Techies, leyó más adelante. Seguido a menudo por los dos puntos.

Interruptor, software

`Sistema = sistema electrónico.

U, usuario (s), persona

`W, con, con.

`WO, SIN, fuera

Abreviado:

. aproximar el → (LY) aproximadamente

. → medio sistema de pesos americano

. especialmente → especialmente

. → exp del experimento

. laboratorio del → del laboratorio

. → máximo máximo

. → MES del mes

. neg negativo del → (LY)

. posición positiva del → (LY)

. separar el → (LY) sept

. sepd separado del →

. → estándar std

. tecnología técnica del → (LY)

. → vol. del volumen

Las muestras de las características (piezas) abreviaron:

. comm del →//comunicada/comunicación

. → c de la computadora (ized)

. coordinación coordinada del →

. invención o → N o KN del producto

. el notificador/notifica/notifie (s/d) nr del →

. → de OTD para Techies (cualquier etiqueta reduce el confundir de gente no técnica)

. → teledirigido R [no investigación]

. Interruptor del → del software

. → SA del analizador de sonidos

. Teléfono del → del teléfono

. → visual VA del analizador

Alterar las descripciones de la invención (especificaciones):

. El pequeño → adaptó tamaño

. ¿El → obvio existe?

. El → rápido adaptó despacio

. Más → menos. El → de la cantidad adaptó cantidad

. → opcional importante (aspecto)

. → costoso adaptado al presupuesto del ajuste

. Excluir el → incluyen

. Buscar el → buscado

. Encontrar el → encontrado

Otros métodos:

. Etiquetando la línea pasada de cada archivo, antes de que se consoliden en un uso:

Archivo de los extremos: El ____ = concluye este archivo: _____. La nota, toda la información y las funciones son encontradas teniendo acceso (con el permiso) á todos los acoplamientos atadas a lo que desea el usuario.

. Texto del cierre relámpago (reducir requisitos de memoria poniéndolo en un archivo de cierre relámpago). Relampagar vía las maneras que cambian la memoria requerida, con o sin los cambios del texto.

. Substituir las palabras algo que una persona puede no entender: mantener fuera de las manos de (los niños), de la gente no educada métodos aplicables, de la seguridad, del etc. Guardar quizá los códigos del cambio a otra parte.

Liberar el espacio abierto:

. Reducción de líneas vacías: Convertir todas las líneas vacías múltiples a partir del 3 encendido para arriba abajo a 2 líneas vacías, eg.: convertir cuatro vueltas de carro a dos vueltas de carro, después redactarlas hacia abajo a tres vueltas de carro en dos vueltas de carro. Convertir dos vueltas de carro en un retorno del carro seguido por un pequeño cuadro.

Precede menos principio material importante con cualquiera o. - o. -. Tener un código uniforme.

- Reducir dos (o más) espacios vacíos en o entre oraciones, (un solo espacio).

- En el texto (de la original), los nuevos temas comienzan a menudo en el margen izquierdo, en una nueva línea con un punto, una rociada, o una rociada doble.

--+ el círculo minúsculo de A pudo representar donde un punto o secundario-punto termina y comienzo de un nuevo punto o del secundario-punto. O un 1 precede una rociada, y 2 precede una rociada doble. La idea es que más bajo es el número la llanura posterior es la cadena de la anchura.

. Substituir dos espacios entre las palabras vacíos a un espacio.

. Substituir las líneas vacías por menos espacio, (pero más que qué se encuentra entre otras líneas).

. Espacio antes de nuevos secundario-puntos. Alternativas:

--el ejemplo demostrado: el secundario-punto del párrafo es un punto. Secundario-punto del punto una rociada. Rociadas del doble del secundario-punto de una rociada. Detalles en la introducción.

--insertar una lengüeta (dentro de la misma línea que la oración precedente)

--número de código para cada nuevo secundario-punto, eg.: punto = 1, rociada = 2, rociada doble = 3...

--las oraciones que preceden secundario-puntos pueden no tener períodos en su extremo.

Considerar no buscar y no substituir secciones señaladas, e.g.:
. Reducción del espacio abierto en páginas con las columnas, e.g.: índices; listas de gente que recibe nuestras concesiones. Dibujos figurados (diagramas) que usan puntos lineares.
. La figura dibujos que ya muy se condensan generalmente usando nuestro método especial nosotros demanda.

La mejor manera de experimentar esta solicitud de patente se está imaginando cómo el sistema entero funcionará. Un modelo verdadero es el mejor como las invenciones y sus características pueden estar en uno o más tecleos (acoplamientos) lejos, dependiendo de donde en el sistema usted está en ese entonces.
Concluye esta búsqueda y substituye la sección

Introducción del archivo/de la característica/Abb-Sym 4

ABREVIATURAS, SÍMBOLOS Y CARACTERÍSTICAS RARAMENTE USADAS: Detalladamente

SECCIÓN DE LAS ABREVIATURAS

"B" = este viejo símbolo fue cambiado a "N".

La "idea básica" = las descripciones completas para cada producto numera. Incluye: descripción central y todas sus ramas.

"Ramificando" = las ayudas de ramificación del árbol explican los niveles probables de importancia en comprender la descripción central.

"Descripción central" = la descripción escrita después del listado principal de cada número del producto. Es la parte central del sistema de ramificación.
. - Esto excluye OTD del número del producto - la otra sección de los detalles técnicos; pero incluye: aspectos con cualquie símbolo (excepto %), y las piezas, usadas en la descripción central hasta una rama.

El "código" = considera "piezas", o el "archivo de las piezas".

"Shell creativo" = cuaesquiera características de producto adicionales proporcionadas por otros partidos más allá del alcance de la idea básica.

"D" = diagrama/teléfono. Eg.: D1 es el diagrama #1, D2 es el diagrama #2. D1 y D2, si en la misma sección general, debe ser relacionado para iguales y o separar normalmente productos.

El "revelador" = se convierte, el desarrollo, %developer

"Dir " = directorio: invenciones de Kays". Los primeros dos espacios de un número del producto tienen una letra que demuestre de qué directorio es el archivo del producto, eg.: 1B-050-022004 - > categorías A, B, C, D, E de la letra de la muestra del B....

"Eg." = los ejemplos siguientes son solamente uno o más de los ejemplos posibles. Iguales que: "^", "etc", "..."

"EL" = electrónico/eléctrico

El "etc" = los conceptos anteriores puede ser uno o más de los ejemplos para las ideas dichas del producto. No es una lista completa. Iguales que: "^", "eg. ", "..."

"Existe" = la función particular descrita existe y se diseña felicitar otras funciones del producto. La omisión de "existe" de cualquier descripción nunca la implica es una característica única.

`Fq " = frecuencia: frecuencia de la transmisión vía la radio o el alambre. Eg.: señales eléctricas/códigos convertidos a digital; infrarrojo; radiofrecuencias [RF]; sonido (para el propósito de la transmisión).

"IMI" = ve el "archivo de las piezas".

`IOW' = es decir. La información se pudo repetir, con o sin nuevas dimensiones.

"KN" = invención de Sr. Kays. Uno o más invenciones que él concibió.

"Kilovatio" = palabras claves. Utilizado generalmente para la palabra clave del software busca, eg.: para localizar los archivos relacionados con las palabras claves señaladas. % estas palabras claves mencionadas se

pudieron también utilizar para las búsquedas electrónicas de la patente de bases de datos mundiales para ampliar la invención (usos).

La "categoría de la letra" = considera "Dir": Directorio.

La "subcategoría de la letra" = la categoría de la letra tiene productos de cada uno de sus archivos divididos en subcategorías separadas. Eg.: la categoría D de la letra tiene subcategorías de la letra: DE, DG, DI.

"Misceláneo" = misceláneo

"N" = producto existente en mercado, y o KN.
- definición hasta cerca de 1995: número del producto; uno de los aspectos de Steven Kays de la invención; cualquier producto precedido por las piezas del producto de un producto del number'; es productos también; La "especificación de producto cifra el apéndice - números de patente de los E.E.U.U. para cada código"

"Obvio" = esto tiene cierta ocasión de ser obvio apenas en su forma simple. Obvio puede significar no patentable debido a ser demasiado similar a otros productos. El hecho de que este término fuera utilizado no dice de ninguna manera que las funciones con esta declaración sean más o menos probables ser obvias.

`OTD' = otros detalles técnicos.

"DE OP. SYS."/opcional = opciones. Importante: este término se utiliza para ayudar a aclarar descripciones, y/o ofrece alternativas. Un elemento opcional en sí mismo no sugiere que si está utilizado, esté en vez de algo más. Cada característica/aspecto como descrito es una variación incluso cuando tal no se menciona.

El 'organismo = cualesquiera vive el organismo, que se mueve [a menos que esté indicado de otra manera]. Eg.: Seres humanos, mamíferos [animales domésticos, animales mantenidos cautiverio o encontrados en salvaje, pájaros], pájaros, reptiles. %Microorganisms se aplican si la invención se puede hacer para aplicarse a ellos, en vista de su tamaño pequeño, eg.: ameba, bacterias, virus. Los organismos se describen comúnmente en el contexto científico de analizarlos vía vagos, o para seguir su comportamiento.

""/"" del PL/"del plástico PVC" = producto construido del PVC/del otro subproducto del petróleo/caucho (endurecido)/%vinyl/metal/madera.

"Parte el archivo" = pieza de especificación de producto, eg.: "distancer", "chapaleta". El archivo de las piezas es la lista completa de todas las partes en "el papel de las piezas de especificación de producto".

"Categoría de producto" = el tipo de producto desde el punto de vista del fabricante, eg.: cámaras, juguetes.

""/"De la descripción de producto N" = la descripción central de cada número del producto más todas sus ramas, eg.: OTD, apéndices, diagramas.

"Archivo del producto" = los archivos dentro de una categoría de la letra, o subcategoría de la letra, eg.: 2.o, 2DE, 2DG, y 2DI.

""/"Del número del producto N" = la mayoría de las ideas del producto con una descripción central se precede por a # eg.: 1B-050-022004.

. - Cada número del producto señala ideas del producto a parte del resto de los papeles. Los números del producto se encuentran normalmente en un archivo del producto con uno o más números del producto.

"Pieza de especificación de producto, código de la especificación de producto" = piezas: Los significados idénticos son las piezas usadas en las descripciones de producto. Cada concepto con mayúsculas dentro de piezas de especificaciones de este "producto" archiva o su apéndice, y utilizado en las descripciones del número del producto. La abreviatura "IMI" fue utilizada para señalar las piezas archiva, e IMI& el apéndice de las piezas.

El "RM" = me leyó. Notas a entender mejor.

"Interruptor" = ("computadora") software

"Símbolo" = Eg.: , %, -, --. -, ()," ", +, O,...

"Sistema" = (relacionado (EL)) sistemas, sistema

"Ver" = versión. Eg.: versión electrónica o mecánica o plástica.

"W" = con. Para los propósitos del diagrama (figura), %each "w" también representa una línea entre qué precede y qué sigue. W/In = dentro.

"WO" = fuera

"Descripción escrita" = encarnaciones. Es la descripción de un número o de una pieza del producto en la forma de palabra, incluyendo todas las ramas. Excluye diagramas.

"Divide en zonas" = las localizaciones (señaladas) según lo descrito en la parte "Picosegundo-Zonas". Eg.: está diferenciando zonas en las cuales (picosegundo) el resultado localizado en la diferenciación: efectos, causas, procesos, etc.

SECCIÓN DE LOS SÍMBOLOS

"-" = la descripción siguiente es el principio de una nueva sección que describe el producto.

"--" = lo que sigue es la subdivisión de la sección anterior que describe el producto.

"" = señala la información para el lector que ha agarrado ya ideas relacionadas sin tales marcas. Este artículo puede ser menos importante para el concepto de producto total central. Realizar que la carencia de esta parte no significa que el artículo es una idea central. Este y piezas relacionadas (. -. --) tener no concerniente la patentabilidad debido a la pieza de por sí. Esta parte puede seguir o preceder inmediatamente un aspecto tan posiblemente menos importante. También se incluyen cualesquiera de sus subdivisiones siguientes representadas por "--". Ejemplo: si el elemento o la sección de una parte se precede o se sigue cerca, el aplicables son menos importantes. Un elemento puede tener a partir del uno, a un máximo de dos (es menos crucial que) directo al lado de él.

. - La estrella después del título de cada parte se aplica solamente cuando: la pieza se utiliza en cualquier sección de OTD (salvo especificación de lo contrario, eg. por "+" que se anula); este tipo de estrella no se aplica cuando la pieza se utiliza en una descripción con excepción de OTD.

"." = comienza la nueva sección principal dentro de un archivo. Algo tiene gusto de un nuevo subcapítulo. Se siguen por "-" de que los subconjuntos "." Eg.:

. Corregir: el programa ajusta---

. - Don't confunde "." con ". -", o "...", o un período simple en el final de la oración.

. - Tales nuevas secciones principales pueden también apenas comenzar después a saltar una línea vacía. Las secciones a veces principales se encadenan juntas vía una sola rociada en margen izquierdo entre las secciones.

". -" o "-." = el mismo significado que "" y "-". ". -" sin embargo se utiliza solamente para comenzar una nueva sección que describe el producto.

". -" es más bajo en la ramificación, por lo tanto el igual a. El usar comenzado "-." en vez de ". -" en agosto de 96. Esto no se utiliza virtualmente, y el uso de esta forma pudo ser un error significando un período también.

": " = las descripciones después de dos puntos son algunos de los ejemplos para la descripción de la invención. Este símbolo es mucho más importante que puede aparecer. Los dos puntos se pueden también interpretar a menudo como dos lados separados del diagrama. Los dos puntos ": el" símbolo representa una línea del acceso que la precede al acceso que la sigue. El acceso después de los dos puntos puede también ser un subconjunto de qué precede los dos puntos. Los dos puntos representan qué siguen como el ser "incluye por lo menos el siguiente", "una pluralidad de...".

- Además, algo de una demanda independiente de la patente pudo ser interpretada como qué precede los dos puntos; y secundario-demanda ser qué sigue los dos puntos.

"..." = los conceptos anteriores pueden ser uno o más de los ejemplos para las ideas dichas del producto. Este símbolo es normalmente tres, con todo hasta cinco puntos.

"=" "- >" ">" = cuando está utilizado en las descripciones de producto señala las líneas entre las partes de un diagrama. La presencia de uno de estos símbolos demuestra que los datos son un diagrama real; por lo tanto ninguna necesidad de escribir el "diagrama". "- >" y ">" son iguales, y el contrario de <, <. Señalan la dirección de señales, "=" permite uno o la transmisión de dos vías de la señal (< - y o - >). "=" si está utilizado en piezas de especificación de producto inmediatamente después del título de la pieza en el casquillo, describe la pieza referida.

. - las señales que viajan en estas líneas pueden ir via^: alambre, radio, telefonía.

- también ver "introducción el archivo de las piezas" para los detalles

- cuando "=" carece un espacio solamente en su lado izquierdo, el símbolo se puede también leer (para la facilidad de la lectura solamente), como coma. Eg.: Activar la luz del switch= entonces se gira.

- - > y < - los símbolos son líneas de la flecha. % si ningu□n conflicto, o el apuro con la solicitud de patente, tales símbolos se puede también substituir por "=".

"O" o "o" = la descripción siguiente es un producto separado que se pudo también combinar con uno o más partes de la descripción restante dentro del mismo número del producto. Estos símbolos no están en capitales o cotizaciones cuando están utilizados.

": " o "el ^" o "@" = enumeró es uno o más de los tipos posibles de funciones, de usos, de piezas, y o de diseños de producto totales. No una lista completa. "@" se utiliza raramente, y si es así antes de Mid-1994. el

"^" es igual que: "eg. ", "etc", "...", "@". Esos artículos que siguen el "^" se tratan como "y o" si se separan por "; ". Esto se aplica a qué sigue ": ". El símbolo del "^" fue utilizado hasta 1995.

"+" = aspecto importante. Uno o más de las ideas dentro de la sección inmediatamente después del "+" del símbolo pueden ser un concepto central para la idea total. Sin embargo, la carencia de este símbolo no significa que la idea es de ninguna importancia central. La mayoría de los lugares con los cuales pudo ser etiquetado "+" no era así que etiquetado, por lo tanto carencia del "+" no tienen ningul□n impacto (a menos que posiblemente dentro del contexto de las 100 palabras de alrededor en iguales/las páginas consecutivamente numeradas).
. - si una parte en OTD de-emphasized por una estrella en este "papel de las piezas de especificaciones de producto", la colocación de "+" al lado de la pieza anula inmediatamente tal estrella.

""= representa piezas. Utilizó esto en los años 90 que las piezas están o entre paréntesis, o cada uno de las letras de la parte es letras a veces adentro capitalizadas. Si las piezas se encuentran en el cuerpo de la descripción redactada, las piezas refieren a los títulos completamente capitalizados de una parte en "el papel de las piezas de especificación de producto". Para la facilidad de mecanografiar, las piezas enumeradas en los diagramas y u OTD (otros detalles técnicos) no necesitan estar en marcas de la cotización o ser capitalizados completamente. La forma de la pieza pudo cambiar levemente, eg.: para los propósitos gramaticales, la pieza puede estar en el caso posesivo. Las abreviaturas de la parte fueron utilizadas hasta el junio de 1996.

el `= el solo símbolo del `, y "" los símbolos tienen significados idénticos.

"%" = esta función amplía perceptiblemente la idea del producto más allá del concepto básico. Un subconjunto de la idea se puede relacionar con la descripción de producto central. La mayoría o todo el exterior de la mentira de los aspectos pero cerca de la descripción de producto central. Ejemplo: si la misma parte se refiere en diversas ramas de la descripción, ésos con un % o se efectúan por consiguiente en que rama particular, pero % o no efectúan la misma parte por consiguiente en ramas sin los símbolos. Solamente un % se pone al lado de un elemento, por lo tanto no hay % dobles.

"()" o []' = demuestra uno o más de los ejemplos posibles múltiples. Uno puede guardar o conservar cuál está en paréntesis.
(Utilizado en encarnaciones/especificaciones/diagramas escritos/cómo la función mencionada se pudo poner en práctica.)

+ - () incluir la lista limitada de posibilidades. Otros elementos (poder) ser colocado (además) dentro de ().

- Combinaciones: la información en estos soportes no necesita necesario ser leída, eg.: omitido de la descripción, aunque pueden todavía ser necesitados en una cierta capacidad de permitir la invención. Las descripciones con () pueden ser adentro leídos muchos diverso ways^: con o sin la información adentro (); si hay múltiple () en la descripción - > puede utilizar/no hace caso de uno o más la información acorchetada en cada las combinaciones posibles.

--El uso y o no hace caso de uno o más sistemas de información separados por "()", para leer cada combinación señalada. Eg.: #1: [un (b) = una c (d)] se pueden leer por lo menos nueve maneras, tales como #2: a = c (d), y o #3: a = D. Cada combinación está para diversas variaciones de la invención (para las aplicaciones alternativas). Cuanto mayor "()" las ocurrencias múltiples se separaron a través de la encarnación principal, el número de combinaciones crece exponencial. "()" Utilizó en los aumentos posteriores de "ramificación" de las encarnaciones el número exponencial total de combinaciones.

- Estos soportes diseñaron normalmente ampliar las descripciones de la n.

- La información dentro () es generalmente un subconjunto de la pieza, eg.: "sensor" = c ("analizador") = oscilador: la línea se extrae de analizador a la computadora ("C"), y las líneas se extraen de "c" al "sensor" y al "oscilador". --El interior de los datos "()" no necesita ser un subconjunto, cuando es una idea diversa/relacionada. Eg., grapadora (grapas): #1, grapas se podría también clavar adentro manualmente sin una grapadora; #2, grapas se pudo soldar con autógena para los usos no-conectivos también. % si la aplicación "()" ser un subconjunto o no [sin la opción de ambos], entonces "()" se puede considerar un subconjunto (para los propósitos de la patente).

. --D: piernas = robusteza del juguete (sensor/c ("analizador" (software))). Para (impreso) los propósitos esquemáticos, el software es el analizador interior, analizador dentro de c, c dentro de la robusteza del juguete, sensor dentro de la robusteza del juguete - (con objeto de este diagrama). La robusteza del juguete podría tener diversos interiores puesto que () son las posibilidades limitadas, eg.: el juguete es puramente mecánico.

. - El soporte izquierdo se afina a veces adentro con la omisión accidental del soporte derecho siguiente, eg.: (analizador) compara con (analizador.

. - Cuando () utilizado después de un número de patente: éstas son ideas inventivas (nuevas aplicaciones) basadas en KN y las configuraciones de la patente.

"/" o \' = significa "y o". Por ejemplo los medios de A/B, A y o B se aplica al panorama.

Otro ejemplo: en un diagrama se utiliza "/" símbolo como sigue: [parte 1/part 2 = parte 3 = parte 4]. En el ejemplo precedente, parte el diagrama de tres va a parte el' S1 y o 2, que está allí es la posibilidad de variaciones. La parte 3 tiene una línea para parte 4.

Los detalles siguen: Ejemplo: [parte 1/part 2 = parte 3 = parte 4/part 5] está igual que a: el diagrama de la forma de >3<, 1 2 4 5 circunda los 3 (en patrón sabio del reloj); y o b: puede ser D1 partido: 1=3=4, D2: 2=3=5. (no se demuestra ninguna línea entre 1 y 2. importantes: una línea no se excluye, y %might se dibuje entre las dos piezas si es viable.). En lugares aislados "\" pudo haber substituido "/".

- Combinaciones: hay con frecuencia "/" del múltiplo en descripciones de N - > uso y o no hace caso de uno o más sistemas de información separados por "/", para leer cada combinación señalada. Eg.: #1: [a/b = c/d] se pueden leer por lo menos nueve maneras, tales como #2: a = c/d, y o #3: b = C. Cada combinación está para diversas variaciones de la invención (para las aplicaciones alternativas). Cuanto mayor es "múltiple/" ocurrencias separadas a través de la encarnación principal, el número de combinaciones crece exponencial. "/" Utilizó en los aumentos posteriores de "ramificación" de las encarnaciones el número exponencial total de combinaciones.

"~" = iguales que "/" o "\" a menos que una línea también se dibuje entre las piezas cuando se utiliza esta línea ondulada símbolo. Eg. #1: 1~2=3=4/5, líneas están entre 1&2, 1&3, 2&3, 3&4, 3&5, %maybe 4&5; el 1/2 pasa con 3 conectar con 4/5. Las líneas entre 1 y 2 son opcionales, desde el símbolo del "~" podrían también ser una raya vertical diagonal, en otra versión del diagrama.

- ver la "introducción a las descripciones de producto" para los detalles

. - [si los símbolos de este archivo no transfieren entre los sistemas de los programas informáticos: su el mayúscula ``del 'solo secundario-cotiza llave según lo encontrado en el ordenador portátil de Toshiba T1910, mientras que utiliza el software WordPerfect 6.0B para el DOS. A partir de 1991 ahora (3 de enero de 1995) todas las entradas de datos era en palabra perfecciona 5.0 para el DOS o más arriba. Puesto que 4.94 la computadora de Toshiba T1910 fueron utilizados.

"; " = el punto y coma es una rotura en el flujo del pensamiento (más débil que un período, con todo más fuerte que comas). Cuando hay una raya vertical diagonal en la oración seguida por "; ", el punto y coma debe romper normalmente las líneas en el diagrama. Ver "/" sección.

": " = la información después de los dos puntos representa uno o más de las manifestaciones posibles [%applications para las funciones dichas]. "()" El símbolo es similar a los datos después de los dos puntos. Datos que siguen ": " ser más probable tener la posibilidad del escalonamiento más allá de los límites de la idea/de los términos que preceden directo los dos puntos, que preceder de los datos directo "()". ^ de los símbolos conectados ": " son iguales que ": ". A veces hay información seguida por los dos puntos, que entonces es seguida por otra ": " dentro de la misma oración, en este caso éste puede significar que dos puntos de siguiente de los datos los primeros son un semi-subconjunto de datos que lo preceden, y dos puntos de siguiente de los datos los terceros son un semi-subconjunto dos puntos de siguiente de los datos de primeros, o dos puntos anteriores de los datos de primeros.

Viejos símbolos del diagrama: utilizado en el material hecho hasta mid-1993. Las líneas verticales se pueden también representar por "mí", un punto". ", o "L", etc. Este 3ultimo demuestra las piezas adicionales que están

en la línea abajo y directo a la derecha del "L". A veces una línea de volutas de los bloques encima a la línea o a la página siguiente.

VIEJA SECCIÓN DE LAS ABREVIATURAS

Introducción: Esta sección cubre las viejos abreviaturas y símbolos, que se continúan sobre todo en más nuevas invenciones. Más viejas invenciones pueden ser ésas encontradas en las secciones A, B y C, o que tienen esas letras en sus números del producto, e.g. "2A400".

Anuncio o Adv: publicidad

CUANTO ANTES: Cuanto antes

Gato: categoría de producto, eg.: TV; teléfono

CIS: Antigua Unión Soviética o SNG también llamado

Dir: directorio, eg.: "Un Dir" está de primera N desarrollada

DM: Correo directo

F: fax

G: cv, caza de trabajo; concesión (de la fundación/del gov't)

HW: ayuda querida (haciendo publicidad); nueva gente necesaria

II: I n n o v un instituto de t i o n

L: legal

Pls: por favor

N: Golpecito, producto # (generalmente uno concebido por K una y s). Puesto que cerca de 1996 "NK" significa las invenciones del producto concebido por K una y s, y de los medios de "N" los productos y en general.

Mk: comercialización

Musgo: Moscú

MU: Musical, música

J: Japón

R: investigación

Req/RQ: requisitos; requerir

RF: Radiofrecuencia. Cuando es factible incluye a la transmisión y a recepción infrarrojas. D: device#1=tr/rc=tr/rc=device#2

SPB: St. Petersburgo, Rusia

T: El teléfono, ve "piezas". Vieja definición:

letra/correo

TYO: Tokio

U: usted, una más nueva definición es: usuario

Ur: su

X: documento: para la publicación, visto por el público

2: Desarrollo de la idea del producto

4: Relaciones públicas, artículos

8: Comprobar para ver quién está copiando mis ideas

\: El diagrama parte - y o señalando si una línea se dibuja entre las piezas. Ver las "piezas"

/: si no se dibuja ninguna línea "necesario" entre las partes en diagrama. Ver las "piezas"

UNA MÁS VIEJA VERSIÓN DE PIEZAS (A PARTIR DE 1990-1992)

La más nueva versión como en "piezas principales" sobrepone las descripciones adjunto si suceden ser dos diversas definiciones para las mismas piezas.

A = y

EN = la comunicación del pedazo del juego, el pedazo de cada jugador comunica con uno a y la máquina de proceso central vía las ondas de aire (probablemente no el alambre)

EN = y o

AU = para el nivel adulto 16 años y encima

B = tiene botones (no mencionados si los PP); "K"; "R"

Uso del bebé de BA/KI/CH=for 0-4 años/cabrito 4-8 años/niño 9-15 años

C = productos del uso como el compañero provechoso del ejercicio y o guía, organismo de la regla; "ejercicio". La nueva versión es "computadora", si es dudoso sobre el uso "computadora" de la interpretación.

Consumidor de CS/BU/CL=for/uso comercial del uso/de cliente

D = esto es la vieja definición para "T" (telefonía) (incorporada (el teléfono celular o estándar))

DA = tiene fecha interna, reloj, contador de tiempo necesario para el funcionamiento del interruptor; "tds"

DD = "S"; construido en indicador digital (eg.: El LCD), puede mover de un tirón adentro para la compacticidad

DS = "S"; exhibiciones de la máquina en la CRT, el indicador digital, o el impreso (papel regular o termal)

EP = componentes electrónicos: el producto funciona por medio de los microchipes, de los procesadores y de los otros elementos estándar para este tipo producto electrónico; "C"; "básico"

El EL = enseña a habilidad (no no necesario psicologica) práctica. La definición usada a partir de finales de 1993 es EL = electrónico. "educ"

Y = nuevo tipo de hospitalidad ("entretener ")

La extensión = funciona en el plano o la superficie semi plana, tapa de tabla, esta opción no funciona encendido las baterías, o energía de la vibración.

ALETA = descripciones de la opción del producto de los finales

G1 = juego para una persona solamente

G2 = juego para dos personas solamente

G23 = juego para dos o más personas. G12 = para 1 o 2 personas, G3 = tres personas solamente.

GGH = el juego consigue más difícilmente. pues la capacidad del usuario en la condición mejora o empeora, la máquina compensará cerca: siendo más fácil, más duro jugar (en términos de habilidad, rapidez...)

HM/OF/SC=for se dirigen/el uso de la oficina/de la escuela o del laboratorio

Índice de inteligencia = versión especial para la gente con el índice de inteligencia dentro de la tapa el 2% de la población

JK = para el uso como diversión chistosa, una novedad inusual, "entretienen"

M = vieja definición: máquina (producto descrito dentro de producto # solamente). Nueva definición que fue aplicada a las nuevas escrituras en fecha 3.94: "MFH" [transmisión en circuito del marco principal]. La vieja definición todavía se encuentra en las escrituras compuestas a 1992.

MA/FE = para uso de varones/de hembras

= memoriza señales de entrada anteriores en su "C"

El MI = los elementos de este producto es permutable con uno

NRL = no juego de la vida real, jugado interconectando con el juego electrónico y o el tablero.

O = o

OD = dispositivo de la telecomunicación que trabaja vía ondas de aire; "T:

PÁGINA = programable por el usuario (afinando en sus botones del plástico) y o el fabricante; "pp"; "P.M."

El PO = construido en impresora imprime el Info/datos/cuadros sobre el papel, tiene el borde del rasgón, la termal o papel de papel [del asiduo]; "impresora"; "S"; "fs".

Derecho = ritmo

RL = el juego de la vida real, jugado adentro o al aire libre, requiere a gente que se mueve en un ambiente

SD = teléfono del altavoz; nuevas piezas "teléfono del SP"; "T"

SC = comunicador sano: recibe ("mic") y o envía ("oscilador") sonidos mecánicos, y o las palabras humanas y o las voces

SH = demostración

VC = persona controla el volumen de sonidos; "oscilador"

TD = descripciones técnicas

PARA = el uso del juguete, "entretiene"

TK = para el uso como truco de la diversión, broma; "entretener"

TM = marcas para el producto

El CAC = "mic" (interno o externo) registra los sonidos facilitados por el usuario (sobre el microchip o posiblemente la cinta), y se puede repetir en totalidad o probablemente en formato corregido u otro alterado usando los sintetizadores incorporados; "oscilador"

UR = su

WH = que

"-" = solamente cuando está utilizado en TM: separa el orden de las palabras, 1r, 2do...

18L = operación, instrucciones y comercialización en 18 idiomas: Inglés, japonés, español, alemán, francés, chino (dialectos del mandarín, del Cantonese), ruso, árabe, portugués, italiano, griego. Más las familias de lengua de: Báltico, Slavic, germánico, iraní, sudanés, Malayo-Polinesio y turco.

Una MÁS VIEJA VERSIÓN DE PIEZAS (hasta 1995 o tan)

CH = también para los niños debajo de la edad 16. Una partición más nueva.

El cm = la cubierta está de metal liso de la calidad con el revestimiento esmaltado.

Cc = diseño creativo de la cubierta.

- D: ..... Los puntos (...) son la cubierta plástica

. ||||||||.

Barras de los dos puntos (|} es el producto

..... La forma encajonada se simplifica también, pero demostrar

la cubierta es una cubierta exterior.

- OTD: Utilizado hasta quizá 1995. El broche de presión encendido, o el tornillo en pedazos se puede esculpir alrededor de la unidad básica como decoración solamente. Los pedazos están de plástico colorido y o de metal esmaltado. Los pedazos se pueden encajar a presión solamente encendido en las maneras que no obstruyen el uso normal del dispositivo, o causan peligro. La cubierta se pudo moldear y soldar con autógena para no ser cambiable. Ver el "cerebro".

COLOR =

- Nueva definición - después de agosto de 1996: Colores cuaesquiera 1.000 o más estándar/tintas. + ver a "artista" y "corregir".

- Vieja definición - antes de 1995: Color del artículo usted toca cambios, eg.: causado por cómo cambios en cristales líquidos de los efectos de temperatura. Uno o más del siguiente pueden cambiar color: todo o una parte de la cubierta (una tira de cristales líquidos), botones, "exhibición".

El CP = la cubierta plástica de la calidad lisa, salvaguardias contra peligros comunes tiene gusto: impactos, calor, descoloración, etc.

- D: ..... Los puntos (...) son la cubierta plástica

. |||||||. Barras de los dos puntos (|} es el producto

..... La forma encajonada se simplifica también, pero demostrar

esa cubierta plástica es una cubierta exterior.

CR = cubierta del caucho fuerte y durable liso, salvaguardias contra peligros comunes. Similar al "cp".

CRC = computadora central ("C") de número 1D-010 del producto del "sistema adaptante".

ABREVIATURAS PERIÓDICAS

Introducción: Las referencias se hacen a los periódicos de uso general mundiales. Las invenciones desarrolladas adjunto son generalmente invenciones de la mejora de ésos publicados. Para los propósitos del diagrama: se yuxtaponen las invenciones mejoradas compiten un vis los productos publicados.

DY = "Yomiuri diario", Tokio. También cualquiera incluye cualquier cobertura de diferenciación dentro de "Yomiuri Shimbun" del editor. El artículo encontró en su sección de los "nuevos productos", en publicado semanalmente en el diario.

ES = catálogo científico de las ventas de "Edmundo". 101 E. Gloucester Pike, Barrington, NJ 08007 los E.E.U.U. Teléfono +1 609 547-8880, servicio de atención al cliente 609 573-6260, fax 609 573-6295. Los productos mencionados en el catálogo científico 1995 de Edmundo son un ejemplo que se puede incorporar en todas las o algunas invenciones. Hay de vez en cuando ejemplos múltiples de tales productos en este catálogo. La cubierta de este catálogo tiene "15C1A" impreso.

Picosegundo = "ciencia popular", los E.E.U.U. No confundir esto con el "picosegundo" para el sistema de colocación (si en duda verdadera después presumir que el "picosegundo" representa "sistema de colocación".

QMRR = "revisión del estudio de mercados del capricho".

- Ver "la revisión del estudio de mercados del capricho: Usos prácticos en estudio de mercados". Especialmente edición de febrero de 1996. Avenida de 8030 cedros., #229, Bloomington, manganeso 55425. Teléfono 612-854-5101. ISBN: 08937451. Tiene los listados de softwares relacionados, y las compañías con los especialistas capaces de hacer la programación, especialmente páginas 78 a 85.

- Cuando QMRR se utiliza en el software parte el archivo. Ver especialmente que las clasificaciones del producto de software con iguales/relacionaron los títulos (listado cerca de 10-20 softwares existentes).

- Definiciones de las funciones usadas en softwares del estudio de mercados: examen (métodos, preguntas, respuestas, "análisis"), ambiente, estudio de mercados, perfiles de cliente, (cambios adentro) figuras de ventas (eg.: más y menos de ciertos modelos que son vendidos, atado a otros cambios en mundo/mercado/usuario) ven las compañías mencionadas del "capricho", y los libros del estudio de mercados.

NK = "semanario de Nikkei", Tokio.

- Esta idea del producto incluye y es una extensión del producto descrito en de los servicios del semanario de Nikkei del `de Japón (parte de Nihon Keizai Shimbun) la sección de los "nuevos productos y" que abarca una página llena en la mayor parte de sus ediciones.

- En la ocasión, un artículo incluirá y será una extensión para de la tecnología del semanario de Nikkei del `la sección de la "ciencia y" para la fecha dicha.

EPO, USPTO y OMPI: Las bases de datos de la patente del gobierno ligaron de www.WIPO.in t

DTSW = "directorio de los surtidores técnicos del software", publicado cerca: teléfono +1 914-963-3695, fax 914-376-5011 de CAE Consultants Inc. los E.E.U.U. Avenida de 41 Travers., Yonkers, NY 10705 los E.E.U.U.

Estos datos también disponibles en: HTTP: /el directorio de www.caeconsultants.com usado era "hasta la fecha en fecha 1/1994". El CAE también ofrece el Info libre en el teléfono para localizar a surtidores.

También ver el archivo menos de uso general de las características (fue nombrado Features).

CONCLUYE ESTE ARCHIVO DE ABB-SYM: Abreviaturas y símbolo detallados
Archivo: Introducción a la introducción de la palmadita/del diagrama

DIBUJOS FIGURADOS

INTRODUCCIÓN A NUESTROS DIBUJOS ESCRITOS EN CÓDIGO DEL TEXTO

Introducción a encontrar los dibujos figurados (dibujos) en este uso: Los dibujos se incluyen en esta limadura. La mayor parte de los dibujos existentes, sin embargo, pueden no aparecer inicialmente ser dibujos alguien que mueve de un tirón rápidamente a través de la limadura de la patente. Los dibujos son generalmente cadenas de partes en una sola línea; conectado por las rociadas. Esto cubre en gran parte dibujos informales.

Ejemplo

Ejemplo simplificado del diagrama de la computadora: EL → DE LA CPU DEL → DEL TECLADO DEL → DEL USUARIO MODIFICÓ SALIDA PARA REQUISITOS PARTICULARES

Debajo: versión del diagrama antedicho usted es más probable ver.

Detalles

- Los dibujos se pueden encontrar para cada descripción de producto en diagrama fijaron 1, y/o en diagrama fijaron 2. dibujos están también con el texto impreso. La mayoría de las descripciones de producto que comienzan con el "directorio de C" tienen dibujos.
- Las características (piezas) están generalmente en "paréntesis", y características (piezas) a partir del 1997 son precedidas por un apóstrofe. Ver el papel de las características (piezas) para los detalles.

"=" conecta las características (piezas) del diagrama. La presencia de "=" significa que tal es un diagrama (la clarificación de su ser un diagrama se puede hacer pero no es necesaria). Para facilitar la lectura la primera vez, "=" se pudo considerar las comas, especialmente cuando no hay espacio a la izquierda del símbolo como con comas regulares. E.g.: Activar la luz del switch= entonces se gira.

"/" raya vertical diagonal significa "y/o". La manera más fácil de leer la descripción la primera vez, es a menudo leer solamente la primera "y/o" la opción, que permite a lector a más fácilmente considera el flujo del pensamiento.

e. G.: Diagrama: [parte 1/part 2 = parte 3 = parte 4/part 5] está igual que a: diagrama de la forma de >3<; y b: puede ser D1 partido: 1=3=4, D2: 2=3=5, con D1 y D2 que son conectados en la parte 3. No se utiliza ninguna línea necesario en 1 y 2, aunque una línea no se excluye.

"()" el material en estos soportes es opcional. La manera más fácil de leer el texto es la primera vez casi no hacer caso de los soportes.

Diagrama de la muestra. Lo que sigue es uno de los dibujos para esta solicitud de patente:
- Diagrama: Persona = teclado = computadora = impresora

Dibujos relacionados del medio dos del dibujo #1 y del dibujo #2 (si están en la misma sección), e.g.: D1, D2, D3...

Los números de parte usados en el diagrama se pueden también utilizar dentro del relacionado para el Techies o la otra sección de los detalles (OTD) técnicos - otros detalles técnicos. Estos números de parte del diagrama usados adentro para Techies: demostrar que sus características (piezas), están conectadas con esa sección del diagrama.

El símbolo del "~" es igual que la raya vertical diagonal, a menos que haya también la opción para una línea dibujada entre las dos características vecinas (piezas) separadas por esta línea ondulada símbolo "~".

Los dos puntos ": el" símbolo representa una línea del acceso que la precede al acceso del subconjunto que la sigue.

Cada sección dentro del para la sección de Techies es creada por el punto y coma, separándola de cualquier otro material; por lo tanto cada sección también se lee como un diagrama y/o tiene su diagrama combinado con las otras secciones dentro iguales para Techies.

A menudo los términos "entonces" y generalmente "alternadamente" son iguales a" - > " o "=". Es decir estos términos redactados se comparan con los símbolos para el tipo estructura del diagrama.

- Al igual que viable, cada parte/bloque en cada diagrama para cada idea electrónica del producto en anillos de esta limadura el dispositivo computer-like central. Cada componente electrónico, tiene una conexión opcional con una computadora central ("C"). D: cada componente electrónico de la idea del producto = ""/"del tr rc" = "c" = algu□n otra parte implicada con esta idea del producto

- "C" (computadora) es una inclusión opcional para cada descripción central en esta limadura que requiere el hardware electrónico. Como OPCIÓN, uno o más de las "características múltiples (piezas)" se refirieron en cada tal producto o la descripción de la parte se puede conectar con esta "C". Cada "parte" es un diagrama separado (como si en una transparencia, y ellas pueda ser sobrepuesto apropiadamente, intersecándose en "C", para ver el sistema potencialmente complejo (puede haber una cierta repetición, por lo tanto la sobreposición pudo estar de modo que las repeticiones se sobreponga sobre uno a, así que tales piezas/aspectos se leen una vez)). "C" se define en las "características (piezas) archiva".
- El lector sabe que la materia impresa es un diagrama cuando cualquier uno o más de los símbolos del diagrama se utilizan. Los dibujos son precedidos a menudo por la "D capital".

Ejemplos del diagrama: 3 versiones cada vez más detalladas de la misma invención de la computadora

Versión A: Ejemplo simplificado del diagrama de la computadora:
Usuario - > teclado - > CPU - > salida deseada

Versión B: Interpretación semi detallada del diagrama antedicho de la computadora:
El usuario - > teclado (el usuario entra la información, los datos incorporados en la computadora en proceso fácil del paso) - > computadora (el software analiza datos incorporados) = software corrige la información entrada simplificada en formas = un software más abstractos corrige el diagrama original entrado en diversas variaciones para cada necesidad = computadora modificadas para requisitos particulares digital hace salir diversas versiones del diagrama original entrado.

Versión C: Interpretación compleja del diagrama antedicho de la computadora:
Usuario (ingeniero de diseño de la electrónica o examinador de la patente) - > teclado (el formato abreviado las entradas del usuario para qué constituye un diagrama de dos o más porciones y o entra los usos deseados para las invenciones; los datos se pueden también incorporar en la computadora sin el ratón aburrido de la computadora) - > la CPU (el software analiza datos incorporados) = software analiza la base de datos de cada parte incorporada con sus aplicaciones múltiples también demostradas en un patrón de árboles de ramificación (esta base de datos puede ser el árbol de la invención) = diagrama original entrado de los convertidos del software en centenares de tipos de dibujos dependiendo del uso deseado) = computadora digital hace salir 8 millones de diversas versiones para cómo las invenciones pueden diagramed (construido):
1) archivos convertidos a digital creados recientemente
2) impresora (del color)
3) pantalla de ordenador
4) el software demuestra en realidad virtual cercana cómo funcionarían las invenciones.
5) se construye la invención: 1) por la arcilla que talla el dispositivo (cortador controlado por los archivos convertidos a digital y otros programas informáticos para emparejar el diagrama señalado); 2) sistema

automatizado de la programación (por ejemplo vía usar "la pieza programada del software de la información de usuario")

FINAL DEL CÓDIGO PARA LA SECCIÓN DE LA EXPLICACIÓN DEL DIAGRAMA

Archivo: Introducción de las características/características

CARACTERÍSTICAS MENOS DE USO GENERAL: Leído más adelante

Características sobre todo para las invenciones ligadas a los archivos A, B y hasta cierto punto C.

Se aplican al directo unido/indirectamente del uso de la palmadita.

FECHA del '' = nuestro reloj digital y calendario. Es el contador de tiempo para nuestro grupo fecha/hora de Digitaces.

El COJÍN del AIRE = ve teledirigido. Utilizado raramente, por lo tanto delineado con un asterisco.

ALERTER = ven el "notificador"

TODOS = ven "básico"

USO/APPL/AP = uso. Una de las maneras alternas las invenciones puede ser utilizado. "Apl también llamado" - con la sola letra "p". Solicitud de patente.

AU = también para el nivel adulto 16 años y encima.

El BASIC = considera el apéndice.

CUENTA/FACTURACIÓN = facturación: Usuarios de las cargas por cantidad y el tipo de uso. Limita uso facturable por criterios.

Nombre del CEREBRO = de la característica cambiado a la computadora.

EXHIBICIÓN = pantalla de visualización. Esta característica (también vista como parte) fue retitulada a "S".

FD-HDD = este nombre de la característica (también vista como parte) cambió a la "computadora".

El FLOTADOR = el dispositivo portable separado flota en el aire vía los imanes especiales.

. Las partes más portables del sistema tienen enfrente de los imanes en cada extremo. Una letra "C" formó la base también tiene imanes, que atraen cada uno de los extremos del pedazo en espacio. los .2cm a los 2cm de aire está entre los imanes de atracción. El artículo portable es ligero. Los imanes y el diseño se diseñan para soportar gravedad y el viento, y usar abajo de las fuerzas del imán para el mínimo cinco años.

- Dibujo: 1+ = 2 - = 3 = 4+ = 5.

- Notas del dibujo: 14 imanes positivos; 25 imanes negativos; 3 no magnético conductores (entre 1/2/4/5) que es/parte del producto; 1 y 5 es cada uno en sus extremos individuales del bastidor de "C"; uno de los propósitos del flotador es crear un diseño interesante (entretener); el artículo que flota se puede sacar del marco de "C" (usado sobre premisa/puesto en la tabla); cc.

- "Inclinación": colocan/el functions% de los controles del objeto flotante

- Formar de la flotación = del notificador/de la otra forma de comunicación al usuario.

- 'Pista = tipo flotación.

FX = capacidades del fax. También puede enviar y recibir vía: Internet, módem (véase el MES), otros (radio) medios electrónicos para los datos o texto.

- Construido en la máquina de facsímil, envío/que recibe en diversas velocidades.

- Dibujo: datos/imagen = "sensor" = "C" = tr = impresora

- Para Techies: cojín del aire (envía y recibe faxes); carro (cómo se envían y o se reciben los mensajes); "S"; "C"; Reino Unido.

- la máquina de fax o-C95 defiende hacia fuera mensajes indeseados. Ver el fax en la exhibición ("S"), los faxes deseados impresión. NTT 29 de marzo de 93 NK. Dibujo: c95=tel~c~remote

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

La LENTE = ve la "cámara/la lente"

MES = módem. Módem: conecta vía el teléfono ("T") con: @ otras computadoras (unidades centrales), dispositivos.

Dibujo: remote/uk/display = c (datos de la computadora) = convertidor de datos = tr/rc = convertidor de datos = "C" = exhibición/impresora/función

- Para Techies: tener acceso requerido para comenzar la comunicación del MES; ventilar los comandos MES del cojín; carácter; (datos sobre la transacción encendido) "S"; % entretienen; "C"; % comunica con "M"; ratón; P.M.; notificador (la transacción del MES de las demostraciones estaba o no fue terminada con éxito; la información o los resultados alcanzados de la transacción del MES); pp; salida tranferible a la impresora; tds (de la transacción del MES).

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

Se induce al MD/el HUMOR = el humor de usuarios por el sistema que saque las sensaciones emocionales señaladas.

. Leído más adelante: Multi-media de sistema se diseña accionar reacciones señaladas en seres humanos o animales.

- Diagrama: La adaptar-Base de datos recoge la información sobre usuarios = analizador determina qué mejor del modo de las multimedias saca la emoción señalada querida en u (usuario) = alcanzando los resultados deseados: los usuarios disfrutan o encuentran del sistema el desafiar, o de más guía amistosa del `de u (usuario) [ajustando al patrón del comportamiento del usuario] o los educan son más eficaces.

- Esta función tiene parte convertida de "ENTRETIENE", aunque el "humor" es una función, de la cual puede ser separado, ENTRETIENE.

El ™ del RECEPTOR ACÚSTICO del MOVIMIENTO = hace el sonido sobre el movimiento del dispositivo.

. Hace el sonido o la música cuando el sensor del dispositivo se agita en cualesquiera/la manera señalada [vagos del movimiento].

. Tipo sonido de los programas del usuario. Ver el producto numerar 5A-1050-042002. "Corregir".

Dibujo: indicar el "sensor" = "C" = el oscilador/function/tr

. Patentes de los E.E.U.U. [disco de 12.95 baberos]:

- str: (sonido o música) adj15 (movimiento o movimiento o mudanza)

- Patentes de los E.E.U.U.: 5475372 dispositivos sensibles del movimiento del detector del terremoto; ++ 5373096 Yamaha's Miburi: dispositivo de control sano musical responsivo al movimiento de las porciones del cuerpo de un ejecutante [Yamaha KN más adelante copiado?].

RATÓN = cambiado a teledirigido.

P.M. = cambiado a la banda [programa].

Pi = cambiado al UIP.

PP = cambiado a la banda [programa].

PP = personalmente programa [vieja característica cambiada a la banda 9.97]:

Las funciones son personalmente programables por el usuario. El usuario decide qué programas a activar, desactivar, alteran y o agregar.

Dibujo: Reino Unido ()/telecontrol ("R" de los programas) = c (software/carro) = función del software (usuario de las ayudas)

- Ver el "cerebro".
- "Facturación": cuentas para qué/cómo programas del usuario el interruptor.
- Acceso: "Tener acceso al regulador" o el accessor legítimo puede alterar "contraseñas necesarias" para sí mismos u otros usuarios.

La IMPRESORA = las impresiones desearon la información del sistema.

- Adaptador, tarjeta y software externos de impresora para las impresoras estándar.

Dibujo: c = el tr = el convertidor de señal = el mecanismo de impresión = imprime sobre el material (tal como papel)

- Para Techies: la exhibición ("S") demuestra los menús del software para cómo el usuario quiere el documento mecanografiado; conecta con el sistema automatizado que utiliza "C"; pp; P.M.; Reino Unido; matriz de punto o laser o impresoras de color estándar con sus cartuchos de tinta - básicos; impresora portable; cp. C puede tr a la impresora vía el alambre/la radio. Cuál está en "s" o la "impresora" puede ser visto en la otra por completo. similar/como manera, en totalidad o part= como "señaló" cerca: uip-adaptar, banda, y K.
- Printer=SW=notifier=C: si la impresora (w5) carece bastante tinta de particular colorear en cartucho antes de usuario: intenta imprimir/amplía imagen

RC = receptor. Recibe señales de tr (transmisión).

RCP = cubierta lisa de la prisma rectangular (semi-caja formada). Las variantes tableros tienen 4 pedazos de goma en las esquinas inferiores, contador conmovedor.

DISCURSO = incluido en el "OSCILADOR". Esta función se puede separar de los otros modos del oscilador (comunicador sano saliente). Si el "discurso" está en sistema entonces hay una opción para el "oscilador", eg.: "discurso" - > "C" - > "oscilador".
% consideran el "cerebro".

SP teléfono = teléfono del altavoz ("T"). El micrófono del dispositivo ("mic") ajusta el volumen de sonido entrante según la distancia de la fuente sana del micrófono ("mic"). ~c=osc del tr= " T "
. - "Facturación": cuentas para qué/cómo el system coge.

ESTEREOFONIA = sistema de sonido. Música/fuente sana (música, difusión previas) = jugador (CD, cinta de Digitaces, cinta de cassette, fonógrafo, receptor de radio) = amplificador = altavoces/teléfonos principales

Dibujo: mic/tr = amplificador del convertidor de señal = de la parte posterior del c~recorder = del juego = del convertidor de señal = oscilador (comunicador sano saliente) (altavoces)

El JUGUETE = puede también funcionar como un juguete. Para Techies: El proceso del tener un rato interesante es nuevo e interesante desde el punto de vista experimental; %interactive; multiusos; notificador; P.M.; Reino Unido, "cerebro". "Mandando la cuenta": las cuentas por tiempo utilizaron/"tenido acceso".

VC = control de volumen: el usuario pre-seleccion el volumen de sonidos del altavoz.
- Dibujo: perilla/botón = tr = c (regulador) = amplificador = oscilador

El ANALIZADOR de la VOZ = ve el "analizador de sonidos".

VIBRACIÓN = vibración generada por el dispositivo por razones específicas, eg.: "hospitalidad"; "notificador"; formar de la comunicación para: "estado", "cuenta", una presencia o una carencia simple de cualquier usuario puede necesitar (saber) por ejemplo un sí o no - o con./desc. - o bueno o malo. Ver el "acceso" = la "vibración".

Comprobar la versión práctica simple de las características principales, más nuestras abreviaturas y símbolos. Visita bondadosa www.LicenseItToday.com para las actualizaciones, el etc.

Archivo: Introducción de las características/sinónimo de la característica

TÉRMINOS SINÓNIMOS PARA NUESTRAS CARACTERÍSTICAS PRINCIPALES
(Esto puede ser una manera más fácil para la gente no técnica a entender las características usadas en nuestras invenciones interesantes)

Introducción: Las secciones de la característica principal se enumeran alfabéticamente. Los términos sinónimos adjunto incluyen a veces una fracción minúscula de los números de clasificación aplicables de patente de los E.E.U.U.

. Alternativas y palabras claves para la característica del ACCESO: admisión, entrada, acercamiento, avenida, conexión, contacto, curso, puerta, entrada, entrada, entrada, introducción, llave, puerta abierta (argot), paso, trayectoria, camino, ruta, manera
. Código de clasificación de patente de los E.E.U.U. para el acceso: 726.4 Seguridad de información/autorización

. Alternativas y palabras claves para ADAPTAR la característica: acclimate, acomodar, acostumbrarse, alterar, cambiar, venido alrededor, conformarse, conformar, familiarizar, formar, caber, habituate, armonizar, hacer, emparejar, modificarse, prepararse, calificar, reajustar, reconciliar, remodelar, revisar, trabajar mejor, formar (argot), cuadrado, juego, sastre

. Código de clasificación de patente de los E.E.U.U. para adaptarse: 715.789 La informática: proceso del documento, proceso/basado de la presentación del interfaz de operador en uso o perfil de usuario

. Alternativas y palabras claves para la característica de ALERTER: observadora, en el protector (argot), la seguridad, advierte, notifica, mira, ayuda para proteger.

. Clasificación de patente de los E.E.U.U. para ALERTER: 340.825 Comunicaciones: Eléctrico, subclases 825 a 825.98 para controlar uno o más dispositivos para obtener una pluralidad de resultados por la transmisión de señalada de señales de control distintivas plurales sobre un número más pequeño de líneas o de canales de comunicación,

. Alternativas y palabras claves para la característica del ANALIZADOR: el análisis, mastica encima (argot), confab (argot), considera, estima, evalúa, imagina, calcula, desmenuza (argot), examina, interpreta, investiga, juzga, golpea con el pie alrededor (argot), refundición, resolución, escudriña, arregla, explica, estudio, prueba, piensa a través

. Clasificación de patente de los E.E.U.U. para el ANALIZADOR: la informática 706.14: inteligencia artificial/sistema adaptante

Alternativas y palabras claves para la característica del USO: aplicación, appositeness, empleo, ejercicio, ejercitando, función, germaneness, operación, pertinencia, juego, práctica, propósito, importancia, usance, utilización, valor

. Alternativas y palabras claves para la característica del ARTE: abstracción, diseñando, ilustrando, imitando, modelando, el moldear, pintando, pictorialization, retratando, representación, sculpting, formando, simulando, bosquejando, symbolization, compositor. Clasificación de patente de los E.E.U.U. para el ARTE: 382.159 Clasificadores de /Trainable del análisis de imagen o reconocedores del patrón

. Alternativas y palabras claves para la característica de la ASOCIACIÓN: afiliación, alianza, venda, fraternidad, manojo, círculo, clan, pandilla, club, coalición, combinación, combinada, compañía, confederación, confederación, congreso, cooperativa, corporación, equipo, muchedumbre, familia, federación, beca, fraternidad, cuadrilla, gremio, transmisión en circuito (argot), liga, orden, organización, equipo, sociedad, piscina, paquete de la rata (argot), anillo, sociedad, sindicato, relación, descompostura de máquina, tribu, tropas,

compañía, unión, contrapartes, semejanza del compañero, equivalente, igual, copia, reproducción, copia, duplicado, compañero, accesorio, cómplice, afiliado, asistente, aliado, ayudante, cooperador, compañero, compatriota, camarada, confederato, consorte, camarada, compañero, amigo, ayudante, socio, par, compinche

. Código de clasificación de patente de los E.E.U.U. para la asociación: 706.46 La informática: Representación de la inteligencia artificial/de conocimiento y técnica del razonamiento

. Alternativas y palabras claves para la característica del ANALIZADOR del COMPORTAMIENTO: el reloj, psicología, sociología, antropología, entrega, comportamiento, conducta, los éticas, etiqueta, expresión, forma, hábitos, gerencia, mien, modo, moralejas, naturaleza, observancia, funcionamiento, práctica, presencia, propiedad, papel, comportamiento rutinario, deseos, necesidades, cravings, búsqueda, quiere. Código de clasificación de patente de los E.E.U.U. para el ANALIZADOR del COMPORTAMIENTO: 706.14 Inteligencia de proceso de datos, artificial/sistema adaptante

. Alternativas y palabras claves para la característica del CARTUCHO: diskette, disco del disco blando, duro, impulsión dura, tambor magnético, cinta magnética, bobinador de cintas, disco magnetoóptico, disco óptico, almacenaje primario

. Código de clasificación de patente de los E.E.U.U. para el CARTUCHO: 706.11 Inteligencia de proceso de datos/tener interfaz utilizador particular

. Las alternativas y las palabras claves para COMPONEN la característica: el autor, explosión hacia fuera (argot), el molde, comp, concibe, idea, cocina para arriba (argot), diseña, idea, descubre, elabora, soña para arriba, fabrica, forja, forma, formula, enmarca (argot), fantasma (argot), escribe bajo la firma de otro, se imagina, procesa, inventa, golpea apagado (argot), golpea hacia fuera (argot), compone, observa abajo, orquestra, origina, encierra, poetize, producir, puesto en el suelo, la cuenta, garabato, escritura, tinta de la vertiente, tiempo, producción, azote para arriba (argot), escribe

. El código de clasificación de patente de los E.E.U.U. para COMPONE: 706.22 Tratamiento de la inteligencia de proceso de datos, artificial/de señales (e.g., filtro)

Alternativas y palabras claves para la característica de la COMPUTADORA: máquina sumadora, análogo, cerebro (argot), calculadora, copia, compatible, informático, cerebro digital, electrónico (argot), ordenador portátil (argot), unidad central, micr3ofono (argot), microordenador, mini (argot), miniordenador, desmenuzadora de número (argot), máquina de computadora personal, de pensamiento (argot)

. Alternativas y palabras claves para la característica CONTENTA del ANALIZADOR: composición, constitución, materia, tema, sustancia

. Código de clasificación de patente de los E.E.U.U. para el ANALIZADOR CONTENTO: 706.54 Inteligencia de proceso de datos, artificial/sistema analógico del razonamiento:

Alternativas y palabras claves para la característica del COORDINADOR: acomodar, ajustar, convenir, adaptar, combinar, conducir, conformar, correlacionar, armonizar, integrar, emparejar, endentar, organizar, reunir, proporciónar, agruparse, reconciliar, reconciliate, regular, trabajar mejor, sincronizar, sistematizar, team para arriba

Alternativas y palabras claves para la característica SEÑALADA: asignar, asignar, designar, repartir, apropiarse, asignar, autorizar, abotonar abajo (argot), caracterizar, cargar, elegir, comisionar, implicar, constituir, definir, delegar, denotar, diputar, sustituir, describir, dictar, destinar (argot), elegir, evidenciar, favorecer, dedo (argot), indicar, individualizar, hacer, marcar, mete, nombrar, nominar, optar, enclavijar (argot), escoger, precisar, establecer claramente, preferir, reservar, selecto, fijado aparte, puesto a un lado, demostración, escoger, ranurar, estipular, tabular (argot), marcar con etiqueta (argot), golpear ligeramente (argot)

Código de clasificación de patente de los E.E.U.U. para DISTANCER: 361.179 Electricidad, sistemas eléctricos y dispositivos/proximidad o contacto:

. Alternativas y palabras claves para la característica del REDACTOR: adaptarse, alterar, amplificar, analizar, anotar, arreglar, montar, asignar, corregirse (argot), censurar, comprobar, elegir, compilar, componer, condensar, copiar, corregir, cortar, suprimir, desechar, cuidarse, elaborar, enmendar, suprimir, ofrecer, fino - la consonancia, final, mota de la mosca (argot), pasa, compone, pule, se prepara, prescribe, corregido, publica, juntado, cambia, vuelve a calibrar, rectifica, redacta, regula, refundición, reformula, divulga, revisa, selecto, disposición, pega hacia fuera, labra, aprieta, ajusta

. Código de clasificación de patente de los E.E.U.U. para el REDACTOR: la informática 715.530: el proceso de la presentación del documento, el interfaz de operador que procesa, y la exhibición del ahorrador de pantalla que procesa/corrigen, composición, o control de almacenaje:

Las alternativas y las palabras claves para la EDUCACIÓN CONSIGUEN una característica MÁS DURA: Enorme (argot), ambicioso, arduo, deslomador, fastidioso, pesado, desafiando, crucial, exigiendo, difícil, effortful, exigiendo, formidable, irritando, duro, ganado con dificultad, pesado, hercúleo, inmenso, intrincado, irritación, trabajado, laborioso, del tamaño de un hombre, no fácil, oneroso, diligente, dolorosa, problema, problemático, prohibitivo, rígido, severo, tieso, vigoroso, titánico, laborioso, resistente, molesto, intentando, cuesta arriba, por aguas arriba inflexible, fastidioso, abstracto, abstruso, el desconcertar, desconcertar, complejo, confusión, confundiendo, obscuridad, profundo, delicado, enigmático, enigmático, enredado, esotérica,

ocultado, inexplicable, implicado, nudoso, laberinto, flojo, serpenteando, misterioso, místico, desconcertando, agradable, obscuro, obstinado, paradójico, dejando perplejo, profundo, desconcertando, el pasear, sutil, enredado, espinoso, cosquilloso, confuso, insondable, incomprensible, disgusta, tosco, oscuro, fastidioso, díscolo, quisquilloso, severo, descortés, insuperable, irritable, estrepitoso, perverso, refractario, rígido, grosero, pesado, unaccommodating, unamenable

Alternativas y palabras claves para la característica de ENTERTAIN/ENTERTAINMENT: la diversión, bola, encanto, deleite, placer, disport, disipación, distracción, divertissement, disfrute, hospitalidad, día de maniobras (argot), frivolidad, diversión, juego, satisfacción, muecas (argot), período culminante (argot), escándalo (argot), risas (argot), levedad, tiovivo (argot), pasatiempo, comida campestre (argot), juego, placer, relajación, condimento, deporte, whoopee (el argot)

Alternativas y palabras claves para la característica de la PROTECCIÓN DEL MEDIO AMBIENTE: ecología, control del medio ambiente, análisis de consecuencias para el medio ambiente, gerencia ambiental, control del medio ambiente, política medioambiental, ciencia ambiental, environmentology

Alternativas y palabras claves para la característica del EJERCICIO: acto, acción, actividad, las calisténica, constitucionales (argot), descarga, disciplina, taladro, perforación, esfuerzo, examinación, ejercitando, esfuerzo, gimnasia, trabajo, lección, movimiento, ocupación, operación, funcionamiento, problema, búsqueda, recitación, schoolwork, estudio, tarea, prueba, tema, trabajo, entrenamiento, calentamiento, entrenamiento

Alternativas y palabras claves para la característica del JUEGO: competición, competencia, fósforo, reunión, redonda, sistema, torneo, aventura, diversión, atletismo, distracción, diversión, empresa, festividad, follow-the-leader, divertida, diversión, broma, alegría, alegría, ocupación, pasatiempo, piddly, plan, juego, procedimiento, búsqueda, reconstrucción, jugueteo, esquema, deporte, deportes, empresa

Alternativas y palabras claves para la característica del GPS: X, área, cojinetes, districto, ambiente, arreglo, geografía, tierra, escena, lugar, localización, lugar geométrico, punto, poste, referencia, región, escena, asiento, ajuste, sitio, situación, espacio, punto, soporte, estación, alrededores, topografía, zona, paradero

. Alternativas y palabras claves para la característica de GUIDE/GUIDANCE: consejero, asistente, capitán, caperuza, cicerone, conductor, regulador, convoy, consejero, criterio, director, docent, acompañamiento, ejemplo, modelo, expositor, genio, genio, alcohol de guía, gurú, inspiración, plomo, líder, estrella polar, amo, mentor, modelo, monitor, paradigma, pionero, patrón, piloto, pionero, timón, explorador, estándar, superintendente, profesor, ujier, consejo de la vanguardia, auspicios, conducta, conducción, control, transporte,

consejo, dirección, gobierno, ayuda, instrucción, inteligencia, dirección, gerencia, navegación, supervisión, enseñando

. Código de clasificación de patente de los E.E.U.U. para la GUÍA: 706.11 la informática - inteligencia artificial http://www.uspto.gov/go/classification/uspc706/sched706.htm - interfaz utilizador particular de C706S011000having

Alternativas y palabras claves para la característica INTERACTIVA: colabora, combina, conecta, entra en contacto con, coopera, interconecta, la interacción, interreact, ensambla, se combina, endienta, red, alcanza hacia fuera, se relaciona, toca, toca la base (argot), une, se acerca, llama, conecta, consigue, interconecta, alcanzar, hablar a, la charla, teléfono, visita, escribe

Alternativas y palabras claves para la característica del LOCALIZADOR: parecido, venido sobre, detectar, determinar, descubrir, establecer, hurón hacia fuera (argot), consiguen en, suceden sobre, golpe sobre, gancho (argot), luz sobre (argot), reunión con, nariz hacia fuera, precisan, punta, lugar, posición, estudiada, susto, búsqueda hacia fuera, olor hacia fuera, humo hacia fuera (argot), punto, estación, huelga, tropiezo encendido, rastrean, disparan encima (argot), destapan, desentierran, ponen a cero adentro

Alternativas y palabras claves para la característica de MFH: análogo, cerebro, informático, cerebro electrónico (argot), microordenador, mini (argot), miniordenador, desmenuzadora de número (argot), máquina de computadora personal, de pensamiento (argot)

Alternativas y palabras claves para la característica del NOTIFICADOR: conocer, aconsejar, alertar, anunciar, informar, afirmar, blazon, resumir, difundir, cablegrafiar, advertir, circular, pista adentro, transportar, contar, informar, declarar, divulgar, diseminarse, divulgar, aclarar, expresar, completar, dar, anunciar, hacer alusión, dejar saben, dan a conocer, mencionan, paso hacia fuera, poste, proclaman, promulgan, divulgan, revelan, envían la palabra, hablan, chillan, la indican, la sugieren, hablan, la enseñan, dicen (qué sucedió), notifican, expresan, advertir, atar con alambre, ascendente sabio (argot), escribir

. Clasificación de patente de los E.E.U.U. para el NOTIFICADOR: 340.825 Comunicaciones: Eléctrico, subclases 825 a 825.98 para controlar uno o más dispositivos para obtener una pluralidad de resultados por la transmisión de señalada de señales de control distintivas plurales sobre un número más pequeño de líneas o de canales de comunicación,

. Alternativas y palabras claves para la característica del &TIMING de la ORDEN: patrón, secuencia, orden (de acontecimientos), historia (que demuestra patrones del comportamiento - las ayudas predicen futuro).

. Código de clasificación de patente de los E.E.U.U. para la ORDEN y la SINCRONIZACIÓN: 706.14 Inteligencia de proceso de datos, artificial/sistema adaptante

Alternativas y palabras claves para la característica del OSCILADOR: el acento, dinar, armonía, entonación, intensidad, modulación, música, ruido, nota, echada, raqueta, informe, resonancia, reverberación, sonando, suavidad, sonance, sonancy, sonoridad, sonorousness, parásitos atmosféricos, tenor, tonalidad, tono, vibración, voz, conoce, hace publicidad, aconseja, anuncia, difundió, lleva, conecta, entra en contacto con, transporta, corresponde, declara, divulga, descubre, se disemina, divulga, aclara, consigue a través, hace alusión, imparte, implica, informa, interactivo, interfaz, dejó encendido, dejó hacia fuera, da a conocer, red (argot), pasa encendido, telefona, proclama, publica, publicar, levantar, alcanzar hacia fuera, se relacionan, divulgan, revelan, suenan para arriba, significan, separan, indican, sugieren, dicen, tocan la base (argot), transfieren, transmiten, revelan, decreto judicial

. Las alternativas y las palabras claves para PREDICEN la característica: adumbrate, anticipar, augurar, concluir, conjeturar, la bola cristalina, adivinar, dopar, dopar hacia fuera, prever, imaginar, calcular, forebode, pronóstico, prever, forespeak, prever, conjeturar, deducir, juzgar, augurar, presagiar, presumir, prognosticate, prophesy, psych hacia fuera (argot), leído, ver venir (argot), clasificarlo para arriba (argot), soothsay, suponer, conjeturar

. La clasificación de patente de los E.E.U.U. para PREDICE: la informática 706.14: inteligencia artificial/sistema adaptante

Alternativas y palabras claves para la característica del PROGRAMA: diseño, instrucciones, línea, orden, política, clase política, procedimiento, proyecto, esquema, secuencia

Alternativas y palabras claves para la característica de PS-ZONE: área, venda, correa, circuito, tierra, reino, región, sección, sector, segmento, esfera, territorio, zona

Alternativas y palabras claves para la característica de la PREGUNTA: examinación, calibrador de espesor, investigación, investigando, investigación, inquisición, interrogación, interrogatorio, investigación, encuesta, pregunta, preguntando, tercero, tercer grado (argot), escurridor (argot)

Alternativas y palabras claves para la característica de la RUTA: la dirección, conducta, consigna, transporta, dirige, envía, escolta, delantero, guía, plomo, piloto, mandato, considera, envía, shepherd, envía, demuestra, dirige, transmite

Alternativas y palabras claves para la característica de la PANTALLA: tubo catódico, CRT, exhibición, terminal de gráficos, monitor, pantalla, VDT, UDV, unidad de presentacion visual, terminal video

Alternativas y palabras claves para la característica de la CUENTA: cuenta, adición, agregado, cantidad, promedio, cuenta, cuenta final, grado, marca, número, resultado, puntos, tarifa, cómputo, expediente, resultado, acción, suma, resumen, adición, lengüeta, cuenta

Alternativas y palabras claves para la característica de la BÚSQUEDA: estar después de, sacudida para, echada alrededor, persecución, peine, cavar, cavar para, empuje para, redada, explorar, aventar, hurón hacia fuera, los pescados, seguir, ir después de, hacer fuego sobre para, buscar, investigar, investigar, mirar alrededor, mirada alrededor, ratón, nariz, vagabundeo, vagabundeo después de, perseguir, buscar, registrar, arraigar, funcionar después de, explorar, rasguñar, buscar para, búsqueda hacia fuera, olor alrededor, oler hacia fuera (argot), rastrear

. Alternativas y palabras claves para la característica del ANALIZADOR de SONIDOS: el acento, dinar, armonía, entonación, intensidad, modulación, música, ruido, nota, echada, raqueta, informe, resonancia, reverberación, sonando, suavidad, sonance, sonancy, sonoridad, sonorousness, parásitos atmosféricos, tenor, tonalidad, tono, vibración, voz, análisis, mastica encima, considera, estima, evalúa, imagina, desmenuza, examina, interpreta, investiga, juzga, arregla, explica, estudio
. Códigos de clasificación de patente de los E.E.U.U. para el SA: 701.231 La informática: tratamiento de señales de discurso/Recognization

. Alternativas y palabras claves para la característica del VA: equivalente, facsímil, semejanza, fósforo, modelo, fotografía, cuadro, retrato, similitud, escupida, imagen el escupir, cuadro mental, opinión, visión
. Códigos de clasificación de patente de los E.E.U.U. para el analizador visual sano: 704.235 Discurso a la imagen

Alternativas y palabras claves para la característica del ESTADO: condición existente, cómo las cosas se colocan, ninguì□n cambio, parámetros, actual situación, situación, tamaño de él, colocándose, situación, estado, estado en el quo, generalmente, cuenta

Alternativas y palabras claves para la característica del SINTETIZADOR: unirse, arreglar, mezclar, armonizar, incorporar, integrar, hacer entero, fabricación, orquestrar, symphonize, unificar, complementar, caber, ir con, adaptarse, sintetizar,

Alternativas y palabras claves para la característica de la TELEFONÍA: teléfono de coche, teléfono celular, teléfono de célula, teléfono móvil, teléfono digital, teléfono del campo, teléfono basado en los satélites, teléfono sin hilos

Alternativas y palabras claves para la característica de la ETIQUETA: agregar, colindar, poner, adjuntar, añadir, atar, comprobar, bautizar, designado, lista, copia, reserva, asimiento, identificar, marcar, nombrar, labrar, clavar con tachuelas, marcar, golpear ligeramente, llamar, marcar, titular

Alternativas y palabras claves para la característica del SASTRE: a la medida, aduana-caber, por encargo, diseñador, hecho a medida, cabido perfectamente, adaptado, acomodan, se adaptan, alteran, conforman, convierten, aduana-hacen, cortar, ensamblar a cola de pato (argot), manera, ajuste, se modifican, moldean, quadrate, reconcilian, trabajan mejor, forman, cuadrado, estilo, juego, adaptar-hacen

Las alternativas y las palabras claves para la TERAPIA CONSIGUEN una característica MÁS DURA: el análisis, curación, curando, medicina, tratamiento remediador, remedio, terapéutica, tratamiento, (argot) considera EGH

Alternativas y palabras claves para la característica de la PISTA: huella, huella, paso, surco, trayectoria, expediente, rastro, zona, rastro, pisada

Alternativas y palabras claves para la característica del USUARIO: usuario final, último consumidor, cliente, consumidor, cliente, usuario final, patrón, perspectiva, comprador, representante, comprador, usuario, vendee

Alternativas y palabras claves para las LLAVES del USUARIO EN característica: el palo hacia fuera, batió hacia fuera, copia, estralla apagado, teletipo, tacto, tocar-tipo, transcribe, escribe a máquina, escribe, inscribe, inserta, intercala, interpola, introduce, enumera, registra, observa, fija, introducido, registro, establecido, toma abajo

Alternativas y palabras claves para la característica de la ZONA: línea de demarcación, territorio neutral, zona neutral, correa, bloque, ciudad, condado, división, dominio, dominio, recinto, campo, lugar, vecindad, paquete, remiendo, diagrama, recinto, principado, cuarto, sección, sector, esfera, estado, estiramiento, territorio, el municipio, zona, césped, vecindad, sala

Archivo: Palmadita introducción/IMI de las características

PARTES - CON PATENTES RELACIONADAS:

Introducción: Todas las patentes son los E.E.U.U. a menos que se indicare en forma diferente. Ver el archivo "notas introductorias - menos importantes" para la ayuda en la lectura de este archivo.

El ACCESO = accede a los controles de producto electrónicos con afinado correctamente en la combinación.
- kilovatio: acceso, computadora, entrada, (aumento o keyless) adj3 (acceso o entrada), contraseña, interactiv
. --el juguete, diversión, juego, niño, cabrito, imagen, proyección de imagen, crea, creando
- str: (el achiev u obtiene o logra o consigue [o consigue o consiguiendo] o gana o keyless) adj3 (acceso o entrada)
- str: contraseña y (acceso o entrada). Str: seguridad y acceso. Str: (el drenaje o crea o creando) adj9 (acceso o acceso)
- Patentes de los E.E.U.U.: sistema keyless pasivo de la entrada 5420925 5418842 5396609 5373557 5345579 en el coche 5319364 507402 = "c" 5450524 5206905
. Mejora en patentes:
- Patente: 5247497 sistemas de seguridad basados en el identificador único de la grabación para el aparato de lectura subsecuente. La información proporcionada por U al sistema cuando entraron por último se repite así que U sabe si accedió algún otro previamente. Cesionario: Octel [co grande].
--mejoras:
- U = este sistema de N (patente:) ~ 5247497 C =
TENER ACCESO () AL ANALIZADOR de // () // EDIT () // NR (el nr de u cuando (w5) u no comprobó para considerar cuál era su "identificador único" (el tipo 5247497 entrado) durante su sesión pasada, sistema es inútil si u no comprueba, y mejor si los cheques de u cada vez) Picosegundo-Zona de la banda de // del OSCILADOR de // () () // (el sistema "sigue" w5 u movido y o lo que lo hicieron (uip, los gps)) CUENTA de // del RANURADOR de // Q () // R () // () la cuenta anterior o el "estado" o "el TDS" (del u (uso anterior) pueden ser un identificador único - este automatation ayuda u) a la PISTA menos creativa/perezosa de // TDS () // T () // del ESTADO de // () () // UIP ().

VAGOS = analizador del comportamiento. Analiza el comportamiento vivo de la gente.
. kilovatio:
- psycholog del comportamiento, sociolog, movimiento [movimientos, mudanza, movimiento]
- animal, ser humano, persona, gente
- estudio, estudios, analyz, monitores, supervisando
. str: (psycholog del comportamiento, sociolog, movimiento [movimientos, mudanza, movimiento]) y (- animal, ser humano, persona, gente) y (estudio, estudios, analyz, monitores, supervisando)
- Patentes de los E.E.U.U.: Monitor del tráfico del vídeo 5465115 para los establishements al por menor y similares; Sistema electrónico de la responsabilidad 5433612 - "pistas" u y equipo = ""/"" de la picosegundo-zona/"de la pista uip" (desarrolla uip-DB); 5428392; Sistema = pista/vagos inteligentes/picosegundo de localizador 5426425; Método y sistema = pista/vagos/picosegundo de detección 5424745; 5386990; de + sistema de vigilancia del monitor/5245314 localizaciones de la actividad 5250941 clientes = picosegundo/picosegundo-zona/pista/vagos.

. Mejora en patente de los E.E.U.U.:
5377258 método y aparato para un sistema de dirección del comportamiento automatizado e interactivo: u recibe los mensajes de motivación (oscilador) para mejorar patrones del comportamiento; incluye DB del cliente (uip); tensión "analizador" de la voz; respuesta del cliente requerida] =
- OTD (otros detalles técnicos) D: U = este ~ del sistema de N (VAGOS/5377258) C = TENER ACCESO () AL ANALIZADOR de // () // EDIT (el sistema corrige hacia fuera menos entrada necesaria de: u, uip-DB) // NR (penaliza u cuando u actúa mal (comportamiento indeseable) = descarga eléctrica al uso del sistema N del cuerpo/de la "hospitalidad" es limitado (véase KN)) Picosegundo-Zona de la banda de // del OSCILADOR de // (penaliza vía sonidos = synth ásperos) () // (u entrenó a donde no está necesaria su caja fuerte/u para el trabajo, eg.: hogar, sitio del café, sitio de reconstrucción, sitio de TV) // Q (construir uip-DB = necesitado por el sistema entrenar u) a la PISTA // UIP de // TDS (w5 u comportado - > acumula UIP-DB) // del ESTADO de // de la CUENTA de // R () // (como de bien comportamiento del u está alterando) (del comportamiento del u).

El volumen del BALANCE = de los altavoces ajusta según donde la persona se sienta. El sistema utiliza el punto central para dos o más personas. str: balanc, audi, altavoces.
Patentes de ++ los E.E.U.U.: 5287102 "siempre que el indicador islocated entre los iconos extremos izquierdos y de derecha, el volumen equilibrio substanially igualmente entre los dos altavoces" I.B.M. = "balanceador"

PERSEGUIDOR = acciones de las pistas o de los monitores del sistema del usuario, o sistema.
- Patentes de los E.E.U.U. para los VAGOS/"pista":
Monitor del tráfico del vídeo 5465115 para los establishements al por menor y similares; Sistema electrónico de la responsabilidad 5433612 - "pistas" u y equipo = ""/"" de la picosegundo-zona/"de la pista uip" (desarrolla uip-DB); 5428392; Sistema = pista/vagos inteligentes/picosegundo de localizador 5426425; Método y sistema = pista/vagos/picosegundo de detección 5424745; 5386990; de + sistema de vigilancia del monitor/5245314 localizaciones de la actividad 5250941 clientes = picosegundo/picosegundo-zona/pista/vagos.
. Mejora en patente de los E.E.U.U.:

5377258 método y aparato para un sistema de dirección del comportamiento automatizado e interactivo: u recibe los mensajes de motivación (oscilador) para mejorar patrones del comportamiento; incluye DB del cliente (uip); tensión "analizador" de la voz; respuesta del cliente requerida] =
- OTD (otros detalles técnicos) D: U = este ~ del sistema de N (VAGOS/5377258) C = TENER ACCESO () AL ANALIZADOR de // () // EDIT (el sistema corrige hacia fuera menos entrada necesaria de: u, uip-DB) // NR (penaliza u cuando u actúa mal (comportamiento indeseable) = descarga eléctrica al uso del sistema N del cuerpo/de la "hospitalidad" es limitado (véase KN)) Picosegundo-Zona de la banda de // del OSCILADOR de // (penaliza vía sonidos = synth ásperos) () // (u entrenó a donde no está necesaria su caja fuerte/u para el trabajo, eg.: hogar, sitio del café, sitio de reconstrucción, sitio de TV) // Q

(construir uip-DB = necesitado por el sistema entrenar u) a la PISTA // UIP de // TDS (w5 u comportado - > acumula UIP-DB) // del ESTADO de // de la CUENTA de // R () // (como de bien comportamiento del u está alterando) (del comportamiento del u).

TERMINAR ESTO PARTE CON EL ARCHIVO RELACIONADO DE LAS PATENTES

Archivo: Lazo introducción/IMl de las características 2

MUCHAS CARACTERÍSTICAS con ALGO de SU SUB-FEATURES PRINCIPAL ENUMERADO

Introducción: Las piezas principales de las maneras pueden ligar/lazo juntas.

- Cómo utilizar este archivo: Centrarse más en subpartes sin las estrellas, y las subpartes que ayudan a desarrollar la parte principal [contra cómo la parte principal ayuda a otras piezas, puesto que estes 3ultimo deben tener la referencia bajo ellos]
- Las piezas etiquetadas con, son esperanzadamente subpartes principales necesarias para hacer su función principal de la familia de la parte. Para reducir la confusión, evitar usar este archivo así que las subpartes demuestran cómo la parte principal ayuda a otra parte; es decir las subpartes se enumeran para ayudar a desarrollar las subpartes de la parte principal y a reducir posiblemente la repetición entre las piezas principales similares.
- . - Las piezas etiquetadas con son solamente pieza de relaciones con las estrellas posibles.
- Propósitos de este archivo: las piezas de la No-estrella pudieron necesitar combinarse y mejores redefiniciones. No hacer caso la mayor parte de de las subpartes etiquetadas.

LA CARACTERÍSTICA PRINCIPAL SIGUIÓ POR COMIENZO DE SUB-FEATURES AQUÍ:

ACCESO = pista q sa del nr de la orden y de la sincronización del cerebro (el notificador del 'alerta a usuario)
Seek&react order&timing del ranurador del ANALIZADOR = del coordinador

- 'Subconjuntos de analizador: coordinador; analizador del comportamiento; buscar y reaccionar; analizador de sonidos; uip (algo un tipo de analizador); analizador visual.
+ la naturaleza de la situación [que no se ata con alambre totalmente en analizador] se entiende vía los sensores múltiples, eg.: analizadores sanos y visuales. Ver los sensores.

Juguete va de la pantalla del milímetro de la imagen de la experiencia del ARTISTA = del carácter
El ANALIZADOR del COMPORTAMIENTO = la guía de la experiencia multiusos predicen la pista uip va del tgh del estado del sa Seek&React
Zona del picosegundo del BALANCEADOR = del oscilador del distancer
CUENTA/FACTURACIÓN = pista del tds del estado de la cuenta

La CÁMARA = analizador visual ve: Artista

CARTUCHO =

Imagen del CARÁCTER = de la experiencia

PALMADA = r

La COMPOSICIÓN (de sonidos) = danza synth sa mic entretiene wa del vr de la vibración del juguete de la inclinación del sensor del oscilador del movimiento-receptor acústico de la experiencia

Sastre del uip- del estado del seek&react de la guía del ranurador del COORDINADOR = del analizador. Éste es un subconjunto de analizador. Sensor = coordinador: analiza los sensores múltiples para conseguir una mejor comprensión de situaciones.

Wa del vr del juguete de la inclinación de la zona del movimiento-receptor acústico del localizador del ejercicio del distancer de la DANZA = de la composición

Los vagos de la BASE DE DATOS = del analizador predicen la cuenta tds uip va del sa

DISTANCER = sensor del picosegundo del movimiento-receptor acústico del localizador del juego de la danza del balanceador.

El EDIT = el ranurador del milímetro de la imagen de carácter de la cámara del artista uip-adaptan el va

El humor de la guía de los vagos de la EDUCACIÓN = del analizador predice a sastre del uip- del tgh del estado de la cuenta

Vr de la HOSPITALIDAD = del juguete del humor del ejercicio

Danza del EJERCICIO = de los vagos

La EXPERIENCIA = entretiene

El JUEGO % = artista-se arrastra inclinación del carácter de los vagos

El tgh interactivo de la cuenta de la educación de la GUÍA = del analizador uip-adapta

INTERACTIVO = el sensor del seek&react de r uip-adapta

K (control vía llaves) = zona interactiva de la inclinación de la danza R de la palmada (el analizador teledirigido del `se adapta al usuario)

El LOCALIZADOR = ve: distancer

El MD/el HUMOR = los VAGOS (analizador del comportamiento del `) entretienen experiencia

Synth del MIC = oscilador sa

MODEM =

La MAÑANA = los VAGOS (analizador del comportamiento del `) entretienen zona interactiva de la inclinación del tgh del tds del sensor del seek&react de la cuenta del oscilador R del nr de la experiencia del ejercicio (el analizador teledirigido del `se adapta al usuario)

El RECEPTOR ACÚSTICO del MOVIMIENTO = compone el vr del oscilador del distancer de la danza

MULTIUSOS = el carro de los VAGOS (analizador del comportamiento del `) corrige

Los milímetros/las MULTIMEDIAS = la composición de la cámara del artista corrigen

NOTIFICADOR = vibración interactiva del sastre del uip- de la pista del estado del seek&react de la cuenta del acceso

Zona del visual-analizador del tds uip del estado de la cuenta del sonido-analizador del seek&react de la mañana del analizador de la ORDEN y de la SINCRONIZACIÓN = del acceso. Ver: Analizador de sonidos; Acceso.

OSCILADOR (comunicador sano saliente) = synth del balanceador

El paladio (dispositivo de colocación, GPS) = ve el distancer

PREDECIR = seek&react order&timing interactivo sa tds uip w5 de la ruta de la guía q de la educación del coordinador de los VAGOS del analizador (analizador del comportamiento del `)

Q = la guía de la educación del DB del analizador interactiva predicen el uip

Zona interactiva del uip VA de la pista de la inclinación búsqueda sa de la palmada de R = del acceso (las búsquedas visuales del analizador del `y reaccionan a las imágenes señaladas)

El RANURADOR = analiza la pista uip va del teléfono de la cuenta guía sa del coordinador de los vagos

PANTALLA = substituir-oscilador interactivo-k del nr

Los vagos de la CUENTA = del analizador mandan la cuenta el estado tds del seek&react

BUSCAR y REACCIONAR = zona order&timing interactiva del uip de la pista del tds del estado cuenta sa del nr del movimiento-receptor acústico de los vagos del analizador (el notificador del `alerta a usuario)

El movimiento-receptor acústico del mic del SENSOR = del analizador order&timing predice zona del va de la vibración del uip de la pista de la inclinación del tds del estado búsqueda sa de la cuenta

El nr interactivo del localizador del ANALIZADOR de SONIDOS = de los vagos k del analizador predice estado del sensor del seek&react de la cuenta

ESTADO = zona del tds uip del sensor de la cuenta de la cuenta del analizador

Interruptor (software) = estado interactivo tds de la cuenta del DB del coordinador del cartucho del analizador

El componer-traslapo de los vagos del SINTETIZADOR = del analizador entretiene el exper que el oscilador interactivo del movimiento-receptor acústico del mic predice sa uip

Teléfono = ranurador interactivo sa del oscilador del módem del mic

TDS (estampilla de fecha del tiempo) =

TGH (la terapia consigue más difícilmente) = educación del coordinador de los VAGOS del analizador (analizador del comportamiento del `) entretienen la guía del juego que el order&timing multiusos interactivo predice el estado uip del seek&react del ranurador de q

INCLINACIÓN = vibración interactiva del sensor del movimiento-receptor acústico R del distancer de la danza de la composición del balanceador del artista (el analizador teledirigido del `se adapta al usuario)

La educación del distancer del JUGUETE = del artista entretiene wa del vr del tgh del seek&react del movimiento-receptor acústico del humor del juego de la experiencia del ejercicio

El PERSEGUIDOR = el acceso analizan el localizador de la guía del distancer de la cuenta de los vagos que el nr multiusos (el notificador alerta a usuario) picosegundo order&timing del `predice la zona w5 del tds uip VA del estado sensor sa del seek&react de la cuenta del ranurador (las búsquedas visuales del analizador del `y reaccionan a las imágenes señaladas)

U (usuario) % = sistemas que pueden ser usuarios además de gente: tener acceso [pieza o persona de acceso que del sistema] al juego que el teléfono multiusos del sa del ranurador de R (el analizador teledirigido del `se adapta al usuario) [se está encaminando qué] [qué hace el sonido correcto puede utilizar el sistema] [sistema vía el teléfono] uip de los accesos [cualquier resuelve el perfil del uip, hace un accessor]

El UIP (información de usuario que programa) = el UIP-Acceso, UIP-BA, UIP-Corrige, UIP-DB, UIP-Ranurador, UIP-Tailor+, UIP-Pista. El UIP se aplica al IMI.

El UIP = el UIP-Acceso, UIP-BA, UIP-Corrigen, UIP-DB, UIP-Ranurador, UIP- Tailor+, UIP-Pista

Vr interactivo de la inclinación del movimiento-receptor acústico r del ejercicio de la VIBRACIÓN = de la danza

La guía VISUAL milímetro interactivo de la cámara del ANALIZADOR = del artista del analizador predice estado de la cuenta de la pantalla de R (el analizador teledirigido del `se adapta al usuario)

VR % = el distancer de la danza del balanceador entretienen ejercicio que el movimiento-receptor acústico interactivo milímetro del localizador predice zona del wa del uip va del juguete de la inclinación del tgh del sintetizador sensor sa del seek&react de la cuenta de la pantalla del ranurador de r

WA = zona del vr del juguete del teléfono oscilador sa del nr del ejercicio

W5 =

Wa del visual-analizador del uip del perseguidor del tds del estado de la cuenta de la ruta del localizador del distancer de la danza de la ZONA = del balanceador de los vagos del acceso

CONCLUYE EL ARCHIVO EN CÓMO LAS CARACTERÍSTICAS PUEDEN LIGAR A SUB-FEATURES PRINCIPAL

Archivo: La introducción/IMI de las características existe 2

LOS EJEMPLOS EXISTENTES DEL PRODUCTO SE RELACIONARON CON NUESTRAS CARACTERÍSTICAS EN 1996

Introducción:

- Los productos enumeraron en este file% existen, y ejemplifican las encarnaciones opcionales de las piezas según lo mencionado en descripciones de nuevas invenciones.
- La descripción de producto puede también incluir inventivo sobre basado nuevo material/correlacionada con los productos existentes.

La pieza que dirige a la cual se atan los productos existentes es parte de "sistema ramificación" según lo descrito en la "introducción principal a las descripciones de producto". Los fabricantes están probablemente en América a menos que estén mencionados de otra manera. Cualquier fecha atada directo a los productos existentes es probablemente la fecha (o fechas) cuando su publicidad del producto fue publicada. La breve

descripción de cada parte precede productos existentes para ayudar solamente a familiarizar a lector en la orientación general de la partición.

El ACCESO = accede a los controles de producto electrónicos con afinado correctamente en la combinación.
- Cerca electrónica: guarda animales domésticos lejos del alambre subterráneo del voltaje, puesto que el collar de perro emite la señal negativa cuando viene el perro cerca. Substituye la necesidad de cercas comunes. Vendido por Alsto en 800 447-0048, y las industrias 800 de Comtrad 704-1121, y una imagen más aguda. 94-9/95.

--la gente desautorizada puede/no puede = "acceso físico" del aumento.

COMPOSICIÓN = composición de música electrónica: Otra variación del producto se puede también utilizar para crear música interesante.

- Juego de ordenador virtual interactivo de la guitarra: Si usted maneja jugar adelante a las canciones correctamente, usted avanza a un de alto nivel de jugar de la música. Ver para preestablecer imágenes como usted juega. Vendido vía Skymall en 800-424-6255, #63004 94-95.

Notifican el NOTIFICADOR = al usuario en el estado de cualquier situación.

- El adminículo se enciende para arriba durante terremotos. Vendido por las soluciones electrónicas innovadoras Int'l, VA. SF crónica 1 de febrero de 95, página Z2.

+--"Pista": estados si el tipo ocurrencia ocurrió dentro (que) de área señalada, eg.: fractura del vidrio, otros robos, fuego (sensores de temperatura), accidentes/escapes químicos.

- Señales del "notificador" cuando se bloquean las pistas del tren: las luces laser notan cualquier obstrucción. Semanario de Nikkei - antes de 95 tempranos. Convertido vía Japan Aviation Electronics Industry Ltd y el ferrocarril Co. de Eas Japón

- Dueño de coche "notificado" cuando su coche está siendo roto en. Semanario de Nikkei - antes de 95 tempranos, bajo artículo tituló "subida del crimen alza ventas de dispositivos antirrobo autos.

- Alarmar los sonidos cuando el "notificador" detecta cambios leves en corriente de aire dentro del coche. Explotación minera Co, Japón del metal de Sumitomo. Semanario de Nikkei - antes de 95 tempranos, bajo artículo tituló "subida del crimen alza ventas de dispositivos antirrobo autos.

- El "notificador" busca cambios en el coche interior emitido infrarrojo de la radiación (calor del cuerpo). Semanario de Nikkei - antes de 95 tempranos, bajo artículo tituló "subida del crimen alza ventas de dispositivos antirrobo autos.

- Alarma auto del sintonizador de la voz: cuando el detector de movimiento ("sensor") activó = predeterminó números de teléfono se marcan = receptor oye el mensaje previo, eg.: éste es Juan, mi hogar en ----- está siendo roto en.

. Sistemas caninos existentes:

Introducción: También se aplica hasta el parts%: R, acceso, pista.

- Parar el exceso que raspa emitiendo el sonido de la alta echada. Vendido por Alstos en 800 447-0048. 94-9/95.

- Cerca electrónica: guarda animales domésticos lejos del alambre subterráneo del voltaje, puesto que el collar de perro emite la señal negativa cuando viene el perro cerca. Substituye la necesidad de cercas comunes. Vendido por Alsto en 800 447-0048, y las industrias 800 de Comtrad 704-1121, y una imagen más aguda. 94-9/95.

- Descortezamiento previo del perro oído cuando viene alguien cerca, eg.: según lo detectado por el movimiento "sensor". Vendido por una imagen más aguda 6/94, # SI600; e industrias 800 de Comtrad 704-1211.

El OSCILADOR = comunicador sano saliente señala a usuario cuando ocurrió una función dentro del dispositivo.

- Altavoces sin hilos: escoger e ir casi dondequiera (dentro de hogar), #45121W y 53111W. Auriculares también sin hilos, #53577W. Vendido por Hammacher Schlemmer 94- '95. Altavoces también de las industrias de Comtrad y de muchos otros fabricantes.

- El dispositivo acalla la estereofonia del coche para las llamadas entrantes y salientes en su teléfono móvil. Industrias 800 de Comtrad 704-1211.

--El OSCILADOR se para/volumen reducido cuando suceden ocurrencias ciertas/importantes, eg.: la alarma, campana suena (teléfono, puerta, alarma, (cocinando) contador de tiempo).

R = teledirigido

- Reloj de la transmisión de datos: Transfiere la información de su computadora. Almacenar las citas, números del teléfono, listas de lío... Hecho por Timex, los E.E.U.U.

- Ratón sin hilos de las computadoras que se mueve en tridimensional dentro de sitio. Desconocido del fabricante. (Quizá otro co con excepción del laboratorio creativo.)

- Pasar la mano delante de la estereofonia activa la función del snooze (que apaga el sonido). De Magnavox, vendido por la radio en 800-726-8742 #31014 94-95.

- Ajustar el ángulo de la TV vía teledirigido. Vendido por Skymall en 800-424-6255. #63004. 94-95.

- (Cámara de vídeo) 's controlado por los movimientos de ojo vía su = "sensor". KN: para controlar cualquier otro enganchó electrónicamente encima de sistema. Canon. SF crónica 17 de agosto de 95, página c3, columna 1.

- Comando de la voz teledirigido. Nombre comercial: Programador de la voz del VCR. Vendido vía Hammacher Schlemmer 9/94, #53554W. También vendido por Comtrad Industries en 800 704-1211.

- Pídola: Convierte (infrarrojo) frecuencia (de radio) alejada de la señal. Permite las señales de pasar con obstáculos. Industrias de Comtrad 800-704-1211. 94 - temprano 95. ¿KN anterior (invenciones) también?

PISTA = acciones de las pistas o de los monitores del sistema del usuario, o sistema.

- El adminículo se enciende para arriba durante terremotos. Vendido por las soluciones electrónicas innovadoras Int'l, VA. SF crónica 1 de febrero de 95, página Z2.

+--"Pista": estados si el tipo ocurrencia ocurrió dentro (que) de área señalada, eg.: fractura del vidrio, otros robos, fuego (sensores de temperatura), accidentes/escapes químicos.

UIP = programación de la información de usuario. Las aplicaciones del sistema recogieron la información sobre usuario para mejorar los sirven.

- UIP - T (telefonía): [La gente guardó en asimiento del teléfono oye el anuncio y otras grabaciones informativas (según el perfil del UIP del llamador (su llamador identificación = las bases de datos). El llamador puede también oír grabaciones durante señales de comunicando. Llamada de teléfono media contestada en cuatro anillos según estudio.

Noticias de Mercury de San Jose 6.28.94, página 1E. Quantum Systems Inc, Ramsey, NJ.]

--los llamadores eligen lo que oyen/conseguir (vía en línea/fax) del menú del interruptor del servidor (software adaptado `).

- Sistema de datos de la emisión de radio: 1] Radio del u interrumpida para dar las advertencias del tráfico o del tiempo (KN: cosechadora gps = sistema). 2] "s" demuestra mensajes de estaciones, eg.: nombre de la canción y artista y publicidad y kn-otra uip-comunicación. USA Today, el 22 de febrero de 1993, página delantera.

EL EXTREMO IMI EXISTE ARCHIVO: ¡Ver que las piezas principales archivan y sus apéndices!

Archivo: Introducción/IMIT 7 de las características

CARACTERÍSTICA DE LA TELEFONÍA DE "T "MUCHAS DE SUS SUBPARTES

Introducción: Este archivo incluye definiciones adicionales a las piezas para los productos en telefonía, comunicaciones, multimedias interactivas. Estas definiciones son parte (ser combinado con) de "piezas principales" archivan. Las definiciones adjunto son solamente minucioso más importantes que las piezas archivan. Sin embargo, si hay la dominación de la toma de la pieza la pregunta (conflicto, por ejemplo entre este archivo y archivo de las piezas) de un este archivo (es el defecto). Para: Telefonía, comunicaciones electrónicas, % ("R") de la electrónica interactiva alejada, % de las multimedias, etc.

GENERAL: Uno, el múltiplo y o todas estas piezas de la telefonía se puede incorporar en uno o más sistemas de red complejos grandes de la telefonía que cubren las localizaciones múltiples (diversos sistemas de integración). "C" es el centro de los diagramas y de las descripciones combinados.

- Cuando ""/"" del teléfono/"de T D" se utiliza en N (números del producto) con excepción de ésos en este archivo (tal como las cuyas características principales puedan/no pueden ser la telefonía), se refiere primero a

las "telecomunicaciones" simplemente, después a la ramificación más futura hacia fuera en todas las piezas de la telefonía contenidas en este archivo.

- Los productos siguientes también se aplican al ^: todos los tipos de instrumentos del teléfono (caseros, oficina, profesional), multimedias (vídeo, cable, teléfono video), audio interactivo/representación visual/datos (correo de voz, juguetes, hospitalidad), comunicación sin hilos (móvil, celular, PCS (sistema de comunicación personal), %GPS, Walkietalkie, paginadores).

PIEZAS DE LA TELECOMUNICACIÓN

El ACCESO = el acceso a las funciones del teléfono es restrictable: Las funciones de la telefonía son limitadas/moduladas/controlado

el "acceso permitido" según el tipo ""/"del carro acceso" puso en "el teléfono" de "Reino Unido". Ejemplos: --W5 tipo llamadas permitidas (quién; el sistema puede pedir la información del usuario antes de permitir el "acceso" en mode/to deseado deseado teléfono #.

- D: 1User = 2UK~3TR (habla) = 4TEL~5C = 6TR = 7TEL/8C/9MFH

-7MFH analiza código de ACCESO de CART/PD y de los permisos functions/ACCESS aplicable del interno.

-3 telecontrol ("R")

- Buscadores de la O-Dirección: El tipo sistemas del "GPS" incorporó en unidades móviles del teléfono. La información está disponible para el usuario según la suya/su localización (el sistema actúa como guía turístico: mejorar que el sistema actual que se restringe a los usuarios que son mantenidos el autobús; el sistema dirigirá a persona también (adonde ir después, mientras que la persona puede también utilizar un mapa de la "exhibición" /printed (hacia fuera)))

- D: el tel~pd~c~printer = la persona mfh~live que da a información \ tel-o-C5 llave inteligente de la habitación va más allá de viejas llaves de la tarjeta magnética, tiene viruta de circuito. Se puede programar con referencia a datos referente a usuario, a la facturación, al etc. la tarjeta del 18 de diciembre de 92 X. permite la activación del "teléfono". D: C5=tel/tr=remote

el dispositivo %-o-C78 advierte a usuario si olvidaron trabarse para arriba al irse. La puerta es azul cuando está trabada, rojo cuando está abierta. 20 de diciembre de 93. D: C78 = c = "teléfono". Usuario alertado (vía: "teléfono" /tr/notifier) siempre que la persona desautorizada haya entrado en la puerta (no hizo el "acceso correcto" del usuario)

regulador entrante/saliente de +5A-700: para activar la característica de la llamada saliente, primero presionar un botón especial (una vez o cualquie número de épocas repetidas en orden) que le deje conseguir señal para marcar. El llamador debe marcar los números pronto después de eso o se pierde señal para marcar y el cualquier presionar de otras llaves en el cojín se no hace caso. Además, habrá el anillo si una llamada entrante viene y se puede escoger solamente encima de (si el microteléfono está de gancho) presionando iguales o el otro botón especial - éste evita que los cabritos/los bromistas contesten al teléfono.

- OTD: requiere la memoria de pocos códigos; deja otros utilizar su teléfono que permite también para la mayor flexibilidad; puede restringir cualesquiera/todas las llamadas (distancia; por código de área/el teléfono específico numera (la identificación de llamador restringe encima de cómo ciertas llamadas se escogen); entrante y o llamadas salientes)
- Los padres no pueden controlar siempre a sus cabritos de usar el teléfono; por lo tanto esto es una característica valiosa.
- D: tel=c (memoria; reconocimiento de la identificación de llamador y proceso) = línea del teléfono regulador interurbano 5A-701: Restringe el acceso a interurbano marcan hacia fuera funciones vía primero:
- necesitando "el acceso" de "Reino Unido", eg.: de la espera el _ del _ exactamente los segundos después de coger el receptor antes de marcar del principio/del código cambiable de la llave antes de la marca, del instrumento del teléfono del usuario o de su "mfh" permitirá el marcar hacia fuera
+ instrumentos libres del teléfono de la oferta que marcan automáticamente en su sistema. Un botón adicional marca el número del teléfono del acceso automáticamente. Dar los teléfonos libres en países como Japón donde están extremadamente costosos.

Usos: comunicación interurbana del teléfono; información del mfh (tiempo, noticias, hospitalidad); dial en su madre/amante.

- Pueden también ser producidos barato y ser dados como promoción.
- Para las compras de la gente para los nuevos teléfonos, dejarlos comprar el instrumento que viene con un crédito para la distancia u otros servicios.
- Cualquier otro tipo de t/mm relacionó el servicio disponible vía el "tr".

CONTESTADOR AUTOMÁTICO = sistema de contestación de la telefonía.

OTD: ACCESO.(); %ARTIST (hacer el arte e irse por ejemplo mensajes; los sistemas del llamador o del receptor pueden: el usuario pronto, ofrece los equipo y programas de computación para hacer la función); BALANCE (); BVA (); CID (); %CAMERA (LENTE) (); %CART (carro de la licencia como parte del mensaje entrante/de salida de los u); PALMADA (); %COMPOSITION (hacer la música e irse por ejemplo mensajes; los sistemas del llamador o del receptor pueden: el usuario pronto, ofrece los equipo y programas de computación para hacer la función); CONFERENCIA (); FS (); % del JUEGO (hacer los juegos (volver sus movimientos) e irse por ejemplo mensajes; los sistemas del llamador o del receptor pueden: el usuario pronto, ofrece los equipo y programas de computación para hacer la función); K (); MFH (); MIC (); RATÓN (); P.M. (); MULTIMEDIAS (); MULTIUSOS (para el llamador/el receptor, eg.: llave en el código para el tipo persona querida ("correo de voz")); NOTIFICADOR (); NOTIFICACIÓN DE LLAMADA (); PORTABLE (); IMPRESORA (); Picosegundo; R (); S (); CUENTA (); ANALIZADOR DE SONIDOS (); ESTÉREO (); SYNTH (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); Reino Unido (); ANALIZADOR VISUAL % (); CORREO DE VOZ (); MODULADOR DE LA VOZ (); VR % (); WA % ().

Los siguientes son parte de los ejemplos posibles adicionales: contestador automático de las multimedias 1C-071:

Dejar los mensajes (video) para la gente en su oficina u hogar. También tiene característica del vídeo interactivo, por el que el usuario pueda hacer preguntas y conseguir más información.

- Como un contestador automático del teléfono, mensajes de las multimedias de la licencia (audios/representación visual) en la máquina de otra persona transfiriendo datos vía ondas del alambre o de aire.

- Todas las operaciones también incluyen el sistema de contestación estándar del teléfono (audio solamente). El aviso saliente se puede recibir audiblemente, o audio/visualmente en el dispositivo del llamador; el dispositivo de recepción incita a llamador con audio y o señal visual de enviar sus señales de a/v (solamente el audio puede ser aceptado sin embargo también si el sistema del llamador es más limitado).

- Puede trabajar con los teléfonos video actuales más crudos, y con modelos futuros más sofisticados.

Notas al pie de la página:

También actos como un fax que recibe la máquina.

. - Si el dispositivo del llamador no permite la transmisión visual, o si hay falta técnica, el sistema trabajará apenas en modo audio

. - Uso adicional: recibir los videoclips en cualquier momento de (las demostraciones, naturaleza educacional [el usuario puede pedir de instrucciones detalladas del fabricante en cómo funcionar, reparar, del etc su producto])

- Viejas notas al pie de la página: exhibición ("S"); "C"; pp; P.M.; Reino Unido; fecha; indica la hora y la fecha de mensajes entrantes/de salida automáticamente; interactivo; juguete; todos; hospitalidad; "mic"; synth; mfh; punto de ebullición; alerter; oscilador; vc; cuenta (número de mensajes); carro; teléfono; teléfono del SP; tr; MES; FS; cp; mq; acceso; carácter.

- Hace más fácil decidir quién es mensaje a contestar; mejorar la manera de comunicarse.

. 5A-5 > llamada auto de o detrás:

- H-debe la licencia del llamador no su mensaje, la máquina puede llamar detrás número y dejar el mensaje en la voz del dueño del contestador automático indicando que desean que salieron de un mensaje.

- Números del almacén de mayo de cada uno que llamaron y que entonces los retrasos (éste está ya en existencia)

- También vuelve llamadas de teléfono (obscenas) de la manivela con las declaraciones especiales registradas por el usuario y o el fabricante

- Dice a persona que ha llamado en último plazo seleccionado, "usted ha llamado otra vez y usted no está dejando su número, cómo puedo hacer el contacto, deja por favor su mensaje"

- [Mayo o mayo no ser legales]

. señal sonora de 5A-051 H o: este sonido debe tener psicologicamente despertar efecto. Hace los oyentes la sensación: feliz, o sexual, o excitado, meditativo y relaxed, calmado, el anuncio, humor (la risa puede substituir

señal sonora), el sonido animal substituye a señal sonora (registrar quizá su propio animal), y o a cualquier otro llamador de donante sano el humor del deseo dejar el mensaje/la sensación amistosos/buenos

. 4A (before#1) código de o cada mensaje por (nombre, asunto de la persona...) entonces archivos del microprocesador para la referencia futura

. características del contestador automático 5A-3: señal sonora saliente y o sonidos y o conversiones de los mensajes de salida - todos en las frecuencias, ritmos demostrados científico realzar la salud, sensación del bienestar, felicidad.

- Las máquinas pudieron incluso indicar que son tal producto de la salud, haciendo a llamadores más felices de haber llamado y sintiendo suspendido menos por las máquinas impersonales convencionales, mientras que consiguen su sano y o alza creativa.

+ dependiendo del número de teléfono del llamador (vía el sistema de identificación del llamador), el mensaje de salida es pre-seleccion para ellas por el usuario.

- Obra recíprocamente con el patrón de la voz del llamador para diseñar sonidos psicologicamente apropiados

. Contestador automático con el sintetizador de voz saliente: seleccionar el tipo de voz saliente querido con cualquier sonido del fondo, y ser otros carácteres en sus mensajes de salida.

- La función de la grabación del sistema permite que el usuario registre sobre las cintas de cassette, el etc para la inserción en cualquier otro dispositivo sonido-que crea.

¿? - Contestador automático con el sintetizador de voz: Alterar su mensaje de salida así que es más atractivo. La gente tendrá gusto de usted más {ella piensa a menudo de usted objetivo al escuchar su voz (de una distancia), encima de donde ella tiene la opción de la respuesta o del colgante .....}

. Existe: Selección de la lengua: pulsar la tecla correcta del número para conseguir instrucciones en lengua deseada

juego del contestador automático de 5A-4 H: piden el llamador jugar al juego. El juego puede incluir el siguiente un de los: preguntas de las curiosidades, preguntas sobre la persona que es llamada; el llamador debe indicar su preferencia por lo que pidió, eg.: color preferido, alimento, persona famosa, país, música, músico, etc.

- Respuestas a las preguntas de opción múltiple contestadas presionando número correcto en el cojín dominante del teléfono; o anunciado verbalmente sobre la máquina

- El llamador pudo conseguir solamente a través vivir persona, o se permita dejar el mensaje si salen del tipo máquina/usuario de la respuesta quieren oír. El oyente puede oír adentro y llamada del grito también. La máquina pudo decir el siguiente en respuesta a respuestas: muy bueno; ahora usted sabe hablar con....; apesadumbrado intentar por favor otra vez en su llamada siguiente; no llamar detrás hasta que usted .....; se están procesando sus respuestas; etc.

- las preguntas programaron/instalado por el usuario/el fabricante

. mensajes del teléfono del almacén de 5A-6 H ciertos en electrónica. Puede entonces escuchar siempre que el usuario quiera sin la interferencia con los mensajes entrantes futuros.

- proceso de la recuperación: la llave en el pedido los viejos mensajes almacenados los cuales se han escuchado ya, después da el mensaje de la fecha o de la persona o pide mensajes de la fecha o de la persona en memoria . retardo de respuesta del teléfono 4C-160-000000:

Si la persona no puede conseguir fácilmente al teléfono a tiempo, pueden enviar la señal que dice a llamador "espera por favor, yo está viniendo al teléfono".

La señal se puede generar cerca: sistema de reconocimientos vocales; el presionar del botón que está conectado vía el alambre, o ("R") control alejado; uso de la palmada; o todas las llamadas se manejan con tal aviso cuando el sistema sabe que el usuario está en el país

- el llamador oye la voz o la grabación viva

8B-310 sobre la vivienda o el sitio que entra, dispositivo coge el distancer de la persona y los alertará if/when: 1. tienen un mensaje. El grito allí podía demostrar y o imprimir el mensaje en aquel momento, si las peticiones de la persona. 2. demostrar su calendario para el día, semana... las reuniones 3. se programan para 4. acontecimientos que podrían estar de interés a ellos

- la persona de la respuesta recibe pudo indicar llano de urgencia en la comunicación, eg.: menos urgente; urgente; muy importante. La persona pudo estar ocupada con algo en ese momento.
- comercialización: conseguir sus mensajes más rápidamente y fácilmente; notificarse cuando usted tiene mensajes importantes en vez de tener que vadear a través de mensajes menos urgentes a menudo. Las ayudas substituyen la necesidad de la secretaria.
- categorías: chimers de la puerta, puerta TV, contestadores automáticos, software, computadoras, paginadores, intercomunicadores .....

5G: Contestador automático del teléfono:

Programar los tiempos en los cuales las llamadas entrantes son estar:

la llamada de a] remitida señaló teléfono # (las llamadas 10-11am van al teléfono #1, llamadas 4-7pm van al teléfono #2); el contestador automático del teléfono de b] coge llamadas automáticamente (usuario los mayo o mayo "no ser notificado" de la llamada entrante); el tiempo de c] de la semana efectúa el tipo de mensaje de salida. También CUENTA

- es incómodo hacer su llamada del teléfono remitir a en algún lugar donde usted no está; el usuario pudo olvidar reprogramar (los pp) su teléfono ("R") de la localización alejada tan este sistema controlado del TDS útil.

Mach de contestación del final

. Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y o toma un mensaje o los remiendos llaman al recipiente si están en el teléfono o en otro teléfono a otra parte. Detalles pedir el REGUERO DE PÓLVORA 415 834-9453, o 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996. D: "contestador automático" = reguero de pólvora.

El ARTISTA = uno o más usuarios puede hacer/arte del diseño [el milímetro demuestra/los programas/los juegos] obrando recíprocamente con uno a/"mfh", vía el "t" o el otro "tr". "Mfh" se puede programar vía: UIP/PP/MP/CART. D: C~User del usuario C = MFH (CARRO, T).

- OTD (otros detalles técnicos): ACCESO (); CONTESTADOR AUTOMÁTICO (); BALANCE (diseñar los efectos sonoros para acompañar la presentación del milímetro del u); BVA (cada carácter/elemento visual en la presentación del milímetro responde/habla con observer/u que obre recíprocamente, diferentemente según el uip de este 3ultimo); CID (); CÁMARA (LENTE) (); CARRO (); PALMADA (); COMPOSICIÓN (); CONFERENCIA (); EDUC (); EJERCICIO (); FS (); JUEGO (); K (); MFH (); MIC (); RATÓN (); P.M. (); MULTIMEDIAS (); MULTIUSOS (); NOTIFICADOR (); NOTIFICACIÓN DE LLAMADA (); PORTABLE (); Banda (la demostración del milímetro se podría crear usando "software del autor" (de partido de M/other) (vía tr w otro c)); IMPRESORA (); Picosegundo; R (); S (); CUENTA (); ANALIZADOR DE SONIDOS (); ESTÉREO (); SYNTH (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); Reino Unido (); ANALIZADOR VISUAL % (); CORREO DE VOZ (); MODULADOR DE LA VOZ (); VR % (); WA % (). Los siguientes de esta sección son parte de los ejemplos adicionales:

El BALANCE = según la localización del paladio (GPS), los altavoces del teléfono y otras funciones balancean por consiguiente. El sistema del picosegundo puede utilizar la localización del paladio para hacer lo que quiere según el software usado.

- transactable de las llamadas entrantes/salientes basada en la localización de los tel=pd.
Eg.: los usuarios #10 y #40 pueden marcar solamente cierta área y o el teléfono # del sitio #20.
- D: paladio = telecontrol ("R") = mm~c~t = oscilador
--OTD: uip (estudios w5 del usuario) = mfh
- Milímetro: Visualizar a usuario de sus diversos ángulos según su posición en lo referente a su vídeo tel. La posición del objeto efectúa el modo audio también (el instrumento del tarareo demostrado sobre el lado izquierdo de S, tiene los locutores hacia la izquierda que tararean más ruidosamente que otra (speakers/%vibrators/%notifiers))
- cámaras múltiples que tiran de diversos ángulos

El BASIC = se aplica a todos los productos de la telefonía. #1 cualquier unidad portable (microteléfono) usada por U es solar accionado también. (Apenas dejarlo se sientan en sol.)
- D: dispositivo de telefonía (c) = línea del teléfono = convertidor del receptor = de señal = c = oscilador/mic = línea del convertidor = del teléfono de señal = dispositivo de telefonía (c)

BVA = analizador del comportamiento de la voz.
D: BVA = C = T

- OTD: ACCESO (el acceso se da a esa gente que exhiban los comportamientos/las voces que cumplen los requisitos (qué acceso tiene en el UIP del u en su memoria); ARTISTA (); BALANCE (); CID (); La CÁMARA (LENTE) (el efecto visual en el milímetro tr, se altera según el bva/uip del usuario); CARRO (cada cart^: las búsquedas para diversas señales en la determinación del comportamiento del u/tienen diversa banda que tome y después procese las señales de BVA por consiguiente); PALMADA (); COMPOSICIÓN (); CONFERENCIA (); EDUC (); EJERCICIO (); FS (); JUEGO (); K (); MFH (); MIC (); RATÓN (); P.M. (); MULTIMEDIAS (); MULTIUSOS (); NOTIFICADOR (); NOTIFICACIÓN DE LLAMADA (); PORTABLE (); Banda (); IMPRESORA (); Picosegundo; R (); S (); CUENTA (); ANALIZADOR DE SONIDOS (); ESTÉREO (); SYNTH (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); Reino Unido (); ANALIZADOR VISUAL % (); CORREO de VOZ (mientras que u está en asimiento/ser llamada los encaminó oye los sonidos/Info adaptados a su comportamiento/uip. Un partido puede señalar lo que consigue el otro llamador mientras que están en asimiento, eg. ; según su comportamiento/uip/qué u quisiera que el oyente comprara y o hacer); EXPRESAR EL MODULADOR (); VR % (); WA % (). Los siguientes de esta sección son parte de los ejemplos adicionales:

G. Agente de la voz: El sistema analiza el comportamiento de los altavoces (llamadores/receptores de llamadas) (vía "analizador de sonidos"). En golondrina de mar sus voces se modulan para ayudar a alcanzar los efectos deseados (boost^: las ventas, funcionamiento de trabajo, mejoran informe, hacen llamadas más largas del teléfono).

- El sistema que modula sonidos responde rápidamente y es controlado por C (UIP/objetivo británico de la comunicación), que analiza sonidos y hace modulaciones resueltas de la voz.

~ "analizador del "discurso" del G. de sonidos" (que determina los modos del comportamiento del altavoz) = UIP.

Usos: si está mintiendo el usuario y que las palabras atan al modo del comportamiento de mentira; alzar las ventas

- OTD:

. - ^D: 1uk (2pp/3mp)/4remote (2pp/3mp)/5clap (6 " discurso " /pp/mp)/%7 [las señales tr entre otras unidades (relacionadas)/]/8mfh/9mq/10uq del producto de las piezas = 11 [tr/rc] = 12+C = 13 [tr/rc] = las funciones deseadas de la descripción de producto 14+applicable son controlados/15other desearon/16 el carro " del ~ usos de la " cuenta " del ~ 17 del " notificador " (oscilador) 18 "/19/21 " impresora " de la " exhibición/20UIP ".

- Notas de D: 1/4/5/6 ^ del sistema de control (de las ayudas) (sistema de las vueltas en y de/controles otras funciones):

- Ver Parts& para los detalles menos cruciales

G. Mfh de los accesos de usuario para los "efectos deseados" vía el "teléfono". Effects^: mecanografiar los sonidos/música. Con el UIP el sistema puede bien diseñar los efectos sonoros deseados. analizador de la voz 5A-880: dice a usuario que el altavoz del comportamiento del modo estaba adentro mientras que dejaba el mensaje.

- el usuario puede optar tener análisis en el comando de botones
- D: speaker~tel=mic=c (sonido analyzer/UIP) ~mfh=osc/notifier.
- la llamada del teléfono se encamina en sistema del teléfono según el perfil del llamador (UIP, cliente valorado conocido vía tel#, código de área). Esta función está en N. anterior.

analizador de la voz 5A-910: la "exhibición" demuestra que el nivel adicional de modulación de la voz (inflexión) necesitó alcanzar puntería. El nivel adicional necesario puede ser basado en lo que equipa la sintetización necesidades de hacer, o cómo el cantante con solamente sus necesidades naturales de los medios de hacer alteraciones

- la puntería puede ser via^ resuelto: selección de la opción en menú; PP; UIP
- ap: bueno para la educación de la música; útil en mi producto musical automatizado del instructor también; enseña gente a cómo ser más cortés (teléfono con./desc.); analiza si el altavoz es bastante bueno ser empleado para el trabajo; análisis del altavoz útil para desarrollar el UIP.

analizador de la voz 5A-940: reconoce la emoción de la voz y analiza la sensación y o el comportamiento del altavoz. Éste es parte de un producto más grande con otras características.

reconocedor de la voz 5A-800: transmite las palabras del altavoz sobre grito. - convertidos en idiomas de oyentes

cribador y director de la llamada 4C-090:

De acuerdo con los sonidos del comportamiento de la persona en el teléfono, eg.: el tono, sistema dirige a llamador a la persona aplicable (eg.: psicología del llamador de los fósforos con voz de los representantes de las ventas (vive o la máquina) y el patrón del comportamiento. Alza ventas. También defiende hacia fuera llamadas indeseadas en la trampa del correo de voz, el etc.

- Relacionado con: analizador de la voz 5A-880-04200A: dice el usuario que el altavoz del comportamiento del modo estaba adentro mientras que hablaba, o dejar el mensaje en el contestador automático.
- el usuario puede optar tener análisis en el comando de botones
- relacionado con 5A-940

CÁMARA (LENTE) = integrado en el milímetro T (teléfono video). Ambo la persona en el otro final de la línea del teléfono, y de U puede verse y el otro U.

- D: lens=camera=recorder= tr a S de todo el U conectado
- Cámara de vídeo ("R") del control alejado C34 - cámara de los movimientos en ángulo deseado. 20 de diciembre de 93 X.C34 = ~remote del "teléfono" (control vía el teléfono)

El CARRO = puede hacer el sistema de C~T en un producto totalmente nuevo. Uno o más ranuras en el teléfono toman a uno o más diverso CARRO. Ejemplos de lo que puede hacer el CARRO:

- D1: c/mfh/tel = línea del teléfono = =cart del tr=tel=c~ (display/uk/osc/printer/mfh)

- Si no, el teléfono puede convertirse en un CARRO en los sistemas mencionados abajo.

--D2: =cart del =c~ del sistema (categoría de producto mencionada abajo) (display/uk/osc/printer/mfh/mq/uq/pp/mp/uip) (teléfono (radiofrecuencia tr/rc) /mo) = línea del teléfono = c/mfh/tel

- OTD: la combinación/interconexión de la categoría con el teléfono se hace o vía el CARRO, y o tapando los sistemas en uno a via^: alambre/datos sin hilos tr; una "c" está situada en el "teléfono" y el producto de la categoría, cada uno que tiene sus softwares compatibles/que integra con las otras partes de los sistemas enteros.

--Porqué el teléfono combinó el producto de w: La función del "teléfono" sirve muchas aplicaciones posibles al producto de la categoría, uno o más del siguiente puede apply^: datos del mfh (regeneración/acceso del uip/de base de datos/almacenaje y recuperación de la memoria); permite el control del sistema de la localización distante ("telecontrol"); conveniencia del tener un "teléfono" también. En el tiempo señalado TDS, el sistema comunicará el hecho vía el "teléfono" /tr. La "cuenta" es tr vía el "teléfono". Dos o más de estos sistemas pueden "obran recíprocamente" vía el "teléfono", con o sin la ayuda del mfh.

--Misceláneo: la C encontró en cada unidad/subunidad principal del sistema tiene en cuenta la inserción del software (CARRO).

- para los detalles adicionales en los usos para cada producto de la categoría, ver las limaduras el demostrar de cómo se utilizan estos productos.

CID = sistemas de identificación del llamador (identificación de llamador, Ammie):

- D: Llamador teléfono = tr su reconocedor de CID = de CID = C~T.

sistema entrante de las ventas del teléfono del <> 5A-900: La identificación de llamador determina cómo la llamada se maneja dentro de redes grandes del teléfono:

Las llamadas entrantes a las redes grandes de las ventas se encaminan según la identificación de llamador del llamador demostrada aumentar ventas.

Los usos incluyen:

1] Las llamadas se encaminan al representante de ventas que maneja el territorio del llamador.

2] Mientras que en asimiento, los llamadores oyen noticias de una difusión de la estación de radio de su código de área; o (producto/noticias) información según su UIP.

3] La voz del altavoz se modula levemente, demostrado crear mayor informe, según el acento regional del código de área del llamador/del comportamiento del llamador (analizador BVA-Del comportamiento de la voz).

4] Las llamadas de números de teléfono con última historia de cliente favorable se encaminan a la gente más eficaz de las ventas. La demostración de los estudios gente de algunas ventas es más eficaz con las ventas mientras que otras son una venta más eficaz a los clientes establecidos, todas de la llamada fría dependiendo de las características de la persona de las ventas.

5] El UIP/BVA determina si las habilidades suaves o duras del teléfono son necesarias (para el servicio del soporte técnico) y: a] encamina llamadas a la gente w tales habilidades; receptor de la llamada de las señales de b] antes de que la llamada se conteste en cuanto a el tipo habilidad necesaria para obrar recíprocamente llamador de w.

6] Según la información que es alimentada en sistema de la computadora ("C") (durante la interacción de la telefonía) sabrá mejor las respuestas (posibles) que se harán por el ser humano/el sistema.

7] Las llamadas menos deseables son: a] puesta/guardó en la parte posterior de la señal de los llamadores que esperaban en asimiento; personales de baja calidad dados de b] (ventas). Especialmente conducente a los números de teléfono nacionalmente promovidos, donde no dan los clientes especiales números especiales.

Notas: . - se modula la voz del altavoz. Eg.: los llamadores de los E.E.U.U. meridionales tienen diversas preferencias sanas que norteños. Paso 1 de D: paso 2 del llamador id=tel. D: el speaker=c (modulador de la voz según la identificación de llamador) = moduló la voz transmitida sobre línea del teléfono

. - el llamador identificó el via^: código de área; identificación de llamador (uip (historia de clientes)).

- la "identificación de llamador" y los conceptos relacionados se pueden substituir en las descripciones de esta limadura como cualquier manera vía la cual marcar a un llamador con etiqueta, incluyendo su: PIN, nombre de cliente (que se pudo mecanografiar adentro por el recipiente/el llamador (cuando comienzo de la llamada)), código de área, % del tipo actividad (servicio/producto) deseada/que es conducida.

Ajustar psicologicamente al tipo llamador: Expresar sintetizado para los propósitos apuntados (la identificación de llamador/el UIP señala el tipo llamador). Convertir las voces en las de las cuales crear las sensaciones: la pasión, la amistad, la energía, la inteligencia, la impaciencia y la expectativa que el oyente realiza su pozo del trabajo (los estudios demuestran que el discurso a la gente en ciertos tonos de la voz tiende a crear mejores resultados del trabajo de ellos)

-- eg.: el sintetizador del departamento del servicio de atención al cliente modula sonidos por los volúmenes, triple, el bajo (si sobre cierta gama)

- OTD: el cambio de los sonidos puede ser (P.M.) /PP automático

- usos:

--C decide al tipo frecuencia de voz deseada para los usos particulares. 1] El UIP determina frecuencia (en ventas, la identificación de llamador del cliente etiqueta frecuencia deseada); 2] K211-5A-890 - los convertidos mecanografiaron palabras en sonidos.

- O-Modular las frecuencias sanas de llamadas para inducir llamadas más largas y más repetición llamada. Eg.: eliminar algunas de las frecuencias sanas desagradables; sintetizar en sonidos agradables. Satisfaciendo ambos lados de la conversación, las llamadas se pueden aumentar, desarrollando actitudes más favorables hacia el otro partido y el teléfono sí mismo.

- también: las llamadas to/from regiones particulares se pueden modular por consiguiente, eg.: las llamadas del norther los E.E.U.U. (conocidos para sonar rígido) se pudieron dar las modulaciones leves de un /other del "sonido vibrante" para hacer la súplica de las llamadas más a los habitantes del sur.

¿Debajo se relaciona con arriba o? Debajo estaba el revelador 3.94:

¿<> 5A-900? La identificación de llamador determina cómo se maneja la llamada:

- la identificación de llamador del o se puede incorporar en el sistema también D del picosegundo: PD~Tel (identificación de llamador que identifica la transmisión) = picosegundo (reconocedor de la identificación de llamador) = c (analiza/el proceso [remite llamada del teléfono] /uip]. Ejemplo: la localización del usuario y la identificación de llamador son to^ usado: tratar este partido por consiguiente/desarrollar el uip o anotarlo.

OTROS USOS PARA T (TELEFONÍA): LLAMADOR IDENTIFICACIÓN = C~TEL = TEL~C:

ACCESO: la identificación de llamador actúa como una de las formas de un código de acceso.

ARTISTA: los artistas múltiples pueden hacer el arte junto (multiusos) en verdadero o tiempo del paso, vía línea de tr/tel, el sistema reconoce a llamadores y tiene UIP según la identificación de llamador del llamador/del usuario y o el código de acceso;

CARRO: ; PALMADA: ; COMPOSICIÓN: los compositores múltiples pueden hacer la música junta (multiusos) en verdadero o tiempo del paso, vía línea de tr/tel, el sistema reconoce a llamadores y tiene UIP según la identificación de llamador del llamador/del usuario y o el código de acceso;

BASE DE DATOS: Emparejado con la identificación de llamador/el su PIN/nombre de cliente/el otro tal elemento taggable. Búsqueda de la palabra clave de Uses^ para localizar todos los datos aplicables en llamador/cliente deseados. El cliente puede tener múltiple teléfono # ' s/los pernos. Utilizar las bases de datos nacionales también, eg.: de Dunn y Bradstreet, bases de datos del número de teléfono (de proveedores de servicios del teléfono), etc.

EXHIBICIÓN ("S"): (demostraciones: el llamador teléfono #, y cualquier otro Info sobre usuario de la persona está hablando con (cualquier usuario llamó los/los llamó a usuario) por ejemplo su: dirección, cómo su número del teléfono se enumera con el libro de la compañía/teléfono del teléfono, by-lines del anuncio y o descripciones sobre el otro partido (en la manera prevista vía el UIP); ENTRETENER: ; FS: atado al teléfono en diagrama; JUEGO: (la identificación de llamador de cada participante actúa como uno de sus códigos posibles del "acceso"); MFH: (UIP: desarrolla el análisis de llamadores (según W5 de su llamada)), puede ser conducido por la línea abastecedor (los E.E.U.U. Baby Bells) del teléfono);

MAÑANA del <>: cada identificación de llamador consigue diverso tipo de interacción también según su UIP; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; PD/GPS: C (UIP) analiza la

localización de ambo usuario (pd=tel) con su identificación de llamador; IMPRESORA: ; Telecontrol ("R"): ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; TGH: ; JUGUETE: ;

<>+ UIP: las ayudas de la identificación de llamador que c/mfh identifican a llamador, y por lo tanto que desarrollan/que proporcionan la información referente a UIP, D: llamador teléfono = su llamador identificación = tr = teléfono = c~mfh = uip; Reino Unido: vía C el usuario puede levantar la información sobre un particular teléfono #/el nombre de usuario/función y conseguir datos sobre su: la historia y la otra información del UIP; El teléfono de WA tiene identificación de llamador, D: wa=tel.

el <> 5A-900 relacionó el sistema entrante de las ventas del teléfono del N.: Identificación de llamador

Comportamiento del cliente del estudio vía (UIP) combinándose después de data^: artículos comprados sobre línea del teléfono, compras hechas con sus tarjetas (tarjetas de crédito, otras tarjetas relacionadas del miembro) en otros modos también. Los vendedores de esta manera desarrollan cálculos detallados sobre usuario/mercado general: cuál esa persona es probable comprar; más allá de, corriente y tendencias del futuro.

- de este modo, los vendedores pueden fijar a compradores potenciales del punto sin la inundación de ellos con el material que no son probables comprar dando por resultado la exposición excesiva del anuncio de sus marcas de fábrica y costes perdidos; y los compradores comienzan a ver tales marcas de fábrica en una luz más atractiva (esa marca de fábrica cabe su forma de vida).

. - estos datos del UIP se pueden compartir entre alguno o muchas firmas, cuanto compartiendo el el más grande y más complejo el el sistema de base de datos, y más exacto en la determinación de características del cliente.

el o "analizador de sonidos" también ayuda en analizar el comportamiento del llamador a un cierto grado, y éste puede anuncio al banco de datos del UIP del Info.

cribador de la identificación de llamador del <> 6B-020: Las llamadas indeseadas se acanalan al modo del contestador automático del teléfono. Existe.

- El sistema de identificación del llamador da a ciertas llamadas entrantes del teléfono (basadas en su teléfono ninguì□n) la grabación del contestador automático del teléfono. Identificación de llamador: el sistema responderá al número del teléfono del llamador como el usuario programó:

- el teléfono nunca suena cuando usted recibe llamadas de gente indeseada (da siempre un mensaje a ésos que usted desea no hablar con, de modo que usted no tenga que incomodar el coger del teléfono o el comprobar para ver el número del teléfono de llamador en la exhibición ("S"). deja a usuario coger el teléfono en otras veces con menos riesgo de discurso a la persona que ella desea evitar)

- da diversos mensajes a ciertos números del teléfono que llaman adentro

- tiene opción por el que el usuario incluso no tenga que oír el mensaje del llamador si el usuario desea al dispositivo de programa tales. Eg.: el llamador piensa que se está registrando su discurso; o el dispositivo registra con todo el oyente necesita utilizar llaves adicionales para recuperar estos mensajes menos deseables (deseados y mensajes indeseados se almacena en diversos lugares)

- Al recibir otra llamada en el teléfono, la onda de radio, el etc la primera, o en segundo lugar entrante llamada exhibe su número del teléfono, la identificación del llamador, el etc. permitiendo que el receptor elija contestar a la llamada.

- Debe llamar sea indeseado, el receptor puede optar tener comunicación entrante manejada por un contestador automático del teléfono o un dispositivo relacionado. O para mantener cosas simples, cualquier llamada por contestar va automáticamente al contestador automático.

Notas al pie de la página: Los mensajes indeseables se pudieron borrar automáticamente después de una hora o después de usuario cogieron el teléfono, que sucede nunca más adelante; Piezas: todos; exhibición ("S"); pp; P.M.; Reino Unido; fecha; interactivo; "mic"; synth; mfh; oscilador; vc; carro; acceso.

Grabación saliente personalizada 4C-042-000000 del o:

Estados de la identificación de llamador de los cuales la llamada es. Si el receptor no quiere tomar la llamada, pueden fingir no ser en el país pero haber creado un mensaje especial para este llamador. El aspecto importante es que una señal sonora sigue el mensaje espontáneo hablado por el usuario en el "mic", de modo que el llamador piense recibieron una grabación personalizada solamente. Incluso el mensaje audio oído por el llamador podía perder algo de su calidad para ayudar al llamador a sentirlos alcanzó una máquina.

. - trabajos con 4c-040, 4C-041

- OTD: exhibición ("S"); pp; P.M.; Reino Unido; tds; básico; oscilador; vc; discurso (dice para de quién es la llamada y quién); vc; el score%; teléfono del SP; cp; uq; el pi%; multiusos; notificador.

. identificación avanzada del teléfono del <> 8B-170-083001: Saber más sobre con quién usted está hablando. Ejemplo: su dirección y a quién el número del teléfono es mencionado, etc.

- se aplica si el otro partido le llamó, o usted los llamó. Conseguir más Info sobre partido que usted llamó sin incluso la necesidad activar la campana de su teléfono; apenas entrando base de datos usando su número del teléfono

- Identificación del receptor: saber si el teléfono que usted está marcando es un celular/teléfono móvil y o si está siendo llamada remitida y o el número o el tipo línea del teléfono del teléfono a los cuales la llamada está siendo llamada remitida.

- los recipientes pueden optar por tal información que no se dará hacia fuera

- H [las disposiciones gubernamentales pueden no permitir todos los aspectos de la idea, dependen del país] 83

- también aprender arriba y el número siguiente sobre el número del teléfono que usted marcó, o del teléfono que le marcó: el nombre en el cual el teléfono es mencionado, su dirección, cuando el servicio del teléfono comenzó, cuaesquiera quejas importantes contra la compañía, estado de la compañía - por ejemplo si ha archivado para la bancarrota.

- también aprender: cuántas llamadas nunca hicieron de ese número que day/wk...

- OTD: exhibición ("S"); "C"; pp; P.M.; Reino Unido; tds; básico; au; mfh; discurso; vc; cuenta; carro; teléfono del SP; (también identifica los números del teléfono para los módems, y los faxes); uq del cp; mq; acceso; uip; multiusos; notificador

A2-310 teléfono Regionalizer: el llamador oye el acento y la música populares para su región de país, según código de área del teléfono mientras que pasa a través de correo de voz o en asimiento. Si el empleado disponible con ese acento toma llamada (quizás el número central transfiere llamadas a la misma región de país en donde el empleado allí toma llamada).

teléfono activado del altavoz de la identificación de llamador 4C-040-103005:

El sistema pone automáticamente llamadas de la gente especial sobre el altavoz. Las tomas del contestador automático llaman si el usuario está hacia fuera o no contesta.

- Cuando las llamadas vienen de cierto teléfono numeran, el altavoz que el teléfono coge automáticamente la llamada.

. - trabajos con 4C-041, 4C-042

- OTD: exhibición ("S"); pp; P.M.; Reino Unido; fecha; tds; básico; sistema de identificación del llamador (identifica el número del teléfono del llamador); "mic"; synth; portable; au; punto de ebullición; oscilador; balance; discurso; vc; el score%; el cart%; teléfono del SP; cp; pi; flotador (flotadores del sistema de la mano); multiusos (se emiten las diversos señales sonoras, etc dependiendo de los cuales se está llamando el receptor; identificador del anillo 4C-041 - si "multiusos" entonces antes de la activación del altavoz de la voz del llamador, hay una señal sonora cifrada o un aviso audio que indica para para quién la llamada está; cc; alejado; notificador.

- identificación de esa gente (quién del teléfono de los pp del usuario no importan el hablar vía el teléfono del altavoz)

identificador del tablero de interruptor 8B-150-083008:

El recepcionista que recibe llamada, codifica el instrumento del teléfono del respondedor aplicable (para quién la llamada está) con código/la información de declaración puesta en palabras de la grabación sobre el llamador, eg.:

. –naturaleza del llamador (cliente o surtidor); nivel de importancia, urgencia; longitud del tiempo han estado en asimiento; si su una llamada local o interurbana; persona y u organización; mecanografiar la personalidad (agradable...). - El receptor de la llamada consigue esta información sobre la exhibición ("S") del teléfono; o computadora ("C") (puede entonces almacenar tal información con o sin ningul□n Info adicional introducir por el receptor (la persona con quien habla y las manijas llaman - ahorra el tiempo que afina en el Info, más receptor no pudo poder afinar todo a tiempo y u olvidar después de la llamada, especialmente si hay otra llamada que viene pronto después de eso). El receptor puede oír o leer esta información antes o durante de la llamada del teléfono.

- toda esta información se puede retransmitir encendido a la tercera (o cualquie subsecuente persona) tomando llamada (la persona no era quizás anteriormente a la derecha una para manejar la situación.

Notas al pie de la página:

Exhibición ("S"); "C"; pp; P.M.; fecha; todos; mfh; cuenta; uq; mq; uip; carácter.

. - A2-310 teléfono REGIONALIZER: el llamador oye el acento y la música populares para su región de país, según código de área del teléfono mientras que pasa a través de correo de voz o en asimiento. Si el empleado disponible con ese acento toma llamada (quizás el número central transfiere llamadas a la misma región de país en donde el empleado allí toma llamada).

cribador y director de la llamada 4C-090:

De acuerdo con los sonidos del comportamiento de la persona en el teléfono, eg.: el tono, sistema dirige a llamador a la persona aplicable (eg.: psicología del llamador de los fósforos con voz de los representantes de las ventas (vive o la máquina) y el patrón del comportamiento. Alza ventas. También defiende hacia fuera llamadas indeseadas en la trampa del correo de voz, el etc.

- Relacionado con: analizador de la voz 5A-880-04200A: dice el usuario que el altavoz del comportamiento del modo estaba adentro mientras que hablaba, o dejar el mensaje en el contestador automático.

- el usuario puede optar tener análisis en el comando de botones

- relacionado con 5A-940

- Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y o toma un mensaje o los remiendos llaman al recipiente si están en el teléfono o en otro teléfono a otra parte. Detalles pedir el REGUERO DE PÓLVORA 415 834-9453, o 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996. D: "CID" = reguero de pólvora.

Extremo de esta sección de CID

PALMADA = D: palmada = mm~c~t

COLOR = s COLOR cambio según frecuencia (qué "sonido analizador" determina voz/sonido significar ()/UIP de la felicidad.

- D: sonido = analizador = C~tel = DISPLAY/TR = C~tel de los sonidos

COMPOSICIÓN =

- ver mi idea del teléfono del jazz: el usuario puede hacer simultáneamente/en de la música junto tiempo del paso. Útil para enviar datos entre la gente al ^: oír su música; para las aplicaciones educativas.

EDUC: enseña a maneras del teléfono (la voz del usuario es demasiado ruidosa/precipitada = "analizador de sonidos" = C = "notificador");

Versión simple de la CUENTA del teléfono del vídeo: el llamador de la opción 1. transmite la foto inmóvil de sí mismos al otro teléfono; 2. los cabritos pueden ver el cuadro de su madre cuando la llaman en el trabajo (tal cuadro está en la memoria del teléfono del usuario que es marcado hacia fuera de

--D1: el usuario = marca = teléfono # cuadro de las demostraciones del sistema de identificación = de C = de la exhibición ("S").

--D2: composición = mm~c~t

Telefonía de la CONFERENCIA = de la comunicación. Tres o más localizaciones/partidos comunican con uno a. Sin embargo estas tecnologías pudieron encontrar usos en telefonía del partido de dos también.

5G. Comunicación de las multimedias de la telefonía:

Gancho encima de w uno o más localizaciones. Todo el partido en uno exhibición (de "S" partido en la exhibición separada)/cada ("S") o la porción de la exhibición ("S"). Mientras tanto los partidos pueden obrar recíprocamente en modos ilimitados: ARTISTA: (); COMPOSICIÓN: (); ENTRETENER: (películas del reloj simultáneamente, permitiendo a cada uno hablar con uno a durante película (si está deseado); jugar a los "juegos"); FS: (); MFH: (); MAÑANA: (); WA: ().

. <> 5G. Audioconferencias - cada altavoz suena como ellos viene de diversa región.

- fijar manualmente el equilibrio para el "teléfono del SP" con dos o más altavoces en uno o más cuartos
- en la conferencia que llama, cada llamador puede sonar como ellos viene de diversa parte de sitio; o aún los altavoces del microteléfono pudieron crear un cierto efecto estéreo para un oído para la conferencia u otras conversaciones.
- utilizado para los microteléfonos estándar "teléfono del SP"

. --si más de un altavoz está en sitio, cada paladio nos dejó su voz ser oídos de diversa región de sitio para la gente en otros finales de la comunicación del teléfono.

--en multimedias la localización de la fuente sana según lo visto en la "exhibición" se relaciona con de donde el sano suena como ella está viniendo.

EDUC = D: educ = mm~c~t.

Teléfono de las multimedias de la manía: El sistema demuestra a usuario cómo hacer su manía:

El usuario do/learn/watch de las demostraciones/de las ayudas del "oscilador" de las "multimedias" "de la exhibición"/deseó la actividad (presentation/UQ lleno).

--Difusión "interactiva" de w MFH/cable de Reino Unido. El usuario puede seleccionar el tipo Info/instrucciones/demostración de menú/vía las palabras claves (si el alimento es la manía: temas, países, ingredientes que tienen gusto que se utilizan en recetas...).

- el sistema dirá a usuario dónde comprar/consigue/los ingredientes necesarios del pedido por correo; tiene un canal publicitario separado el vender de productos alimenticios.

- el usuario puede firmar para arriba para los canales específicos; el teléfono se puede colocar cerca del tipo actividad del canal: cocina, taller, sala de juegos... - incluyendo la opción del sintonizador del laser K206-5A-710.

- tipo interests^: el cocinar; horticultura; artes y manías; psicología; relajación (cómo a; programas para ayudarle a relajarse)

- D: oscilador/carro/impresora/teléfono/display/uk=c=mfh=c para la colección de cuenta

- OTD: "telecontrol"; (el sistema puede incluso UIP (según los pp del usuario))); "balance"

EJERCICIO: Ejercitar mientras que comunica vía el teléfono y el ^:

--los monitores de sistema W5 de su ejercicio y TR él al otro llamador (EXHIBICIÓN de TEL/Teal c) y tan ambos pueden ver cómo está haciendo (el golpe de corazón de los cheques, los metros caminó)

---para los pacientes en el país que quieren ser supervisado por su doctor

---CUENTA

- D: ejercicio = c = t

El FLOTADOR = fijó a mano/teléfono entero, flotadores.

FS = fs = c~t

JUEGO:

- obrar recíprocamente con los socios vía TEL/REMOTE. CUENTA

--D: jugador = Reino Unido = C~TEL = MFH/C~TEL = Reino Unido = jugador

- juegos video o-C110 ligados a tel. AT&T, Sega. Junio de 93 yarda

D: remote/uk/display=c=C110

% DE RECUPERACIÓN DE LA INFORMACIÓN:

. Servicio electrónico de la datación del <>: Reino Unido Info sobre sí mismos (UIP/mq). Entonces da a usuario: "tarjeta"; (la lista de teléfono numera nombres de w o del wo/direcciones). La "tarjeta" cuando está insertada en el "teléfono especial" deja a usuario marcar su cita a ciegas. El usuario pudo tener información limitada sobre el partido que están llamando (no saber su número del teléfono, dejando la fecha llamarlos detrás)

- opciones: podía tener límite de tiempo selfimposed para la llamada, la fabricación de ella más fácil para el receptor; el remitente puede botón que deja el receptor conseguir su número del teléfono (el receptor pudo/no pudo saber) si están consiguiendo los datos (su tel#, nombre.) en llamador por algún tiempo - el receptor puede recibir estos datos vía: el correo, mfh puede llamarlos más adelante y darle audibly/tr Info a c del receptor; si el

receptor está interesado, pueden Reino Unido Info sobre sí mismos así que el llamador pudo llamarlos detrás otra vez.

- Registro en el mfh para oír partes de la demostración/del juego/de la película deseados... La "exhibición" (pantalla táctil) obra recíprocamente con el usuario que da más información también.

. - los boletos se podrían imprimir totalmente en la vista del u

MFH "alarma de la mañana": ver en archivo con excepción de 5G o de 2K

-1C-07A (creció fuera de y incluye 1C-071)

Para las multimedias ventas automatizadas del teléfono. El cliente potencial recibe tal via^ de las campañas de ventas: teléfono, videófono, cable de la hospitalidad. El usuario entonces toca llave/la pantalla táctil para conseguir los detalles deseados.

K = D: Info +entry (uk/r (palmada)) = [s (milímetro) ~+c~t] = mfh

El LOCALIZADOR = el usuario/el monitor (er) pueden "localizar" otra CUENTA de PD/TEL.

- Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y o toma un mensaje o los remiendos llaman al recipiente si están en el teléfono o en otro teléfono a otra parte. Para los detalles en la llamada 415 834-9453 del reguero de pólvora, o el REGUERO DE PÓLVORA 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996. D: "Localizador" = reguero de pólvora.

MFH = analiza las características de llamada de la compañía:

Llamada del analizador de las características.

Tabula cómo las llamadas se hacen según su W5 (datos W5 para el analysis^: "analizador de sonidos" que busca para ciertas palabras y después calcula (mp/pp) por consiguiente; a donde las llamadas fueron hechas y de quién y durante cu3anto tiempo y cualquier otra información proveyó (por el usuario BRITÁNICO (del teléfono los correlativos automáticamente que llaman a la computadora ("C") la actividad hecha durante el teléfono verbal/la transacción de los datos)).

- Usos: W5 de las actividades actuales de la compañía, que se pueden también utilizar para mejorar pronóstico, y realizar cuaesquiera cambios necesarios. Usuarios ilegítimos de cogida de las llamadas interurbanas (el sistema puede alertar a investigador (irregularidades/extrañeza/non-matchings), que pueden entonces mirar en materia más lejos). CUENTA.

. - relacionado para esta descripción fue convertido anterior también

- D: m = mm~c~t

- O-Teléfono # base de datos:

de los números de la gente y de teléfono de la organización dentro del país y o la mayor parte de del mundo. El usuario puede "tener acceso a"/=c=mfh "británico " para el ^ necesario: teléfono #, direcciones, co Info tal como sus productos/servicios.

- fuente de información útil para que productos de my/other compilen: UIP/CUENTA. O para determinar si el "acceso" es permitido; o desarrollar las preguntas para MQ, o las respuestas para UQ.
- hace entrando en contacto con a gente más fácil, por lo tanto aumenta el volumen del llamador
. - para las letras que diferencian lo suyo lengua, el sistema puede proporcionar el ^: una conversión/una tabla de conversión/una pantalla táctil automáticas fáciles.

MIC: D: convertidor del mic = de señal = recorder~c~t

RATÓN: Utilizar el ratón para seleccionar los programas/teléfono # querido/movimiento o para corregir archivos. "^"/"del ratón telecontrol" = "c" = "t"

P.M.: El volumen de la llamada saliente del usuario se ajusta según tipo teléfono # ellos está llamando, eg.: su abuela, o el teléfono en país con el teléfono pobre alinea.
- D: P.M. = c~t

MULTIMEDIAS = multimedias interactivas.
- D#1: u (% de los u)=k=c~s " interactivos "
- D#2: c= " artista " (Reino Unido; pantalla táctil;)/t del telecontrol]
- D#3: "composición" = c (corrige el via^: pp/mp (los coordenadas/las cosechadoras/sinergizan (los datos/las señales))) = tr = exhibición/mfh/otro sistema (c/tel) /osc/ "telecontrol" ("cojín del aire")
- Teléfono del o-Vídeo: mantener de /system del "teléfono" del usuario su información de la memoria sobre su usuario (cuadro de usuarios; gráficos (insignia); publicidad de by-line.
. --el usuario puede seleccionar del menú que de éstos quieren el tr al otro "teléfono".
- Pizarra electrónica C2: Documentos de la parte de los participantes, imágenes y presentaciones. Compartido vía las líneas del "teléfono" para la visión simultánea y corregir por los usuarios distantes. Los gráficos pueden ser recuperados y poner a bordo de un archivo o ser explorados electrónicamente encendido. Puede exhibir ("S") el vídeo también. ¿De sept. el 92? Frecuencia intermedia (Fuji, Xerox).
- Vibraciones de la sensación de la música en asiento.
Pionero fabricó esto antes de 1992.
- televisión por cable o-C116 sobre línea del teléfono. AT&T 20 de enero de 93
D: exhibición/remote/uk=c~C116 (el otro programs^ de la hospitalidad: audio (radio), %interactive.

MULTIUSOS = D: multiusos = c~t

NOTIFICADOR = D: notificador = mm~c~t

- C6 Watch=tel vibra en vez de alarma audio ruidosa. Para la gente sorda, y de radio de DJ. El agosto de 93 X.
- notifica cuando el "teléfono" está sonando. D: c5=tel/tr=remote
- Nivel de sonido de G. y instrumentos llanos de la vibración: El usuario alertó el to^: llamada de t/tipo entrantes de llamada (llamador, naturaleza de la llamada (llana de urgencia)) via^: luces de la vibración/el destellar, u otros modos del "notificador". Útil para los que son deseo de la grabación situations/do de deaf/in no para disturbar otros.
. - si es sordo, utilizar una de mis otras invenciones para continuar comunicaciones.
- Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y o toma un mensaje o los remiendos llaman al recipiente si están en el teléfono o en otro teléfono a otra parte. Para los detalles en la llamada 415 834-9453 del reguero de pólvora, o el REGUERO DE PÓLVORA 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996.

NOTIFICANDO LLAMADA = D: Llamada entrante (CID) = C~T~ " notificador (Display/OSC) " llamada saliente automática del <> 5G:
- teléfono call/TR del o A hecho automáticamente en ciertas circunstancias,
sobre alarma/acto/la terminación de la tarea, el sensor hace llamada. Ejemplos:
- which^ de los PP del contador de tiempo del ajuste (TDS): el usuario de las alarmas a la necesidad hacer una llamada/entonces marca hacia fuera la llamada (y activa el teléfono del SP)
. Usos:
El <> si el usuario no se ha levantado de cama tales llamadas puede ser activado. La determinación del levantamiento está en mis últimas invenciones: el 1] disparar de la luz laser demuestra a persona salida de cama; 2] sensores (para la presión) en usuario del sentido de la cama todavía están en cama;] la alarma 3 (cerca localizado/muy lejos de cama) no fue desactivada.
+-call va: despertar el servicio (mfh/persona) que sabe los modos W5 de conversación/de sonidos para despertar a persona (qué/cuando/cómo decir qué (las noticias colocan; la "buena mañana, despierta") /why (la psicología));
--si alguien suena su timbre, y usted no está allí, el teléfono del SP allí TR a la localización del usuario
--los sonidos particulares en las localizaciones en donde no localizan al usuario en ese entonces (ruido extraño), sistema en golondrina de mar "notifican" al usuario/a policía vía TEL/beeper/monitorer (policía). El "analizador de sonidos" es PP/MP para ciertos sonidos (perro del descortezamiento; fractura del vidrio; determinación apagado de alarmas particulares; fuego; salida del agua; ruido excesivo del bebé/de niños; rotura adentro y entrada)
- D: user=sensor (mic) /uk/remote=c=tel (teléfono) del SP /transmitter (radio)
=transmission=rc/tel/person=c~mfh

- OTD: operaciones simples/complejas posibles. Simple: el activar (línea de contestación de la llamada/el conseguir para marcar hacia fuera). Complejo: marca/que pone transacciones a disposición cualquie otro instrumento sofisticado del teléfono.

beeper de la emergencia 3A-W20 (portable/no portable): si se acciona la alarma o cualquier otra emergencia sube el beeper de la persona se enciende automáticamente. Código/tipo del beeper (eg.: mecanografiar la señal o la luz o la naturaleza de las demostraciones de la exhibición de la palabra ("S") del problema, por ejemplo: tres emite un sonido breve y agudo medios que su abuela está pidiendo ayuda)

- Uso: para difícilmente de la gente de la audiencia (sorda); los padres que quieren saber de cualquier ruidoso suenan/los desplomes en dormitorios (el dispositivo se puede diseñar para no hacer caso de voz ruidosa de la frecuencia del niño, o los padres pueden querer saber sobre esos gritos también - si oyen el grito pues el padre de las alarmas del beeper sabrá la naturaleza del problema y puede decidir sobre elegir comprobar).

- H-Bruce Dunn indicó que él sabe del dispositivo ese enciende luces cuando el teléfono suena

. ¿- 8B-350 +? Notificador: si el teléfono móvil de la persona, teléfono, paginador, película hablada guerrera, o como el dispositivo de transmisión-recepción las está llamando y están ausentes, el su reloj o el otro dispositivo portable más pequeño pudo alertarlas vía la vibración del sonido, ligera o reservada.

- el dispositivo pudo notificar lo si hay algunos mensajes en el contestador automático o el correo de voz, y o el número de mensajes. Tal aviso pudo ocurrir con o sin la petición de usuario tal información.

- el usuario pudo saber el teléfono del llamador o el número de identificación; entonces el usuario puede dejar quizá un dispositivo de contestación tomar un mensaje

OSCILADOR: información de estados sobre la llamada entrante vía el OSCILADOR "notificador" vía el llamador ID^ del llamador: A] teléfono #; El nombre de B] del sistema del receptor del llamador (el sistema recuerda quién cada pertenece el teléfono # según a a] que tenía tal información entró adentro; b] vía la computadora de la mazorca del teléfono ("C"). Naturaleza de C] de la llamada según el recepcionista/Info "Reino Unido" adentro por el llamador.

- Auriculares/audífonos: WA deja a usuarios hablar/escucha las conversaciones del teléfono.

- D: t~c (banda) = oscilador

teléfono del sonido 3A-360: ¡presionando los botones crean los sonidos que agregan a la diversión creativa de la llamada telefónica del hogar/de la oficina! Grande para los adolescentes y los adultos creativos.

- El uso para preparar para arriba, los compañeros de trabajo de activación, los artistas, los inventores, los viajantes de las ventas, la gente triste, enferma o aburrida con aclamaciones en fondo, los etc. consiguen fluir creativo sano de los jugos.

- Dispositivos para desarrollar excusas para conseguir del teléfono. Sonidos: campana de puerta (excusa para, "oh tengo que ahora ir"); sonido de otra llamada del teléfono que suena en la segunda línea; sonido del tecleo en esperar de llamada; registrar sus propios sonidos sobre microprocesador, [eg.: la mamá que dice "viene por

favor abajo y me ayuda"; el perro/el gato que raspaba para para ser caminado o para ser alimentado o dejó hacia fuera; los sonidos falsos del teléfono preocupan en la línea .....]

- los expedientes de usuario poseen efectos sonoros

- puede iniciar en el principio de la conversación para ganar comienzo interesante a la conversación, esté alguien con excepción de se

H sonidos de la naturaleza: monos juguetones; pájaros; sonidos de la selva; lluvia;

- Sonidos de la broma del h: bebés tontos; bebés risueños; bebés gritadores; oraciones extrañas cortas de la risa, del etc; ¡la voz de la señora gorda salvaje "bien conseguí ahora conseguir del teléfono, hablo con usted más adelante! " 'etc.

anunciador del anillo del teléfono 3A-361: sonidos únicos: música, campanas de iglesia, sonidos del pájaro, monos que juegan, bebé que grita, sonido verbal del mayordomo que indica el "teléfono" o .....

- Palabras claves: el teléfono, adorna = (decorativo y o decoración), juguete, diversión, novedad

acelerador del volumen del anillo del teléfono 3A-362: cada anillo sucesivo consigue más ruidosamente. Alerta a los que no pudieron oír el anillo. ENCIMA de la característica en la activación y selecciona volúmenes. La aceleración sana pudo estar en el solamente un o cada anillo sucesivo.

- el usuario puede seleccionar los sonidos alternativos que substituyen el anillo

- la continuación del sonido relacionado de sonido pudo continuar después de cualquier contestador automático escogido encima de llamada

identificador del anillo 4C-041-000000: existe

Si los "multi-usuarios" utilizan la misma línea del teléfono; entonces según el llamador identificación #, habrá un diverso anillo cuando viene la llamada adentro.

. - eg: la persona #1 programa su deseado teléfono # ' s y cuando la persona #2 oye el anillo para la persona #1, la persona #2 deja la persona #1 o el contestador automático tomar la llamada. El llamador está desprevenido de este sistema.

- OTD: exhibición ("S"); pp; P.M.; Reino Unido; tds; básico; oscilador; vc; discurso (dice para de quién es la llamada y quién); vc; el score%; teléfono del SP; cp; uq; el pi%; multiusos; notificador.

Extremo de esta sección del OSCILADOR.

PALADIO = D: Paladio = sensor = mm~c~t

El PORTABLE = el reloj marca tel. Uses^: Reloj de la tapa de CMD-10/flip de Casio con el pequeño cojín del dial; Reloj tel. de Panasonic.

- el tr sin hilos activa/desactiva el teléfono ("teléfono"), diales del SP teléfono #. El sistema puede también recordar seguro teléfono # ' s. anillo Alerter del teléfono de la joyería del <> 4A-330: Dondequiera que usted esté en su vivienda, el sonido del teléfono activará su joyería/aparato que le notifican del sonido.

- grande si usted tiene amigos el llamar de usted atrasado en la noche y usted no querer disturbar otros

- la joyería puede vibrar como alerter (reloj, pulsera, anillo, correa/el chisme en cuerpo)
- el alerter notifica: timbre; otras alarmas (fuego, otra persona que presiona un botón de petición médico de la ayuda de la ayuda (en el "telecontrol") para el sistema; cuando ha llegado un fax (o cuaesquiera otros datos de las telecomunicaciones sobre la línea casera/separada (el sistema "notificará" el tipo de tr recibido)); cuando alguien es que camina o de conducción encima de la calzada/de la calzada; alarma del reloj (tds); cuando alimento (en horno/estufa (según lo "notificado" por el tds) está listo);

--el "notificador" ("exhibición") demuestra el tipo de "cuenta" (el estado) de la situación deseada (como mp/pp)

- OTD: D: event=signal=c~remote~tel=tel line/tr

TENER ACCESO (código especial alejado del tr)

Remote~pd del BALANCE del <> = balance; CARRO; COMPOSICIÓN; Exhibición ("S"): (dial tocando/dibujo sobre pantalla táctil); ENTRETENER

EJERCITAR (salud "cuenta" del usuario de los monitores (golpe de corazón; presión arterial; dieta; uso de la caloría); FLOTADOR; FS; JUEGO (nosotros como pedazo en juego: telecontrol ("R"), paladio); % INTERACTIVOS; LOCALIZADOR; MD; MFH; "mic"; MES; MAÑANA; RECEPTOR ACÚSTICO del MOVIMIENTO (en caso de hurto, el "receptor acústico del movimiento" se puede apagar, y si puede alertar tan encajona de hurto); RATÓN; P.M.; MQ; MULTIUSOS

NOTIFICADOR; OSCILADOR; PORTABLE; PP; IMPRESORA; DISCURSO; TELÉFONO DEL SP ESTEREOFONIA = remote~c; SYNTH; TDS; Teléfono; TGH = tel=mfh~c

JUGUETE; UIP; Reino Unido; UQ; VC; WA.

- OTD #2: Por fechas de limadura también ver: A2-310 teléfono REGIONALIZER

¿8B-350 +? Notificador: si el teléfono móvil de la persona, teléfono, paginador, película hablada guerrera, o como el dispositivo de transmisión-recepción las está llamando y están ausentes, el su reloj o el otro dispositivo portable más pequeño pudo alertarlas vía la vibración del sonido, ligera o reservada.

- el dispositivo pudo notificar lo si hay algunos mensajes en el contestador automático o el correo de voz, y o el número de mensajes. Tal aviso pudo ocurrir con o sin la petición de usuario tal información.
- el usuario pudo saber el teléfono del llamador o el número de identificación; entonces el usuario puede dejar quizá un dispositivo de contestación tomar un mensaje

teléfono falso del coche 4A-34: teléfono móvil hecho para no parecer el teléfono, potencial de reducción al mínimo del hurto. Eg.: en el coche hecho para tener gusto su de una pieza del automóvil; para caminar hecha para parecer caso cosmético, la linterna, el etc.

Las llamadas siguen a recipiente: Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y lleva un mensaje o una llamada de los remiendos el recipiente si están en el teléfono o en otro teléfono a otra parte. Para los detalles en la llamada 415 834-9453 del reguero de pólvora, o el REGUERO DE PÓLVORA 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996. D: "Portable" = reguero de pólvora.

Terminar esta sección del Portable.

IMPRESORA: t=c=printer, todo en una unidad; "portable"; "paladio"

Picosegundo = D1: paladio = sensor = mm~c~t. D2: pd~t

. <> 5G: El GPS analiza las llamadas del teléfono de los usuarios:

- tabular la localización exacta de la cual la llamada fue hecha: muchas aplicaciones para esto

--el usuario (la persona/la su compañía/el otro monitorer) consigue el UIP para sus propios propósitos

--UIP para uno o más usuarios. llamar de analizador del paladio = del GPS = MFH = CUENTA Cox del teléfono C.

---información útil: el teléfono de la cuenta llama no por código de área del teléfono solamente pero también por la localización exacta del usuario; estudio W5 de las acciones de usuarios (saber donde hay más actividad en áreas subdesarrolladas, los precios de tierra subirá quizá allí, traficantes, mejorando programas en los servicios humanos/software mediante una mejor adaptación a la situación real); "las palabras claves de las búsquedas del analizador de sonidos" = C tabula/correlaciona w W5 = UIP.

5G: Según la localización del "paladio" del usuario, los sistemas del teléfono/del contestador automático del teléfono responder/función por consiguiente. Ejemplos:

- Si el usuario está fuera de la gama/del contacto no queridos por el usuario/el portador de "GPS" "tr" (en el jardín, cuarto de baño, más allá de la gama de teléfono (móvil)), el llamador consigue la grabación correspondiente de los "PP" (soy inasequible ahora....; esperar por favor algunos segundos; ... Estoy viniendo).

Si el usuario no quiere ser molestado, ellos "Reino Unido" dando por resultado la grabación/la función correspondientes (si las llamadas del llamador de deseable teléfono # (identificación de llamador) usuario/sistema responden según los "pp".

Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y o toma un mensaje o los remiendos llaman al recipiente si están en el teléfono o en otro teléfono a otra parte. Para los detalles en la llamada 415 834-9453 del reguero de pólvora, o el REGUERO DE PÓLVORA 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996. "Picosegundo" = reguero de pólvora

R = TELEDIRIGIDO. D1: r = mm~c~t. D2: uk=c=tr

- funciones de Miburi de o-C28 Yamaha: sensores en ambas muñecas, codos y hombros. Muñeca: volumen de controles, dando vuelta a los cambios vol. de la muñeca adentro - [publicados en julio de 93]. Hacer los movimientos para marcar el teléfono: un tipo actividad da vuelta al teléfono con./desc.; otro marca otro ajusta la modulación sana que otro memoriza y o memorias memorizadas teléfono # ' s/otro controlan la "exhibición" y o C

--D: C28=tel~remote

El RANURADOR = TR entrante se encamina según la banda.

- D: llamada entrante (CID, UIP (dado por el recepcionista/vía la base de datos del sistema del receptor)) = t~c~mm

- localizador de la llamada del <> 1C-291-083001:

Para la gente que pasa mucha hora en diversas partes de la oficina. Anillos del teléfono en ciertos patrones, señalando para quién es y cómo es urgente. Las llamadas para el anillo de la persona solamente en el teléfono están los más cercanos a.

Seguidor del teléfono: El teléfono suena para el usuario en el teléfono más cercano a la localización de la persona.

. - Relacionado con el producto 1C-290.

- el sistema se simplifica para el uso fácil. Por ejemplo: las transferencias del teléfono se limitan a los teléfonos particulares dentro de la oficina/del lugar; cuando llega la llamada entrante, puede indicar en nombre de la exhibición ("S") o la llamada de la persona está para

- Usos: este sistema se limita en uso a ciertos tipos de oficinas donde está la gente a menudo lejos de sus escritorios dentro de un área general. Cabe estilos particulares del trabajo de oficina, no se significa para cada uno.

el tiempo de +-saves de tener que tener algún otro conseguir su teléfono

identifican a la persona de +-needed vía:

--diversos anillos del teléfono pueden también aplicarse en cuanto a para quién está la llamada, o diversas melodías cortas

--la importancia de la llamada puede dar lugar al anillo más ruidoso o al otro significar

--los locutores pudieron anunciar para quién la llamada está....

--luces que destellan particulares

--la exhibición en la pared o la otra localización cerca del teléfono

- el sistema puede después de substituir el uso de los beeperes, sistemas de radiobúsqueda

Usos:

- dicen el recepcionista para quién la llamada está, después transfieren la llamada poniendo en código correcto qué transferencias llaman automáticamente a la sección del co donde la persona trabaja; en golondrina de mar el sonido, el etc señalados se emana señalando para quién es la llamada. La persona aplicable o cualquier persona puede tomar la llamada (pero la interrumpe a pocas personas si la gente acaba de conseguir las llamadas ellos mismos), si la llamada no se contesta, después el correo de voz registra el mensaje del llamador (el sistema de contestación automatizado existente del teléfono)

oficina u hogar de +-for: el teléfono suena solamente en el sitio donde está la persona, no disturbando otros. El sistema reconoce la presencia de la persona por su transmisor. Este transmisor puede tener muchas otras funciones para los sistemas que identifican donde están dentro de una vivienda, según otras características en producto archiva A, B, y la C.

- Notas al pie de la página: alejado ("R"); exhibición ("S"); "C"; pp; P.M.; Reino Unido; fecha; todos; "mic"; synth; mfh; alerter; oscilador; vc; cuenta; teléfono; teléfono del SP; tr; MES; fs; RPC; uq; acceso; uip; carácter; chapaleta; distancer.

Opción: solamente los llamadores con la identificación de llamador particular (según el UIP del receptor/del remitente) conseguirán sus llamadas acanaladas a través de este sistema de localizador; por el que otros llamadores pudieran pasar a través de los canales normales (eg.: recepcionista - > correo de voz/contestador automático si el usuario está lejos de su localización principal)

3G050 con referencia a (ranurador) para T/C (M, autopista de la información): 1] vuelve a conectar u de nuevo a la extensión del número de teléfono que fueron transferidos a pero que desconectados más adelante de. 2] Actúa como señal en volver a poner donde estaba el usuario en la autopista de la información o el M.

S = D: s = mm~c~t

. - teléfono del olor 3C-370:

Cuando el jefe habla con sus subordinados, quisieran que la gente estuviera en un estado de ánimo de atención, la emisión del etc. de ciertos olores cuando el discurso en ciertas situaciones puede ser deseado.

- El sistema puede el mejor trabajo dentro de una red de teléfono especial.
- Usos para los tipos de olores que son emitidos cuando la gente está hablando en las situaciones siguientes, con: clientes; contabilidad; surtidores; la mamá llama a hijo mientras que ella todavía está en el trabajo; etc. Diversos comportamientos se requieren para cada situación.

Los anteojos C100 contienen las pantallas miniatura de la TV. Sony 23 de noviembre de 92 NK D: uk/remote=c (c100) ~tel. Asimismo, las latas del usuario ven/para oír con quién están hablando; útil en "VR" también.

- el usuario puede hacer/recibir llamadas mientras que en experiencia de la realidad virtual (el programa informático real para VR puede ser parado, así que la llamada se puede hacer/conversación de la llamada se puede hacer mientras que el usuario enjoys/is usando el VR para otros modos ("hospitalidad") simultáneamente.
--el usuario de VR puede "ser notificado" (oye el anillo del teléfono) cuando viene la llamada entrante adentro. Correo de voz y secretaria virtual: identifica llamadas entrantes importantes y o toma un mensaje o los remiendos llaman al recipiente si están en el teléfono o en otro teléfono a otra parte. Para los detalles en la llamada 415 834-9453 del reguero de pólvora, o el REGUERO DE PÓLVORA 800. Ver el artículo en SF crónica, P.D los 1, y de junio de 16, 1996. "ruta" = reguero de pólvora

CUENTA = D: cuenta = c~t

- El teléfono C1 marca las cargas del teléfono, exhibición ("S") demuestra cuánto cuesta la llamada. antes de 92 frecuencia intermedia. Probablemente Sony, el otro manuf ahora también.

ANALIZADOR DE SONIDOS = D: convertidor del mic = de señal = t~c

- Analiza faltas mecánicas y todo lo demás emisión aplicable/los sonidos únicos según los fenómenos. El uso en ("R") localizaciones alejadas, transmite vía TEL/TR.
- G. sabe lo que está mecanografiando el usuario sobre su computadora ("C") en el otro extremo de la línea del teléfono vía el "analizador de sonidos" que coge de las señales generadas como tipos de usuario - > UIP. El "analizador de sonidos" también estudia el cualesquiera/la mayor parte de los otros sonidos generados en el otro lado del tr (en la localización del otro partido), eg.: cocinando, conversaciones del fondo.
- usos: datos sobre el otro partido para el curioso; para desarrollar la base de datos del UIP.
- BVA utiliza el "analizador de sonidos" para ayudar a entender el altavoz (su perfil del comportamiento).
-1R-54 T acepta comandos de la voz. Hablar el nombre de la persona, y el sistema marca el número del teléfono de la persona. [Sharp Corp, 22-22, Nagaike-cho, Abeno-ku, Osaka 545 06-621-1221 NK]
- OTD:

ACCESO: (vía el analizador de sonidos (solamente ciertos comandos verbales/voz de la persona permitida); CÁMARA: (cámara del control: eg., ángulo de la lente vía comandos verbales (vía tr/t) (para ("R") la cámara alejada)); CARRO: (); ENTRETENER: (); MFH: (); MULTIUSOS: (el sistema reconoce diversos altavoces, y funcionará diferentemente incluso si las mismas palabras son habladas por diversa gente, eg.: coge en sus acentos regionales/voces masculinas/femeninas); NOTIFICADOR: (); OSCILADOR: (); Banda: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: ().

ESTEREOFONIA = D: estereofonia = mm~c~t

. Estereofonias del <>: El teléfono del altavoz es parte del vehículo/del sistema "estéreo" casero/de la oficina.
- D: teléfono (altavoces de la unidad del microphone~main (microteléfono/altavoces de estereofonia).
¿- existe?

SYNTH = D: synth = mm~c~t

TDS = tds = ~t~mm de c (banda)

TELEFONÍA = D INTERSISTEMAS DE TRANSFERENCIA: ~ del sistema 1 ~ C. de C = del sistema 2.
interruptor del teléfono del `8B-16:
El dispositivo transfiere una llamada entrante del teléfono móvil a un tel. regular.
- Propósito: ahorrar el dinero. Para los que la llamada comenzada en oyente móvil del.tel. no necesite saber el interruptor está ocurriendo.
posibilidades de transferencia del método: tener línea regular dial del teléfono en la línea celular del teléfono en qué hora asumirá el control la línea regular del teléfono llamada. El teléfono móvil de recepción debe tener característica especial para permitir esto.

UIP = D: uip = c~t

- La información sobre cómo eso usuario habla con alrededor sí mismo, se recoge (en un cierto plazo). El UIP consigue el Info de: el "analizador de sonidos" = desarrolla perfil de la personalidad en C; qué usuario "Reino Unido" = C.

la computadora %-o-C112 ("C") predice error humano. Entrada UIP (condiciones de trabajo de la persona). El sistema predice errores que son probables hacer. El 30 de sept. 92 yarda.

- Envía la advertencia vía el "teléfono". D: C112=tel/tr=osc (alarma) /notifier

5A-720 supervisa el número de llamadas y longitudes de la conversación entre ciertos departamentos. Una base de datos de la computadora ("C") puede demostrar todos los tipos de gráficos para los propósitos diversos, eg.: qué departamentos pudieron necesitar moverse más cercano a otros (durante o sin cualquie reestructuración corporativa), los planes futuros, viendo los valores y los flujos de departamentos, el etc.

REINO UNIDO = D: Reino Unido = t~c~mm

- Tabletas escritas mano de la entrada de la imagen: números del teléfono del dial (Reino Unido) escribiendo el número sobre la tableta.

- Lectores de clave de barras - escritores: los datos leídos/recibidos son TR; C puede decir al escritor W5 imprimir qué claves de barras. D: lector de clave de barras/escritor = c= tr/tel = c/mfh

- Exploradores de la imagen: los números/los códigos del teléfono de la exploración a conseguir/compilan números del teléfono. La parte de Info necesario se puede también explorar y después emparejar con otros datos, eg.: explorar los nombres de la gente, y la memoria de sistema sabe sus números del teléfono. Por lo tanto el usuario puede entonces desarrollar rápidamente la lista deseada del teléfono para c "teléfono".

- Pantalla táctil para - la televisión, dispositivos de entrenamiento de la computadora ("C"), realidad virtual, intercomunicadores:

Usuario Reino Unido (los tactos desearon los números para entrar en contacto con el otro partido (vía el teléfono) (conseguir más información, ponen una orden, una charla amistosa). - Ordenador portátil C32 ("C") con construido en impresora (el "cojín del aire" ACEPTABLE también, pero se cerciora de su built-in). IBM piensa el cojín 550BJ... Fecha de lanzamiento X.D de enero de 93: C32 = ~remote del "teléfono "

- dial de la música de la crepe o-C99. Cada modulación sana de los controles de disco diversa. Sony. El 15 de marzo de 94 "Brutus", p.24 publicó en Japón.

D: uk/remote (C99) = tel. (el dial/recibe llamadas del teléfono girando la crepe marca (el sintonizador rotatorio no clásico del teléfono con los 10 agujeros)

teclado del laser del <> 5A-710: disparar la luz para el número específico querido. La invención tiene diez lasers (para 0 a 9)

- gran novedad

- el "teléfono" es uno del ^ de los usos: grande para la gente rica en cocina que quiere hacer llamada saliente del teléfono de altavoz con las manos sucias; artistas y escultores de la arcilla; científicos y doctores que no deben de-esterilizar sus manos

Las luces laser se pueden también dirigir hacia fuera en espacio abierto (se dirigen los lasers (los pp) así que el usuario puede las funciones de control de cualquier producto de su asiento preferido wo que necesita cualquier aparato (alejado). D: Transmisores del laser = (la persona puede disparar cualquier luz aquí w el "código deseado ") = receptores = sensor = c = control del laser del producto deseado.

- "código": cada laser se puede pegar como el "código Morse" que genera 100 el tipo posible señales de cada laser; la combinación de códigos de cada laser puede ser (para tres luces laser 100 por 100 el tiempo 100). El código total (hecho a partir de 1 o más laser) hace tan el control deseado, eg.: modos con./desc./del cambio/etc.

- "oscilador" (señal sonora: mismo o diverso sonido según el código/laser) se hace cada vez usuario: el laser de las huelgas/genera código reconocible.

- lista parcial de productos que el teclado del laser puede controlar:

Contestadores automáticos; etc.

- este producto se describe en mis otros archivos, eg.: Piezas

- D: diodo láser = tel~c = exhibición ("S")

- OTD (usos del teléfono):

ACCESO; BALANCE; CARRO; PALMADA; "Composición" = teclado del laser (5a-710) = teléfono; Exhibición ("S") (demostraciones W5 de qué está sucediendo); EDUC (puede reprogramar (los pp) qué cada laser representa (para la generación de señal; EGH); ENTRETENER; EJERCITAR (dial cuando es mojado: en sauna, cuando sea mojado, mientras que en la máquina que activa); FS; MD (oscilador); MFH; MAÑANA; PP/MP; MQ/UQ; MULTIUSOS; NOTIFICADOR; OSCILADOR; IMPRESORA; Alejado ("R"); CUENTA (longitud/coste de la llamada; tabulación del UIP); TELÉFONO DEL SP; sintonizador del laser (5a-710) = ESTEREOFONIA; SYNTH; TDS; Teléfono; JUGUETE; UIP; Reino Unido; WA 5A-930 consiguen señal para marcar vía ""/"del telecontrol palmada", después hablan a usuario conocido de la persona quieren llamado.

- deseado el teléfono # puede también ser "palmada" (hacer las explosiones de sonido, eg.: tres señales sonoras = el número 3 de teléfono #)

Cojín dominante activado por voz: haciendo monotones claros en explosiones solas o del múltiplo su acto dominante correspondiente como si esté presionado en el cojín dominante normal. Los sonidos pueden estar de ciertas letras para facilitar la memoria para la gente en cada grupo de lengua. Para la gente que no puede tocar llaves:

- científicos, doctores: no puede desensibilizar las manos

- artistas, gente de cerámica, gente rica que cocina en la cocina y otras con las manos sucias

- activar el sistema vía el interruptor triggerable del pie o del codo

- el sistema puede emitir un sonido breve y agudo sonidos y o luces significando que se ha activado la llave {eg.: similar a conseguir un tecleo cuando presionar un sistema de las demostraciones de la llave adentro

suficientemente lejos} acepta el Info. Cada sonido/respuesta ligera pudo ser diferentes como con los telclados numéricos del teléfono

llamadas entrantes/salientes del teléfono del altavoz 3C-010 (; marca (ciertas palmadas señalan dígitos del número del teléfono)

cojín de tacto del teléfono 3C-120-08300Q:

Presionar el cojín suave y la manera de la cual usted la presionó se transmite al receptor. Esto permite algo más cercano a contacto físico mientras que habla con sus amigos. Solamente popular para las culturas razonables

- el tacto superficial de las manos se diseña para maximizar placer humano, y reduce cualquier sensación de la humedad.

- si la otra persona presiona, usted puede presionar en el mismo punto también. Esta tensión agradable permite que el más fuerte de las dos personas fuerce detrás a la otra persona - apenas como dos manos que juegan junta.

- Nota al pie de la página: P.M.; todos; juguete; ejercicio; cr y cp; tel.

el <> considera debajo de la sección para las piscinas---

el teléfono del altavoz 5G activado por otro da medios libres:

- GEN: Métodos "alejados" BRITÁNICOS de la activación/de la marca/de la desactivación:

Los botones BRITÁNICOS se separaron/atado a: Teléfono (el teléfono se puede substituir por el otro dispositivo de comunicación (walkie talky, TR)

- Pedales del pie: o utilizar el otro instrumento a la línea BRITÁNICA del teléfono que activa (llamada de contestación), marca, colgando para arriba.

. --el código del ^ usado al paso en pedal representa cada uno de las actividades de la llamada: activación; cada uno # tiene diverso código (la marca se pudo incluso hacer en uno o más pedales separados); desactivación de la llamada.

- "telecontrol"

- botones montados pared (por la cama).

- la pieza de los botones de otro sistema/activa otras funciones: eg.: luces, estereofonia, hospitalidad.

- lado de la piscina del <> (esas piscinas de w son ricas y desean el lujo de poder permanecer en piscina para manejar llamadas)

--manijas sanas de la modulación del sistema que salpican el so^ del agua: reduce sus sonidos; reduce cualquier conflicto en la audibilidad

--otro: impermeable; unidad portable (el sistema/la parte separados puede también entrar el agua

--para el uso en piscinas de interior; saunas también

- área de la manía (persona que hace cerámica)

. - cocina, sauna, jardín, automóvil, garage, zona industrial/de peligro.

- C: (no dejar la computadora ("C") para ir contestar al teléfono). Opción: sobre Reino Unido C, C pudo registrar/tabula score/UIP de la conversación del teléfono. D: UK=C=TEL. Las voces entrantes/salientes se pudieron modular/interpretar/traducir (simultáneamente) según lo deseado a la derecha en DISPLAY/PRINTER de la computadora.

- botones que chascan en la pluma/watch/PD

- D: línea del tel=tel de user=uk/remote=c=tel/sp

El ^ controla al volumen de O-the del altavoz: el número de explosiones/tipo palabra hablada cuando se está activando el teléfono (1 banco es más reservado de 3 explosiones)

ANALIZADOR VISUAL.% = D: ~recorder binocular/de la cámara (lente) = tr = c~mfh~display~uk~remote.

- Prismáticos: el material visto es TR vía los controles del usuario de la onda de radio/tel. ("telecontrol") qué se ve (ángulo de cámara/foco) de sus ("R") localizaciones alejadas.

VM/CORREO DE VOZ = D: mm~k~t~c = tr (interacción de la telefonía) = t~c~mm~k

tenencia de la llamada 5A-870:

El oyente pide el tipo música/noticias que desean escuchar (o ningúno) durante su estar en asimiento

- el código de área de la ciudad/del país de la identificación de llamador (demostraciones su UIP) /caller puede ayudar a determinar el tipo música que preferirían

- si está deseado, el usuario puede programar de su teléfono para tener la continuación de cuál él era audiencia/ver transmitida a él en su localización (su teléfono) sobre la terminación de la llamada del teléfono; o PP cuando el TR debe ser hecho.

--el usuario puede incluso conseguir el canal de los "mfh" (su teléfono #) así que el usuario puede 1] contacto del acceso repetido 2] el vendedor que puede vender el servicio para el sistema del teléfono de su propio co 2B-250 entró verbalmente la información (en correo de voz) que entonces se encamina automáticamente al receptor en forma verbal o escrita. El correo de voz sabe encaminar el mensaje simplemente indicando para quién el mensaje es para en el aviso.

. - Entrar verbalmente la información que entonces se encamina automáticamente al receptor en forma verbal o escrita. El correo de voz sabe encaminar el mensaje simplemente indicando para quién el mensaje es para en el aviso.

Todas las invenciones consiguen gente interesadas más en dejar un mensaje, y las hojas menos de la sensación impersonal. Pone a adultos creativos. Incorpora todas las funciones estándar del contestador automático: fecha/grupo fecha/hora...

- Todas las características razonablemente disponibles del contestador automático pueden ser opciones para cada invención

- Todas las invenciones aplicables para los contestadores automáticos del teléfono también

. - 2B-250 entró verbalmente la información que entonces se encamina automáticamente al receptor en forma verbal o escrita. El correo de voz sabe encaminar el mensaje simplemente indicando para quién el mensaje es para en el aviso.

. - 6B-010 = 6B-1 (era 6A-1) si el llamador deja el mensaje, recipiente deben volver llamada para conseguir el mensaje. El recipiente que quisiera que los amigos sintieran voluntad cómoda tuvo que llamar detrás y por lo tanto llamador pudo sentir un mensaje que se iba más cómodo. El recipiente pudo después conseguir a llamador y hablar con ellos directo si el llamador original está en su tel.

- La pantalla táctil permite que los usuarios seleccionen del menú tr del correo de voz por tel~c. del otro partido (esto se hace simultáneamente con la comunicación de voz (en la misma línea del teléfono)).

Correo de voz del final

MODULADOR DE LA VOZ = D: sonido - > convertidor de señal - > k~c~synth - > convertidor de señal - > tr - > t/osc

- Persona que sabe sobre la modulación de la voz: Wendy Rocchi 303-488-5713 AT&T (Tu-Fri 0600-1400 MST)

- cada persona pudo tener poseer el módulo de la voz porque cada persona habla diferentemente. Es utilizado por los vocalistas ya. Esto se podría también hacer en el tronco de la línea del teléfono (si el usuario cambia localizaciones, después su "código de acceso" /cid pudo emparejar las modulaciones necesarias de la voz).

- Utilizar el codificador vocal (tipo de "synth" donde la persona habla en sistema), se beneficia: expresar los sonidos más bonitos (dar a voz un sonido más completo, dar un cierto reverb, quitar un cierto reverb, hacer que suena más grave (el sonido está roto en pedacitos)). Aunque es más difícil el "ataque" de la voz se puede modular también.

--El "filtro" (potenciómetro y bobina templada) filtra hacia fuera frecuencias indeseadas

--"Canceladora del ruido": bloquea frecuencias indeseadas, y o decibelios de los bloques excesivamente - los altos.

. - 8B-330 según el tipo uso, voz de la persona se cambia por consiguiente, eg.: su voz para anunciar el plano está lista para el embarque, el plano es atrasado (la frustración, o la cólera en la voz del locutor que tiene miedo de ser atacado con cólera de pasajeros y que en golondrina de mar es semi hostil en voz como protección - ésta es malas), etc.

alternador del acento 5A-950: cambiar su voz a la de la persona con otro dialecto de la misma lengua los sexos de +change, suenan más domineering, apacible, el etc.

RETORNADOR de la FRECUENCIA del teléfono A2-720: el fq registrado, entonces música/sonidos del llamador en fq similar, tensión, felicidad, nivel/tipo de sensación es oído por el llamador mientras que están en asimiento. Propósito: hace que el llamador siente a la una con el otro partido. e m pudo hacer alteraciones para cambiar el comportamiento del llamador.

8B-330 según el tipo uso, voz de la persona se cambia por consiguiente, eg.: su voz para anunciar el plano está lista para el embarque, el plano es atrasado (la frustración, o la cólera en la voz del locutor que tiene miedo de ser atacado con cólera de pasajeros y que en golondrina de mar es semi hostil en voz como protección - ésta es malas), etc.

(necesidades más trabajo) voces del convertido 5A-90 en los de las cuales crear las sensaciones: la pasión, la amistad, la energía, la inteligencia, la impaciencia y la expectativa que el oyente realiza su pozo del trabajo (los estudios demuestran que el discurso a la gente en ciertos tonos de la voz tiende a crear mejores resultados del trabajo de ellos)

5A-91 que el nivel adicional de inflexión de la voz necesitó alcanzar puntería. El nivel adicional necesario puede ser basado en lo que equipa la sintetización necesidades de hacer, o cómo el cantante con solamente sus necesidades naturales de los medios de hacer la alteración buena para la educación de la música

5A-920 modulan su voz en el teléfono/el intercomunicador según las situaciones wo que se levantan su propia ansiedad psicologica, eg.: 1. encima de su volumen, 2. más intensos sanos (crear la ansiedad en oyente)

- muchos no incomodan sonar trastorno en el teléfono (forma de motivación) porque causa su propia tensión para los padres cansados de decir embroma para ser reservado. Método #1: presionar deseó el botón para el aviso verbal querido.

Los botones del volumen - seleccionar fácilmente con un tacto cómo usted quiere ruidosamente ser oído. ENCIMA de declaraciones salientes.

Método #2: el dispositivo hace su voz más ruidosa para reducir su tensión en la griterío. Puede ser usado alrededor de cuello también, o ser guardado en la tabla.

- diversos noticiarios están disponibles según UIP (código de área del teléfono) también
- puede haber la otra N relacionada con esto

analizador de la voz 5A-94: reconoce la emoción de la voz y analiza la sensación y o el comportamiento del altavoz. Éste es parte de un producto más grande con otras características.

Traductores electrónicos del <>: interpreta/traduce para el usuario sobre líneas del "teléfono".

- D: translator~display=tel=tr system~clap~electronic del reconocimiento de user=uk/mic=voice
- Ejemplos:

--uk/speaks deseó las palabras/texto, después el sistema imprimirá y u oscilador a party/c en el otro extremo

MODULADOR de la VOZ del TELÉFONO A2-140: mezclar el corrector de la mente de w, selector de la música, CD personalizado. Demasiado o demasiado poco de cierta terapia del sonido de la necesidad del fq. MFH escucha voz entrante y la su saliente. Conseguir las terapias mientras que usted está en asimiento o cuando usted pide él o él golpea con el pie adentro (quizá - si usted quiere) cuando es necesario basado en su voz saliente, o cuando el encargado del co juzga apropiado. Entrar el Info personal para activar. Puede también aumentar sensaciones de la seriedad, control de calidad, éxito...

Extremo del modulador de la voz.

VR % = D: VR = mm~c~t

WA % = D: wa = mm~c~t. G. WA (walkman) que es tel. móvil/sin cuerda.

MISCELÁNEO: Octel Communications Corp se puede señalar revelador del R&D adicional y fabricante para cualquier invención de la telefonía de KN. Están en Milpitas, California.

EXTREMO DE ESTA SECCIÓN DE LAS SUBPARTES DEL `T
Archivo: Introducción/IMI 5 de las características

EL TELÉFONO PARTE (LAS CARACTERÍSTICAS)

Introducción y: Los usos/las adiciones ampliadas de estas piezas se encuentran debajo del #1: Títulos principales de la parte; #2: cómo la pieza se utiliza en otros productos y piezas.

^ del ACCESO:
MACHINE^ DE CONTESTACIÓN:
^ del ARTISTA:
^ del BALANCE:
BVA^:
- El producto de la telefonía de "Confidencer" se puede colocar en el "mic" para analizar los sonidos del u (voces) más exacto. Las ayudas de Confidencer bloquean el ruido generado lejos del "mic" (ruido de la calle, etc).

CID^:
- CID no se restringe apenas a la línea interurbana # al recibir llama de las compañías (incluye el específico # del llamador también).
- puesto que la gente múltiple puede llamar del mismo #/tronco del teléfono ("T"), alto - el uso sofisticado BVA % de los sistemas [y cuaesquiera elementos útiles del uip] de ayudar a la determinar/descifración que el altavoz es (de otros que usan # dicho/tronco del teléfono ("T").

^ DE LA CÁMARA (LENTE):
CART^:
CLAP^:
- la manera de la cual U "aplaude" (intensidad, tono de la voz, la velocidad de comandos (ejemplifica el índice de inteligencia/el conocimiento del sistema)) efectos cómo el sistema interpretará el UIP del u.
^ de la COMPOSICIÓN:

CONFERENCE^:

EDUC^:

- los programas educativos se adaptan al uip. Eg. los siguientes se alteran en el programa: calidad de sonido, gráficos, contenido intelectual (opciones/orden de la presentación), longitud del menú del programa.

EXERCISE^:

^ del FLOTADOR:

FS^:

- convertidos cualquie imagen del milímetro sobre: papel, medio electrónico almacenado

GAME^:

INFORMACIÓN SUPPLIER^: la presentación utiliza modos de EDUC

K^:

LOCATOR^:

MFH^:

- datos/programas (complejos) de los almacenes. Eg.: EDUC, "surtidor de la información", banda de BVA, uip

MIC^: Conectable al codificador vocal

MOUSE^;

MP^:

MULTIMEDIA^:

MULTI-USER^:

NOTIFIER^:

NOTIFICACIÓN DE CALL^:

PD^:

PORTABLE^:

PR^:

PRINTER^:

PS^:

R^:

ROUTER^:

S^:

SCORE^:

SONIDO ANALYZER^:

^ ESTÉREO:

SYNTH^:

^ del TDS:

TELEPHONY^ INTERSISTEMA DE TRANSFERENCIA:

^ del UIP:

- la velocidad en la cual los usuarios k necesitaron dígitos (por requerimiento por el correo de voz/para los #s de la extensión) las ayudas determina el comportamiento del u. Eg. ^: la entrada lisa rápida es inteligencia/la familiaridad w co o el sistema, k lenta que es el contrario; el flujo desigual de entrada está siendo inseguro.
- Las llamadas entrantes en redes importantes se marcan con etiqueta según la identificación de llamador. El programa encamina llamadas según la información tabulada en el llamador. Los usos diversos, cuando están utilizados correctamente, se demuestran alzar beneficios de la compañía.

Telefonía de las ventas (UIP)

Los números nacionalmente des divulgación de las ventas del teléfono encaminan automáticamente llamadas más valiosas a la gente apropiada de las ventas.

- La programación de muchas opciones dejó llamadas entrantes ser marcada con etiqueta según lo necesitado. Ejemplos:
- El número de teléfono del llamador es emparejado contra números de teléfono de últimos llamadores, o bases de datos que describen la mayoría de los números de teléfono por toda la nación por ejemplo por tamaño de compañía. Encaminan a los llamadores preferidos al personal con mejores habilidades de las ventas, que se pueden también entrenar mejor en el tipo necesidades del llamador. - La telecomunicación norteña encamina ya llamadas en Canadá a los bilingües según la región del llamador. En los E.E.U.U. podemos emparejar las llamadas que vienen de regiones particulares tales como California o el sur, con el personal entendido en los dialectos y la perspectiva mental del llamador. Esto se demuestra facilitar informe.

Telefonía de la ayuda de la tecnología (UIP)

Las llamadas de clientes con las mejoras de una compra de la historia del software se encaminan a un mejor personal entrenado. Las llamadas de clientes difíciles, o las regiones como Nueva York se encaminan al personal con "habilidades duras del teléfono". Verbal y de comunicación de datos puede también ser encaminado según el número de registro de usuario, afinado en el principio. Los llamadores difíciles pueden también ser guardados en el extremo del que que espera más de largo.
- Los resultados de la investigación extensa sobre la programación de la información de usuario de la telefonía están disponibles. Otros sistemas desarrollados por Steven Kays están siendo utilizados por Baby Bells y el NTT.

UK^:
ANALIZADOR VISUAL %^:
VOZ MAIL^:
VOZ MODULATOR^:
VR %^:
WA %^:

Telefonía Q:

HIZO: dirigir en número de teléfono del dial

Aire muerto: ninguna música mientras que en asimiento

CODIFICADOR VOCAL: (tipo de "synth" donde la persona habla en sistema), se beneficia: la voz suena más bonita (dar a voz un sonido más completo, dan un cierto reverb, quitan un cierto reverb, hacen que suena más grave (el sonido está roto en pedacitos)). Aunque es más difícil el "ataque" de la voz se puede modular también.

LIMADOR: (potenciómetro y bobina templada) filtra hacia fuera frecuencias indeseadas. Pero por sí mismo hará que la voz suena como algo falta. Éste es parte del codificador vocal.

CANCELADORA DEL RUIDO: bloquea frecuencias indeseadas, y o decibelios de los bloques excesivamente - los altos.

Mazarota Q:

- llamador:
- receptor:
- mientras que en asimiento

--poner el asimiento

- encaminamiento de la llamada, según: CID; base de datos de sistema en CID; encaminamiento de llamada dentro de la oficina durante la misma llamada

CONCLUYE ESTE ARCHIVO: ARCHIVO INTRODUCCIÓN/IMI DE LAS CARACTERÍSTICAS 5

Archivo de las CARACTERÍSTICAS PRINCIPALES: Introducción/IMI 26 de las características

Versión de diciembre de 2006

NUESTRO ARCHIVO DE LAS CARACTERÍSTICAS PRINCIPALES

Para las actualizaciones y más visita www.LicenseItToday.com. Teléfono (+1) 707-428-5000.

Introducción: Este archivo importante explica nuestras características a un nivel moderado. Más adelante más detalles se pueden leer adentro nuestro archivo de las características principales. Las características se pueden también ver como piezas o funciones. Ver más adelante el contenido para más viejas y menos usadas características.

LAS CARACTERÍSTICAS:

El ACCESO = accede vía una amplia gama de medios a nuestras invenciones electrónicas. Los métodos incluyen el donante de contraseñas, o hacer su huella digital analizar. Como la palabra "acceso" sugiere, él ofrece formas de acceso incluyen: Contraseñas, admisión, teniendo una licencia de utilizar o de producir una invención, conectando, contacto. Tener una licencia. Incluso las exploraciones visuales de huellas digitales, podían ser consideradas. Para los detalles en esto y la mayor parte de nuestras otras características, visita bondadosa que la sección detallada de las características enumeró en el contenido.

ADAPTANDO el ™ = la invención determina cuál es necesario, y después se adapta automáticamente. Un ejemplo común es cuando se adapta a las necesidades de usuario. Puede también ser llamado adaptación o programación de la información de usuario. Detalles en el UIP abajo. Entonces más Info en la sección detallada de las características.

ANALIZADOR = una característica importante. Como la palabra "analizador" sugiere, piensa sobre cuál es necesaria, y reacciona. Es decir es un sistema que intenta emparejar el cerebro humano en tomar decisiones. Las decisiones se toman de una opción de reacciones posibles preprogramadas. Hace el análisis necesario según lo diseñado. Usando lógica confusa, adquiere las funciones necesarias del software, como ser necesario manejar las tareas aplicables pedidas.
. Para Techies: Formas de análisis: la estimación, predice, imagina, examina, interpreta, investiga, juzga, resuelve, escudriña, %test, piensa a través [las opciones del menú], diseca, divide, revisa, la lona, formula, [intento a conectar] las asociaciones [entre los archivos convertidos a digital que representan materias de la vida real], explora. Ver nuestros archivos relacionados de la inteligencia artificial.

El ANIMAL = las invenciones se adaptaron para los animales domésticos en una amplia gama de maneras.
Leído más adelante: Cosas que nuestras características pueden hacer para los animales incluyendo animales domésticos: Analizar las, y su comportamiento. Seguirlos. Su comportamiento modificado vía: comunicación con ellos; el obrar recíprocamente; educación de ellos; guardar el animal lejos de ciertas zonas. Ver nuestras carpetas para: acariciar las invenciones, los analizadores del comportamiento, siguiendo los dispositivos, el etc.

El ARTE/el ARTISTA = software opcional puede alterar imágenes. Cuadros del sastre a su gusto. Una herramienta multi-media útil. Puede corregir automáticamente imágenes según lo programado, o el sistema puede ayudar al usuario de la guía en la alteración de imágenes. El analizador visual del sistema con energías

amplias, determina las características de la imagen que se alterará. Más adelante leer más detalles en la sección detallada de las características.

LA ASOCIACIÓN/EL ASOCIADO/SE ASOCIÓ/FÓSFORO =

Como un cerebro humano, hace asociaciones entre las situaciones múltiples. Una forma de inteligencia artificial que confía en lógica confusa. Mirarla tienen gusto de un sistema listo que pueda encontrar concordancias y conexiones entre cualesquiera dos o más cosas. ¿Cómo usted utiliza los términos en su vocabulario? Ése puede ser cómo también definimos este características útiles.

. LEÍDO más adelante: Las funciones tienen gusto de cómo un ser humano o un animal dibuja asociaciones entre las cosas múltiples, gente, acciones, las características [experimentadas por cinco sentidos (sensor del `)].

. Memorias asociativas [AI]: Pasos del ejemplo: En el país: 1. El perro del dueño raspa demasiado ruidosamente o demasiado de largo mientras que el dueño es hogar, mientras que el sistema y el perro del UIP están en el país. 2. adaptarse dibuja memoria auto-asociativa, emparejando lo que oye su analizador de sonidos. 3. adaptarse (UIP) castiga levemente el perro. Hacia fuera en público: 1. Los sentidos del sistema está fuera del hogar. 2. adaptar (UIP)' el analizador de sonidos de s determina algui□n perro ha raspado. 3. Vía memoria hetero-asociativa realiza que hay un perro. 4. Vía memoria asociativa que la determina está el perro del dueño. 5. adaptarse (UIP) responde al perro del dueño que raspa diferentemente que cuando en el país.

VAGOS/ANALIZADOR/BVA del COMPORTAMIENTO = analizador del comportamiento. Esta característica importante utiliza medios múltiples en la determinación del comportamiento de quién o de cuál es observación bondadosa. Esta información está disponible para el sistema que desea adaptar una función para los gustos del usuario. Ver la sección detallada de las características.

™ del BALANCE/del BALANCEADOR = la manera inventiva de la cual el equilibrio audio de los altavoces sus volúmenes así que usted siente usted todavía está en el centro (punto dulce) como usted se mueve alrededor.

C = ve la "computadora"

CÁMARA/LENTE = el registrador electrónico del ojo y de la representación visual del sistema. Leído más adelante: Las pistas y analizan cambios en sus campos de visión. Es información visual de las alimentaciones del analizador: analizador del comportamiento; notificador; otros' analizadores; activador de la función cuando ha sucedido la ocurrencia señalada [de la representación visual]. La lente se ajusta a la actividad visual de la mejor captura, e.g.: para la distancia, siguiendo el objeto móvil.

El CARRO/el CARTUCHO = apenas se imagina un cartucho que dé funciones necesarias apenas haciéndolo estallar en una invención. Puede ser software y o una licencia automática.

Para Techies: Cualesquiera de nuestros números/funciones electrónicos de la invención son [también] [la O.N.U] enchufable. Conectar/no relacionado/activar una invención según lo necesitado. Los cartuchos son nodo de a [tipo de] en la unidad sistema de las invenciones'. Los cartuchos se pueden insertar/conectar en [la invención] sistema [secundario]. Puede contener software/bases de datos/características útiles.

- Arreglo para requisitos particulares del `: Utilizar los cartuchos modificados para requisitos particulares a la función señalada; y o el cartucho hace las características que modifican para requisitos particulares incorporar. Puede requerir el acceso [contraseñas/los privilegios de la autorización de activar].

CARÁCTER = gráficos Animated usados en software.

Leído más adelante: Los carácteres retratan: "humores", personalidades, expresiones faciales, facial/movimiento del cuerpo. Ver: + "corrige" "imágenes"; Ver "S" para otros detalles. Una entidad del juego [normalmente no persona viva ellos mismos en carne].

CARACTERÍSTICA = facetas que distinguen algo. ¿Cómo usted utiliza la palabra "característica"?

Leído más adelante: Los rasgos o las marcas de distinción [de otras invenciones, rasgos de la entidad del juego], los rasgos idiosincrásicos son más distinguibles, qué abarca la entidad o el carácter de la invención, característica, disposición, única [humor del `, el corregir, forma de educación o dirección.

PALMADA = chapaleta. Activar las características electrónicas por sus sonidos de fabricación. Cada combinación de sonidos de palmadas de la mano o de sonidos verbales/discurso controla una diversa función.

. Leído más adelante: Permite que el usuario controle la invención sin el tacto. E.g.: vía comandos que aplauden o verbales - > mic - > sistema de reconocimiento sano - > c (computadora - en el centro del sistema) - > activa la función. También: el reconocimiento vocal reconoce discurso humano (sigue los comandos de la palabra hablada).

COMUNICAR = imaginarse la gente y o las invenciones electrónicas que comunican con uno a.

. Leer más adelante: Cuando cuaesquiera dos o más personas, otros organismos, y o los dispositivos comunicar con uno a de cualquier manera. Los modos de comunicación incluyen: El OSCILADOR (comunicador sano saliente) pudo hablar palabras a un ser humano, a transmisiones electrónicas, a señales, algo experimentada por cualquiera de una persona o de un animal cinco detectado (la luz de los sonidos o el destellar - ver Animal-Para

comunicar subparte), a un notificador, a un etc. que una cierta reacción se espera normalmente en las contrapartes de la comunicación, pues podría haber un propósito a la comunicación.

¿COMPONER = pudieron qué sonidos usted tienen gusto de componer? ¿O usted tienen gusto de una invención que ha aprendido sus gustos, entonces de sintetizar algo para sus gustos? ¿Usted prefiere el tener más o menos de niveles normales de bajo o triplica? Puede incluso hablar con usted tiene gusto de un agente preferido. Composición de música electrónica: El producto se puede también utilizar para crear música o sonidos interesantes.

+ COMPUTADORA/C = computadora. Unidad central de proceso de este sistema y de sus invenciones.

ANALIZADOR CONTENTO/CA =

El sistema determina la naturaleza de una sustancia. Pensar en una sustancia que usted quisiera haber analizado para su contenido. Recordar que el mundo tiene una gran variedad de maneras de analizar apenas sobre cualquier tipo de contenido. Él se extiende de radiografías al equipo de prueba del suelo. Él también incluye nuestros analizadores de sonidos (SA) y analizadores visuales (VA). También: nuestros analizadores del olor, analizadores del movimiento y analizadores del gusto.

. Resto posterior LEÍDO de esta descripción central: 1] Analizador contento físico: Exploradores del CAT, radiografías, escalas. 2] Analizador contento de la base de datos: Los tipos de bases de datos analizadas incluyen: vago-DB (base de datos); pista-DB (base de datos). adaptarse (UIP) - desarrollo del DB es un tipo de analizador contento. Usos: desarrollar la adaptación (UIP) - DB (base de datos) o adaptarse (UIP) - sastre.

El COORDINADOR = esta característica coordina diversos partes y aspectos dentro del sistema electrónico. Los seres humanos se coordinan naturalmente, como sus ojos, postura, manos y cerebro como leen sobre invenciones interesantes adjunto. Ejemplos de la característica: 1. Si sube el volumen de un sintetizador de la música, puede refrenarse de permitir que el bajo consiga demasiado fuerte, evitar dañar los altavoces. 2.. Windows se cierra automáticamente cuando consigue frío, pero si una maceta o algo se deja accidentalmente en el windowsill debajo de donde está bajando la ventana; la ventana se cerrará solamente suficientemente lejos como no estropear. 3. Determina qué funciones son más valiosas para la persona, y adapta por consiguiente.

MODIFICAR para requisitos particulares = iguales que sastre, adaptarse, y adaptarse (UIP) (información de usuario que programa). Los términos se adaptan y el sastre es mejor que modifica para requisitos particulares. Se utiliza este 3ultimo mientras que el término puede acortar las descripciones del texto, porque requieren pocas palabras de acompañamiento, e.g. "modificar para requisitos particulares" es más corto

que "adaptarse al usuario" o a los "sastres él para...". No conseguir pegado en la palabra "modifican para requisitos particulares", palillo con "adaptan" concepto.

™ de D = dibujo figurado. Ver el archivo de dibujo figurado que explica los códigos fáciles utilizado en nuestros dibujos. Los dibujos con frecuencia fueron llamados Diagrams hasta 2006. . Leído más adelante: El diagrama del término: Puede también ser representado por el "diámetro" o el "diag" o el "diagrama". También ver la partición del "teléfono".

La telefonía es la vieja y raramente usada abreviatura para "D". La vieja definición para D era telefonía. [Puesto que "D" para el diagrama es fácilmente comprobable debido al contexto, e.g.: fue seguido normalmente por dos puntos y después diagram con las piezas alineadas junto con "=" símbolo.] Ver por favor "T" para la definición de la telefonía.

La DANZA = las cosas son accionadas por cómo usted mueve su cuerpo. Un sensor de movimiento interpreta cómo usted se mueve. Imaginarse el tener de sensores en los accesorios de su cuerpo; entonces una computadora podría ver qué fue movida.
. Leído más adelante: El sensor dirige a usuario en el movimiento apropiado del cuerpo para la terapia física, o para aprender oscilaciones del golf, el movimiento del etc. del cuerpo/el device% genera sonidos. Incluye Miburi de Yamaha, que copia KN.

DB = base de datos. Almacena la información necesaria: como brevemente o archivos de la memoria de largo plazo. La base de datos es importante en funciones del análisis de los sistemas las'.

SEÑALADO = se ha seleccionado qué. Refiere a un panorama que cae dentro de una gama especificada. Ha utilizado como la definición de "señala" en cualquier diccionario.
- Ejemplos:
--' Intentar y reaccionar las aplicaciones designadas para buscar cierta ocurrencia o estado de estar dentro de parámetro definido de a [pre].
- "Tener acceso" permite contraseñas señaladas
- "Analizador del comportamiento": perfiles del comportamiento señalados
- "Educación": las búsquedas del sistema señalaron a usuario de la información necesitan estudiar (de Internet).
- El "analizador visual" busca ciertas imágenes
. - Los parámetros del programa informático necesitan elementos dentro de los límites de características señaladas.
- Diagrama: entrar las señales electrónicas del ~ - ~ del >c (computadora) (analizador de los criterios de la designación) = paso siguiente: después de que los criterios de la designación se cumplan después de la acción puedan ocurrir.

El DIAGRAMA = considera "D" para el dibujo figurado.

El ™ de DISTANCER = las señales o sistema responde siempre que cuaesquiera dos o más porciones: separarse o tocar o altera en ciertos dominios algorítmicos del tiempo o del espacio. Notifica cuando se han resuelto ciertas funciones algorítmicas, eg.: separado por cierta distancia; para los palmos del momento específico más de largo que. Ver el sistema de +Positioning, y +PS-Zone.

El EDIT/el REDACTOR = altera el texto y gráficos según lo deseado. Puede ser hecho automáticamente según lo programado. Alteraciones de la muestra: inserciones u omisiones; el destacar; cambio.
. Leído más adelante:
- Ventajas de corregir: Adapta datos; Artista de las ayudas y proceso de la educación.
- Corte y gomas de palanca del múltiplo. Cortar y pegar la memoria de varios diversos elementos, sin pérdida de memoria después de pegar. Accionar la palanca entre los elementos múltiples que pegan/que activan. El accionar la palanca controlado cerca corrige, educa, ADAPTA (UIP) la adaptación. Una función separada controlable por el usuario humano.

EDUC/la EDUCACIÓN/EDUCAN = enseñan el usuario se señala a qué. Puede enseñar el usuario a cómo utilizar y beneficiarse de características. Entrenamiento basado del software.
. Leído más adelante: Educativo: también utilizado como programa o experiencia opcional de aprendizaje. Enseña a habilidades (vía modo preceptoral del software separado). Funciones de la guía de los traslapos.
- Educativo: se puede también utilizar como un programa o una experiencia de aprendizaje. Enseña a habilidades (el software tiene modo preceptoral). (Ayudas) substituir a instructor humano. EGH [educativo consigue más difícilmente] es subconjunto de "Educ".

EGH = la educación consigue más difícilmente. Compensa a usuarios para su funcionamiento mejorado. El sistema recuerda el funcionamiento del usuario y se hace más o menos desafiador por consiguiente. Ver TGH (la terapia consigue más difícilmente) y los archivos de la educación para los detalles.

ENTRETENER/HOSPITALIDAD = los usuarios pueden también deriva placer de la invención.

PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = nuestro sistema monitor esperanzado de la poder sí mismo y o el ambiente. Puede ajustarse para que haya el mayor EP. El analizador utiliza los sensores para determinar qué está sucediendo. Busca y reacciona a las situaciones señaladas.

El EJERCICIO = dirige y permite que el usuario utilice la invención en una manera nueva para el ejercicio y la buena salud. También pudo funcionar como el compañero, la guía, o el organismo provechosa de la regla en ejercicio físico. Movimientos de la persona de la cuenta.

. Leído más adelante: También pudo funcionar como el compañero, la guía, o el organismo provechosa de la regla en ejercicio físico. Dibujo: 1 - > 2 - > 3

- Para Techies [OTD (otros detalles técnicos)]: u (usuario) se mueve desde la postura/el punto 1 a 2 del cuerpo mientras que el usuario está obrando recíprocamente con el producto en 1 y 2; la persona 3 continúa el ejercicio (123456...); el sistema es bueno para la persona que se mueve alrededor en por lo menos una manera de menor importancia, aunque no no necesario requiriendo actividad física vigorosa.

- "Facturación": cuentas. Ver: Tuvieron acceso a las características para el movimiento y los VAGOS (analizador) del comportamiento (analizador del comportamiento): mecanografiar los fósforos del motion= necesitó perfil del comportamiento tener el "acceso".

- Mecanografiar los movimientos ("anotado" (vía los "sensores")): "Danza"; Vibración (KN); Picosegundo-Zona; Tuvieron acceso al "movimiento"; Cómo objeto (hecho (por u) "flotar".

La EXPERIENCIA = la persona experimenta la parte o todo el sistema por sus sentidos físicos. La alegría de la experiencia es una de muchas ventajas de la invención.

JUEGO = definición común del juego. Juegos de video. Juego de la arcada, de la computadora, electrónico, móvil y sin hilos. También potencialmente practicable en las computadoras [móviles y sin hilos], Nintendo™, Playstation™, Xbox™, y o nuestra invención señalada [hardware]. Las invenciones tienen funciones relacionadas juego adicional. Ver nuestras muchas variaciones de la invención del juego en la carpeta de los juegos.

GPS/picosegundo (sistema de colocación) = sistema de navegación mundial. Estudios cualquie movimiento de uno o más objetos/partes en lo referente a cualquie rejilla de la comprobación o del tiempo. El movimiento se correlaciona con otras bases de datos. Ver el picosegundo (sistema de colocación).

. Leer más adelante: Recibir la dirección para lo que usted hace y donde usted va. Por ejemplo, nuestras linternas controladas del GPS: notifica qué está subiendo, eg. ; curva en camino. Dice a usuarios qué manera de dar vuelta. O comunicar cualquier información según lo programado. La luz/el sonido/la vibración se pueden emitir de cualquier manera [a los conductores del conductor/de los pasajeros/del asiento trasero].

El ™/la DIRECCIÓN de la GUÍA = actúa como la guía personalizada del usuario. Los usuarios de las ayudas aprenden cómo utilizar la invención, adaptando la dirección a los intereses del usuario. Usuarios de las ayudas de la manera que entenderán mejor, especialmente en áreas necesitan más ayuda.

. LEÍDO más adelante:

- Ejemplos: 1] Sugerir cómo mejor utilizar el sistema para emparejar los requisitos particulares, los rasgos o las preferencias del usuario. 2] Educa cómo utilizar el sistema. 3] Sabe cuando y cómo incitar la persona así que los puede mejorar uso y o aprende el sistema.

. Sastres sí mismo a las necesidades únicas del usuario: cada usuario y situación o tarea es diferentes.

- Sugiere cómo los usuarios pudieron proceder [cuando está pegado o tenido otro apuro (con el sistema)].

- Guías del sistema/usuarios de los avisos para cuando/cómo (w5 (qué, donde, porqué, cuando y cómo)) pueden ser "educados".

ICONO = una imagen en una pantalla de ordenador. Representa uno o más características que puedan ser activadas cuando están chascadas.

IMAGEN = pintura gráfica de A en una pantalla. El artista y corrige puede alterar imágenes. El icono es un tipo de imagen.

OBRA RECÍPROCAMENTE/INTERACTIVO/la INTERACCIÓN % = interactividad. Sistema interactivo.

Cómo el sistema responde a la persona. El interfaz útil ofrece maneras múltiples de utilizar las características de la invención.

. Resto posterior LEÍDO de esta descripción central: Las alternativas avanzadas del sistema pueden acercarse a realidad virtual. Sastres sí mismo para mejorar el interfaz con los usuarios para: ser más fácil, o más emocionante utilizar, o una mejor ayuda logra la tarea deseada del usuario.

. Modos interactivos de activación: Activa una señal vía uno de los métodos siguientes sin el tacto de un botón. El usuario activa vía modo alejado, eg.: el usuario hace el sonido vocal, chapaleta, activa un distancer), toca una pantalla de ordenador.

. Cubiertas del interfaz: Cómo el interfaz de la persona y de sistema busca y reacciona el uno al otro, centrándose en las funciones de sistema. Manera en la cual interfaces utilizador con el sistema. Cómo el sistema "reacciona" "a"/cómo el "del usuario usuario" "reacciona" al sistema.

K = teclado. La persona entra cualquier tipo de información vía lo que los medios electrónicos. Esta característica (también vista como parte) se puede substituir por la partición teledirigida.

Imágenes "interactivas": para las computadoras o las pantallas interactivas: Puede utilizar llaves o iconos "interactivos" (en la pantalla).

KN = una de nuestras invenciones en este o limaduras anteriores de la patente concibió por Sr. K una y S.

La invención demuestra que tenemos el mismo o la invención similar. la invención es un subconjunto de N (una de nuestras invenciones). N = invenciones en este o limadura anterior, y u otras invenciones y productos no-patentables.

LICENCIA/CONCESIONARIO/LICENCIADOR = teniendo acceso a las características señaladas. Facturación: Concesionario del usuario mandan la cuenta al' normalmente para el pago, basado en criterios relacionados acceso. Pago [pueden ser considerados los derechos]. Sigue a concesionario [uso llano (en zonas/regiones señaladas del mercado)].

El LOCALIZADOR/LOCALIZA = localiza lo que usted busca, y puede ser encontrado. Aplicaciones GPS y otros sistemas de colocación de identificar donde algo se basa en su etiqueta.
. LEÍDO más adelante: Localización del objeto de las demostraciones (o su de la persona atado): Correlaciona la localización de un objeto en lo referente a la de otros objetos del sistema, eg.: otros dispositivos de colocación, sensores (fijos) de la localización. Demuestra la localización. El receptor del sistema (a) identifica la localización de sus dispositivos electrónicos relacionados (b) que puedan ser separados.

M/MFH = el ordenador central está conectado con el sistema.

FÓSFORO: Ver a "asociado"

El MIC/el MICRÓFONO = el micrófono registra sonidos sobre el microchip o la cinta. Tales sonidos se pueden estudiar por el analizador de sonidos y utilizar según lo señalado.
- El micrófono se ajusta a la dirección y la distancia y el tipo sonido, para maximizar capacidad de registro.

Sistema de la MAÑANA = de alarma de la mañana. Notificarse de maneras creativas. También funciones como una alarma creativa de la mañana.
. Leído más adelante: Wakens únicamente encima del usuario por ejemplo vía alarma de la mañana, puede requerirlas después actuar de cierta manera para traerlas al wakefulness completo, eg.: requiriendo una cierta tarea intrincada [en su de computadora personal] de desactivar la alarma. Un pedazo común de hardware para el software es el P.C. popular. Puede alertar uno en cualquier momento, y pudo requerir una manera nueva de desactivar en una orden especial y una sincronización. Dibujo: =c de tds/uk/remote (computadora) = alarma.

MQ = el sistema hace preguntas de la persona, permitiéndose ser ajustado mejor a las necesidades de la persona. Es una guía instructorial) para el usuario; con los menús de ayuda. El analizador de MQ estudia el

comportamiento del usuario para permitirse mejor ganar la información señalada como ser provechoso para el interfaz utilizador. Ésta es una secundario-característica de la característica de la adaptación.

Milímetro/MULTI-MEDIA = efectos audio-visuales emocionantes. Grande para el interfaz de la invención. Realza la experiencia del usuario de muchas características de la invención. Los sonidos, los gráficos, la tipografía y otras imágenes se adaptan para interesar al usuario.

MULTIUSOS = la invención se adapta diferentemente a cada usuario, que es porqué ha llamado a Multiusos. Cada usuario puede alcanzar una diversa ventaja y experiencia, pues esas características, que son necesarias, serán ofrecidas diferentemente en como base necesaria.

. Resto posterior LEÍDO de esta descripción central: El sistema se programa para distinguir entre los usuarios del múltiplo (u), y el sastre sí mismo necesidades de cada a diversas usuario. Cada u (usuario/persona) se distingue de otros vía su: características físicas, VAGOS (analizador) del comportamiento, código de acceso.

N = invenciones en este o la limadura anterior; y u otras invenciones y productos no-patentables.

Notifican al usuario del NOTIFICADOR/NR= cuando sucede algo. Se alertan a la ocurrencia de cualquier acontecimiento señalado. Determina la naturaleza y el grado de urgencia, y cómo mejor alertar al usuario.

. Resto posterior LEÍDO de esta descripción central: U (usuario) es nr (notificado) vía: sonidos, luces, información sobre la exhibición de computadora, vibración (del cuerpo conmovedor del dispositivo).
- El sastre o los usuarios del `señala lo que: las ocurrencias hacen el notificador reaccionar, y se notifican W5 (qué, donde, porqué, cuando y cómo).

™ de la ORDEN y de la SINCRONIZACIÓN/O&T = analiza patrones en la orden para cómo ocurren los acontecimientos. Diversos patrones se interpretan por separado de otros patrones. Por ejemplo un golpe lento de tambores diferencia de un golpe rápido. Cada patrón acciona un diverso acontecimiento. El mundo de acontecimientos se llena de tales patrones. Estos patrones junto con lo que puede coger el sistema por sus sensores disponibles ayudan le a analizar qué está sucediendo, así que le pueden reaccionar por consiguiente.

™ del OSCILADOR = comunicador sano saliente. Función audio. Los locutores del sistema comunican con los usuarios en palabras o sonidos. El sistema adapta su comunicación a las capacidades que escuchan y a las preferencias del usuario, e.g. ofrece un volumen más alto cuando el analizador de sonidos determina allí es ruido de fondo.

OTD = otros detalles técnicos. Qué se puede leer quizá más adelante. Generalmente para ésos interesados en los aspectos tecnológicos. Este término es simplemente un jefe usado para las piezas. "Para Techies" pueden estar iguales que "OTD". Más adelante leer más sobre él en la introducción.

™ del paladio = dispositivo de colocación. El elemento cuya se está identificando localización. El GPS es unidireccional seguir la colocación. Unidad portable, que difunde su localización al picosegundo (sistema de colocación). Ver: Picosegundo.

PORTABLE = Portable. La versión portable separada puede ser mitad del peso, y dos veces tan acuerdo, y a prueba de golpes como variaciones no-portables. Puede ser utilizado como caminata sobre la invención.

Para Techies: Dibujo: c (computadora) = batería = cubierta protectora alrededor del producto = de la manija . Correa de WA: utilizar el producto mientras que camina alrededor, puesto que la correa se celebrará en el lugar en el usuario: pierna superior, parte superior, un brazo más bajo, cintura (uso apenas rechazando la cabeza), collar, o correa de hombro; punto de ebullición. los terminales sin hilos 5E090 conectan con el sistema central.

PREDECIR que el ™/la PREDICCIÓN = el software predice qué sucederán o actuará cómo usuario. Su análisis de los últimos patrones de la acción, permite que proyecte los patrones probables futuros. Más información tiene patrones alrededor de últimos que mejor predirá. La anticipación de probables ocurrencias futuras permite mejor al sistema adaptante manejar las situaciones futuras.

LEÍDO más adelante:

Es decir probablemente las ocurrencias, o el comportamiento de otros se anticipan, un mejor sistema de permisión para responder a o para manejar situaciones previstas.

- Por característica de ejemplo puede predecir: 1. qué tipo de usuario de la dirección necesita llegar a ser mejor educado con las capacidades de la característica. 2. Lo beneficioso de invenciones autorizadas. 3. Capacidad para que esta solicitud de patente pare quizá a infractor de usar nuestras ideas, e.g.: este uso pudo demostrar diez, ciento, mil o más ejemplos para cómo describimos nuestra invención en nuestra estructura del acoplamiento.
- La predicción trabaja vía analizar: orden y sincronización; comportamiento; adaptar-DB (base de datos); (`anotado) +patterns; otros algoritmos.

. Algoritmo de la predicción: El paso 1] recoge la información histórica. El paso 2] identifica (más allá) los patrones, buscando especialmente para los parámetros según lo señalado. El paso 3] determina presente y o los acontecimientos o los parámetros (sabidos) futuros. Paso 4] Completa los elementos que falta del paso 3 de las predicciones múltiples para cada ranura. El paso 5] cada panorama adentro anticipado llenado del paso 4 se analiza y se anota para la probabilidad de su ocurrencia (como en pasos 2). El paso 6] cada predicción se anota

para la probabilidad. La predicción del paso 7] puede optar utilizar las predicciones con las cuentas más altas. 8] Las funciones señaladas se alteran por consiguiente.

. El comportamiento probable de otros (en vida real) se anticipa, un mejor diseñador de permisión del sistema (del kn) para hacer que su sistema responde a o maneja situaciones previstas.

Banda/PROGRAMA = programa: Usuario y o programa del fabricante los programas informáticos del producto.

Picosegundo % = sistema de colocación. Un término general que cubre muchas de nuestras características. Utiliza los localizadores para identificar algo es posición. Los localizadores confían en un dispositivo de colocación como una unidad móvil del GPS para leer donde se localiza algo. Entonces esta información se puede enviar sin hilos al mayor sistema de colocación.

El ™/la ZONA de PS-ZONE = estudia cosas móviles dentro de una zona. El permiso para utilizar una invención puede ser zona restringida. Por ejemplo uno puede tener derechas de la autorización para una invención sin hilos en Palo Alto de Munich y de Silicon Valley.

Leído más adelante: Analiza la localización de los dispositivos de colocación, especialmente en términos de cuando y qué (w5 (qué, donde, porqué, cuando y cómo)) están haciendo en las zonas señaladas. Limita o permite el acceso a las funciones señaladas según la zona del usuario y o qué se ata al dispositivo de colocación.

Q/PREGUNTA/CUESTIONARIO = sistema hace preguntas para conseguir la información necesaria. El sistema que hace preguntas de la persona permite mejor la adaptación de él a las necesidades de usuario. El usuario puede hacer preguntas del sistema, por ejemplo vía un menú de ayuda del software.

LEÍDO más adelante:

. Usuario/sistema hace preguntas el uno al otro. Ver U (el usuario hace preguntas del sistema) y las funciones del mq (el fabricante hace preguntas del usuario para adaptarlo) para los detalles.

R = teledirigido. El usuario puede controlar el sistema vía teledirigido, o el teclado.

REACCIONAR/REACCIÓN = subconjunto de "búsquedas y reacciona".

El TELECONTROL = ve "R".

La RUTA/el RANURADOR = se imagina una llamada de teléfono el conseguir encaminados a través de una red internacional del teléfono. Los usuarios pueden también ser encaminados dentro de un sistema así que

pueden tener acceso a sus características deseadas. Los paquetes de datos se envían donde señalado dentro del sistema.
Leído más adelante: Método de encaminamiento del software. El sistema analiza las necesidades de usuario y las encamina a los puntos señalados, eg.: en la autopista de la información, o a los archivos señalados o a los programas dentro del sistema.

S/PANTALLA = pantalla de visualización. Hay una variante de la pantalla táctil también.
Leído más adelante: La máquina exhibe datos sobre la pantalla de la exhibición ("S"). La pantalla de visualización puede también ser pantalla táctil "interactiva" (la pantalla puede funcionar como el teclado "Reino Unido").

La CUENTA/las CUENTAS/QUE ANOTAN = se imagina un juego del fútbol o del tenis. El software guarda la cuenta. Anota apenas sobre cualquier acontecimiento que pueda ser cuantificado. Cuentas del ejemplo: 1. Los usuarios pueden anotar como de bien una invención adaptada para sus necesidades. 2. El sistema puede anotar la ocasión probable que un usuario está cortando realmente en el sistema basado en su perfil del comportamiento. Más.
Leído más adelante: La invención puede anotar quantifications numéricos de un producto; funcionamiento del usuario; o estado de la situación. La definición traslapa la función del "estado". El sistema reacciona según cómo es bueno es una cuenta, por ejemplo puede considerar algo con una alta cuenta más importante.

BUSCAR/BUSCADO = subconjunto de "búsqueda y reaccionar"

BUSCAR y REACCIONA/S&R = las búsquedas del sistema señaladas las ocurrencias, que internan disparadores una reacción automática. Hay dos pasos: Primero el software busca una ocurrencia señalada, después responde por consiguiente. Es como tener un mayordomo amistoso manejar materias mientras que suben las cosas.

El SENSOR = utiliza cualquier sensor disponible para determinar qué tiene o está sucediendo. Los sensores pueden anotar para la presencia de ciertos productos químicos. El sensor de movimiento coge el movimiento en el área. Los termómetros y el otro equipo meteorológico son también sensores. Muchos más sensores existen.

El SA/el ANALIZADOR de SONIDOS/el SENIOR/el RECONOCEDOR SANO = se imaginan el tener de sus oídos en posiciones remotas. E imaginarse que sus oídos podrían interpretar qué sucedió para usted mientras que usted está ausente. Esto es lo que lo hace el analizador de sonidos. Hay muchas ventajas, por

ejemplo: el sistema puede reaccionar a un acontecimiento basado en qué sonidos oye, por ejemplo encender las luces cuando oye sus manos aplaudir.

Leído más adelante;

. Es decir analiza el sonido. La base de datos memoriza diez de millares de sonidos posibles. Analiza el tipo sonido por frecuencia, volumen y o dirección y distancia de la fuente sana. El tipo sonido genera una característica que inicie la función correspondiente.

. Efecto marcado con etiqueta 7J08 de la cascada: Las piedras de afilar del sistema adentro en una frecuencia (sonido), entonces cancelan otros sonidos que hacen clarificante sano marcado con etiqueta. El sistema reacciona cuando ocurre la acción marcada con etiqueta. Piedras de afilar adentro en cualquier cosa que efectúa los sentidos del hombre cinco. el analizador contento, corrige, busca y reacciona, adapta, analizador visual.

BUSCAR y SUBSTITUIR = imaginarse una búsqueda del editor de textos y substituir la característica. Ejemplos más específicos incluyen: 1. Un niño que lee un storybook en línea hace su verde preferido del color insertar en el texto para substituir rojo, cuando suben las descripciones de juguetes y de otras invenciones; 2. Las características en esto accionado por el sistema por el software, pueden tener su código corregido; dando por resultado su que es adaptado mejor a las necesidades de usuario.

Leído más adelante: Los aspectos de la base de datos o de otros elementos del software se alteran.

. La gente que sucede tener dislexia puede hacer texto corregir así que es más fáciles para que lean. Cada persona tiene probablemente diversas dificultades de la lectura por ejemplo con carácteres específicos. El sistema se adapta tan por consiguiente. Ver amablemente nuestra búsqueda y substituir el archivo que estaba en la introducción.

. Corregir o el sastre altera cómo las secciones de la computadora, del código de la DNA o del producto químico se buscan y se substituyen. La fórmula sugerida se adapta a la necesidad señalada.

El ANALIZADOR/el SONIDO VISUALES SANOS RECONGINZER VISUAL % = se imagina despedir de rayo láser en una pantalla basada en los ritmos de la música. Convierte sonidos a los efectos visuales. O puede convertir inversamente efectos visuales a los sonidos.

¿El ESTADO = usted tiene gusto de automatizado atendido para decirle el estado de una situación actual? Es más barato que contratando a una persona viva. La característica determina el estado algo basado en han venido qué cuentas adentro. Por ejemplo: Esta invención puede considerar si una fábrica en Vietnam está infringiendo en sus invenciones y a qué grado anotando el volumen de sus exportaciones. Las figuras de la exportación se pueden obtener aduanas en Europa, o aún de investigadores en el país local.

Interruptor = programas informáticos. Esto puede controlar qué características se ofrecen al usuario, y cómo se adaptan. Uno puede autorizar el software que se inserta como un cartucho.

SYNTH/SINTETIZADOR = sintetizador de los sonidos. Se alteran los sonidos recibidos. Los "PP" y o la "P.M." selecciona el programa de sintetización y cómo procesa sonidos; micrófono ("mic"). Suena como música y la comunicación verbal es `adaptado a los oyentes basados en sus preferencias de la audiencia. Característica útil en música que compone, el etc.

T/teléfono = telecomunicaciones en sus varias formas está disponible. Teléfonos móviles (llamados "teléfonos celulares" en los E.E.U.U.). Teléfonos, Internet. El sistema y sus características pueden permanecer conectados sin hilos o vía líneas fijas.

¿La ETIQUETA = usted tiene gusto de saber qué está sucediendo algo cuando usted está ausente? Marcarla con etiqueta, y hacerla seguir sin hilos por su sistema. Detalles en el archivo de la característica de la pista.

ADAPTAR el ™ = ven la característica de la adaptación, y descubren cómo nuestras invenciones se adaptarán a ellas se adaptan a las necesidades de usuario.

Estampilla de fecha del TDS = del tiempo. El programa memoriza, las etiquetas, e identifica la sincronización de ocurrencias deseadas. Se colóca qué sucedió.

TGH/la terapia consigue más dificilmente = uso puede ser psicologicamente terapéuticos. Gente de ayuda de la máquina de la terapia. También, compensa a estado de ánimo del usuario y o Info personal actual, y o condición, basada encendido: qué usuario afina adentro, ser como de bien anotaron en la sesión de terapia física anterior.

INCLINAR el ™ =' palanca de mando teledirigida. Si no confidencial.

TR = transmisión: envío/que recibe vía: ondas de aire/alambre.
. Leído más adelante: Eg.: ondas de radio, cable de cobre/óptico de la luz infrarroja, línea del teléfono (si radio/alambre). Dibujo: producto/característica = transmisor/receptor = transmisor/receptor electrónicos = producto electrónico/partición "facturación": las cuentas por tiempo utilizaron/"tenido acceso", eg.: como cuenta del teléfono. Esta característica del TR se puede también referir por el término "comunicación" cuando está utilizada en el contexto electrónico. El TR es un componente necesario, eg.: para el secretario 4E020. El

signo de igualdad "= "en nuestras demostraciones de los dibujos (diagramas) donde los acoplamientos de la transmisión pueden estar.

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PISTA/PERSEGUIDOR = sistema de seguimiento. Pistas. El sistema marca entonces las pistas con etiqueta señaladas: persona, archivo, y tipo actividad. Puede desarrollar la adaptar-Base de datos en cuál es supervisar diseñada/estudio pues el elemento estudiado cambia o se mueve. Con programa de gestión. Ejemplo: un monitor inteligente que sigue qué archivos tuvo acceso una persona en una computadora; u otros tipos de actividad hechos por la persona. El GPS sigue adonde y cómo una persona o un vehículo viaja en el planeta. Sigue a persona mientras que intentan tener el "acceso", y qué hacen después.

RASGOS = características. Utilizado generalmente como características de un usuario, especialmente sus preferencias. Qué él quisiera que un sistema hiciera para ellas. Ver la información de usuario el programar (adaptarse) en cómo adapta sistemas a los rasgos de los usuarios y o de las situaciones.

U = considera a usuario

El UIP = considera para adaptarse

Llaves BRITÁNICAS del ™ = del usuario en la información. Esto combina el U (usuario) con la característica de K (teclado). O apenas llamar esta característica "K" o "R" (teledirigido) como un usuario es necesario utilizar cualquier método de acceso.

U/el USUARIO = el usuario pueden ser una persona que usa el sistema. Otra invención conecta a veces con nuestro sistema, en este caso el exterior (menos central al diseño total) se puede considerar un usuario también. Es generalmente la entidad autorizada para utilizar las invenciones y sus características.

VA/ANALIZADOR VISUAL/RECONOCEDOR VISUAL. La cámara puede analizar se ve qué. Su interpretación de la imagen se envía al sistema automatizado que puede reaccionar según se ha visto qué. . Leído más adelante: Imagen de los estudios a través de su cámara. "Analiza" imágenes. El sistema determina qué imágenes están presentes, después el sistema responde a las imágenes según lo programado. Ha adaptado a las imágenes señaladas pista. Visualmente imágenes señaladas búsqueda. Una versión visual de la invención marcada con etiqueta del efecto 7J08 de la cascada.

VR % = bienes raices virtuales. Uso futuro con la tecnología de la realidad virtual posible. El usuario pone anteojos y o guantes y o los juegos del cuerpo que los dejan virtualmente experimentar como una qué situación siente.

WA = caminata sobre la versión portable de la invención. Comunica sin hilos con el resto de sistema y/o de otros sistemas. El usuario obra recíprocamente con él también como manera portable de tener acceso a características deseadas (en sistema principal). Puede tener auriculares opcionales.

¿™ W5 (QUÉ, DÓNDE, POR QUÉ, CUANDO Y CÓMO) = cuál son las cinco preguntas básicas lo más comúnmente posible hechas del mundo? Esta característica pide 1. Qué sucedió. 2. Donde ocurrió. 3. ¿Por qué sucedió? 4. ¿Cuándo? 5. ¿Cómo?

El ™ de la ZONA = considera Picosegundo-Zona.

PARA MÁS INFO EN CARACTERÍSTICAS VER:
Contenido. Los archivos con más detalles en las características incluyen: Apéndice de las características (incluye a menudo especificaciones y diagramas importantes pero menos centrales), más muchos archivos dedicados específicamente a cada característica. Entonces seguir los acoplamientos opcionales a otras partes de esto y de solicitudes de patente conectadas. Para las actualizaciones y la otra información visitar nuestro sitio www.LicenseItToday.com

EL ☺ CONCLUYE LA SECCIÓN CENTRAL DE LAS CARACTERÍSTICAS/DE LAS PIEZAS ARCHIVA

SECCIÓN PARA LAS CARACTERÍSTICAS COMUNES MINUCIOSAMENTE
LEER ESTAS DESCRIPCIONES CENTRALES MÁS ADELANTE

Archivo: Acceso \ introducción

TENER ACCESO A LA CARACTERÍSTICA

Contenido del acceso:
. Introducción

. Analizador del comportamiento para el acceso. Archivos: BA+, VAGOS, Vago-Autos, BA-SC, Vago-Adaptan, BA-IMI, Vago-Palmadita, VAGOS.

. Características comunes

. Las imágenes necesitaron para acceder

. Patentes y palabras claves

. Misceláneo: Acceso

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Hay muchas maneras de dar el acceso. Saltar adentro y leer cómo.

Las formas de acceso incluyen: Contraseñas, admisión, capacidad de acercarse/interactivo, conexión, contacto, introducción - mayores niveles necesitan mayores contraseñas, permiten, imponen, infiltran, autorizan, agarran las palabras mágicas para la entrada, contraseña correcta/palabra clave, abracadabra, muestra secreta [imagen del `]. Permiso: alcanzar, comprar, coger, recoger, ganar, ganar, conseguir, tener, promover, asegurar, tomar, ganar [un juego], el reconocimiento, parlay, escoger [de menú], tener éxito para hacer algo,

Cualquie acción que un usuario pueda hacer y que es cogida por un sensor y un interno convertidos a las señales, por ejemplo: colocando un metro de un sensor del calor por 10 segundos, o centellando su ojo izquierdo dos veces.

- Cualquier ocurrencia puede convertirse en un procedimiento de acceso, si en forma de vida; o forma de vida que efectúa un "sensor"; u ocurrencia electrónicamente generada. Eg.: cualquier invención de "R" o de "K" o del "artista" también se utiliza para generar (en único una manera) las señales, que se interpretan posteriormente como contraseñas. Los ejemplos de maneras enumeraron en las características de los accesos (piezas).

- (Las contraseñas del término incluyen: Perfiles cambiables/comunes del Accessor del comportamiento)

+p--El observador ilícito inexperimentado puede no realizar que hay funciones de ocurrencia de la señal real diseñadas para tener el "acceso", e incluso si fue observado, puede ser difícil registrar tales acciones por el cortocircuito del accessor del tener una cámara del movimiento. Las acciones requeridas del accessor se centran especialmente en ésas menos fácilmente capaces por los observadores y los piratas informáticos. Ejemplos: acciones del movimiento o del comportamiento o del trabajo del cuerpo que pueden parecer algo ordinario o que no cogen la especial atención. Los procedimientos de la contraseña pueden parecer como comportamiento levemente peculiar de los observadores, pero el aviso especial no sería hecho posiblemente si se camuflan los procedimientos - ve "procedimiento de acceso de la piel".

- Las características más grandes (piezas) del "acceso" (en fecha 9.96) eran análisis de las imágenes dibujadas, y analizando el comportamiento del accessor. Los detalles de la mayoría de las características del acceso exponen en esto también.

- "Introducción de la alarma de la mañana": Éste es solamente uno de los muchos usos para el "acceso". Las "alarmas de la mañana" son sistemas creados para waken únicamente encima de los usuarios, y después para requerirlos que actúan a una cierta manera para traerlos al wakefulness completo, eg.: haciendo una cierta tarea intrincada en su de computadora personal. En caso de necesidad, la "alarma de la mañana" se puede no hacer caso para entender solamente mejor las naturalezas generales del "acceso".

bloques huecos mágicos 3C292: Cada combinación ha señalado resultados. Ver el archivo 3CE.

- Lector de huella digital A1-290-121001: Analiza el comportamiento de una persona por su huella digital. También empareja pares con las huellas digitales compatibles. Relacionado con los sistemas existentes de "C" basados en horóscopo, tipo de sangre. Los productos similares existen por lo menos en forma de la idea, ven la sección de los nuevos productos de la "ciencia popular" para una edición en 94 - 4/96.

El UIP (información de usuario que programa) del usuario puede cambiar de los datos recogidos vía el "seguimiento" del sistema. % "de la cámara" = "pista", % "del sensor" = "pista". El seguimiento por "C" originó señales (eg.: qué u (usuario) está haciendo en el EL el sistema (electrónico) (u=k=c)) se favorece que sigue modo, y más barato producir.

. - "Ranurador": localiza el then= recupera el data= necesario para esta partición.

TENER ACCESO para la investigación médica, y biológica:

= acceder a los controles de producto electrónicos con afinado correctamente en la combinación.

Cada tema (paciente/elemento que es estudiado/usuario (humano/animal/virus/%bacteria/%plant)) tiene un código separado.

- Cada tema tiene su propia manera de accionar el código. Ejemplos:

- llaves humanas en código

- las características del tema son resueltas (vía los sensores/uip), estas características por lo tanto accionan uno o más códigos aplicables.

--Dibujo #1: 1 sensor 2 de la característica (los cambios/identifican la identidad del tema) = = analizador 3 del tr (transmite) (transmite) = (uip) = c (memoria).

--Dibujo #2: D1 = tr (transmite) (transmite) = señales (eléctricas/los comandos de controlar o de cambiar el dispositivo (electrónico) que se diseña = efecto/altera los = 4 cambios sujetos en tema = detectado vía el sensor (D1) = D1.

4: característica, eg. ^ = (estado o cambio físico (producto químico, color, temperatura/tipo y o cantidad de virus presentes)).

4 = función de virus: velocidad del ^ de multiplicarse/desactivación/movimiento (velocidad/donde a y desde)/

4 = característica de los temas más pequeños de recibimiento sujetos del virus de un organismo más grande

4 = estado químico (un anfitrión/virus más grandes) del ^ sujeto: El contenido/temperatura del pH/de la sangre/sudó contenido

Esto y otras generaciones de la contraseña se pueden utilizar para el entrenamiento

animales. La invención puede cruzar las fronteras de la lengua, de la cultura, de la edad, de la inteligencia, de la desventaja física, y a veces incluso (mamífero/granja/animal doméstico) de animales.

arte sano 2B090: Convertir los sonidos en formas y colores (de dos dimensiones) interesantes. Programa cómo un sonido se convierte en un arsenal infinito de gráficos posibles. Las imágenes también bailan vivo a la consonancia del usuario del sonido generada.

- acceso móvil correcto del image=: u (usuario) puede considerar cómo sus sonidos están generando requerido (las 'imágenes), permitiendo un mejor control sano. La representación visual de sonidos es más fácil para U (usuario) de calibrar y de hacer cualquier corrección necesaria.
- ver 2B090 para los detalles.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (música sana) y (el convertido interactivo de la danza altera movimiento) y (color del cuadro de la imagen)

Tarjeta del tacto A1-540: Huellas digitales de la gente de los fósforos con su crédito y carnés de identidad.

- Los cheques la persona adecuada están utilizando su tarjeta emparejando huellas digitales. Usos: tarjetas de crédito, sistemas de tarjeta de la identificación.
- Puede tomar huellas digitales de ésos registrados con las agencias nacionales (interes), después usted puede ser que también mecanografíe un código, que ayuda a "C", encuentra su huella digital más fácilmente y como medida de seguridad también. Acepta a los que estén enviando sus pagos a tiempo.
- uso al usar tarjetas de crédito u otras tarjetas u otras situaciones/productos
- el ojo en máquina puede pedir que la persona ponga su dedo allí y compara la impresión con su memoria.

Archivo: Acceso \ CA-VAGOS +

ANALIZADOR Y PERSEGUIDOR DEL COMPORTAMIENTO DEL PIRATA INFORMÁTICO DE COMPUTADORA

Elementos de los CA-vagos de las cubiertas de este archivo (acceso del `- característica del comportamiento) etiquetados con "+", entonces corregido de allí.

Extracto: El analizador único del comportamiento que corta coge a piratas informáticos. Analiza cómo el comportamiento de un pirata informático se desvía de lo que se espera del sostenedor de contraseña legítimo. Esta invención del software es una defensa contra infiltrados internos y externos con [correcto] [los requisitos del acceso del `(contraseñas)].

Cuando está publicada, cada contraseña se anota para el nivel de visto bueno de seguridad permitido en cada categoría sujeta. La flexibilidad incorporada del software ahorra las horas de trabajo humanas de seguridad de vez en cuando permitiendo la transgresión de menor importancia en los archivos señalados juzgados levemente sensibles y de uso posible a la contraseña legítima. Señalan por medio de una bandera [`marcado con etiqueta] y así que se notifican a los piratas informáticos al sistema de seguridad cuando la información de los accesos de usuario [bien] fuera del uso normalmente permitido de su contraseña. El nivel de flexibilidad permitida para transgredir se incorpora a la contraseña. Puede ser el vivo o el protector de

seguridad automatizado que determina cómo dirigir' reacciona a usuario tan señalado por medio de una bandera de la contraseña.

Las contraseñas se asociaron más adelante a resultado irregular de menor importancia del comportamiento (por el usuario de la contraseña) en una baja del visto bueno de seguridad de la contraseña. Una desviación más seria da lugar a la revocación hasta que el sostenedor de contraseña pueda pasar pruebas diversas para authenticarse.

Arreglo para requisitos particulares del `: El mayor seguimiento se hace sobre el usuario cuyas cuentas sugieren que sean más probables ser ilegítimas. El sistema puede reaccionar ofreciendo las trampas que sugieren que el usuario esté consiguiendo la información que necesitan - mientras que el sistema adapta lo que él se alimenta. Los acoplamientos se pueden hacer a otro las invenciones/las características adaptadas [de las solicitudes de patente]. Manera de la cual nuestras características interactivas con el usuario [ilegítimo] se diseñan: necesidades de usuario del sastre/colocación de trampas/seguimiento.

- Se marca con etiqueta el usuario de los datos consigue/las transferencias [de modo que continúe siendo adaptada al usuario/se percibe qué mientras que la creencia del usuario para lo que posee la característica alcanzada [robada]. Estos datos pueden convertirse en software legalmente autorizado como el virus [que sale de un rastro] que pueda esperanzadamente ser desactivado más adelante if/when el tiempo correcto [pirata informático prendido junto con sus cómplices]. Esta necesidad de la solicitud de patente no tiene ninguna misericordia para los empresarios engañosos.

Los ejemplos adicionales de comportamientos irregulares de los usuarios de la contraseña incluyen:

- el comportamiento de la contraseña (usuario que utiliza contraseña específica) en no áreas delicadas se encuentra para ser irregular (muy difícil para que los infiltrados exteriores oculten). Es decir el patrón de comportamiento no empareja para arriba con sus últimos patrones de comportamiento.
- la identificación de llamador no reconoce la localización de llamador.
- Los infiltrados del exterior pueden desear reducir su riesgo del sistema que nota un uso simultáneo de la misma contraseña. Pueden buscar el acceso en las horas impares. Los tiempos de acceso por lo tanto inusuales cuando el usuario correcto no está generalmente en el sistema, caen la cuenta de la contraseña para los patrones legítimos del uso. Es decir el número de "puntos sospechosos" es acumulado por este comportamiento.
- El sistema anota centenares de otros comportamientos irregulares sutiles.

El analizador del comportamiento del pirata informático puede ser compatible con los sistemas de seguridad existentes numerosos, a ambos protege a la información valiosa, y a personal de seguridad libre para sus tareas menos automatable. La inhabilidad del pirata informático de saber necesario que existe un patrón de comportamiento requerido, aún menos funciona dentro de sus patrones intrincados, hace este software pendiente de la patente a protector seguro esencial.

Archivo del extremo: CA-Vagos +

Archivo: Acceso \ CA-Vagos

"ACCESO - ANALIZADOR DEL COMPORTAMIENTO"

Introducción: El sistema determina la identidad del usuario por su perfil de la personalidad, es decir su patrón del comportamiento en un dispositivo electrónico tal como una computadora puede ser analizado. El sistema substituye a centinela humano, que puede permitir el acceso y determinar si el comportamiento del usuario es apropiado. También utiliza lógica confusa.

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La función del analizador del comportamiento: El software puede automáticamente información de bloque del accessor. El perfil de diferenciación del comportamiento de cada accessor, da lugar a anotar para cómo los archivos sensibles pertinentes están al accessor, permitiendo el sistema a la información de bloque juzgada menos pertinente.

La función del grado de la sensibilidad analiza los ficheros del sistema según cómo fue categorizada inicialmente por el personal de seguridad. Los archivos son categorizados por el tema, el nivel de sensibilidad, el etc. Este sistema de detección automatizado puede también analizar contenido vía: análisis de la palabra clave, y por ejemplo cómo la información se está utilizando por quién y para qué propósitos. La función del grado de la sensibilidad sigue cambios en el contenido o el uso del archivo para determinar automáticamente si un aumento o una disminución del nivel de seguridad es necesaria.

+ hacer: Tomar el material del UIP.

Las horas de trabajo humanas excesivas previamente requeridas actuales de la tarea. Sin embargo, puesto que no hay sistema automatizado perfecto, los rasgos de seguridad del sistema un de los se pueden programar como antes, o eliminar por el operador de sistema señalado.

Valores:

+-makes el sistema del acceso más misterioso para los piratas informáticos. Más cañizos.

- Requiere considerablemente más conocimiento alrededor: legitimar el sostenedor de la contraseña, cómo la compañía funciona. El pirata informático debe también jugar acto bien sobre y más allá de lo que él preferiría normalmente el hacer fingiendo utilizar contraseña legítimo. Limita el alcance de posibles piratas informáticos a ésos más cercano a entender ambo el sistema de sonorización de los comportamientos correctos y de los accesos. Con todo ninguno del antedicho es bastante bueno si es el sistema de sonorización firmemente bastante.

+-potentially menos incómodo o que molesta para los usuarios legítimos. Pocos cañizos de la entrada del acceso tienen que ser conducidos consciente por el usuario para continuar el acceso, si el sistema supervisa su comportamiento.

+-Employers puede disfrazar más fácilmente su deseo para limitar el acceso (previamente) de accessors legítimos indicando: del sistema la falta abajo, o el sistema de los "vagos" no trabajó correctamente (debido al uip=db incorrecto).

+ censura: Límite qué accessors pueden leer o "obrar recíprocamente" con, eg.: padres que limitan la experiencia de los niños de la "hospitalidad" y de los "juegos", por su contenido sujeto. Otros tipos de "restrictores":

--Limitando el material sensible al área el accessor es el accessor del interested= llega a ser menos sospechoso que el material que ven "se ha corregido" para ellos: Eg., clientes, investigadores, accionistas y periodistas intentando estudiar los materiales de la organización: temas cortados que son sensibles/qué periodista vía su contraseña puede "buscar".

++ inverso:

La manera de la cual uip-adaptar las funciones puede también ser una forma de control de acceso, en que las funciones y el material no presentados son también una forma de uip-adaptación. los vagos (analizador del comportamiento del `) pueden cualquiera "buscar" qué accessor necesita o se permite para ver; ambos que son similares.

- En otras palabras: el access=ba puede "buscar"/"corrige" la información para el accessor. Ésta es una forma de UIP-Adapta. Ahorra el tiempo del usuario.

- También utiliza el interruptor del Internet (software del `) que "busca" las noticias "señaladas"/el otro material que aparece después WWW.

- los VAGOS saben que lo que quiere el accessor "experimentar" W5 = uip-adaptan.

- Ver: "artista" "cortado y goma"; "corregir"; "búsqueda"; palabra clave "que busca"; ++ " uip-adaptan".

. "Educación": el comportamiento correcto enseñó al accessor= después de eso a tal comportamiento (correcto) requerido. "Educación necesaria" determinada por el comportamiento del accessor.

. --Alarma de la mañana: las "reacciones "señaladas"" de u (usuario) son "educadas " = tan en el futuro u: responde más fácilmente a la alarma (de manera positiva); les enseña a nuevas habilidades.

. Alarma del pisón: El sistema "busca" (con referencia a) la programación inusual/desautorizada de la P.M. del interruptor.

. --alarma de la mañana: el usuario legítimo no puede desactivar fácilmente la alarma así que pueden continuar durmiendo. Eg.: la reprogramación no permitida durante despierta el plazo.

. Multiusos: Cada accessor tiene procedimientos de acceso de diferenciación, y los protocolos de la seguridad, y los "vagos de los accesos".

--alarma de la mañana: cada usuario requerido desactivar la alarma de su propia manera uip-adaptada.

. El OSCILADOR (comunicador sano saliente) se utiliza para sacar las respuestas "señaladas" (comportamiento) del "accessor".

Usos adicionales: Ver el "juego". Monitoring= (más cercano) probable del disparador del hackers= del "perseguidor".

+ aprendiendo del comportamiento de piratas informáticos anteriores: El sistema protegido por el "acceso" es estadístico más probable conseguir el futuro que corta el behavior= relacionado en estilo con la actividad anterior del pirata informático.

- El comportamiento del hackers= anterior es mirado más cuidadosamente por la "pista". Es decir: la cuenta es más apretada para tal comportamiento/"encaminamiento " = si su visto otra vez.

Cómo "se utiliza el instrumento de la escritura del artista" = los acceso-vagos. desactivar la alarma de la mañana:

El material que se juzga restricto (para la contraseña "señalada") no puede ser: copiado, transferido, impreso, visto, "experimentó " = autoridad de alto nivel del wo (fuera).

Un contenido del sistema informático tiene información delicada bloqueada de accessors "señalados".

Las 'características del comportamiento y o la cuenta del visto bueno de seguridad del usuario se pueden integrar con la base de datos de a [privado los co o agencia o gobierno del grado de solvencia] de la gente:

- las ayudas del patrón determinan seguridad en la publicación de visto bueno de seguridad a los usuarios señalados.

- el Info del patrón compartido con el servicio de base de datos puede:

--la ayuda determina el analizador del patrón y de la base de datos en la determinación de la cuenta nueva/cambiada del usuario de la seguridad del grado.

--ayudar al banco de datos de la oficina de la base de datos, como Dunn y Bradstreet que venda el crédito Info, pero también lo recoge de los mismos clientes.

comprobador de ortografía: la misma gente hace a menudo faltas de mecanografiia idénticas. Las ayudas determinan si el partido correcto es el accessor.

El interfaz de la lengua pedido por el usuario puede también ser útil en emparejar al usuario correcto. Eg.: La contraseña de un accessor del francés indica su lengua de la preferencia; y una notificación será hecha si un interfaz español o ruso se hace nunca [y entonces utilizado realmente [por 5 minutos - necesidad de dar quizá el permiso para el buscador de la curiosidad]].

La edición es allí es dos características a KN, uno accessors que anotan, el otro que anota la información. profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos, eg.: el nivel correcto de movimiento accede. El sistema asume que los movimientos del usuario cambiará o que mejorará en un cierto plazo.

ARCHIVO DEL EXTREMO AC-BA

Archivo: Acceso \ CA-VAGO-Auto

ARCHIVO AC-BA-AUTO

sistema de la identidad del conductor 6B240: el conductor con llave puede activar solamente el coche si su peso corporal empareja la memoria del coche. El dueño programa el coche para uno o más ajustes del peso del conductor, o cambia en peso.

- integra con cualquier otro sensor o función relacionada de la contraseña necesaria para activar un dispositivo/un vehículo. EG.: va, sa, sensor de la huella digital.

- el `notifica U (usuario) del aumento de peso/de la pérdida; motivación de ellos en una mejor salud. El Uip/malo/haber aumentado/cualquier peso/salud-condición pudieron hacer que el dispositivo sugiera la caminata a usuario (más) (las destinaciones [próximas] en vez de la conducción).

. - dimensiones físicas (eg.: el peso corporal en el asiento de conductor empareja la memoria de "C" del coche): uip, acceso.

- "Banda": 1] El dueño de coche puede programar fácilmente un cambio si desean agregar o suprimir un conductor. Eg.: parar el permitir que de su hijo utilice el coche durante las horas de escuela (acceso = dispositivo que mide el tiempo).

- si el peso del conductor cambia y borde más cercano al parámetro permitido del sistema, un sonido amonestador y o "S" o la luz se enciende notificarlas de un cambio necesario.

- los cambios se pueden también realizar vía afinar en el special difícil agrietar código secreto

. - El sistema mide el conductor vía uno o más del siguiente: gama aproximada del peso, y o "C" del aspecto (ojo, pelo, color de piel, altura mientras que se sienta, etc) del coche físico general del fósforo. "Analizador visual"

. - si el peso es el aparato de medición, limitará el grado a el cual una persona puede experimentar agregando pesos adicionales. Ése es el peso no puede mantener el subir poco a la vez con la ignición entonces que comienza. Los conductores verdaderos deben estar en la posición sentada normal para activar el coche, después de eso su cambio del peso moviéndose, el etc no efectúan el sistema de ignición del coche.

--si u gana o pierde el peso, necesitan contraseña/llave de puente configurar de nuevo ("banda") el su nuevo peso o la otra característica física cambiada.

. - la seguridad se diseña para hasta 20 o más
conductores.

Para Techies: Todos; "S"; "C"; pp; P.M.; Reino Unido; comportamiento del usuario; alerter; oscilador; va; carro; acceso; uip.

- acceso = respiración humana "analizador" (respiración de cada persona posiblemente que es diferente). Existe: no puede activar el coche si el alcohol en la respiración. Patentes de los E.E.U.U.: número de licencia de 5519260 conductores que usan.

perseguidor de 6G241 GPS: analiza patrones del recorrido, y reacciona por consiguiente. Los patrones señalados pueden ser buenos/malo/otro. El vehículo/el dispositivo se desactiva en los criterios señalados zonas/w5. [detalles de esta característica en zonas].

- Solamente cierto u/passwords puede entrar en zonas señaladas. Usos: alquileres de coches; uso del empleado de vehículos/de dispositivos.

CONCLUYE EL ARCHIVO AC-BA-AUTO

Archivo: Acceso \ CA-VAGO-SC

+ "VAGOS = CUENTA DE LOS ACCESOS"

Introducción: Multi-media todo accesibles tienen un grado de la cuenta. Los medios son Archivos deseados y funciones (tipo comportamiento necesario para desactivar la "alarma de la mañana"). Sus cuentas deben emparejar las cuentas de Accessors si se va el acceso a ser concedido. Cualquier número de criterios se puede utilizar para desarrollar una cuenta, con más o menos o ninguì□n peso dado a los criterios posibles. El maì□n comportamiento puede ser similar a qué regulador del acceso piensa es el de un pirata informático, por lo tanto una cuenta más baja se da.

Cómo es multi-media se anota:

- Multi-Media = qué usuario quiere o las necesidades, a saber: archivos deseados y o funciones (del kn).
- Los medios nivelan de sensibilidad: piratas informáticos (daño a la compañía); inconveniencia: pérdida de distrust= del to= del acceso del regulador debido del acceso dando por resultado inconveniencia; número de gente que necesita la información (mayor es el número más ancha es la tolerancia de la cuenta?)
- Pertinencia al accessor y o su departamento y o su función (para cierto marco de tiempo, o vía el uso de seguro contraseña).
- Uso de los medios: frecuencia de medios del uso por (todos/"señalados") contraseñas. Mayor es el nivel de importancia o el applicability= el sistema que anota menos terminante estaría quizá. UIP-Adaptar.
- "Coordinador": la cuenta para una forma de medios (cuando su cambiado) puede efectuar la cuenta de otros medios relacionados.
- Sofisticación: eg., la contraseña de una secretaria que tiene acceso al material del nivel del PhD es causa para el sospechoso.
- "Sistema de la notificación" de la alarma de la mañana ": su nivel de pertinencia a las necesidades de usuario. Eg.: cómo es eficaz es en despertar al usuario, basado en uip-DB del usuario (vagos).

Cómo anotan a los accessors:

- Tiempo pasado: (el por ciento de) el accessor del tiempo pudo utilizar ciertos archivos y o a grupos sujetos. Están bajo utilizar el something= en este caso un pirata informático va quizá simplemente para lo que él quiere. ¿Están sobre utilizar algo? ¿Horas de operación (después de las horas de trabajo normales del accessor)?
- "Encaminamiento": ¿están los pasos del accessor con normal del sistema?
- "seguir" y la "cuenta" "analiza" el comportamiento del accessor.
- Normalidad de definido por el usario: 1] De acuerdo con la historia anterior del usuario, con el mayor peso puesto en una actividad más reciente. 2] Qué otros accessors legítimos están haciendo; quizá menos importante. 3] UIP-DB del comportamiento del usuario creado por el usuario/"/"del sistema/"del cuestionario regulador del acceso". 4] Dominios de la función de trabajo del empleado.
- "Identificación de llamador" del Accessor. ¿Es el su originar número de teléfono en los expedientes del sistema? Accessor requerido tener active de la identificación de llamador si él busca el acceso.

+-Peculiarities del hardware de usuario: las configuraciones (secretas) especiales en el interruptor (software del `) o el hardware mejoran el accessor de la etiqueta correctamente. Los Accessors (se requieren) tienen "etiquetas" en su hardware/
software.

- H: la invención "sensores" = analiza = perfil del fósforo (del comportamiento/en persona) del accessor. Ver otras características del "acceso".

- Patrón que mecanografía en el teclado - ver la invención en directorio de A o de B.

+--Cómo se utiliza "R", eg.: se mueve la palanca de mando de la manera.

. - El sistema "analiza" porqué el accessor está haciendo conclusiones de W5= entonces es analizado por el regulador del acceso.

- Los detectores de mentira, y (los vagos) accessor de los "cuestionarios" deben contestar correctamente.

actividades de +-Accessor fuera del reino de la contraseña: el sistema no sólo "analiza" qué accessor está haciendo dentro (su/cañería) de sistema alcanzado. Los VAGOS (analizador del comportamiento) también "siguen": otro sistemas "alcanzados"; El accessor W5 hace lo que él hace %;

¿+? --el sistema debe conectar ("coordenada") las funciones del accessor cuando son sistema (principal) con./desc. del acceso. Eg.: otros sistemas de la "pista" están conectados, y éstos registran cuando el accessor entra en/sale de la oficina/de la sala de ordenadores; informes (convertidos a digital)/resultados que someten, el sistema/el supervisor analiza si son pertinentes y o tiene calidad razonable (algo más difícilmente para que un pirata informático haga)

historia de +-Accessor antes de tener (cualquie tipo de) el acceso al sistema dicho. Su: antecedentes penales, comportamiento como algo determinable por su curriculum vitae; analizadores faciales %; informes intuitivos escritos por otros en el lugar de trabajo (sobre su
comportamiento/desvianza/potencial para cortar).

- Errores del Accessor: se refiere el accessor intenta cuanto más con frecuencia el acceso en los archivos donde la legitimidad del accessor, la cuenta más baja del accessor llega a ser. Cuanto mayor es la abertura, el mayor su gota en cuenta. Eg.: el sistema permite tres errores al día, maxing en cinco días consecutivos.

- Cómo el accessor "reacciona" (al"/las "de los avisos del sistema "preguntas")

. - "EGH" (la educación consigue más difícilmente): ¿Es el accessor normal de la curva de aprendizaje? De acuerdo con usuario de los medios "obró recíprocamente" con previamente. Eg.: las porciones de programas preceptorales alcanzados no deben ir normalmente de muy sofisticado, entonces meses más adelante a sofisticado menos demasiado a menudo.

- "Alarma de la mañana": wakefulness del usuario antes y después de la alarma; su behavior= según lo emparejado contra el modo de la notificación.

Grupo sujeto "designación": Los medios son anotados también por su tipo de categoría sujeta. También, anotan al accessor para cómo son probablemente pirata informático al lado del tema que abordan.

¿- El accessor tiene acceso cómo a menudo al material en nuestro exterior su tema permitido? Para el material que se puede "marcar con etiqueta" bajo categorías sujetas múltiples, cómo es importante es la categoría sujeta real en el material - esto sería medida por la frecuencia de los términos "señalados" utilizado en clasificar categoría del material.

. Es decir: La frecuencia de "señaló" las palabras claves (encontradas vía la función de la búsqueda de la sierra) de archivos, o las funciones (sus etiquetas, los códigos de comando, las instrucciones, "q").

- Asignan Accessor una lista de palabras claves, éstas y sus palabras relacionadas (encontradas vía el tesoro de la sierra) pueden ser utilizadas en anotar.

- El sistema puede (no) buscar una frecuencia limitada de estos términos usados en el accessor material (de los archivos) "busca " = y las aplicaciones.

. Las uno o más "etiquetas" asignaron a cada sistema de datos (dentro de un archivo), archivo, directorio, grupo de directorios, otras agrupaciones: vistas de la tela, computadoras particulares de la "unidad central". Las etiquetas múltiples dan un valor que representa diversos sistemas de sonorización, cada sistema de sonorización son aplicables para el mismo archivo. Es decir cada archivo puede ser clasificado diferentemente según se utiliza qué sistema de grado.

. Cómo el material fue utilizado: Quién/W5 utilizó los archivos - > "corrige" el label= de los archivos dichos; la puesta al día de archivos puede "corrige" las etiquetas de archivo; si los piratas informáticos tuvieron acceso al material previamente, o al "regulador del acceso" determina un grado más alto/más bajo de la seguridad es necesario.

- "Alarma de la mañana": es niveles de: eficacia, "hospitalidad", "educación", facilidad de manejo.

+ categorías sujetas que pueden tener cuentas más apretadas:

- finanzas; departamento de planeamiento de la compañía (nuevos productos, tendencias del futuro); cualquier cosa que puede ayudar financieramente al pirata informático, y o dueño del daño del sistema que es protegido por el acceso; archivo en el sistema del acceso, eg.: información sobre cómo cogen a los piratas informáticos; información que arriesga la organización o la paz del país o del mundo; información sobre comportamiento criminal (de posibles piratas informáticos), eg.: expedientes de la policía; cualquie otra información protegida comúnmente según lo indicado en artículos y patentes del software de encripción.

- "Alarma de la mañana": ésos con más dificultad en despertar.

Factores compuestos: Compuesto W5 de los factores usados en la determinación "accesibilidad":

- Cualquier o múltiplo descompone en factores el determine= "acceso": uno o cuentas múltiples; el tipo cuenta más aplicable lleva mayor peso; el sistema "combina cuentas" múltiples "".

- Lógica confusa: cuando el accessor no resuelve absolutamente el archivo o el sistema necesario del scoreof: El "regulador del acceso" puede ser más terminante; o para una mejor facilidad de manejo, más flexible. Todos dependientes en uno o variables múltiples.

- mecanografiar el behavior= (del extravagante) "resulta los sistemas de sonorización "señalados"" del in=. Eg.: el sistema "analiza" 7 el positivo, sistema behaviors=scoring irregular 3 para 3 el comportamiento negativo "etiquetas " = entra la operación.

+ diversos sistemas de sonorización aplicables (con independencia del comportamiento del accessor). Los sistemas de detección diversos pueden ser un protector seguro adicional, puesto que el accessor puede no saber la "orden y la sincronización" de los requisitos de sistema del acceso en todo momento. Qué puede accionar sistemas de sonorización de diferenciación: hora, mes, año; precios de las acciones; exceso de número de accessors registrados en el sistema (una manera de reducir la congestión); comportamiento del accessor; comportamiento del accessor legítimo ("comportamiento del grupo"), eg.: su "orden y sincronización" o tema o con (con) ese "están obrando recíprocamente"; mecanografiar las "indirectas" o los "avisos" usados; en la misericordia del regulador del acceso (del ser humano).

--Ruleta: process= al azar con (con) casi ninguÌ□n patrón perceptible para el selecting= protocolo de acceso que anota o el otro.

- Ejemplo: u tiene acceso a dos de tres archivos, que emparejan su "cuenta" y el tercer archivo está más allá de su gama al lado del sistema 30%= puede permitir el acceso. El razonar detrás de esto: el emparejar de la cuenta de otras ayudas de los archivos determina la legitimidad del accessor; el sistema puede enangostar el nivel de tolerancia para las cuentas irregulares para cada archivo si otros factores se consideran también.

- Compuesto de los factores especialmente útiles cuando: el acceso está durante la misma sesión (que el comportamiento que es analizado), o acercarse, o cuando conocen al accessor para estar en el sitio de la facilidad/de trabajo/la entrada del "acceso". Sabido vía: la "pista", teniendo "tuvo acceso" en el edificio.

- Compara UIP-DB del with= "cuentas" del accessor de qué está alcanzada.

. Sistemas de sonorización múltiples que funcionan dentro del mismo sistema.

- Factores externos de diferenciación. Ejemplos: Si los piratas informáticos son un porcentaje más alto de accessors después de horas de trabajo, el sistema de sonorización entonces llega a ser más terminante; Hay una cierta crisis en la organización o el sistema; El sistema se sobrecarga con los accessors, por lo tanto las necesidades de limitar el acceso a ésos con la precedencia más alta o las cuentas.

- Piensan al pirata informático (posiblemente) esté en sistema. Los intereses percibidos del pirata informático (eg.: vía los temas que buscan) = analyzed= "señaló" el sistema de sonorización decretado.

- Algo como un virus de computadora está probablemente en sistema. Este virus necesita un programa antivirus o relacionado del interruptor (software del `).

. - "Señaló" el sistema el anotar/de detección decretado según circunstancias. "Buscar y reaccionar".

- "Alarma de la mañana": requiere diverso modo de acceso para la mañana despiertan usos.

Cambios en "cuenta" del accessor (uno quién (las búsquedas a) acceder:

+ el sistema puede (lentamente) altera automáticamente el tipo cuenta del accessor. Es decir: como changes= del comportamiento del usuario el perfil necesario del comportamiento a acceder cambios lentamente en un cierto plazo.

--Es decir [tercera re-explicación]: Debido a la inconveniencia en la necesidad tener regulador del acceso con frecuencia

alterar el password= del usuario como las funciones del accessor que uip= " analizador " puede del change= (automáticamente) "corrigen" la "cuenta" del accessor.

.- Las cuentas ataron a los cambios de las contraseñas del accessor con sus cambios naturales en el lugar de trabajo (como su trabajo/compañía/

cambios de la economía). UIP-Adaptar.

. - uno o más los criterios que anotan puede ser utilizado. Los criterios pueden cambiar por la contraseña/el comportamiento del accessor (cambiado). Si los criterios uno no son W5= convenientes entonces otros son (automáticamente)

adoptado.

El anotar acumulado negativa acorta el curso de la vida de la contraseña:

+ las contraseñas pueden haber limitado el life= activo medido por contraseña de la cantidad fueron utilizadas mientras que había cuenta negativa de a (semi) para el accessor/el material que tuvieron acceso.

+--también medido cerca: calendario o tiempo de uso; "comportamiento del grupo"; suspicacia que los piratas informáticos han penetrado (en pasado); otros criterios que anotan.

. - El usuario debe mantener contraseña viva por apenas (parte de) contraseña que activa si no están utilizando; después de dejar de usar, tener acceso al regulador

las necesidades de ser with= "obrado recíprocamente" reactivan ("corregido") contraseña. Unwatched/el cortar más propenso inusitado de las contraseñas (sin el aviso del sistema o del accessor), eg.: las "cuentas" se pueden cambiar por el pirata informático, pirata informático legítimo pueden no observar actividad inusual en su cuenta de la contraseña.

Misceláneo:

- cuando las funciones del accessor del needed= pueden tener contraseñas de diferenciación, un mejor sistema que permite para permitir el comportamiento del usuario, que puede alterar del papel normal del accessor.

- D1: accessor (cambiable) "cuenta" = k (entrada de teclado) = c)/"(de la computadora) (del acceso interruptor correlador" (compara cuentas del archivo del w= del accessor "buscado") = material (archivo).

- D2: accessor = [cuenta/carro del w= de la contraseña] = regulador del acceso = c (compara las cuentas ("coordenadas")) = los elementos (ser) tuvieron acceso.

- puede tener uno o contraseñas múltiples "señaladas" para las funciones aplicables.

- puede solamente utilizar contraseña máximo o mínimo número de época = tds () de la fecha del tiempo/cuenta de la matriz (del uso (del tipo)).

¿- Uso irregular? El usage= excesivo repentino pudo caer la cuenta.

. - los archivos pueden ser "marcado con etiqueta"/"señalado" cerca:] archivos reales 1; 2] directorios; 3] agrupaciones sujetas.

+ (el sistema de sonorización del Access') también se anota para: capacidad de guardar hacia fuera a piratas informáticos; facilidad de manejo; cómo es bueno uip-está adaptando; felicidad del usuario. También utiliza los "cuestionarios" contestados por los accessors en la determinación de cuentas finales; éstos preguntan a accessors sus: suspicacia intuitiva; facilidad de manejo; cómo alterar anotar; W5 del ajuste de las necesidades que anota. El sistema "combina"/"analiza" respuestas (con el regulador del acceso (del ser humano)).

- Las clases del sistema a través de diverso to= de los factores "señalan" que son mejores/peores/aplicables para bajar o levantar la cuenta.

Dibujo: ["Acceso" = "VAGOS" = "cuenta"] =

El "ANALIZADOR" = compara cuentas de la contraseña en un cierto plazo.

"CAMBIAR EL PROCESO DEL ACCESO" =

. - Una de las causas es cuando el sistema pregunta la legitimidad de la porción del accessor= como excusa para que vaya el usuario a través (seguridad
cheques y) proceso de conseguir la nueva contraseña (automatización del =via).

- "Alarma de la mañana": nuevas maneras interesantes de despertar cada día, contra acciones repetidores.

"JUEGO" = funcionamiento del accessor de las cuentas. "Alarma de la mañana":

"PROCESO del ACCESO de la PIEL" = 1] hecho que el sistema "que anota" es en funcionamiento. 2] "cuestionario".

La "INDIRECTA" = las indirectas al accessor que su comportamiento pudo necesitar la alteración conseguir/mantiene el acceso. Los "avisos" sugieren: archivos alternativos, W5 para las funciones del comportamiento. "Alarma de la mañana": cuando el usuario atasca

"HUMOR" = nivel del Accessor de: (feliz) "hospitalidad". Su "humor" es utilizado como cuenta. Humor determinado vía: las búsquedas de la palabra clave de qué accessor entró/"experimentó". "Alarma de la mañana": eleva el humor del usuario.

El "MOVIMIENTO" = llano de la desviánza del movimiento de la mejor trayectoria/% de " de la ruta " = es anotado.

- Tipos/niveles de la desvianza. También: grande o pequeño; rápido o lento; irregularidad (de: velocidad, forma).

- "Alarma de la mañana": requiere la acción física del usuario, eg.: la rueda de ardilla funcionada con, sale físicamente de cama.

El "NOTIFICADOR" = el grado de urgency= según lo medido por el score= da lugar a diverso tipo de señal generado de notificador.

- "Alarma de la mañana": sacuden al usuario mayor cuando: están excediendo los plazos para actuar; que el día "está señalado" como más importante.

"ORDEN Y SINCRONIZACIÓN" =

- Sincronización: las cuentas se dan a los diversos parámetros/duraciones del tiempo.

- Orden: El ordenar de acontecimientos abarca una cadena de bloques.

La colocación de bloques se puede medir por los bloques que preceden y que siguen/el número en el lugar según lo medido del frente o detrás.

- "Alarma de la mañana": crea el "humor "señalado"", eg.: el "humor que sacudía" creó por OSC (comunicador sano saliente) para despertar a usuario del sleepiness= seguido por requisitos más civiles si se ha presentado el usuario realmente, así que son también mentalmente más despiertos.

El "AVISO" = la cuenta/su uip-DB del usuario determina mucho el tipo de aviso que conseguirán.

"PS-ZONE" =

- ojo de toros: Como los círculos concéntricos, más cercano al ojo de toros que representa la mejor localización, más alta es la cuenta.

- colmena: diversos puntos esporádicos pudieron ser las mejores localizaciones.

. --en este caso las células centrales tienen grados más altos, las células vecinas pueden tener 50% del grado de la mejor célula, la grada siguiente hacia fuera que tiene el 25%, y después hacia fuera cero, y siguiente hacia fuera, menos el 10%, y así sucesivamente. Diversas células centrales pueden tener cuentas de diferenciación.

- buñuelo externo del anillo: cuentas más altas para "señalaron" distancia del punto centralmente medido.

- altitud: medido en el milímetro o el kilómetro

- ángulo: eg.: 45 grados del punto centralmente medido. Esto se puede combinar con distancia "señalada".

- profundidad: debe ser below o cubierto por algo (de sustancia señalada/de grueso; o cubrirse y de cierta distancia de la cubierta). Eg.: material enterrado "que busca".

- zonas múltiples: dos o más zonas "señaladas" deben ser activas/activadas/ocupadas: simultáneamente/en "orden y la sincronización señaladas" (el accessor de la trayectoria camina físicamente).

--cada "k" (llave) puede representar una zona. La "orden y la sincronización" de su ser activated= crea un patrón. La "llave" es un área muy amplia de usos. Ver: "componer", "ruta", "pista".

"PREGUNTA" = "MQ". "Alarma de la mañana": crea ""/"del humor hospitalidad" al awak DE = las ACCIONES del ACCESSOR: Qué mejora de la influencia:

El Accessor está trabajando con el material contra el robo:

- Los piratas informáticos quieren tomar el material, y están a menudo menos interesados en hacer otras cosas más allá del sabotaje: ¿La acción simple está robando? Si el accessor "está corrigiendo" el material, son más probables ser legítimos.

¿- El material se está compartiendo con otros sostenedores de contraseña, si tan W5? La distribución puede ser forma "de"/"de la interacción que corrige".

- El Accessor está trayendo adentro (legitimar (pertinente, virus libre, tipo material del no-sabotaje) y "combinando" la información con DB del sistema.

- los erases o los desperdicios todos/parte del accessor de archivos tuvieron acceso. ¿Para reducir la detección, puede ser que transfieran simplemente el material= entonces "cortado y lo peguen" qué se quiere en su sistema?

- el accessor tiene acceso repetido a la misma porción de archivo otra vez (si no la ahorraron ni transfirieron anterior).

. Normal Psico-Sociológico: Formar de w= "que obra recíprocamente" del usuario a otros accessors (es (sociológico) el normal):

- Un accesses= del empleado (líder) entonces siguió más adelante por otros (los subordinados).

- (La mayor parte de) equivocaciones que el accessor incurre en están de una naturaleza menos inteligente que los piratas informáticos elegantes no harían, eg.: el conjeturar en el software público sabido funciona hasta que lo consigan correcto.

--Los VAGOS no pueden "correlacionar" ninguna patrones anormal del accessor= con su (uip) DB (base de datos del ') del comportamiento anormal. Eg.: unsteadiness al usar el ratón/la palanca de mando ("inclinación").

- el accessor "obra recíprocamente" con (las respuestas) = "" del comportamiento/"de los cuestionarios educativo" (las pruebas). Especialmente cuando la cuenta del accessor cae. El material sujeto también "busca" de la información del accessor= sobre su identity= que ate uip-DB del regulador del acceso del with= del accessor legítimo.

- misceláneo: el material (frívolo) buscado por el accessor= no es del tipo buscado por más mentalmente - la enfermedad.

- "Alarma de la mañana": formar de las acciones de usuario con el sistema informático, u otros compañeros de trabajo son normal= implican de otra manera el funcionamiento en los niveles "señalados". El sistema pudo ser más tolerante durante otras partes del día si la "alarma de la mañana" es la función deseada principal.

. Los accessors legítimos (ayuda) cogen a piratas informáticos:

Diversa gente está aprendiendo de uno a, posiblemente implicando los partidos se conoce realmente; su también esperado eso

los partidos legítimos en la "interacción" tienen otras maneras (intuitivas) de detectar el hackers= que el "acceso" no pudo de otra manera tener. Eg.: Un user= humano de la contraseña "educa" otro accessor= mientras que están en el sistema, según lo evidenciado por la "pista".

- el sistema "incita" a accessors "interactivos " = de manera que los accessors legítimos/access= pueden coger a piratas informáticos. Legítimo

los piratas informáticos pudieron ser "educados" en piratas informáticos de cogida (sin arriesgar (demasiado de) cómo funciona el "acceso".

- Si el accessor legítimo es sospechoso de otro accessor: Confidencial cualquier persona puede "marcar" el hackers= con etiqueta potencial dando por resultado: su "" más bajo/sistema "de la cuenta que sigue" tal entidad más cautelosomente/del acceso del regulador del enfrentamiento del accessor directo/

corte del acceso (si el acceso tiene otras razones para creer que la suspicacia humana podría estar correcta).

- "Alarma de la mañana": los compañeros de trabajo "anotan" el funcionamiento del otro usuario. Eg.: tardanza, velocidad de la acción.

. Buenas características del comportamiento misceláneas:

Actividad frívola del Accessor: El Accessor es "dibujo", o jugando la computadora "juegos" (cuando deben trabajar), o porciones de acceso de Internet fuera del dominio de los accesos. Su sistema importante encuentra a accessors el ser frívolo puesto que los piratas informáticos están en una misión seria o asustado conseguir cogidos perdiendo el tiempo que hace tales. La otra actividad del accessor en la mayoría de la probabilidad no sería un qué pirata informático (riesgo) "buscando" o haciendo:

- Acceso de la información que es (fácilmente) conocimiento público.
- la "localización" del accessor es de buena "zona", eg.: buen código postal o prefijo del número del teléfono, o donde hay menos crimen, o de pocos estudiantes universitarios (más convenientes ser piratas informáticos?)
- las buenas interpretaciones (vía "analizador") del behaviors= reciben "" positivo/"de la etiqueta cuenta".

Qué elementos influencian el empeoramiento de cuentas

La cuenta peor es cualquier cosa enfrente de las cuales es o diferente de comportamiento deseable.

- Pedir el sistema para hacer o para dar algo que no es posible (con o sin la mejor contraseña) = puede ser indicativo. Los piratas informáticos pudieron poder menos tener el "acceso" al material "educativo" en cómo utilizar el system= desde entonces: tales instrucciones requieren procedimientos de acceso (adicionales); tener acceso a tales pudo ser sospechado.
- (comunicaciones/acceso) el software usado por el accessor es diferente de: cuál es estándar/sabe/asignado (a los empleados).
- dificultad en precisar quién el accessor pudo realmente ser: eg.: su identificación de llamador no empareja para arriba; su comportamiento no empareja contraseña.
- el accessor está funcionando a (grande) "cuenta" pagadera por el dueño del sistema alcanzado.
- protección de las aplicaciones del accessor a ayudar a ocultar la identidad verdadera del accessor, eg.: accesos vía números extraños del teléfono, o de la oficina exterior.
- toma las drogas relacionadas psiquiátricas
- cuando el material se transfiere a o "obra recíprocamente" el accessor la contraseña de w que: está con (con) una cuenta más baja; compañía exterior; o a la localización desconocida; o el sistema no sabe qué sucedió al material.
- cuando "obran recíprocamente" las búsquedas del accessor a w= el otro accessors= que no eligen responder/"interactiva" de manera completa (por requerimiento por el iniciador).
- el accessor no cuida sobre efectos negativos de sus acciones: ensucian para arriba archivan (han tenido acceso).
- Horas: si el accessor viene raramente trabajar antes de que 9 pero como pueden estar las estancias generalmente de vez en cuando hasta que la cuenta de 10 pm= sea más apretada en el acceso en el 8:30 entonces en 10 P.M.
- el material alcanzado estaba para el sys= del accessor= entonces no puede cuestionable "pista " = material más de largo.

- "Pista": el movimiento material "se sigue" vía: la identificación "marca con etiqueta" "ocultado" en material; búsquedas de palabra clave (para los aspectos "señalados" del material (menos probablemente "ser corregido posteriormente" por el accessor)). Email (entre los sostenedores de contraseña).

- La pérdida de rastreabilidad cae la cuenta del accessor.

+ los Accessors pudieron ser dados instrucciones/ser requeridos para guardar el sistema de los datos w/in. El intentar puentear esta regla es muy malo (sin el permiso del regulador del acceso).

Buenos y malos comportamientos misceláneos:

. Comportamiento del Accessor fuera del system= de que el "acceso" es protección/que supervisa cuidadosamente:

- Hace a accessor dan indicaciones que están cortando el sistema de otra compañía (también) = según lo determinado vía "pista".

- El otro DB: Antecedentes penales; expedientes de la escuela o de la universidad del accessor.

. Importación del Accessor del dominio exterior protegido por el acceso (de la cañería):

- archivos o software del dominio exterior protegido por el acceso.

- conectando con otros sistemas o ("interactivo") productos.

. "Multimedias": El sistema busca elementos del comportamiento inusuales del usuario en parámetros siguientes: Cómo el accessor (con referencia a) programa el interruptor; los tipos de las opciones u del milímetro seleccionan, eg.: selecciones de opción del color y del "oscilador".

. "Hospitalidad": El Accessor debe hacer llano "señalada" feliz del acceso (punto de la puerta).

- Métodos: "Juego": dejar triunfo opuesto; declaración de palabras correctas; "imágenes de "entretenimiento" de "dibujo""; "obrando recíprocamente" con (con) "imágenes interactivas" de la manera "señalada". La interacción puede ocurrir en el "lugar de reunión electrónica" de la hospitalidad.

. "Interactivo": El sistema "analiza" para el comportamiento "interactivo" inusual del "usuario".

. ""/"De K R" = usuario "obra recíprocamente" vía = los "VAGOS de los accesos"

. ""/"" del localizador/"" de la Picosegundo-Zona/"del Portable paladio": Las localizaciones inusuales o no programadas del usuario se utilizan en "anotar" si permiten al "accessor" continuó el uso del sistema.

--Ver KN (invención) (pre-1996?), especialmente Picosegundo-Zona.

. Qué accessor "obra recíprocamente" con o tiene fuera del sistema principal:

- Qué en la computadora del accessor: El sistema "analiza" (todos) los archivos de la computadora del accessor, si el accessor hace o no elige permitir que sean alcanzados por el regulador del acceso. Estas otras ayudas de los archivos desarrollan uip-DB del accessor.

- Qué accessor hace en World Wide Web: la tela avista tenido acceso/creado; mecanografiar el email enviado y recibido.

¿- el accessor está recibiendo el teléfono/el fax/la otra telefonía (en el trabajo) (de la naturaleza no relacionado con el material sensible)? "Pistas"

llamadas entrantes/salientes basadas encendido: CID de otros partidos; el análisis de la palabra clave estudia el contenido de la palabra.

. La gramática o el deletreo comprobó: El sistema compara el with= del conocimiento de idiomas del accessor (probado anterior) su capacidad real en sistema. Eg.: comprueba si accessor es o no es un nativo de la lengua usada, los piratas informáticos pudieron más probablemente ser nativos usando una contraseña del altavoz extranjero.

. Familiaridad del system= al accessor: Más familiar el mejor. Eg.: Velocidad del comportamiento del Accessor en el acceso. Los piratas informáticos son más probables ser desconocedores con no - las facetas público disponibles del proceso del acceso o del software relacionado.

- "Alarma de la mañana": la carencia de la familiaridad es muestra de no ser completamente - funcional.

. Existe: "Siguiendo" de los pasajeros de la línea aérea basados en sus perfiles del comportamiento, eg. su: país de nacimiento, historia del recorrido. Considerar los comentarios sobre cómo los terroristas pueden outsmart el sistema.

generador de la recompensa 1G22: Recompensa generada por Usage Level.

SUBPARTE DE LA CUENTA DEL COMPORTAMIENTO DEL ACCESO DEL FINAL

Archivo: El acceso \ CA-VAGO-Adapta

ARCHIVO ACCESS-BA = ADAPTACIÓN (ARREGLO PARA REQUISITOS PARTICULARES):

Introducción: Debajo se copia y se mejora de la sección del UIP del archivo IMI&8 antes de que el documento fuera aumentado. Adaptar también se llama información de usuario que programa, se adaptan, o modifican para requisitos particulares.

Para Techies: Dibujo: entrada = analizador = memoria de datos (M, carro, reconoce multiusos) = analizador = salida = función de datos.

. - consejero 5A-810-042003: compila y analiza la información de usuario.

- Para Techies: fd-hdd; pp y programa de la P.M. cómo quisieran que el sistema recogiera, recuperar y analizar los datos en base de datos; Reino Unido; tds (cuando y cómo ocurrieron los elementos); el educ%; M%; cuenta (la información de la cuenta se puede procesar para la base de datos del UIP; y el UIP puede ayudar a generar cuentas deseadas); cart (cartucho del software del `) (para los datos adicionales para la base de datos; y o software para procesar la base de datos); uq (la base de datos del pi se utiliza para ayudar a generar respuestas alrededor, eg.: sobre el usuario más allá de preferencias y o de actividades); P.M. (la base de datos y o el software puede ayudar a preguntas pronto, eg.: para ampliar la base de datos, dirigir a usuario en la pregunta correcta si el sistema primero consigue la información correcta); tener acceso (los límites tienen acceso a la información delicada dentro del todo o una parte de la base de datos a la gente con la contraseña correcta).

- Artículo en "americano científico", p.64, abril de 1995. Título del artículo: "Máquinas que aprenden de indirectas". Su alrededor: El aprendizaje de máquina mejora perceptiblemente aprovechándose de la información disponible de indirectas inteligentes; discute el proceso del algoritmo de modo general; da ejemplos de diferenciación, eg.: juicio de las computadoras cuánto crédito dar a los usos de la tarjeta de crédito basó en las últimas historias de la otra gente similar.

- UIP "pi antes titulado".

- Para la pieza #1 de Techies: El dispositivo electrónico obtiene la información sobre el usuario por uno o más del siguiente: recordar el funcionamiento anterior del usuario, eg.: sus capacidades y o dificultades en esto, o dispositivos relacionados (que transmiten datos del uip a otras unidades vía el alambre, o %wireless); pidiendo preguntas del usuario, o "M"; el usuario toma uno o más pruebas, el tipo y la cantidad es determinada por el uso deseado del producto; otra persona o dispositivo (m) da la información sobre usuario; etc. El dispositivo reconoce a más de un usuario por multiusos, eg.: sus códigos usados para acceder en el dispositivo. La información personal se almacena en memoria y es utilizada por el dispositivo más inteligente al sastre sí mismo a las necesidades particulares del usuario. La manera de la cual la invención se adapta a las necesidades de usuario puede alterar según: cambios pequeños o grandes en la base de datos del uip, págs.

- PARA la pieza #2 de TECHIES: D (UIP) =

"Mandando la cuenta"; El usuario puede llevar su carro (su uip personalizado para todos los productos idénticos o relacionados) de la máquina la máquina, eg.: % de la tarjeta existente usada a activan y seleccionan preferencias deseadas en sistemas estéreos del coche; uip de diverso del carro (cartidge del `para el software) usuario de los efectos diferentemente con los cambios correlacionados en funciones; tipo del "carácter" según el uip (si se utiliza una exhibición cambios ("S")); fecha; los datos del uip pueden ser vistos en la exhibición ("S") y o ser impresos; el uip se utiliza para aumentar el cociente de la satisfacción del usuario, eg.: entretener, (^possibly cerca: la manera de la cual la función funciona, sonidos, luces, palabras se utiliza para crear mejor el tipo del efecto electrónico uip indica es más probable aumentar la reacción positiva del usuario a usar el producto [los estudios de la prueba se conducen para considerar las reacciones de la gente en estudios del caso de prueba de 50 - 1000 personas]); "C"; % del uip pueden apoyar interactivo (dando los datos adicionales necesarios para mejorar la invención del sastre al usuario; % de los datos obtenidos para la memoria del uip del micrófono ("mic") (reconocedor de la voz); ratón; P.M.; multiusos; la base de datos del uip dirige las funciones de sistema (determina el tipo, manera, sincronización, independientemente de si notificar, mq, oscilador, synth; pp; del uip de la base de datos de las influencias de la impresora del impreso los parámetros, cuenta, discurso, vc, la manera de la cual funciona mientras que un semi-juguete, él incita - aceptan - el uq de los procesos; tds; Reino Unido. Los datos son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador; El UIP se puede programar/entender con la ayuda de: psicólogos, sociólogos, expertos de comercialización; Ciudad del u (código de área del teléfono/código postal)/identificación de llamador/localización basada en efecto del paladio cómo interfaces de sistema con (con) el U.

- Dibujo: entrada-salida =tr/arc=c de los datos

- el traductor electrónico o-C85 habla palabras/frases hacia fuera deseadas. Fuji/Xerox 29 de agosto de 92 NK.

Dibujo: C85= " teléfono "

la computadora %-o-C112 predice error humano. Entrada UIP (condiciones de trabajo de la persona). El sistema predice errores que son probables hacer. El 30 de sept. 92 yarda.

- utiliza lógica confusa

- El sistema analiza las acciones del u - > base de datos (comportamiento). Eg., computación ubicua: u lleva (minúsculo) "c" en que comunicar con la otra "c" encajada: aplicaciones, t, coches, paredes, K una y s N. Eg.: Lengüeta del parque de Xerox, y otros productos mencionados en "ciencia popular" el febrero de 95 de p.47.

el sistema 2D-021 reacciona a los productos externos según w5 que son:

Eg.: Entrante-Llamar el identificador - cribador/identificador externo del elemento.

Las llamadas de números deseados del teléfono tienen un diverso anillo. El llamador sabe por este medio si coger la llamada o no.

- (Señalando diverso tipo conexiones/llamadas (entrantes) relacionadas con otras de nuestras ideas?): el sistema responde diferentemente dependiendo de cuál quiere el otro producto de N/sys/existing "obra recíprocamente" con él.

--el sistema sabe identidad de la otra parte/sistema vía su: ""/código/teléfono del acceso #/uip (características del comportamiento de N, o U: cómo se mueve/las funciones/responde (a los estímulos de "C central" o de "M")/analizador visual/analizador de sonidos.

- Si el usuario camina encima al dispositivo, el número del teléfono del llamador y o el nombre... aparece en la pantalla ("S").

- Dibujo: Producto central/sistema = c (computadora) = sensor/pieza del sistema de la identificación del analizador/de llamador del analizador/uip = tr/arc = producto externo/sistema.

- Para Techies: ACCESO; BVA; CID; CÁMARA (LENTE); CARRO (tipo uip o sentidos o datos buscados); PALMADA; DE RECUPERACIÓN DE LA INFORMACIÓN; K (teclado); M; MIC; RATÓN; P.M.; MULTIUSOS; NOTIFICADOR (cuando el contacto deseado se ha hecho con la parte o el organismo); banda (programa informático); Picosegundo (la localización del producto externo es un factor de determinación en decidir a si se va cualquiera/el tipo conexión/contacto a ser hecha); R (teledirigido); RANURADOR (producto externo de las rutas por su tipo naturaleza); S (pantalla) (estado de las demostraciones); CUENTA; ANALIZADOR DE SONIDOS; tds (matriz de la fecha del tiempo); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA; UIP; Reino Unido (usuario en el teclado); ANALIZADOR VISUAL %; CORREO DE VOZ.

- Un sensor que conecta con u (cuerpo humano, eg.: abrigo del dedo; animal) para leer las señales electromágneticas generadas por la piel. El software propietario interpreta esas señales y las traduce a acciones. Siendo investigado por la compañía: Other 90% Technologies Inc., Sausalito - ver Wall St. Journal 1995 (quizá artículos de 6.95) titulados: Juegos de mente: Pronto usted zapping a chicos malos sin la elevación de un dedo. La versión del abrigo del dedo venderá para $100-$200.

Matriz contenta de la fecha -4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro".

% de la palmadita de los E.E.U.U. # referente a ayudar U (usuario) desarrollan nueva N, eg.: para el directorio KN de "D": 5153830 método y aparato para proporcionar ayuda con respecto al desarrollo, a la selección y a la evaluación de ideas y de conceptos.

- No. de la palmadita de los E.E.U.U.: str de la búsqueda en el babero 9.94: (adaptarse o se adapta) y usuario: el 5324021%; Método y sistema adaptantes de la inferencia del conocimiento 5208898; Reconocimiento del 5313532% de patrones en imágenes; Sistema de aprendizaje automatizado del 5212821%; Kit cosmético del 5092354%: maquillaje; Tráfico del banco de 4700295 pronósticos y trabajo de previsión; sistema del funcionamiento/del pronóstico de 5321626 baterías; control de inventario: 5237496 y 5287267 y 5128861; 5136502 "que analizan" responsabilidades del cuidado médico; pronóstico agrícola 4837146; compatibilidad 4711632 de pronóstico; pronóstico del peligro de 4197854 pacientes; juego que juega implicando el pronóstico 3473802.

--str de la búsqueda: 1] (ajustar o ajusta) y usuario - desnatado apenas; 2] pronosticados (hizo solamente el disco del babero 6.94).

UIP-Adaptar y UIP-Sugerir:

. UIP-Adaptar = interruptor: Para: (automáticamente) sugiriendo cómo el sistema puede mejorar a sastre sí mismo a las necesidades/a las ayudas del u conseguir las ideas del producto/la buena inspiración de ayuda del usuario.

. Introducción a los sistemas de la generación de las fórmulas:

Software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, los indicadores, el etc.

- el uip de la función deseada es matched= con (con) el uip de elementos/de ingredientes/de productos químicos/de elementos de diferenciación del alimento = dando por resultado fórmulas de los ingredientes que pueden (mejor) alcanzan meta deseada.

--las características de la meta son tied= vía uip = a las características de ingredientes disponibles/sabidos o (KN) sistema.

+ características importantes: UIP-Adaptar, 7G050, banda, Pista-Analizar (analiza para cuál es el mejor de seguir = DB), inspirándose el interruptor, 2E010 20 30 40 50 softwares de la receta.

. Ejemplos generales:

1] desarrolla un nr (notificador del `) para el uso deseado = alertando la presencia de sales/de ácidos/de elementos peligrosos = de in/for: líquidos/polvos/contacto de la superficie.

2] Otros usos para 7G050.

3] El sistema del interruptor (software del `) puede ayudar simplemente a u ofreciendo posibilidades sugeridas: fórmula/equipo/fuente de información (material de referencia,) en línea/tipo de las fuentes experimenta.

4] UIP-Adaptar = UIP-DB: ajusta a las necesidades del u. Da ideas a U (usuario) = de qué U (usuario) = entonces puede elegir el sistema reacciona por consiguiente ofreciendo tales funciones adaptadas.

- Ejemplo: u que usa software de la autopista de la información requiere a menudo más de dos minutos antes de que u requiere M (ordenador central) actuar = dando por resultado el interruptor (software del `) que pide u si todavía quieren permanecer conectadas = la frustración u requiriéndolo responder a tales preguntas pequeñas. Puede también ser problemático para que u localice donde en el software deben entrar parar tales avisos, pero si

el sistema fuera ofrecer una sugerencia tal como, usted tienen gusto del modo de defecto para darle 10 minutos antes de tal pronto (después del sistema ha determinado ("estado") el 80 por ciento de las últimas 50 interacciones entre u y el mfh (transmisión en circuito de la unidad central) era por lo menos 10 minutos sin (sin) actividad).

--Resultado: el sistema se adapta a u, por primer u de donante una opción en materia - u no quisiera quizá que el cambio ocurriera sin (sin) su reconocimiento. El fabricante determina a qué grado uip-adapta sugerirá o puenteará anterior y se alterará simplemente a la necesidad del u.

5] La constitución necesitó en resinas plásticas/metales/la cubierta del producto ("cm", el "cp") o características, porque = tolerando niveles señalados de: el estirar, doblez, tirando = dentro de ambientes señalados de la variación (extremo): temperaturas, luz, abuso, desgaste excesivo, plazo del uso del elemento (edad de N). 7G050 relacionado.

6] Estrategia de búsqueda de la patente para el sistema de la generación de la sugerencia de la idea: software y (fórmulas o receta o ingrediente)

7] Farmacéutico: ingredientes que se convierten para las drogas; ideas para la investigación.

- KN: el sistema del pronóstico médico que estudia todas las características de la enfermedad en la determinación del tipo de enfermedad = de 2E sugiere medicaciones posibles.

- Sugiriendo las combinaciones posibles para que la droga solucione señaló enfermedad/problema: el archivo para cada aspecto en la situación (uip-DB) emparejó con (con) = los archivos de la existencia/las drogas o los productos químicos futuros potenciales.

8] Reunión de reflexión: El software diseñó simultáneamente ayudar a investigadores a aumentar su (relacionado sociológico, psicologicamente) creatividad: KN

9] Generadores alimenticios de la receta basados en necesidades.

Ejemplos del indicador: 7G050

1] Tipo Suggester del indicador: El investigador los anticipa será entrando en contacto con (con) 7G050 relacionado: los productos químicos (peligrosos) diversos/los ambientes ásperos - > esos productos químicos/ambientes se afinan en la computadora - > c (computadora) "analizan" para el tipo indicadores que puede nr (el `notifica) más de uno de estos productos químicos/ambientes (sin relación) [el interruptor intenta encontrar los indicadores que pueden ser compatibles en buscar los productos químicos/los ambientes diversos] - > las sugerencias se hacen a u - > u necesidad de mayo próximo de hacer la investigación adicional vía: este mismo interruptor (software del `)/otras fuentes de referencias/hace los experimentos que prueban hacia fuera las hipótesis/los hechos indicados del interruptor.

2] Dispositivo de protección del cuerpo Suggester: Las llaves del investigador en ésa que trabajarán con tres productos químicos de diferenciación (de acidez de diferenciación) - > interruptor (software del `) sugieren qué 7G050 tipo guantes a utilizar para todos/cada situación/ocurrencia/tipo actividad (eg.: el trabajo con los objetos agudos en tales líquidos requiere guantes más gruesos) - > los guantes señalados se pueden identificar por el fabricante del guante/el número de modelo/el tipo genérico. El sistema puede también sugerir

el otro engranaje protector usado en situaciones peligrosas, eg.: los delantales, juegos del cuerpo, máscaras, anteojos, caretas antigás, zapatos, (reemplazables) filtran para HVAC [sistema de la calefacción, de la ventilación, del aire acondicionado].

- interruptor usado encendido caso por caso, día por base del día, o proyectos de largo plazo futuros del planeamiento, o + diseñando nuevos laboratorios de investigación, eg.: mecanografiar las superficies (pinturas, suelo, materiales de la tapa contraria, los filtros de aire....).

3] UIP: Las características de u (usuario) "se analizan" - > el sistema hace la sugerencia: El usuario tendrá ocurrencias probablemente señaladas (contorneadas en 7G050) = interruptor (software del `) sugiere: tipos de protección (engranaje protector); métodos de investigación (cautelosa) (protocolos) determinada ya para ser seguro vía los manuales.N-POS=30 de referencia en el tema o el interruptor (software) del `(DB).

"Banda": El interruptor (software del `) (con referencia a) se programa = según lo controlado por el UIP; el programador puede ayudar a dirigir/interruptor del control.

. PARA el dibujo de TECHIES: Usuario = este ~ c (computadora) del sistema de N (invención) (interruptor que sugiere fórmulas) =

ACCESO; ANALIZADOR; CUENTA; carro (cartucho del software del `); EDIT; EDUC; MULTIUSOS; banda (programa informático); Q (hace preguntas); RANURADOR; +SCORE (dado a cada aspecto = atado a cada elemento de: ingredientes de la meta y del potencial); SENSOR (7G050); ESTADO; tds (matriz) de la fecha del tiempo (cuentas de retraso de tiempo en conseguir efecto del nr (notificador del `)); PISTA (historia (producto químico/alimento) de los experimentos anteriores conducidos cerca: u, cuerpo de organización, DB, m); Usuario (investigador, estudiante = "educ"); UIP.

Descripción de D (dibujo) - cómo las características pudieron caber:

Para Techies: Dibujo: Usuario/otro (KN) sistema = este ~ c (computadora) del sistema de N (invención) (software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, el etc.) =

. Picosegundo (sistema de colocación) - R (teledirigido) - inclinación:

Zonas - supervisión:

Zonas - utilización:

Acceso: u (usuario) necesita continuar generalmente desarrollando las fórmulas que emparejan eso u (usuario) desarrollado con (con) el sistema antes. Los bandidos sin (sin) la mayoría del conocimiento apropiado pueden ser notados (nr). El acceso permite porcentajes normales de casos con (con) los resultados negativos (causados por error humano).

Secretario -4E020:

Sistema del acceso de la entrada de la imagen -4E030:

+ indicadores: 7G: peligros, novedades, supervisión (electrónica) del EL de acontecimientos: fórmulas para los indicadores necesarios que se convierten desarrollados.

Técnico:

Con cómo los archivos en DB (base de datos del `) = fósforo/comparan para arriba (con)/relacionanse/cuenta con (con) = los datos proporcionados para comenzar búsqueda cerca: u (usuario)/otro sistema. Pasos en ejemplos:

Pasos del generador de la receta de la evitación de la sal:

Sugerencias en el reemplazo de la sal en sopa de habas:

1] El usuario puede preferir normalmente el gusto de la salinidad para comparar en 0.5% de volumen de la sopa para ser sal verdadera.

2] Este porcentaje preferred es resuelto vía: qué u (usuario) K ()/nr (notificador del teclado del `) puesto en sopa.

3] Harán, y enumera el usuario K (teclado) 2 litros de sopa volúmenes de ingredientes que componen 2 litros (ambos antes de combinar, después después de venir (y de la evaporación) - aunque estes 3ultimo se pueden calcular algo por el sistema). Ejemplo: agua de 1 litro, habas de riñón de .4 litro, patata de .3 litro.

4] El usuario deja el sistema recomendar otros ingredientes (si no hay sal verdadera realmente ser utilizado).

5] DB del sistema (base de datos del `) "analiza" /shows (s/printer) otro no los ingredientes de la sal demostrados para satisfacer estadístico un porcentaje grande de la población (en la zona del u) que están en dietas restrictivas de la sal. "Cuenta" para cada uno de esos ingredientes en valor de reemplazo de la sal. 6] Esos ingredientes que subieron en paso anterior son siguientes "anotados" para su compatibilidad con los ingredientes existentes u (bastante) decididos ya para mantener sopa. Cada ingrediente alimentario en DB (base de datos del `) tiene muchos subarchivos, cada subarchivo que es el tipo uso/situación/tipo alimento que tal ingrediente se puede utilizar en = y la "cuenta correspondiente". Ejemplo: las zanahorias consiguen la alta cuenta para las sopas generalmente con todo una cuenta más alta en secundario-secundario-archivo: sopas occidentales del vehículo o de la carne, pero una cuenta más baja en secundario-secundario-archivo en el tipo japonés sopa de la haba del miso.

7] La diferenciación "anota"" coordinado/"del are= "analizado" - > sugirió que los ingredientes estén agrupados en sistemas/archivos de diferenciación de ingredientes. Compatibilidad de ingredientes con uno a en sistemas señalados (ingredientes incluyendo requeridos por u) basado en DB (base de datos del `) del gusto estadístico del pasado estudian para cómo tales combinaciones (poder) satisficieron a gente.

8] Las demostraciones de S (pantalla)/de la impresora = sugirieron recetas = al U. La orden en con la cual se demuestran puede ser que sean ésas (con) más arriba "anotan" para el sistema, o por otros medios, eg.: costar, "anotan" para cómo todos los ingredientes están comúnmente disponibles en los supermercados de la zona del u, uip - DB (base de datos del `) para qué u (usuario) tenido gusto en el pasado, el etc.

. Pasos del generador de la idea del desarrollo del indicador: El interruptor (software del `) sugerirá que qué u (usuario) puede utilizar//substituir/alterar en su plan/estrategia/proceso (de la investigación).

1] Todo el tipo materiales en la situación es computadora entrada del into=, eg.: mecanografiar los materiales peligrosos (ácido, nivel del pH, productos químicos 7G050 enumerados). Eg.: tipo + guantes, tipo + envases

que llevan a cabo los productos químicos, + ácidos y donde están, donde los ácidos pudieron derramarse, efectos ambientales (temperatura, duración (en qué ácidos estarán en contacto), otras circunstancias.

2] Los archivos para las características para cada uno de estos elementos son cualquiera sabido por el sistema (uip-DB). Si existe el DB (base de datos del `) fue compilado cerca: el "análisis" del material de la investigación, exámenes de los químicos %, se convirtió por u (usuario) (o su compañía) para los usos futuros (por otros investigadores de la compañía).

- Cada elemento tiene diversos archivos, según la circunstancia de su uso. El "analizador" determina vía qué subarchivos ser aplicable, eg.: etiqueta del archivo, % de la búsqueda de la palabra clave, "estado", uip.

3] Se emparejan los archivos. Ejemplos: los solamente 2% de tipos del guante/del envase son convenientes para trabajar con los ácidos = interruptor (software del `) determina después tres mejores guantes/envases para el ácido dicho, enumerando mejor primero.

4] Si u (usuario) es incapaz/poco dispuesto de realizar cambios en guante/envase, el sistema puede sugerir los ácidos de diferenciación, o el plazo durante el cual el trabajo debe ser terminado.

5] Si todas las sugerencias por u son buenas, el sistema puede "anotar" qué u planeó hacer/todavía da otras opciones/precauciones mejores/buenas pero peores (si usa productos o no, y si es así cómo deben ser utilizados) = S/Printer.

6] Mientras que está ocurriendo la investigación = "sensor" = "analizador" = NR: cuando el sistema determina hay o podría ser (basado en cuenta) una situación que necesita la especial atención (peligro, pérdida de dinero, inhabilidad para que u consiga resultados deseados).

El diagrama grande comienza aquí: El "parte movible siguiente #1 del diagrama" está para el diagrama grande debajo de él, titulado: "D-#1". Para Techies: D debajo de "D #1" es un subconjunto de estes 3ultimo. Todas las características convergen en la computadora central en "D #1".

"Parte movible #1 del diagrama": Para +D-#1

Mecanografiar las sugerencias hechas por el sistema para alcanzar las necesidades indicadas por u (usuario) (así que el futuro sugerido N (invención) o las funciones del sistema según lo necesitado en la situación/el ambiente y capaz futuros de manejar ocurrencias señaladas según lo previsto por el sistema/el U.

Las sugerencias son hechas por el sistema: para uno o más de siguiente: tipo del nr (notificador del `) - 7G050. Con engranaje protector sugerida: contra (producto químico 7G050) peligros. Constitución de la resina/del metal del PVC. Fórmulas: farmacéutico, recetas del alimento, resinas del pvc. Otras fórmulas. Panoramas probables:

--cómo prepararse para: fuego y otros taladros de desastre natural/estado de preparación.

--accidentes: accidentes (químicos); vehículo; construcción (derrumbamiento);

- Efectos deseados: cualquier (EL) %KN, cualquier (EL) %N, según lo prescrito por UIP-Adapta

Movimiento NR del cuerpo -1J010: cómo el sistema puede adaptarse a diferente: gente clasificada/usos.

-2E010 20 30 40 50 softwares de la receta:

Encargado de registro de -3E020 GPS: qué registra pudo querer ser guardado, que las zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación).

Alarma interactiva de la mañana -3E060: qué sistema de Q (hace preguntas) debe pedir = emparejado con (con) el uip de u (usuario)/qué u tiene que hacer más adelante que día [el sistema pone u en el humor para las ocurrencias previstas/trabajo]

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona": qué zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación).

Correlador y regulador de la circunstancia de -3E151 GPS: qué zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación).

Localizador de -3E180 GPS: sugiere dónde comenzar a mirar o qué necesidades de ser encontrado y cómo.

Sistemas de facturación de -3E190 GPS: qué zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación).

-3E040 y canceladora del ruido de 41 teléfonos: qué sonidos ambientales pudieron semi-ser cancelados (con riesgo de deteriorar a oyente en el otro extremo de la parte de la voz natural del altavoz).

Suplemento de interior de -3E210 GPS: donde/cómo el suplemento podría ser utilizado/ser colocado.

Alternador -4E010: qué acumulación de la energía de batería de la oferta de las actividades mayor

Sistema del acceso de la entrada de la imagen -4E030: qué imágenes el sistema puede utilizar para accionar señaló las funciones (acceso).

Varita mágica -5E020:

Anillo Delayer del teléfono -3G010:

Bola que anota aislada -4G190: cómo jugar/desarrollar los nuevos "juegos".

-4G200 fruta Encapsulator: cómo ajustarse para cortar adentro manera ideal. Otros métodos para la peladura, corte, procesando, cocinando, conservando los alimentos.

Interruptor de la dislexia -5G061: cómo u (usuario) puede destetarse del software; cómo el interruptor (software del `) puede ayudar a u (usuario) - eg: las pruebas u primero - > "anota" - > analizan - > sugiere - > s/printer.

Interruptor de la lectura de la velocidad -5G070: cómo u puede destetarse del software; cómo el interruptor (software del `) puede ayudar a u - eg: las pruebas u primero - > "anota" - > analizan - > sugiere - > s/printer.

Dibujo #1:

Para Techies: Dibujo: Usuario = (+ ver: "Diagram el ~ c (computadora) del parte movible #1") =

ACCESO: Tener acceso a las estrategias de la restricción sugeridas: el DB (base de datos del `) de la última actividad del pirata informático/del bandido = emparejó con (con) = DB (base de datos del `) de sabido/del existiendo/los remedios o las trampas disponibles = las estrategias sugeridas del control del "acceso" = [las sugerencias del encargado de seguridad = K (teclado) = acceso - analizador - sistema]: el sistema analiza cualquier entrada del mgr de la seguridad durante los pasos múltiples vía los cuales el mgr del w= del interruptor (software del `) junto se inspira para las estrategias.

ANALIZADOR; CUENTA; CARRO (cartucho del software del `); EDIT; EDUC; MULTIUSOS; NR (notificador del `); Banda; Picosegundo-Zona; Q (hace preguntas); RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; tds (matriz de la fecha del tiempo); T (teléfono); INCLINACIÓN; PISTA; UIP; ANALIZADOR VISUAL; VR; WA (caminata alrededor).

UIP-Adaptar y UIP-Sugerir: ver el interruptor de la sugerencia (software del `) (siendo) convertido de los archivos 2E.

Se alteran + cinco sentidos de emparejar los gustos del usuario: Sentidos: imágenes (véase "para corregir"); sonidos (véase el sa); "vibración"; disparadores del olor (véase los detalles del "analizador" del olor mezclados a través de archivos; probar (véase el dir KN de A)

+ uso del "juego": Efecto "redactor" del juego del UIP: Piden el usuario experimentar diversos efectos como sonidos y mecanografiar imágenes. La respuesta del u "se anota" e interna los efectos del juego se adapta para conseguir una respuesta más deseable de los jugadores. Los aspectos de cada juego tienen opciones "editable" múltiples, y el sistema utiliza esas preferencias del mejor jugador que empareja.

- imágenes: ver "para corregir" = las imágenes; colores; texturas de la piel o de los objetos; tamaño
- sonidos: el sistema "sintetiza" sonidos (en su memoria); el sa anota sonidos.
- "anotando": para emparejar los gustos del u: ponen al cuerpo humano "sensores" en el jugador (piel) para calibrar niveles de la reacción; u (usuario) personalmente K (teclado) en su preferencia (de la opción múltiple) de efectos.
- Qué anotó: humor" reacciones "del usuario el "anotó"/"analizado": placer; entusiasmo; pasión; miedo; relajación (entre los episodios, el tipo de rotura para el jugador, así que ellas sobre no ejercen y tire= en la golondrina de mar que juega al juego más de largo).
- Cómo el sistema utiliza las preferencias del jugador: El usuario preguntado cuál de 12 efectúa saca la más grande: pasión. Entonces cuando los encuentros apasionados ocurren en juego, se utiliza eso "corregido"/versión del "synth".
- Efectos generados usuario: los jugadores pueden programar/crean/los efectos sonoros en el juego sí mismo del expediente (mic).
- Relacionado con el dir KN (invención) de A o de B donde los juegos se venden vía las máquinas expendedoras y se adaptan a los compradores.

. "Sintetizó" la música/los sonidos alterados.

Final de ACCESS-BA = UIP

Archivo: Acceso \ CA-BAIMI

CARACTERÍSTICAS COMUNES PARA EL ANALIZADOR DEL COMPORTAMIENTO DEL ACCESO: ARCHIVO AC-BA-IMI

El "ANALIZADOR " % = sistema "analiza" (criminal/acceso relacionado) el comportamiento

características del "accessor". Los métodos incluyen "análisis" vía:
uip; "analizador"; "acceso"; frecuencias de la voz del usuario ("sa"),
eg.: detectores de mentira de la voz. Sistemas más baratos pueden buscar simplemente colmo
frecuencias que representan la tensión.
- sa: "mic" - > "analizador" (el sistema analiza la voz de la persona) - >
sistema responde según banda (control)/u del programa informático.
- Dibujo: Voz = "analizador de sonidos" ("mic" = sonido al convertidor de señal)
/M = c (computadora) = función ()/oscilador del uso
. "Coordina" entre diversas características del comportamiento (de
accessor).
- Coordinador - cuenta: Cuenta: los coordenadas/hacen juegos malabares del sistema diferente
Características/comportamientos de los archivos según "la cuenta" del "accessor" =
coordinador-importancia/coordinador/corrector; la cuenta de
influencias de la ocurrencia cómo el coordinador coordina esa ocurrencia
protocols/sw señalado w= del sistema.

El "ARTISTA" = (método en quien) las imágenes generó = los VAGOS.

Ver: Sistemas de análisis de imagen del artista. Manera en la cual imágenes
se generan/algo "se corrige" = es único como el dedo
prints= según lo determinado vía vagos. El nivel y los tipos de estrecho
el anotar en el "dibujo" es ilimitado.
- "Carácter" = "imagen": 1] Diseñó retratar "señalado"
humor. 2] Accessor= selecciona un "carácter " = que esté conectado
características diversas del with=: comportamientos; niveles de acceso;
humores.
- "Alarma de la mañana": crear las "imágenes requeridas" en "señalado"
"orden y sincronización".

"ANALIZADOR DEL COMPORTAMIENTO" EN GENERAL

+ VER EL ARCHIVO GRANDE TITULADO C:\K\BA
- El comportamiento del usuario incluye. Su: sensación, estilo, concordancia de
acciones en un cierto plazo, ritmo del movimiento, movimientos preferred, y
patrones del pensamiento (según lo "analizado" por sus palabras claves).
- "Motivador del trabajo" de la alarma" de la mañana ".

"CAMBIAR EL PROCESO DEL ACCESO" =

Los parámetros (del comportamiento) para acceder pueden ser cambiados/
"corregido" (según w5/el uip (cómo el accessor se comportó, eg.: ellos
fueron determinados ser)/que creaba del pirata informático cañizos adicionales).

- Estos parámetros cambian (gradualmente) como el uip "analiza" a accessor
las funciones (del trabajo) están cambiando por consiguiente.
+ "cuenta": Tener acceso al procedures= llegan a ser más o /are menos terminante
altered= según comportamiento del accessor's=.
- El `modifica para requisitos particulares cerca [donante mayor/poca tolerancia para la desviación de requisitos previstos del comportamiento/del acceso del usuario].

El "EDIT" = BA=UIP-Tailor determina lo que ("hospitalidad") u (usuario) (el tema) debe experimentar. Se diseña el tipo experiencia "señalada " = para caber (uip-adaptar) el accessor= vía uso de "corregir".

- H: las "imágenes "corregidas" " = tientan el hacker= en "trampa". Material obligando al pirata informático es más probable tirar de ellas adentro.
- el accessor= de la forma selecciona el material "ser corregido " = estudiado por vagos.
% de los datos "corrigieron" para el uso de la "mañana".

"JUEGO" = juegos: Cómo el usuario juega los juegos de ordenador: donde en jugador del juego lleva su carácter, como la cueva secreta o tocando la manzana más alta en el tercer árbol. Ver el "juego " = el " acceso".
--Cómo un usuario juega un juego determina el acceso: 1] sistema estudia los u movimientos vía = uip, eg.: u (usuario) prefiere el usar del grajo en juego de ajedrez, y de u pudo acentuar sus estilos el jugar por consiguiente (si acceso negado).] el acceso 2 proporcionó if/when los triunfos/pierden de u el juego (en/ dentro del número señalado de movimientos. 3] Pedazo de los u (señalados) llega el cuadrado/el punto señalados/etapa en "juego".
- "alarma de la mañana": juego del juego correctamente o ganar y desactivar alarma.

+ "COMPORTAMIENTO del GRUPO" = del cómo los accessors se comportan dentro del contexto su organización. Mayor es el nivel positivo de su "interacción" con los miembros compañeros (véase por su contraseña/ "pista") = las cuentas mejores son de los accessors. Jueces del sistema para modos del comportamiento normales (basados en la organización/el departamento/ historia o "programa" del empleado). Los sistemas grandes son representantes de sistemas "interactivos" sociológicos importantes: los acceso-vagos deben buscar a los extravagantes peligrosos (como cómo la gente intuitivo juzga otra honradez en vida real fuera de a sistema informático).

Ejemplos:
- cada contraseña se etiqueta w: precedencia; su relación con los otros empleados y grado y tipo de importancia/de proximidad a

; novedad a la compañía (piratas informáticos más probablemente a ser nuevos infiltrados). Atan a cada accessor: contraseña, su historia, y perfiles del comportamiento normales. Ver el access=score.

Qué accessor hace con lo que fue alcanzado:

¿Quién transfieren los archivos? Hace a accessor tienen rasgos ¿ése puede ser dañoso o el contrario? Los rasgos del accessor incluir el grupo y los comportamientos orientados no-grupo.

"Motivador del trabajo" de la alarma" de la mañana ": requiere a grupo "señalado" comportamiento.

"OCULTAR EL PROCESO del ACCESO" = + el pirata informático que sabe sobre "acceso-vagos" y evita su "atrapa". Qué pirata informático puede intentar el doing= y cómo el acceso puede intentar repartir con ellos de todos modos:

- el manejo libera de archivos eso que sabe fijará definitivamente apagado "nr". El pirata informático puede querer tales archivos pero estancias con archivos más seguros.
- mezcla adentro la actividad que hace que el pirata informático aparece más normal, eg.: archivos de los accesos "señalados" para la contraseña que están utilizando.
- ver la sección del espejo de la "trampa".
- éste es un área difícil, y una que requiere más cerca el análisis, y o se puede "encaminar" a la versión humana del acceso regulador para una inspección más cercana.

"INDIRECTA" =

- UIP-Adaptar: son qué contraseñas/cuando (w5) ellos debe ser entrado.
- La ayuda de accessors con (con) anota solamente un poco fuera de línea: "Incita" u para alterar su behavior= si el ba= encuentra la cuenta del accessor es incorrecto.
- "Alarma de la mañana": qué acciones el usuario requiere.

"MANIOBRA" = cómo accessor: "indica"; "se combina"; + "encamina" sí mismo a través sistema o proceso principal del acceso; funciones como orden del by= anotado "y el medir el tiempo "; "repetición".

- cada faceta del maneuvering= tiene una diversa "cuenta " = combinado más adelante con el accessor's= otras cuentas.
- los patrones del movimiento necesitaron para: "r", "dibuja " %

"FUSIÓN" = cuentas que son mergeable:

- ésos tabularon en un cierto plazo (peso preferencial de w dado a estes 3ultimo).

- un o más scores= generado vía cualquier method= se combina.
- otros accessors en "comportamiento del grupo " = es a qué accessor "marcado con etiqueta". Si los comportamientos del otro accessor son changing= cada uno el sistema de sonorización del accessor puede cambiar por consiguiente, eg.: vía el hacer un promedio de esto y o de las cuentas del otro grupo.

Misceláneo:

- el accessor material "se combina " = W5 - > cuenta
- ejemplos de cuál es mergeable. Accessor: "artista", "grupo comportamiento ", "humor", "movimiento", picosegundo-zona, "señales científicas", "sensor", "pista", "analizador visual", "uip-DB", W5 del accessor otros comportamientos.
- Manera de la cual los archivos son vagos basados merged= del on=.

"HUMOR" =

El sistema empareja sus características con la de lo que determina el comportamiento del usuario está como.

. "Indirecta": el humor creado da las señales/los "avisos" para u (usuario) a la respuesta "pregunta" (necesitado ayudar a determinar al accessor autenticidad).

. - Éste es un ejemplo de un subconjunto de "humor". Y este "humor" es a subconjunto de "" del acceso = "VAGOS", que es un subconjunto "de acceso".

- La manera de indirectas es "editable" (según "orden y la sincronización" como guía/comportamiento del accessor).

. OSCILADOR (comunicador sano saliente) = ("aviso"): Fósforos/imitadores del OSCILADOR del sistema (comunicador sano saliente) el usuario voz para solicitar la respuesta deseada (emoción/sensación el informe/hace que quieren actuar de cierta manera (la compra/ productividad del trabajo, modificación del comportamiento). Psicólogos establecido qué tipo de voz/de frecuencias sanas es el más conveniente para alcanzar el efecto deseado según: circunstancias (UIP/ Estado de ánimo del u (en un rato particular)). TDS: sonido del oscilador la modulación se pudo efectuar antes el día (U puede necesitar energizándose en la mañana temprana).

. - De la manera similar, sistema genera un "humor " = el usuario que empareja perfil del comportamiento.

. H "trampa": hacen el pirata informático para creer que son legítimos accessor vía muchos métodos incluyendo "humor", "indirecta".

. "Señalando" cuál es el mejor "humor": desarrollar el uip=db de comportamiento del accessor.

. Creando el "humor deseado": "Corregir" (los efectos la representación visual aspecto/fraseología utilizada); Ver el "oscilador" arriba.

- % del lanzamiento del olor = analizador del olor; vibración emitida = vibración analizador.

. Dibujo: Accessor (comportamiento) = c (computadora) (señalada humor generado para accessor según: comportamiento del u/debajo del acceso del ~ de las características) = PROCESO // del ACCESO de la PIEL de // del PROCESO del ACCESO del CAMBIO de W5 // ORDEN y SINCRONIZACIÓN de // del NOTIFICADOR de // de la INDIRECTA (cómo "corrigió" el material se demuestra a la CUENTA PRONTO de // // del accessor).

La "ALARMA de la MAÑANA" = la manera de la cual el usuario tiene acceso al process= desactiva la alarma de la mañana.

+ ver: "Mañana". Tiene mucha información.

. - "Introducción de la alarma de la mañana": Éste es solamente uno del muchos usos para el "acceso". Las "alarmas de la mañana" son sistemas creados para waken únicamente encima de los usuarios, y después requerirlos actuar de cierta manera para traerlos al wakefulness completo. En caso de necesidad, La "alarma de la mañana" se puede no hacer caso para entender solamente mejor naturalezas generales del "acceso".

"MOVIMIENTO" = movimiento humano sobre premisas:

. Estacionamiento fuera de horas de trabajo:

- "visual"/[del analizador movimiento]' sensor = "sigue" números de matrícula.

- los piratas informáticos pudieron parquear a otra parte y caminar a las premisas. Por lo tanto el sistema está más sospechoso cuando alguien incorpora el building= sin (sin) accionar la entrada "sensor " = significando el accessor= condujo sobre lot= del estacionamiento a través de la entrada del "sensor". El número de coches en la porción debe emparejar número de gente/de usuarios en el edificio/en sistema.

- ver KN: sistema "que sigue" a empleados paradero (en un edificio)

. Movimiento/vibración: Tuvieron acceso al "movimiento": mecanografiar los fósforos del motion= perfil del comportamiento necesario. Formar del usuario que causa la "vibración".

- "Receptor acústico del movimiento": el "sensor" "busca" el movimiento inusual (del cuerpo).

Se sigue la "ORDEN y la SINCRONIZACIÓN" = la "orden y o la sincronización" en cuál utilizó el usuario diversos programas informáticos.

"PS-ZONE" = punto del judges= de la cuenta del access= por el U.

"PREGUNTA" = "MQ". Preguntas generadas UIP:

- El sistema "incita" a "accessor" "reacciona" a las preguntas o ocurrencias.

- Ocurrencias - general: Sin el accessor del knowledge= no pudo reconocer/saber la presencia de "ocurrencia", y el or= qué la "reacción necesaria " = por el accessor es.

- Tipo ocurrencias = cualquie cambio del interruptor (software del `)/"aviso potencial" eso el accessor debe guardar su ojo hacia fuera para.

--Eg.: cualquie "imagen interactiva" creatable por "artista" del "artista"/ "corregir"; cualquie occurrence= que pueda ser by= "buscado" "búsqueda y reaccionar"; cualquie texto o "imagen" que dirijan/"hacen alusión" accessor: otros "localización" en "c" (interruptor, archivo)/la "localización física".

- "Preguntas" planteadas al "accessor":

Requieren al usuario contestar a preguntas sobre su historia, o qué y porqué tuvieron acceso al sistema previamente.

. El sistema genera las preguntas que requieren correcto (cerca de correcto) las respuestas al aumento/mantienen el acceso. Seleccionado aleatoriamente desafíos de la autentificación.

- El archivo de las aplicaciones del DB del questions= elegido al azar = entonces "busca " = "reacción correcta" (respuesta).

--Existe: tener acceso al sistema ese demuestra lo hizo qué accessor previamente.

. - Dibujo: Las preguntas vienen del sistema que estudia u (usuario) = el crear/que delinea información en la pregunta/las declaraciones true-false = que debe u responder a.

. "Motivador del trabajo" de la alarma" de la mañana ": requiere "orden y la sincronización" de trabajo de la computadora del usuario.

. Se modifican para requisitos particulares las respuestas.

"REPETICIÓN" = una de las muchas maneras del juicio si el accessor es quién demandan ser. Accesos del accessor de los archivos y o la orden adentro cuál él está alcanzada se repite normalmente.

"SEÑALES CIENTÍFICAS" = señales del cuerpo del studied= del accessor y emparejado con (con) señales anteriores del accessor.

"SENSOR" = movimiento del cuerpo: la manera u (usuario) mueve su cuerpo/objetos en "s" o a disposición

= el acceso "analiza" su uip-DB para considerar si hay un fósforo. Otro

movimientos: dibujo, dando une vuelta.

"ANALIZADOR DEL OLOR" =

"ANALIZADOR de SONIDOS" = tensión de la gente del juez de los sistemas de comando de voz levels= que baja la cuenta para: comportamiento más arriba tensionado/de mentira, puesto que esto puede significar la presencia de pirata informático.

- el sistema considera: diferencias en los niveles de tensión para voces masculinas y femeninas (la contraseña demuestra el sexo); accessors de los plazos debe encontrarse; el nivel general del accessor de tensión es w= comparado nivel de tensión en la época del acceso.

"Teléfono" =

"PISTA" =

1] Comportamiento del u supervisado para ver si su comportamiento empareja perfil de sistema de su comportamiento: uip-DB.

2] Identificación de bandidos: Similar al anticuerpo inmunológico reconocedor. Concordancias de los bandidos "analizados" - > uip-DB de bandido; la vez próxima alguien intenta acceder con (con) señalado grado de sistema común de las características (de episodios anteriores) piedras de afilar adentro en ellos. alarma tratada de forzar 3A205. El bandido está generalmente desprevenido han sido identificados por el sistema.

3] El sistema supervisa las actividades del u. Códigos (automatizados) ocultados: encajado en datos robados: más fácil "seguir" donde van estos códigos; facilita el procesamiento de la corte. monitor inteligente 2E251

[El sistema "sigue " = " analiza" el comportamiento del u] = los vagos (analizador del comportamiento del `) = las conclusiones (Cuenta) utilizado por ""/UIP-DB del analizador.

. Misceláneo:

- información usada para supervisar y para determinar quién es el usuario y W5 están haciendo.

. "Pista": El sistema identifica vía una lista de tercera persona de gente potencialmente mala. Esta lista incluye a los que sean sospechado, procesado o condenado por: cualquie crimen, cortando, engaño, etc. El sistema principal de los "acceso-vagos" puede también concentrar información sobre accessors a esta lista de la tercer persona. Este sistema es absolutamente ciertamente ilegal en fecha este tiempo.

"TRANSMISOR" = dispositivo magnético

"ANALIZADOR VISUAL" = huellas digitales; cara; cuadros.

"UIP" = aprendiendo sobre Accessor: El Info aprendió sobre usuario se alimenta en el UIP.
Los datos existentes del UIP pueden ser: consideraba más o menos importante que
el análisis del BVA (en aquel momento de los u que interconectan) según
Banda. El sistema puede ajustar a los humores que fluctúan del u. También ver:
"Pregunta"; vagos; sa; uip=db; "pista".
- los resultados del comportamiento "analizado" se comparan a una referencia
nivel (para la función aplicable/uip del access=ba). Eg.: Palmadita de los E.E.U.U.
5461231

"UIP-DB" = "cuenta": "busca" para qué needed= de los elementos
el compilation= entonces organiza datos en el form= usable para UIP-Adapta.
--Notas: Búsquedas: vía los "cuestionarios", "vagos", "pista".
Organización de los archivos del DB: la información recogida sobre usuario puede ser
insertado en uno o los archivos múltiples según los cuales los archivos pueden
utilizar la información. Entonces UIP-Adaptar las búsquedas que los archivos ellos necesitan
para mejorar a sastre. O más trabajo se puede requerir para UIP-Adapta a
encontrar la información necesaria. Ejemplo: "Tuvieron acceso al DB de la cuenta de los vagos" -
compila datos para demostrar cómo el accessor es interno del rated= si el accessor
el good= cambiante de las estancias del grado uip-adapta/el "regulador del acceso"
acceso del permiso.

- si el sistema determina el uso de este usuario de un sofisticado
el sistema electrónico emparejó su perfil del comportamiento normal, cerca
utilización de ciertos archivos (confidenciales) o de funciones y no
otros.
- ver pregunta" de los vagos de los accesos la ".

. El usuario de la gente sabe: u (usuario) lee u oye las voces/información =
entonces u responde por consiguiente = y si u (usuario) tiene correctamente acceso.
Ejemplos:
- el _User debe reconocer voces señaladas (tales como su compañero de trabajo o madre) y responder solamente
a sus comandos. Después
tales voces, preguntas se deben contestar a la satisfacción como si
critiqued por la voz dicha. Los piratas informáticos pueden no saber
cuál es la voz correcta, ni ata la voz con el necesario
respuestas. Estas voces pueden no tener etiquetas tales como jefe o esposa.
--u oye tres voces, y uno es su esposa/compañero de trabajo = u
selecciona la voz familiar y el acceso continúa. La voz induce u
para trabajar difícilmente o tener mejor moral ()/induce del tgh humor, eg.:

dice el "trabajo más difícilmente", "le consiguen", "hacen porciones de la miel del dinero...", "usted vago perezoso".

--la "orden y la sincronización" de las acciones de tal gente necesitan ser hechas correctamente.

- el _accessor no pudo saber lo que le preguntará el sistema. El sistema puede tener entrada recibida de otras (conociendo al accessor) sin (sin) el accessor conocimiento (sobre su entrada). Tal información no pudo ser puesto a disposición cualquier persona excepto bajo circunstancias señaladas tal como tiempo (w5). Ver la "piel".

"UIP-TAILOR" = manera del producto del uso/de los controles de acceso: comportamiento correcto no solamente el access= pero él de los permisos puede controlar productos también. Esto es una combinación de los campos del acceso y el in= de los resultados del R. uip-adapta ajusta al comportamiento del accessor.

"W5" = acceso en el momento adecuado: temperatura señalada, tiempo, ciertas noticias en medios de comunicación, cuando otro u "señalado" (usuario) también tiene "acceso".

Final del acceso - características del analizador del comportamiento

Archivo: Acceso \ CA-BAPAT

TENER ACCESO A LAS PATENTES RELACIONADAS ANALIZADOR DEL COMPORTAMIENTO

Esta sección es una copia de qué fue enviada a los archivos: CA-vagos, educ, cuenta, vagos. 9/1996

- Estrategia de búsqueda de la palmadita: (comportamiento o psycholog) y (software o computadora o %program)

D1:

VAGO/Access=BA/Educ (vagos)/cuenta ()/pista/juego de los vagos =

Patentes de los E.E.U.U.:

-4571682 sistema y método para el realce de la habilidad y la modificación del behaviior = ""/"de la educación vagos"

- Misceláneo: 3944796 5533093 4569526= " juego " =4666160 5349539 5493185 5473537= " señales científicas " 5111413 5485600 48182345434788=gps5524176 5260867 = c (computadora) usada por el accessor

-4751642 sistema "interactivo" de las simulaciones de los deportes (vr) con la "detección fisiológica" ("señales científicas") y el condicionamiento psicologico (""/motivación/"educación" del humor)

-4796194 modelado del mundo real y proceso del control = behaviior irregular de las búsquedas en piso de la fábrica

+ protección comprensiva "sistema" del "software 5123045". La patente trabaja con comportamiento de la entrada-salida.

-5507649 = las "imágenes" son comportamiento del to= del accessor "señalado" del fósforo. Eg.: los niños reciben diversas imágenes de adultos.

5483112/5377258 = método y aparato para un sistema del comportamiento automatizado e interactivo de la "dirección": "obra recíprocamente " = con (con) usuario via= T (teléfono)/mfh ()/r de la transmisión en circuito de la unidad central; "educ"; uip-DB; "questionnare"; sa (analizador de la tensión de la voz de la patente); requiere la "reacción" del usuario; tuvieron acceso al PIN de la contraseña = de la patente; "Trampa": piratas informáticos de motivación

- este número de patente mencionado a otra parte en la limadura de KN (invención).

-

. D1: ["Acceso" = "VAGOS"] ~ 5377258 =

-

INDIRECTA DEL COMPORTAMIENTO" de // PROCESO" del ACCESO la "de la PIEL de // del "COMPORTAMIENTO" del GRUPO" de // "EDIT" // del "PROCESO del ACCESO del CAMBIO de // del "ANALIZADOR" de // del "del "ARTISTA" de // del "ANALIZADOR" de // del "ACCESSOR" (cómo los empleados "interactivos" con (con) uno a/sistema) // "AFINA" ORDEN LIGERA y" (la mención de la patente de la duración del tiempo) la REPETICIÓN "PRONTO"" // "de // la "del "NOTIFICADOR" de "MANEOUVER" // de "de // del "MOVIMIENTO" de // del "HUMOR" de // de la "FUSIÓN" de // SENSOR" de // del "(los accessors de motivación) QUESTIONARRE" // "de "PS-ZONE" // de // QUE MIDE EL TIEMPO // CIENTÍFICO Las SEÑALES" // "CUENTA" // "BÚSQUEDA y REACCIONAN" // "SENSOR" // "ANALIZADOR" // "ANALIZADOR" // "teléfono" // "PISTA" // "ANALIZADOR VISUAL" // "UIP" // "UIP=DB" // "W5" del OLOR de SONIDOS.

Técnica 5515270 para correlacionar comportamiento de compra de un consumidor a los anuncios:

. Cómo las funciones descritas en el extracto de la patente se substituyen por KN (invención) ofrece:

- el comportamiento de comprador se puede substituir por: cómo el accessor funciona de otras maneras descritas

- anuncios y promociones que han expuesto al consumidor a puede ser substituido por: "promts"; "hace alusión"; "dirección " %; expusieron al accessor material a o "obró recíprocamente" con (en sistema);

- supervisado substituido por: "pista"; "analizado"; "vagos"

- montitored junto substituido por: "fusión"

- expediente legible: uip-DB

- w substituido comportamiento subsecuente: "pista"; "orden y sincronización " %

- consumidor = "accessor"

- la información combinó para analizar: uip-DB; "analizar"

- caja registradora: "facturación"
- el consumidor inserta este expediente: ""/contraseña/uip-DB del carro
- tipo de la promoción clasificado: vagos (analizador del comportamiento del `) del anuncio; organizado por el tema; uip-DB
- solamente la porción FO recogió datos necesita ser analizada: "se marcan con etiqueta" las porciones

Estrategia de búsqueda: (cuenta o anotando o cuentas o measur) y (comportamiento o psycholog o personalit)

-

Anotando de comportamiento/prediciendo comportamiento (para uip-DB)/"pista":

-4971561 aparato y método para aprender sobre las relaciones y...

-5424945 sistema para evaluar un efecto psicologico de un documento

4481593

Archivo: Acceso \ CA-VAGOS

Archivo: ANALIZADOR DE ACCESS-BEAHAVIOR

Información repetidor: Cualesquiera (fijar de señales) "analizados" por los "VAGOS" de qué vagos llegan una conclusión pueden alcanzar el "acceso". La conclusión de vagos actúa como tipo de puerta - uno debe hacer algo o actuar de cierta manera para tener el "acceso". Esto es un área muy amplia.

- Ejemplo: Los "VAGOS" determinan si u/el espectador tenía comportamiento bueno/indeseable (parámetros de w/in de los vagos del sistema de u) - > llano del acceso produjo fósforos por consiguiente. Eg.: cabritos de los límites que ven TV excesiva (violencia).

Str de la búsqueda de la patente (estrategia). Extracto 1974-7/96: (contraseña o acceso) no accesso y (comportamiento o personalit).

- str: (comportamiento o psych o personalit) y (software o computadora o acceso o accesos o acceso o contraseña o seguridad o protector)
- Patentes de los E.E.U.U.: sistema 5250946 de la mejora del comportamiento 4854877 5343871 5465729 5470235-Child 4741320 4013294= " juego " 5469506 4533244.
- Estrategia de búsqueda de la palmadita: (comportamiento o psycholog) y (acceso o accesos o acceso o contraseña) y (software o programa o computadora o eléctrico)

Los sistemas existentes usados para analizar el perfil psicologico de una persona se pueden utilizar, requiriendo respuestas semejantemente correctas.

Cualesquiera "señalaron" las señales generadas por el comportamiento del accessor = ""/nr/pista del acceso. La manera de la cual se acciona cualquier contraseña = las contraseñas necesarias = se puede generar o alterar según: UIP o VAGOS.

OTRO: Cada accessor tiene cañizos de diferenciación al pass= y accede. Las contraseñas necesarias (uip-se adaptan) a cada accessor= que ayuda mejor al accessor recuerdan contraseñas.

. - "Contraseñas cambiantes": Las contraseñas necesarias pueden necesitar ser alterado ("corregido") cada vez de diversa manera dentro de los perfiles del accessor = de vagos.

Debajo está la versión alterada de la sección de los "VAGOS" de IMI24. Adaptado al acceso = a los VAGOS:

Introducción: la mayor parte de los VAGOS originales de IMI20 fueron movidos a la sección de las piezas de los vagos de los accesos.

Las funciones +might del "acceso" del producto (levemente) se alteren según los u determinados (vía: Comportamiento de BVA/UIP).

- La calidad de sonido Del OSCILADOR (pudo ser) es así que excelente/similar en características vocales a u/listener que suena como la persona verdadera que habla al U. Los sonidos también tienen tal color, ellos: hacer que los oídos del u sienten como pueden visualizar el altavoz/la función (si hay o no es un S).

--El sistema "analiza" el tipo (sonido, del comportamiento) persona apuntada los archivos empareja mejor = entonces comunica w ellos para crear el impacto psicologico máximo (ventas, "humor") según lo determinado vía ""/K/banda del analizador. D: mic = bva/uip = c = oscilador.

. Para los techies: D: Organismo que es estudiado (ser humano, animal, otro) = este ~ del sistema de N (VAGOS) C =

TENER ACCESO (el sistema sobre el "acceso" supervisa el organismo (2E251)); ANALIZADOR ();

AP=Access (% científico, % psicologico, % médico, % de negocio de los proyectos de investigación); CEREBRO (); C (); CÁMARA (2E251 Monitor= inteligente " pista"); CARRO (interruptor, DB, carro de diferenciación para el tipo organismo o ap); EDUC (); GPS (); K (); M (DB, cerebro); MIC (analizador de sonidos); MES (); RATÓN (); MQ (); MULTIUSOS ("accessors de diferenciación" (u), organismos que son estudiados); NR (w5 requirió parámetros tiene/haber sido encontrado (vía "cuenta" = "analizador"));

OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (movimiento); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); SYNTH ("analiza" para los sonidos organismos de esa mejores influencia (por pr/u/k)); TDS (); T (); U (investigador/organismo que es estudiado); UIP (uip del organismo/u (estudios/objetividad de las pruebas de investigadores)); UQ (); ANALIZADOR VISUAL (); VR (); WA (uso al aire libre).

- Subpartes: BA-UIP; BA-BVA; Vago-Etiqueta: las etiquetas (entonces pistas) señalaron a gente según ciertos perfiles.

Otro: "Ranurador": localiza el then= recupera el data= necesario para esta partición. Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen". "Bill"

. Dibujo #1: Mejora en patente de los E.E.U.U.: "Accessor" = [5377258 método y aparato para un sistema de dirección del comportamiento automatizado e interactivo: "trampa"; "indirecta"; u recibe los mensajes de motivación (oscilador) para mejorar patrones del comportamiento; incluye DB del cliente (uip); tensión "analizador" de la voz; respuesta del cliente requerida] =

= C =

= el ANALIZADOR de // del ACCESO () () // EDIT = "búsqueda y reacciona" = (el sistema corrige hacia fuera menos entrada necesaria de: la determinación si el accessor es) // legítimo NR (penaliza u cuando u actúa mal (comportamiento indeseable) = la descarga eléctrica al uso del sistema N del cuerpo/de la "hospitalidad" es limitada (véase KN)) Picosegundo-Zona de la banda de // del OSCILADOR de // (penaliza vía sonidos = synth ásperos) () // (u entrenó a donde no está necesaria su caja fuerte/u para el trabajo, eg.: dirigirse, sitio del café, sitio de reconstrucción, PISTA de // TDS (w5 u comportado - > acumula UIP-DB) // del ESTADO de // Q (construir uip-DB = necesitado por el sistema entrenar u) a la CUENTA de // R () // (como de bien el comportamiento de los u (usuario) está alterando) // del sitio) de TV (del comportamiento del u) () // UIP ().

. []/"De la colección del UIP = del DB pregunta" para determinar la autenticidad =

Ejemplo de la fuente que "analiza" comportamiento: ¿"Quién usted le piensa es? ", un CD-ROM publicó por Harper Collins interactivo. También leer su versión y bibliografía del libro, y hablar con los reveladores de este y los libros relacionados (según lo encontrado en la sección del tema de la Biblioteca del Congreso o de la impresión de Bowker los "libros en") para el tipo formatos dependieron de cada uso de KN.

+ "TELECONTROL": La manera del uso del usuario del dispositivo de control "alejado" es un patrón dentro de el cual las caídas o de "señalaron" patrones del comportamiento. El patrón del movimiento pudo ser "educado" al usuario, y o los "vagos" pueden coger en los movimientos únicos de los u (bastante), como analizar el movimiento de una persona para generar su firma.

+ utilización correcta del "telecontrol" - > "contraseña". Ver los detalles de la parte "alejada".

. Ejemplos:

- "Inclinación" (palanca de mando); "Danza". Interruptor del laser, chapaleta, exhibición proyectada interactiva, ratón teledirigido, etc.
- Cada apretón genera señales al dispositivo de control. Eg.: 4G010
- Ver 3C-290 animoso: Con cómo el objeto se juega.
- Activar, desactivar cualquier dispositivo electrónico y o controlar sus operaciones sin el tacto de la unidad principal (botones de la unidad).

Cerradura interactiva: El diálogo correcto activa la cerradura. Usos: los estudiantes pasan la prueba antes de poder activar sistemas deseados como las TV y las estereofonias; información diversa y cambiante se puede requerir del acceso que busca de la gente especial en premisas. 3A-891-042005

Pluma mágica del aire: Los movimientos de la pluma alejada se transmiten a la computadora. Hacer los movimientos en el aire o en cualquier superficie plana. Cada diverso movimiento crea una diversa señal. (Paladio) 3A-790-042004

- Cámara "sensor": Cambia en se ve qué puede representar cambios en comportamiento u otras (necesitado/probablemente) ocurrencias.

% del sensor ligero: Los cambios de los sentidos en luz midieron cerca: presencia o carencia de la luz, o más exacto la cantidad de luz; frecuencia de la luz, eg.: color; duración y o tiempo en los cuales la luz fue generada.

Sensor de la respiración: Soplar su respiración en el sensor en combinaciones del deseo. Trabajos con el sensor del olor, no permitiendo eg.: respiraciones del ajo o del alcohol; o puede ser activado solamente si el sistema puede distinguir entre diversa gente, eg.: masticación de cierto tipo de goma o de alimento. Jueces también para la presión de la boca y o de la velocidad del viento.

Interruptor del laser: Activar cualquier función solamente bloqueando la luz laser del interruptor con su dedo. 3A-751-042003 5A-460-042004 5A-710

El término - los medios están para los archivos o las funciones deseadas.

Debajo está la versión alterada de la sección de los "VAGOS" de IMI&10. Adaptado al acceso = a los VAGOS:

D2: "Analiza" = W5 de las acciones del Accessor =

1] analizador del comportamiento 4A09: (producto futuro) juzga la región [`GPS] de altavoz, y quizá la estatura social - basada todo en la opción de la palabra, el acento (sa), el etc. Puede buscar todas las preguntas posibles al comportamiento y al tipo psicología de altavoz actual capaz de ser hecho por el oído humano (como adentro sobre la conversación de "T").

2] sonidos 5A1090 y músicas y pusieron en palabras palabras y la criatura suena el "analizador": observa cambios en el comportamiento según tal que es emitido por el "accessor" y o causado por qué accessor está haciendo (sistema (cualesquiera)). "Sa".

analizador del olor 3] 5A1100: observa cambios en comportamiento sobre emisiones de cualquier olor (humo, flores, olores del sexo, etc) o de la materia que es estudiada.

analizador de la vista 4] 5A1110: qué "accessor" ve y cómo ellos responde a las visiones de exhibiciones, los cuadros. El via=" creado "de las "imágenes corrige".

5] Manera de cambios en el comportamiento = el acceso del teclado del accessor:

Software de la identificación de la actividad A1-320: dedos de los sentidos en el teclado y señales si usted no está escribiendo. Detecta cuando usted está careciendo en la creatividad, claridad, confianza por la manera de los ritmos dominantes del movimiento. Mezcla con la máquina de la terapia, máquina del taro.

. - "Inclinación": controla las funciones del sistema. Si "inclinación" no usada (correctamente) lo nr también.

6] VIGILANTE de la EMOCIÓN A3-13: le dice cómo es unrelaxed usted está por cómo: el producto (bola, tapa, muñeca, moneda, etc) hace girar en envase, en la CRT. Puede hacer salir las palabras, sugerencias, lemas.

Comprueba p cerca: u que toca un cojín que mide a su temp; detección de la tensión en voz (el producto existe) siempre que hable (y por lo tanto funciona siempre que la máquina encendido).

7] ANALIZADOR del CURSIVO A2-170: el interruptor estudia lo que escribe p sobre la exhibición especial ("S") o el papel (entonces leído vía lector óptico).

el 8%] Este aspecto repite la otra información:

ESCALADOR del COMPORTAMIENTO A2-610: como la "unidad central" que detecta si la persona está mintiendo por la tensión... en voz, detectar cómo:

a] sexual otra persona siente. Incluso intentarla en se para ver que trabaja. Saber si usted persigue otro por una fecha caliente.

b] confiable y o constante y u organizado y o confiado y o capacidad de seguir el plomo de o

9] R132-1 comportamiento - analizador médico del síntoma: El sistema correlaciona a paciente del comportamiento con sus síntomas médicos. El gráfico del paciente para cambiar el estado emocional se empareja con los gráficos del síntoma del cuerpo, dando a investigadores análisis necesario adicional. La invención es la combinación del software de datos.

10] R132-1-5 retroacción biológica - analizador de la función del cuerpo: El usuario puede mirar sus analizadores médicos y ver cómo son/realizaban (psicologicamente) a interno que el usuario se familiariza con mejor, interna a usuario es (intuitivo) psych mejor capaz ellos mismos para arriba de la manera deseable. Uso con el equipo que se divierte. Versión portable con la transmisión sin hilos. También puede desarrollar la base de datos del perfil físico del usuario.

Notas para el diagrama D2 sobre piezas: Esto se centra sobre todo en el tipo de accessor del analyzes= del access-ba= del comportamiento como exhibiendo (en respuesta a cualquie stimuli= creado por el sistema). La persona o la otra entidad mencionada es el "accessor". Las funciones deseadas del accessor son qué es controlada por el acceso. Estas piezas fueron copiadas y alteradas de IMI&9 en 9.96. Ver la descripción completa de estas partes en los VAGOS de IMI&.

Acceso = huella digital: Lector de huella digital A1-290: Analiza el comportamiento de una persona por su huella digital. También empareja pares con las huellas digitales compatibles. Relacionado con los sistemas existentes de "C" basados en horóscopo, tipo de sangre.

- fósforo del dedo (ing): el servicio de la datación que emparejaba tipos del comportamiento se asoció a la impresión genética del dedo. Fósforo genético del dedo (ing)

Si la seguridad carece los fondos, pueden fingir tener tal analizador de comportamiento del pirata informático dando hacia fuera a usuarios falsos de las señales [todas], eg.: de vez en cuando haciendo preguntas señaladas, según el comportamiento del usuario; aunque no sea tal información [siempre] [completamente] analizado.

EXTREMO AC-BA

Archivo: Acceso \ CA-Características

CARACTERÍSTICAS del ACCESO - archivo: CA-Características

Ejemplos para las características del acceso organizadas por categoría.

"TENER ACCESO AL REGULADOR" = "al regulador de la puerta del Access'" se notifica sobre el estado bueno o inusual de las funciones de cualquier accessor. La forma de notificación está vía "notificador", eg.: una señal alerta. De gente o de sistemas múltiples se puede notificar vía uno de modos múltiples. Qué decide al tipo acceso permitido. Éste puede ser algoritmo automático de a (bastante) y o el oficial humano a que (las ayudas) "designado" el nivel de acceso permitió. "La función del regulador del acceso" se sentó o con el punto de la entrada (donde está o se puede dar o negar el acceso).

. - Tener acceso al regulador puede ser: empleado (del mayor); protector de seguridad (trabajos sobre la computadora y manera física de la entrada al edificio o al sistema); policía; sistema o empleado de la inteligencia del gobierno; entidad del anti-pirata informático; uno quién controla el "seguimiento" del sistema (contra piratas informáticos).

- Dibujo del modo automático (diagrama): traba todos los/parte archivos/sistema al usuario (multi) "señalado"; disparadores "nr" - > regulador del acceso (del ser humano).

- Dibujo: Accessor - > puerta de accesos (regulador de los accesos = k/analizador "cuenta" (de los vagos)) = sistema electrónico que puede ser alcanzado.

. Cheques de sistema cómo es bueno es sí mismo: Access=BA: regulador de los analyzes=access porque: puede ser fraudulento/disfuncional un cribador pobre de los piratas informáticos/que causan los problemas excesivos para los accessors legítimos.

- los VAGOS analizan el access=ba de la cuenta consiguen en: piratas informáticos de cogida; siendo incómodo para los accessors legítimos.

"ACCESSOR" = Accessor. Uno quién intenta acceder.

- Usuario legítimo con el privilegio para el sistema de acceso; o el contrario puede ser un criminal, a saber pirata informático de computadora.

. Usuario: Cualquier persona que intenta utilizar una función o una característica del dispositivo o del sistema (electrónico). Ver la biblioteca y patentar el literatureon: encripción, contraseñas, control de seguridad (de los sistemas del EL). Este cualquier persona puede ser:

. Persona: Uno con la separación requerida de la seguridad o del uso; "Bill": uno quién tiene línea de crédito; empleado; amigo; familia (sobre cierta edad); uno quién ha ganado créditos del uso (vía "juego" o "cuenta"); dueño del sistema.

- Con/que carece de la persona habilidad/el entrenamiento/la contraseña necesarios puede (inadvertidamente) (no) estropear, incluyendo: uso del equipamiento médico, de la otra maquinaria costosa o peligrosa (en laboratorios químicos), dañando otros resultados de la prueba de la investigación.

. Animal: Guardando animales adentro y o hacia fuera (en las horas "señaladas"). Eg.: los animales del entrenamiento a comportarse en cierto by= de las maneras que tiene vagos determinan el behavior= deseado y si so= permitiendo el acceso. Ver: Animal de KN "que sigue" y "que analiza" sistemas; sistemas a motivar y o para controlar los comportamientos del organismo.

. Otro sistema electrónico: "Computadora" en WWW; "M". Un sistema o un KN utilizado para acceder. El otro sistema se puede diseñar para trabajar conjuntamente con otro sistema a el cual requiera procedimientos de acceso para que ellos "obren recíprocamente", eg.: computadoras en una red.

. Pirata informático: son indeseadas, pero pueden intentar disfrazar a uno mismo como usuario legítimo. Espías: pueden buscar la información sensible o confidencial. Su uso pudo causar mayor desgaste y rasgar en sistema. Uno quién intenta sabotear: el sistema sí mismo, otro sistema ató al sistema que intentan cortar, o a sabotear algo o alguien no atado al sistema pero puede ser atacado después de conseguir algo (información o función) de sistema cortado. Es una persona que es o debe incarcerated. Alguien que presenta como algún otro; por lo tanto el acceso "analizador" del sistema necesita ser /cautious/meticuloso/detallado muy buenos en sus requisitos del procedimiento de acceso. Otro sistema se puede utilizar para cortar.

- Cualquier persona que no puede correctamente (con referencia a) crea contraseña es probablemente un hacker= por lo tanto tratado probablemente como uno. Los sistemas pueden considerar permitir que el accessor pruebe posteriormente no sean pirata informático vía la generación de contraseñas correctas.

. El "acceso = los VAGOS" identifica no sólo piratas informáticos pero (semejantemente) también cualquier tipo "señalado" de: - empleados incompetentes/mentalmente - accessors enfermos de /legitimate de la gente/de los terroristas que (pudo ser el preguntarse demasiado curioso más allá de sus "localizaciones "señaladas"" en el sistema)/regulador del acceso ("pistas" W5 que monitors= castiga), puesto que no puede ser confiado en siempre tampoco.

- Determina tal tipo accessors basados en su: el funcionamiento o el trabajo resulta "cuenta"; errores que él hace; comportamiento sicopático; búsquedas de palabra clave.

Dibujo #1: El Accessor = utilizar/"/"del control del acceso que busca/"del programa corrige" el ~ C: Funciones de acceso: CUENTA de // de las SEÑALES de // del ANALIZADOR de // del ARTISTA () () de // del SENSOR () de // de las LLAVES () de // del SENSOR () de // de la FUSIÓN () de // del MOVIMIENTO () de // de la MANIOBRA () de la REPETICIÓN LIGERA INFRARROJA DEL COMPORTAMIENTO de // PS-ZONE () // () () de // SMELLANALYZER () // de SONIDOS del ANALIZADOR () de // del teléfono () // del TRANSMISOR () de //VISUAL del ANALIZADOR () de // W5 () // del CAMBIO del ACCESO del PROCESO () de // HIDEACCESS del PROCESO () de // de la INDIRECTA () de // del NOTIFICADOR () de // de la ORDEN CIENTÍFICA y de la SINCRONIZACIÓN ()/del AVISO () ().

. Dibujo #2: El Accessor = utilizar/"/"del control del acceso que busca/"del programa corrige" el ~ C: CUENTA (); CARRO (recuperar el Info del carro); EDIT (); EDUC (); MULTIUSOS (); NR (); OSCILADOR (); Banda (); Picosegundo-Zona (); Q (); R (); RANURADOR (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); TDS (); T (); PISTA (); UIP (); ANALIZADOR VISUAL (); VR (); WA ().

"ARTISTA" = método en el cual las imágenes generaron el permiso "acceso". + ver la sección principal del "artista", especialmente él es subdivisión del "acceso".

. alarma de la inclinación 3D-010: Alarma de la inclinación en la posición correcta a desactivar. Los ángulos requeridos pueden que cambiar diario, requiriendo a usuario descubrir que la posición correcta mirando la exhibición opcional que demuestra el ángulo a el cual el dispositivo necesita estar desactivar.

- Usos: desactivar las alarmas de la mañana, las alarmas de ladrón, la entrada del aumento, o la cerradura o abrir todo lo demás prácticos.

- Dibujo: alarma = [activador/deactivator] = "inclinación" - para Techies: "Tener acceso" (la falta de desactivar la alarma/gira sistemas correctamente - > personal de seguridad de las alarmas) a la cerradura del laser de .6.96-Like 5A480, ambas requieren movimientos señalados.

- jugar la palanca de mando del "juego" (inclinación) para ganar el juego, por lo tanto el aumento el "acceso" o la otra función deseada.

+ requirió movimientos: Generación de la trayectoria/del algoritmo/de la imagen de acciones. Eg.: pueden ser esas u hecho en una cierta tarea anterior dentro del parámetro estrecho del tiempo, eg.: cómo controlaron un vehículo; palanca de mando anterior del "juego" que jugaron; replegando el movimiento (de la palanca de mando) hecho por el carácter visto en "S" (cerca).

--si las acciones no se hacen ni se repiten, el accessor puede generar el cuadro/la "imagen" de a (mudanza) del panorama. O, simplemente k /generating que el interruptor (software) cifra para el panorama en la "orden correcta &timing". Estos códigos mencionados son ésos generados después del accessor vallaron correctamente los obstáculos al acceso.

- estrategia de búsqueda de la palmadita: (inclinación) y (la contraseña o activa o acceso).

. R45 "verificación de firma dinámica": Escribir en su contraseña. El sistema identifica el estilo del cursivo del usuario también. [Communication Intelligence Corp, secoya apuntala, CA/Riley que el diseño se asocia, San Mateo, CA 4.94 picosegundos]

. Para Techies: ACCESO: (también permite el acceso con uno o más (adicionales) de following^: analizador visual (cara, huella digital del usuario), otros modos del" acceso ", (en la porción de la golondrina de mar como barreras adicionales de la prueba a la entrada)); ARTISTA: (el analizador del comportamiento estudia las imágenes hechas); CÁMARA: (); CARRO: (); K: (aguja; r); MFH: (base de datos para los analizadores visuales y del comportamiento); MULTIUSOS: (); NOTIFICADOR: (estado, cuenta, alarmas cuando acceso negado); OSCILADOR: (); Banda: (); IMPRESORA: (); Q: (); S: (); CUENTA: (tds); UIP: ()

acceso del "artista 4C210": Duplica el acceso de la entrada de la imagen 4E030, pero esto es más viejo KN #, por lo tanto guardado para la prioridad date.<1 (el aspecto del análisis de la firma es 1, excluye cuadros), 3 o 4>User deben dibujar electrónicamente el cuadro necesario para desactivar la alarma; o el cuadro del drenaje sobre el papel y tiene cheque del explorador si la imagen está cerca de bastantes al cuadro necesario (la máquina es el juez final) - exhibición puede demostrar el cuadro necesario para ser creado--el juez del sistema compensa diferencias del texto necesario y realmente sometido (dado por el ser humano). --muy similar a 4E030-may ser

cualquier texto (firma) puede ser dado por la persona, sistema apenas lo analiza para: complejidad; y o como de bien el cerebro está alerta (usando la base de datos con el analizador psicologico), etc.

- jueces del sistema para uip (análisis de la caligrafía) = el "analizar" (analizador visual del `) identidad-similar y compatible con "la invención de la cerradura de los sonidos" en el directorio de C, cerradura 4C190Smell. Invención existente que analiza huellas digitales/el diafragma del ojo para el "acceso"

. - patentabilidad?: el análisis de la firma por la computadora existe, análisis del thumbprint

. [O-Sistema exhibe una imagen, u debe dibujar tan de cerca como sea posible. Los ajustes I dentro de los parámetros correctos, sistemas analizan a usuario están muy bien físicamente. Eg.: están en espacio, y se juzga la privación del oxígeno. O cuadro bastante rápido - KN del drenaje, dentro de cierto patrón del tiempo. --para los conductores borrachos. Si es borracho, el usuario no puede mecanografiar la combinación rápidamente bastante para entrar en el coche.

- Arriba (para esta subdivisión) sobre todo de la marca Rossi marcha 1995.703-739-0220.]

. Dibujo: Los avisos de los sistemas u = u responden (escribe/dibuja a "artista") cojín = analizador = acceso =sensitive.

. Elementos cambiables de la contraseña. "Orden y sincronización" de: generación de la imagen. Las funciones correctas del "artista" desactivan la "alarma de la mañana".

"CAMBIAR LAS CONTRASEÑAS" = + para la seguridad agregada, sistema requiere las contraseñas de diferenciación para el usuario. Estas contraseñas nuevamente necesarias son las que el accessor sabe o puede para conjeturar, pero difíciles para que los piratas informáticos determinen. El subconjunto de "genera contraseñas".

- Valor en contraseñas cambiantes: u puede no forzarse para cambiar su contraseña oportunamente; guarda hacia fuera: los piratas informáticos, los que pudieron haber copiado o las contraseñas ilegítimo de otra manera ganadas, los usuarios que han expirado o su excedido "acceso" privilegian; hace que los accessors aprecian más alto: necesidad de la seguridad, valor en el acceso.

--. Pueden requerir a accessor sean más en sus dedos del pie/alarma/mantenido hasta la fecha (en negocio o el sistema) puesto que los cambios en contraseñas se pueden relacionar con qué y cómo y el accessor w5 hace su trabajo - por lo tanto las contraseñas nuevamente generadas puede ser uip-adapta relacionado.

- Métodos de cambio del acceso según cuaesquiera (al azar/"señalado") criterios, haciendo cañizos adicionales, eg.: si una persona ilícita ganaron la contraseña. Alterando respuestas a las preguntas de los accesos basadas en señal cuando tales alteraciones deben ser hechas. - ""/Señal de la indirecta determina cómo las contraseñas deben ser alteradas. Eg.: 1] si u recibe la llamada del teléfono (de la máquina) que indica la palabra "Apple" = u (usuario) sabe que la versión #35 de la variación de la contraseña está utilizada hasta = después tal llamada entrante del teléfono. 2] uip generaron las señales basadas encendido: qué u hizo anterior, su historia/manías/qué u debe saber basó en su trabajo. Si la declaración está correcta/de cierto asunto señalado variación de la contraseña es válida.

- Otras señales: día o semana o mes; tiempo (lectura da alta temperatura de ayer); cotización común para la compañía particular; mecanografiar la música jugada (estar atenta la segunda palabra en la canción (que podría

incluso ser una de contraseñas necesarias)); + las entradas del usuario de la palmadita 5442342 perjudican las respuestas basadas en señales, eg.: días de semana. 8.95 La palmadita de Hughes concedió.

- Patentes: código de acceso de uno mismo-modificación 5365587 para alterar capacidades.

+ camuflando al accessor de las contraseñas inscrito/cómo el sistema altera contraseñas: - Dibujo: Cómo u/sys = los cambios "corrige" contraseñas entradas.

. Ver "para corregir": cualquier texto/señal introdujo (kn, "artista", contraseña) en sistema se puede alterar según lo "señalado". Ejemplos:

- invertir la firma o las imágenes dibujadas. Ver el "access=artist".

- Alterando respuestas mecanografiadas o habladas: "corregir" - invertir la orden/la "orden y la sincronización".

- secciones del salto: primero/dígitos/palabras/secciones medios/pasados.

- hablar en diverso tono = "va" - utilizar el "synth" para alterar entrado sonido-responden en diversas idiomas (con diverso significado, o (cerca) la traducción idéntica).

- Combinación/orden alterada. Eg.: los cambios mecanografiaron contraseña mientras que substituían las luces que destellaban para el sonido inaudible, y tiempo de espera de los dobles entre la contraseña que mecanografiaba y el proceso touchless del acceso.

- Huella digital de diversos dedos/gente. Uno o la gente múltiple incorpora sus impresiones/otras imágenes en la alteración de la "orden &timing".

. Alteración de varias fases - desmodulador: el hw del sistema (hardware) o el interruptor (automáticamente) altera contraseñas entradas después de entrada. Contraseña solamente eficaz después de que esté alterado según lo señalado (dentro del tiempo señalado/w5):

.

- Hace más difícilmente para ésos sin (sin) este desmodulador (sistema de acceso de la posición remota). - La alteración hizo complexicated: contraseñas de cada u revueltas diferentemente; + el password= entró en sys/k= aparece en s/printer/etc= como siendo diferente ("corregido") de qué fue entrada. Propósito: espectadores del tonto/piratas informáticos (quién ven la historia de las actividades del accessor es decir qué contraseñas incorporaron).

- alterado diferentemente en diversas circunstancias (w5 de la entrada de la contraseña): reduce al mínimo la capacidad para que el pirata informático consiga el código para cómo la contraseña fue alterada. Alteración múltiple del paso: El sistema altera, después re-altera números de la contraseña de épocas antes de proceso de alteración que concluye.

. - Tener acceso necesario para cambiar o para hacer cualquier cosa. Eg.: la contraseña "corrige": El modo de la alteración tiene barreras a tener acceso de piratas informáticos, eg.: no puede tener acceso de la posición remota; ha reducido al mínimo puntos del acceso de dondequiera. Presencia de alterator ocultada.

- Estrategia de búsqueda de la palmadita - disco ~6/96 del babero de USPTO: ((el cambio o el cambio o altera) near9 (acceso o accesos o acceso o contraseña o verif)) y (computadora o eléctrico o software) no el alternativa- Usuario debe resolver uno o más los criterios (creativos) de diferenciación antes del acceso. Cada los criterios

pueden cambiar, eg.: está siendo el requisito/la duración de la actividad de los criterios/que u de varios debe resolver que los criterios/ritmo en los cuales se cumplen los criterios. De los criterios puede ser el factor que controla para otros criterios.

- "Corregir": las señales del u pueden necesitar alterar según lo "señalado". El tal corregir puede ser sistema o "carro" de w/in (llevado por User (como llave)). + causas del cambio en contraseñas necesarias: los "vagos" "anotan" el comportamiento del accessor (durante la sesión alcanzada) como cayendo (de sus) patrones típicos del uso. El sistema "incita" a accessor durante esto/más adelante el procedimiento de acceso para la contraseña de diferenciación.

- "Acceso" = "analizador visual": necesitar cambiar el aspecto "señalado" de la imagen. Eg.: la tercera línea de la izquierda del dedo índice derecho necesita ser borrada o "ser corregida de otra manera": para alcanzar la función 95thdesired.

. "Tener acceso al regulador" o el accessor legítimo puede alterar" contraseñas necesarias" para sí mismos u otros usuarios. Las limitaciones pueden incluir: El Accessor no puede alterar las contraseñas para esos su mayor (privilegios de acceso de w/higher); otros accessors pueden eliminar el cambio inicial de la contraseña vía: las contraseñas más de gran alcance adicionales /after "señalaron" el plazo u otros criterios.

. "Alarma de la mañana": diversas tareas requirieron cada (parte de) day=make él ambos más desafiadores/uip-adaptado a las necesidades o a la situación de usuario.

"GENERAR LAS CONTRASEÑAS" = los sistemas genera las instrucciones/tipo indirectas de la contraseña/de acceso. Ver las "contraseñas del cambio".

- el sistema estudia uip-DB/comportamiento (ba) y da la contraseña recordada más fácilmente y difícil para que otros conjeturen.

--ejemplos: "maniobra": las caminatas de u de la "ruta" de su oficina privada al punto de acceso se deben rediseñar por u para acceder: a] "" de la localización puede cambiar, por lo tanto el sistema "sigue" u (donde él está nunca (en el edificio)).

- Acariciar a 5398285 contraseñas de generación usando la criptografía de llave pública.

. Uno o las fuentes múltiples genera contraseña: Si cualquier un sistema /person es incorrecto/incooperativo = acceso negado. La orden en la cual los partidos cooperan puede ser esencial. Opción: el efecto que cada fuente tiene en la generación de la contraseña es geométrico, eg.: pone una torcedura/altera/"la corrige"/"banda re-" antes o después qué fuentes entrar = crear contraseña. Las cosas que causan "contraseña del cambio" se pueden también utilizar "generan contraseñas".

- Tamaño de la contraseña que genera los dispositivos: 1] pudo ser bastante grande para no escapar la detección por los protectores y los exploradores de seguridad de la entrada del edificio. 2] bastante pequeño u pueden ocultarlo tan de otros convenientes robarlo.

- Dibujo: accessor = analizador del ~ de la cuenta del ~ del uip = ~ C. del acceso.

- Destructibility de la contraseña que genera el dispositivo: desmontar difícil/sobre desmontar inoperable diseñada después de eso. Razones: el cortar/que desmonta de los límites para el hurto o el estudio de piezas. "NR" activado por la destrucción.

- el UIP/los VAGOS = utilizó/to= "analizado" "genera contraseña" (los cambios).

+ el sistema de las contraseñas genera (generalmente) fácil para que los accessors recuerden y duro para que otros conjeturen. Esperanzadamente substituye necesidad de anotar contraseña o proceso. Pero las contraseñas si son necesarias ser anotadas, son las que pueden ser anotadas más fácilmente en abreviado o la otra manera disfrazada tan otras que encuentren que no pueden entender fácilmente/que utilizan la información. Eg., la cerradura del laser requiere el movimiento de la mano en hexágono. El usuario escribe el laser de la palabra dentro de un hexágono.

--el sistema puede mantener contraseñas tal manera también = con un decodificador abajo de la línea para interpretar posiblemente w5 necesario.

+--uip-adaptar elige fácil recordar las contraseñas para la memoria humana del accessor.

--La naturaleza del acceso del comportamiento del proceso es tal que puede ser más fácil recordar que otros tipos de cerraduras, eg. - Cerradura del laser: mover la mano en la forma del hexágono = bloqueando luces laser múltiples en orden señalada.

. Elementos cambiables de la contraseña. "Orden y sincronización" de: cómo se generan las contraseñas.

"el PROCESO del ACCESO de la PIEL" = hace más difícil para la gente indeseada a cualquiera: saber que un procedimiento de acceso se está utilizando, y o para que lo lo documente. Ver: "generando contraseñas" y cómo el proceso de generación guardó secreto; "contraseñas cambiantes": el camuflaje de piratas informáticos de passwords.+ puede no realizar que el accessor está teniendo acceso: - Ejemplos: Cuando accessor: "Maniobra": los piratas informáticos pueden no realizar que lo que está haciendo el accessor está teniendo acceso realmente. Razón - el proceso del acceso no parece proceso del acceso. "Movimiento"; "picosegundo-zona"; "repetición"; "vagos"; "artista"; Contraseñas de Touchless: olor; movimiento; transmisor de u; Orden &Timing: Proceso de la entrada de la contraseña de la mezcla con no modos de acceso, eg.: procedimientos de acceso múltiple entremezclados con más actividad normal, eg.: mantener la conexión a los sistemas para el máximo 3 minutos hasta que las 4 contraseñas entraran. Repetición de últimos patrones para acceder: U menos probable anotará contraseña.

- Palmadita de los E.E.U.U.: 54997421 protege el secreto de contraseñas.

- Necesitar una contraseña conseguir su contraseña. Sobre entrada (por u o el sistema) a este archivo de "c", u debe saber w5 para encontrar contraseñas disfrazadas señaladas para las funciones de diferenciación.

- la contraseña entró por u diferencia de lo que demostrada en "S": Distinguiendo factores incluir: cuadro levemente alterado; demostrando letras mecanografió por el dedo para ser una llave lejos, eg.: u mecanografió el `2 ' pero "s" demuestra "3". Además, la contraseña transmitida del punto del u puede primero conseguir revuelta ser qué apareció en "s". La llanura posterior el proceso del acceso de la contraseña, sistema puede contraseña rescramble: código original mecanografiado/otro. "Corregir". Ver "la contraseña cambiante el afinar de manos de las pieles de la barrera 6B790 de las contraseñas" -: poner la mano en el compartimiento o el guante de los cuales pueden afinar en códigos (eg.: uno por el dedo) para mantener códigos confidenciales. Para requerir de las máquinas de efectivo: números de identificación personal; entrada en casa, oficina, el etc.

- la dependencia de usos y de la calidad de la tecnología, sistema puede" dar a punto " una mano de un individuo que intentaba una actividad ilegal; sostenido hasta policía venir (las llamadas de sistema para la policía) y lanza a persona sobre código correcto por la policía y o la otra fuente. Desalienta a los piratas informáticos y a otros que intentan actividades ilegales. Substituye las necesidades de los protectores que ahorran millares de dólares por la localización.

- el abofetear de la mano puede ser máquinas del ilegal-efectivo es utilizado probablemente por la mayoría de la gente en los países- ricos que ponen manilla pudo ocurrir, y entonces simultáneamente la mayoría de las partes expuestas de la máquina pudo hacer que su pantalla fuerte baje. No pudo haber bastante tiempo para que la persona puesta manilla piense de asir un arma para pegar la computadora ("C"), puesto que estarán en choque sobre su mano que es atrapada y se centrarán en conseguir sus reparten. Apenas la presencia de esto en algunas máquinas puede reducir grandemente hurto de la máquina de efectivo.

¿- obvio? puede también coger a bandidos emitiendo la tinta roja sobre ellos (lavable) - acarician a estrategia de búsqueda - el disco ~6/96 del babero de USPTO: (piel o pieles u ocultación o haber ocultado) near11 (los accesos del camouflag o del accessor o acceso o contraseña o verif) y (computeror eléctrico o software) - ciertos archivos se puede mantener cerrado o virtualmente ilegible (incluso al principal operador del sistema) a menos que cuando se han cumplido los criterios de un "acceso", eg.: tiempo en futuro. Ejemplos de tales archivos: ésos usados para generar las contraseñas futuras; la información sobre el accessor legítimo tal como ésos necesitó analizar si su comportamiento matches.+ "sensores" no puede ser substituido fácilmente: Los" sensores los procedimientos " de ese acceso del sentido/de la "pista" pueden tener sus propios métodos para guardar a piratas informáticos de conseguir sus propios sensores relacionados acceder. Eg.: los "sensores correctos" pueden tener códigos necesarios adicionales transmitidos con las señales creadas del accessor; o los sensores correctos pueden cifrar/"corrigen" los códigos generados por el accessor.

Presencia de ocultación de contraseña del Accessor: + las contraseñas pueden ser algo incluso el "accessor" son inconscientes de. Las contraseñas pueden ser algo que pueden habitual hacer de todos modos. No dándoles la contraseña, la "piel" es consolidada. - Tal necesidad del generations= de la contraseña de estudiar (vagos) = accessor.

- Contraseñas del ejemplo: --temas que tienen acceso o que se autorizan comúnmente a la precaución "analizador" de los access=access se accionan cuando el comportamiento está fuera de lo común.

--el mecanografiar en su nombre--localización del accessor: picosegundo-zona--estilo que mecanografía/ritmo/velocidad. Ver el analizador KN del estilo que mecanografía.

--"orden normal y sincronización" de las acciones del accessor.

--huella digital: u piensa que necesitan simplemente el botón (y calentarlo)--sa: el accessor piensa que el sistema necesita ser controlado verbalmente (sin realizar voz debe estar de la gente "señalada").

- otras ventajas: hace que los usuarios sienten más cómodos en no no necesario la necesidad de las contraseñas (deben recordar o aún saber fueron requeridos). + "indirecta": Los sistemas pueden hacer preguntas de u sin el accessor que realiza que las respuestas correctas son la contraseña.

. Las contraseñas no se pueden transferir de la computadora: el search= "de la "palabra clave del system=" busca" el digits= del acceso después bloques/el when= de proceso del nr que "se está transmitiendo" tal (vía el módem). Dibujo: Accessor (comportamiento) (presencia de contraseña ocultada del conocimiento del accessor) = CUENTA VISUAL de // del AVISO de // del &TIMING de la ORDEN de // del NOTIFICADOR de // de la INDIRECTA de // del PROCESO del ACCESO de // W5 () //HIDE del ANALIZADOR de // () () () de // del acceso del ~ de C ("analiza" si los parámetros correctos fueron resueltos) = del MOVIMIENTO de // de la FUSIÓN de // del SENSOR de // del ANALIZADOR DEL COMPORTAMIENTO de // del ARTISTA () () de la MANIOBRA () de la REPETICIÓN INFRARROJA de // PS-ZONE () // ()/del TRANSMISOR CIENTÍFICO del teléfono de // del ANALIZADOR de SONIDOS de // del ANALIZADOR del OLOR de // de las SEÑALES 0 0 0 0 0 // 0 0 0 0 0 0 0 0 0.

"INDIRECTA" = son qué contraseñas/cuando (w5) ellos debe ser entrado. - El sistema hace alusión son qué contraseñas/cuando (w5) ellos debe ser entrado. Indirectas de la contraseña de la palmadita 5425102 de los E.E.U.U.; 5345549 sistemas de seguridad basados las multimedias dan la señal basada en capacidad personal fuerte de memoria. 5454091- (el accessor recibe/pide indirecta) = (para) el password= de la necesidad para conseguir el for= de las indirectas necesitó posteriormente contraseñas.

. La manera de indirectas es "editable" (según "orden y la sincronización" como guía). + cómo el sistema determina cómo "hacer alusión" = "uip-adapta": ver: " generando contraseñas ", y otras secciones del acceso; qué accessor (véase la "repetición") usado previamente para desarrollar las preguntas para que accessor conteste para acceder; tuvieron acceso a la indirecta de los vagos.

- "Alarma de la mañana":

"INFRARROJO"/calor "sensor" del SENSOR = sensor infrarrojo: Calor del cuerpo de los sentidos del usuario y o cualquie número de gente requerida (cerca). Limita la capacidad de piratas informáticos de fingir estar en el punto de acceso. Infrarrojo: calor/luz del cuerpo.

- los movimientos de la gente deben estar en patrón señalado. Ver el modo de la generación de la imagen del" artista " para el "acceso".

. Patentes de los E.E.U.U.: de + aparato de seguridad 5406261 computadoras: accessorizes el transmisor infrarrojo sin hilos.

. acariciar a la estrategia de búsqueda del disco ~6/96 del babero de USPTO: el infrarrojo y (acceso o los accesos o contraseña) - cualquier señal generada por el behavior= del accessor (relacionado infrarrojo) "tiene acceso". Elementos cambiables de la contraseña. "Orden y sincronización" de: los metros de interior/al aire libre de emissions.+ de tiempo deben "anotar" el tiempo en los niveles" señalados", eg.: el termómetro del sitio limitaría a pirata informático durante no las horas de trabajo en que las temperaturas pudieron ser menos objetos "señalados" de controlled.+: formas/tamaño/tipo del calor que emite elementos: accesorio: dedo índice del accessor/mano correctos; animal doméstico (perro) en vecindad; cualquie otra criatura legged cuatro; (frío blooded) animales que intentan tener acceso a la puerta de agua (que guarda hacia fuera buscar humano de los zambullidores de equipo de submarinismo (recursos naturales)); (sol) reflector ligero; calor que emite los objetos (calor energía de la fuente generada o energía solar); plumas/lápices/aguja de la computadora/"R";

insecto 101 que garrapatea en tarro (en la manera al azar/recogido en o moviéndose hacia fuente del alimento); su temperatura puede ser sobre/debajo (vía refrigerante) de parámetros "señalados" de la temperatura ambiente w/in.

--objetos de la generación de la contraseña: crear los objetos vía la arcilla, moldeado plástico... Insertar cualquier temperatura necesaria que efectúa agentes (en ranura).

- VAGOS/movimiento "analizador": se presentan los objetos de los estudios W5: de manera móvil; "tipo movimientos de la cerradura del laser".

- "Imágenes" del "dibujo": "artista " = " imágenes" generadas en s "interactivo" por el dedo/el otro objeto. Uso del clavo del dedo o del otro acceso de los objetos de la temperatura ambiente (no) (según W5).

--el "sensor" busca la imagen dibujada vía: calor /presión "sensores" en la tableta; movimiento "sensor" del laser - ver la "cerradura del laser".

- infrarrojo/luz (del sol) = "sensores": la manera de la cual la luz brilla en sitio necesitó acceder. Eg.: ángulos ligeros; nivel de calor emitido de luz (sobre temperatura ambiente); cuál es W5 encendido.

--"orden y sincronización": la luz debe haber ocurrido sobre la duración del sistema antes del acceso "alarma de la mañana": el salir del movement= del cuerpo de usuario de la cama /doing "señaló" tarea.

¿"AFINA" = fecha del <origin R113? la llave >Intelligent de la habitación va más allá de viejas llaves de la tarjeta magnética, tiene viruta de circuito. Se puede programar con referencia a datos referente a usuario, a la facturación, al etc. el 18 de diciembre de 92 X.

- Para Techies: ACCESO: ; CÁMARA: se activa en el punto del cheque in/out; CARRO: ; PALMADA: para los códigos adicionales (tener el "acceso"); Exhibición ("S"): pantalla táctil (Reino Unido para el acceso); %GAME: ; "M": ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R") ("R"): ; CUENTA: ; TDS: época de cada acción; Teléfono: ; UIP: ; Reino Unido.

- Llaves: llave metálica; tarjeta magnética de la entrada; "carro" (software de w/contraseñas necesarias, palmadita 5475839); otras cerraduras del estándar/del banco (combinación). 9G190 funciones del "carro" solamente cuando el sensor en él recibe estímulos correctos, eg.: huella digital de personas señaladas; "acceso". + el carro es una llave para el acceso. Entrar en lo que desearon los códigos cambiables en el carro. El carro puede ser un microchip colocado en llave tira (metálica/magnética) de a; por el que los códigos del carro sean necesarios acceder, así como otras características de la llave. La porción dominante puede ser cualquier tipo de tipo posible o de KN llave o de objeto del procedimiento de %access (que acciona el objeto duro). El carro pudo ser invisible, eg.: la llave puede conseguir copiada pero no funcionará; podría ser enterrada o ser ocultada por el material por el cual la llave es compuesta. --Explicación repetida: el carro también actúa como una llave a la cerradura del sistema: eg.: llave de tarjeta (reprogramable) (con código de la contraseña). =access de la llave del ~ del carro. El carro puede ser microchip incorporado a "llave".

- Objeto "infrarrojo" del "carro" = del "acceso" (llave).

- "Acceso": necesitar la clave (reciente) de la huella digital/de barras ="/"del explorador/"del sensor cámara" [para las imágenes de la lectura] = ~ del "analizador" UIP-DB = cerradura (se da U o "acceso negado").

. Dibujo: ACCESO VISUAL LIGERO DEL COMPORTAMIENTO de la PIEL de // del PROCESO del ACCESO del CAMBIO de // W5 (movido) // del ANALIZADOR de // del ANALIZADOR de SONIDOS de // del ANALIZADOR del OLOR de // de las SEÑALES de // %SCIENTIFIC de la REPETICIÓN de // PS-ZONE () // de la MANIOBRA de // del MOVIMIENTO de // del SENSOR de // INFRA-REDSENSOR () // del ANALIZADOR de // del =ARTIST del acceso del ~ del Accessor (“”/objeto del carro (cuya movimiento o presencia acciona “”/comportamiento del sensor) () = C (“analiza” si los parámetros correctos (del movimiento) fueron resueltos) (su movimiento) () () () () () () (el objeto emite olores) () (forma de los estudios del objeto o forma de sus trayectorias del movimiento) () ORDEN y CUENTA de // del AVISO de // QUE MIDE EL TIEMPO (cuándo a la llave de parte movible) (llave de // del NOTIFICADOR de //HINT del PROCESO () () // usada para generar la cuenta correcta, eg.: llave = " inclinación"). Elementos cambiables de la contraseña. “Orden y sincronización”: cuál “afina”/los “carros” fueron utilizados.

“Laser” = cerradura del laser de +p <3> 5A480: Activado disparando las luces laser en patrones señalados. Ver el laser de KN Harp y el teléfono como generadores de señal.

- Más seguro de otros el aprendizaje de la persona de la combinación está afinando adentro. Lasers múltiples activados en orden señalada por u que hace el movimiento de ciertas formas. - Eg: funcionar con el dedo a través de luz hacia adelante y hacia atrás tres veces, esperar tres segundos, después funcionarlos dos por más, esperar tres segundos [o más de largo - puede tener tiempos de espera mínimos variables, con tiempos de espera máximos flexibles] entonces {rápidamente} hacen pivotar fácilmente hacia adelante y hacia atrás doce veces. - las cerraduras de sistema para cierta duración sin permitir ninguì□n acceso si es el código frustrado de la entrada [incorrecto] o muy diferente de código correcto. Ayuda eliminar usos de la entrada ilegal. -: poner detrás de cualquier dispositivo electrónico (la computadora, manija de puerta del coche, de la manija de puerta especialmente diseñada del protector/de la cerradura edificio-electrónicos dispositivo-tiene los lasers múltiples para aumentar la complejidad de agrietarse código-Fácil cambiar la combinación.

- esta función como la mayoría de las otras funciones del proceso del comportamiento del usuario es tal que puede ser difícil que el observador exterior ocasional vea la combinación que es programada adentro, como con otras cerraduras de combinación.

- el doesn't requiere las tarjetas de seguridad, las llaves, el etc que pueden ser perdidos o ser robados.

- sobre el acceso, usuario tiene opción de no requerir la combinación para el reingreso (si su combinación) no les prohibe este privilegio. Útil con las puertas del coche y del edificio.

. - trabar la activación, característica de la desactivación puede ser dado vuelta en cuando el sensor de movimiento detecta a persona inminente (eg.: sensor infrarrojo conjuntamente con los sensores para los cambios en la vibración, el sonido, la imagen de la cámara).

.

-4C020 (cerradura de los sonidos) = 5A-480 (cerradura del laser vieja KN #)--el dispositivo teledirigido para abrir la puerta de coche existe, con todo puede no parar esta patente.

Para Techies: #1: +access; acceso: cada tipo acceso (hecho) - > base de datos - >uip; acceso = r (tr/rc fq); artista: la manera de la cual la frecuencia al acceso (del aumento) es tr se hace de manera artística/creativa:

"componer" los sonidos/las luces/la otra frecuencia - % (los sistemas (del comportamiento) "analizador" (las ayudas) determinan la entidad (que intenta acceder), según el tipo trabajo creativo, eg.: similar a determinar a compositores verdaderos /painters por características en su trabajo; balance: u debe crear oye sonidos en cierto equilibrio (no perfecto); access=bva (el sistema busca ciertos frecuencia audio/palabras/ritmos/decibelios); c=access; cámara: analizador visual (determina u (vía el uip/la entrada de las lentes actuales que emparejan con la base de datos de u)); carro: =access de c (carro); tarjeta (magnética)/interruptor (software) (códigos cifrados del cart= del u de w); palmada; fecha: tener acceso solamente a ciertos tiempos posibles de w/in/a diversas épocas requieren los métodos de diferenciación para acceder; exhibición: El sistema ofrece a u uno o más opciones para la selección del u de un menú más grande - > selección correcta por u - > acceso; educ: u aprende destrezas mientras que aprende métodos de acceso: respuestas a las preguntas de la historia/de la matemáticas/de la ciencia/de s de /organization de la seguridad ' (protocolo); gps: tener acceso a solamente posible con en las zonas geográficas limitadas/cuando u (sus gps portables) viajó un limitado (trayectoria/zona/manera/barra) al punto del acceso (llegar); k=access, manera de la cual los elementos mecanografiaron (la velocidad, ritmo, parada y va); localizador: Los hallazgos/siguen de los sistemas/estudian u según el paradero del u basado en lo que utilizó/utiliza el "acceso" (los códigos/los modos) u, eg.: u está en el ala del norte del edificio porque los puntos de control del acceso se pasan para salir en o de ala; o el usuario está en la base de datos del interruptor 40.o, y en golondrina de mar el uip en u se desarrolla por consiguiente.

- Existe: ¿IR? para las cerraduras que controlan, probablemente vía ultrasonido también (bien conocido).

- M = "ACCESO" (4C-020): La base de datos del m empareja datos/código/el proceso necesarios/etc antes del "acceso" permitido. =Access de artist=access=m. balance=access=m. bva=access=m. c=access=m. camera=access=m. cart=c=access=m. clap=access=m. composition=access=m. date=access=m. display=access=m. distancer=access=m. educ=access=m. gps=access=m. k=access=m. mic=access=m. mo=access=m. mp=access=m. mq=access=m. multi-user=access=m. notifier=access=m. osc=access=m. pd/locator/pp/pr/ps/r/score/sensor/soundanalyzer/speech/status/synth/tds/t/uip/uq/visual-analyzer = MFH. - MIC = ACCESO (4C-020): ACCESO/ARTISTA (imágenes del control vía)/BVA del" discurso" (voces de cierto u y o patrones vocales, eg.: cantan particular consonancia)/C/CARRO (base de datos de los sonidos, interruptor)/PALMADA /COMPOSITION/FECHA (w5 del) entrante/S/DISTANCER del sonido (u debe estar en cierta distancia del "mic" para activar el acceso. Espacio de u a = "sensor" (presencia de juicio la termal/del sensor del distancer/de la vibración/del otro sensor del usuario (s)) = "analizador" ~c)/EDUC/K)/M (base de datos (del control "mic" de los sonidos;)/MIC/MES /MOUSE/P.M./MQ/MULTIUSOS/NOTIFICADOR/OSCILADOR/PP/Q/R/RC /SCORE/SENSOR del analizador de sonidos/+ ANALIZADOR de SONIDOS: base de datos de los sonidos; =controls de los analyzer=access del sound=sound del u (analizador) señalados función (puertas abiertas; permisos u llenos o función parcial w/in un poco de teléfono señalado (sw) de los sistemas/del DISCURSO/SP/ESTADO//SYNTH ESTÉREO/TDS/T/TR/usuario/UIP/Reino Unido/UQ/ANALIZADOR VISUAL/VR = MIC sensor ligero: Los cambios de los sentidos en luz midieron cerca: presencia o carencia de la luz, o más exacto la cantidad de luz; frecuencia de la luz, eg.: color; duración y o tiempo en los cuales la luz fue generada. - Luces que destellan.

Dibujo: el punto de acceso = altera en patrones/colores señalados = de la luz "tr" del EL = c~r = código Morse del U.

. acariciar a la estrategia de búsqueda del disco ~6/96 del babero de USPTO: (laser o luz) y (acceso o los accesos o contraseña) - la luz/laser puede necesitar estar de distancia "señalada": si se utilizan dos o más frecuencias ligeras, el sistema sabe distancia de la fuente de luz, o puede saber vía el otro "sensor"/métodos (donde contraseña de los arrendatarios del acceso en la posición remota (picosegundo-zona)).

- Cualquier señal generada por el accessor (laser /light) relacionó) comportamiento = "acceso":. Elementos cambiables de la contraseña. "Orden y sincronización" de: qué laser luz son disparado/activó/desactivado/alterado (su) doblado luz/w5.

"MANIOBRA" = maniobrando a través de los pasos/de las etapas necesarios uces de los necesarios concluir proceso del acceso. El proceso de la "orden y de la sincronización" es el esencial, qué se afina realmente adentro en los puntos "señalados" que son el subconjunto. El maniobrar con imágenes/pantallas de ordenador y programas: U maniobra con imágenes en la pantalla de computadora, entrando capas más profundas hasta que hayan seleccionado la imagen señalada que es la contraseña. La manera del cursor móvil del u a través de la selva de imágenes, y la evitación de trampas permite el acceso.

Muestrear el estilo de la "encaminamiento" requerido de "accessor": 1] chasca encendido el icono de la flor - > los movimientos de u un carácter animated encima a la tercera flor de olerla - > u abre la colmena de la abeja - > u dirige la abeja a la 8va flor para la polinización - > resultando ve que plantado en la caja #10,303 del plantador - > el carácter chasca encendido la 75.a manzana del árbol de la semilla plantada - > "tener acceso más lejos" a los cañizos - > el "acceso" provided.2] chasca encendido "desactiva la caja de música" - > sin embargo caja de música se abre - canción de los juegos del >u 29na - > los juegos de la canción mientras que su fraseología demostrada - > u debe chascar palabra/frase/melodía encendido señaladas (en el momento adecuado) - cañizos del >further - > fomentar los cañizos del "acceso" - > "acceso" proporcionado

+Style de la respuesta/del terreno de la computadora en el cual u debe maniobrar puede ser diferente/cambiado según w5/"multiusos":

+-u debe saber/intuit cómo responder/se comporta.

+-uip: El sistema sabe bastantes sobre u correcto señalado para ajustar la trayectoria de las indirectas/del diseño de /make para que haya maneuvering= así que u sabe maniobrar a través de barreras. Basado en uip-adaptar, similar" generando al =uip-tailor de las contraseñas "). +-differences entre maniobrar correcto e incorrecto puede ser de menor importancia o principal, eg.: la flor olida sigue siendo 3ro pero cambios de rojo al color de rosa (mientras que otras flores cambiadas de rosado al rojo), dando por resultado la confusión para el pirata informático, eg.: el cambio de señalado codifica en software.

Misceláneo: el "maniobrar" es un proceso rápido (el "ratón" alrededor)

+ "procedimiento de acceso del cambio" = agregando en pasos adicionales:

. - paisaje/tipo que maniobra el cambio constantemente. Ejemplo "del proceso del acceso del cambio", y generando contraseñas.

+-As en semi ""/de "del juego" "interacción entretenimiento": cada tentativa subsecuente del acceso requiere la adición correcta a los pasos previamente sabidos.

+--Qué nuevos pasos pueden ser:

--- Los errores se pudieron tolerar en cada nueva etapa agregada sobre maniobrar previamente sabido; pero la tentativa siguiente del acceso requiere a la "repetición" aprendió previamente "procedimientos de acceso". O puede ser el accessor decide cuáles será cada etapa siguiente, y simplemente las necesidades de recordar (ejemplo del accessor que es el generador de la contraseña (en "proceso del acceso del cambio").

---El sistema "hace alusión " = no prohibiendo a accessor= cinco tentativas a intuiting procedimiento de acceso correcto.

---"Repitiendo" qué u hizo o experimentó en el past= atado para corregir opciones.

--ver: tuvieron acceso a repetir la sección; "drenaje" del "artista"; "pista" = " repetición"; "seguir" el ~ "vagos" = generando "hace alusión" para los pasos subsecuentes del u.

. - acontecimientos externos: época del año; acontecimientos en mundo o la organización.

. "VR": manera de la cual u se mueve - > acceso. Ver KN (quizá bajo "vr").

+ "correa eslabonada": Sistema que maniobra automático: Se diseña algo accionar el proceso que maniobra (en acontecimiento su demasiado incómodo para el accessor). Ejemplos: una banda del software activada por u; carro; el chascar del icono señalado (solamente disponible en las localizaciones/las horas señaladas). Ver "la correa eslabonada" del "artista": esto tiene una función sus los propios (puede ser accionado por u/sys).

. - La contraseña necesitó activar maniobrar automático. El usuario puede necesitar maniobrar la parte del curso = de tipo de contraseña, entonces proceso que maniobra =automatic.

. - "Orden y sincronización": La necesidad del usuario creó las imágenes señaladas ("artista") en orden.

- La secuencia aquí se define como la manera de la cual cada uno: 1] paso/movimiento en la generación de la imagen se ejecuta;] la secuencia 2 en la cual (total/parcial) las imágenes se entran/lanzó por el U.

. acariciar a la estrategia de búsqueda del disco ~6/96 del babero de USPTO: (movimiento o movimiento o mudanza o movimientos o maniobra) near5 (acceso o accesos o contraseña) - cuaesquiera señales generadas por el comportamiento que maniobra del accessor = " acceso ".

. Elementos cambiables de la contraseña. "Orden y sincronización" de: cómo el accessor debe "maniobrar " + ver "maniobrar" vía el carácter del "juego". La manera de la cual el accessor actúa es el patrón necesario para tener el" acceso". - Ver el "artista" = la "maniobra".

- U= necesita el know= donde encontrar lo que seeks= "pronto" ("haberse combinado") = para el "acceso". Donde o cómo mirar (para otros elementos que necesitan ser combinado: cómo "maniobrar"/juego "juego"/que archiva para comprobar.

"FUSIÓN" =

necesidad de +p de combinar cuaesquiera archivos múltiples. A saber, el accessor combina dos o más elementos en "orden y la sincronización señaladas".

- El Accessor puede necesitar emparejar (el icono o el archivo) (w "ratón" vía la fricción a través de s) cualesquiera (ocurrencia del pasado y las señales archivadas/elemento/archivo/texto del acontecimiento registrado con algo más: Ejemplos: - Voces: las voces múltiples se relacionaron de alguna manera (por nacimiento, el trabajo); las funciones o las respuestas típicas dijeron que la voz o la persona haría, o cómo responderían a cualquier panorama verdadero/imaginado (algo como un "juego" que juega).

. - la sinergia de una combinación = correa eslabonada" del "artista" del "acceso"/".

. - el subconjunto de la orden de "orden y de sincronización" puede ser una forma de combinación.

. Elementos cambiables de la contraseña. "Orden y sincronización" de: cuál es w5 "combinado".

- ver: "Fusión" del "artista"; Sinergia " % del "artista" "

Dibujo: "Combinándose" del acceso de los procedimientos de acceso = del ~ de C ("analiza" si los parámetros correctos fueron resueltos) (ofrecido/negado) = del ARTISTA () de // del ANALIZADOR () de // del SENSOR () de // de las LLAVES () de // del SENSOR () de // de la FUSIÓN () de // del MOVIMIENTO () de // de la MANIOBRA () de la REPETICIÓN LIGERA INFRARROJA DEL COMPORTAMIENTO de // PS-ZONE () // () de // de las SEÑALES () de // del OLOR del ANALIZADOR () de // de SONIDOS del ANALIZADOR () de // del teléfono (transmite señales de los procedimientos/CID/"fusión" de la contraseña con otras contraseñas) //TRANSMITTER () // del ANALIZADOR () del CAMBIO ACCESSPROCESS () // de // W5 () // % VISUALES CIENTÍFICOS NOTIFICADOR //ORDER DE // DE LA INDIRECTA DE // DEL PROCESO DEL ACCESO DE LA PIEL () () Y CUENTA DE // DEL AVISO DE // QUE MIDE EL TIEMPO () ().

El "MOVIMIENTO" = manera del movimiento del accessor accede. Los movimientos incluyen: "ejercitar", "distancer", "picosegundo-zona", "danza " +, los analizadores de la "vibración". esto se traslapa: VAGOS de los accesos: mecanografiar los fósforos del motion= necesitó perfil del comportamiento.

El "NOTIFICADOR" = + "acceso " = " notificador" es un subconjunto de "búsqueda y reacciona": Los usuarios ilícitos legítimos de los sistemas (del kn) causan una "reacción". Las reacciones incluyen: de de torneado/encendido del sistema; castigar u (que les niega el acceso futuro para la duración del tiempo del sistema u otro vía el otro modo de la "reacción w5").

- Las funciones del notificador como una alarma o la "reacción" sí mismo son un notificador (que coge la atención (de la seguridad (personal)).

- Ver la alarma del pisón de KN: "Nr" activó cuando cualquier cosa ha estado alcanzada ilegal.

- Accessor= genera contraseña/el "acceso"/" "señalado" del comportamiento/"del acceso del pattern=permit "nr "señalado"".

"ORDEN y SINCRONIZACIÓN" = cuando; Duración del tiempo: Qué; en fueron decretados los métodos de qué de la orden procesos del acceso. Pausas en la promulgación.

. 6B370: Pulsar las teclas señaladas longitud del tiempo por llave: + "acceso": debe presionar la longitud del tiempo señalada llave.

--o activar el código (por intervalos con el número señalado de pressings. Puede ampliarse para incluir: cierto tiempo cada uno que presiona se debe hacer con tiempo necesario de la pausa entre presionar).

+ el usuario debe saber w5 para incorporar datos señalados, con o sin (sin) avisos. Datos que entran en ritmo señalado.

--Eg.: llevar a cabo la llave 1.5 segundos y espera 3.1 segundos entre los golpes de teclado. La orden de los modos de acceso de KN altera cada mes [procedimientos de acceso múltiple].

. - Procedimientos de acceso múltiple: El usuario requerido utilizar uno o más tiene acceso a procedimientos del "kn".

. - Accessors requeridos responder rápidamente: Dificultad ilegítima del interruptor del accessor (software) en la lectura/la localización de "aviso" - > responde a los avisos del interruptor de c rápidamente bastante no puede acceder, esto hace más difícil para que los piratas informáticos de computadora accedan cuando/donde (w5) los inician menos en las funciones del sistema; ésos que intentan acceder (entonces fallando en ensayos iniciales) se marcan con etiqueta más de cerca (el monitor inteligente 2E251) durante cualquier tentativa subsecuente del acceso que puedan intentar. software de la lectura de la velocidad 5G070.

- Patentes: el carillón de puerta de retraso de tiempo de 5451934 de las características 6B370 veces de las medidas/k fue presionado. Significa frecuencia, el etc de los que no sean ese cierre que buscó la entrada del contactor. - el sistema pudo colocar además todas las veces que la puerta fue abierta si banda de U. Cada tipo de entrada de puerta significa diverso tipo persona.

- usos: "Pista": estaba la persona o el empleado honesto sobre qué ocurrió, custodia de registro, seguridad, evidencia (eg.: cuando algo fue entregado, cuando vinieron los empleados y o izquierdo, etc) - acceso de los límites u por cantidad o el tipo. "Tener acceso" restringido a las épocas del día/del año posiblemente conjuntamente con otros cañizos.

- Accessor= genera "orden y la sincronización" relacionó el acceso "señalado" del comportamiento" del permiso "del pattern=.

- Otros elementos que determinan la sincronización del acceso: Gravedad de la luna o planetas (véase a astrólogos); el señalar de las cartas astrológicas qué días son buenos/malo para cualquier criterio (accessor, compañía, amor). Horas "señaladas", días (fechas de nacimiento de la gente conocida).

- Ver: Analizador = orden y sincronización de los sonidos.

"AVISO" = qué incita U: para comenzar procedimiento de acceso. La "indirecta" edición-fijó de "aviso".

- cualquie tipo requerido señales (de u o del sistema). Tales señales pueden ser "acceso" señales (que necesitan simplemente ser "repetido"/"corregido" otra vez). - Dibujo: el accessor del prompt= genera el acceso "señalado" del comportamiento" del permiso" del pattern=.

- puede necesitar el "acceso" conseguir (siguiente) necesitó "aviso " = entonces incorporan avisos de access.+ puede ser disfrazado: para parecer algo con excepción de un aviso, eg.: "/five= del número etiquetado del "del huevo/"de la correa eslabonada juego" (para "maniobrar") dentro de la ventana número tres del interruptor (software).

- activar el prompt= entonces que es to= listo acepta contraseña.

- "Alarma de la mañana": user= de las pistas no saber "reaccionan" o función.

"PS-ZONE" = "Picosegundo-Zona" 3E150: u debe estar en los lugares limitados a acceder.

Estrategia de búsqueda de la palmadita de los E.E.U.U.: localización near5 (acceso o acceso o contraseña del accessesor)

- Palmadita de los E.E.U.U.: control de acceso alejado Localización-sensible de la base de datos 5243652.

- Accessor= genera el "movimiento"/el acceso "señalado" del comportamiento" del pattern=permit "de la picosegundo-zona. Elementos cambiables de la contraseña. "Orden y sincronización" de: qué zonas se entran/w5 activatable.

"REPETICIÓN" = acceso de <+> vía la repetición de últimos patrones: +1] Acción repetida: El usuario repite una acción que confiaron anterior. - Movimientos requeridos: puede ser eso u hecho en una cierta tarea anterior dentro del parámetro estrecho del tiempo, eg.: cómo controlaron un vehículo; palanca de mando anterior del "juego" que jugaron; replegando el movimiento (de la palanca de mando) hecho por el carácter visto en "S" (cerca).

- U oye que que algo que dijeron durante ("c") la sesión pasada, repetida de nuevo a ellos cuando acceden después. Este sistema existente demuestra si allí trataba de forzar.

+2] Copiado: El usuario ve algo y lo utiliza como señal para el proceso necesario del acceso. Ejemplos: - La contraseña se demuestra en "s", u debe invertir simplemente su orden, o no hacer caso de los tres dígitos pasados y primeros. Acariciar al str de la búsqueda (estrategia): tener acceso y (repetición o repetidor). Nada-comprensible encontrado.

+ patente: 5247497 sistemas de seguridad basados en el identificador único de la grabación para el aparato de lectura subsecuente. La información proporcionó por usuario-sistema cuando entraron por último se repiten así que el usuario sabe si accedió algún otro previamente. Cesionario: Octel [co grande].

--mejoras:

- U = este sistema de la invención (patente:) ~ 5247497 C = ANALIZADOR de // del ACCESO () () // EDIT () // NR (el nr de u cuando (w5) u no comprobó para considerar cuál era su "identificador único" (el tipo 5247497 entrado) durante su sesión pasada, los sistemas es inútil si u no comprueba, y mejor si los cheques de u cada vez) Picosegundo-Zona de la banda de // del OSCILADOR de // () () // (el sistema "sigue" w5 u movido y o lo que lo hicieron (uip, los gps) - > repite esta información cuando u tiene acceso repetido al sistema) CUENTA de // del RANURADOR de // Q () // R () // () (u anteriores la cuenta o el "estado" o el "TDS" (uso anterior) pueden ser un identificador único (contraseña) - esta automatización ayuda u) a la PISTA menos creativa/perezosa de // TDS () // T () // del ESTADO de // () () // UIP ().

- Acariciar a la estrategia de búsqueda - disco ~6/96 del babero de USPTO: (repetición o repetición) near5 (acceso o los accesos o acceso o contraseña) Accessor= genera repitió el acceso "señalado " del comportamiento" del permiso " del pattern=.

. Elementos cambiables de la contraseña. "Orden y sincronización" de: cómo accessor si "repetir" los aspectos de la actividad anterior (w5) "alarma de la mañana": hacerla para desactivar la alarma.

"SEÑALES CIENTÍFICAS" = señales del cuerpo. Señales del cuerpo: El sistema calibra las señales corporales únicas al individuo. Ejemplos: señales eléctricamente generadas naturales del cuerpo; química de la piel; patrón del golpe de corazón; velocidad del golpe de corazón (u trabaja en la rueda de ardilla para conseguir el corazón a la velocidad señalada = y u considera su tarifa en "s" y cuando alcanzar, pide el acceso en este tiempo.

- Dibujo: u = sensor = "analizador médico" de la "cuenta" = acceso.

- Estrategia de búsqueda de la palmadita - disco ~6/96 del babero de USPTO: (cuerpo de la señal near5) y (acceso o accesos o acceso o contraseña).

- Accessor= genera" el acceso señalado científico" de los patrones = del permiso ".

- La supervisión KN del animal/del organismo debe "detectar" el acceso señalado del criteria= (para el animal).

. Elementos cambiables de la contraseña. "Orden y sincronización" de: scientificsignals. "Alarma de la mañana": las señales del cuerpo deben implicar wakefulness (completo). El usuario está hasta psych encima de sí mismos al then= altera sus señales del cuerpo.

Cantidad de los =Limits de la "CUENTA" de acceso. Eg.: los cabritos no pueden ver la TV sobre 10hours/week el noches de la semana.

El carillón de puerta de los tiempos de las medidas -6B370 fue presionado.

- Cuentas w5 de la actividad que corta de la persona para permitir mejor la petición del querellante de la corte para condenar más tieso.

- UIP: 1] Los estudios si el comportamiento real del u empareja cómo el sistema piensa u se comportarían. 2] Identifica entonces a bandidos de las "pistas". 3] "analiza" contenido y restringe por consiguiente, eg.: limitación de los programas para los niños.

- "Corregir": Las funciones de límites disponibles basaron en"/"del estado de los u "cuenta".

El explorador del canal -9G220 salta las estaciones que tienen anuncios publicitarios: (el acceso/uip determina lo que (w5) necesita u ver (acceso), las comunicaciones/los datos que pueden seleccionado para incluir: t, datos del MES, material de a/v, DB, acceso de m, uso de las funciones de r. Bloques de sistemas: anuncios publicitarios, aspectos de los datos (que se cifran según lo restringido a u cifrado cierto acceso) - "Bill" - Accessor= genera"" señalado"/nr del acceso del permiso "del pattern= de la "cuenta ".

- "Pista": expedientes del sistema que accedieron (w5). Cada persona [o el departamento] tiene diverso código. "pista" = vagos = acceso.

- #A de los criterios, K: ritmo correcto de mecanografiar necesario; #B de los criterios: contraseña correcta necesaria; #C de los criterios: los datos (de la entrada) deben ser tr por el segundo de tres personas. Los sistemas del acceso = "analizador" = determinan aleatoriamente cuáles de los tres A/B/C permiten el acceso (en un mes por la base del mes para un u por base de u) - > procedimiento de acceso para la situación aislada: la 2da contraseña de u k (sin respeto al ritmo) - > 2do u mecanografía letras en cierto ritmo.

"SENSOR - MISCELÁNEO/PRODUCTO QUÍMICO" = el producto químico "que analizaba" los sistemas/:""/el probers% de los sensores con el cual detectar la presencia de cualquier objeto señalado "señaló" la constitución química. Eg.: sal; oro; agua; cuaesquiera "sentidos químicos del sensor del olor"; cualquie recinto (o recintos) químico dado en la "orden señalada &timing".

+ el producto químico líquido o sólido produjo por la compañía y los productos químicos competentes de w/similar vendidos por otras. Eg.: traer su Coca-Cola pero no Pepsi en objeto expuesto en el carnaval y conseguir la entrada libre. Necesita buenos usos si es patentable.

+ usos: - Zapatos particulares de los deportes (con único: colores, o constituciones químicas en la porción de zapato).

- Salsas particulares: eg., Kikkoman pero no otras marcas de fábrica de la salsa de soja u otras salsas asiáticas.

- Etiquetas en productos con los productos químicos señalados. Etiquetas sujetadas al producto. Eg.: Diskettes; "carro".

- Las contraseñas se pueden incorporar a la parte del producto. Solamente los usuarios de marcas de fábrica legítimas tienen el "acceso". Cada producto (número de modelo) pudo haber señalado contraseñas.

- El número de "accesos" pudo ser limitado. Habría un cierto contador/""/que desaparece de la cuenta (del producto químico) por uso (para el acceso).

- Usos adicionales para dar el tratamiento preferred al usuario de sus productos: Acceso a (libre): agua; dispensadores de la soda; acceso físico a la entrada del permiso en un área o un edificio bloqueada o zone= con los productos deseados/los servicios; "estereofonia"; "oscilador"; información; función del kn; o todo lo demás que pueden ser /quantified limitado/restringido a cierta gente (por ejemplo vía el "acceso").

- en el extremo o (funcionando) la raza, solamente ésos con las zapatos tenis de Nike puede conseguir la Coca-Cola libre, y con esta soda, ella consigue el acceso a la función siguiente.

- Funciones electrónicas del sistema solamente cuando está alimentado o dado tales fuentes o piezas de la etiqueta. Esto puede franjar en leyes de los E.E.U.U., por lo tanto los descuentos u otras preferencias pueden aplicarse.

- Presencia de ropa protectora correcta, eg.: guantes requeridos. Ver las formas de 7G de KN de protección blindada, de tapas contrarias, de envases apropiados, de etc.

¡- Otros usos valiosos deben existir! - Ésos con o sin la radiación excesiva prohibieron el acceso.

Indicadores KN de -7G: cualquier producto químico que se pueda "buscar" vía "indicador " = califica como for= "acceso" del agente que acciona.

- Existe: lectores de clave de barras para la "facturación"; tiras magnéticas en las llaves planas para el "acceso" y las tarjetas de crédito; microchipes incorporados a las llaves para el "acceso", eg.: en los coches de Cadillac.

- Patentabilidad: El sistema "busca" los elementos "buscados no comúnmente" después para el "acceso"; el proceso del acceso no requiere generalmente llevar de un objeto adicional, eg.: llave (puesto que la presencia de elemento (de la cañería) es bastante para tener el "acceso").

. Elementos cambiables de la contraseña. "Orden y sincronización" de: qué productos químicos son necesarios.

. Éste es un subconjunto de: Tuvieron acceso al "sensor misceláneo", y a indicadores químicos de KN's7G = "búsqueda y reaccionan".

"OLER EL ANALIZADOR" = cerradura del olor de +p 4C190: Abre solamente en presencia de cierto olor, eg. ; el usar del cologne. Si la receta especial del cologne de la persona es secreta, esto será una cerradura difícil a romperse, y será difícil incluso detectar que una cerradura del olor es el tipo de cerradura que es utilizada. El

usuario pudo usar los colognes irreconocibles a las narices humanas, en la golondrina de mar que engañaba a observadores que buscaban una manera de tener el acceso ilegal en cualquier sistema electrónico, eg.: computadoras, calzadas, cajas fuertes. Pares de la cerradura del olor con medidas de seguridad adicionales, eg.: contraseñas.

los olores de +p-some no son perceptibles a la nariz humana, por lo tanto usando tales olores, que son sensibles por el "sensor", seguridad de los aumentos. Los olores pueden ser enmascarados combinando con otros olores (perfumes) no (siempre) necesarios para el "acceso".

. - similar y compatible con "la invención de la cerradura de los sonidos" en el directorio de C, acceso 4C210Artist.

- tecnología-Dibujo existente del olor de las aplicaciones: perfume - > "sensor químico" = analizador = acceso.

- Olores generados de: velas particulares (olor del fieltro /elements en cera); cologne/perfume; aerosol de pelo; otros cosméticos; repulsivo de insecto; olor de cuerpo (el sistema avanzado identifica el olor de cuerpo único de cada u); carencia de ciertos olores (apenas que toman la ducha); las condiciones atmosféricas (olores enseguida después de la lluvia), por lo tanto "tienen acceso" limitado a las condiciones atmosféricas (o a las condiciones atmosféricas requerir el proceso de diferenciación del acceso).

- diversas combinaciones de procesos del acceso requeridos para los días/las situaciones de diferenciación/tipo acceso deseado.

- Situaciones peligrosas: el acceso pudo solamente estar/también se ofrezca solamente en tiempos de lanzamiento químico peligroso (por ejemplo escaparse a través de los umbrales controlados). eg.: derramamiento químico/lanzamiento radiactivo donde el sensor (del aire) coge en él. Razones: u no tiene tiempo para fumble con contraseñas. Las precauciones construidas contra ésas que buscan van acceden induciendo desastres, eg.: fotografían/no se permiten al accessor hacia fuera hasta visto bueno de seguridad.

- Olor "analizador". Ver el olor 4C190 trabarse: Abre solamente en presencia de cierto olor, eg. ; el usar del cologne.

- Estrategia de búsqueda de la palmadita - disco ~6/96 del babero de USPTO: (olor u olor o cologne o perfume) y (acceso o los accesos o acceso o contraseña) - Accessor= genera el acceso señalado" del permiso "del pattern= "del olor".

- el usuario debe soplar (vía boca o aventar o el viento natural) el aire/el cologne en "orden y la sincronización señaladas". Este proceso que modelaba pudo tolerar bosquejos u olores entre los tiempos el soplar/de transmisión (debido a los flujos de aire menos controlables).

- Los "cambios necesarios para el proceso del acceso" pueden ser: usar más/menos cologne; cologne de mezcla; cologne que no usa en las horas "señaladas" (se desea el acceso w5).

- Tipos del olor. Clases particulares de: flores; alimentos; especias; moho o putrefacción de ciertos elementos; tinta (líquidos); los elementos mantuvieron cápsulas y (tapado en el "sensor " = dando por resultado menos pérdida de olor para el uso subsecuente); olores minuciosos de las maderas, plásticos, metales, piedras; líquidos (con otros elementos); cera; otros productos químicos; productos químicos peligrosos (ésos mencionados en el archivo 7G de KN).

- El olor se puede substituir por los tipos particulares de tiempo: humedad; presión atmosférica; nivel de ionización; contaminación; altitud; longitud; latitud.

. Elementos cambiables de la contraseña. "Orden y sincronización" de: odorsare w5 dispensado.

. El olor puede ser lanzado solamente cuando el procedimiento de acceso anterior era interno del conducted= orden de los disparadores de este olor "y la contraseña necesaria subsecuente de la sincronización.

- Castigo: el procedimiento de acceso incorrecto puede lanzar whichcauses de un olor: sistema cierra/inhabilidad re-intentan acceso (W5) (durante)/nr/olor insoportable de la duración del sistema, eg.: mofeta.

- Esto generaciones otras de una contraseña se puede utilizar para los animales del entrenamiento.

--Eg.: las acciones del animal causan un animal del odor= después consiguen el alimento. El comportamiento pobre del animal causa olor incorrecto y ninguì□n sonido del alimento o eléctrico del descarga o piercing. ¡No importante! "Alarma de la mañana": ¿son los olores de cuerpo levemente diferentes por mañana? Si esto se puede utilizar tan para determinar wakefulness. ¿Aplicable a los animales que son investigados?

"ANALIZADOR de SONIDOS" = sintetizador: La contraseña es el ajuste necesario para alterar el sintetizador del u: la necesidad "synth" fijó de maneras señaladas de hacer sonidos oído audible/comprensible (del ser humano).

+ cerradura de los sonidos 5A500: Activar la cerradura emitiendo sonidos inaudibles especiales del dispositivo minúsculo del bolsillo. +-Key atado al transmisor de los sonidos.

+-sounds puede ser inaudible al oído humano, cerradura se abre. Las ayudas previenen a gente u otros sistemas de vigilancia de saber una cerradura de los sonidos se están utilizando. Tuvieron acceso a la "piel". El audible/fácilmente porción registrable de sonido no pudo ser el sonido necesario para acceder, los piratas informáticos engañosos, mientras que la presencia de este sonido funciona para dejar a accessor saber el modo sano fue activada (cierto plazo de w/in de cuando el sonido importante fue transmitido por el oscilador).

.

--hay las frecuencias que no se pueden registrar fácilmente por el equipo (copias ilegales de los sonidos para abrir). Su más difícil copiar y o saber sobre si el transmisor envía sonido de copiado en las frecuencias no audibles por el volumen humano del oído- se pudo fijar en cierto nivel, para complicar más lejos el copiado exacto/procedimientos de acceso necesarios.

- elementos cambiables de la contraseña. "Orden y sincronización" de señalado: sonidos; pausas; volumen; echada; bajo; w5 suena emitido.

- otros cerca pueden no saber la cerradura se abre, agregando tosecurity.

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" las ocurrencias (para el uip) "discurso": la voz que reconoce sistemas busca ciertos sonidos "sa".

.

- Patentes: El sistema de la verificación de 5450524 contraseñas basado en una diferencia de las cuentas ("cuentas") del tipo suena (SA); 5499318audible que pronuncia y que mide el tiempo de pronunciar.

- mecanografiar los sonidos. Diferente: acentos regionales; idiomas; voz de la persona; cualquier otro sonido distinguible de otros sonidos por ejemplo por su frecuencia, duración, patrón, volumen, echada, distancia del micrófono.

- Estrategia de búsqueda de la palmadita - disco ~6/96 del babero de USPTO: (verbal o sano o música o audi o voz) near15 (accesos del accessor o acceso o contraseña). - Patentes de los E.E.U.U.: Acceso Voice-controlled de la cuenta 5517558. teclado del hardware 5426450Hands-free. Información de acceso 550303

- AT&T 5335313 Voice-actuated, sistema de control altavoz-dependiente para la cama de hospital. 5309504.

- los sonidos se pueden utilizar para crear las imágenes del "artista" - > aumento "acceso": Manera de la generación de los sonidos (por u) determina el tipo imagen. Accessor= genera el acceso señalado" del permiso "del pattern= "de los sonidos".

. Elementos cambiables de la contraseña. "Orden y sincronización" de: se emiten los sonidos w5.

- "Alarma de la mañana": UIP-DB almacena los tipos de los sonidos de usuario cuando son despiertos = este against= comparado base de datos que esos sonidos vocales emitieron por el usuario por mañana. El usuario necesita traerse al wakefulness = alcanzar el "humor "señalado"" en el voice= del usuario según lo "analizado" por el "analizador de sonidos".

El "teléfono" = también ve el archivo: Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones usados. Eg.: para la telefonía, usos relacionados de la autopista de la información del "acceso".

. "CID": puede acceder solamente de números designados del teléfono. Si llamador no de señalado teléfono #: Usuario señalado como sospechoso. Tener acceso es limitado, eg.: por parámetros del tiempo; tema; contraseñas adicionales necesarias. Las llamadas de sistemas detrás u en teléfono # u deben llamar de, y cuentan con un busy signal. El acceso puede seleccionar incluso para no contestar/responde completamente a las llamadas de números desconocidos del teléfono.

- Acariciar a 5280581 llamadas de sistemas detrás el accessor.% misceláneo: canceladora del ruido del teléfono de 3E040 3E041: (las fuentes sanas identificadas por su tr (código del acceso/uip transmitido) se procesan/se manejan diferentemente como banda; mejor en/lejos de las piedras de afilar del sistema suena con o sin tales transmisores que marcan con etiqueta) - anillo Delayer de 3G010 T: (solamente para las llamadas que vienen de CID particular) - 4E020 colocó la comunicación de los medios electrónicos: (1] el material (registrado) "se analiza" para el uip/las palabras claves y este material analizado es entonces = marcado con etiqueta (uip) = interno tales ayudas que marcan con etiqueta en emparejar lo que (u que se está evaluando (para su acceso/uip) con el material (registrado). 2] "análisis" ayuda a control/a la guía 2E251 el monitor inteligente.) - "alarma de la mañana": el puerto del usuario conecta con la computadora de la "unidad central".

"TRANSMISOR" = transmisor de u (como u camina por el "sensor"); Dispositivo magnético.

. R127 [boleto de tren de viajero de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en puerta del boleto. JR (ferrocarril de Japón)]. También copiado al "acceso", "picosegundo", "cuenta", "pista".

. Dispositivo magnético: La presencia de un imán que toca, o no tocando dentro de algunos milímetros o del cm, activa y o desactiva. El tipo de diferenciación imanes u otros dispositivos que emiten otras fuerzas eléctricas da diversos comandos según el activador. Un activador puede tener la capacidad de transmitir uno o

más diverso tipo señales. El Accessor debe ejercer fuerza señalada, eg.: tipo imán y o distancia se colocan del imán del" sensor ". La distancia cambiante ("distancer") crea patrones necesarios = orden de los accesos la "y medir el tiempo".

. - copiado de la partición de IMI&8 "R".

- El imán (portable)/el objeto del Accessor puede también necesitar encontrarse después de parámetros teniendo/que es: un tamaño (ajustes en ranura); incluir un microchip con construido en contraseña; llave (del estándar); atado a otra contraseña del kn (invención) que genera el dispositivo. "Transmisor " = "llave" del Accessor.

- Dibujo: los imanes similares u opuestos = "sensor" = "anotan" el grado de tracción o de empujar = acceso.

- Radiación: la radiación necesitó acceder. Valores: tal llave no puede conseguir fácilmente sacada del edificio/del área puesto que necesita ser contenida en bastante grande un envase del plomo notado fácilmente, más seguridad en los cheques/las exploraciones de la entrada todos los paquetes/gente.

--Dibujo: radiación = contador de Geiger suaves "sensor" = acceso.

- Estrategia de búsqueda de la palmadita - disco ~6/96 del babero de USPTO: cerradura de la transmisión near9 (acceso o accesos u orverif del acceso o de la contraseña) y (computadora o eléctrico o software) 4C020 del imán: <1 (buena discusión), 1, 4, 4> activan la cerradura vía cualquier tipo de transmisión. La frecuencia exacta y las combinaciones de por intervalos activan las funciones deseadas. Las combinaciones pueden trabarse o abrir, encender las luces, seguridad de la llamada. Frecuencias del ejemplo: luz, sonido, o cualquie otra onda.

- activación vía vibraciones - el nivel de vibración (impacto /movement) y o el código determina el "acceso". El "código" se determina cerca: plazo de cada plazo del modo de la vibración/entre cada modo/llano de intensidad/de número y del tipo de la vibración de modos/conjuntamente con otros factores, eg.: otro "fq" ()/la llave/la combinación/la contraseña/el otro factor del sonido/de la luz de la entrada del "acceso". - más diferente factor, más difícil ganar entrada /crack código (para)/"del "acceso" acceso".

- (en vez de magnético...) cualquier frecuencia que no se puedan registrar fácilmente por el equipo (copias ilegales de los sonidos para abrir) - su más difícil copiar y o saber sobre el copiado si el transmisor envía el sonido en las frecuencias no audibles por el volumen humano del oído- se pudo fijar en cierto nivel, para complicar más lejos la copiar-transmisión exacta puede estar de cualquier otra cerradura electromágnetica del laser de las ondas: Activado disparando las luces laser. <3> 2] 4C020 < - 5A-480-042004. Los detalles de la cerradura del laser encontraron en archivo principal del "acceso".

- Accessor= genera el acceso señalado" del permiso " del pattern= "de la señal del transmisor ".

. Elementos cambiables de la contraseña. "Orden y sincronización" de: se transmiten w5transmissions.

La "TRAMPA" = + "maniobra" = "atrapa" (castigo para tener contraseña incorrecta): Tipos de la trampa: imágenes que hacen señas ("avisos") accessors con todo resultados en: - desactivación de la función deseada. Esta parte de esta manera no pudo ser utilizada.

- da bastante información/actos (casi) como cómo el pirata informático puede pensar sistemas si las trampas explosivas de work.+: los tontos "accessor" en que creía él accedió: la contraseña inicial mecanografiada en (si

está correcto o no) resultados en los sistemas que indicaban /implying tales era respuesta correcta: - con todo u dispara para arriba en alguno paso posterior (mientras que falso piensan tienen una de las contraseñas correctas).

- el sistema "sigue" (compila bastante información en pirata informático) para castigarlas: identificar a pirata informático (quién o donde él están/W5 él tiene acceso); "notificar" la seguridad; los vagos en el pirata informático a mejorar los cogen sobre cualquier tentativa subsecuente que puedan confiar en accessors principales "que fanfarronean" de hacking.+ - encendido: una cierta información delicada puede necesitar ser dado para continuar engañando al pirata informático en que cree ellos no se ha identificado como pirata informático. Dependiendo del nivel de sophistication= del sistema del acceso la "designación" entre el given=will sensible y no sensible y de la "interceptación" de la información mejor permite que los sistemas del acceso logren sus punterías: accessor de la "trampa"; parar los reattempts en cortar.

- Archivos usados para "fanfarronear": "señaló" necesidad de los archivos de ser accionado para abrirse cuando juzgan a los piratas informáticos presentes. Estos archivos deben ser accesibles de una manera realista, eg.: llaves de u en (otra vez) contraseña (iguales). Los archivos para "fanfarronear" se pueden alterar los verdaderos vía: "corrigiendo"/búsqueda y substituir/alteración manual.

--esperanzadamente no contienen la información (bastantes) para que el accessor imagine cómo a (W5): accede y no ser considerado un pirata informático; aprender sobre presencia/características "que fanfarronean"; confiar el sabotaje contra cualquier persona o cosa, incluso si su no sensible al dueño del sistema que es cortado.

- guardando a pirata informático el pensar de ellas se están llevando encendido: ninguna acción absurda (de la contraseña) del accessor no puede ser tolerada necesario.

. Tipos de información o de elementos de la "interceptación" dados al accessor: el teléfono numera para los accessors al call= que tienen CID (requisito de acceder) = entonces identifican a pirata informático; las otras fuentes o pirata informático de los lugares pueden visitar (por la "computadora" con su CID) (en WWW).

- interruptor (con los virus de computadora (que pudo ser desactivado mejor por el regulador de la manera de la puerta de acceso), el pirata informático que entra en contacto con este regulador humano puede llevar a identificar quién es el pirata informático (si el pirata informático es inconsciente el virus es realmente una trampa explosiva). El virus alcanzado del sistema puede tener la información/puntos de contacto para inhabilitarla.

- el sistema del pirata informático se etiqueta para todo el futuro "que interconecta" con otras computadoras, así que otros sistemas saben que el sistema a un pirata informático utilizó del pirata informático una vez.

--Eg.: 1] número del teléfono de CID del pirata informático se coloca en el DB del número del list>tel del <black. Éste es un ejemplo de cómo el engaño ocurre sin (sin) el conocimiento del pirata informático. 2] porciones de interruptor (software) o de hw (permanentemente /secretly) "se corrigen". Tal como porciones usadas para ayudar a sistemas informáticos a: identificarse; acceder; utilizar el módem; "obrar recíprocamente" con los nuevos datos/interruptor (software) (en Internet/m). Misceláneo: identificación - > "siguiendo" = piratas informáticos/piratas informáticos del nr/de la "interceptación".

- valor: el miedo (más lejos) del castigo ayuda a rechazar las tentativas que cortan subsecuentes del pirata informático; u legítimo sin procedimiento de acceso correcto (más) se fuerza para hablar con sus supervisores (antes de que el daño se hace de cierta manera (liberación de la información delicada; daño al sistema o qué está efectuando (por uso incorrecto)). + tentativas subsecuentes del pirata informático o de sus colegas en cortar: - la "pista" = los "vagos" son más en la mirada hacia fuera para los accessors similares otra vez. Las ocasiones son pirata informático probable tienen cierto patrón del comportamiento común (UIP) = que sea común en cada acceso (tentativa).

--si es UIP-DB en el comportamiento del pirata informático los sistemas del lacking= pueden continuar permitiendo que el pirata informático sea en creencia engañada ellos son acceso que el UIP =while aumenta su DB en piratas informáticos. Otro "atrapa" y los castigos: Cualquie otra manera sabida del "restricción"/que castiga a piratas informáticos humanos/equipo usado por los piratas informáticos, con o sin el conocimiento del pirata informático.

- Ver la base de datos de la patente: Palabras claves - (contraseña o acceso o accesos o acceso) y (la pista o castiga o atrapa o tonto). + construyendo una mejor defensa contra piratas informáticos: UIP en piratas informáticos probables: desarrolla el db=ba (qué comportamientos a buscar) contra (diversos) piratas informáticos futuros. Aprende qué es más sensible y solicitado por los piratas informáticos, interno que requiere defensas adicionales. Es decir: Tuvieron acceso al "analizador" que identificaba debilidades en sus defensas (así que los sistemas puede (automáticamente) repararse).

. Dibujo: "Trampa" = NOTIFICADOR CIENTÍFICO de // de la INDIRECTA de la PIEL ACCESSPROCESS () // de // del PROCESO del ACCESO del CAMBIO de // del ANALIZADOR de //VISUAL del TRANSMISOR del teléfono de // del ANALIZADOR de SONIDOS de // SMELLANALYZER () // de las SEÑALES de // del ANALIZADOR de // del =ARTIST del acceso del ~ de C (las "trampas explosivas" aparecen adentro debajo de piezas mencionadas que las piezas de /below se utilizan para hacer señas piratas informáticos/las piezas uip-se adaptan para hacer señas a piratas informáticos) () () de // del SENSOR () de // de las LLAVES () de // del SENSOR () de // de la FUSIÓN () de // del MOVIMIENTO () de // de la MANIOBRA () de la REPETICIÓN LIGERA INFRARROJA DEL COMPORTAMIENTO de // PS-ZONE () // () () () () // () () () () () // CUENTA de //PROMPT de la ORDEN y de la SINCRONIZACIÓN () () // (Accessor hecho para creer los tenían arriba una bastante cuenta o "estado").

"VAGOS": nivel de crimen o de daño conducido por el hacker= según ("analizador") = resultados en un nivel correspondiente de punishment= al pirata informático. Espejo: se permite al accessor (parcialmente) verse como el regulador del acceso los ve. System= después analiza cómo el accessor cambia su proceso del comportamiento/del acceso. Esos cambios "se analizan más cuidadosamente" para lo que pudo intentar el accessor para camuflar sobre sí mismos, eg.: su mal□n traits= que el sistema está intentando "seguir".

. "Siguiendo" el hacker= después de que se hayan identificado: - Las "etiquetas" se colocan en las transferencias directas materiales del pirata informático. Mientras que este material se mueve ("encaminado") alrededor (su/sistema principal/WWW) = la " pista" sigue el it= a: otros que colaboran con paradero del pirata informático/del pirata informático/mejor entienden el comportamiento del pirata informático. "Dirige " = los

"piratas informáticos " = en su "señalado " = "trampa". Alarma de la mañana: si el usuario apaga el sistema/desactiva castigos del manner= de la alarma in/on-authorized puede incluir: la pérdida de sistemas de alarma de las funciones de /other de los archivos se ata a. Ver que la información en el otro usuario de las maneras está castigada/que motivated= así que consiguen en y permanecer en un estado del wakefulness.

"ANALIZADOR VISUAL" = huellas digitales; cara; cuadros. Esta parte es muy relacionada a: Tuvieron acceso al "artista", y la "imagen" entró para acceder. + centelleo del ojo: patrón del centelleo - > códigos. Posiblemente solamente para los ojos únicos de cada persona (diafragma). Códigos de Morse de los centelleos. Otro ejemplo del movimiento del cuerpo que accede.

--el color necesario del ojo se puede alcanzar usando el Accessor coloreado del contacto lenses.+ debe usar/los colores (coordinados) particulares del presente para el acceso (entrada, uso). Ejemplos de la "imagen" del otro "artista": insignia de la compañía blasonada en el traje; la identificación del cuadro acortó en la camisa. Éstos son ejemplos de "imágenes necesarias"/de la "coordinación visual" necesaria para el acceso vía el va.

- ver las Software-Huellas digitales de coordinación de la imagen de R24-1 del "artista". También: Diversas huellas digitales genéticas = /scanned mecanografiado adentro; fotografías (caras, claves de barras, paisaje). Líneas también de: palma y cuaesquiera otras partes del cuerpo.

- "Analizador visual" para los objetos de 3 dimensiones externamente demostrados: Cara única del u; cualquie cuadro u objeto ellos = demostración "cámara". Los objetos pudieron necesitar ser dado vuelta/ser pescado con caña hasta 360 grados (a la velocidad señalada, por ejemplo poniéndola en una placa giratoria determinada de la velocidad).

- "Analizador visual" para las imágenes en superficie plana/tridimensional: - Generación de la imagen: ("Impresora") imprime una diversa imagen cada vez, basado en sus sistemas cambiantes = las imágenes de la creación de la contraseña explorados = c = acceso. --Fuentes múltiples que generan contraseña: El usuario pudo también ser pedido hacer todos/parte de la generación de la imagen, así que la salida de la imagen efectuó por la ayuda simbiótica de cada fuente. El interruptor geométrico del efecto (software) puede tener en la entrada de cada fuente en uno a causas un resultado casi incomprensible qué cualquier una fuente incorporó - de dificultad cada vez mayor en la identificación de la entrada de cada fuente.

---Dibujo: cada fuente (c (interruptor del generador de la contraseña)/u) = entra imagen dato/interruptor () del software/el etc = "analizador" = c integra ~alters entrados de los elementos según el integrador de las fuentes/c = contraseña final desarrollada (comprobado con minuciosidad para el visto bueno de la exactitud/de la funcionalidad/de seguridad) - > contraseña dada/impresa/indicada/tr a otra.

- Generado previamente/utilizó la alteración señalada necesidad de las contraseñas ("corrigiendo") del acceso subsecuente.

- Las imágenes incluyen: claves de barras; diseños/pinturas del extracto; solo o multicolor; colorante en cortinas/bloques del sólido o puntos (minúsculos) como en las impresiones a todo color de los periódicos.

Huella digital de la persona de los cheques de la computadora R174 ("C") antes de dar un plazo el" acceso" del 2 de agosto de 93 NK-se movió al sistema gestionado huella digital de la entrada de 6.96R195 del "acceso". El 25 de enero de 93 NK-se movió a la cámara accionada por control remoto de 6.962E251 del "acceso": (el

sistema supervisa a gente según su acceso/uip (código))software de la dislexia .5G061: (velocidad en que acceso resuelto del u dado Info: cualquier u consigue que Info rápido (inhibe piratas informáticos de computadora uninitiated que)/interruptor (software) retrasa cuando la necesidad de los protectores de c/security más tiempo "analiza" el "acceso" llano de u (se está preguntando quién (por c); software de la lectura de la velocidad 5G070)--formar en qué u envía/recibe. Acariciar a la estrategia de búsqueda - disco ~6/96 del babero de USPTO: (foto o dedo o (bacalao de la barra near2) o imagen o proyección de imagen o visión o representación visual o pictur o (código de la barra near2)) near9 (accesos del accessor o acceso o contraseña o verif) y (computeror eléctrico o software) Accessor= genera el permiso "acceso señalado del pattern= de la imagen del """". Elementos cambiables de la contraseña. "Orden y sincronización" de: imágenes w5 dadas. .ver: + "analizador visual", y "artista" = "VA". "Imágenes" del otro "artista" necesarias para acceder:. cualquie producto de la naturaleza con sus características visuales. Los sistemas pueden requerir la característica común a la especie o a la categoría científica de producto, eg.: la mano o el pedazo de oro de cualquier gato, o sea más particular eg.: la pata derecha delantera del gato específico, o el oro de 22 quilates en "señaló" forma. Búsquedas: color, textura, peso (del guardapolvo)) de objetos. Los requisitos del acceso alteran según criterios razonables, eg.: las plantas cambian su condición (inactividad) a veces del año; las manos son más frías en invierno (eg.: para el "sensor infrarrojo"); % puesto que no hay árboles de roble en Hawaii, hojas se deben volar adentro y por lo tanto perderán algo de su color en el interino. Los objetos se pueden poner en cierta manera por (analizador no visual) el "sensor". Ejemplos: - gente: cuaesquiera partes del cuerpo.

- animales: cuaesquiera partes del cuerpo.
- plantas: cuaesquiera partes del cuerpo: hojas (sus venas, forma externa, color (cambios por la época del acceso del año buscada), rama-organismos: cualquie tipo célula o "señal científica" que generan.
- productos químicos: fórmulas necesarias: porcentajes de la cantidad (total) de diferenciación de los productos químicos de cuaesquiera piezas. Acceso = " analizador contento químico ".

"W5" = acceso en el momento adecuado: temperatura señalada, tiempo, ciertas noticias en medios de comunicación, cuando otro u "señalado" también tiene "acceso". Ver de la sincronización del acceso el subconjunto de la "orden y".

- Accessor= genera el acceso "señalado " del comportamiento" del permiso" del pattern= W5.

CONCLUYE ESTE ARCHIVO de ACCESS-IMI (las piezas)

Archivo: Acceso \ CA-Imagen

Archivo: CA-Imagen. Sistema del acceso de la entrada de la imagen.

. P sistema entrado imagen del "acceso 4E-030":

El usuario o el quién desea acceder en un sistema debe hacer ciertos cuadros para acceder. El accessor debe crear una imagen con un ratón de la computadora, o vía otros medios; cuál debe emparejar el diagrama en la memoria de computadora. Esta imagen actúa como una contraseña.

- El sistema tiene una tolerancia señalada para las imágenes que diferencian de la que está en su memoria; el accessor puede dibujar el cuadro de una manera algo diferente cada vez. Esta forma de tolerancia puede por ejemplo buscar un cuadrado o un triángulo de cualquier tamaño aproximado.

- La imagen permite el acceso a cualquier privilegio descrito en la partición del "acceso".

. Los usos incluyen: (de) activar la alarma; verificación adicional de u (usuario) (persona que intenta acceder (vía las imágenes/los uip-vagos que emparejan (análisis de la firma N))); retrasa u (usuario) que los sospechosos del sistema sean piratas informáticos/bandidos; accede el into^: manera de la entrada; uso del producto (c, un cierto sistema (electrónico) del EL); uso del juego; niveles más altos de uso dentro del sistema; actividades bancarias: transferencia de fondos electrónica; acceso en el edificio o la C.

. Los tipos de la imagen necesitaron para el acceso:

- las líneas rectas conectaron a los ángulos; (u) cerró las formas dibujadas con las líneas, eg.: círculos, triángulos, cuadrados, rectángulos, pentágonos, hexagrams, polygrams...; (líneas de) puntea en las localizaciones señaladas (en S).
- el tipo imagen requerida a menudo será los para las cuales el analizador del sistema puede construir una tolerancia razonable para la diferenciación [si tales imágenes son entradas por la mano del accessor y no vía otros medios como un cuadro, un thumbprint, un etc].
- hacer similar o el cuadro relacionado o único, sistema puede dar las ideas (de los avisos) para el cuadro, eg.: unos que inculcan la idea de despertar como el funcionamiento para coger el autobús.
- mecanografiar los ejemplos del diagrama: adicional agregar en elementos se hacen a los diagramas anteriores
- para mejorar a usuario de la ayuda en recordar diagramas necesarios; los diagramas pueden ser de sistemas de cosas tales como vehículos (primer coche, autobús siguiente, aeroplano siguiente), o las formas de provincias o los estados, o las palabras (nombres medios de su familia); líneas del zigzag, eg.: tela de araña o dibujos del niño (requeridos longitud de líneas (rectas) con ciertos ángulos necesitó en las líneas de los puntos que la curva/se interseca.

el tipo imágenes/métodos/manierismos de +-Altering necesitó acceder, para evitar a piratas informáticos que conseguían un tipo no-cambiante imagen o método de la contraseña. El sistema determina (desde el punto de vista del pirata informático) casual imágenes necesarias w5 se cambia (según circunstancias).

--Para Techies: Dibujo: Usuario = este sistema de N (invención) (qué ayuda en la determinación ("analizador") para el tipo imágenes necesarias = % del tipo imágenes dadas (entrado); mecanografiar los avisos y u otros desafíos pueden ser cortar más difícil/grieta dependiendo de, eg.: las circunstancias (véase las características el seguir)/percibieron el ~ c (computadora) del riesgo para la seguridad (tipo u ()/tipo uso del usuario buscado por U)) =

ACCESO; AP (tipo uso de N); ARTISTA (si el tipo N (invención) del "artista" está conectado con N principal; capacidad del dibujo del u (uip, cuenta)); vagos (analizador del comportamiento del `); CARRO (entrado en el sistema por u); EDIT (que analiza imágenes entradas por u); EDUC (si el sistema necesita enseñar a u); Se reduce K (teclado) (si solamente el teclado es disponible/funcionamiento, después imágenes disponibles; o el sistema entero puede cerrar en este caso debido a riesgos para la seguridad más altos); RATÓN y R (teledirigidos) y K (teclado) y inclinación y T-anchura de banda (tipo ratón que es utilizado, sus limitaciones que son consideradas); MULTIUSOS; Banda (programa informático); RANURADOR (de donde en la autopista de la información/la tela u (usuario) vino adentro); CUENTA (funcionamiento anterior del u);

DISCURSO (analizador de sonidos); ESTADO; tds (matriz) de la fecha del tiempo (ocurrencia del pasado/de la actividad actual de u); INCLINACIÓN; PISTA; Usuario (quién son); UIP; UQ (el tipo pregunta u pedido/los errores que hicieron, ayudas crea un riesgo para la seguridad percibido de U).

+-3D: El usuario puede necesitar entrar/crea/responde a las imágenes tridimensionales (sobre "S "interactivo"").

"VR".

--el usuario puede necesitar obrar recíprocamente con la imagen 3D, tal como saber dónde en el laberinto 3D o el terreno la "puerta secreta" o la "llave" o la contraseña de ese día está situada.

---el accessor puede necesitar la primera contraseña conseguir en el terreno.

---demasiados errores en intentar localizar el acceso en este terreno invalidan la primera contraseña de ese usuario.

- Color: el color demostrado en S (pantalla) puede cambiar, aunque el código de color utilizó (vía K) es igual. Propósito: engañar a piratas informáticos que comparten la información con uno a de conseguir datos de sus notas que mencionen qué colores se utilizan/necesario/se responden/W5 alterado.

- Tamaño: cambiar simplemente el tamaño w (con) (más) otros aspectos de la imagen que siguen siendo iguales.

- U/el sistema puede saber/sugiere cuándo (w5) necesitó imágenes son ser cambiado.

- Dibujo: u (usuario) = K (teclado) = analizador visual = acceso (analizador, cuenta (riesgo para la seguridad)).

. El incitar puede ayudar simplemente a u a recordar la naturaleza de la imagen deseada, sin (sin) el donante de todos los datos sobre las imágenes.

. - U sabe que el 1] tema adicional y o] la manera 2 en los cuales representó el tema debe ser dibujado. Eg.: los estados pronto "fruta cítrica" = u (usuario) vía #1 recuerdan su una naranja (no el árbol o la hoja), vía #2 que la imagen se debe dibujar con las líneas finas o gruesas (causadas por el nivel de la presión/la manera de stylus/R (5E020)) y si la fruta se debe completar del shading/de los varios colores o apenas del esquema que se dibujará.

- Avisos: Para Techies: Dibujo: Usuario = este ~ c (computadora) del sistema de N (invención) (tipo avisos dados u determinado vía) =

ACCESO; ANALIZADOR; CARRO (cartucho del software del '); EDUC; mfh (transmisión en circuito de la unidad central); MULTIUSOS; Banda (programa informático); Picosegundo-Zona; Q (hace preguntas); CUENTA (funcionamiento anterior/avisos de u durante sesiones anteriores); ANALIZADOR de %SOUND; ESTADO; TDS (hora, longitud o nivel de visto bueno de seguridad para el tipo señalado acceso/tarea); UIP; ANALIZADOR VISUAL.

- Quizás solamente el "acceso que busca" de la entidad sabe qué escribir (las pistas/los avisos pueden ayudar a un pirata informático de computadora).

- muy similar a 4C210

. - elogios el otro features^ del "acceso": huella digital del u o scanning->c de la imagen de la bola del ojo (correlativos contra memoria); carro; contraseña; transmisor usado por u (usuario) (usuario) (entrada que busca).

- utilizar el sistema "para anotar" el comportamiento/la capacidad del u: uip; bva (éste es parte de bva); capacidad del u para las tareas específicas, replegando áspero el sistema psicologico/sociológico de la existencia de prueba (en el papel) que estudia el comportamiento del u; "analizador visual".

--hecho vía ayuda de: "analizador visual" (de las imágenes hechas por u para acceder, o durante la sesión del trabajo sobre C), "uip-vagos".

- D1: =c~access de los =s del u= (aguja/dedo) (pantalla táctil) = oscilador/printer/m/cart

- copiado para mejorar el archivo 1.95 de N (invención)

- Para Techies: acceso; "mañana": desactiva la alarma sobre la entrada correcta del u (llana de la semejanza controlada por la banda).

. - aplicaciones cuaesquiera "analizadores electrónicos existentes" que analicen firmas humanas/imágenes. También ver los números de patente mencionados. La oficina de patentes de los E.E.U.U. está trabajando en un sistema que analiza visual para su base de datos de la patente.

. PATENTES:

- Estrategia de búsqueda de la patente: #1: securit y (la firma o el drenaje o dibuja o dibujando o (creat de la imagen near5)). #2: (seguridad o (acceso del ajuste del aumento) y contraseña

Kilovatio: acceso

- Números de patente de los E.E.U.U.: método 5319797 5222138 4903991 4908861 4991205 + 5111512 para la verificación de firma - patente 1992. Tener acceso se da con la firma correcta.

4850018 4869946 4758718 4799258 4816653 4851937 4876717 4326098 4023139

- especialmente las patentes enumeraron/relacionado con el "analizador visual" y el "acceso"; y a un cierto grado "vagos" contra patentes de otras características para este KN.

Las demandas incluyen: las ayudas solucionan el problema que las firmas de la gente están a menudo comúnmente disponibles.

- los diagramas necesarios pueden cambiar en un cierto plazo y o después del número señalado de usos.

+ generando imágenes vía: "Ratón" de "C"; 5E020; tableta entrada de c (computadora) usando la aguja o el dedo o el otro palillo; "Artista"; R; % "del sonido al convertidor visual"; manera en cuál camina sobre cerca del movimiento "sensor" = "acceso".

- UIP/VAGOS: éstos también se utilizan en la determinación de si el acceso está permitido. El sistema "analiza" las imágenes últimas y actuales generadas por User y las estudia vía la palmadita no 5111512 de UIP-BA o de los E.E.U.U. en el juicio de cómo está cercano/disímil las imágenes/las señales recientemente incorporadas son de criterio necesario.

+ "artista": todas las maneras diversas (existentes) una pueden entrar/alteran/"corrigen" las imágenes/los dibujos, que fueron generados/comenzados por la persona (u, un "acceso que buscaba") o el sistema (vía sus avisos) puede ser utilizado.

- Ejemplos adicionales:

- Búsqueda de la patente para esta subdivisión del "artista": (artista o drenaje o (imagen del creat near3) o (cuadro del creat near3)). Kilovatio: crear puede ser w substituido: alterar, diseñar, corregir, hacer, convertirse)

. Para Techies: Dibujo: Usuario = este ~ c (computadora) del sistema de N (invención) ("acceso" tenido/efectuado/"analizado" basado en las funciones para cualquiera de siguiente) =

Movimiento NR del cuerpo -1J010:

Picosegundo-Zona -3E150:

Anillo Delayer de -3G010 T (teléfono): ("analiza respuestas" de w5 u (usuario) el teléfono, eg.: si u no está contestando a menudo por algún tiempo, después u es quizá en alguna parte también lejos de donde deben estar, o es algo más ocupado de w (con), o es empleado pobre (perezoso))

Alternador -4E010: (el sistema debe haber señalado llano de)

Palillo teledirigido -5E020: (genera imágenes, eg.: versiones abstractas de C=stylus)

Interruptor de la dislexia -5G061:

Notificadores del PVC -7G050: (presencia de ciertos productos químicos (también) necesarios para el "acceso")

. - 7G052 dobló el notificador llano:

. Para Techies: Dibujo: Usuario/otro sistema = este sistema de N (acceso: (Tipo) entrado para acceder) ~ c (computadora) =

Picosegundo - R (teledirigido) - de la inclinación:

Teledirigido

Picosegundo

Acceso

Interruptor

Ejercicio

Analizadores

Indicadores

- Sensores: peligros, novedades, supervisión de acontecimientos: el producto químico señalado necesita ser: insertado/colocó en/sobre el sistema; hacer el nr (notificador del `) cambiar.

generador de imagen posicional 3E152: Los cambios en la posición de objetos móviles son colocados por el sistema que el interno genera una imagen o la "pista" para los cambios dichos - > cuando tales imágenes emparejan los criterios del "acceso", se concede el "acceso". Es decir su patrón del movimiento vía las zonas/inclinación genera un patrón según lo percibido por el "sensor" - > las imágenes móviles o inmóviles de la C. son generadas por la localización de elementos en el tema que puede generar señales en "analizador visual".

- posición de cada elemento generado cerca: 1] luz/color/calor generado de la porción/de todo el objeto apuntado. /2] tr (transmite) objeto apuntado (de los transmisores (en la superficie/los accesorios/adentro). /3] "distancer". /4] localizador: Objetos de los hallazgos de KN (invención).

- Dibujo: señales que vienen (moviéndose/inmóvil) de objetos = "analizador" = generador de imagen/"pista" (cuenta, monitor inteligente 2E251, desarrollo uip-DB).

- esta parte es similar a muchas otras secundario-Características.

La contraseña "cuenta" necesitó la generación de la imagen del so= es color= deseado in= a acceder.

Pluma multicolora de la aventura del software -1C310: El dispositivo decide a cuando cambiar color en otro color que empareja. En formato de la pluma o del software.

Str de la búsqueda de la patente de los E.E.U.U.:

(acceso o accesos o teniendo acceso) y/adj15 ((acceso del aumento adj9) o entrar o contraseña o secur o proteger o authoriz

- Patentes de los E.E.U.U.: Dificultad de 5491752 aumentos de la contraseña que conjetura ataques.

--Str de la búsqueda de la palmadita: Trabajado con la base de datos disco de la palmadita de los E.E.U.U. del "babero" 4.96.

. Cifrado: cifrado con estado plus ultra.

- actividades del u: tener acceso a los procesos, a los archivos, al etc.

- sistemas/banda de la contraseña, o el hecho de que exista uno.

- Misceláneo: "Pista", "cuenta", "UIP" (uip-DB)

- la contraseña sí mismo cifró = y descifró solamente por analizador" del punto de acceso el "= determinar si el acceso permitió.

+ ver la imagen del "artista" el generar de modos: ninguno de estos poder crea las imágenes/los procesos necesarios para tener el "acceso".

Dispositivo de la palmadita 5486122 de los E.E.U.U. y método computacionales usables autónomos de expresión artística usando el "juego": Los dispositivos educativos que usan métodos educativos process-oriented se divulgan para preparar a niños para el teclado. El dispositivo incluye sistemas de guantes y de indicia aplicados a los dedos de guantes para proporcionar las representaciones ilustradas del teclado.

El Accessor selecciona las "imágenes" que "se corrigen" según lo "señalado"; o "corrige" el them= después tiene el "acceso".

- Iguales forma "corregida" no se pueden utilizar más de dos veces en una fila.

- las "imágenes" experimentan "corregir en curso " = accessor necesitan saber en qué punto en el acceso evolutivo del process= es viable.

. Hypervideo (existe): los usuarios chascan encendido (moviéndose) iconos de las imágenes los', y consiguen los videoclips encaminados/información (`adaptado a sus necesidades). El software del seguimiento de objeto (existe) hace (moviéndose) imágenes clickable.

--Usos de acceso: el usuario debe saber en qué cadena u orden y sincronización, en las cuales necesitan chascar imágenes, como ruta ellos mismos [ellas] en el programa a acceder. Las imágenes de Clickable pueden cambiar [en la manera adaptada], eg.: el usuario chasca solamente encendido qué él reconoce, eg.: las caras de la

gente/de objetos él es [íntimo] familiar con, o que tienen alguno [semi] - razón lógica para ser chascado encendido, eg.: argumento [basado en los vagos del usuario].
Archivo del EXTREMO: CA-Imagen

Archivo: Acceso \ CA-Palmadita Sch&

TENER ACCESO A LAS PATENTES Y A LAS BÚSQUEDAS DE LA PATENTE

Palabras claves para las estrategias de búsqueda de la patente: acceso, computadora, entrada, (aumento o keyless) adj3 (acceso o entrada), contraseña, interactiv
. --el juguete, diversión, juego, niño, cabrito, imagen, proyección de imagen, crea, creando
- str: (el achiev u obtiene o logra o consigue [o consigue o consiguiendo] o gana o keyless) adj3 (acceso o entrada)
- str: contraseña y (acceso o entrada)
- str: seguridad y acceso
- str: (el drenaje o crea o creando) adj9 (acceso o acceso)
- Patente 5368308 de los E.E.U.U.: La corriente de los sonidos registrados rotos en los segmentos entonces reordenados = necesitó tener el "acceso".

12.95 Patentes = acceso de los E.E.U.U. del disco del babero: La estrategia de búsqueda en el CD de la bibliografía de USPTO fechó 9.94: contraseña - muchas N relacionada, solamente explorada la lista, eg.: Control de acceso 5323465; Sistema de protección del fichero electrónico 5289540; Sistema de la verificación de 5276314 identidades resistente al compromiso por la observación de ella uso; 5206905; 5115508; el 5111185%; 5097506.
- Patentes de los E.E.U.U.: sistema keyless pasivo de la entrada 5420925 5418842 5396609 5373557 5345579 en el coche 5319364 507402 = "c" 5450524 5206905
. Mejora en patentes:
. Subpartes:
- Acceso-Restringir: Diverso u tiene niveles de diferenciación de acceso a la gama completa de la información/de las funciones = (basado en su contraseña).
. - Acceso-Pista: sigue la blanco sobre introducir (modo) (hasta qué hora se juzga el que está que tiene acceso un riesgo para la seguridad bajo.
- El ladrón de la parte Imi, es subconjunto de acceso.

Str de la búsqueda de la palmadita: la palmadita de los E.E.U.U. de la contraseña numera sobre el sistema que genera las contraseñas (str de la búsqueda de la palmadita: generat de la contraseña adj15): 5513263 5509070 5491752 5469564 +5442342 5428349 5416840 5365574

- + cañería en la estrategia de búsqueda para todo el "acceso": (acceso o accesos o teniendo acceso o contraseña o verif) y (computadora o eléctrico o software)

Archivo: Acceso \ CA-PA

TENER ACCESO A LAS PATENTES Y A LAS BÚSQUEDAS DE LA PATENTE

- kilovatio (palabras claves para la búsqueda): acceso, computadora, entrada, (aumento o keyless) adj3 (acceso o entrada), contraseña, interactiv

. --el juguete, diversión, juego, niño, cabrito, imagen, proyección de imagen, crea, creando

- str: (el achiev u obtiene o logra o consigue [o consigue o consiguiendo] o gana o keyless) adj3 (acceso o entrada)

- str: contraseña y (acceso o entrada)

- str: seguridad y acceso

- str: (el drenaje o crea o creando) adj9 (acceso o acceso)

- Patente 5368308 de los E.E.U.U.: La corriente de los sonidos registrados rotos en los segmentos entonces reordenados = necesitó tener el "acceso".

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- La estrategia de búsqueda en el CD de la bibliografía de USPTO fechó 9.94: contraseña - muchas N relacionada, solamente explorada la lista, eg.: Control de acceso 5323465; Sistema de protección del fichero electrónico 5289540; Sistema de la verificación de 5276314 identidades resistente al compromiso por la observación de ella uso; 5206905; 5115508; el 5111185%; 5097506.

- Patentes de los E.E.U.U.: sistema keyless pasivo de la entrada 5420925 5418842 5396609 5373557 5345579 en el coche 5319364 507402 = "c" 5450524 5206905

. Mejora en patentes:

. Secundario-Características: Acceso-Restringir: Diverso u (usuario) tiene niveles de diferenciación de acceso a la gama completa de la información/de las funciones = (basado en su contraseña). Acceso-Pista: sigue la blanco sobre introducir (modo) (hasta qué hora se juzga el que está que tiene acceso un riesgo para la seguridad bajo. Imi el ladrón de la parte, es subconjunto de acceso.

Str de la búsqueda de la palmadita: contraseña

- Números de la palmadita de los E.E.U.U. sobre el sistema que genera las contraseñas (str de la búsqueda de la palmadita: generat de la contraseña adj15): 5513263 5509070 5491752 5469564 +5442342 5428349 5416840 5365574

+ cañería en la estrategia de búsqueda para todo el "acceso": (acceso o accesos o teniendo acceso o contraseña o verif) y (computadora o eléctrico o software)

Archivo: Acceso \ Ac&

TUVIERON ACCESO a la información miscelánea: Archivo k \ ac&

Formas de acciones misceláneas permitiendo el "acceso":

- Formas de movimiento por el U. Ver Yamaha Miburi y KN relacionado de KN.
- Formar del usuario que causa la "vibración".
- La manera algo está montada o separada: alarma de 3A205 Tamperer. Cubo de las rúbricas.
- Procedimientos de acceso del movimiento: Movimiento correcto de la mano o de la palanca de mando. Tipo #1 del movimiento - > tipo #2 del movimiento.... - > acceso. Ver Miburi de KN de Yamaha y de KN relacionado.
- Sensor de la vibración: Detecta la vibración, eg.: si la persona es que camina o que se sienta en el sensor; o señales de la vibración de los sentidos que vienen de a otra parte.

Misceláneo: incluye (c) los sistemas sabidos que restringen el "acceso" de la gente/de otros sistemas: uso, EL particular del trabajo w (con) N. (electrónico).

Diagrama general para el "acceso":

. D1: 1 Reino Unido (usuario en el teclado) = 2 C (computadora) del `= 3 tr (transmite) = función 4 M/5. D1 para Techies:

Detalles:

+1: Passwording: acceder vía afinar en la combinación alfanumérica; afinar la inserción; vía el telecontrol ("R", contraseña tr (transmite) de R); huellas digitales, contraseñas, tarjetas dominantes, uip, otra C (computadora) del `(su interruptor), palmada

25: el acceso se puede cambiar vía pp, P.M., carro, u (usuario) con más arriba (acceso predominante, eg.: supervisor, sistema sí mismo de C (computadora del `)); carácter; 24 tds (matriz) de la fecha del tiempo (cuentas w5: cuando, cómo, qué, %why, que ganó "acceso" en sistema - [puede también ser utilizado para el contenido uip [base de datos], 4E020 y el verificador de la fecha]; 25 "S"; el distancer del 23% activa/desactiva la cerradura; 123 acceso cerradura puede ser físico (cerradura y)/barrera de la llave/del software de tarjeta (de la llave de la viruta programable de C (computadora del `)) = (quién puede "tener acceso" al monitor inteligente verificador/2E251 del contenido 4E020 y de la fecha); contenido C", 4E020 de 245 "y verificador de la fecha, monitor inteligente 2E251; el 245% interactivo (activa/desactiva el acceso, 2E251).

13: las señales para la activación/la desactivación del acceso se pueden recibir y o activar vía: micrófono ("mic") (las señales de sonido activan/desactivan access/2E251); teléfono ("T"); MES; tr; %fs (imagen correcta eg.: firma); alejado ("R").

2: inclinación (2E251 activado por el movimiento de la n); distancer (eg.: chapaleta); P.M. 245; 24 mq (la máquina hace preguntas del usuario) (antes de la activación/de la desactivación; para la mejora de la base de datos del uip); 24 multiusos (el individuo requiere para poseer la contraseña o el otro activador/deactivator para acceder); notificador 245 (quién, qué, cuando, está accedido %where, porqué, y o está utilizando el sistema); OSCILADOR 25 (comunicador sano saliente) (si la contraseña o el otro activador/deactivator efectuaron la función deseada, eg.: accedido); 24 uip (el acceso dibuja en la base de datos del pi al mq (la máquina hace preguntas del usuario) antes de permitir el acceso de usuario al usuario; 24 preguntas para el cambio del acceso según uip del usuario (mq un usuario de la acción hecho en sistema en una de actividades anteriores [importantes]); 24 pp; 24%score (2E251).

2 la necesidad para la característica del acceso es normalmente triviales, pero ayudas en la comercialización, y las ayudas organizan diferencias entre multiusos; uip.

1 que el tipo código usado en la contraseña (una serie de sonidos, las luces, las combinaciones de la letra o del número, etc) activa y o que desactiva la función correspondiente reservada para los individuos equipados de la contraseña.

24tds del usuario más allá del acceso se utiliza desarrolla su uip. El uso excesivo o escaso puede excluirlo las aplicaciones de alguno/de todas las funciones, accionar el "notificador", e informar al supervisor del usuario vía el teléfono ("T"), MES, email.

24 el tipo de uq puede por lo tanto (según uip del sistema, P.M., pp) afectar/control el tipo de contraseña/de manera necesarias para activar/desactiva; altavoz 5.

. Para Techies: dibujando esta pieza de la invención (acceso) =

- Palillo teledirigido E020 con el interruptor: (funciones de cualquier R (teledirigido) controlado por el acceso/uip)

El uno mismo del sistema -5E080 analiza la mejor síntesis para la acústica del sitio/del pasillo: (fósforos uip/acceso de u; u (usuario) puede no oír/cierto OSCILADOR leído (comunicador sano saliente) (sonidos/los datos))

Venda sin hilos de la música -5E090: (el acceso limita uso de cierto EL del portable N) (electrónico)

la perforación Alerter y 7G052 del PVC -7G050 y 7G051 dobló el notificador llano: (el tipo acceso determina: tipo de pvc necesario (para el suplemento/menos protección: para ahorrar el dinero/el apuro); qué tipos de ocurrencias (contacto, perforaciones químicos) necesitar el nr (notificador del `) a u/sys/monitor)

. "ACCESO": (sistema del acceso de la entrada de la imagen 4E030):

Para Techies: D: Usuario = este sistema de la invención (acceso: tales acciones (aumento) ~ C (computadora del "acceso") del `) -

Movimiento NR del cuerpo -1J010; Yamaha Miburi.

-1J080 hielo NR: 7G (los colores deben cambiar) = analizador visual (c) = acceso

-2E010 20 30 40 50 softwares de la receta: u (usuario) debe pedir/leída vía ciertas recetas del interruptor (software del `) = (pista) = accede

Notificador móvil de la localización del teléfono -3E010: el nr (notificador del `) funciona solamente para esos w (con) "acceso"; u debe estar en zona señalada (en cierto radio) antes de "acceso"

Encargado de registro de -3E020 GPS:

-3E150 "Picosegundo-Zona":

Suplemento de interior de -3E210 GPS:

Sistema del acceso de la entrada de la imagen -4E030:

Varita mágica -5E020: KN

Anillo Delayer del teléfono -3G010: KN

Alarma interactiva de la mañana -3E060: KN: contestar/pedir a Q correcto (hace preguntas) = acceso

Instructor del movimiento del cuerpo -3E061: el "educ" enseña a u (usuario) cómo moverse = el acceso futuro.

Secretario -4E020: el uip de u (usuario) debe emparejar DB (base de datos del `) = entonces tiene acceso

Interruptor de la dislexia -5G061: "corregir" los cambios según el tipo acceso del u

Interruptor de la lectura de la velocidad -5G070: la velocidad de la lectura del u debe emparejar = velocidad señalada por = acceso.

Ver el analizador de sonidos para: El reconocedor de la voz R54-1 distingue entre los altavoces múltiples

ACCESO = paso de las pruebas anotadas para el nivel de exactitud.

- Formas de acceso: Se alcanza el acceso cuando el sistema recibe las señales electrónicas correctas por ejemplo: en la orden y la sincronización correcta, y la duración de la señal correcta mecanografía.

--Licencia: teniendo una licencia apropiada la cual los derechos pagaron ser hasta la fecha. No excediendo los términos (límites) de la licencia, por el contrato de licencia. Las derechas de la licencia incluyen: territorios geográficos (zonas del `); uso de características, de funciones, y de invenciones señaladas; plazos; comportamiento apropiado del concesionario (según lo observado por el perseguidor y el analizador del comportamiento). Más detalles de nuestro contrato de licencia en nuestro Web site fijado, o ésos de uso general para la característica intelectual.

- señales de la frecuencia del `de: dispositivo teledirigido.

- otras acciones humanas o producidas por máquina correctas: eso se puede coger electrónicamente por los sensores para:

--sonido (del usuario o del animal o de la voz única o del sonido del dispositivo). Sonidos de diferenciación de tales tipos de diferenciación del permiso de las fuentes de acceso.

--imágenes visuales (para las huellas digitales, la retina del ojo, otros elementos del cuerpo). Las imágenes estudiaron por el analizador visual.

--temperatura: del accesorio humano tal como dedo o palma, o el otro dispositivo [calentado o refrescado], o la temperatura ambiente w/in señaló la gama.

Niveles de acceso cambiantes concedidos a los usuarios:

- analizador: acceso de las paradas sobre actividad sospechosa. Eg.: el cortar de la computadora - acceso frustrado en los archivos o las funciones para los cuales el sistema no ha ofrecido el acceso.

- la cuenta del `y el uip alteran el nivel de acceso, cuando (los patrones de comportamiento) de usuario estar adentro fuera de patrones (del comportamiento) señalados.

- Acceso concedido a todas las o a porciones funciones disponibles: W5: cada multiusos tiene poseer el marco de tiempo (TDS) para acceder. Las funciones deseadas de diferenciación pueden tener su propio tiempo de acceso/tipo parámetros.

- las formas de acceso pueden periódico estar completamente o cambiaron parcialmente.

. Cuentas de diferenciación: El tipo de cuenta alcanzó funciones como la entrada a las funciones señaladas asociadas a tal cuenta.

- Qué tipo anota oferta: Longitud de tiempo del acceso, o calidad de la función. Cuentas más altas pueden activar más o pocas funciones. Las cuentas de diferenciación pueden activar funciones señaladas sin una cuenta posible permitiendo el acceso a las funciones accesibles.

. El notificador activó si el sistema da una alta oportunidad de la cuenta que el accessor es ilegítimo.

- Diagrama: el usuario = el acceso = la computadora = resulta para el usuario

--"Conocimiento explícito": Info documentado accesible en cualquier momento por cualquier persona con o sin una contraseña". Esto se deja disponible como sistema en programado.

. - A partir del" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

Extremo del archivo: Ac&

Archivo: Adaptarse/introducción y sastre

1.51

INTRODUCCIÓN - ADAPTACIÓN DE INVENCIONES A LAS NECESIDADES PERCIBIDAS

También llamado - programación de la información de usuario

Adaptar el contenido para los archivos múltiples

. Introducción y sastre

. Invenciones adaptantes

. Piezas secundarias

. Ampliarse

. Acoplamiento

. Artículo

. Patentes

. Cifrar las secuencias para el software y la DNA

. Otras adaptaciones

Aprender que es más rápido y más fácil autorizar de nosotros, que intentando evitar esta solicitud de patente revolucionaria. Este uso tiene tan muchas maneras de adaptación. Llamada (+1) 707-428-5000 www.LicenseItToday.com.

La adaptación adapta las características de un sistema para las necesidades únicas de usuarios específicos. La solicitud de patente entera demuestra ejemplos y la información relacionada.

ADAPTARSE = ™ programado de la información de usuario. También llamado adaptación del ™, o adaptación

adaptarse adapta el sistema a la situación. Un ejemplo común es cómo se adapta a las necesidades únicas del usuario. El sistema utiliza la información almacenada sobre el usuario, que entonces modifica sus funciones para requisitos particulares. Mejora funcionamiento de producto. Es decir uno mismo optimiza sus funciones, para adaptarse a la situación actual. Es a menudo característica opcional de la prima de una invención. ¡adaptarse es un tema central encontrado en nuestras invenciones!

- adaptarse es una forma de interfaz adaptante: El interfaz electrónico automáticamente y se adapta dinámicamente a las necesidades y a la capacidad del usuario.
- Las funciones adaptantes incluyen cómo adaptarse puede: acclimate, acomodar, acostumbrarse, alterar, cambiar, conformarse, conformar, revisión/armonizar/familiarizar con las necesidades de usuario, adaptar, adaptar, coordinar e integrar las materias para la mayor ventaja del usuario, ajustar, recoger y adoptar el Info sobre cuál debe ser adaptado.
- Incluye: ™ y jugador programados de la información del jugador que modelan el ™ para los juegos video.

- Ver el archivo 2E - software de la generación de la idea en directorio "yo" - pre 12.96 eficaces.

. -' Corregir o el sastre altera cómo las secciones del código de computadora se buscan y se substituyen.

Adaptar-Simultáneo: El tiempo relacionó [y adaptó] los acontecimientos [si no simultáneo] y cómo pueden ser adaptados. Cada función/ventaja que es adaptada puede considerar los rasgos para los rasgos de los otros elementos [siendo adaptado]. [No hacer] crear [algunos/mucho] sinergia entre cada [`adaptable] rasgo. Ejemplos:

- Efectos en la hospitalidad, juegos, el etc: Los efectos simultáneamente adaptados reflejan los rasgos de los otros efectos. E.G. Mientras que abre una invención enviada en un caso de madera, oler un poco de madera fresca mientras que la audición de la caja puso abierto. La robusteza del juguete que hace estallar hacia fuera obra recíprocamente con la caja como hace el resto de la salida, como los rasgos de una mariposa que viene libremente de su capullo. Efectos de A/V de las razas de coche. Servir de madre a la' reacción del S.A. /V a los pañales gritadores o de mojados del bebé. Ver la sección de las piezas del juego para los efectos.
- Multi-Usuarios: Las funciones que benefician a uno multiusos, se pueden comprometer para ayudar a otros: Características [[tratar el denominador común más bajo (para el 80%)] de los usuarios (pueden entender tan mejor [y ser educado]).
- Ambiente: refleja el humor de la hospitalidad.
- causa reacciones: Luz u oscuridad ambiente que tiene un efecto en la reacción de objetos virtuales.

Archivo: Adaptar/adaptar las invenciones

INVENCIONES ADAPTANTES

MANERAS OPCIONALES PARA USAR LA ADAPTACIÓN EN NUESTRAS INVENCIONES.

consejero 5A810: compila la información de usuario: fecha y hora (astrología) de nacimiento; toma el cuadro de la palma (o pide que el usuario identifique el tipo líneas que tienen en la palma o la computadora); tarjetas del taro (más opcionales).

Para los aficionados a los hobbys en el Numerology: numerology (tarda la vida importante de los números personalmente, eg.: el número de licencia de conductores, los números de "T", el número de la dirección, el etc y considera la significación en ellos, eg.: fuerza de "8" medios y "principio malo 1" o "10". Todos los números en un número del teléfono se agregan juntos, después el número final del dígito múltiple se trata como números de un dígito del múltiplo por el que todos los dígitos estén agregados otra vez juntos, por ejemplo - el teléfono número 222-2222 = 14 = 5) Numerology ha sido popular entre humanidad desde épocas antiguas.
- el dispositivo puede estar en el tipo máquina de la no-venta también, para el uso casero: la gente puede consultarlo cada día para la toma de decisión.
- comercialización: el uso (simultáneo) de los sistemas de medición múltiples (`que analiza al usuario Info) podría ser discutido en la publicidad como siendo más eficiente.
- el sistema puede dar el peso igual a cada método de predecir las situaciones actuales y últimas de la persona futura y que analiza. Y o, el usuario o el fabricante puede dar mayor peso a algunos modos que otros.

Naturalmente, el sistema debe aprender compensar épocas que un método da estar en conflicto/enfrente del consejo' predicciones' que dirigen/las sugerencias de otro analizador/usuario (Info que programa) - pero en tales casos, el sistema pudo simplemente dar a ningul□n comentario sobre área los dos métodos analizados.

Voz que reconoce la máquina expendedora:

Función #1: llaves de los estados de usuario' en qué y o cómo [w5] quieren algo proporcionado, eg.: temperatura del alimento o de la bebida servida

Función #2: reconoce a persona particular que usa el dispositivo, y [no dejar otros que no reconoce uso la máquina] se adapta por consiguiente.

. Otro: También para las máquinas expendedoras. verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

- "Hospitalidad"/cribador del programa (interruptor): 9G-220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

- Las guías/educan del `a usuarios [para que cómo mejore sus cuentas de las habilidades/de las funciones del juego'].

Computadora R53 que adapta: La computadora obra recíprocamente con los usuarios en un nivel que corresponde a su nivel de maestría de la computadora. ['egh]. El sistema también ajusta cerca: adaptación a las fuerzas/debilidad/intereses en diversos temas/tipo de las aplicaciones informáticas [juzga a usuario está más interesada adentro]. Usuarios selectos [de tres] diversos niveles de instrucciones de manejo. Se relaciona con los productos de Fujitsu Ltd, 1060-1, Marunouchi, Chiyoda-ku, Tokio 100 03-3216-3211 NK]

- aplicaciones R52, eg.: R52-1 + UIP

acceso: (); artista: (); cámara: (); carro: (); composición: (); entretener: (); "m": (); mañana: (); multiusos: (); notificador: (); oscilador: (); banda: (); impresora: (); picosegundo: (); q: (); r: (); s: (); cuenta: (tds); synth: (); teléfono: (tr); uip: (); wa: ().

- cualquier kn del EL sistema = "obra recíprocamente" con = según el nivel del u de maestría (al usar el producto/el campo del conocimiento, eg.: la medicina, el arte, el otro uso para el producto).

- el `adapta juego del principal las' a las habilidades de la entidad del juego [habilidades de las entidades del juego].

Predicción del error R122 (usuario): Compara la base de datos

- La computadora ("C") predice error humano. [UIP del usuario de los estudios primero.] 15B: La máquina de escribir automatizada da advertencias verbales cuando el usuario está a punto de borrar algo de memoria. [Relacionado con: 15A: Instituto de investigación central de la industria de la energía eléctrica, el 30 de sept. 92 yarda; 15B Toshiba 7 de febrero de 93 yardas]

. Para Techies: ACCESO: (); %ARTIST: (); CÁMARA: (del "movimientos inusuales visuales analizador" (notifica)) comportamiento del movimiento de /studies para el UIP; CARRO: (); PALMADA: (); %COMPOSITION: (); Exhibición ("S"): (); "M": (); MAÑANA: (); Paladio: (desarrollar el uip); PP/MP: (); MQ/UQ: (); MULTIUSOS: (usuario/observador (que analiza para otras desgracias potenciales));

NOTIFICADOR: (); OSCILADOR: (); IMPRESORA: (); TELECONTROL ("R"): (); CUENTA: (); TDS: (); Teléfono: (); UIP: (); Reino Unido: (); WA: ().

- utilizado también en: [A.I.] [predicciones del `] análisis heurístico.

- el `anota ocasiones del error en cómo el calculador puede ser incorrecto [en cómo una entidad del juego act/be débil].

A9-01 DESPUÉS del SOFTWARE de la VIDA: Hospitalidad.

Antes de que una persona muera, pueden analizarse profundamente en términos de cómo responderían a sus niños, esposos, empleados anteriores, preguntas del etc. La computadora inteligente podrá hacer cálculos aproximados en cuanto a cómo la persona pudo haber contestado.

o tiene un reloj en el cual la persona que es copiada pueda dejar ciertas declaraciones, recordatorios (eg.: tomar el cuidado de su salud, parar el beber de demasiado, de la subsistencia que estudia, del etc), los nuevos aspectos a su voluntad, el etc. mantiene a usuario enchufado y curioso.

la gente rica de o estaría dispuesta a poner su dinero en esto porque: ella no puede tomar su dinero con ella, quiere dejar una impresión (el deseo en la mayor parte de nosotros), quiere cuidar para sus amados, su novela, su la mejor cosa siguiente a estar con amada después de muerte.

- Más detalles en el archivo IMI25.

3J010: Lectura adaptada: La información sugerida se da al usuario (usuario) en formas de: en línea/hospitalidad de Compuserve del World Wide Web/del Internet/de América/del cable y o información (Viacom [compañía]).

3J020: Los anuncios/las descripciones/los comportamientos/las comunicaciones del usuario (usuario) se analizan y los fósforos del sistema que el usuario (usuario) con qué sistema piensa a usuario (usuario) (puede) querer: Las inserciones (clasificadas) del anuncio hechas por User (usuario) = analizado = sistema sugieren uno del siguiente que empareja a usuario:

- servicios existentes/compañías

- listas del correo directo; entra en contacto con quién puede comprar y o utilizar los servicios/los productos ofrecidos por el U.

- anuncios competentes de las demostraciones (de otras compañías)

- D: compara ("analiza") las palabras claves del usuario (usuario) (sus anuncios/co/las descripciones del producto/servicio) con = las descripciones de los anuncios/services/co (en directorio del DB/de negocio/servicios onlines).

- puede centrarse (solamente) en el material "se coloca" que (KN)

- Contratan a los especialistas de los hallazgos del sistema para las actividades U (usuario) a y para qué U (usuario) puede ser calificado menos. Los estudios del sistema trabajan historia/la prueba "anotan" de empleados de U (usuario) y = los fósforos con el curriculum vitae de otros compañía del u del exterior. El sistema "anota" la importancia de la función y si su digno de la incomodidad de conseguir maestría exterior. El sistema ofrece la información de contacto sobre expertos exteriores. El sistema se pudo ofrecer libremente por la compañía del servicio/interruptor (que hace el dinero solamente en los expertos utilizados). Esto sirve como

respaldo para la gerencia que sabe que sus empleados pueden tener demasiado miedo de contratar a expertos exteriores en caso que los forasteros sean mejores y que pueden quitar trabajos de iniciados.

3J030: Alcance de anuncios:

El UIP de la audiencia compilado = entonces los anuncios va solamente a la pauta señalada esos w/in del UIP.

- Medios: en línea, WWW, publicaciones impresas, hospitalidad del cable (anuncios de la televisión).
- El "acceso" de diversos espectadores que usan mismo sistema similar puede ser diverso interno, anuncios apuntados diferenciará. El código del "acceso" puede venir de la contraseña activar el sistema (televisión por cable/en línea) y o dispositivo teledirigido y o UIP generado por el programa/sistema de los accesos del sistema w5 (cuando, cómo) U (usuario).
- Los sistemas similares se saben probablemente.

3J040: Unidad emparejadora de la forma de vida:

Las características del ambiente se emparejan con las condiciones de crecimiento ideales de la cada planta o del otro organismo en la base de datos. El ambiente característica son entrado por U (usuario) (del)/sistema de la información sabida analiza características.

- Las características (de la planta) del ambiente incluyen: (promedio) diario temperatura fluctuación/humedad/precipitación/suelo humedad ()/tipo suelo (alimentos, elementos problemáticos de la retención, eg.: pobre pH, indeseable producto químico)/aire o agua contaminación/ligero nivel/profundidad de suelo/campo común (insectos/) bacteriano/viral/(de los parásitos disponibilidad legal de) los insecticidas/etc. cubren cada minuto del año.
- D: el uip de la planta DB = emparejado con = uip de la localización = las demostraciones de la "cuenta" como de bien se hacen los fósforos = un porcentaje de el 0% a la cuenta más alta de 100% se demuestra/carta/gráfico de barra/las explicaciones impresas.
- edad ideal de las demostraciones de las plantas para moverse/que trasplanta.
- cualquier forma de vida (otro) puede substituir la planta, eg.: animales, insectos, microorganismos. En este caso son otras funciones (también importante): jaulas/alimento necesario o dado.
- Coste contra la ventaja "analizador": las proporciones del valor de la ventaja y del coste para diversos tipos de alimentos dados/cómo es el objeto de valor la forma de vida (reducir los costes, cortando las esquinas que pueden ser pobres para la planta o la otra forma de vida, pudieron valerla).
- cómo maximizar productividad: cosecha de plantas o de organismos o maximización de la reproducción (sana) (descendiente).

3J050: Doctor de la forma de vida: Ajuste Suggester:

- relacionado con la unidad emparejadora de la forma de vida - sobre KN.
- cuando los organismos están en el ambiente/U (usuario) quieren ya organismos = el sistema señalados sugieren cómo el ambiente se puede alterar para mejorar crecimiento o salud.
- "analiza" soluciones a las enfermedades/a las enfermedades que tienen o pueden golpear organismos. Eg.: detención de epidemia; doctor del software.

- actividades sugeridas para el organismo: ejercicios para los seres humanos o los mamíferos malsanos; dieta cambiada; medicación; temperatura; niveles ligeros; otras terapias.

--(enfermedad/situación/ambiente) características = /k analizado = uip = sugerencias.

--aplicaciones relacionadas/KN (de médico) ""/"de la diagnosis que analiza" sistemas (sw).

- pistas" cambios del sistema las "en organismo/el ambiente = ""/hacen del nr sugerencias (en cambios necesarios (de sugerencias anteriores, eg.: más medicación, productos químicos, luz)).

+ 3J060: Ajustador de la fórmula: El sistema ajusta las fórmulas basadas en la programación de la información de usuario. Los usos incluyen: las recetas del alimento, los estilos de vestir para la ropa (del ser humano) adaptan. arquitectura (residencial), etc.

. Usos:

- Recetas: El sistema puede también ajustar para que haya la gente múltiple, escogiendo las fórmulas del alimento que pueden hacer un promedio mejor de los gustos de la mayoría de la gente. El área de los ingredientes no esenciales ajustó, eg.: para los omlettes puede haber más o menos queso, pero el huevo no se ajusta.

--El abastecedor del alimento empareja U (usuario) con el otro DB (vía el diálogo (los co)) ese abastecedor del alimento de las ayudas determina el uip en el U.

- Entrega de la pizza: si el usuario pidió previamente los salchichones en la pizza, y siguiente quieren la salchicha en lugar de otro, las ocasiones son U (usuario) prefieren la variedad más picante de salchicha y o de otros ingredientes de la pizza (eg.: una pimienta más roja, orégano, pimienta....). O, U (usuario) completa el tipo del uip de cuestionario. Las preguntas incluyen: ingredientes preferidos, alimentos, preguntas en el otro (UIP) KN. Los grupos grandes del viaje pueden tener su gente completar los cuestionarios = los abastecedores futuros del alimento proporcionan (carro del ala) el alcance de los gustos medios del UIP del grupo.

- Servicio de la compañía de la guía del restaurante: U (usuario) (clientes) completa el cuestionario. El interruptor empareja = U (usuario) con = el restaurante cuyo ingrediente/estilo (ambiente, tipo mobiliario) UIP empareja = U. O, la compañía de la guía del restaurante del intermediario = sugiere cómo el restaurante altera receta/el menú para U (usuario) = vía u "acceso" (el número de tarjeta U (usuario) demuestra al ordenar).

- KN utiliza la identificación de llamador de "CID" - para saber qué usuario de la pizza ordenó previamente (existe). Otras funciones son mejora de esto.

- La región de cliente que llama adentro (sabido por los primeros tres dígitos del número local del teléfono) aparece en la identificación de llamador; entonces el sistema determina gustos regionales y o formas de vida.

- La imagen' basó los sistemas informáticos (que adaptan de entonado de colores para el usuario, tal como decoración casera sugerida colorea, telas y diseños de los muebles.

. El sistema es una forma de colección/de adaptación de la base de datos del UIP. Diagrama: El UIP del usuario (cliente) = utilizó por el sistema para sugerir = receta del menú (cañería) de las alteraciones.

+ 3J070: Ajustador de los sonidos: ¿KN? Ver la música o el archivo del SA.

Cada pedazo musical que se jugará tiene UIP "cuenta" que se pueda emparejar con el UIP del humor deseado. Ejemplos:

1] acción del co que sube, así que emplea el ímpetu y la insinuación 1812 de Tsaichovsky del juego. 2] Es viernes y los empleados son menos serios, tan juego clásico contra música pop. 3] La gente es semi-cerebro muerto, tan el juego Bach que es cerebral y creativo más inspiración (según los cuestionarios - ver KN).

- Usos: música de fondo de la oficina; música mientras que la gente está en asimiento del teléfono; áreas públicas: estaciones de tren, restaurantes, pasillo del hotel o cuartos.

- D: El UIP de la situación (el sistema "analiza"/los datos de la persona k adentro) = UIP de la situación/del ambiente determinados = C = los fósforos UIP de la situación con el UIP de la música (del DB de la música) = el regulador = selecciona que (grabado de antemano/para ser compuesto (véase los pedazos musicales de la composición de KN N) están jugados y en qué orden (la orden tiene efecto como cualquier jinete de disco sabe que = los fósforos de este efecto UIP-apuntaron objetivo) = ""/oscilador de la estereofonia.

imágenes visuales de %-selected (también) exhibidas en "S" = UIP del u del fósforo. Ver KN.

el traje de %-suggested usado por el fósforo de los empleados = señaló la situación: clientes/tipo trabajo (peligros, 7G KN).

3J080: Correlador del tiempo del UIP:

Fósforos que las ocurrencias (que emanan del sistema, de w5 del u) consiguen a mayores efectos (deseados) y cuando. En golondrina de mar el sistema se ajusta poniendo hacia fuera más de los elementos (usos, funciones, efectos, resultados, información, oscilador) durante los mejores tiempos.

Usos:

- cuándo jugar música señalada/representaciones visuales señaladas demostración en el S. Sobre KN. Ejemplo: cuando qué música tiene mayor efecto en productividad (como medido por las velocidades mecanografiado medias de todos los empleados encapuchados en M).

- cuándo colocar que anuncios a las audiencias apuntadas. Sobre KN.

+ 3J090: El emparejar del perfil de la personalidad:

El sistema da a cada uno tareas del usuario y o preguntas. Basado sobre respuesta, el sistema consigue una mejor comprensión de cada del' entidad jugador del juego' del usuario que preguntas estandardizadas (de la opción múltiple).

. Cosas medidas:

- creatividad (véase el papel "ingeniería intercultural" de KN).

- manera de expresarse:

- temperamento: cólera; nivel de tensión (cuánto los estímulos una persona pueden tomar/los gustos) - > dando por resultado una de muchas reacciones del comportamiento posibles (tales como cómo el usuario fiable actuará/reaccionar en circunstancias señaladas).

- ver: "cuenta"; UIP

- el por ciento del usuario del tiempo pasa hacer diversas tareas (especialmente ésas que estén conectadas con un electrónico "siguiendo" el sistema), eg.: carretera del Info que cruza para las muchachas; de proceso de datos; juegos de ordenador; envío/letras/datos electrónicamente transmitidos de la lectura; financiero.

- aplicaciones cualquie (electrónico/interruptor) sistema/proceso que analizan del comportamiento actuales/futuros.
- humano regulador de sistema k qué desean sistema = sistema decide que qué necesidad ser medido alcanzar este meta = sistema determina qué dato es necesario (vía)/consigue del ser humano o del psicólogo de M datos vía cualquier medio (el UIP, M) = UIP-Analizador = hizo salir: sugerencias

-

. Usos:

- cómo predicen para actuar/reacciona al usuario en circunstancias señaladas.
- UIP que se convierte en el sistema para mejorar el interfaz con el U.
- sugiriendo con cómo una persona puede comunicar mejor/con/venta del trabajo/enseña: usuario/clientes señalados/asociados/estudiantes (del trabajo).
- se convierte un DB (base de datos) para el UIP.
- ver el UIP; banda; KN (que usa el UIP); otras invenciones del interruptor del UIP del archivo 3J
- servicio de la datación
- usuario que empareja (perspectivas del trabajo) con aberturas/tareas de las nuevas obras: consiguiendo a los que pueden hacer el mejor del trabajo; habilidades que emparejan y necesidades/características personales de la persona con tarea/trabajo
- evitar los problemas: fósforos pobres de la gente; reducción de riesgos (no permitiendo a gente con habilidades pobres o patrones del comportamiento a (toma en tareas aventuradas, eg.: la dirección química, hace decisiones económicas importantes si aparecen ser drogadictos o emocionalmente inestables, la selección experimental del aire).
- interruptor para la creatividad cada vez mayor: ver el papel cultural inter de la ingeniería de KN.
- resolución de conflicto: el sistema sugiere cómo hablar mejor con los antagonistas; cómo presentar ofertas constructivas, eg.: si es más emocional o intelectual, o está allí una mayor necesidad de la confianza en uno o más de los partidos.

. UIP - cómo su desarrollado:

- "cuenta" son convertido por usuario/grupo de usuario ()/tarea/región/interés/uso (geográficos) de la compañía/departamento (del programa o de datos) = "analizador" = hecho salir.
- ver el UIP

. Cómo responde el interruptor:

- piensa en todos los resultados posibles para cada acción propuesta por el interruptor, eg.: el gusto automatizó juegos de ajedrez con la computadora de IBM de la lucha de Gary Kasparov en febrero de 1996.

experiencia 4J030 su personalidad futura: Los estudios de sistema su personalidad y conjeturas actuales' predicen aproximadamente cuáles' los jugadores del juego serán como en el futuro. UIP, VAGOS, INTERRUPTOR.

- oír como lo que usted sonará
- visualizar lo que usted parecerá

- entender cómo su personalidad cambiará
- conjeturar cómo otros responderán a usted diferentemente según cómo usted cambia y el mundo cambia
- conjeturar cómo usted vivirá su vida diferentemente. Considera: viviendo en el país (aplicaciones, tareas, hospitalidad); "obrando recíprocamente" (electrónicamente) con = familia; trabajo (modernización, automization electrónicos); etc.
- D: +db (uip, datos compilados de expertos en cambios (mundanos) del futuro que predicen)/sa/tds (pistas cómo el usuario cambia en un cierto plazo - durante/antes del usuario comenzado a usar)/"del sistema" visual/analyzer+ = c~osc = U. del analizador.

. Base de datos del conocimiento sabido mundano disponible de los especialistas para entender a usuario ahora y estimar cambios probablemente correspondientes:

--Voz y visual aspecto (cara,)/comportamiento del cuerpo de U: utilizan a los doctores físicos y del comportamiento y a los audiólogos para crear el DB; los consultan para cómo humanidad (de las características del comportamiento/médicas/genéticas/de la familia señaladas de la existencia; cambio de los vagos) en un cierto plazo. "pista".

--Donde se dirige el mundo. + productos futuros/invenciones: ver KN+. Futurologists también consultados para las características actuales y futuras (vagos, analizador) en int'l: economía, negocio, política, leyes, cultura, relaciones de familia, etc.

- Cómo el interruptor piensa: Diferente el DB = se compara ("analizado") = con el usuario (su uip-DB). - > esto en golondrina de mar crea un sistema de parámetros (cómo se espera que al usuario esté en futuro). - > después: Cómo el mundo reaccionará al usuario cambiante/cómo el usuario reaccionará al mundo de cambio. [Es decir: El interruptor "analiza" concurrentemente cómo diversos factores cambiantes se influencian, y cómo se efectúan en efectos de la golondrina de mar cómo efectúan otros elementos. Éste es algoritmo del interruptor]

. - Ejemplo: Hombre de entrega del A. United Parcel Service de Juan. en el año #1. Por el año #10 él utilizará su parte posterior menos debido a los cambios tecnológicos futuros estimados (la gente entrega pocos productos/automization de la entrega), por lo tanto él sufrirá de dolores traseros y vivirá menos probablemente un más largo debido a su perspectiva más positiva el vida. Debido a otras características de Juan (su inventiva según lo medido por la personalidad de los "vagos"/la prueba de la creatividad) él en futuro tendrá más energía para inventar nuevas ideas (algo que cansado de trabajo exhaustivo, drenando su capacidad del pensamiento creativo). En golondrina de mar Juan deseará de comprar productos más nuevos para su hogar, y o después de conseguir un nuevo trabajo que trata de una esfera más creativa (eg.: publicidad (Juan tiene personalidad correcta para esto). Juan probablemente a conseguir casó y tiene a 2.5 cabritos (2.1 cuyo irá a la universidad en el mismo país), 1.2 cuyo permanecerá a 100 kilómetros del hogar de Juan cuando Juan es 65 años... Juan tiene menos tensión (que el 80% de otros en el año #20 porque él es más adaptante al progreso tecnológico en sociedad, éste que le da una mejor renta (una casa más grande, más productos, menos en valores familiares...)...

- Interruptor de la generación de la idea usado. El incluir, KN: 2E010 2E020 2E030 2E040 2E050, "analizador".

Patentes: 5410634 método Uno mismo-óptimo y máquina.

Ver la ayuda de las compras 7J07: sugiere lo que puede querer el usuario para comprar. Un agente de las compras. Útil en lugares tener gusto de EBay.com y de Amazon.com

Manteniendo identidad personal confidencial: La base de datos del UIP puede haber restringido el acceso (solamente para el usuario). Algunas porciones del UIP se pueden hacer públicas, eg.: para un Search Engine o (comercialización/Info que empareja) un sistema remotamente relacionado. Las redes públicas/privadas del acceso del usuario/los motores de la búsqueda pueden señalar ciertos secciones/archivos de su base de datos del UIP para el uso público (limitado) (como aplicable a la función necesaria).

La adaptación hace estallar para arriba interconecta: el tipo y la manera de hacen estallar para arriba se relaciona con el uip. La interfaz empareja las necesidades de usuario.

Siguiente desarrollado mientras que se centra en invenciones del aspecto del juego:

La goma entonces adapta: Aumentar la UIP-Base de datos pegando de otras fuentes qué uno encuentra.

Encontrar el material convertido a digital/digitizable, después copiar y pegarlo en UIP-Base de datos. Las búsquedas usuario/sistema' buscan los elementos que [no hacer] apelar a ellos/a otros' los usos señalados. El buscar puede estar para los tipos del UIP [parámetros estrechos] de: colores, objetos, invenciones, gente, terrenos, acontecimientos [basados históricamente] [y sus videoclips].

- la búsqueda del `puede encontrar qué se tiene gusto vía cualquier método investigable: hojeadores [google.com] cómo están hoy y mañana; búsquedas de la imagen y del audio vía el reconocedor audio y el reconocedor visual.
- Usos: UIP para uno o entidades múltiples; crear un menú para los datos uno/sistema puede seleccionar de cuando en modo de la UIP-Entrada; historias audios/visuales de %creating de pedazos montados.

Archivo: Adaptar/adaptar las piezas secundarias

ADAPTAR LAS' CARACTERÍSTICAS DE S

Las Secundario-Características para se adaptan con las ventajas específicas

UIP-BA/analizador del comportamiento: Estudios el comportamiento de usuarios. El sistema reacciona por consiguiente. Concluye con un perfil del comportamiento de la blanco, después puede reaccionar por consiguiente. UIP-BA o los VAGOS puede también ser sinónimos con el UIP [es decir los VAGOS del intercambio para el UIP son a menudo ACEPTABLES].

- El analizador del comportamiento reacciona a la situación:

--El sistema se adapta al usuario/a su humor'. Diversos humores del usuario (influencia de la ayuda) dan lugar a diversos códigos de comando en sistema que controla.

--El `se adapta al comportamiento del usuario.

--El sistema determina el comportamiento/el humor del altavoz, después reacciona según lo señalado. El comportamiento del user= es resuelto vía el analizador de sonidos. Diversos comportamientos dan lugar a reacciones de diferenciación.

- ahorra la hora para el ser humano o estudiar menos eficiente de la computadora.
- puede procesar mucho en tiempo dado
- ocurre automáticamente
- U/el cliente puede eliminar el interruptor; y o reprogramar el interruptor del UIP
- el interruptor también funciona encendido cualquier fundación (del campo común), eg.: Windows 95, ventanas, DOS, Unisys, MAC, otros y sus versiones futuras.

+ UIP-DB: El sistema de base de datos compila la base de datos necesaria de la cual incluye características: usuarios, ambiente, otros sistemas conectados, y sistemas recibiendo el UIP.
--El desarrollo y o utilización de la base de datos en las características del u: identifica/desarrolla diferencias entre el interno (multiusos) de los usuarios permitiendo que el sistema mejore a sastre sí mismo (UIP-Adaptar). UIP-Adaptar las aplicaciones el UIP-DB. Ejemplos: "Tuvieron acceso a VAGOS", "pista", "artista": las maneras preferred u tienen gusto de "imágenes" "corregidas". Ejemplos extensos en archivos de KN.
--Diagrama del interruptor (software): "busca" para qué needed= de los elementos para el compilation= después organiza datos (vía lógica confusa) en el form= usable UIP-Adaptan. ---Notas: Búsquedas: vía los "cuestionarios", "vagos", "pista". Organización de los archivos del DB: la información recogida sobre usuario se puede insertar en uno o los archivos múltiples según los cuales los archivos puedan utilizar la información. Entonces UIP-Adaptar las búsquedas que los archivos ellos necesitan para mejorar a sastre. O más trabajo se puede requerir para que UIP-Adapta encuentre la información necesaria. Ejemplo: "Tuvieron acceso a la cuenta de los vagos" --el DB compila datos para demostrar cómo el accessor es interno del rated= si el good= cambiante de las estancias del grado del accessor uip-adapta/"el acceso del permiso del regulador del acceso".
--Ver el analizador de la base de datos del analizador contento que traslapa UIP-DB.
- Encajar el UIP en un hojeador: donde puede ser recolectado, y ser hecho [en parte] disponible [a ésos con el acceso].

UIP-Corregir: El sistema corrige el material según las necesidades o las características de usuario. El material corregido incluye: texto, (porciones de) imágenes, (porciones de) pistas de sonidos, código de computadora, etc.
--Omite el material para emparejar DB del usuario (base de datos); UIP-Adaptar - altera el texto, ("hospitalidad") del material (9G220). "Corregir". El "ranurador" es un subconjunto de "corrige". Ver a artista.
. Hypervideo (existe): los usuarios chascan encendido (moviéndose) iconos de las imágenes los', y consiguen los videoclips encaminados/información (`adaptado a sus necesidades). El software del seguimiento de objeto (existe) hace (moviéndose) imágenes clickable. Usos del UIP: sastres sí mismo al usuario proporcionando las imágenes señaladas/Info vía w5 apropiado.

UIP-Conseguir-Más duro: El tipo de acceso en un sistema ajusta según la situación del usuario. EG.: el acceso al Info relacionado con otro usuario del proyecto está trabajando encendido en el sistema se pudo requerir para la información clasificada. Podía haber tres niveles de separación del acceso de sistema para un usuario: Nivel uno: todos los datos disponibles; Nivel dos: tener acceso requiere aprobación del UIP-Acceso'. Nivel tres: Ningul□n acceso permitido.

- Características del usuario (señales, UIP) "analizadas" a: determinar si permitir: "Tener acceso" (entrada, nivel/tipo u) permitida uso. Piezas a ver: + " VAGOS de Access',".

- Juegos del `: las acciones apropiadas alcanzan los puntos, más vidas.

--El método seguido `de jugar al juego es correctamente una contraseña necesaria [para cualquie tipo acceso en el mundo real (invención del `)]. El ganar no pudo estar vía la manera obvia de qué parecer conseguir la mayoría de los puntos [la manera de guardar a piratas informáticos de imaginar cómo jugar/pierde el juego para acceder]. El juego adaptado para el jugador así que no hay juego dos idéntico, y la adaptación tal que solamente el jugador legítimo puede saber jugar' reacciona/pregunta de la uip-base de datos de la respuesta, eg.: acariciar su perro o gato, sentándose cerca de 99 otros gatos y perros; entonces interactivo con el animal doméstico para hacer 1, 2, 3 pasos...

+ UIP-Guía/guía: El UIP sabe al mejor usuario de la demostración qué él necesita.

- Usuario de las guías para ganar más ventaja de las funciones disponibles. Sastres sí mismo a venir cerca en el reemplazo de uno en uno tutoring y a ayudar: centrándose en las necesidades de usuarios específicos, contra formas generalizadas de ayuda. Ver la guía.

UIP entrado: El sistema analiza el comportamiento/los gustos, después los archivos del usuario él para que la referencia futura se adapte. El usuario o cualquier persona entra sus rasgos, deseos. También ver la "entrada una vez llamada GA del UIP" del archivo

UIP-Acoplamiento: ACOPLAMIENTO del UIP = maneras opcionales de ocuparse de la situación cuando una función no está trabajando MUY BIEN. Compensa sugiriendo funciones y caminos alternativos. Ver el archivo del UIP-Acoplamiento.

Fabricación del UIP-Fósforo:

- La invención conecta y anota las características del uip para dos o más entidades (usuarios, compañías.

- Existe?: el interfaz de la tela sugiere cuál es el mejor producto en la localización cercana al usuario. El sistema entonces hace la conexión (teléfono). De inventor francés con la invención pendiente de la patente.

- Nuestra invención empareja las características de los gustos del usuario con los productos disponibles, los servicios, los estilos, y otras características señaladas.

- Los abastecedores pueden también tener acceso (el usuario/otros co) al DB del uip, a los clientes de la blanco/a otros partidos señalados.

- Las computadoras (con sus características del soporte físico y de software) pudieron buscar emparejar apropiado con el otro soporte físico electrónico y o el software. Usos: 1. compatibilidad que anota entre uno o más softwares y o soporte físico. Mejora a inspectores actuales de la compatibilidad; por ejemplo por cuenta el sistema da a la compatibilidad de aspectos señalados (el uip demuestra/las guías) de los fósforos. 2. notifica cuando (no) la compatibilidad (aparece) puede/ocurre (para los aspectos o las funciones señalados) (del sw/hw).

- Dibujo: u (base de datos del uip) = conexión (del Internet) = computadora/ISP = base de datos del uip del usuario/del abastecedor/cuál es necesario (por el usuario).

UIP-MQ = la máquina hace preguntas al usuario:

La máquina hace preguntas del usuario para obtener la información así que el sistema puede mejorar a usuario del servicio. Respuestas usadas para desarrollar "UIP-DB".

--Dibujo: sensor/analizador/analizador del software = tr = c = usuario de la exhibición/de los avisos permitiendo que respondan (vía Reino Unido) (si desean). OTD: situaciones del ^Sample: información personal; información sobre participantes del juego y elementos ambientales; incita a usuario para la información necesaria; etc. Un uso puede estar para que el sistema mejore la función adaptándose a las necesidades de usuario y o a los gustos. Esta característica puede también almacenar más información sobre el usuario para la base de datos del "pi".

Autoanálisis del producto: el ^system hace preguntas del usuario acerca de cualquier falta mecánica.

--Ver el "cerebro"; "Tuvieron acceso a VAGOS". "Corregir": determina el tipo preguntas.

- Pregunta a usuario si las características descubiertas por la entrada del UIP Info están correctas [vía menú (de la ventana) (con ejemplos visuales)]

UIP-Ranurador: Vía (software), dirigen al usuario a los programas o a las funciones señalados.

--"Encamina" u a los programas aplicables basados en el UIP.

El UIP busca la reacción: El UIP sabe "qué botones a empujar hacia adentro otros, conseguir la reacción deseada." Mesón otras palabras: Piedras de afilar del UIP adentro en una entidad o las características de la invención previstas para sacar la reacción señalada. Ver 2G330.

++ UIP-Adaptan: Ver el archivo de la subparte del sastre. Y cómo se demuestra amplio a través del uso pateent.

UIP-Pista: El sistema reconoce y es menos conveniente perder a la persona/al usuario que son seguidos. La UIP-Pista diferencia la blanco del ambiente por las características del usuario. EG.: la cámara existente de la computadora' sigue a persona en el sitio basado en el reconocimiento facial.

--"Sigue" u por las señales siguientes = las características de la persona; Monitor inteligente 2E251; "acceso"; "analizador visual"; "analizador de sonidos". Sigue a usuario para la compilación de la UIP-Base de datos del Info.

UIP-VA: ANALIZADOR VISUAL: Buscar para las imágenes señaladas, que se corrige' según lo programado. El sistema aprende/adapta' sí mismo saber qué imágenes deben: la pista, corrige', localiza para el usuario; eg.: aunque el usuario no sabe consciente exactamente lo que están haciendo compras para en línea, el sistema aprende que el usuario prefiere características señaladas basadas en qué usuario: comprado u ofrecido con el proceso de la pregunta de la máquina (UIP-MQ).

- ""/usuario del analizador = (automáticamente) asigna el código uip-basado deseado de características a las imágenes señaladas = tales códigos es cerca utilizada (cad) manipular/proceso/corrige las imágenes atadas a los códigos = a los resultados en las imágenes outputted/texto/sugerencias/datos técnicos mientras que u pidió/quiere (uip) = estos datos outputted (poder) tener códigos de características = así que tal salida puede ser alterada (como pedido anterior).

CONCLUYE ESTO ADAPTAN EL ARCHIVO DE LAS SUBPARTES

Archivo: Adaptarse/Adapat se amplían

EXTENSIÓN EN LA PROGRAMACIÓN DE LA INFORMACIÓN DE USUARIO

UIP DE ENSANCHAMIENTO - SOBRE LA VISIÓN: EXPLORANDO MÁS OPCIONES PARA ADAPTAR INVENCIONES.

Imaginarse sobre cualquier tipo de producto, verdadero o imaginario. Cada uno tiene diversas necesidades. ¿Cuáles son ellos, y cómo pueden un producto conceptual ser adaptados?

ENTRADAS: De quién Info/necesidades se utilizan/adaptó para beneficiar al usuario y o a otros. Bases de datos (ese sistema compila) sobre las características del usuario:

- Usuario:

los individuos (típicos) que consiguen productos para mejorar hacen lo que él quiere, permitiendo que los sistemas reciban el Info sobre sus comportamientos, necesidades, aspecto común UIP del etc.

- Amigos:

Las entidades con las cuales asociarse/conocen al usuario: abastecimiento de sus opiniones del usuario/de deseos del usuario

- Ambiente:

cultura (golpeteos cultural limitados del pensamiento, como la comunicación, o interfaces preferibles que emparejan emparejados a las mentalidades particulares); terreno (natural); tiempo (condiciones de camino); . --los sistemas automatizados que dan el Info para que el sistema (del usuario) se adapte/utilizan con la situación, y o el ambiente atado a la situación.

- Institucional/autoridades:

escuela, gobierno, aplicación de ley, funcionarios de la seguridad

- Patrones: funciones de trabajo adaptadas para el empleado (el interés del empleado de descubrir nuevas cosas sobre su trabajo, mejora la comprensión, foco, productividad, Q&A (calidad y aseguramiento).

- Padres

- Profesionales de salud/sistemas:

usuario de la guía de los sensores del `para la mejora de la salud, eg.: ver nuestra guía del profesor particular del movimiento, relacionada al instructor existente del oscilación del golf que confía en RFID (picosegundo).

- Usuario ellos mismos:

donante/que recibe de la persona, del grupo o de la compañía (vagos del `relacionados) datos.

- Vendedores/negocios

- Sistema a la interacción del sistema:

Características del extranjero/de otros productos/sistemas/software: El UIP recibe su (característica) entrado vía digital (paquete atado al producto extranjero; o el UIP analiza el producto extranjero y el Info relacionado para desarrollar una base de información del UIP.

- Realidad robótica/virtual:

Las robustezas que aprenden cómo obrar recíprocamente con la gente/los usuarios/los sistemas para de la robusteza de este 3ultimo las' ventajas la robusteza del S. y o' pueden tomar en todos (UIP relacionado) las características (del comportamiento) del ser humano de a (señalada). Cómo un sistema de robotic/vr obra recíprocamente con el otro modelo (similar).

- Analizadores del `: Analizador contento; Analizador de sonidos; Analizador visual; El anotar; Sensores
- La búsqueda del `y reacciona: el aspecto de la búsqueda, permite los aspectos de las ventajas.
- Etiqueta del `.

VENTAJAS/propósitos de la adaptación: metas; empareja las necesidades de usuario:

- Comprar/uso más algo: el usuario mejor consigue lo que él quiere (el emparejar calificado); aumenta ventas; reduce el hacer compras/tiempo/energía/los costes de la comercialización.
- Guía/que educa del `a usuarios: dirige a usuarios donde el usuario y u otros (los patrones/los vendedores/los padres) los quiere a go/experience/interface
- El corregir del `:
- El `reacciona: Respuestas automatizadas; Respuesta a las emergencias; Acceso.
- Consolida mejores (personal/negocio) relaciones
- Hospitalidad del `: otra manera UIP puede "golpear el punto dulce" del usuario.
- Juegos del `
- `GPS
- `Interactivo
- El `predice
- OSCILADOR del `: sintetizador
- TGH y EGH

Archivo: Adaptar/adaptar el artículo

Artículo adaptante de la tecnología: Mezcla el Info de otros con el inventor' S.

Tecnología adaptante (también se utiliza para los equipo y programas de computación permitidos perjudicados) y computación intuitiva.

Adaptar los ejemplos (UIP): 1. Negro y blanco - juego de ordenador. Utiliza un AI (inteligencia artificial) para hacer el juego más interesante. El AI se puede entrenar para realizar las acciones basadas' adaptado en las metas/los gustos del usuario. 2. Extensión sobre Microsoft Office - el ayudante del Microsoft Office analiza cómo el usuario está obrando recíprocamente con el software de la oficina. Si el usuario está presionando aleatoriamente teclas y los botones ofrecerá ayuda. Si el usuario comienza a escribir una letra ofrecerá la ayuda que da formato a la letra. 3. La tecnología no es donde necesita ser proporcionar una experiencia verdadero adaptante. La mayoría de los diseñadores se centran en la fabricación del software intuitivo para que el usuario final y las herramientas de la oferta adapten manualmente el uso al gusto de los usuarios.

COMPUTACIÓN INTUITIVA (UIP)

La computación intuitiva es mucha de qué información de usuario lo hace la programación. Con los usuarios computacionales intuitivos colaboran sus actividades con un ayudante digital inteligente que modele a usuario [vía analizador del comportamiento]. Sugiere o realiza acciones que predice satisfará ese intento. Los sistemas de cálculo intuitivos se pueden marcar con etiqueta y seguir a los usuarios individuales, viajar con ellos, y analizar' sus necesidades. Pueden supervisan activamente el ambiente físico; aprender de experiencia anterior; buscar y utilizar la información distribuida y los recursos de cómputo; utilizar los algoritmos innovadores para computar las líneas de conducta más prometedoras frente a entradas complejas, incompletas, o contradictorias; y emplear la lengua hablada de gran alcance con todo natural y los interfaces gráficos.

El término "intuitivo" [el `predice] se aplica a la intuición del usuario con respecto a comportamiento de sistema y a dos formas de sistema "intuición": inferencia/predicción del intento del usuario, y de la selección de acciones prometedoras para satisfacer ese intento. Son mutuamente de apoyo, en el sentido que el modelado y la ayuda del intento del usuario hace sistemas dramáticamente más fáciles utilizar, permitiendo que obren recíprocamente con seres humanos de una manera que más satisfyingly se asemeje a las maneras de las cuales acto de los seres humanos solamente, y o con otros y el ambiente.

Aunque puede emplear los recursos separados a través del Internet, un sistema de cálculo intuitivo puede tener un lugar geométrico interactivo que pueda también viajar con el usuario o la invención móvil, como PDAs de hoy. Puede, sin embargo, tener componentes físicos múltiples, algunos encajados en desgaste personal o aún el cuerpo. Usando (el sensor) haber entrado multisensorial, incluyendo sonido (SA) y la visión (VA), el sistema puede supervisar el ambiente físico y el foco del usuario de la atención. Puede entonces combinar esta información sobre el medio ambiental con experiencia anterior, conocimiento de sentido común, y conocimiento task-specific para conducir un modelo sofisticado del intento y de la viabilidad del usuario, permitiendo que resuelva peticiones ambiguas, de proponer acciones apropiadas, y de anticipar necesidades del futuro.

Maneja una variedad ilimitada de tareas. Puede aumentar memoria humana, contestar a preguntas, y recopilar y organizar la información para las actividades próximas. Puede notificar a' usuarios, educarlos' y dirigirlos'. Dinámico y a pedido, puede negociar con los sistemas asociados a otros seres humanos, a organizaciones, y a los objetos en el ambiente circundante. Como criado, está disponible cuando está necesitado; y puede ser no hecho caso por el usuario. Mientras que las tareas de computación intuitivas pueden ser a corto plazo y obligadas alto, otras pueden ser mucho más ampliables, y capaces de consumir cantidades arbitrarias de recursos de cómputo y otros. Los algoritmos para realizar estas tareas pueden también emplear: técnicas heurísticas y tradicionalmente rigurosas, con la opción entre ellos conducidos por complejidad de problema intrínseca, disponibilidad de recurso, y la naturaleza (lo completo, consistencia, exactitud) de los datos de entrada. Las funciones desafiadoras incluyen: eligiendo las acciones más prometedoras de la ausencia de conocimiento completo del estado y de consecuencias externos, de requisitos de recurso de equilibrio contra la calidad de resultados, asignando recursos disponibles entre metas competentes y granes cantidades de las

obligaciones, del manejo y de la mina de información sensorial de la corriente y del pasado (de las bases de datos' (compiladas por el UIP)), y seleccionando la orden del acceso' a las fuentes de información exteriores.

En un mundo internetworked (donde están las piezas alto - interconectado de maneras unlimitedly potenciales), un sistema de cálculo intuitivo puede comunicar extensivamente con otras piezas de la invención, y fuentes de información alrededor del Internet. Para la eficacia económica, e.g. preservación de la batería, y poder de computación del ahorro (en una pieza de la invención), puede sacar datos cómputos costosos cuando es factible. Puede sacar datos a los servidores próximos siempre que sea posible. Cuando los recursos son abundantes, el sistema puede recopilar y organizar especulativo la información en anticipación de las necesidades futuras. Cuando los recursos son escasos, puede utilizar su conocimiento del foco del usuario y de su modelo del intento del usuario, para asignar qué recursos tiene que las tareas sus cómputos determinar puede las mejores necesidades de usuario (más probable) de la reunión.

Diagrama: Dato colección (base de datos, siguiendo)/UIP (computación intuitiva) = el servicio proporcionó = usuario.

DESAFÍOS DE S DE LA INVENCIÓN'

Representación de la inteligencia artificial, de lenguaje natural, y de conocimiento:
planificación para el futuro basado en conocimiento incierto o incompleto; comprensión de lenguaje natural para los locutores múltiples (usuarios') en ambientes ruidosos; modelado del intento en contextos generales; adquisición y representación de conocimiento (que recogen la información para la base de datos del UIP'); aprendizaje e inferencia; agencia inteligente: decidiendo qué hacer y cómo hacer lo (W5), metas y obligaciones en conflicto de equilibrio cara a cara, y contra recursos disponibles; integración de las base de conocimiento simbólicas y espaciales (bases de datos').

- Visión de computadora (VA'), robótica, y realidad virtual (VR'):
reconocimiento de objeto en ambientes generales; reconocimiento de la localización espacial/del contexto y del usuario/de la actividad humana; conexión de la opinión visual a los primitivos útiles en de lenguaje natural y el planeamiento; seguimiento' y explotación de la atención y del foco del usuario; integración en tiempo real de la realidad aumentada con la visión y el seguimiento del ojo

Sistemas informáticos:
generación de componentes móviles seguros con el recurso encajado (cómputo, comunicación, datos, energía) y requisitos de la calidad de servicio (tiempo de reacción, rendimiento de procesamiento, exactitud); mecanismos de la división y de la relocalización del uso; técnicas de optimización para distribuir estos componentes para maximizar funcionamiento y para reducir al mínimo coste; compilar la predicción (del tiempo)' y la supervisión run-time del acceso de datos' patrones para la optimización del lugar y la predicción del uso'; atención y previsión intención-conducida y descarga componente dinámica; nombramiento (que sigue'), descubrimiento, y encaminamiento' para los agentes y los recursos de la área extendida, usando técnicas ad hoc entre iguales y móviles; proceso y comunicaciones de alto rendimiento, de poca energía para las plataformas móviles

Teoría del cómputo:

descomposición algorítmica de la tarea y paralelización flexible de la serialización; computación de anticipación vía algoritmos exactos y de la aproximación, y modelado estocástico del ser humano/del comportamiento y de los ambientes de máquina; algoritmos de la aproximación (aproximaciones progresivas incluyendo); estudios de la complejidad para aclarar la línea de demarcación entre las subtareas exactamente solubles y ésas que se acercarán aproximadamente o heuristically; computando con incertidumbre (en relación con entrada, ambientes, y rentabilidades); seguridad criptográfica (acceso'); explotación minera de datos (de la base de datos') /warehousing/classification/clustering;
teoría de la preguntar-orden para mejorar patrones del acceso de información'.

Lo que sigue es una lista de las patentes pedidas por cómo es relevante parecían estar al UIP. No he encontrado hasta ahora cualquier cosa bastante como él. Puse 1s por las patentes que parecían ser bastante similares, 2s por los que tenían cierto tema en campo común y 8s o 9s por los que parecían como él PUEDE SER QUE tenga un poco a hacer con ciertos aspectos de él, pero posible poco a ninguna importancia. Aquí es lo que lo hice: Comencé buscando por palabras claves e intentando leer cada patente que parecía similar intentar decir cómo está cercano estaba la suya, después siguiendo los acoplamientos en esas patentes a las "referencias citó" (otras patentes) pero que parecían tomar demasiado largo, y saltó alrededor de demasiado. Terminé encima de la búsqueda por palabras claves después que hojeaba para eliminar los que no cupieron (como la materia humana del inhibidor de proteasa) y que pedía los que parecían relacionarse. Iba a ir a través y a leer sobre los que parecían emparejar mejor y dar un porcentaje de cuánto emparejaron, y siguen los acoplamientos de la referencia dentro de la patente para determinar si cualesquiera de ésos eran relevantes también.

Los números de patente siguientes son apenas de una búsqueda preliminar de la "base de datos" Y del "sastre". Subió con sobre 2.300 golpes, y he acabado la eliminación y pedir las patentes más relevantes. Iba a leerlas encima y a dar una mejor idea de apenas cuánto relacionan o si algunas de ellas no cupieron tan bien como pensamiento de I en el primer vistazo etc. Otras combinaciones de la búsqueda subieron con sobre 30.000 golpes. Esto parecía tan como el mejor comenzar con.

CONCLUYE ESTE ARCHIVO DEL ARTÍCULO DEL UIP

Archivo: Adaptar/adaptar las secuencias

ADAPTANDO LAS SECUENCIAS ALGO TENER GUSTO:
SECUENCIAS ADAPTADORAS DEL CÓDIGO EN SOFTWARE, LA DNA, EL ETC.

DEMANDA:
NUESTRO SISTEMA TAMBIÉN SE ADAPTA A LOS NUCLEÓTIDOS, A LAS SECUENCIAS DE AMINOÁCIDO Y A OTRAS ESTRUCTURAS MOLECULARES BIOLÓGICAS:

Adaptación a la necesidad de abordar los gérmenes caso por caso. El adaptador dirige a usuario dándoles las fórmulas químicas diseñadas para neutralizar peligros de los gérmenes específicos y de sus secuencias. Por ejemplo las bacterias (P.gingivalis). Los indicadores químicos notifican si y cuando los artículos puestos en la solución se han limpiado bastantes. Las mismas características usadas para adaptar la situación con esta secuencia se aplican a electrónico codifican en software también.

. Más detalles en secuencias químicas a través del uso incluyendo, de nuestros indicadores químicos, analizadores contentos, etc.

ADAPTÁNDOSE A LOS NUCLEÓTIDOS, A LAS SECUENCIAS DE AMINOÁCIDO Y A OTRAS ESTRUCTURAS MOLECULARES BIOLÓGICAS:

. Analizador contento: busca y reacciona a las situaciones señaladas incluyendo: combinaciones químicas, y/o rasgos del comportamiento (véase el analizador del comportamiento).

- Puede buscar: cambios en la situación y/o las circunstancias señaladas (composiciones [en las ciertas temperaturas y/o cantidades (el por ciento de la solución)].

. Notifica a usuario (reacción del `) que ocurre el sistema W5 que acciona acontecimiento.

. Fijar la combinación de productos químicos/de soluciones es tener acceso requerido/disparador al acontecimiento. Una forma de contraseña se alcanza cuando los nucleótidos y/o los aminoácidos correctos se encuentran en criterios señalados [porcentaje de la solución]/otros.

. ¡Los nucleótidos y/o los aminoácidos así que ellos del ingeniero se adaptan a las circunstancias necesarias! Los componentes del los nucleótidos y/o los aminoácidos, y o los nucleótidos y/o los aminoácidos enteros de cadena pueden [automáticamente] ser alterados' corregido para adaptarse.

- Juego (video): La adaptación de los nucleótidos y/o de los aminoácidos puede ser un juego de la estrategia.

EL ELEMENTO QUÍMICO PUEDE SER CARACTERÍSTICAS DE UNA ALTERNATIVA:

Cada los nucleótidos (sabidos) y/o las secuencias de aminoácido tienen la opción/la alternativa de ser una de las características de este uso de la palmadita (invenciones) (basadas en características de ser sinergizado con algo más tal como otras (las partes de) secuencias de los nucleótidos y/o de aminoácido.

- Como con cualquier parte de este uso de la palmadita, cuanto más fuerte es el conocimiento con otras secciones de este uso de la coronilla, más fácil será entender/uso sus características.

- El software del `se utiliza para analizar/los nucleótidos coordinados y/o las secuencias de aminoácido [basadas en qué reacción de la dirección del analizador contento la'].

- Encoger o ampliar los nucleótidos y/o las secuencias de aminoácido y sus características inventivas en este uso de la palmadita.

. Las ventajas de alterar [`que corrige] los nucleótidos y/o las secuencias de aminoácido incluyen:

- Medicinas y/o alimentos de Bioengineered. La vida no orgánica/natural/las formas químicas puede ser seguida así que se utilizan correctamente. EG.: colocar las etiquetas in/near las secuencias de los nucleótidos y/o de aminoácido.

. Las moléculas interactivas pueden funcionar como las características [el sinergizar]. Las secuencias de los nucleótidos y/o de aminoácido de las características comunes [también para no] como el acceso también tienen [puramente] el producto químico/los nucleótidos y/o características de las secuencias de aminoácido (a cuyas características se buscan y se reaccionan), e.g.:

- Una secuencia correcta es necesaria accionar/accede/' notifica = para alcanzar la reacción (química) señalada.
- Los bolsos de aire de la seguridad (del automóvil) (cualquie método anti del infractor en el uso) pueden ser instituidos [rápidamente]: Dibujo figurado:

--El acontecimiento (de la infracción) ocurre = persona/sistema identifica [vía análisis de estructura de oración] el acontecimiento = el analizador [redactor del `] se adapta al acontecimiento por = (activando) sus acoplamientos se paren que sean asociados (con la infracción posible prevista) = solicitud de patente de los archivos (del usuario) (con la ayuda del sistema) = patente concedida = [`previsto] infractor (éste protege a operador de este sistema (que funciona como un bolso de aire)).

DIBUJO FIGURADO (diagrama) de nucleótidos y/o del ejemplo de la secuencia de aminoácido:

. Dibujo #1:

1 necesidad de usuario determinada - > entrada de teclado 2 - de > analizador 3 computadoras - > 4 cambios la constitución (secuencia) (adaptarse) - > 5 secuencias de los nucleótidos y/o de aminoácido de la tenencia del envase.

--Notas encendido sobre diagrama:

---1: un qué usuario o sistema necesita adaptado; sus necesidades se pueden anotar/seguir de cambios a (las secuencias) en nucleótidos y/o secuencias de aminoácido.

---2: controles teledirigidos/de reacción lo hace qué #3.

---3: adapta la situación/los nucleótidos y/o las secuencias de aminoácido

---4: nucleótidos alterados y/o secuencias de aminoácido (basadas en cómo las secuencias son/fueron corregidos) (por la adaptación).

---5: puede ser movido (cuidadosamente) vía (`WA) en el laboratorio de investigación. Se supervisan cualesquiera accidentes/derramamiento' seguido por los sensores, con las notificaciones hechas cuando están necesitados.

. Dibujo #2:

El `señaló la computadora del → de la necesidad (determinada por el analizador de la entrada/del sensor de teclado) = los movimientos mecánicos del dispositivo (de los brazos)/las cosechadoras/altera los nucleótidos y/o los aminoácidos (junto con los productos químicos que pueden cambiar su característica/características/las características del carácter/(del agente del juego de %video)).

ENLACE DE LOS NUCLEÓTIDOS, DE LAS SECUENCIAS DE AMINOÁCIDO Y DE OTRAS ESTRUCTURAS MOLECULARES BIOLÓGICAS:

. Adaptar los recursos disponibles como codifica en software o los productos químicos para alcanzar resultados adaptados.

. Empalmando y o los productos químicos de conexión y/o (nuestro) codifican en software tienen muchas semejanzas (y nos predecir más tan en futuro).

. La realización de las secuencias adaptadas/codifica en software = se puede hacer teniendo un analizador hizo salir las fórmulas/dirección para cómo esta secuencia puede ser W5 creado.

CÓDIGO DE SECUENCIA ESCRITO POR NUESTRO ANALIZADOR DEL COMPORTAMIENTO (CHEMICAL/ELECTRONIC), ACCESO, EL ANALIZADOR CONTENTO Y OTRAS CARACTERÍSTICAS:

El `se adapta señala una necesidad = entonces dirige a técnico/automatizado corrigiendo el dispositivo del programa informático = preparar un programa del secuencia/informático se adapta predice alcanzará la necesidad de tener acceso a través de las medicinas necesarias membrana del cerebro del cuerpo. Pasos:

1. El analizador da instrucciones la molécula #1 = mezclarse con la molécula #2 y #3 = creando el producto químico #1 y #2 = que tiene las características de conseguir a través de la membrana del cerebro. #1 es un analizador químico del comportamiento que puede encontrar #2 y #3. Estes 3ultimo no pueden acceder al cerebro sin el otro (#2 y #3). Pero #2 y #3 no pueden encontrarse mientras que carecen el analizador del comportamiento ellos mismos, pero sus sensores son bastante buenos determinar un #1 cuando están bastante cercanos.

2. Mientras que solamente los productos químicos #2 y #3 se necesitan en el cerebro, y #1 se debe quitar para que #2 y #3 funcionen según lo deseado; el producto químico #4 es lanzado más adelante en el momento adecuado y la situación [`w5] por el analizador = desalojar #1 ya detrás de la barrera del cerebro. El problema médico (necesidad de cambiar las características del cerebro que causan problemas del cerebro, eg. ; la epilepsia o el cáncer) fue solucionada vía esta adaptación. Pues cada persona/situación es diferentes, dirección de la prescripción la' se adaptó a todas las circunstancias, eg.: la otra persona de las drogas está tomando, su edad, peso, y/o qué pudo (no) causar las sensaciones enfermas (náusea).

NUESTRAS SECUENCIAS Y TABLAS:

. Nuestra característica enumera la función como nuestras tablas creativas.

. Las características demuestran las secuencias (cadena de acontecimientos/diagramas) que pueden representar características químicas.

. Nuestro sistema es más fácil (para la gente puesta) de entender comparado al formato tradicional en el cual las secuencias son requeridas actual por las oficinas de patentes.

PATENTES EXISTENTES DE LOS E.E.U.U.:

Uso 6.974.706 de los biosensores para la diagnosis [análisis del `] y el tratamiento [adpatation del `] de la enfermedad. La invención sujeta también proporciona un método para la investigación [acceso del `] esos analitos/biomarkers [etiquetas del `] probablemente para estar presente en la respiración exhalada.

Analizador de computadora personal de la respiración 20020007249 para la modificación de comportamiento relativa a la salud [analizador del comportamiento del `] y el método (no menciona los aminoácidos, sino se relaciona con la patente antedicha - 6.974.706)

7.129.554 Nanosensors:

Los dispositivos eléctricos abarcados de alambres nanoscopic se describen, junto con métodos de su fabricación y uso. Los alambres nanoscopic pueden ser nanotubes, nanotubes preferiblemente solo-emparedados del carbón. Pueden ser arreglados en órdenes de la barra transversal usando las superficies químicamente modeladas para la dirección, vía la deposición de vapor químico.

- Nuestras características: los sensores, arreglos mencionados pueden estar en una manera adaptada.

7.062.092 sistema, método, y producto de los programas informáticos para el ajuste de aumento (adaptación del `) en (el explorador [biológico] del microarray) (analizador del `).

FENOLFTALEINA - un notificador químico del pH (indicador):

. Las vueltas pH rosado se convierten sobre 10.

. Cuando hacer una fenolftaleina de la titulación podía ser utilizada. Medir la concentración de una solución (su acidez) para predecir cómo rápidamente comerá a través (la O.N.U) sustancia sabida o de una poca sabida. La fenolftaleina se puede utilizar como dispositivo para anotar esa acidez, con este Info uno puede determinar una manera adicional de saber en lo que está comiendo la sustancia él lejos (analizador contento del `). Las características de una sustancia incluyen cómo rápidamente un ácido de ciertas fórmulas comerá lejos en algo (un número prescrito de milímetros).

Microorganismos de la matanza - dañosos a los seres humanos/a los animales, eg.: Bacterias (P.gingivalis).

Búsquedas y/o guías adaptadas (usuario) del sistema con sus fórmulas generadas para alcanzar la acidez deseada o para basar asociado con un producto químico que mata (las búsquedas del `y reaccionan) los insectos (del específico):

. Bacterias (P.gingivalis) su secuencia: tga del cct del ttt del aat del tcc del ttt del aat del tga del gaa del ttc del cct att del gct del ttt del gaa del aat del tcc.

2: Insertado en fórmulas químicas diseñó matarlo e.g. ácido cítrico en una concentración de 0.1 normal. Esto da lugar a las fórmulas que van claramente (por lo tanto es la caja fuerte (r).

--Cuando (`w5) la solución que es bastante baja (demostrar color de rosa del indicador), usuario del hidróxido del peróxido/de sodio de hidrógeno sabe que es una buena solución para poner el elemento de las bacterias en, e.g. las dentaduras.

. El analizador visual determina de un indicador que el estado de una solución química ha anotado arriba bastante para ser adaptado a la necesidad de matar (`marcado con etiqueta) el insecto señalado.

La solicitud de patente entera ([poder] con sus explicaciones) ser uno o más secuencias y/o codifica en software. Hay bien sobre un millón combinaciones posibles que deseamos someter a la oficina de patentes sin embargo, las regulaciones actuales de la oficina de patentes nos requeriría pasar bien sobre US$12,000,000.00 apenas adentro por honorarios de limadura de la página. Los limadores tradicionales de la secuencia están exentos de pagar $12 por la página después de las primeras 430 páginas (primeras 30 páginas libremente, más 400 adicionales por honorarios de la página). Por lo tanto los lectores necesitan leer nuestra versión condensada adjunto. Podría ser condensada pero pusimos en los años y los honorarios adicionales de la página a la ayuda con la comprensión. La información necesaria se enlaza de esta solicitud de patente.

Adaptaron la secuencia del sistema puede utilizar: Analizadores contentos, orden más y sincronización. Se aplican a cómo los elementos de los átomos hasta las moléculas complejas y (software para) las características electrónicas se organizan. Incluso la colocación y la pedido apropiadas de las características pueden implicar el ordenar.

CONCLUYE ESTA SECCIÓN DE SECUENCIA ADAPTADORA

Archivo: Adaptarse/adaptarse

ADAPTARSE

(Quizá especificaciones menos importantes. Para Techies.)

el SISTEMA 2D-021 REACCIONA A LOS PRODUCTOS del external que acuerdan donde (w5) están:
Eg.: Entrante-Llamar el identificador - cribador/identificador externo del elemento.
Las llamadas de números deseados del teléfono tienen un diverso anillo. El llamador sabe por este medio si coger la llamada o no.

- (Señalando diverso tipo conexiones/llamadas (entrantes) relacionadas con otras de nuestras ideas?): el sistema responde diferentemente dependiendo de cuál quiere el otro producto de N/sys/existing "obra recíprocamente" con él.

--el sistema sabe identidad de la otra parte/sistema vía su: ""/código/teléfono del acceso #/uip (características del comportamiento de N, o U: cómo se mueve/las funciones/responde (a los estímulos de "C central" o de "M")/analizador visual/analizador de sonidos.

- Si el usuario camina encima al dispositivo, el número del teléfono del llamador y o el nombre... aparece en la pantalla ("S").

- D: Producto central/sistema = C = sensor/pieza del sistema de la identificación del analizador/de llamador del analizador/uip = tr/rc = producto externo/sistema.

- OTD: ACCESO (); BVA (); CID (); CÁMARA (LENTE) (); CARRO (tipo uip o sentidos o datos buscados); PALMADA (); DE RECUPERACIÓN DE LA INFORMACIÓN (); K (); M (); MIC (); RATÓN (); P.M. (); MULTIUSOS (); NOTIFICADOR (cuando el contacto deseado se ha hecho con la parte o el

organismo); Banda (); Picosegundo (la localización del producto externo es un factor de determinación en decidir a si se va cualquiera/el tipo conexión/contacto a ser hecha); R (); RANURADOR (producto externo de las rutas por su tipo naturaleza); S (estado de las demostraciones); CUENTA (); ANALIZADOR DE SONIDOS (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); Reino Unido (); ANALIZADOR VISUAL % (); CORREO DE VOZ ().

- Un sensor que conecta con u (cuerpo humano, eg.: abrigo del dedo; animal) para leer las señales electromágneticas generadas por la piel. El software propietario interpreta esas señales y las traduce a acciones. Siendo investigado por la compañía: Other 90% Technologies Inc., Sausalito - ver Wall St. Journal 1995 (quizá artículos de 6.95) titulados: Juegos de mente: Pronto usted zapping a chicos malos sin la elevación de un dedo. La versión del abrigo del dedo venderá para $100-$200.

Matriz contenta de la fecha -4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro".

% de la palmadita de los E.E.U.U. # referente a ayudar u desarrollan nueva N, eg.: para el directorio KN de "D": 5153830 método y aparato para proporcionar ayuda con respecto al desarrollo, a la selección y a la evaluación de ideas y de conceptos.

- No. de la palmadita de los E.E.U.U.: str de la búsqueda en el babero 9.94: (adaptarse o se adapta) y usuario: el 5324021%; Método y sistema adaptantes de la inferencia del conocimiento 5208898; Reconocimiento del 5313532% de patrones en imágenes; Sistema de aprendizaje automatizado del 5212821%; Kit cosmético del 5092354%: maquillaje; Tráfico del banco de 4700295 pronósticos y trabajo de previsión; sistema del funcionamiento/del pronóstico de 5321626 baterías; control de inventario: 5237496 y 5287267 y 5128861; 5136502 "que analizan" responsabilidades del cuidado médico; pronóstico agrícola 4837146; compatibilidad 4711632 de pronóstico; pronóstico del peligro de 4197854 pacientes; juego que juega implicando el pronóstico 3473802.

--str de la búsqueda: 1] (ajustar o ajusta) y usuario - desnatado apenas; 2] pronosticados (hizo solamente el disco del babero 6.94).

. Sastre y guía: Sastre = interruptor: Para: (automáticamente) sugiriendo cómo el sistema puede mejorar a sastre sí mismo a las necesidades/a las ayudas del u conseguir las ideas del producto/la buena inspiración de ayuda de U.

Introducción a los sistemas de la generación de las fórmulas: Software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, los indicadores, el etc.

- el uip de la función deseada es el matched= w uip de elementos/de ingredientes/de productos químicos/de elementos de diferenciación del alimento = dando por resultado fórmulas de los ingredientes que pueden (mejor) alcanzan meta deseada.

--las características de la meta son tied= vía uip = a las características de ingredientes disponibles/sabidos o (KN) sistema.

+ partes importantes: UIP-Adaptar, 7G050, banda, Pista-Analizar (analiza para cuál es el mejor de seguir = DB), inspirándose el interruptor, 2E010 20 30 40 50 softwares de la receta.

. Ejemplos generales:

1] desarrolla un nr para el uso deseado = alertando la presencia de sales/de ácidos/de elementos peligrosos = de in/for: líquidos/polvos/contacto de la superficie. 2] Otros usos para 7G050. 3] El sistema del interruptor puede ayudar simplemente a u ofreciendo posibilidades sugeridas: fórmula/equipo/fuente de información (material de referencia,) en línea/tipo de las fuentes experimenta. 4] UIP-Adaptar = UIP-DB: ajusta a las necesidades del u. Da ideas a u = de qué u puede elegir = entonces sistema reacciona por consiguiente ofreciendo tales funciones adaptadas.

- Ejemplo: u que usa software de la autopista de la información requiere a menudo más de dos minutos antes de que u requiere M (ordenador central) actuar = dando por resultado el interruptor que pide u si todavía quieren permanecer conectadas = la frustración u requiriéndolo responder a tales preguntas pequeñas. Puede también ser problemático para que u localice donde en el software deben entrar parar tales avisos, pero si el sistema fuera ofrecer una sugerencia tal como, usted tienen gusto del modo de defecto para darle 10 minutos antes de que tal pronto (después de que el sistema ha determinado ("estado") el 80 por ciento de las últimas 50 interacciones entre u y m era por lo menos actividad del wo de 10 minutos).

--Resultado: el sistema se adapta a u, por primer u de donante una opción en materia - u no quisiera quizá que el cambio ocurriera wo su reconocimiento. El fabricante determina a qué grado uip-adapta sugerirá o puenteará anterior y se alterará simplemente a la necesidad del u.

5] La constitución necesitó en resinas plásticas/metales/la cubierta del producto ("cm", el "cp") o piezas, porque = tolerando niveles señalados de: el estirar, doblez, tirando = dentro de ambientes señalados de la variación (extremo): temperaturas, luz, abuso, desgaste excesivo, plazo del uso del elemento (edad de N). 7G050 relacionado.

6] Estrategia de búsqueda de la patente para el sistema de la generación de la sugerencia de la idea: software y (fórmulas o receta o ingrediente)

7] Farmacéutico: ingredientes que se convierten para las drogas; ideas para la investigación.

- KN: el sistema del pronóstico médico que estudia todas las características de la enfermedad en la determinación del tipo de enfermedad = de 2E sugiere medicaciones posibles.

- Sugiriendo las combinaciones posibles para que la droga solucione señaló enfermedad/problema: el archivo para cada aspecto en la situación (uip-DB) emparejó w = los archivos de la existencia/las drogas o los productos químicos futuros potenciales.

8] Reunión de reflexión: El software diseñó simultáneamente ayudar a investigadores a aumentar su (relacionado sociológico, psicologicamente) creatividad: KN

9] Generadores alimenticios de la receta basados en necesidades.

Ejemplos del indicador: 7G050

1] Tipo guía del indicador [también llamada suggester']: El investigador los anticipa será entrando en el contacto w 7G050 relacionado: los productos químicos (peligrosos) diversos/los ambientes ásperos - > esos productos químicos/ambientes se afinan en la computadora - > C "analizan" para el tipo indicadores que puede nr más de uno de estos productos químicos/ambientes (sin relación) [el interruptor intenta encontrar los indicadores que pueden ser compatibles en buscar los productos químicos/los ambientes diversos] - > las sugerencias se hacen a u - > u necesidad de mayo próximo de hacer la investigación adicional vía: este mismo interruptor/otras fuentes de referencias/hace los experimentos que prueban hacia fuera las hipótesis/los hechos indicados del interruptor.

2] Suggester del dispositivo de protección del cuerpo: Las llaves del investigador en ésa que trabajarán con tres productos químicos de diferenciación (de acidez de diferenciación) - > interruptor sugieren qué 7G050 tipo guantes a utilizar para todos/cada situación/ocurrencia/tipo actividad (eg.: el trabajo con los objetos agudos en tales líquidos requiere guantes más gruesos) - > los guantes señalados se pueden identificar por el fabricante del guante/el número de modelo/el tipo genérico. El sistema puede también sugerir el otro engranaje protector usado en situaciones peligrosas, eg.: los delantales, juegos del cuerpo, máscaras, anteojos, caretas antigás, zapatos, (reemplazables) filtran para HVAC [sistema de la calefacción, de la ventilación, del aire acondicionado].

- interruptor usado encendido caso por caso, día por base del día, o proyectos de largo plazo futuros del planeamiento, o + diseñando nuevos laboratorios de investigación, eg.: mecanografiar las superficies (pinturas, suelo, materiales de la tapa contraria, los filtros de aire....).

3] UIP: Las características de u "se analizan" - > el sistema hace la sugerencia: U tendrá ocurrencias probablemente señaladas (contorneadas en 7G050) = interruptor sugiere: tipos de protección (engranaje protector); métodos de investigación (cautelosa) (protocolos) determinada ya para ser seguro vía los manuales.N-POS=30 de referencia en el tema o el interruptor (DB).

- "Banda": el interruptor (con referencia a) se programa = según lo controlado por el UIP; el programador puede ayudar a dirigir/interruptor del control.

. Para Techies: U = este ~ del sistema de N (interruptor que sugiere fórmulas) C = ACCESO (); ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS (); Banda (); Q (); RANURADOR (); +SCORE (dado a cada aspecto = atado a cada elemento de: ingredientes de la meta y del potencial); SENSOR (7G050); ESTADO (); TDS (cuentas de retraso de tiempo en conseguir efecto de NR); PISTA (historia (producto químico/alimento) de los experimentos anteriores conducidos cerca: u, cuerpo de organización, DB, m); U (investigador, estudiante = "educ"); UIP ().

. Descripción de D - cómo las piezas pudieron caber:

. Para Techies: U/otro (KN) sistema = este ~ del sistema de N (software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, el etc.) C =

. Para Techies: Picosegundo - R - Inclinación; Zonas - supervisión; Zonas - utilización; Acceso: u necesita continuar generalmente desarrollando las fórmulas que emparejan eso el sistema desarrollado u de w antes. Los bandidos wo la mayoría del conocimiento apropiado pueden ser notados (nr). El acceso permite porcentajes

normales de los resultados negativos de los casos w (causados por error humano). secretario 4E020. imagen 4E030. Sistema del acceso de la entrada.

+ indicadores: 7G: peligros, novedades, supervisión del EL de acontecimientos: fórmulas para los indicadores necesarios que se convierten desarrollados.

. Técnico: En cómo los archivos DB = fósforo/comparan para arriba con relacionarse/cuenta w = los datos proporcionados para comenzar búsqueda cerca: u/otro sistema.

. Pasos del generador de la receta de la evitación de la sal: Sugerencias en el reemplazo de la sal en sopa de habas:

1] El usuario puede preferir normalmente el gusto de la salinidad para comparar en 0.5% de volumen de la sopa para ser sal verdadera.

2] Este porcentaje preferred es resuelto vía: qué u k/nr puso en sopa.

3] U k 2 litros de sopa será hecho, y enumera volúmenes de ingredientes que componen 2 litros (ambos antes de combinar, después después de venir (y de la evaporación) - aunque estes 3ultimo se pueden calcular algo por el sistema). Ejemplo: agua de 1 litro, habas de riñón de .4 litro, patata de .3 litro.

4] U deja el sistema recomendar otros ingredientes (si no hay sal verdadera realmente ser utilizado).

5] DB del sistema "analiza" /shows (s/printer) otro no los ingredientes de la sal demostrados para satisfacer estadístico un porcentaje grande de la población (en la zona del u) que están en dietas restrictivas de la sal. "Cuenta" para cada uno de esos ingredientes en valor de reemplazo de la sal. 6] Esos ingredientes que subieron en paso anterior son siguientes "anotados" para su compatibilidad con los ingredientes existentes u (bastante) decididos ya para mantener sopa. Cada ingrediente alimentario en el DB tiene muchos subarchivos, cada subarchivo que es el tipo uso/situación/tipo alimento tal ingrediente se puede utilizar en = y la "cuenta correspondiente". Ejemplo: las zanahorias consiguen la alta cuenta para las sopas generalmente con todo una cuenta más alta en secundario-secundario-archivo: sopas occidentales del vehículo o de la carne, pero una cuenta más baja en secundario-secundario-archivo en el tipo japonés sopa de la haba del miso.

7] La diferenciación "anota"" coordinado/"del are= "analizado" - > sugirió que los ingredientes estén agrupados en sistemas/archivos de diferenciación de ingredientes. Compatibilidad de ingredientes con uno a en sistemas señalados (ingredientes incluyendo requeridos por u) basado en el DB del gusto estadístico del pasado estudian para cómo tales combinaciones (poder) satisficieron a gente.

8] Las demostraciones de S/de la impresora = sugirieron recetas = al U. La orden en la cual se demuestran puede ser que sean esas w más arriba "cuentas" para el sistema, o por otros medios, eg.: costar, "anotan" para cómo todos los ingredientes están comúnmente disponibles en los supermercados de la zona del u, uip - el DB para lo que tuvo gusto u en el pasado, etc.

. Pasos del generador de la idea del desarrollo del indicador: El interruptor sugerirá que qué u puede utilizar//substituir/alterar en su plan/estrategia/proceso (de la investigación).

1] Todo el tipo materiales en la situación es computadora entrada del into=, eg.: mecanografiar los materiales peligrosos (ácido, nivel del pH, productos químicos 7G050 enumerados). Eg.: tipo + guantes, tipo + envases

que llevan a cabo los productos químicos, + ácidos y donde están, donde los ácidos pudieron derramarse, efectos ambientales (temperatura, duración (en qué ácidos estarán en contacto), otras circunstancias.

2] Los archivos para las características para cada uno de estos elementos son cualquiera sabido por el sistema (uip-DB). Si existe el DB fue compilado cerca: el "análisis" del material de la investigación, exámenes de los químicos %, se convirtió por u (o su compañía) para los usos futuros (por otros investigadores de la compañía).

- Cada elemento tiene diversos archivos, según la circunstancia de su uso. El "analizador" determina vía qué subarchivos ser aplicable, eg.: etiqueta del archivo, % de la búsqueda de la palabra clave, "estado", uip.

3] Se emparejan los archivos. Ejemplos: los solamente 2% de tipos del guante/del envase son convenientes para trabajar con los ácidos = interruptor determina después tres mejores guantes/envases para el ácido dicho, enumerando mejor primero.

4] Si u es incapaz/poco dispuesto de realizar cambios en guante/envase, el sistema puede sugerir los ácidos de diferenciación, o el plazo durante el cual el trabajo debe ser terminado.

5] Si todas las sugerencias por u son buenas, el sistema puede "anotar" qué u planeó hacer/todavía da otras opciones/precauciones mejores/buenas pero peores (si usa productos o no, y si es así cómo deben ser utilizados) = S/Printer.

6] Mientras que está ocurriendo la investigación = "sensor" = "analizador" = NR: cuando el sistema determina hay o podría ser (basado en cuenta) una situación que necesita la especial atención (peligro, pérdida de dinero, inhabilidad para que u consiga resultados deseados).

El diagrama grande comienza aquí: El "parte movible siguiente #1 del diagrama" está para el diagrama grande debajo de él, titulado: "D-#1". El OTD D debajo de "D #1" es un subconjunto de estes 3ultimo. Todas las piezas convergen en la computadora central en "D #1".

. "Parte movible #1 del diagrama": Para +D-#1

Mecanografiar las sugerencias hechas por el sistema para alcanzar las necesidades indicadas por u (así que el futuro sugerido N o las funciones del sistema según lo necesitado en la situación/el ambiente y capaz futuros de manejar ocurrencias señaladas según lo previsto por el sistema/el U.

Las sugerencias son hechas por el sistema: para uno o más de siguiente: Tipo de NR - 7G050. Con engranaje protector sugerida: contra (producto químico 7G050) peligros. Constitución de la resina/del metal del PVC. Fórmulas: farmacéutico, recetas del alimento, resinas del pvc. Otras fórmulas.

- Panoramas probables: cómo prepararse para: fuego y otros taladros de desastre natural/estado de preparación. Accidentes: accidentes (químicos); vehículo; construcción (derrumbamiento). Efectos deseados: cualquier (EL) %KN, cualquier (EL) %N, según lo prescrito por UIP-Adapta.

OTRO: notificador del movimiento del cuerpo 1J010: cómo el sistema puede adaptarse a diferente: gente clasificada/usos. 2E010 20 30 40 50 softwares de la receta: encargado de registro de 3E020 GPS: qué registra pudo querer ser guardado, que las zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación). alarma interactiva de la mañana 3E060: qué sistema de q debe pedir = emparejó w uip de u/qué

u tiene que hacer más adelante que día [el sistema pone u en el humor para las ocurrencias previstas/trabajo]. instructor del movimiento del cuerpo 3E061. 3E150 "Picosegundo-Zona": qué zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación). correlador y regulador de la circunstancia de 3E151 GPS: qué zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación). localizador de 3E180 GPS: sugiere dónde comenzar a mirar o qué necesidades de ser encontrado y cómo. sistemas de facturación de 3E190 GPS: qué zonas son importantes, los límites de dibujo entre las zonas (basadas en el uip de la situación). 3E040 y canceladora del ruido de 41 teléfonos: qué sonidos ambientales pudieron semi-ser cancelados (con riesgo de deteriorar a oyente en el otro extremo de la parte de la voz natural del altavoz). suplemento de interior de 3E210 GPS: donde/cómo el suplemento podría ser utilizado/ser colocado. alternador 4E010: qué acumulación de la energía de batería de la oferta de las actividades mayor. sistema del acceso de la entrada de la imagen 4E030: qué imágenes el sistema puede utilizar para accionar señaló las funciones (acceso). varita de la magia 5E020. anillo Delayer del teléfono 3G010. bola que anota aislada 4G190: cómo jugar/desarrollar los nuevos "juegos". 4G200 fruta Encapsulator: cómo ajustarse para cortar adentro manera ideal. Otros métodos para la peladura, corte, procesando, cocinando, conservando los alimentos. interruptor de la dislexia 5G061: cómo u puede destetarse del software; cómo el interruptor puede ayudar a u - eg: las pruebas u primero - > "anota" - > analizan - > sugiere - > s/printer. interruptor de la lectura de la velocidad 5G070: cómo u puede destetarse del software; cómo el interruptor puede ayudar a u - eg: las pruebas u primero - > "anota" - > analizan - > sugiere - > s/printer.

D #1: U = (+ ver: "Diagram el ~ del parte movible #1") C =

ACCESO: Tener acceso a las estrategias de la restricción sugeridas: el DB de la última actividad del pirata informático/del bandido = emparejó w = DB de sabido/del existiendo/de remedios disponibles o las trampas = sugirieron estrategias del control del "acceso" = [las sugerencias = k = acceso del encargado de seguridad - analizador - sistema]: el sistema analiza cualquier entrada del mgr de la seguridad durante los pasos múltiples vía los cuales el mgr del w= del interruptor junto se inspira para las estrategias. ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS (); NR (); Banda (); Picosegundo-Zona (); Q (); RANURADOR (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); TDS (); T (); INCLINACIÓN (); PISTA (); UIP (); ANALIZADOR VISUAL (); VR (); WA ().

OTRO: UIP-Adaptar y UIP-Sugerir: ver el interruptor de la sugerencia (siendo) desarrollado de los archivos 2E.

Se alteran + cinco sentidos de emparejar los gustos del usuario:

. Sentidos: imágenes (véase "para corregir"); sonidos (véase el sa); "vibración"; disparadores del olor (véase los detalles del "analizador" del olor mezclados a través de archivos; gusto (véase el dir KN de A). "Sintetizó" la música/los sonidos alterados. Relacionado con el dir KN de A o de B donde los juegos se venden vía las máquinas expendedoras y se adaptan a los compradores.

+ uso del "juego": Efecto "redactor" del juego del UIP: U se pide experimentar diversos efectos como sonidos y mecanografiar imágenes. La respuesta del u "se anota" e interna los efectos del juego se adapta para conseguir una respuesta más deseable de los jugadores. Los aspectos de cada juego tienen opciones "editable" múltiples, y el sistema utiliza esas preferencias del mejor jugador que empareja.

- imágenes: ver "para corregir" = las imágenes; colores; texturas de la piel o de los objetos; tamaño
- sonidos: el sistema "sintetiza" sonidos (en su memoria); el sa anota sonidos.
- "anotando": para emparejar los gustos del u: ponen al cuerpo humano "sensores" en el jugador (piel) para calibrar niveles de la reacción; u personalmente k en su preferencia (de la opción múltiple) de efectos.
- Qué anotó: humor" reacciones "del usuario el "anotó"/"analizado": placer; entusiasmo; pasión; miedo; relajación (entre los episodios, el tipo de rotura para el jugador, así que ellas sobre no ejercen y tire= en la golondrina de mar que juega al juego más de largo).
- Cómo el sistema utiliza las preferencias del jugador: El usuario preguntado cuál de 12 efectúa saca la más grande: pasión. Entonces cuando los encuentros apasionados ocurren en juego, se utiliza eso "corregido"/versión del "synth".
- Efectos generados usuario: los jugadores pueden programar/crean/los efectos sonoros en el juego sí mismo del expediente (mic).

profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos según las necesidades de usuario.

Diagrama #1: [""/"Del perseguidor analiza" = el comportamiento/DB (descripción del u de U)] = C (el interruptor = desarrolla el interruptor/los programas a los cuales se adaptan (u)) = (deseado/deseable) las funciones.

- UIP que se convierte: UIP (del U/del otro elemento que son emparejados) compilado de cualquie fuente incluyendo: cuestionarios (contestados por U/proveedores de servicios); organizaciones de la supervisión (Dunn y Bradstreet, TRW); cualquie supervisión de KN/"seguimiento de"/sistemas "que anotan"; UIP.

-

D (diagrama): entrada = analizador = memoria de datos (M, carro, reconoce multiusos) = analizador = salida = función de datos

. - consejero 5A-810-042003: compila y analiza la información de usuario.

- OTD: fd-hdd; pp y programa de la P.M. cómo quisieran que el sistema recogiera, recuperar y analizar los datos en base de datos; Reino Unido; tds (cuando y cómo ocurrieron los elementos); el educ%; M%; cuenta (la información de la cuenta se puede procesar para la base de datos del UIP; y el UIP puede ayudar a generar cuentas deseadas); carro (para los datos adicionales para la base de datos; y o software para procesar la base de datos); uq (la base de datos del pi se utiliza para ayudar a generar respuestas alrededor, eg.: sobre el usuario más allá de preferencias y o de actividades); P.M. (la base de datos y o el software puede ayudar a preguntas pronto, eg.: para ampliar la base de datos, dirigir a usuario en la pregunta correcta si el sistema primero consigue la

información correcta); tener acceso (los límites tienen acceso a la información delicada dentro del todo o una parte de la base de datos a la gente con la contraseña correcta).

- Artículo en "americano científico", p.64, abril de 1995. Título del artículo: "Máquinas que aprenden de indirectas". Su alrededor: El aprendizaje de máquina mejora perceptiblemente aprovechándose de la información disponible de indirectas inteligentes; discute el proceso del algoritmo de modo general; da ejemplos de diferenciación, eg.: juicio de las computadoras cuánto crédito dar a los usos de la tarjeta de crédito basó en las últimas historias de la otra gente similar.

- UIP "pi antes titulado".

- U o la computadora (administrador) puede seleccionar que el modo del UIP será utilizado/deseado.

- Brainmaker 2 - (versión profesional), p.76. [Funciones existentes de N: Da a PC capacidades humanas tales como encontrar golpeteos en sus datos y aprendizaje a partir del pasado.]: UIP-pista.

. Para Techies: Parte #1: El dispositivo electrónico obtiene la información sobre el usuario por uno o más del siguiente: recordar el funcionamiento anterior del usuario, eg.: sus capacidades y o dificultades en esto, o dispositivos relacionados (que transmiten datos del uip a otras unidades vía el alambre, o %wireless); pidiendo preguntas del usuario, o "M"; el usuario toma uno o más pruebas, el tipo y la cantidad es determinada por el uso deseado del producto; otra persona o dispositivo (m) da la información sobre usuario; etc. El dispositivo reconoce a más de un usuario por multiusos, eg.: sus códigos usados para acceder en el dispositivo. La información personal se almacena en memoria y es utilizada por el dispositivo más inteligente al sastre sí mismo a las necesidades particulares del usuario. La manera de la cual la invención se adapta a las necesidades de usuario puede alterar según: cambios pequeños o grandes en la base de datos del uip, págs.

. Para Techies: Parte #2: D (UIP) =

"Mandando la cuenta"; El usuario puede llevar su carro (su uip personalizado para todos los productos idénticos o relacionados) de la máquina la máquina, eg.: % de la tarjeta existente usada a activan y seleccionan preferencias deseadas en sistemas estéreos del coche; uip de diverso del carro usuario de los efectos diferentemente con los cambios correlacionados en funciones; tipo del "carácter" según el uip (si se utiliza una exhibición cambios ("S")); fecha; los datos del uip pueden ser vistos en la exhibición ("S") y o ser impresos; el uip se utiliza para aumentar el cociente de la satisfacción del usuario, eg.: entretener, (^possibly cerca: la manera de la cual la función funciona, sonidos, luces, palabras se utiliza para crear mejor el tipo del efecto electrónico uip indica es más probable aumentar la reacción positiva del usuario a usar el producto [los estudios de la prueba se conducen para considerar las reacciones de la gente en estudios del caso de prueba de 50 - 1000 personas]); "C"; % del uip pueden apoyar interactivo (dando los datos adicionales necesarios para mejorar la invención del sastre al usuario; % de los datos obtenidos para la memoria del uip del micrófono ("mic") (reconocedor de la voz); ratón; P.M.; multiusos; la base de datos del uip dirige las funciones de sistema (determina el tipo, manera, sincronización, independientemente de si notificar, mq, oscilador, synth; pp; del uip de la base de datos de las influencias de la impresora del impreso los parámetros, cuenta, discurso, vc, la manera de la cual funciona mientras que un semi-juguete, él incita - aceptan - el uq de los procesos; tds; Reino Unido. Los datos son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador; El UIP

se puede programar/entender con la ayuda de: psicólogos, sociólogos, expertos de comercialización; Ciudad del u (código de área del teléfono/código postal)/identificación de llamador/localización basada en efecto del paladio cómo interfaces de sistema w U.

. Para Techies: D: el traductor electrónico de la entrada-salida =tr/rc=c. C85 de los datos habla palabras/frases hacia fuera deseadas. Fuji/Xerox 29 de agosto de 92 NK. D: C85= " teléfono ". la computadora %-o-C112 predice error humano. Entrada UIP (condiciones de trabajo de la persona). El sistema predice errores que son probables hacer. El 30 de sept. 92 yarda.

- utiliza lógica confusa

- el UIP antes fue titulado pi (información personal).

- El sistema analiza las acciones del u - > base de datos (comportamiento). Eg., computación ubicua: u lleva (minúsculo) "c" en que comunicar con la otra "c" encajada: aplicaciones, t, coches, paredes, N. de Kays Eg.: Lengüeta de Parc de Xerox, y otros productos mencionados en "ciencia popular" el febrero de 95 de p.47.

- Sistemas del realce de la comercialización: El UIP sugiere/dirige a usuarios a los productos alternativos o los jueces del sistema de servicios pueden adaptarse (parte de) a sus necesidades.

- Publicaciones relacionadas:

"Filtración de colaboración": comparando el comportamiento y las preferencias de la gente con las de la otra gente (usuarios del `) que empareja un perfil similar para predecir qué Info adicional pudo ser relevante a esa persona. A partir del" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

- "De explotación de datos": preguntas ampliables de los datos del cliente y de otras fuentes del Info; y para automatizar el proceso de modelos proféticos del comportamiento de consumidor.

¿-? "Comercialización del diálogo": ajusta el Info entregado al cliente basado en la interacción en tiempo real entre el cliente y el co. Modelado profético y técnicas de explotación de datos para permitir un "diálogo adaptado" con los usuarios (clientes) en tiempo (verdadero).

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999.

- "Comunidades de la experiencia": Piscinas agregadas de basado en el conocimiento en la experiencia colectiva de mucha gente (usuarios del `).

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

- "Tasación de la flexión": El sistema adapta precios a la oferta y demanda (automáticamente).

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

+ "modelado profético" a partir del" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

- "Comercialización con derecho preferente": Sastres que ponen, eg.: Elimina los puntos de decisión futuros del consumidor que pudieron llevar a la pérdida de negocio.

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

- "Pullcasting": El usuario adapta a que la información o las características él recibe/o puede utilizar; pero también crea tal contenido/características/servicios.

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

- "Edad de la relación": Los sistemas comunican con los usuarios para el intercambio [libre] de Info/de datos para realizar mejor la adaptación de funciones.

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

- "La sombra usted": Reconstrucción electrónica de la esencia (perfil del comportamiento del `) del comportamiento de un usuario. La base de datos en los usuarios para (propósitos de la adaptación).

. - También ver el" futuro neto - los 7 Cybertrends", tirada Martin, colina del McGraw (c) 1999

Las palabras claves de búsqueda para las búsquedas en patentes relacionadas incluyen: la "base de datos", ajusta, los sastres, adaptados, ajusta (s/ing/ed/ment), altera (s/ing/ed), "(sistema/software/invención) aprende", "autodidáctico". ¿Qué estrategias de búsqueda, y otros términos?

CARACTERÍSTICAS DEL SASTRE - SOTTO N

la VIDA FUTURA 4J030 - ENCONTRAR a GENTE QUE FALTA:
Esto puede ser provechoso en encontrar niños que falta o a fugitivos. ¿Existe ya el arte de la progresión de la edad que predice lo que parecería alguien después de cierto período, pero qué sobre como lo que suenan, acto como, el etc.? Esto puede realzar tal descripción de la progresión de la edad. Las pistas, predicen.

CÓDIGO de COLOR 6B-590 - ETIQUETAS del PRODUCTO de la LECTURA:
Esto se puede utilizar para las etiquetas del alimento/de la droga de la lectura. Suponer que necesito algo que es azúcar libre, por ejemplo. Podría leer la etiqueta entera para ver si contuvo el azúcar o no, o podría haber un color asociado a esto; Programo mi explorador para comprobar si la etiqueta hace que este color y, si lo hace, sepa que cabe este criterios. Analizador visual, lector de clave de barras, cuenta.

3J070: AJUSTADOR AUDIO - APTITUD:
Esto se puede utilizar para las clases del ejercicio o las sesiones individuales del ejercicio. Si usted ha tomado nunca una clase de aeróbicos, usted sabe que el instructor utiliza diversa música para el calentamiento, de intensidad alta y después enfría las etapas de la clase. Suponer un dispositivo detectado automáticamente si un grupo o una persona necesitó aumentar ritmo cardíaco, desaceleración, necesitó un cambio del paso, del etc. y utilizó la música adaptada para estas situaciones. Hospitalidad, guía, ejercicio.

MISCELÁNEO:
. Falsificación del cheque: Tener una pluma las ediciones de un ese banco con un talonario de cheques. Si una cantidad del cheque es sospechoso grande, o el cheque es sospechoso por cualquier otra razón, el banco puede

comprobar y ver si fue firmado con la pluma de acompañamiento o no; si no, fue robado probablemente; pueden llamar al cliente y ver si, de hecho, él eran su firma o no.

. Uso científico: Los científicos pueden poder utilizar esto para identificar compuestos químicos viendo si son exactamente el mismo color que algui□n compuesto sabido.

. Agricultura: Una planta es cierto color cuando es madura. Quizás el explorador puede determinar cuando es maduro, así como cuando es enfermo. Las plantas que no son un color maduro, sano accionarán el explorador.

. Educación: Como el ejemplo de la aptitud, el dispositivo podría decir es un estudiante o la clase estaba cansada, nerviosa, distraído, etc. y la música del juego que era apropiada para sus necesidades. Puede ser utilizada para ambas clases y al estudiar en el país. Confía encendido: sensor de movimiento, analizador del comportamiento.

. Insomnio/somnolencia: Quizás este dispositivo podría jugar la música adaptada que permite a gente dormir más a fondo cuando ella está durmiendo, la sensación completamente despierta cuando ella se levanta.

. Apegos: Como el ejemplo antedicho, quizás este dispositivo puede bajar los cravings para la nicotina, el cafeína, el alcohol o los somníferos permitiendo a gente sentir más completamente despierta o relaxed como necesidad estar vía adaptado: música/sonidos, ejercicio, hospitalidad, educación.

El sistema adapta sus funciones a las necesidades únicas de usuarios específicos. Cada usuario puede hacer su perfil único almacenar en la adaptar-Base de datos, que incluye su: necesidades, preferencias, y rasgos del comportamiento. El sastre entonces empareja la base de datos, con un menú de las opciones de la función. La función elegida es la que ese mejor resuelve las preferencias de usuario.

- La adaptar-Entrada desarrolla la adaptar-Base de datos cerca: 1. comportamiento del usuario que analiza, usuario que permite 2. para entrar sus preferencias, 3. que ligan a otras bases de datos a las preferencias de usuario.

- Integra: Corregir, educar, EGH (Educ consigue más difícilmente), guía, obrar recíprocamente, predecir, buscar y reaccionar, TGH (la terapia consigue más difícilmente), adaptar-Aparición (2G180), adaptar a sastre.

- Efecto marcado con etiqueta 7J08 de la cascada: Las piedras de afilar del sistema adentro en una frecuencia (sonido), entonces cancelan otros sonidos que hacen clarificante sano marcado con etiqueta. El sistema reacciona cuando ocurre la acción marcada con etiqueta. Piedras de afilar adentro en cualquier cosa que efectúa los sentidos del hombre cinco. el analizador contento, corrige, busca y reacciona, reconocedor sano, sastre, analizador visual.

¡- Ver muchos enormes adaptar archivos.!

CONCLUYE ESTO ADAPTAN EL ARCHIVO

CONCLUYE ESTO ADAPTAN LA SECCIÓN CENTRAL DE LA DESCRIPCIÓN

Archivo: Introducción/analizador de las características

ANALIZADOR

Como la palabra "analizador" sugiere, él intenta emparejar el cerebro humano en tomar decisiones. Las decisiones se toman de una opción de reacciones posibles preprogramadas. Usando lógica confusa, adquiere las funciones necesarias del software, como ser necesario manejar las tareas aplicables pedidas.

El sistema intenta pensar como un cerebro humano (donde (w5) factible), sistema (sistema) intenta saber sus limitaciones. Utiliza el mejor conocimiento en el campo. El analizador se modifica para requisitos particulares. Utiliza el mejor conocimiento en el campo (de los sensores, del UIP, del etc).

Dibujos figurados

D1: 1 señala - > 2 datos de la entrada particular (artículo que es analizado) - > 3 puestos en file1 = 4 tr/rc = 5 c (6 archivos existentes) = 7 archivos entrados comparados matched/8 de w 9 = 10 semejanzas y 11 diferencias conocidas = 12 tipos/llanas de diferencias 13 determined/14 = la señal hecha conclusión "analizada" 15 = 16 = la acción 17 hecha por s 18 sistemas/19 o la conclusión de las demostraciones de la impresora.

- Notas D1: 1: parte opcional de flujo de datos; sonidos de = analizador 2 sonidos; luces; movimiento del cuerpo = (2 sensores); visiones = analizador visual. 2: comunicación w otros productos del EL; c. 3: interruptor; diversos archivos son presión o etiquetado automáticamente según el tipo situación según circunstancias/ocurrencias (1). 6: los archivos se convirtieron anterior por el fabricante (mp), o la banda del u. 7 y 8: las semejanzas/las diferencias observaron/analizado vía: palabras claves/el paragraphs%, analizador visual, crujido de número del interruptor (software del `). 9: datos a partir de 1, 2, 3, 4, 5. 13 y de 14: análisis del interruptor. 15: Análisis del interruptor (software del `). 16: etiquetas del código de computadora que el tipo interruptor de la situación ha determinado ser el caso, eg.: favorable, desfavorable, y o qué medidas son necesarias ser tomadas (debido al "estado" de la situación).

- D2: entrada - > c (analizador (interruptor)) - > resultados/función (alterada según cómo el sistema puede querer adaptarse según las determinaciones/las conclusiones hechas por el analizador).

- D3: D posterior leída C (analizador del interruptor) =

ACCESO (determina w5 puede tener acceso en cualquier sistema dado (c, m, cualquier porción de eso, eg.: particular archivo o informático programa/característica)/CUENTA/CARRO (interruptor de diferenciación (software del `) para el tipo) necesario/COMPOSICIÓN/FECHA/S/EDUC del análisis (el interruptor determina el nivel de la sofisticación del u (w sys/sw) = interno simplifica/las complejidades el interfaz del interruptor (software del `) (y las funciones/los pasos disponibles necesitaron alcanzar puntería deseada (vía pr/k))) desarrollo del uip)/MULTIUSOS (analiza (las tareas/las cosas/ocurrencia) diferentemente según el tipo/uip de u; desarrollo del)/NOTIFICADOR del uip (u alertado cuando el analizador determina u (usuario) (puede) necesidad de saber (el estado))/OSCILADOR/banda (cómo el analizador es funcionar/qué su buscar y cómo información de proceso/para w5)/picosegundo (determina la localización de objetos, información de procesos

por consiguiente (como banda))/Q (decide qué preguntas para pedir u (usuario) según circunstancias, eg.: qué u (usuario) quiere o está haciendo (w5),)/R/CUENTA del estado del u (las nuevas cuentas emparejaron con archivos desarrollados anteriores para el análisis; crea los nuevos archivos para las nuevas cuentas, el desarrollo del)/SENSOR del uip (compara los archivos para las señales entradas w (con) antes qué se quiere/necesario/expected/is estándar/ha ocurrido históricamente (uip/m/database))/SONIDO ANALIZADOR (compara archivos previamente almacenados entrados de los sonidos de los sonidos w)/DISCURSO () de sonidos/ESTADO/SYNTH (synth del analizador del sistema (automáticamente) según: pr/uip/u k) TDS (cuenta de los efectos, desarrollo del uip)/T (usos del interruptor de la telefonía)/UIP (compara archivos)/VISUAL ANALIZADOR (compara los archivos,) inteligente/VR del monitor 2E251 (compara archivos).

- en algunas circunstancias (más simples), el analizador funciona software del wo, eg.: torneado simple con./desc. según la situación.

. % leyeron más adelante esta pieza de N:

Monitor inteligente -2E251: ; 3E040 3E041

Anillo Delayer de -3G010 T:

El uno mismo del sistema -5E080 analiza la mejor síntesis para la acústica del sitio/del pasillo:

cambio Alerter del PVC de -7G050 7G051: ; kn relacionado 7G052.

El explorador del canal -9G220 salta ciertas estaciones...

- "Analizador" y cómo empareja y compara archivos y los determina conclusiones también explicadas en el UIP (UIP-Adaptar, UIP-Sugerencia).

Lógica confusa. AP = usos: los usos del producto relacionado, y las especificaciones, para los usos mencionados son obvios.

Secretario -4E020.

. - "Ranurador": localiza el then= recupera el data= necesario para esta partición.

- "Bill"

- Interruptor existente relacionado (software del `) de "TDSW":

Brainmaker 2 - (versión profesional), p.76. [Funciones existentes de N: Da a PC capacidades humanas tales como encontrar golpeteos en sus datos y aprendizaje a partir del pasado.]: UIP, "pista".

- ProTEM - mejora de proceso de negocio.

Tomas en las funciones del software como ser necesario manejar las tareas aplicables pedidas por acceso de la invención.

ANALIZADOR - LEER LA SECCIÓN POSTERIOR QUIZÁ =

Diagram 1:1 señal - > 2 datos de la entrada particular (artículo que es analizado) - > 3 dato puesto en archivo = 4 tr/rc = 5 c (6 archivos existentes) = 7 viejo archivo son = 8 emparejado y comparado w (con) 9 nuevo entrado

archivo = 10 semejanza y 11 diferencia entre archivo observado = 12 mecanografían/llano de diferencia 13 determined/14 "analizado" = 15 conclusión hecho = 16 señal = 17 función/acción hecho por 18 sistema (sistema s)/19 o la impresora o el notificador demuestra la conclusión.

--Notas del diagrama 1: 1: parte opcional de flujo de datos; sonidos de = analizador 2 sonidos; luces; movimiento del cuerpo = (2 sensores); visiones = analizador visual. 2: comunicación w otros productos del EL; c. 3: interruptor; diversos archivos son presión o etiquetado automáticamente según el tipo situación según circunstancias/ocurrencias (1). 6: los archivos se convirtieron anterior por el fabricante (mp), o la banda del u. 7 y 8: las semejanzas/las diferencias observaron/analizado vía: palabras claves/el paragraphs%, analizador visual, crujido de número del interruptor (software del `). 9: datos a partir de 1, 2, 3, 4, 5. 13 y de 14: análisis del interruptor. 15: Análisis del interruptor (software del `). 16: etiquetas del código de computadora que el tipo interruptor de la situación ha determinado ser el caso, eg.: favorable, desfavorable, y o qué medidas son necesarias ser tomadas (debido al "estado" de la situación).

. dibujo de 2: entrada - > c (analizador (interruptor)) - > resultados/función (alterada según cómo el sistema puede querer adaptarse según las determinaciones/las conclusiones hechas por el analizador).

. dibujo de 3: C (analizador del interruptor) = ACCESO (determina W5 (qué, donde, cuando, porqué y cómo) puede tener acceso en cualquier sistema dado (sistema) (c, m, cualquier porción de eso, eg.: particular archivo o informático programa/característica)/CUENTA/CARRO (interruptor de diferenciación para el tipo) necesario//COMPOSITION/FECHA/S/EDUC del análisis (el interruptor determina el nivel de la sofisticación del u (w sys/sw) = interno simplifica/las complejidades el interfaz del interruptor (software del `) (y las funciones/los pasos disponibles necesitaron alcanzar puntería deseada (vía pr/k))) desarrollo del UIP)/MULTIUSOS (analiza (las tareas/las cosas/ocurrencia) diferentemente según el tipo/uip de u; desarrollo del)/NOTIFICADOR del uip (u alertado cuando el analizador determina u (usuario) (puede) necesidad de saber (el estado))/OSCILADOR/banda (cómo el analizador es funcionar/qué su buscar y cómo información de proceso/para w5)/picosegundo (determina la localización de los objetos, la información de procesos por consiguiente (como banda))/Q (decide qué preguntas para pedir u según circunstancias, eg.: qué u (usuario) quiere o está haciendo (w5),)/R/CUENTA del estado del u (las nuevas cuentas emparejaron con archivos desarrollados anteriores para el análisis; crea los nuevos archivos para las nuevas cuentas, el desarrollo del)/SENSOR del uip (compara los archivos para las señales entradas w (con) antes qué se quiere/necesario/expected/is estándar/ha ocurrido históricamente (uip/m/database))/SONIDO ANALIZADOR (compara archivos previamente almacenados entrados de los sonidos de los sonidos w (con))/DISCURSO () de sonidos/ESTADO/SYNTH (synth del analizador del sistema (automáticamente) según: pr/uip/u k) TDS (cuenta de los efectos, desarrollo del uip)/T (teléfono) del `(usos del interruptor de la telefonía)/UIP (compara archivos)/VISUAL ANALIZADOR (compara los archivos,) inteligente/VR del monitor 2E251 (compara archivos).

- en algunas circunstancias (más simples), el analizador funciona software del wo, eg.: torneado simple con./desc. según la situación

EXTREMO DE ESTE ARCHIVO DEL ANALIZADOR

Archivo: Introducción y general del arte \ AR

CARACTERÍSTICA DEL ARTE

Contenido para la sección del artista:

. Introducción y general de AR

. AR IMIS

. AR IMI

. AR escribe

. Causa de AR

. Arrastre de AR

. AR Educ

. Fusión de AR

. AR ReadHelp

. AR ReadHelp

. AR Dys-Ed

. AR Dys-IMI

. AR Dys1

. AR Dys2

. AR Dys App

. Artista misceláneo

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Adaptar los cuadros a su gusto. El analizador visual del sistema con energías amplias, determina las características de la imagen que se alterará.

. Para Techies: Corregir los cuadros. El usuario altera cuadros o el texto. El sistema altera las imágenes para el usuario (en forma adaptada).

. Funciones: acentúa imágenes; corrige automáticamente según lo programado (para el mejor sastre sí mismo); mejora la visibilidad, legibilidad, entusiasmo, interés del usuario en la presentación (de los medios multi); las imágenes se hacen para obrar recíprocamente con (con) el usuario u otras imágenes en la pantalla; cortar y pegar la función del software; el usuario dibuja imágenes; el analizador visual estudia las imágenes creadas por el usuario o la otra fuente.

Los siguientes son elementos electrónicos de la generación del arte:

- #1 OTD: D =

artista principal 5A-110-042003: hacer las obras maestras similares a las obras maestras o elegir sus los propios. Seleccionar la pintura deseada, y el dispositivo electrónico ayudará al usuario de la guía en de muchos métodos. Incorporar diversas piezas vía selecciones y o el dibujo.

redactor de la cámara 5A-120-042006: Tomar las fotografías, que usted puede entonces corregir en el sistema informático relacionado {la cámara y los aspectos el corregir pueden estar en mismo o diversos pedazos de equipo}.

palillos del color 5A-130-042004 para el cojín del dibujo de la computadora: Simplifica el sistema de gráficos de computadora para los niños. El niño inserta el pedazo plástico para el color deseado.

arte de la antena 3A-110

cojín del aire 3A-580

"Analizador de sonidos", y "Sonido-Visión": utilizado para convertir sonidos en visiones.

"Composición": la composición del efecto sonoro pudo trabajar paralelamente o en sinergia con el "artista"

"Telecontrol"

pluma mágica del aire 3A-790

laboratorio de la invención de la realidad virtual 5A-620.

"Bill"

- OTD #2: exhibición; fd-hdd; pp; P.M.; Reino Unido; ratón; juguete; básico; impresora; M%; oscilador; discurso; md; carro (imagen que crea opciones de software); cp; uq (eg.: cómo funcionar software); mq (eg.: cómo el usuario quiere generar su arte); UIP (el sistema genera gráficos según el último usuario de las imágenes preferred; tal preferencia de usuario se puede deducir con una cierta margen de error basada en los redactores gráficos seleccionó anterior y o los tipos de usuario de las imágenes hechos en el pasado - este sistema del "pi" pudo ser un modo opcional, y valioso considerando que puede ser que sea demasiado complejo para que algunos usuarios seleccionen los redactores de imagen gráficos que él puede ser que tenga gusto la mayoría); carácter; movimiento el sounder% (activa imágenes según cómo se mueve un dispositivo, mientras que simultáneamente hace un sonido que corresponde al tipo movimiento); multiusos; cc; notificador; inclinación (el redactor de imagen gráfico es efectuado por cómo se inclina la pieza y o el dispositivo); cojín del aire.

- Lugar de reunión del EL:

Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // (sistema cómo/w5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS () // T (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

Introducción: Cada uno/la mayoría del artista KN también tiene una versión del interruptor - D: U = ratón/r/k = c ~ imagen generando interruptor = s/impresora/[tr = otro]/acceso de c.

Mejoras del producto del catálogo de la fidelidad: Muchos no electrónicos

Ver el catálogo para los detalles en productos existentes: El catálogo que contenía los productos de la fidelidad fue recibido el 31 de diciembre de 1994. Es cubierta tiene el fondo de mármol negro con los cuadros del taxi, y sistema de la película del appliqué. "Invierno anticuado catálogo 1995".

[Productos Co (catálogo de la fidelidad del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725]

Tablero de dibujo portable: Guías de desplazamiento; abrazaderas de la esquina.
[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p.3]

Cortadores rotatorios: cojines de los cortes, espuma, etc.
[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p.3]

Compás del clip: dibuja círculos agarrando el instrumento de la escritura (cualesquiera).
[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p.9]

Borrador eléctrico: para el plomo/la tinta.

[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p12]

Trazado/papeles cubiertos.

[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p.13]

Papel impermeable: Uso en copiadoras.

[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p. 13, 14]

Rejilla azul no reproductiva (papel).

[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p.14]

"Tener acceso"

Cinta de los artes gráficos (el enmascarar)

[Productos Co (catálogo del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725 de la fidelidad; p.15]

3C292 "imágenes" de bloques huecos mágicos: Cada combinación ha señalado resultados.

La persona genera y corrige imágenes. Puede ser compatible con soporte físico existente de las multimedias ("milímetro") y o software.

- D: 1 Reino Unido = 2 ("C") = 3 bajos tr = 4 "S" /5 function/6 M
- OTD: acceso 2; 1 cojín del aire; 12567cart; 1245cc; 4character; 4color; 2%composition; 2date; "se exhiben" 4images, almacenado en 2memory, 234 proyectados sobre las paredes (vía luces del color), 5converted en cuadros impresos y o 5cinema o 5video; educ; %egh; entretener; 2fd-hdd; 124float; 5fs (enviar/recibir las imágenes en negro y blanco/color = computer=printer separado de la computadora/e-mail/fs/special situado en la otra localización; juego; 23%gps; 2interactive; md; 12microphone=4=5/speaker/osc/play mueven hacia atrás/estereofonia; 4mo; 25%morning (el usuario debe generar imágenes específicas para desactivar la alarma: generar similar/se relacionó/imagen única. El sistema puede inspirar las ideas para las imágenes, eg.: uno que evoca la idea de despertar, como el funcionamiento para coger el autobús; 1 ratón; 2mp; 2mq; 2multi-user; notificador 5; oscilador 5; 26pi; 1245portable; 2pp; 5printer; 124rcp; 1remote; 2score; 5speech; tgh 2tds; juguete; 1vc; analizador 5visual; vr 5 (crear las

imágenes deseadas para su antes/durante de la experiencia de la realidad virtual uso, eg.: tener un realidad-tipo virtual pintura de la experiencia. Esto puede inspirar creatividad individual); la cámara 25 toma cuadros, permitiendo que el usuario memorice y que se modifique, eg.: el tamaño, color, el rebanar, agregando forma; 26 ideas visuales de las necesidades de usuario, tan ellos Reino Unido: w5 de la situación que requiere un pedazo visual/uip de persona y o co y o situación; %wa.

- Ver el "cerebro": el sistema adapta las imágenes para el U.
- OTD: U = ~ C del sistema del "artista"

TENER ACCESO (las funciones de límites, cada movimiento del palillo 5E020 de r/r se interpretan ("analizado") según contraseña); OSCILADOR (movimiento de cada el "Ra puede atar en el tipo correspondiente sonido de w); Banda (u señala que los movimientos de "R" representan que tipo de las marcas/de las funciones 5E020); Q (U pregunta cómo pueden dibujar diferentemente/programa su R diferentemente (de qué se indica en la descripción de N)); S (pantalla táctil interactiva; monitor de color); %SCORE (aptitud del dibujo); SENSOR (del movimiento) (de R/%U); TDS (); UIP (DB: banco de datos de imagen); ANALIZADOR de %VISUAL ().

. - "Ranurador": localiza el then= recupera el data= necesario para esta parte, eg.: imágenes (del banco de datos de imagen (db) (en m)).

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".
- "Bill"

TERMINAR ESTE ARCHIVO DE ARTE

ARTISTA - SUB-FEATURES SIMPLIFICADO:

"COLOR" = cuaesquiera colores. Cualesquiera fósforo "corregido" de los colores.

La "CORREA ESLABONADA" = externamente controló la imagen que creaba arrastres del modo a través de la pantalla.

El "VIRUS de la CORREA ESLABONADA" = correa eslabonada ataca otras funciones. Funciones del jugador opuesto del "juego" representadas visualmente. La correa eslabonada "corrige" el inturn de las funciones del opositor que efectúa sus capacidades.

"CORTAR y GOMA" = terminología estándar de la computadora más más.

El "DRENAJE" = crea imagen.

El "EDIT" = altera imágenes en algoritmos complejos. Eg.: "arrastre"; hace los colores o las formas compatibles; "cortar y pegar".

La "GUÍA" = sugiere cómo la fuerza del usuario procedió en crear imágenes.

"IMAGEN" = cuadro.

"IMÁGENES INTERACTIVAS"

"MULTI-COLORER" = iguales que la correa eslabonada exceptúa controles del usuario cómo la correa eslabonada se mueve.

"MULTIUSOS" = cada usuario "corrige imágenes" de cada uno "".

"Interruptor" = ("artista") software; programa.

"INSTRUMENTO de la ESCRITURA" = ratón, aguja, "inclinación".

Archivo: Arte \ AR-IMI
ARTISTA - FUNCIONES COMUNES PARA CADA ARTISTA KN:

Introducción: Cada tema de la función del "artista" abajo incluye diferente variaciones detalladas en agrupar del "artista relacionado" invenciones.

"ANALIZADOR" =
El sistema tiene una mente sus los propios. Cómo automáticamente: "Corregir", "Dibujar", "arrastre". "Señalando" "imágenes" para etiquetar/ "coordinando".
% "sigue"/"anota" las ocurrencias/las funciones del "artista".
"ANALIZADOR DEL COMPORTAMIENTO" =

Patente de los E.E.U.U.: 5507649 = las "imágenes" son fósforo "señalado" del to= comportamiento del accessor. Eg.: los niños reciben diversas imágenes de adultos.

"COLOR" = cuaesquiera colores.

. - Selector del color: La guía (impresa) demuestra el código numérico para colores numerosos. Versión del programa también.

[Productos Co (catálogo de la fidelidad del invierno 95 del Co del pedido por correo - encendido Archivo), ruta verde de 5601 Int'l, Minneapolis, manganeso 5540. 800 326-7555 Fax 800 842-2725; todo el P. 4, P. 5, P. superior 6]

--cada código numérico usado por "color" = el "analizador" para: color "coordinación" u otra "que corrige"; "humor" y vagos (cómo cada color efectúa espectadores).

. - los "colores" son cambiables/recargables: Marcador (recargable) de la tinta Sistemas.

[Productos Co (catálogo de la fidelidad del invierno 95 del Co del pedido por correo - encendido Archivo), ruta verde de 5601 Int'l, Minneapolis, manganeso 5540. 800 326-7555 Fax 800 842-2725; p. 6, 7, 8, 10]

. Acceso: Cañizos para tener el "acceso": mecanografiar W5 usado los colores.

"COORDINADOR" =

Cualesquiera "corrigieron" colores/el fósforo de las imágenes. Modos de colores de coordinación y las imágenes son similares.

Coordinación del color:

. Proceso bien escogido del color (para la "correa eslabonada"):

+ colores compatibles: Los colores utilizaron la mezcla (bien - como banda), eg.: fósforos/mezclas verdes con el azul, creando medio azulverde; rojo y mezcla azul para hacer púrpura...

+--la manera de los cambios del color pre- "analiza" cómo los colores mezclan junto

--Los colores utilizaron mezcla bien, eg.: mezclas del amarillo con el azul, crear medio verde; rojo y mezcla azul para hacer púrpura...

--la pedido de los cambios del color considera cómo coordenada de los colores y

mezcla junto

- el dispositivo utiliza solos colores, y o colores deseados las mezclas como usuario selecciona.

+ la compatibilidad de colores puede implicar eso: están de un relacionado tema, función, u, uso. El "coordinador" "señala" colores por consiguiente.

+--La 'imagen de carácter retrata (compatibilidad/tipo) de tema materia. Ver: Guía = carácter.

+ cómo los colores seleccionaron: 1] sys= "analiza" compatibilidad del color cartas. 2] El segundo color utilizado tiene pigmentos del color que sean iguales/color de w (con) primer y compatible similares/compatibles con segundo color. Se aplica a tres o más too= de los colores por el que todos los colores agregaron en otros colores deben ser w compatible (con) cada otro color. 3] UIP que adapta según: u o gustos del cliente; parámetros del comportamiento del público objetivo. 4] Ver el "designador".

+-Style de colores = del uip= coordinados outputted depende encendido "señaló" deseos del color. Usos: mayor o menos coordinación o contraste del color (coger la atención de la gente o crear el "humor relaxed" para la "hospitalidad" o el "educ" o el "tgh").

Coordinador de la imagen:

Compatibilidad de la proyección de imagen: cambios realizados para ser (no) coordinación. El sistema "corrige"/los "cortes y las gomas"; ajusta/coordina la existencia/futuro tamaños de los colores de las formas w (con) (dar deseó/[la "correa eslabonada" generada] aspecto). Software de coordinación de la imagen R24-1.

Software de coordinación de la imagen de ++ R24-1:

"Analiza" para los colores/la textura de la imagen/las formas compatibles/color intensidad.

Analiza y tarifas como de bien se coordinan los colores elegidos.

Genera colores compatibles en modos de salida de "multi-colorer" y "correa eslabonada". Usos: analizar las fotografías, arte gráfico software (opciones limitadas del color influenciadas por el tipo impresora o software compatible).

- "corrige" colores/formas incompatibles - > eg.: los colores/las formas se convierten compatible algorythmicly:

--#1 que cambia colores/formas señalados. Colores señalados:
esos lo más menos posible compatibles; usando la carta de la preferencia de color del uip del u, 1696
omisión de los colores más cercano a espectro tenido aversión (todos junto);
colores necesarios para efectuar resultados deseables vía ""/"de los vagos uip", eg.:
aplicaciones amarillas o rojo para coger la atención de la gente (en emergencia/
para el "nr").
--#2 que cambia todos los colores/formas - > eg.: trayéndolos más cerca adentro
línea compatibilidad sabia - > agregando/que omite agentes de colorante.
. - ARTISTA: (el sistema seleccionará colores según colores a
cuál debe 1 fósforo/[2: banda ()/uip = interruptor (software del programa del `) sabe w5 para colorear
el coordenada, entonces hace tan (automáticamente)].
. - el usuario selecciona uno o más colores, después el interruptor ofrece (disponible)
opciones de colores compatibles.
. - INTERRUPTOR D DE C: determinador del color (sensor, sensor = lente, "c" del color
códigos) = "analizador" = s/impresora
- OTD D: Este sistema de N (coordinador de la imagen) =
TENER ACCESO (la persona debe usar los colores (coordinados) particulares para
acceso (entrada, uso)) - copiado al "acceso" 7.96; ANALIZADOR;
+ARTIST (el sistema completa colores (después de que se hacen ciertas áreas;
ajusta/coordina existiendo/los tamaños futuros de los colores de las formas w (con) (a
dar deseó aspecto según lo definido por las escuelas de artes gráficos);
CÁMARA (entrada de imágenes ("corte y goma") - > procesado ("corregido"
por este sistema); CARRO (tipo que coordina el interruptor); COMPOSICIÓN
((automáticamente) combina la composición audio del gráfico w); S;
EDUC (aprender la coordinación, arte, estudian encendido a pintores del pasado;
las guías/enseñan al fósforo if/when/w5 (colores)) de u (usuario); M (sofisticado
interruptor, colores, analizadores de coordinación); MULTIUSOS (cómo cada u
tiene gusto de su interruptor); banda (programa); CUENTA (como de bien coordinado: color,
formas, textura (2.o o 3D)); SENSOR (para los colores); SONIDO
ANALIZADOR; ESTADO (el sistema juzga su capacidad de hacer
necesario/pidió a tarea/a jueces qué lo hizo; demuestra numérico
posibilidad del error); UIP; ANALIZADOR de +VISUAL.
Monitor inteligente -2E251: el sistema de las aplicaciones (sistema) para mejorar el sistema del aviso w5
(sistema) es
el estudiar/que sigue.
. - Sistema de la enumeración de R: porque este KN tiene un dígito adicional (R24-1),
su terminantemente un KN y no incluye N existente, con todo el R24 de

R24-1 se relaciona con N existente que se ate remotamente a R24-1.

- textura de la imagen, definida: abarcado de muchos/de puntos pequeños/grandes de escoger/multicolor; la imagen de la sustancia parece (tela, la piedra, brillante (metálico, plástico), áspero (madera), cartulina, papel, (vivir) materia vegetal.

Software de la dislexia -5G061.

- los iconos de los interruptores ("guía") se pueden "corregir" entre diversas formas: ajustado/redondeó (círculo/óvalo)/(los perímetros) w triangular el "color" w/in cambió según lo "señalado".

+ "acceso": los u "carro" /sw= deben haber señalado las formas/colors= a aumento "acceso". Es decir: el pr= del in= de las formas de u (usuario) debe tener corregir el for= "acceso" de los parámetros de la "imagen". ¿Patentable?

--el nivel del sw= del u "analizaba" para el nivel del compatibility= de "tener acceso" dado resuelto por la proximidad de la compatibilidad.

--los accessors enterados de este sys= pueden cambiar su tipo images= dentro de la gama de imagen que les dio un cierto acceso.

=

. El mezclador de la pintura R24 hace gamas de colores.

. - [Pintura Co 3-1-47 Himejima, Nishi-Yodogawa-ku, Osaka 555 de la roca 06 473 1551 15 de febrero de 92 NK]

- D: cart (el envase del ~ del ~ c del cartucho del `) para diversos elementos para la pintura = transferencias del mezclador = de la pintura al dispensador = al dispensador (la pintura de las gotas del cepillo/del aerosol/la pintura de los partes movibles en usuario de los envases puede quitar y utilizar como pintura (fresca)) = superficie de las pinturas = superficie.

- diversas formas de las pinturas, texturas, gruesos de la pintura, etc. según instrucciones (pr) de la programación/del usuario.

- el sistema analiza la textura/la superficie sobre las cuales pintará, y en golondrina de mar determina la mejor mezcla química (palillo y estancia en para periodo de tiempo deseado) y grueso y número de capas necesario. analizador superficial (superficie = pruebas de los rascados en su laboratorio; "cámara" = "analizador visual"; tipo superficie y cualquier otra del usuario "k" información (si es de interior/al aire libre; parámetros de la temperatura año redondo...)

- OTD:

ACCESO: (gamas de restricto posible de los colores así como cualesquiera acceso); CÁMARA: (estudios (color existente del ambiente) a determinar el mejor color para mezclarse); CARRO: (banda; tintas; pinturas;

productos químicos; olores pintura [de la mezcla w (con)]); COMPOSICIÓN: (automáticamente pinturas según las señales del analizador de sonidos - D: sonido = analizador de sonidos = R-24 = superficie pintada); ENTRETENER: ; MFH: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; Banda: ; IMPRESORA de color : ; Picosegundo: ; Q: ; R: ; S: ; CUENTA: (tds); SYNTH: ; Teléfono: (tr); UIP: (combinación de color según el uip de la blanco audiencia/usuario y o según efecto deseado (según uip del público objetivo, eg.: el color quizá mejor a aumentar la productividad en obreros de la mezclilla azul en Tailandia es luz Borgoña pintó las paredes)); WA:.

selector del color 3C-210: (un KN más viejo?)
- El dispositivo del punto en cualquier cosa, y sus colores se alteran o disecado, eg.: algo verde se puede dividir en amarillo y azul; o cambiado en conjunto, eg.: a blanco, a rosado o a marrón...

. (d) Dibujo: "Artista" ()/el artista del coordinador o del selector del color "corregir" El software de coordinación de la imagen R24-1 (coloreado) "imagen" hizo salir = C ((Color) "analizador") = CORTE de // de la "CORREA ESLABONADA" (manera de los efectos del color coordinado hecho salir) "y GOMA " (cada sección puede tener colores coordinados diferentemente, adentro otro redacta el método y el estilo outputted diferencia según la sección (todo visible simultáneamente en el mismo s)) // "DRENAJE" (la manera del dibujo acciona "color de diferenciación" modos de generación/de coordinación) // "EDIT" (cómo está coordinado) // "DIRIGIR" // "IMAGEN" // "MULTI-COLORER" // "MULTIUSOS" // "INTERRUPTOR" // "INSTRUMENTO DE LA ESCRITURA".
. Cañizos para tener el "acceso". W5: Manera de la cual siguiendo estar coordinado: imágenes; comportamiento del usuario ("vagos"); colores; formas; W5 sistema alcanzado u.
+ apresto/color/el Shaping%: "Corregido" según lo necesitado para compatibilidad. Eg.: el tamaño del árbol no excede tamaño de la casa cerca dos, y su fruta es el tamaño doble de la perilla de la puerta principal de la puerta. El sistema puede alterar la forma del árbol y o de su fruta en la diferenciación manera. D: los "cortes y las gomas " = entonces "corrigen" por consiguiente.

Extremo "coordinador" = "artista"

+ la "CORREA ESLABONADA" = externamente controló la imagen que creaba arrastres del modo a través de la pantalla. También las funciones tienen gusto de un organismo que se arrastra a través imágenes que dejan efectos visuales alterados en su estela. Diferencia de multi-colorer cuyo movimiento es controlado por el U.

- %crawler puede estar en la forma del carro/interruptor (el software del `) (insertado en la función/ modo/sistema ()/interruptor/c)/icono o "imagen interactiva" del sistema.

- Algoritmos de D: correa eslabonada de las características de la imagen anterior (f1) X (F2) - > f3 X cuaesquiera otras variables (tiempo, entrada adicional dada la correa eslabonada (por u)) - > sinergizó la función (f4) - > las imágenes alteradas - > pausa del tiempo - > imagen pasada pueden ser re- "corregidas" (en algo nuevo /repitiendo algoritmo relacionado)

--cada "f' = función: ha ocultado códigos. Se ocultan estos códigos en ése no hacen (necesario) se relacionan exactamente con la imagen demostrado; pero influencia: "correa eslabonada subsecuente" - mecanografiar los acontecimientos.

. Leer (d) el dibujo posterior: u (usuario) = este ~ C (computadora del sistema del "artista" del `) = COLOR (elige aparecen qué colores cuando y cómo (w5)) DRENAJE de // (la correa eslabonada sí mismo decide a cómo dibujar/"corrige" la GUÍA de // (u puede correa eslabonada de la "guía". Aunque la correa eslabonada puede elegir no hacer caso de peticiones del U.) // MULTI-COLORER (lo hace qué correa eslabonada también) // MULTIUSOS (cada correa eslabonada se puede considerar un u (usuario) en este circumstance= dando por resultado cada correa eslabonada "que corrige" imágenes cada correa eslabonada generada, o cada correa eslabonada puede alterar otras correas eslabonadas (de vida)) // INSTRUMENTO de la ESCRITURA (la correa eslabonada toma la forma de cualquier escritura instrumento).

- Ver las adiciones a la "correa eslabonada". Estaba en archivo: k \ AR \ IMI& en 7.96.

. Cañizos para tener el "acceso". La correa eslabonada W5 se utiliza vía una o más de siguiente:

- U ata la su llave o el otro elemento relacionado al correcto correa eslabonada que los toma a través de los cañizos, aunque u (usuario) puede ser requerido para tomar "señaló" las acciones que controlaban la correa eslabonada y o cualquier cosa en sus alrededores W5.

- La correa eslabonada se debe reprogramar según lo "señalado " = entonces tomado encendido (una) de las rutas de la trayectoria ha diseñado para acordar (según mecanografiar el uso/el acceso deseados).

- W5 cómo los controles de u (usuario) o reacciona o crea la correa eslabonada (virus) en cualesquiera manera: "juego", "artista", "acceso" = "orden y sincronización " +, "correa eslabonada " = " carro". 1703

- ver el "juego", "juego" = "arrastre"

- la "correa eslabonada" sabe W5 (qué, donde, cuando, porqué y cómo) para conseguir u (usuario) al punto deseado del acceso, ahorrando u de afinar en los movimientos innecesarios/información. Como señal electrónica: u selecciona que los marcan una dirección de la Internet quieren la correa eslabonada para llevarlos.

+ el "VIRUS de la CORREA ESLABONADA" = correa eslabonada ataca otras funciones. Funciones del jugador opuesto del "juego" representadas visualmente. La correa eslabonada "corrige" el cumplimiento del interno de las funciones del opositor su capacidades.

- Una función algorítmica de la cual altera la función lo que su diseñó atacar/efecto; El virus es un subconjunto de "correa eslabonada".

- También funcionan como la correa eslabonada sin embargo los resultados alterados también incluir los functionings correlacionados a las imágenes atacadas.

- Ver la "correa eslabonada".

Leer (d) el dibujo posterior: u (usuario) = cambios de este sistema del "artista" las capacidades de otra capacidades del jugador adentro debajo del ~ C (computadora de las maneras del `) = GUÍA (cómo pueden controlar sus jugadores/correas eslabonadas) // MULTIUSOS Interruptor de // ((parcialmente) inhabilita su ("artista") interruptor) ESCRITURA de // INSTRUMENTO (qué puede/no puede hacer).

. "Acceso": Cómo piratas informáticos de los ataques: Búsquedas de la correa eslabonada (vía "analizador") Los piratas informáticos W5 están presentes en pirata informático de los ataques/de las neutralizaciones del sys=: sistema o porción (interruptor) de eso que permite técnico el acceso de u, eg.: borra los códigos necesarios del interruptor (software del `) para la banda (programa) para conseguir en el sistema durante eso o el futuro intenta en el acceso.

"CORTAR y GOMA" = terminología estándar de la computadora más más.

Cortar los espacios en los cuales las imágenes insertaron: estas imágenes son:
fotos/otra en/imágenes/de la "cámara previamente dibujada dibujada"
imágenes (transferidas); el corte del fragmento/el pegar aparece
(aleatoriamente) sobre la secuencia (banda) de tiempo.

+ las búsquedas del VA (analizador visual del `) "señalaron" el images= entonces "cortes y gomas " = como "señalado" (por "corregir"). La búsqueda del interruptor y substituye.
Usos:
- crear los collages;
+ texto asociado de compilación de las imágenes w del tema necesario:
Caras asiáticas de la característica; (porciones de) iconos de la contraseña (w "señalado" función).
- "hospitalidad".
+ el sistema da a usuario un menú de imágenes para elegir el from= "para cortar y goma " como deseos de u (usuario).

. - Rompecabezas "juego": el corte y la goma omite secciones de la imagen/de la pantalla = u debe conjeturar cuál falta.

. D posterior leída: u (usuario) = ~ del ~ C del "artista" (sistema "cortado y goma") cuál es "Corte y Pastable" =
CORREA ESLABONADA de // del COLOR (colores pero no no necesario las formas o el texto)
INTERRUPTOR // DE // DE LA GUÍA DE // EDIT // QUE ESCRIBE EL INSTRUMENTO.
- "cuenta" demostraciones W5/cuantas veces los elementos fueron utilizados/vistos/"cortados y pegado " antes por u "señalado" (usuario) para los usos señalados.

+ jazzes del "artista" automáticamente encima se corta y se pega de qué: selecto "corregir" el modo.

+ cualquier función se puede etiquetar con una "imagen": Cualquier cosa representable como "imagen" es cortado y pastable. Cualquie función de KN (invención) (demostrado en su s). Eg.: Las peticiones VA (analizador visual de U del `) al seek= entonces "corrigen " = todos
iconos con las características (piezas) que están sobre el 80% verde, el azul y o azulverde.

Cuál es cortado y pastable (w o wo "imagen" (las piezas)/otros elementos): cualquier pieza de KN, eg.: "cuenta"; elementos deseados del uip (deseados funciones, porciones de influencia del DB qué uip determina como siendo funciones deseables); piezas (presentación visual o función) de iconos.

- "Tipo de la función"/KN del artista ganado o perdido: el "drenaje", "corrige", "capacidad del instrumento de la escritura".

. Cañizos para tener el "acceso". W5: "Fusión" = "artista" = "cortado y Goma ".

- Líneas donde el "corte y la goma" cortaron resuelto cerca: cómo el interruptor demuestra donde comienzo y extremo de las imágenes según lo "señalado". Eg.: Búsquedas del VA (analizador visual del `): caras (wo el pelo o el fondo), las imágenes (bloqueadas) precortadas es adentro cortada totalidad.

"DESIGNADOR" =

Los colores, las formas u otras imágenes se utilizan o "se corrigen" a alcanzar el resultado "señalado". El sistema determina automáticamente vía cualquier criterio de la "designación" del kn qué necesita destacarse/sea "corrigió". Resultados en mayor ayuda a u: "nr"; qué necesita atención; "estado"; intuitivo el usuario puede saber lo que "señaló" los cambios significan, ahorrando tiempo de tener que leer el texto, miran para arriba significando o tener s estorbado. "Corregir" modo selecciona: color, "coordinador" (compatibilidad llana), "arrastre".

- formar de búsqueda y "reaccionar": Aunque nada puede necesitar supervisar o el "seguimiento", o esté ocurriendo accidentalmente u ocasión; el sistema (sistema) o u (usuario) quiere ""/(de las imágenes correspondiendo) %functions alterado como "señaló".

. Ediciones de la patentabilidad: cómo la designación trabaja automáticamente w juntado (con) las ventajas.

. Necesidad "señalada" del resultado determinado cerca: "nr"; "uip"; "cuenta"; "tds": demuestra el plazo que sube; "analizador"; el "sensor" es

accionado; creando "humores señalados" para: "hospitalidad", "educ", "tgh", "milímetro".

Usos:

Qué necesita la "designación":

- diseño cualquier cosa (casa o planes de N): ciertos colores/formas es (coger la atención) el wo necesario que crea un desagradable total forma/color/otro (cómo u utilizaría N= determinado vía vagos) esquema coordinado; esta coordinación es tal que el importante los colores se destacan al grado deseado también.

. --Eg.: tener botón anaranjado [de la parada] mientras que el resto del producto está adentro Borgoña blanca o gris, pero no oscura (que entierra la naranja).

- (automáticamente) da iguales/se relacionó colores/imágenes con cada tipo de la función (icono del interruptor). Resultados en el ojo del u que es más fácilmente capaz de clasificar "imágenes".

--"señala" color según "cuenta" del color de la función es atado a.

- "nr": da cambios "señalados" a: atención del retén. Eg.: rojo es la mayoría de la crisis seria en el departamento A, mientras que cortinas más ligeras (colores de rosa) ser menos serio en el mismo departamento. Naranja y alumbrador cortinas para el departamento B de compañía.

. --Los cambios inducidos de "Nr" pueden solamente ser temporales o en efecto hasta el problema solucionó.

+ quién lo hizo/está/las necesidades de hacer cuál, porqué, donde, cuando y o cómo (en el sistema): ("juego") quién y W5 (estaba en picosegundo-zona)

- generación del "humor" de las influencias: según W5.

- Indicadores químicos: El interruptor (software del `) demuestra "estado", "nr", w5

- "'/Nombres o iconos del archivo del texto de CID/de "C": Saber w5/la "cuenta" de valor sobre tema/llamador.

- Demostraciones si no pertenece algo donde está. Eg.: cliente archivo en directorio incorrecto del interruptor; el causar químico incorrecto del utilized= indicadores posibles peligro/7G.

- número de épocas alguien "alcanzada" (que secciona) del sistema y W5.

- cómo el material bien u (usuario) es el buscar/lectura/experiencing= empareja

su UIP. Para ver títulos de los artículos del Internet. "Cuenta"
ocurre vía la palabra clave/el tema el emparejar como con el interruptor de Yahoo.
- M/DB: u "señalado" hojea World Wide Web, y él o sistema
"anota" el valor de las vistas (que creaban señales de "señaló
colores ") para otros/ellos mismos en "el acceso futuro" de tales
vistas. Sistema de grado del interruptor del Internet de Magellan.
--"Anotó" los datos usados por consiguiente para desarrollar UIP-DB. Colores
dejado otros ver rápidamente que como de bien las vistas fueron clasificadas (por anterior
persona/sistema).
--el material "encaminó" al files= pertinente de la categoría sujeta en c del u
/DB.
-
. Búsquedas del VA (analizador visual del `) - > "reacciona":
- "cortes y gomas": las búsquedas del va "señalaron" "imágenes " = entonces: "corrige"
según lo "señalado". Ejemplo: búsquedas del va con DB (base de datos del `) para las "imágenes" de
masks= "cortes y gomas" el found= de las máscaras sobre pumpkins= entonces
cambios y colorante de los "coordenadas" en cortinas de la naranja y
negro para Víspera de Todos los Santos =
. --Después - >: u (usuario) puede seleccionar después preferred generada nuevamente
"imágenes " = y: imprimirlas (sobre etiquetas engomadas)/utilizarlas para las etiquetas
para los iconos o los carácteres de las "correas eslabonadas" o del "juego".
- Las imágenes señaladas atraen los carácteres/las pequeñas "imágenes" que miran
diferente según para qué carácter hay:
--Tema de las etiquetas: el va busca "imágenes negativas " = entonces los lugares
=character "imagen " del "juego " = al lado de la imagen negativa. Este nr
el carácter es diferente según cuál es nr/
"señalando". Eg.: El carácter es a: perro al etiquetar seguridad
o ediciones del "acceso"; bebé al etiquetar los juguetes o la cosa para los bebés;
muestra roja de la parada al etiquetar la mayoría de las precauciones importantes.
--El carácter representa la información adicional del interest= como
referente a qué carácter de imágenes es cercano o punteagudo.
--señalado imágenes alteradas de otra manera: para conseguir la atención, eg.:
circundado/color o tamaño cambió.
- "Sonido al convertidor visual" - KN viejo. Eg.: conver de las claves de barras
- Imágenes señaladas de las "rutas" a: archivos organizados cerca: tema
categoría, "cuenta", "estado", "uip"; u (usuario) que necesita imagen (según
uip).

--(las búsquedas del sistema y el tr (transmite) señalaron (uip-adaptar, "analizador visual") imágenes)

- CUENTA (cómo viene de cerca cada imagen (el sistema puede "analizar") dentro paradigma de la imagen deseada) - > el sistema (sistema) "reacciona" con: mayor o menos "corrigiendo".

- Investigador del DB de la imagen (base de datos del `): VA (analizador visual del `) explora DB ()/World Wide Web de la base de datos del `para imágenes "señaladas" ("rutas" él y cualquie texto/página atados/ el texto de la vista de la tela/el otro archivo "señalado" del to= de las imágenes).

. D: ""/"Del artista imagen" hecha salir = C (siguiente de las búsquedas del "analizador" (según (qué, donde, cuando, porqué y cómo) los criterios W5) - >) = "COORDINADOR" (cuál es o no es (mal) compatible) // "CORREA ESLABONADA" VIRUS" // de la CORREA ESLABONADA de // el "cuál era "CORTADO y PEGÓ" (acordando a W5) // "DESIGNADOR" (qué/W5 alteró según ""/"del designador corrige") // "IMAGEN" // qué fue creada cerca "MULTI-COLORER" (según W5) // // "MULTIUSOS" "interruptores" // "SINERGIA" - > - > "reacciona" según lo "señalado": "Corrige"/altera la información o códigos o imágenes.

. (d) Dibujo: S ""/"/u (usuario) de W5 de las imágenes/"de la cuenta/en qué parte is/was (no) operación = ~ del "designador" del artista C = ACCESO; ANALIZADOR; CUENTA; CARRO; EDIT; EDUC; MULTIUSOS; NR; OSCILADOR; Banda; Picosegundo-Zona; Q; R ; RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; TDS; T (teléfono del `); INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA (caminata del `alrededor).

Misceláneo:

. - Funciones automáticamente, o menú dado u de las mejores opciones ("dirección"), y u ocurre mientras que u (usuario) "dibuja". Relacionado con: "corregir", "coordinador".

. El "acceso" = "señaló" imágenes:

- Cañizos para tener el "acceso". "Contraseñas necesarias W5 del access'" sus
se crean las imágenes (generación de la contraseña): El "designador" crea
la contraseña necesaria (o imagen que representa contraseña) = acordando
para "señaló" necesidades de las aplicaciones u.
- Piratas informáticos que atacan: Se atacan las imágenes/sistema de la contraseña de los piratas informáticos ("corregido") como "señaló". el sistema (sistema) puede también parar/hace difícil para que computadora del pirata informático acceda posteriormente vía: fabricación de ella difícil para ellos (con referencia a) crear las imágenes necesarias para ganar tener acceso.
--""/Los "del VA VAGOS" "analiza" cómo las imágenes del posible pirata informático (contraseñas) diferenciar de criterios "señalados".
- Cada uso (según W5) necesita la diferenciación "señalada" imágenes (contraseñas).

El "DRENAJE" = crea imagen.
Pintura; mover el ratón de la computadora a la imagen del drenaje; "inclinación"; cepillo encendido; seleccionando y utilizando "color"; excluye normalmente tomar cuadro vía cámara; % del crawl'; % del `" de la cámara " toma los cuadros (entonces sistema "corrige"); los palillos del color utilizaron; multi-colorer; pluma (interruptor) o cepillo; pintura; frotación (dedo en la pantalla "interactiva"); "danza"; movimiento "R" en crear/"de la manera corrigen" imagen.
. D posterior leída: u (usuario) = este sistema del "artista": ~ del "drenaje" C = CORREA ESLABONADA de // del COLOR (lo hace qué correa eslabonada) // EDIT ("artista" = "corrige " = cuál era) GUÍA dibujada de // drenaje (de las ayudas u (usuario)) // MULTI-COLORER (manera de "dibujo") interruptor MULTIUSOS de // // (determina cómo el uso del u del "instrumento de la escritura" viene hacia fuera) // QUE ESCRIBE EL INSTRUMENTO (herramienta para el dibujo).

. Cañizos para tener el "acceso". W5: las formas/los colores necesarios son dibujado; en se están dibujando qué imágenes de las velocidades (ratón (el promedio) velocidad) o tiempo (duración) del comienzo de terminar.

“”/“DEL EDIT QUE CORRIGE”/“EDICIÓN” =

Altera imágenes en algoritmos complejos. Ejemplos: “arrastre”; hace
colores o formas compatibles; “cortar y pegar”.
- Corregir los modos: “Cortar y pegar” (interruptor, función algorítmica); %
cambio en función o efecto puede estar controlado por u ()/“del usuario de la correa eslabonada”/
otros modos controlados del no utilizador. “Multi-colorer”.
- D: U (artista) - > “ratón” - > c (“corregir”) - > salida de la imagen.
=

5A120 cámara “redactor”: Tomar las fotografías que usted entonces puede
corregir en el sistema relacionado de “C”.
- la cámara toma un cuadro que se demuestre en sistema de “C”. Esto da
chispa al artista (los estudios demuestran a mayoría de “semi-artistas”
ser inspirado cuando tienen tal escena para trabajar a la moda
es más difícil crear arte nada)
- agregar los carácteres animated (el usuario puede encontrarlo más fácil crearlos
si eligen a partir de 1. carácteres existentes, 2. caras, los cuerpos,
los colores del pelo, los etc después “se pegan y pegan” en “C”. Los carácteres pueden
incluso se esté moviendo.
- los carácteres pueden comunicar en forma escrita o del “oscilador”
7.96
+ “analizador visual”:
+ - las búsquedas y alteran imágenes “señaladas”: las búsquedas señalaron imágenes
/aspectos de eso - > se alteran (“corregido”) como señalado - >
salida: imágenes alteradas.
--búsquedas “imágenes” vía: “cámara”; “DB” de “imágenes” (en m/c).
- Las imágenes de la cámara son alterables como en “guía”: amo 5A110
Artista.
- “acceso”: u (usuario) debe “corregir” imágenes de la manera “señalada”.
=

. D posterior leída: u (usuario) = “corrige” el ~ C (computadora del sistema del `) =
COLOREAR (cómo colores alterados) la GUÍA de // de la CORREA ESLABONADA de // (sugiere cómo
u puede corregir) // MULTI-COLORER (u puede corregir la banda (programa) que controla cómo
los “colores” son) // outputted MULTIUSOS (cada u corrige de cada uno
imágenes (en su propia manera o vía propia correa eslabonada)) Interruptor de // (controles
corregir).
=

R57 "mi diario mágico" crea dibujos de imágenes preprogramadas
para almacenar junto con números de teléfono. El usuario de las ayudas recuerda a gente.
[Casio, picosegundo (sistema de colocación del `) 10.93]
- OTD:
ACCESO: ; VAGOS;
CÁMARA: (tomar el cuadro digital de la persona apuntada, y del parte movible con
"k" Info sobre persona); CARRO: (base de datos; interruptor); COMPOSICIÓN
: (grabación vocalized: Info/música del usuario que empareja a cada persona);
ENTRETENER: ; K: ; MFH: (analizador uip->behavioral);
MAÑANA: ((en el tiempo de la alarma) ver los cuadros/las imágenes de la gente/de los acontecimientos/etc
(para que cosas hagan para ese día; puede ser parte de entrenamiento masivo
programa para mucha gente); MULTIUSOS: ; NOTIFICADOR: (alarma
calendario: las funciones tienen gusto de "mañana" en otras veces también); OSCILADOR: ;
Banda: ; IMPRESORA: ; Picosegundo (sistema de colocación del `) (véase R58-10); Q: ; S: ; CUENTA: (#
mide el tiempo del usuario entró en contacto con a tal persona; tds); SYNTH: ; Teléfono: (tr;
marca automáticamente número del teléfono (cuando el usuario pone el sistema por los teléfonos
receptor/sistema conectado con el teléfono vía tr (alambre))); UIP: ;
WA:.
=
Generador de imagen facial R57-1: El usuario selecciona palabras del adjetivo a
alterar la tipografía en software. Combina características múltiples.
El proceso de selección característico requiere menos espacio de la pantalla.
El ejemplo, usuario selecciona: nariz (grande); pelo (rubio); sentido del humor;
gordo; inteligente; interno que crea sola imagen preprogramada
incluyendo todos los factores. u (usuario) ahorrado de tener que considerar todo posible
opciones faciales primero. De Casio: "Mi diario mágico" crea
dibujos de las imágenes preprogramadas limitadas a almacenar junto con
números de teléfono. El usuario de las ayudas recuerda a gente.
- las imágenes faciales se pueden generar en la conexión a cualquier tipo de
imagen/información.
=
- ARTISTA: (usuario que afina en su opinión de uip de la persona (personalidad
created^ facial de las imágenes de los efectos de los rasgos): corte y pasteable
los elementos efectuaron; la cara entera puede alterar; eg.: el usuario dice que las primeras opciones del
devilish->the para los ojos es los estrechos/extraños; o
aspecto hygiene->slightly sucio descuidado/de los pobres (pelo, arropando)).
- las características a utilizar para la selección del comportamiento enumeraron adentro

anuncios personales (amantes que buscan), según lo encontrado en periódicos mundial, eg.: altura (alto, corto), forma de la cara (de largo, de par en par...), ojos (grande...), deshonesto, diabólico, tipo de la estructura de cuerpo, edad, grueso de cejas o nariz o labios o bíceps...

- D: K (teclado del `) = menú del interruptor (software del `) = seleccionó las opciones combinadas = imagen de exhibiciones (la cara)
= la imagen se combinó con: teléfono/dirección/descripción escrita de persona/notas/uip/acceso
- utiliza 57-2
- D: Este sistema de N (invención) (generador de imagen facial) = ACCESO/ANALIZADOR/ARTISTA/BVA ((t) voz - > bva = esta n dibuja la cara (imágenes posibles típicas de tales voces, también utiliza cualquier uip disponible, eg.: vía la identificación de llamador) = uip/m)/C/ CÁMARA (almacenes - > imágenes de los convertidos (cuando comportamiento de la persona (es esperaba cambiar))/CARRO (cómo alterar)/PALMADA (control de las imágenes)/S/EDUC del sistema (aprender la relación entre las imágenes faciales con tipos del comportamiento: los estudios confirman relaciones, aunque no es éste corregir político, eg.: la gente que es gorda, o slur su las palabras son menos probables controlarse)/M (base de datos de las imágenes potenciales emparejaron con toda la información disponible encendido apuntado persona, uip)/MIC ()/MQ del analizador de la voz/MULTIUSOS /NOTIFICADOR (cuando se espera el apuro (de la persona que es mirado/estudiado), eg.: miran como están a punto de actuar adentro manera deseable/indeseable. uip = nr)/oscilador (comunicador sano saliente del `)/banda ()/Q del artista (menú de opción, cómo utilizar)/R () teledirigido/CUENTA (imágenes del `de la probabilidad se generan (al lado de sistema que u) más correcto, basado encendido base de datos/analizador (de sistemas relacionados experiencia anterior tenía con tales ensayos y errores, y según lo estudiado, concluidos sobre, entonces entrado en c (por humans/c))/SENSOR/ANALIZADOR de SONIDOS (t, mic).
- el tipo generated= de la cara corresponde con el tema "señalado" o "humor".
=
pinturas de la foto 6B180: dibujar sobre cuadros (color o negro y blanco) con colores de su opción. Hacer mientras que la cámara todavía está adentro indicar, después con drenaje del ratón o de la pluma y o moverse alrededor de pedazos. Implica tomar del cuadro antes y o después de (la memoria requerida)

- los cuadros desarrollados pueden recibir colores queridos aplicando el special las tintas enderezan encima de impresiones especiales o del estándar.
- los cuadros desarrollados entraron en la computadora ("C") para el futuro el corregir
- agregar el color sobre las fotos blancos y negros
- substituir todos los ciertos colores por color deseado

- Versión del interruptor de: Dispensador de la cinta de corrección: puede ser mecanografiado/ escrito encendido. "Cortar y pegar" en la cinta.
[Productos Co (catálogo de la fidelidad del invierno 95 del Co del pedido por correo - encendido Archivo), ruta verde de 5601 Int'l, Minneapolis, manganeso 5540. 800 326-7555 Fax 800 842-2725; p.9]
- "Restricter": algunas "imágenes" son banda (el programa) a ser (completamente) "editable" mientras que no son otros (en absoluto).
- "Edición" = imagen "que es corregida después".

El extremo "corrige" = "artista"

EDUCAR =

Dirige a usuarios para dibujar mejor.

profesor particular del movimiento 3E061: Dirige a usuarios para mejorar su dibujo movimientos, eg.: guías cómo sus brazos se mueven.

+ ""/"de la GUÍA DIRECCIÓN" = instructor del arte. Sugiere cómo usuario pudo proceder en la generación de "imágenes". Útil para el sector grande de población.
Completar los colores en localizaciones señaladas. Guías/avisos del sistema u para cuando/cómo (w5) pueden crear arte.
Subconjunto de: "Educ".

- Preguntas" del usuario de la respuesta las ", así que u (usuario) pueden alcanzar mejor
"señaló" deseos.
Da instrucciones u (usuario) cómo aprender uso de cada elemento de sistema del "artista".
=
. (d) dibujo posterior leído: U = este ~ del "artista " = de la " guía" C =
CORREA ESLABONADA de // del COLOR (opciones/cómo del color "se corrigen" los colores) (cómo
su controlado dentro de las limitaciones o del temperamento) // de la correa eslabonada
DRENAJE (cómo dibujar (dentro de deseos "señalados")) // EDIT (cómo
utilizar corrigen) el interruptor MULTIUSOS de // MULTI-COLORER // //
(controles "guía") // QUE ESCRIBE EL INSTRUMENTO.
=
artista principal 5A110: hacer los pedazos principales similares a
obras maestras. Seleccionar la pintura deseada, y el dispositivo electrónico
ayudará al usuario de la guía en de muchos métodos. Incorporado
diversas partes vía selecciones y o el dibujo.
Métodos rectores:
. - esquemas cada área del color, en blanco izquierdo restante, permitiendo a usuario
al anuncio sus opciones del color y diversas cortinas. El usuario pudo
seleccionar de las opciones sugeridas, la primera decisión entonces tomada
influencia la opción disponible posteriormente (la coordinación del color)
- cajón del esquema: al hacer los esquemas, el ratón o la palanca de mando
es totalmente restricto, o consigue un poco más difícil a
maniobrar cuando sale un pedacito lejos las líneas requeridas - por lo tanto guías
artista. Y o, una luz va encendido a demostrar llano en cuáles son
en curso, eg. una luz verde y roja, y quizá incluso un amarillo
luz. "C" o el usuario puede señalar que las líneas ellas están intentando
para dibujar tan "C" sabe ayudar a dirigirla
- arte abstracto y relacionado: hacer las marcas de cepillo salvajes, y solamente ésas
esa caída dentro de los parámetros programados lo hace en el arte
pedazo. Eg.: la tinta es como el polvo metálico a el cual se pega solamente
donde se encuentran las áreas magnéticas
. Dirección: tgh, educ.
. "Restricter": "Dirige" u (usuario) con el restricter. Formar de dificultad
en maniobrar consiste una forma de dirección.
. Técnico: el artista puede ver sus creaciones que son hechas directo
sobre la pantalla o el papel. La impresora posterior pudo transferir imagen de pantalla

a la impresora. Impresiones en color; blanco y negro (con diferente cortinas del negro)

- Versión electrónica de H-Non: el dispositivo mecánico pudo dirigir pluma/cepillo/lápiz/etc. con o sin la mano del artista que es utilizada realmente en el tiempo. El artista selecciona colores. El instrumento de la escritura puede ser establo mientras que movimientos de papel, o versa de la visa

- "inclinación": controla las funciones del sistema, sus r = cepillo de pintura.

=

- Completando colores (para la "correa eslabonada"): "Coordinador".

--se convierte/colorea (preexistiendo) forma (como en el relleno encima de a libro de colorante): 2.o/3D/círculos/cuadrados/puntos/bolas/ prismas/puntos - > cambiando en 2.o o las imágenes 3D.

--artista principal 5A110:

+ UIP = "guía": el sistema (sistema) sugiere formas de generación del arte. Sistema sabe datos del UIP vía: el pasado "imágenes" u del "va" creó; menú de preferencias elegidas por u: la "imagen" mecanografía (los "colores", las formas, tamaños, tipo "coordinación" (compatibilidad).

--. D: "Imagen" hecha salir = C (/pide del va del ~ " del " analizador "" "guía"/UIP~ Generación "vagos" del arte de U Q/u) =

CORTE DE // "VIRUS DE LA CORREA ESLABONADA" DE // DEL "DE LA "CORREA ESLABONADA" DE // DEL "COORDINADOR"

Y GOMA " // "DESIGNADOR" // "DRENAJE" // "EDIT" //

"DIRIGIR" // "IMAGEN" // "MULTI-COLORER" // "MULTIUSOS"

// "INTERRUPTOR" // "SINERGIA" // "INSTRUMENTO DE LA ESCRITURA".

. Cañizos para tener el "acceso".

- El sistema enseña a u (usuario) cómo convertirse/contraseña del uso (imágenes).

- Pirata informático "reacción": sobre el sistema (sistema) "que analiza" la presencia de pirata informático, él (sugerir) una clase particular de la "dirección" que dé (parcialmente) corregir/información incorrecta para trampear a pirata informático.

Instructor del arte: "coordinador" = buenos arte/"imágenes".

- ver KN: Instructor % de la música; + instructor de la escritura de la dislexia;

+ "Educ".

"IMAGEN" = cuadro y o sus colores.

Gráficos; algo dibujado (por u); % del icono del interruptor; líneas/puntos/ el otro gráfico hace fragmentos ((hecho) los compris (ing) más complejos imagen). Las imágenes se pueden hacer "interactivas" para las pantallas táctiles. La principal definición excluye el texto, pero se puede hacer para incluir el texto dependiendo de la encarnación de la invención.

- Abarcado de "colores"/de las formas que pueden be= "corrigió".

D posterior leída: u (usuario) = ~ C (computadora de la "imagen" del `) = GUÍA // DE // EDIT // DEL DRENAJE DE // DE LA CORREA ESLABONADA DE // DEL COLOR Interruptor MULTIUSOS de MULTI-COLORER // // (las formas/los almacenes/corrigen imágenes) // QUE ESCRIBE EL INSTRUMENTO.

"IMÁGENES INTERACTIVAS" =

+ "imágenes "interactivas"" para las computadoras o las pantallas interactivas: u /el sistema puede crear las pantallas táctiles "interactivas" con su necesario "imágenes". Las imágenes generadas (iconos) tienen funciones accionadas según cómo se tocan/se activan. Interactivo las imágenes se pueden hacer para y utilizar por S de cualquier KN, y control funciones "señaladas". Para el sistema de diseño adaptante 1D-010.

Cada uno "interactivo " = " imagen" es como una llave o un movimiento w/in "K" de la llave o "R". Diseñar y o controlar las funciones de cualquier producto por la banda funciones/imagen de la imagen interactiva (cómo mira y siente).

Las imágenes interactivas programadas simplificaron: El proceso se convierte en más de un proceso de diseño de "entretenimiento". u (usuario) (quién no puede ser el programador) puede generar imágenes interactivas por el "dibujo" ("corte y pegar" el images= del subconjunto que representa las características (piezas) de entero panorama de la función).

UIP: Menú de las opciones de la función basadas en UIP-DB. Manera en la cual se realizan las funciones efectuaron por UIP-Adaptan.

""/"" de NR/"de la cuenta estado": Se incorporan a imágenes interactivas o imágenes correspondientes. Su values= de diferenciación/cambiante representado por "señaló" "imágenes".

Tipos de la imagen: Los iconos polifacéticos abarcan numeroso (unfoldable) parte cada uno que es una representación. Images= "señalado" representar las funciones correlacionadas. Formado en iconos u otras imágenes demostrado comúnmente en el screens= (del tacto) para representar: funciones/ directorio y archivos (texto, "imagen", banda)/datos/vistas de la tela.
--Otras imágenes según lo utilizado cerca: Microsoft, loto, IBM, Apple, Borlund, Octel, AT&T, instituciones (de las actividades bancarias "que mandan la cuenta"), La vigilancia y el control de acceso ("acceso", y la "pista") se relacionaron compañías; Compañías del "milímetro". Las otras compañías e investigación laboratorios adentro y o tratando de: ACCESO; ANALIZADOR; CUENTA; carro (cartucho del `); EDIT; EDUC; NR; OSCILADOR; banda (programa); Picosegundo-Zona; Q; R; RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; TDS; T; INCLINACIÓN; PISTA ; UIP; ANALIZADOR VISUAL; VR; WA (caminata del `alrededor).
- Los iconos son dos/tres/cuatro/five+ dimensionales. "Señaló" las piezas pueden revelar solamente/estén presentes (véase/funcional) cuando icono o se manipula la parte: dado vuelta/se movió (a otra picosegundo-zona w/in interruptor (archivo)); dirigirse según cualquier ("acceso") criterio W5.

Términos sinónimos de la "imagen interactiva":
- Icono = "imagen interactiva" o "K" o "R". Icono/su lazo de las piezas funciones "señaladas" del to=.
- Función = qué u ()/sistema (sistema) del usuario desea (suceder). Se atan las funciones a los iconos.

. Futurista: "Imágenes tridimensionales " = mano/instrumento del movimiento para (casi) tocar la imagen interactiva. Eg.: "obrar recíprocamente" con frente/lado/trasero del image= cada lado que tiene diverso "r" características. También: para pantallas táctiles "interactivas" más simples.

Usos:

D: u ()/"del usuario" funciones señaladas = ("imágenes interactivas") ~ C =

. ACCESO: Iconos especiales de la necesidad: Imágenes interactivas de U (reconstruye/necesita) (uip-adaptado/diseñado especialmente). Solamente u sabe cómo alterar estos iconos. Iconos (y no "imágenes interactivas) se puede solamente activar/w creado/"alcanzado": hw correcto/interruptor (del `del software)/ carro/acceso.

. CUENTA: iconos del diseño "señalados" a la estructura/al tipo de la facturación cliente/uip-cliente.

. CARRO: u sabe qué carro (cartucho del `) está siendo utilizado correspondiendo iconos "corregidos". Los carros pueden cambiar iconos/tienen o activar necesario iconos.

+ "imagen" = "contraseña del access'".

Las "imágenes interactivas" = chascan encendido imagen entonces - >:
- conseguir la definición/las explicaciones/las respuestas "de las preguntas a"/ Sesión "educativa".
- el oscilador indica la información relacionada
- la información dada en "señaló" lengua

"FUSIÓN" =

Combinando el sistema múltiple del elements= integra/syngerizes them= que crea una nueva "imagen" (apenas) distinguible de elementos originales. Los elementos incluyen: "imágenes" y o su piezas o funciones.
- El sistema "analiza" para un compromiso de donde el centro de un camino se toma. Un tipo de equilibrio entre diversas direcciones, eg.: si se combinan tres archivos, él toman el 33% de cada uno, dando preferencia a esos elementos que causan a los menos conflicto o pobres compatibilidad con los otros dos archivos.
-

(d) Dibujo: El "artista"/alteró la "imagen" hecha salir = C ("fusión") =
DEL "COORDINADOR" DE // DE LA "CORREA ESLABONADA" DE // DEL "DE LA CORREA ESLABONADA VIRUS" DEL CORTE DE // % "
Y GOMA " // "DESIGNADOR" (se señala qué es alterada por
combinar las funciones de la función/del designador como forma de "fusión" función) // "DRENAJE" // "EDIT" // "GUÍA" // "IMAGEN" // "IMÁGENES INTERACTIVAS" // "MULTI-COLORER" // "MULTIUSOS" // "INTERRUPTOR" // "SINERGIA" // "INSTRUMENTO DE LA ESCRITURA".

+ "MULTI-COLORER" = iguales que la correa eslabonada exceptúan controles del usuario cómo movimientos de la correa eslabonada.
- U tiene control de no/minimal sobre la salida del color/de imágenes, pero de u controles donde se hace la salida (donde se mueve la pluma/el ratón).
Diferencia de la correa eslabonada que se mueve en sus la propia.
+-see "correa eslabonada" para todas sus funciones con el potencial para u (usuario) a control donde fluye la "escritura del instrumento" sus tintas.
. D posterior leída: U = este "artista " = ~ " Multi-colorer" C (computadora del `) =
DRENAJE de // de la CORREA ESLABONADA de // del COLOR (color hecho salir = multi-colorer) //
ESCRITURA MULTIUSOS DEL INTERRUPTOR // DE // // DE LA GUÍA DEL EDIT // INSTRUMENTO (color hecho salir = multi-colorer).
. - funciones en cualquie sw/hw "instrumento de la escritura".

. Cañizos para tener el "acceso". W5:
- Los u multicolores (un tipo "correa eslabonada") necesitan funcionar acordando para criterios "señalados".
- (Cerca/sistema) los observadores del accessor ven/"para analizar" la función de el multi-color= del u "reacciona" W5 (qué, donde, cuando, porqué y cómo) u tiene: "" excedido/sido del acceso resuelto como pirata informático (debido a los colores incorrectos que son W5 emitidos).

"MULTIUSOS" = generación "interactiva" del arte del grupo. Cada usuario "corrige imágenes" de cada uno "". Ver el "juego". Cada partido genera poseer arte por el que puedan las porciones del anuncio [o cancelación] de otro "imágenes" (simultáneamente).
. artista múltiple 6B030: Hecho en iguales o computadoras conectadas.

- Los profesores, los redactores, y la gente tragan la cadena de producción creativa
puede realizar los cambios futuros también
- Hecho vía: módem, teléfono ("T") (regular o celular), etc.
- Cada uno la contribución de la persona separada se puede marcar con etiqueta cerca: diferente
el color, o se puede separar por cualquier usuario (apenas trabajo de la sola persona
pudo ser traído para arriba sobre la exhibición ("S"), o una persona
la contribución se puede también separar para el momento en que o el plazo adentro
cuál fue entrada en. Puede también ser separado según tipo de
el artículo entró, eg.: explicar qué fue afinada adentro entonces hace que suprima
todo el material luego, etc.
. D posterior leída: u (usuario) = este ~ del sistema del "artista" C =
GUÍA de // EDIT // del DRENAJE de // de la CORREA ESLABONADA de // del COLOR (guías
cada u a "interactivo"/coto (secciones de) otras "imágenes")
Interruptor MULTIUSOS de // MULTI-COLORER // // (software del `).
+ el mismo sistema puede uip-adapta el mismo icono para diversos usuarios:
("interactivo") las "imágenes" se aplican a todos/"señalado"/los "multi-usuarios". Las funciones "señaladas" de
imágenes interactivas se aplican. Eg.:
el mismo icono básico tiene cinco variaciones para cada u= w que diferencia
representación/función visuales. U puede icono de la banda (programa) estar tan
distinguido.
. - las contraseñas necesarias de cada u (imagen) diferencian.

"RAZONES PARA DIBUJAR" = misceláneo.
+ aumento "acceso".
+ "imágenes interactivas"
- Generar las "imágenes deseadas".
- función del "juego" (del jugador; para ganar): Crear imágenes por ejemplo
los de carácteres y de herramientas. Crear esas imágenes más probable
para ayudar al jugador a ganar, eg.: el más grande, el más brillante, colocado adentro
localización "señalada" (picosegundo-zona) (en lo referente al ambiente
factores (puntos del enemigo o modos que atacan/de defensas).
- "educ" (mejorar las capacidades del dibujo/interruptor);
- "tgh" (terapia creativa): % "del acceso": u correctos "reacción " =
los vagos determinan el u= son un usuario legítimo.
- aumentar la creatividad del u: ver el papel intercultural de la ingeniería,
y remisiones al papel.

- hacer el arte
- "vagos"
- "Milímetro": otras multimedias
- utilizar para los usos en: "hospitalidad", "oscilador" mezclado con imágenes, "tgh", el otro KN (invención) que utiliza (cambiable) "imágenes".

Otro: el uip del sistema de la ayuda mejor entiende u (usuario) que es estudiado (los "vagos"); crear las imágenes/los diseños necesarios/imagen de kn; % componen: los diseños hicieron se interpretan en los sonidos ("convertidor del sonido de la representación visual"). (KN) diseño de producto: cubierta externa; imágenes usadas en su interruptor.

- "Entretener" (artista que juega).
- Software 5G061 de la dislexia.
- Proyección de imagen necesaria de cualquie interruptor, eg.: "Interfaz" del "usuario"; iconos; . "Estado": el status= del u correlaciona el w= cómo son las "imágenes" ellas see= demostrado en la "pantalla".

--Tipos de estado "señalado": longitud del uso del u del sistema; nivel de "acceso"; el material sujeto u (usuario) es la visión W. "que obra recíprocamente".
--Valores en demostrar estado: demuestra a gente ("nr") que camina por los u status= por ejemplo para el nivel del u de acceso; "Educ": demostraciones instructores"/"del estado de su estudiante "cuentas"; motiva u a hacer el better= y el get= "anota mejor" ("de"/la banda del "del educ juego").
++--La imagen cambiante representa el estado del usuario. En otras palabras, la imagen efectúan el comportamiento del u: (Sutil) las diferencias en imágenes alteradas influencian el U. Eg.: trabajan más difícilmente para conseguir mejores imágenes debido a su anotar; u (usuario) es más cauteloso (por instinto cuando los colores son más amarillos, rojos o anaranjados).
Cambio del color = "nr". El UIP influencia "corregir " = sacando mejor "respuesta" de U/de %sys (imagen - > va - > "respuesta").
--"Acceso": el nivel del acceso del u "anotó" por el tipo "imágenes" el aparecer (en S/almacenado en archivos después de que hayan estado alcanzadas).
. --El "VA" trata imágenes "señaladas" de u/sys w (con) diferentemente. El sistema puede el convite u diferentemente por su estado o cuenta, pero vía el "va" es simplemente otro método algorítmico.

"RESTRICTER" =

+ 2D100 movimiento Restricter: Movimiento del instrumento de la escritura
controlado (vía los imanes o la banda): Diversos niveles de resistencia
y la facilidad en el dibujo puede facilitar la inspiración creativa para
arte abstracto.

- D: pluma (imán) = superficie = imanes de la escritura (debajo de superficie)
- el virus de la correa eslabonada infecta el instrumento de la escritura: virus= de la "correa eslabonada"
"teniendo acceso " = efectos del instrument= de la escritura cómo instrumento
altera/crea imágenes. La correa eslabonada/su función del virus tiene gusto
imanes en el cumplimiento de cómo escribe los movimientos/escribe de los instrumentos/
funciones en otros aspectos.
+ cuando la capacidad del movimiento de la pluma (W5) cambió: u (usuario) (en "juego") sube
la colina o el otro terreno difícil; tds: el tiempo está funcionando hacia fuera;
batería que funciona hacia fuera; "juego": al opositor debilitó al jugador;
("nr" para) "c" o retraso del sistema (sistema); mecanografiar el texto o banda o color o
imagen o material relacionado del UIP; "dibujando" "señaló" tipos de
el arte tal como su firma puede requerir un un a un cociente.
--cuando son múltiples los factores que influencian el movimiento ocurren
(simultáneamente) pluma controlada cerca: energía hecha un promedio, lo más bajo posible o
los factores de influencia más altos.
+ tipo efectos: como "multi-colorer " = movimiento de la pluma
la "reacción " = tiene resultar (imprevisible) (las "imágenes"). U puede banda
el cociente preferred entre el movimiento y la interpretación.
Diversos "colores" emitidos según: el cociente de la interpretación
/w5.
. - versiones del interruptor/del hardware (mecánico/EL) (independientes a la PC
"c").
. Construcción del instrumento de la escritura: "Ratón": la bola
la viscosidad cambia (por grados de diferenciación conmovedores de la bola w de la rotura de
presión (como las roturas del coche).
- el movimiento físico del usuario se altera según programa.
- diversas plumas (operables simultáneamente ("multiusos")) tener
el movimiento interpretó diferentemente.
- cociente entre el movimiento físico de la pluma w (con) cómo su interpretado:
el cociente entre (los u) el pen= móvil w cómo traduce en S tiene
algoritmo.
. --Eg.: el estándar puede ser el movimiento el 1cm y S interpreta en el movimiento de 1m m,
mientras que la desaceleración puede tener el movimiento físico y .2m m S del 1cm

el movimiento, o la pluma puede ser autorizado para demostrar en S como mudanza 1m m a los 2cm.

ratón Restricter de p+ 4J050:

La facilidad en ratón de mudanza se restringe como sistema de dirección. Ratón los movimientos son más duros de maniobrar cuando entra en undesirable área.

. Cañizos para tener el "acceso". Función de W5 "Restricter" (poder):

- Las contraseñas pueden alterar cómo el "restricter" "restringe " = (cambiando qué puede ser W5 alcanzado).
- Los resultados/función del "restricter" determinan W5 pueden ser "tenido acceso".

"ESTADO" =

+ la "edición" demuestra el estado de la situación: mecanografiar el tema/el nr /"encaminamiento" demostrada por cómo "se corrigen" las imágenes. Valor: requiere menos explicación del texto que estorba la pantalla. Ver: IMI "cuenta", "Estado".

. Ejemplos de lo que representan las "ediciones":

- cantidad de demostraciones de sombra es cuánto información adicional en el DB disponible en la "imagen interactiva"; el color demuestra el tema; colores múltiples como la demostración (mezclada) azul y verde o azulverde a combinación de los estados eg.: temas.
- la dirección de la sombra puede demostrar en qué lado o área (de s) u (usuario) poder hallazgo: información aplicable, iconos, archivos.
- funciones posibles de la "imagen interactiva".

. Dibujo del "estado" (d): ""/"Del artista imagen" hecha salir/"estado" (del "artista" característica/por cómo icono interpretado (u)) = C =
CORTE DE // "VIRUS DE LA CORREA ESLABONADA" DE // DEL "DE LA "CORREA ESLABONADA" DE // DEL "COORDINADOR"
Y GOMA " // "DESIGNADOR" // "DRENAJE" // "EDIT" //

"GUÍA" // "IMAGEN" // "IMÁGENES INTERACTIVAS" // "MULTI-COLORER" // // "MULTIUSOS" "INTERRUPTOR" // "SINERGIA" //
"INSTRUMENTO DE LA ESCRITURA".

. "Estado" D: U =/""/"de la pantalla estado" (cualquier cosa que puede ser "señalado" por estas funciones puede tener una correspondencia "edición"; La parte W5 está siendo) el ~ usado C (computadora del `) = ACCESO (W5 está teniendo acceso); ANALIZADOR; CUENTA (si es la función siendo mandado la cuenta y a qué tarifa (w5)); CARRO (que el carro se utiliza); EDIT; EDUC (qué información puede ser docta (W5)); MULTIUSOS (quién está utilizando el sistema W5); + NR (qué necesita la atención w5); OSCILADOR; banda (programa) (w5 se puede programar); Picosegundo-Zona; Q; R (`teledirigido); RANURADOR; + CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO ; TDS; T; INCLINACIÓN; PISTA; UIP; VISUAL ANALIZADOR; VR.

"Interruptor" = ("artista") software; programa.
"interruptor"; "banda"; "carro"; "corrigiendo" programa; % "de la correa eslabonada" del `crawl'; % virus; %multi-colorer.
. D posterior leída: u (usuario) = C (computadora del `) = controles/"del interruptor guías" = GUÍA // DE // EDIT // DEL DRENAJE DE // DE LA CORREA ESLABONADA DE // DEL COLOR Interruptor MULTIUSOS de MULTI-COLORER // // (software) del `// QUE ESCRIBE EL INSTRUMENTO.
-"/"del "interruptor "señalado"" = "del carro acceso".

"SINERGIA" =
Efectos sinérgicos de las piezas del "artista":
Las piezas múltiples pueden trabajar juntas para crear los resultados diferentes de qué sería creada tenía él funcionó (más) solamente. Eg.:

Instrumentos de la escritura:

- Movimiento Restricter. Restringe: (automático) corregir el modo cerca: retraso/reducción de opciones editable disponibles, eg.: "coordinador", "correa eslabonada", "corte y goma".
- Multi-colorer: W5 (qué, donde, cuando, porqué y cómo) u (usuario) "cortes y gomas" determina resultar ""/cómo del color "se coordinan" las imágenes.

- Correa eslabonada: ""/"de los cortes y de las gomas coordenadas" a lo largo de su estela.
- Palillos del color: el parte movible en cualquier instrumento de la escritura o corrige modo.
El palillo se convierte en... color primario o secundario (en color
esquemas de la coordinación). Colores de los efectos en "corte creado recientemente y
" imágenes pegadas.

Animoso: controles cómo corregir las funciones.

- "sinergia" = "acceso"

La "INCLINACIÓN" = considera el "instrumento de la escritura".
Cada ángulo de la "inclinación" correlaciona w (con) asoció funciones: tipo
color; grueso u oscuridad del color.
"USUARIO" = artista; cajón; usuario; inclinación = "instrumento de la escritura".
% de la persona que es efectuada/imágenes creadas demostradas; % de u que es analizado
por "vagos"; % de u (usuario) que intenta tener el "acceso"; % del observador (de imágenes
(siendo creado)).
- ver la "inclinación" = el "acceso".

+ pluma mágica: KN. Puede "dibujar" mientras que en cama, bañera, el etc.
+--los choques del automóvil móvil no se transfieren a la "escritura
"/"del instrumento ratón " = "los sensores" juzga "la vibración" llana de
el sys= exterior y compensa al interpretar/"que detecta" cómo
"se dibuja" el "instrumento de la escritura".

"ANALIZADOR VISUAL" =
(Con la ausencia de códigos correlacionados) el "VA" analiza "imágenes"
(creado por el "artista") = y "reacciona" según lo "señalado".
- Valores: puede ahorrar la necesidad de escribir/genera códigos adicionales
(para para qué color están/los soportes) - éste ahorra tiempo de trabajo humano adentro
incorporando o creando la información, y el espacio en la computadora,
si se asume que ""/el "de la imagen color" está ya allí de todos modos.
ediciones de +-Patentability: cuando el color o las imágenes representa
el something= el VA ("analizador visual) es otra (sin embargo) manera menos eficiente de sistema"
el saber/que tabula ("generaciones del artista) el wo los códigos.
+--"Acceso": Esto puede servir además como "acceso"

el hinderance para los piratas informáticos wo los códigos ni "señaló" el "va". Un nuevo manera de almacenar datos de c.

--sugiere qué temas faltan vía el "va": los temas etiquetaron por "imágenes".

- ver el "VA" = el "acceso"

"INSTRUMENTO de la ESCRITURA" = ratón, aguja, "inclinación".

"Ratón"; "R"; Pluma (EL) o cepillo; Cursor de la "computadora"; % "Correa eslabonada"; "Inclinación".

=

palillos del color 5A130 para el cojín del dibujo de la computadora: Simplifica "C" sistema de gráficos para los niños. El niño inserta el pedazo plástico para el color deseado.

- Insertar uno de muchos los pedazos plásticos formados creyón coloreados activar el color deseado.

- seleccionar el palillo del color que usted quiere, insertar un tercero de la manera en la ranura, y se mueve alrededor de este palillo de alegría para crear las formas usted querer. ¡Para un diverso color, seleccionar otro palillo de la diversión!

- utilizar muchos colores en su cuadro

- puede imprimir cuadros

- la base del dispositivo tiene otras funciones programables

- diseño con el palillo de alegría también [el palillo de alegría pudo tomar color "inserta"]

--el sistema identifica el tipo palillo vía: pequeñas diferencias adentro forma en el punto de conexión; o luz, eléctrico, etc frecuencia emitida cuando se enchufa.

El palillo de O-one pudo tener capacidad de crear varios o todos los colores. el selector del color pudo ser de un tablero dominante, o de los interruptores en palillo de alegría. Esto es más simple, con todo quitado quizá del vendible la idea de un color tiene un palillo.

- OTD: "S"; "C"; pp; P.M.; Reino Unido; ratón; el interactive%; educ; juguete; básico; entretener; ejercicio de habilidades creativas; portable; sst; impresora; "M"; punto de ebullición; SP; alerter; oscilador; egh; cuenta; tgh; md; carro (colores, posibilidades gráficas, cómo los movimientos pueden ser interpretados y alterado, etc); cp; uq; el pi%; carácter; palmada.

% "de la inclinación": las piezas de diferenciación mencionadas pueden también actuar como un r

- "carro": el punto uno pudo insertar para conseguir los colores adicionales/
funciones del "artista".

. Versión manual del "instrumento de la escritura" (para la "correa eslabonada"):
- la tinta fluir-por piezas del dispositivo puede ser: cambiado/
substituido. Esto ayuda si se quiere un color alternativo puro
rápidamente; desgaste y rasgón; para la limpieza...
- esto tiene mecánico y o versiones electrónicas
=
. (d) dibujo posterior leído: U = "~ del instrumento de la escritura" C =
GUÍA // DE // EDIT // DEL DRENAJE DE // DE LA CORREA ESLABONADA DE // DEL COLOR
INTERRUPTOR MULTIUSOS DE MULTI-COLORER // //.
=
. Flujo de la tinta para el interruptor/las versiones manuales:
+ la tinta (parecer ella) fluye hacia fuera con uno/las fuentes múltiples
(simultáneamente). Los cambios en color suceden (gradualmente).
+ la tinta fluye hacia fuera con (una) fuente. Los cambios en color pueden
sucede gradualmente/precipitadamente. El punto de fluir hacia fuera en la versión del interruptor (software del
`) es
representado por una imagen: cursor/pluma/cepillo/aerosol
(puede/)/ratón del dedo del inyector/de la cola/de la computadora [representado completamente encendido
]/bola (de s del balanceo)/animó el carácter (de su escritura
instrumento)
- pueden tener dos o más cabezas de la tinta que trabajan simultáneamente, cada uno
con propio o separarse el "cerebro" que decide cuando y cómo los colores
cambiar. Esto permite crear de arco iris interesantes. Colores
puede cambiar en mismo o diversas horas.
--cada lado de la pluma tiene diverso color contemporáneamente
- pueden tener imagen de dos o más cabezas de la tinta que trabajan simultáneamente,
cada uno con propio o se separa el "cerebro" que decide cuando y cómo
cambio de los colores. Esto permite crear de arco iris interesantes.
Los colores pueden cambiar en mismo o diversas horas.
=
+3C-290 animoso:
Cómo el objeto se juega con las señales correspondientes de los disparadores.
Los "sensores múltiples" son activatable simultáneamente según
el grado de la presión y o las áreas del objeto fue manipulado.

- Cómo está manipulado: Rodarlo. Botones/palanca de mando ("inclinación"): prensa o girar o doblar o torcer. Todas estas acciones accionan arte creación. En formas y tamaños múltiples, eg.: bola, rectangular prisma, cubo. Apretón o torcedura: accionar señales según qué "sensores minúsculos" donde activado simultáneamente (debajo de el amortiguar. Gota o tiro: diversos niveles de impacto crean señales correspondientes.
- Interpretación de manipulaciones: Diferenciación (simultánea) resultado correspondiente de las generaciones de señal W5=. Consecutivo el accionar de los sensores (iguales) por ejemplo vía despedir puede tener efectos de diferenciación (de disparadores cercanos subsecuentes del tiempo).
- Versiones del interruptor: El objeto animoso está en el s= u (usuario) manipula el it= w "instrumento de la escritura".
--ratón (del estándar): activa animoso para comportarse (automáticamente) sobre u que acciona el icono del comportamiento deseado. Función animosa de la poder como una "correa eslabonada".
- "Juego": mover el carácter manipulando animosa (formado como muñeca).
- Ediciones de la patentabilidad: Similar a: "VR", teledirigido de robustezas. Quizá los usos y la señal única que crean modos son las ediciones de la patentabilidad.
- como una marioneta animosa puede ser utilizado para controlar cualquier "R" mencionado función de control. Ejemplos: mover una muñeca 3D.
. - El dispositivo transmite vía ondas del alambre o de aire
- Insertar diversos artículos, eg.: palillos plásticos, y movimiento sobre cuando insertado.
- D: Manipular los "sensores " de cualquier objeto = en cualquier way= y su el signals= resultante se interpreta según lo "señalado".
. - relacionado con 5A-130; referencia a este KN hecho en "R".
(descripción relacionada incluida probablemente anterior).
. --Según el tipo artículo insertado, diversos gráficos crearon.
El dispositivo de recepción identifica los artículos insertados por su: barra códigos, cinta magnética de "C", forma... La gente puede comprar tales pedazos adicionales por separado de la unidad principal.
. --Las inserciones pudieron también tener software dentro de él, o venir con a disco separado del software insertible en unidad principal
. - Ap: los gráficos generación, juguete, actúan también como ratón estándar de "C"; peso de papel; pedazo decorativo; puede estar en la forma de interesante

objetos: muñeca, animal, máquina creativa, coche, plano...

- OTD: nuevo tipo de cubo de Rubics; juego; es el dispositivo de control de "R" que también activa los otros aparatos electrodomésticos y hospitalidad sistemas; "R"; "S"; "C"; pp; P.M.; Reino Unido; ratón; fecha; tds; interactivo; educ; juguete; todos; juego; hospitalidad; portable; impresora; "M"; puede estar una pequeña "C" por sí mismo, con propio "S"; punto de ebullición; oscilador; vc; cuenta; tgh; egh; md; carro; cp; uq; mq; tener acceso (para diversión de ella); uip; carácter.

=

% de 3C-310-083009 del arte del disco:

El disco de giro deja el lenguado del usuario en colores crear arte maravilloso demostraciones del color.

- Hecho manualmente con tinta verdadera
- en "C" que usa el ratón para frotar el color.

--puede también tener objeto el giro (dos o tridimensional) eso conseguir la tinta como hacen girar alrededor. Los objetos tridimensionales pudieron también hacer girar en su propio acceso - como los planetas en universo.

--puede tener todos los tipos (no de giro) de movimientos crear colores

- la versión de la computadora deja a gente combinar colores también...

OTD: "S"; "C"; P.M.; pp; ratón; juguete; impresora; "M"; cuenta; egh; carácter.

- versión del interruptor.
- el disco puede comenzar y parar en los tiempos/speeds= de la banda (programa) permitiendo a u frotar el paint= tan allí es círculo menos que completo pintado (como rociadas).
- la "correa eslabonada" permanece inmóvil alterando imagen en disk= mientras que disk= movimientos.

=

Arte del dedo R39-10: presionar los dedos a lo largo de la pantalla para generar efecto deseado (imágenes; comandos (pantalla de control de tacto): seguro las secciones de la pantalla pueden estar para los comandos, otras secciones para otra propósitos: "s", tocando para crear imágenes, el etc)

- sacar a colación las últimas imágenes, después corregirlas/alterar vía gráfico estándar modes^: cortar y pegar; tamaños de in/decrease
- D: el usuario = los tactos/las llaves en = s = c = oscilador de la impresora/desearon función
- OTD:

ARTISTA: ; CÁMARA: ; CARRO: ; COMPOSICIÓN: ;
ENTRETENER: ; K: (r); MFH: ; MAÑANA: ; MULTIUSOS: ;
NOTIFICADOR: ; OSCILADOR: ; Banda: ; IMPRESORA: ; Picosegundo: ; Q: ;
S: ; CUENTA: (tds); SYNTH: ; Teléfono: (tr); UIP: ; WA:.

- Versión del interruptor de: Receptáculo rotatorio: asimientos todo, eg.:
plumas. Clicks= de U vía "ratón " = deseado escribiendo el instrumento/
"corrigiendo" modo.
[Productos Co (catálogo de la fidelidad del invierno 95 del Co del pedido por correo - encendido
Archivo), ruta verde de 5601 Int'l, Minneapolis, manganeso 5540. 800 326-7555
Fax 800 842-2725; p. 9]

. Cañizos para tener el "acceso". W5 "instrumento de la escritura" (poder)
función = "acceso".

Maneras adicionales de jugar a artista:
- "Restricter": la cuerda eléctrica de la herramienta real 3D puede ser
representado por hasta dónde la herramienta puede alcance alrededor en S (como
"señaló"/para no efectuar negativamente seguro (importante)
elementos. Las cuerdas del wo de las herramientas son más móviles/w (con) menos
"restricciones".
+ vacíos/ventiladores: Limpiar (de la mentira floja) los desechos indeseados/
vacíos del w= de los elementos. p77, 63. Especialmente para las secundario-imágenes eso
no es la imagen más grande firmemente fijada de w/in. Eg.: el va determina eso
los de hojas sueltas o el documento o la suciedad sobre césped pueden estar arrancados o ser aspirados
encima del resto perjudicial del wo de imagen, y de resultados en resto (césped) de abajo
el llegar a ser visible. (Entonces para arriba aspiradas las imágenes pueden ser: recogido/
"combinado" para el "corte y pegar" a otra parte.
+ la carretilla de rueda/coge los carros = "cortar y pegar" (que toma y
la descarga) = entonces u (usuario) debe "corregir" de allí de una manera más cuidadosa.
p68. Las trayectorias viajaron pueden dejar las marcas interesantes/"rastreables"
la marca así que u sabe qué "fue cortado y pegaron" W5 (por la edad de la pista
marcas).
- ropa/cascos de la materia textil (usados por el "carácter" = el "juego")
los protege contra: colores/""/"de las imágenes correas eslabonadas" (que se pierden
(por lo tanto perder pocos puntos)).

- calentadores: hace (semi) "" congelado/las "de las imágenes correas eslabonadas" más móvil /funcional (hasta sus ("acceso") capacidades completas). p77
- tornillos/clavos: más fuertes son el más largo/las imágenes W5 "se cortan y +pastable ".
- mezcladores concretos: verter en los moldes (3D) creados previamente por U= haciendo nuevas "imágenes". p79
- termómetros: "/"del estado de las demostraciones "cuenta" de imágenes. p83
- cintas métricas/calculadoras: tamaño de imágenes (para "coordinador"). p83
- detectores (del metal) = buscador del va: imágenes "señaladas" de las búsquedas.
- motores: la energía de la herramienta asoció el tipo motor de w (con) usado. p88

+ cepillo: "sensores " = en la tableta de la entrada de la imagen (kn) = movimientos del cepillo de s. % también: el cepillo puede tener material (productos químicos/electro carga elementos/pequeños objetos duros/cerdas resistentes/alambre) cuyo la presencia es detectada más fácilmente por el "sensor".

Archivo: El arte \ AR-Escribe
PIEZA DE ART-WRITE:

Software para los disl3exicos de enseñanza y los escritores jovenes cómo escribir.
. Tableta de la escritura de la entrada de la imagen:
- Qué usuario escribe se representa en la "pantalla" después de que "fuera corregida rápidamente".
- en otras palabras: mientras que u escribe cierto OCR del letters= (reconocimiento de caracteres ópticos) "corrige automáticamente" carácteres "señalados". Permite al escritor mejorar leen su material/ven cómo los disl3exicos leerán su material.

+ instructor de la escritura:
Enseña a gente a escribir correctamente. Alarmas para el disl3exico o el cursivo pobre. Ahorra de tener que pagar a profesores para leer el material para las correcciones.
. - D: u (usuario) = "escritura instrumento" (la aguja = la imagen entraron la tableta) = VA (analizador visual) del `(de caracteres ópticos)/"del reconocimiento guía" = nr: siempre que u (usuario) escriba una letra no estándar, palabra, %phrase.

- D: ""/"Del artista imagen" hecha salir = C (computadora) del `("analizador visual"/de caracteres ópticos reconocimiento/interruptor del disl3exico) =

+ "COORDINADOR" (compara últimos errores del presente del w= (escrito/leído) - > UIP-Adaptar/"guía") // "DESIGNADOR" // % de // " MULTI-COLORER" // (tiene diverso programa del "educ") // "MULTIUSOS" "interruptor" // "INSTRUMENTO de las "IMÁGENES INTERACTIVAS" de // de la "IMAGEN" de // "EDIT" (cuál es written= es "corregido") // del "DRENAJE" (escritura "imágenes") de la ESCRITURA".

- UIP-Adaptar: El sistema se adapta en estudiante de enseñanza para escribir según sus capacidades pobres. Es decir: este sistema "analiza visualmente" el errors= del estudiante después desarrolla UIP-DB= para UIP-Adapta, así que el interruptor (software del `) se adapta al usuario.

- VAGOS: cursivo "analizador": [KN de A, de B o de C Dir] - > da el pronóstico del comportamiento (relacionado posiblemente con los problemas de la lectura/de la escritura).

- Mecanografiar el cursivo enseñado en cualquier lengua. Para aprender: escritura del no-disl3exico; buena caligrafía;

- Ver: + "guía" del "artista", "restrictor" del "artista".

. El otro interruptor de los apuros enseña:

. - escritores dejados de la mano que necesitan hacer su mirada de la escritura como si fuera de la mano derecha.

+ NR: Demostraciones del software cómo las letras deben haber sido escritas sobreponiendo la forma correcta en un color alternativo sobre lo que fue escrito.

. --Es decir: Cómo el sistema (demostraciones necesarias) corrige (los sions): en un diverso sistema del color= semi estupendo impone donde la pluma debe tener gone= mientras que demuestra lo que "fue dibujado".

. - estilo pobre del cursivo definido como: si u presiona demasiado difícilmente o demasiado ligeramente (de manera desigual) = el nr W5 (qué, donde, cuando, porqué y cómo) fueron hechos incorrectamente; letras escritas demasiado grandes/pequeñas/escritas irregularmente; ilegible (aunque el VA (analizador visual del `) pudo poder leer); escrito demasiado rápidamente (por lo tanto ilegible).

- NR incita a escritores/a lectores lentos ir más rápidamente. "Anotar" las señales sonoras cuando u (usuario) es demasiado lento. Recompensa a usuario cuando su escritura es buena vía "humor positivo" en formas de: oscilador, texto.

Estrategias de búsqueda de la patente de los E.E.U.U.:

- str: (software o programa) y (enseñar o educat o aprender o dar instrucciones) y (escribir o escritura o drenaje o pintura).

- Patentes de los E.E.U.U.: 4138719 4972496 5365598

-5486122 dispositivo y método computacionales usables autónomos de expresión artística usando el "juego": Los dispositivos educativos que usan métodos educativos process-oriented se divulgan para preparar a niños para el 'teclado adaptante interactivo. El dispositivo incluye sistemas de guantes y de indicia aplicados a los dedos de guantes para proporcionar las representaciones ilustradas del teclado.

Archivo: El arte \ AR-Causa

PARTE: ARTE - CAUSA

Qué "se señala" como necesitando "corregir" y porqué:

Cosas misceláneas "se corrigen" que:

+ enumeración: Los disl3exicos de algunos números pueden tener apuro con: número (dígitos, eg.: 3 contra 8, 2 contra 7, 6 contra 9, 5 contra 6, 1 contra 11. --Eg.: la porción izquierda de 8 sería más en negrilla que derecho, y likewised para la parte inferior de 2, e izquierdo inferior de 6; los dígitos de 11 serían separados un poco más que generalmente y cada dígito se hace quizá para parecer levemente diferente. Las comas se pudieron boldened, juntado con el mayor espaciamiento entre cada sistema de tres dígitos.

- Pedazos del tiempo: cara del tiempo de reloj: digital o dial [se corrigen", o no se utilizan las demostraciones/recuerdan de la marca u, que el lado correcto e izquierdo, que tapa y parte inferior], los números "en absoluto.

--Otras alteraciones: formas de la cara o del dial; sus colores o texturas. Hacer fácil para los niños y los disl3exicos y avistar impared. Cada hora puede tener diversa cortina en fondo. Ver el reloj del olor de KN en 5J.

+ daltónico: las ayudas enseñan a gente daltónica a identificar mejor entre los colores. Ejemplos: el texto contra colores de fondo es ésos que dan dificultad del lector; la prueba de /exercises de los "juegos"/recuerda u que las luces rojas en las luces de la parada están sobre el amarillo, con verde en la parte inferior; las muestras de la parada de la calle se demuestran en colores con excepción de rojo, para de ser efectuado más por su forma, y las localizaciones comunes en esquinas.

--los grados de diferencias sombreadas (según lo experimentado por el tema daltónico) se alteran (en un cierto plazo).

UIP [información de usuario que programa]: El sistema identifica qué necesidades que alteraban después tener "analizaba" el patrón de comportamiento anterior del usuario, tal como sus errores en la computadora. Éste es un ejemplo de qué porciones de software que pueden ser demasiado difíciles de convertirse para sus versiones de la liberación temprana.

- "Corregir"/"ruta" localiza ciertos términos del interés especial al usuario basado en UIP = interno que el sistema destacará tales capítulos (menú del texto de w/in)/párrafos/oraciones/palabras/letras/imágenes.

- el sistema decide (basado en el uip) qué palabras son importantes para u, eg.: el "cerezo" se marca en rojo de cereza mientras que el texto restante es un el resto del solo color (blanco, o gris, etc.), porque el lector funciona una huerta o tiene gusto de cerezas.

Referencia de archivo: PCTAdapt2006-12

DISEÑO ADAPTANTE DEL GENIO

CONTENIDO

PARA EL USO REVOLUCIONARIO DE LA PALMADITA

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SECCIÓN 1 DE LA INTRODUCCIÓN:

. Parte 1 de la introducción: ¡Adentro PRIMERO LEÍDAS - entonces invenciones interesantes de la búsqueda de la palabra clave!

. Características - versión práctica corta. Leer esto pronto.

. Abreviaturas - versión corta

. Símbolos - versión corta

SECCIÓN 2 DE LA INTRODUCCIÓN: Leído mucho más adelante

. Concesiones que dimos

. De la investigación décadas continuas del pasado adentro

. Buscar y substituir

. Abreviaturas y símbolos detalladamente

+ el usuario selecciona palabras que necesitan ayuda con: U desarrolla los archivos abarcados del texto que tienen problemas especiales con (sobre y más allá de cómo su interruptor maneja imágenes). Eg.: el interruptor común del procesamiento de textos tiene capacidad para que u incluya las nuevas palabras para su comprobador de ortografía, pero se utiliza este archivo mientras que un seeker= después corrige.

"Educación": Las imágenes difíciles se utilizan más frequently= que da a lector más entrenamiento y experiencia. Vía el thesaurus= del interruptor las palabras se substituyen por otras palabras similares (incluso si puede ser levemente torpe). Alternativo, las imágenes difíciles se substituyen por imágenes más fáciles (si el usuario está estando sobre whelmed).

"Señalando" que las palabras necesitan "corregir":

El sistema decide a qué necesidades que alteran para ayudar a cada usuario según sus propios problemas. El software busca para las letras/las palabras señaladas (según el UIP/los PP), después altera "imágenes apuntadas" por consiguiente.

- UIP: si el sistema determina u está incurriendo en ciertas equivocaciones que "corregirá" "imágenes" según lo "señalado".

--. Ejemplos para cómo el sistema determina las dificultades/"del u cuenta": el cheque de encanto del interruptor demuestra que substituyen incorrectamente ciertas letras tales como <Better> se convierten en <Detter> (cuando mecanografían = K); Prueba del cuestionario/interruptor del UIP: determina el tipo problemas que U tiene.

-. El lector de las demostraciones del interruptor de la lectura de la velocidad (KN) es más lento en ciertos puntos que sean cuáles son ("señalado ya" como disl3exico probable) problemas.

- Todas las letras difíciles a través del texto pueden no conseguir posiblemente corregidas para facilitar la capacidad de la lectura del disl3exico. Solamente los elementos destacaron para cualquier razón tiene ocasión de conseguir poner en contraste adicional/que destaca para el disl3exico.

PIEZA PRINCIPAL DEL EXTREMO DE ART-CAUSE

Archivo: El arte \ AR-Se arrastra

CARACTERÍSTICA DE LA "CORREA ESLABONADA" DE S DEL ARTE'

+ <4, 4, 4, 3 $ (si software del n)> AR5-1C310 del hw Multi-colorer:

El dispositivo decide a cuando cambiar color. Los disparadores múltiples causan los cambios automáticos del color. Los cambios del color de la pantalla pueden también significar el estado de la situación, eg.: nivel del visto bueno de seguridad de los accesos. Su cambio de las capacidades de la "hospitalidad" según criterios externos: carácteres del juego; "componiendo"; "tgh".

- En versiones del programa de la pluma o del "artista".

+ causas: Causas externamente generadas para el cambio del color:

- "Cuenta": Los u "cuenta" correlacionan modo del color de w. Tipo cuentas: "juego"; grado dado a su examinación (anterior) del "educ".

--El color de la cuenta del u permite a otros jugadores saber los u "estado" que pueden incluir las capacidades del carácter las energías/del "juego adicional". Los carácteres del juego de colores de diferenciación pueden ganar o perder una muesca en su jerarquía del color si pueden tocarse, eg.: un color más bajo gana una muesca mientras que gotas más altas una muesca o muere.

- "Acceso": el estado del acceso del u correlaciona color de w (en "s"). - si u es un cliente/empleado/vendedor/un estudiante. Su nivel de valor: la altura en la organización/volúmenes vendió o compró.

- Castigo: se gira el sistema castiga a piratas informáticos cambiando color por consiguiente por la computadora del pirata informático señalado del tiempo después de eso. % también se aplica a c del pirata informático en la localización distante. "Cuentas pobres".

- Niveles del peligro: eg.: el amarillo es utilizado cuando u está repartiendo w peligroso (la localización w/in "c" del u es donde están más propensos los accidentes del producto químico/de la investigación); sensibilidad de la información (llana de secretos tener códigos de color correspondientes).

- Tema: del DB; mecanografiar el interruptor utilizado.

- D: U = este ~ del sistema de N (causas para el color que cambia) C = TENER ACCESO () a la Picosegundo-Zona de // EDIT (tipo modo que corrige usado por u/sys) // NR (tipo de nr = de tipo color demostrado) // (zona de la gente/de elementos aplicables) // Q (el tipo q u pide) // R (si r está o no se está utilizando/de si está activado) RANURADOR de // (cómo se está encaminando algo) ESTADO de // de la CUENTA de // () () // TDS (la sincronización de la ocurrencia da lugar a color correspondiente) // T (si "T" is/was utilizó: si el Info fue obtenido de la PISTA de // del Internet) (tipo actividad de persona/de objeto/de elemento/de proceso seguidos) // UIP (si está activado o no/si el uip fue utilizado para alcanzar el panorama actual (q, información). Modifica las características para requisitos particulares artísticas.).

- los programas o el fabricante de usuario programa el intervalo de tiempo entre cada color (el intervalo puede estar en: el tiempo de la escritura, tinta del tiempo está pegando hacia fuera listo para ser utilizado, cantidad de tinta para ser utilizado, etc.); o decidido por al azar (con un período mínimo y máximo para cada color)

- banda del tiempo (fecha): los programas del usuario o el fabricante programa el intervalo de tiempo entre cada color (el intervalo puede estar en: el tiempo de la escritura, tinta del tiempo está pegando hacia fuera listo para

ser utilizado, cantidad de tinta para ser utilizado, etc.); o decidido por al azar (con un período mínimo y máximo para cada color)

. Tema: diversos tipos de información/DB/funciones tienen colores correspondientes. Deja rápidamente a u y a espectadores saber esa naturaleza general del tema. "S" puede tener colores múltiples, cada sección/color que señala el tema de diferenciación.

- identidad del comunicador: persona/compañía/departamento/país/varón o hembra/edad/nivel de precedencia o influencia o valor.

- sugerencias para u: El sistema "analiza" el interés posible (uip) para que u "encamine" sí mismo en el otro tema, eg.: ideas adicionales que se relacionan con qué u está trabajando encendido; u debe mecanografiar más rápidamente (véase KN: and= "nr" del "analizador" de la velocidad mecanografiado del u); el tiempo se fue para el usuario al sistema del uso ("tds").

- saber el día/la hora por el color.

- "juego": el ganar/los puntos perdidosos da lugar al cambio de capacidades/de colores.

Los cambios del efecto (color) tienen/los cambios (del color) significan:

. "Juego": Cambio de funciones.

tipo color y función de las armas/de las armas de los carácteres del cambio de las emisiones por consiguiente. Cada juego/su carácter necesita ajustar a los cambios (rápidamente), requiriendo agilidad. El jugador puede tiene uno o más carácteres. Ejemplos:

1] Modo que ataca: el cambio rojo de las balas del then-> de la matanza de las balas al azul y puede nombrar solamente a otros jugadores - > requiriendo a tiradores cambiar su shooting y juego/movimiento total/patrones ofensivos/defensivos por consiguiente; cada jugador puede tener colores de diferenciación, cambiando en diversas horas. Si ocurren los cambios del color wo que incita, el jugador pudo evitar estar lejos de la cubierta defensiva mientras que están en modo ofensivo (de la bala roja).

- otros modos que atacan sobre otros carácteres/jugadores: (temporalmente): inmovilización de otras; cambio de sus lealtades al atacante; trampas (del bobo que activan); atacantes inactivos que activan que ayudan al jugador.

2] Picosegundo-Zona - tipo cambio de las barreras: contra qué protege; el atacante cambiante de la distancia necesita ser de la blanco a atacar; localización de barreras; proteger el carácter circundante donde está nunca (proteger sin embargo no pudo ser eficaz en las zonas señaladas (picosegundo-zonas). Las energías (el atacar) de carácteres cambian en zonas señaladas. El color de la zona puede cambiar. Carácter o su color del cambio de las armas dando por resultado = efecto que cada zona tiene en él.

3] Modos del movimiento del carácter:

=

. "Hospitalidad" D: U = este ~ del sistema de N (los cambios externamente controlados del efecto tienen en funciones señaladas) C =

COMPOSICIÓN/DANZA de // del CARRO de // de la CÁMARA de // del BALANCEADOR de // del ARTISTA () (el grado a los cuales los sonidos es de derecho izquierdo o) (la cámara de la dirección está

señalando) (cada carro tiene banda de diferenciación para efectuar los cambios) = (capacidad del u de componer alterado, eg.: cada icono de k/del interruptor cambia sus capacidades de generación sanas) // DB~UIP = (el sistema saca a colación datos según lo señalado, eg.: nombres de la gente famosa; puntos en la historia del mundo o de u; hechos relacionados) // + RECEPTOR ACÚSTICO del MOVIMIENTO de // del MD/del HUMOR de // del JUEGO de // del EJERCICIO del EDIT (el sistema altera imágenes) // del watches= de u () () () () // MULTIUSOS

JUGUETE DE // DE LA INCLINACIÓN DE // SYNTH () // TGH () // DEL ESTADO DE // DE LA CUENTA DE // PICOSEGUNDO () // R () // DEL OSCILADOR DE // DEL NOTIFICADOR DE // DEL MILÍMETRO/DE LAS MULTIMEDIAS () () () () () () () // UIP () // WA ().

=

. Selector de la imagen: ""/"del va cámara" saca a colación imágenes en s para el flash de las imágenes del U. (periódico) para arriba (la creatividad del u inspirador; dando ideas relacionadas). Ejemplos:

- u es objetos circulares del dibujo (muchos) mientras que en los "artistas" la publicidad del interruptor del program= del interruptor de la escritura de la idea entonces selecciona el images= relacionado eg.: las burbujas, bolas, globos, bolas de la pintura de la señora, la muchacha en polca puntearon los vestidos (con las bolas destellando)...
- u que dibuja cualquier sistema del images= entonces explora el sitio del u en el fashion= al azar que demuestra imágenes sobre el S.

=

"Corregir". U ("obra recíprocamente" con "entretenido" cerca) = sistema altera imágenes/luces de los sonidos (el destellar)/otros efectos vía:

- u/sys tira abajo de sobre/chasca de la "voluta" encendido el image= que se altera posteriormente según la banda señalada.
- cambio todos o de las porciones (siempre)
- cómo los elementos o las porciones señalados se alteran cerca: color; tamaño cambiante de toda la/de pedazos/de secciones separados pantalla; reemplazo de porciones; porciones de la conmutación; el rebanar (que combina slicings de las rebanadas w de otras imágenes); los boquetes vacíos crearon (permitiendo que u inserte las imágenes/drenaje dentro).
- synth: cambios según modos de sintetización preferred del uip.

=

+ correas eslabonadas:

- la "correa eslabonada" altera imagen mientras que se mueve a través de imagen.

La imagen que altera el punto se mueve sobre imagen en formas de: scrollers;

- formas de correas eslabonadas: puntos/bloques grandes/pequeños/otras formas; anillos de espuma; tipo imágenes/iconos de la escoba;
- cómo la correa eslabonada se mueve: packmen (de los juegos video de los últimos años 70); el caer/deslizar los objetos/nieve; marcas de la pista de vehículo del juguete; carros que descargan imágenes en las

localizaciones señaladas; serpiente; el cualquie otro mamífero/reptil/pájaro/pescados/insecto/microorganismo/el otro organismo móvil; cómo la planta crece (excesivamente); sombras o impresiones hechas por cualquier cosa (imagen de KN (generador)); "inclinación"; "danza"

- La imagen original de la influencia tiene en imágenes alteradas subsequently=: la correa eslabonada extrae elementos señalados de imagen original, eg.: cambia elementos circulares a los polygrams, azules a los verdes, puntos a gotas más grandes, cáscara de los cambios solamente/perímetro/centro de imágenes originales.

--función y característica de la correa eslabonada de la imagen que alimenta en la correa eslabonada ambas independiente/simultáneamente/del efecto del synergistically= que altera proceso.

- Combinación de las correas eslabonadas:

--un upon= del arrastre del can= de la correa eslabonada otra correa eslabonada dando por resultado: nuevamente generado correa eslabonado/combinándose de todo o algunos de correa eslabonado función (a un) exponencial/que cancela de la energía fuera cualquie correa eslabonada tocada/sin tocar

--como los imanes que pueden +tend (vía lógica confusa) atraer/que rechazanse (en términos de ocasiones combinarse/tacto). Otras capacidades del efecto de los aspectos/ocasiones de correas eslabonadas "obran recíprocamente": mecanografiar la banda/los u que mueven alrededor el interruptor/la mudanza de la correa eslabonada (por el sistema/u).

- Virus de computadora: las "correas eslabonadas" se arrastran a través de la banda/de las imágenes digitales señaladas/s, en las computadoras/los sistemas señalados (de sistemas apuntados). Ejemplos:

---utilizado en "juegos": territorios de los opositores que atacan/funciones/correas eslabonadas/capacidades que atacan/capacidades del dibujo. Eg.: el jugador de a] que la correa eslabonada de #1 va a través de/penetra/destruye la pared del jugador #3 (punto del "acceso") que permite a jugador #1/#2 a introducen más fácilmente ("acceso") = interno que hace el daño señalado (limitado por las funciones de la correa eslabonada). b] elimina las funciones señaladas del sistema informático del "juego" del opositor. medios de c] de la movilidad (que se mueve sobre la banda/el cursor): dibujo/movimiento de la correa eslabonada/de la velocidad del "juego".

---"Acceso": los "virus de la correa eslabonada" pueden: contraseñas de la grieta; trabar hacia fuera esas contraseñas correctas de w teniendo acceso y en contraseña de proceso del cambio contra usuarios legítimos anteriores

---Encajonar el virus de la tenencia: el jugador puede abrir la caja de Pandora para el virus deseado correspondiente, aunque el virus puede atacar el abrelatas si el jugador de apertura no es cauteloso o si el abrelatas tiene mala suerte (debido a la correa eslabonada que es controlada por circunstancias externas). La correa eslabonada se pudo tener capacidades de abrir estas cajas de breca y efectuar negativamente también.

---la correa eslabonada se demuestra en color/modo del oscilador cómo el virus efectúa la blanco, eg.: la computadora apuntada da vuelta a rojo (cierran), o a las vueltas azules (retrasa/limitó capacidades de funcionamiento).

---la correa eslabonada puede también funcionar como otros virus (dañosos) existentes (pero en modo juguetón del "juego"). Str de la búsqueda de la patente: virus y (imag o pictur o representación visual) y (computadora o software o eléctrico) no (sangre o célula o órgano o médico o liv o vida)

--¡Utilizado solamente bajo circunstancias legales! ¡Utilizar esta limadura de la solicitud de patente como argumentos adicionales para castigar a piratas informáticos de computadora malévolos!

- Correa eslabonada D: U = este ~ del sistema de N (cada tipo controles/de la "correa eslabonada" (y sus funciones variables) se controla cerca) C =

JUEGO de // EDIT () // de la DANZA de // de la COMPOSICIÓN de // del CARRO de // de la CÁMARA ((lente de la toma panorámica) envía imágenes a la pantalla) () () () (la correa eslabonada efectúa funciones del juego, eg.: modos/cómo del ataque RECEPTOR ACÚSTICO señalado o protegido del territorio del jugador) de // del MOVIMIENTO (el dispositivo altera según la correa eslabonada) // (cada u genera/recibe diverso tipo correa eslabonada) // MULTIUSOS milímetro de sonido/JUGUETE de // de la INCLINACIÓN de // SYNTH () // del ESTADO de // de la CUENTA de // R () // de la Picosegundo-Zona de // del OSCILADOR de // del NOTIFICADOR de // de las MULTIMEDIAS () (cómo notifica) (cómo suena) (cada zona efectuó diferentemente según el tipo correa eslabonada y en qué modo su adentro) () () () () // UIP () // WA ().

- la pluma/el otro instrumento de la escritura: las funciones tienen gusto de la "correa eslabonada"

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. Era 1C-311:

Versión de "C": El color de comandos cambia automáticamente color sin incitar. Éste puede tener diversión y valor para el artista que tiene gusto de hacer arte espontáneo, abstracto. Él anuncios una nueva dimensión a la fabricación del arte.

. - Puede revelar imágenes del interruptor de muchos tipos (dibujar), eg.: punto de bola, extremidad del fieltro, plomo para el lápiz mecánico, tiza, pastel, ciertos tipos de artículo existente pintura-como cepillos, etc

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Misceláneo:

- NR: notifican al usuario cuando el color cambia vía: una luz, tecleo de piezas mecánicas, o sonido; o ve el cambio del color en "s".

. - versión manual también: demasiado costoso puesto que el mercado quiere la unidad a menor preico.

. - Éste puede tener diversión y valor para el artista que tiene gusto de hacer arte espontáneo, abstracto. Él anuncios una nueva dimensión a la fabricación del arte.

. - Puede ser el dispositivo electrónico que cambia el color de la tinta (punto de bola, extremidad del fieltro

-- llevar para el lápiz mecánico, tiza, en colores pastel

- ciertos tipos de artículo existente pintura-como cepillos

- relacionado con: 1C-311

- notifican al usuario cuando el color cambia vía: una luz, tecleo de piezas mecánicas, o sonido

. - el usuario puede también pedir cuándo un color es cambiar

. - el dispositivo utiliza solos colores, y o las mezclas desearon colores como el usuario selecciona

. D1: Versión D del interruptor: 1 u - > 2 c (carro) = 3 interruptor = 4 encierran/5 imágenes de alteración/impresora/m/uip = 6 tintas/7 imágenes que crean.

. D2: Interruptor (Software=C) D2: software 1C310 Multi-colorer = +ACCESS ()/+ARTIST ()/CÁMARA (c importa (y altera) imágenes de cámara (atada)/de datos digitales de imágenes en disco o vía el tr (de m/cart/sw))/+CART (interruptor: capacidades de la proyección de imagen; base de datos del)/COMPOSICIÓN (imágenes de las imágenes (creadas) - > convertido a los sonidos (oscilador). Sonidos (creados/importados vía el tr o el carro) - > convertido a las imágenes. Las imágenes/los sonidos se pueden alterar en cualquier paso en)/FECHA (archivos de los procesos de flujo. de las etiquetas; la fecha es uno de los elementos que influencia el analizador del interruptor (el cambio de los colores w5 (automáticamente)))/S (pantalla táctil "interactiva"; el c=s=sw ajusta para mecanografiar s en uso, eg.: mejor)/EDUC (creatividad de la visibilidad de los aumentos; ver la "ingeniería intercultural titulada papel" y el otro material en creatividad cada vez mayor; las ayudas u aflojan para arriba (su creatividad); sensación del usuario de las cosas/de las ayudas del intento del usuario de las ayudas la nueva experimental/las ayudas que el usuario dejó va/deja a usuario a disfrutar de sorpresas; intento de las ayudas u para controlar su proceso del pensamiento menos; combinación de los modos de sw/graphic. Crea interesante "superando más allá de fiable" modo chispeando creatividad.)/K (sistema del control/pluma)/M (base de datos (de la imagen))/MIC ()/MES ()/RATÓN (pluma)/MQ ()/MULTIUSOS (el estilo preferred (uip) de u deja un mejor sastre del interruptor a cada)/NOTIFICADOR de las preferencias (la cantidad de la banda del tiempo antes de que el color cambie o del otro occupance sucede; si la calidad del trabajo puede estar de mal calidad y o de dificultad en imprimir; carece bastante tinta del color particular en cartucho antes de u:. intenta para imprimir/se amplía imagen)/OSCILADOR ()/banda (estilo artístico del nr, eg.: u prefiere agua color/aceite/Rembrandt/obra clásico/collage/abstracto modo)/Q ()/R (pluma del menú de ayuda: mientras que en)/CUENTA (calidad de la bañera/del coche del arte = analizador visual; para los propósitos de prueba; para psicologico prueba o uip)/SENSOR (llano de la presión de la pluma (aguja, presión sobre el cojín dominante (k)))/SONIDO ANALIZADOR ()/DISCURSO ()/ESTADO (# imágenes (en base de datos/terminado))/SYNTH ()/TDS ()/U (artista,)/UIP (colección del observer% de datos; personalización)/VISUAL ANALIZADOR ()/VR (drenaje mientras que en)/W5 (uip del modo del vr; personalización del sistema (uip)).

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- Notas al pie de la página: exhibición ("S"); "C"; pp; P.M.; Reino Unido; interactivo; cada color cuando está utilizado los disparadores diversos colores sanos, mezclados mezcla los sonidos; educ; juguete; todos; hospitalidad; ejercicio del arte; portable; punto de ebullición; vc; egh; cuenta; tgh; md; carro (colores, sonidos, funciones...); cp; uq; carácter; según el tipo sonido el color generó cambios.

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. Patentes de los E.E.U.U. - disco de 12.95 baberos:

- str: (pluma o plumas o lápiz) y tinta y color

% de la palmadita de los E.E.U.U.: 5412021 5411344 5376958 5368405 5352051 5306092 3552867

- WWW 1977-6/96 del str USPTO: (imagen o pictur o color) y (software o computadora) y (chang o al azar) y (drenaje o pintura o cepillo o gam) no (datos o documento o simulat)

- Imágenes que pueden cambiar colores. Todos o partes señaladas de: dibujos/cuadros/texto de la "cámara". El sistema puede efectuar colores en todos de o parte de: "s", las impresiones de la "impresora", los datos transfirió a: del disco blando/otra "c" o "m".

. Instrumento de la escritura:

- anchuras cambiables para: "correa eslabonada"; se está dibujando/se está cambiando qué. - Herramienta del punto del Multi-control de la palmadita 5325110 de los E.E.U.U. para el dibujo de la computadora.

. Ventajas de colores cambiantes:

- otros (los compañeros de trabajo) saben el nivel de u dado acceso, por lo tanto más fácil coger el acceso excesivo de los piratas informáticos w.

. El cambio del color que acciona efecto también causa después de ocurrencias:

- "OSCILADOR": sonidos diversos. Diversos sonidos conectan con los factores que accionan de diferenciación.

+ " correa eslabonada ": El "corte y" el elemento pegado se convierte en una "correa eslabonada": Altera lo que o W5 toca o "(ed)" obra recíprocamente el W.

- Éste es un método para crear las "correas eslabonadas". U selecciona del menú de los cortes posibles del crawlers= y el pastes= entonces puede "corregir" la "correa eslabonada " = funcionar como deseado (por u).

EXTREMO - PARTE: ARTE' S "CORREA ESLABONADA"

Archivo: Arte \ AR-Educ

GENTE DE ENSEÑANZA A LEER (NUEVOS VOCABULARIOS)

Archivo AR-educ

Software para enseñar a los jóvenes a leer: Lectores de la guía de las ayudas en el texto cada vez más difícil. El propósito que es una introducción gradual a un texto más complejo, ahorrando el tiempo del profesor.

(Búsquedas de la patente en el uso para los niños jovenes no conducidos.). También ver la lectura de la "educación", y de la encapsulación, y de la velocidad.

Nuestro software anota el perfomance del usuario, y se ajusta a las habilidades de lectura mejoradas del usuario que han cogido usando el software. Por ejemplo, parará el acentuar de ciertas nuevas palabras que el lector ha aprendido.

+ enseñando a los jóvenes a leer:

El texto tiene imágenes aplicables al lado de ciertas palabras. Eg.: cuadro para los adjacents de la casa la palabra "casa". El cuadro puede ser mismos tamaños como texto (de gran tamaño); o el número al lado de la palabra empareja número al lado de cuadro a otra parte en la pantalla o el material impreso.

- el sistema aprende que el número de usuario de las épocas ha parecido tales palabras (en el sistema).

. --el sistema o el profesor humano asigna # las épocas del texto de la visión balanceadas con la complejidad de la palabra.

- Destetando: Después de ocurrencias señaladas de la palabra/del concepto dichos, los cuadros pueden aparecer no más (lector de destete de la ayuda).

D: El lector (de los jóvenes) = ""/"del artista imagen" hizo salir = C ("analizador") =
EL "COORDINADOR" () // "CORTÓ Y PEGA" () // "DESIGNADOR" () // "DRENAJE" () // "EDIT" () // + "EDUC" // "GUÍA" () // "IMAGEN" () // "IMÁGENES INTERACTIVAS" () // () // "MULTIUSOS" "INTERRUPTOR" () // "SINERGIA" // "INSTRUMENTO DE LA ESCRITURA" ().

Estrategia de búsqueda de la palmadita:

- kilovatio: diccionario, defintion de la palabra
- str: (software o programa) y ((la definición o aprende o educat o enseña) near9 y leyó)

Patentes de los E.E.U.U.: Dispositivo programable 4118876 de la pregunta y de la respuesta; Método 4579533 de enseñar un tema incluyendo uso de un diccionario +; 5180307 5218537 3999307
Método 5421731 para enseñar a la lectura y al deletreo
4083120 4138719

Archivo: Introducción del arte \ AR ReadHelp

PARTE: SOFTWARE DE LA AYUDA DE LA LECTURA DE S DEL ARTE'

software de la ayuda de la lectura 5G061: Este archivo es un subconjunto del archivo titulado: "Artista - corregir". <3, 3, 4 palmadita-interruptor-versión, 1.5 mk, 3>

Información de carácter general:

+ las nuevas palabras reciben a special "que corrige" la atención:

- Qué señaló: El sistema busca las palabras según las cuales "se señalan": tema; novedad (a u, campo del estudio (nueva idea)); la dificultad u ha tenido adentro últimas ocurrencias según lo "analizado" por (la prueba) la "cuenta"; qué u o sus supervisores determinar él debe aprender/"obra recíprocamente" con (para más experiencia, "educando" sí mismo (en sus aplicaciones y contextos múltiples)). Qué ""/"" del educ/"" del ranurador/nr del humor: "analiza" el aprendizaje/atención de las necesidades.

- Destetar a usuario de esto que corrige después de que hayan visto el número señalado palabra de épocas. Más carácteres en la palabra/el tipo tema determinan el número de épocas que u lo lee en forma "corregida", con los modos de cogida del ojo disminuyendo cada vez que la han leído o han escrito.

- Sin embargo, el nivel de especial atención se puede variar, o no existente.

- El usuario puede señalar en cualquier momento para chascar encendido la palabra problemática o el cuadro correspondiente "encapsulado" del párrafo y de la visión. En tal caso, el sistema (fuerza) continúa demostrando el cuadro para tal palabra segura # las épocas más.

- éste que aprende leer el uso es un ejemplo de cómo el sistema marca (UIP-DB, fósforos) cierto material con etiqueta (palabras), "corrige simplemente después" /alters él por consiguiente. La búsqueda del interruptor y substituye.

- .sw tiene (invisible en s) ranura en la cual la imagen pueda aparecer/cambio.

- chascar encendido la imagen para conseguir: oscilador que pone en palabras qué cuadro o texto representa; programa video; cualquie otro sistema que acciona uno de los sentidos del u cinco en persona (véase el kn).

+ enseñando a los jóvenes a leer:

El texto tiene imágenes aplicables al lado de ciertas palabras. Eg.: cuadro para los adjacents de la casa la palabra "casa". El cuadro puede ser mismos tamaños como texto (de gran tamaño); o el número al lado de la palabra empareja número al lado de cuadro a otra parte en la pantalla o el material impreso.

- el sistema aprende que el número de usuario de las épocas ha parecido tales palabras (en el sistema).

. --el sistema o el profesor humano asigna # las épocas del texto de la visión balanceadas con la complejidad de la palabra.

- Destetando: Después de ocurrencias señaladas de la palabra/del concepto dichos, los cuadros pueden aparecer no más (lector de destete de la ayuda).

Destete:

Usuario de destete apagado del sistema de la ayuda de la lectura. Como el aprendizaje bike primero con las ruedas del entrenamiento, entonces ellos que quitan lentamente la ayuda adicional.

- los modos de acentuación de texto señalado, se pudieron reducir en un cierto plazo. Esta reducción puede aplicarse a todos/a la mayoría de las palabras difíciles.

--Las palabras "señaladas" con las buenas "cuentas" que demuestran a lector no tienen apuro (mucho) se pueden destetar más rápidamente.

- el destete de proceso es controlado: automáticamente o por u/por el guarda (doctor) o profesor o uip.

- si el usuario está teniendo un maì□n día [lectura de la dificultad], pueden alterar el grado/tipo de sistema de la diferenciación hacen para (previamente/nuevamente) el texto señalado/otros problemas.

- (En texto normal) las imágenes pudieron boldened o subrayado, adjunto iguales se pueden hacer, con los cambios adicionales a sus sombras, etc. substituyen otro "que corrige" modos.

. Cambios esporádicos. Las letras problemáticas se señalan esporádico diferentemente de las letras/de las palabras restantes/texto. Ejemplos: cada tercera letra problemática dirigió tan; dirección especial manejada vía el proceso al azar (interruptor).

- el mismo tipo problema se pudo señalar diferentemente en diversas épocas/situaciones. Eg.: las confusiones entre las letras b y d pueden ser verdes contra rojo; y en otras veces blancas contra negro.

- TDS: las letras problemáticas de diferenciación de los días se representan en colores de diferenciación. Valor: el usuario no espera que las letras difíciles estén siempre así que representado, eg.: para el periódico de la lectura, el etc. donde tal "bagaje de la ayuda" puede no existir.

--las ayudas del sistema destetan u apagado del interruptor de la ayuda.

- ayudando destetar u apagado de esta n: cualesquiera letras/palabra difíciles pudieron simplemente tener tipografía o color de diferenciación, tan allí son dos modos, aspecto normal y el segundo aspecto que no es diferente en relación a las otras letras/palabras difíciles. Ayuda a u para tener extraordinariamente cuidado al venir sobre problema potencial.

- el tamaño de la ventana [vía se lee qué texto] se puede hacer tan pequeño o grande como deseado, mientras que cualesquiera de otras características pueden aparecer dentro de esta ventana en S. 5G060.

Existe:

Software del dísl3exico: Toda lo que lo hace es palabra u oración del punto culminante uno a la vez. Si el lector tiene apuro, (oscilador) lo anuncia verbalmente. El producto existente llamó: Chascar-Lector del MOLDE para US$20.

- si la palabra está en ampliación de foto (título) /italics, leerá el material en una voz más ruidosa.

- Chascar-Lector: Plantilla de la lectura para cualquie texto y cuadros. Incluye las ayudas auditivas adaptables para descifrar, el seguimiento visual, y la organización.

- fabricado cerca: MOLDE - centro para las tecnologías especiales aplicadas. 508-531-8555. 39 St. cruzado, Peabody, mA 01960.

. - Patente relacionada: Patente no 4875432 de los E.E.U.U.: color en cambios del tablero de la "cuenta" cuando la cuenta se ata en (voleibol) "juego".

. - (El nivel "de"/"de la cuenta estado" efectúa el tipo de cambio del color encontrado en S/Nr de cualquier producto/sistema; eg.: 7G)

Software que demuestra la naturaleza de la situación simplemente por la manera que ha corregido, espacio de ahorro de la pantalla del texto excesivo.

- También ver el archivo separado + "el estado" del "artista".

- Naturaleza de los problemas representados en cómo las imágenes alteraron: tipo de problema del disl3exico o del lector joven demostrado por el tipo "edición".

"Cuenta":

- "Educ": el sistema puede tener el contador de tiempo y u otros análisis electrónicos para cómo las habilidades de lectura del usuario están mejorando, eg.: capacidad de leer o de escribir correctamente; velocidad de la lectura.

--el sistema puede forzar/sugiere a usuario para acelerar tamaño de la ventana de la lectura/del aumento cuando su "cuenta" mejora.

- Cómo "cuentas": cuando u juzgaba (no) para haber hecho el nr del sys= del error=.

Patentes de los E.E.U.U.: Estrategia de búsqueda: dyslexi. Hasta 8.96. DB buscado vía la palabra clave del texto completo de la patente.

Problemas del usuario de comprensión.

D: El "anotar" - > desarrollo del DB del UIP - UIP-Adapta SW= para el lector. Se anota qué y (W5): Niveles/tipos "que anotan" de las dificultades del usuario (ojo//reading cognoscitivo); "VAGOS"; "cuenta" de los "educ"; "estado". Las patentes relacionadas siguen:

4556069 RE34015. 4706686 4421122 4408616 4407299 5474081 4528989 4706686 4889422 2838681 3842822 5067806 3952728

- Siguiendo ser comparativamente quizá menos pertinente:

4216781 5048947 5331969 3893450 4030211 4735498 4102564 4211018 5260196

Métodos de enseñanza:

Maneras "de los lectores que corrigen"/de ayudas (+dyslexic): ""/"" de Educ/"de EGH TGH". Las patentes relacionadas de los E.E.U.U. siguen:

¿4379699 4979902 536093? 5336093 5543867 3906644 4007273 4764973 5114346 4123853 4090311 4770635 5366377 4354843 4643679 4747682 3955564 4007548 4708567 4961640 5328373 5451163 4940346 3828316-Character que trataban en una palabra orientaron el sistema informático.

- Siguiendo ser comparativamente quizá menos pertinente:

4136361 4661074 5145377 5312257 5421729 4351831 4346085 4346084 4479241 4456598 4430330 4636494 5253799 4498080 5315668 4021611 4089126 4498869 5360438 5302132 5387104 4592731

TERMINAR LA PARTE PRINCIPAL SOFTWARE DE LA AYUDA DE LA LECTURA DE S DEL ARTE'

Archivo: Arte \ AR \ ReadHelp

INFO MENOS PERTINENTE A LA INVENCIÓN DE COMPRENSIÓN

Introducción: Buscar y substituir/"corregir":

- Programas de usuario (pr) cómo el software hará las alteraciones deseadas (nr).
- Las búsquedas del software entonces alteran las palabras particulares que causan problemas.
- Se modifica para requisitos particulares el corregir del `.

Hay una versión plástica de esta invención con programa de gestión electrónica. Esta versión plástica puede estar de plástico, o de sus funciones representadas en software también. Detalles:

Software/versiones plásticas de la ventana rectora 5G060:

- Ejemplos: ver apenas uno o más letras, palabras, oraciones, párrafos a la vez.
- la ventana puede tener claro y o cambiable coloreada para ver a través el plástico. Ciertos fondos de los colores pueden realzar la lectura y o aumentar comodidad
- ciertas formas y o las letras en las áreas del recorte pueden ser demostradas, si es provechoso. Eg.: el usuario tiene apuro el distinguir entre "b" y "d", así que la tapa del área (en blanco) cortada tiene uno o más letras de "b" y la parte inferior tiene uno o más letras de "d". El usuario puede referirles siempre que necesiten recordar mejor sus distinciones.
- construcción del plástico y o de la cartulina. El tamaño de la ventana del cuadrado creado cerca ajusta a partir la uno a tres de los lados.

El sistema analiza la velocidad del lector vía:

- globo del ojo "analizador": el movimiento de ojo del reloj, cada movimiento representa: una letra, sílaba, palabra, grupo de palabra; calcula matemáticamente vía la configuración (triangular) qué ojo está viendo, vía su posición al texto demostrado (s).

- el lector golpea llave mientras que progresan cerca: letra, palabra, oración, párrafo.
- el usuario enrolla el texto

Patentes y patentabilidad:

El tratamiento de señales del software es la edición patentable a un cierto grado.

- Versión simple (mecánica): colocado sobre el texto impreso. ¿Puede explorar el texto a mano a mano sobreescrito o a mano la versión eléctrica menos patentable?

. - Búsqueda de la palmadita: necesitar comprobar las capacidades del módem de los dispositivos disponibles para asistir a avistadas parcialmente para leer.

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.: software de la dislexia 5G061: (). Str: dislexia o disl3exico

- Str APS 69 ' a 6.92: dislexia o disl3exico:

--No. de la palmadita de los E.E.U.U.: ¿+538880 demostraciones materiales poco a la vez? el lector mueve tan ojos como mínimo.

--83 ' - 86 ': + 4379699 mejora eficacia de la lectura, aumenta contraste ligero. Sin embargo mi invención cambia color por lo que se refiere a letras adyacentes. Considerando que la patente existente aumenta la intensidad de letras en relación al ambiente.

--+ dispositivo de lectura de la dislexia 4979902 1990: restringe el campo visual. Sin embargo esto puede no parar mi versión del interruptor de la restricción de la visión. Método cifrado 5421729 colores % del catálogo y de las ventas; 5420653 método y aparato para el mejoramiento de la tensión y de la dislexia visuales.

Misceláneo:

- los nuevos códigos del interruptor se utilizan para las "imágenes "corregidas"". El envío y los lados receptores pudieron haber abreviado formas de interpretar éstos las "imágenes diferentemente alteradas" para apresurar la transmisión vía: módem; carro.
- versión del interruptor: Info dado electrónicamente: explorado/en línea/carro (diskettes, cd) - > el interruptor convierte el texto - > s/impresora.
- El software utiliza la versión simple (5G060) también. Cosechadora con el producto 5G070.

- este número de la invención fue cortado de y un subconjunto de 5G060, después cambiado a 5G061 en 7.95.

- Versión del programa también. D: interruptor = c = exhibición (efectos deseados y 2.as (o 3D) imágenes). Tiene iguales y más funciones que la versión mecánica.

Diagrama de la versión plástica:

- D1: (en electrónico) versión plana:

.....

. .....

. 1.

. -------.

. .....

.....

Los gráficos imprimieron sobre la tarjeta están en el perímetro externo. El perímetro interno es el considerar con área. Las barras a través de la demostración media que una posición posible en la cual la ventana se cierra parcialmente con el material opaco coloreado (puede todavía leer quizá fácilmente con él). La puerta deslizante (viene de la parte inferior).

- colores usados en el obturador opaco/cualquie cubierta de la ventana (1); más los colores para el perímetro externo se pueden elegir por los psicólogos/dislexia experts/u, según los colores (combinaciones) los mejores resultados de esa demostración/preferred por el U.

Diagrama en segundo lugar relacionado:

- D2: .....

: b d:

: .....:

: : 1: :

: .....:

: .....:

Notas: El diagrama tiene cuadrado grande, con un cuadrado más pequeño dentro - etiquetado 1. ventanas cortadas 1=; las letras b y d se imprimen sobre (no-cortar) el área externa, lado sobre/below/to de la ventana (de la lectura).

. - La epilepsia y Parkinson tienen síntomas similares a la dislexia. Por lo tanto estos productos mencionados como ayuda de estos problemas se pueden aplicar a ayudar las otras enfermedades. Eg.: vía la alteración de la manera de la cual centran sus mentes.

OTD D: Este ~ del sistema de N (interruptor dyslectic) C =

ACCESO ("interno" de los estudios del analizador del comportamiento (comportamiento de la lectura): solamente permite que a ésos el estilo de lectura de w (dyslectic/inusual) acceda); ANALIZADOR (el sistema ajusta sus modificaciones según las necesidades/los comportamientos/uip/pr del u); CARRO (texto de la lectura, interruptor, efectos multi-media, uip, acceso); EDUC (mejora la lectura, hábitos del estudio, la lectura

de la velocidad); M (texto, uip, acceso); MULTIUSOS (la lectura de diferenciación de cada u necesita encontrado); NOTIFICADOR (cuando lector que no lee rápidamente bastante/según lo necesitado); OSCILADOR (); Banda (cómo alterar el texto); Q (); S (); CUENTA (velocidad, retención de la memoria de las pruebas del material leído); SENSOR (velocidad de la lectura del u); ESTADO (); SYNTH (ajustar el oscilador según: uip, analizador del comportamiento, banda, texto); TDS (velocidad, cuenta de la lectura); T (MES); UIP (el sistema estudia el estilo del lector (lectura), eg.: velocidad, comprensión = formación más mejor/programas de ayuda de ofrecimiento (interruptor)); ANALIZADOR VISUAL (movimientos de ojo del lector).

OTD D2: Este ~ del sistema de N () C =
TENER ACCESO (la contraseña demuestra el interruptor necesario/el uip actual y la cuenta de u); ANALIZADOR (que adapta el uip a cómo mejor de los datos presentado); ARTISTA (); BALANCE (el oscilador ajusta sonidos según el uip del u según cualquier tipo problema de la audiencia/necesitó ayuda, eg.: sonido siempre más ruidosamente en el oído izquierdo del u); CÁMARA (explorador); CARRO (arte, interruptor preceptoral); EDUC (tgh); K (palillo de alegría); M (DB del uip); MES (); RATÓN (); MQ (); MULTIUSOS (); NR (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (los estudios nivelan de la situación (problema dyslectic, interés del u en material, comerciabilidad del material) vía: hacer preguntas (dyslectic) de u determinar: la retención de la memoria, la velocidad de la lectura), utiliza la existencia dyslectic/las pruebas de lectura (los interruptores)); DISCURSO (); ESTADO (compara las cuentas del u en un cierto plazo, curva de la mejora del u de los gráficos; el analizador = sugiere que los tipos futuros de actions/sw u puedan utilizar para alcanzar mejor punterías deseadas); TDS (); Público objetivo de U (dyslectic, general de la gente no deteriorada); UIP (lectura/hábitos personales (del interés)); UQ ().

O - El sistema tutors a artistas en la mejora de su fabricación de la imagen:
- D: Artista = analizador = C = U (artista humano). U extrae sobre C/material explorado por C/carro (del)/tr del trabajo de arte de otro C = C = los parámetros solicitados (como banda) se seleccionan = los parámetros comparados de w del interruptor preceptoral (banda) = cuenta/analizador = las sugerencias hechas = los ejemplos visuales/comentario escrito/hoja de la cuenta/sugirieron los libros para leer (seleccionado vía emparejar del uip del artista del UIP w del libro (en ese tiempo que anota)).
¿- Esto un KN viejo?
- similar al instructor de la música, con todo a éste es más en el modo visual.

. Las circunstancias de desarrollar esta invención incluyen: Sr. W.S., senior. está interesado en el tema y tiene una fábrica electrónica grande. La versión del interruptor creció fuera de la versión del producto de hardware. El inventor es sano y no disl3exico.

Pista del `: la posición del u en el material (texto) "siguió" (vía el sistema similar al interruptor de la lectura de la velocidad: 5G070)

El `modifica para requisitos particulares (UIP-Adaptar): "/Interruptor así que su material del texto/"de la hospitalidad de los convertidos del sistema se convierte/se procesa según el uip. Eg.: explorar el periódico [digital] y poder mejor leer el texto; conseguir los periódicos/las letras de email después convertir; mejorar los "juegos video" del juego.

% de la realidad virtual: VR: el dar une vuelta y tiene todos los elementos convertidos según lo querido. La "cámara" = el "analizador visual" = convierte según lo programado.

Se alteran las formas. Forma "corregir-AR" de la imagen:
el ver de la dificultad de los lectores w/formas particulares de la lectura, eg.: los polígonos "se corrigen" en las formas curvadas (círculos).
- en acontecimiento hay formas legibles y difíciles en las mismas formas difíciles de los convertidos de la pantalla/del interruptor del file= solamente en unas las formas existentes del w= compatible.
--los detalles en" la subdivisión de IMI "del "artista corrigen". Dentro "corregir" ven imagen del `de la subdivisión el coordinar del interruptor".
=
. OTD D: U = de la dislexia del ~ 5G061 del "artista" (señalado las imágenes de las funciones interruptor "dirigir" /wording) "corregidas" para el ~ del disl3exico) C =
COLOREAR (ajusta el colorante a las preferencias del lector) el interruptor de // %MULTI-USER () // de la GUÍA de // EDIT () // del DRENAJE de // de la CORREA ESLABONADA de // () () () () // QUE ESCRIBE EL INSTRUMENTO (las palabras entradas aguja - > interruptor de caracteres ópticos del reconocimiento - > convierten el texto a digital en letras - > "corrige" según lo "señalado").

. - el texto usado en el tipo diverso softwares se altera también: procesamiento de textos, hojas separadas, cad, interruptor de la telefonía, interruptor utilizado en LCD (simple) (s) para = cualquie n/kn.

. - Lo que sigue es información algo repetida: El interruptor hace secciones de la "pantalla" tener el mayor contraste/elementos diferenciados (de la imagen) basados encendido: uip, banda, kilovatio. Ciertas palabras, imágenes, palabras referente a nr están especialmente y prestan automáticamente atención gráfica especial (como en este 5G061) cuando la especial atención podría ser de uso. Ejemplos:

% consideran "Synth" para adaptar los sonidos para ésos con problemas auditivos. Los sonidos se alteran de las maneras relacionadas con cómo "se corrige" el texto visual.

Qué se puede "corregir":

- "encaminamiento": cuando los movimientos de u a diverso sistema de file/sw recuerdan qué u era la experimentación/lectura (uip-DB, kilovatio) y ayudas del último excepto el tiempo del u acentuando los materiales en el archivo siguiente que puede emparejar el interés del u (de cualquie manera). Ejemplos: U leía sobre cirugía del ojo en Chicago, después abre el archivo de los números de teléfono, se acentúan los menús/teléfono # ' s referente a cirugía del ojo, después ésos # ' s en Chicago se acentúan aún más (se destaca un deletreado más en negrilla o más brillante o). El sistema no sabe naturalmente todos los intereses posibles en u, y ahorra solamente el tiempo de la exploración del ojo del u, puesto que u puede leer el material destacado primero que piensa que tiene mayor ocasión de ser lo que él quiere.
- ciertas palabras de los convertidos en otras idiomas, eg.: los japoneses están trastornados a menudo que las palabras inglesas (escritas en katakanas) están substituyendo el suyo, en este caso tales términos ingleses se cambian (kanji o los hiragana) al texto japonés.
- la fraseología que aparece en la "hospitalidad" programa: películas, televisión, interruptor, "juegos".
- aparato de la visión (anteojos/prismáticos electrónicos): U capaz de leer el texto que ven en mundo real mientras que: conducción, caminando. VR.
- Interruptor: el texto convirtió para el programador, mientras que están haciendo el texto programado. Eg.: el interruptor de la lengua que es autor tiene su texto/comandos/avisos/etc. convertidos (para una legibilidad más fácil).
- cualquier cosa que puede ser representada, eg.: se corrige el "estado", "cuenta", "notificador". Eg.: mecanografiar el problema, nivel de seriedad.
- velocidad del lector (kn del interruptor de la lectura de la velocidad). "Anota" velocidad.
- mecanografiar el texto o la "hospitalidad", eg.: solamente cierto material en modo de la "hospitalidad" se corrige.

Los controles del usuario cómo este software trabaja. Ejemplos: U (usuario) controla el nivel de contraste/agregado en "las palabras (problemáticas) acordadas/texto del bagaje de la ayuda". Eg.: poner en contraste llano de b contra d contra el resto de las letras.

El otro texto de las maneras aparece y o es transmisible:
Todo el texto escrito se pone a disposición los usuarios vía el email, conversión de la materia impresa vía el explorador, discos. El interruptor funciona con los ordenadores personales especiales del hardware o del hogar. Los monitores de color (grandes) ayudarían, sino no serían requeridos. Trabajos con todas las idiomas, incluyendo japonés, chino, árabe, otras idiomas europeas.

Haciendo iguales "corrigió" el texto fácil o menos inusual leer para los no-disl3exicos:

- las sombras creadas por las letras pueden ser tales que la fuente de luz para la mitad derecha viene de la derecha, y el lado izquierdo tiene poseer el source= ligero dando por resultado el derecho que tiene sombras el ir al lado izquierdo. Las letras elegidas (por el escritor) necesitan simplemente tener letras como "b" en derecho (de s) y "d" en lado izquierdo. Los disl3exicos acostumbrados a la forma de la sombra de "corregir" más rápidamente.

Vidrios o contactos:

- el mismo texto leyó sin desgaste del ojo de los lectores regulares, aparece como texto normal. El desgaste del ojo cambia imágenes. Permite que diverso tipo lectores vea el mismo texto. "Multiusos": esos problemas de diferenciación de w (grados de).

- Las lentes especialmente coloreadas del contacto visual se pudieron utilizar para que la gente daltónica/del disl3exico ayude a aliviar sus problemas. Investigación necesaria. D: lente de contacto =). U = ojo =) = área de la visión [alterada por la lente]. O color del cambio de: "C" "S"; vidrios del ojo; cortinas sobre los vidrios del ojo; bombilla; coloreado superficial rodeando la "C" "S" (puesto que este contraste del color puede efectuar a diversa gente diferentemente por ejemplo los hombres que consiguen retorcidos siempre que ella vea rojo o verde debido a su ser daltónica.

% de los lectores pueden tener lentes que también permitan que u vea se opongan bastante normalmente no en s, así que u no necesita usar el special cualquier cosa apenas para la visión de s. Poco probable trabajar. Ver a doctor de ojo.

+ el usuario lleva algo como un compás que les diga siempre se deja qué lado cuál correcto, no obstante esto puede también ser hecha simplemente llevando una tarjeta (impresa en lados) y viable mientras el lector sepa cuál es la tapa y la parte inferior de la tarjeta. Algunos disl3exicos olvidan su izquierda de derechos. Utilizar este sistema de la idea w. Compás estándar útil también.

- D: "Analizador visual": reconocen al lector de caracteres ópticos/un cierto reconocimiento de caracteres = texto/las imágenes una vez señalados (vía uip-DB) = entonces hace la asignación de la alteración al texto señalado vía: color/tipografía/etc = exhibición de la CRT (s)/impresora (del color).

. - el interruptor rechaza la reparación - si el carácter no se puede leer por la máquina - el sistema destacará ese texto.

- El sistema solamente demuestra a usuario lo que él quiere ver. Es decir: el "analizador visual" (solamente/especialmente) demuestra imágenes/datos de u qué u (la mayoría) quiere. S = da preferencia a las imágenes al grado que su "cuenta" es más alto.

. UIP-KW:

Las ciertas palabras/letras se alteran en su color en términos de:

. - qué palabra representa, eg.: la cereza de la palabra se demuestra en rojo, mientras que "sobre" cereza madura puede tener una tonalidad más oscura. Sobre las cerezas maduras de ciertas variedades/de ciertas partes del mundo pudo tener una tonalidad purpurina también.

. - el uip-analizador determina vía (color) el DB lòs colores, los sonidos (oscilador, sonidos registrados), el etc apropiados = que emparejan la letra, palabra, párrafo, página, capítulo.

. - las imágenes aplicables se pueden insertar cerca de los términos/de los conceptos señalados, así que las imágenes están en la misma página o acercan a palabras señaladas. - Designación para vía la cual los términos reciben las imágenes determinadas: petición del u (k); interruptor; uso del programa (uip).

. - Designación/selección/creación de imágenes aplicables vía: "analizador de imagen" = "artista" = uip.

. - Usos: el mismo texto/"hospitalidad" para las audiencias de diferenciación, cabritos/adultos se puede "corregir" para emparejar su uip. Las imágenes, colores, incluso el texto sí mismo (el saltar del canal 9G220, "redactor") se pueden alterar también.

El usuario/"corrigió" (instruction/nr) la "imagen" hecha salir = este ~ del sistema de N (interruptor de la conversión del disl3exico) C =

ACCESO (); ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS ("corregido" diferentemente para cada u); NR (); OSCILADOR (); Banda (); Picosegundo-Zona (); Q (); R (); RANURADOR (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); TDS (); T (); INCLINACIÓN (); PISTA (); UIP ().

Usos adicionales:

. Deletreado de los tableros dominantes. "K". El teclado "corregido" puede estar vía: cambiando la "imagen" en cada llave; representan al tablero dominante en la "pantalla" (las demostraciones qué y cómo el usuario (w5) es el mecanografiar/"dibujo".

--El teclado (plástico) de la "computadora" (k) (tinta) puede también tener sus letras alteradas y o las pudo estar en la "pantalla". Cualquier letras pintadas sobre k/el cojín dominante son una pantalla interactiva/cada llave tienen una pequeña pantalla (LCD) que sea programable.

. "Juego": los jugadores tienen que conjeturar qué deletreados "se corrigen incorrectamente". El "corregir incorrecto": imágenes de espejo (como disl3exico puede interpretar lo que él ve ayuda del wo). La "cuenta" según el número de jugador de las épocas coge errores en lo que él ve.

. Aplicaciones adicionales de colores múltiples: Las ayudas de diferenciación de los colores (con referencia a) entrenan a people/u que sean: daltónico; vista deteriorada; lectura deteriorada (de una cierta otra manera); tener

problemas de la vista del ojo; tener ojo a las dificultades cerebrales de la cognición (debilitaciones físicas o psicologicas).

. Etiquetando cuál es importante: "Artista" = "designador": etiqueta lo que necesidades la mayoría de la atención (vía el va) = w una etiqueta.

El sistema lee qué usuario está leyendo.

OSCILADOR = "imagen": cada letra leyó/mecanografiado hace sonidos "señalados".

--El sistema sabe que la letra /word/line/paragraph u está leyendo en el momento. En golondrina de mar, el sistema leerá esas palabras (que los problemas del lector de la causa vía pr/uip).

- ver la patente existente relacionada mencionada en esta limadura de la dislexia.

% del deletreado en la dimensión cuatro pueden ser cualquier uno o más característica además de "corregir tridimensional".

Braille: avistar a lectores deteriorados que sufren de un cierto tipo de confusión relacionada - esas palabras/letras pueden tener otros factores mejor el distinguirse, eg.: topetones más altos o más gruesos o tienen topetones adicionales cerca especialmente el alertar de u/reader (nr).

% del material que es leído se pueden experimentar en una amplia gama de maneras: Las diversas letras/palabras/imágenes tienen correspondencia de diferenciación: sonidos/olores/gustos/modos audios (oscilador, "discurso").

- como el lector lee/experimenta el material, los otros modos puede ayudar al usuario.

¡- apenas utilizar su imaginación!

Hace a usuarios interesados más en la lectura y en computadoras en general.

Archivo: Arte \ AR-Dys-Ed

PARTE: ARTE' S "QUE CORRIGE" MODOS

Introducción: puesto que la gente con dislexia necesita nuevas maneras tener las imágenes entradas en su cerebro, el sistema altera imágenes de la mayoría de la manera eficaz según las preferencias de usuario, u otro necesita. Los siguientes son solamente ejemplos posibles limitados:

+ letras retratadas en la dimensión tres:

- cada letra se puede demostrar en la dimensión tres, eg.: la letra "b" tiene luz vertida en ella de la izquierda, y "d" tiene luz demostrada de la derecha (o de la iluminación opuesta). La otra forma en la cual tridimensional ocurre es demostrar los lados de las letras, como si fueran bloques de madera.

. --Sombras o lados también demostrados de: tapa o parte inferior, o frente o parte posterior, u otros ángulos.

. - cortinas o lados: puede estar de diversos colores según lo "señalado" según: qué letras/palabras/tipo problema del lector. U puede "programar" cómo aparecen las cortinas, como cualquier otro elemento del "artista". --El tamaño de las cortinas/ángulo del shading se puede aumentar/disminuir para el énfasis cambiante.

- Cada lector tiene diversas dificultades, eg.: algunos en "b de desciframiento" y "d". También algunos pueden mejorar leen la misma dificultad después de que "se hayan corregido" en una manera adecuada mejor a ellos, eg.: algunos prefieren lados rojos o verdes.

. --"b" y "d" tienen diverso colorante; las letras difíciles todas se destacan/se colorean diferentemente del texto restante.

- Destetando: esa gente que puede mejorar su lectura puede entonces lentamente hacer las designaciones de las letras/de las palabras difíciles hacer cada vez menos distintas todo el texto es tan gradualmente igual. En días difíciles las distinciones se pueden hacer otra vez.

"Letras específicas de reajuste" y palabras:

Las secciones de las letras que mejoran se distinguen pueden utilizar la tipografía especial que exagera las diferencias. Puesto que el deletreado de la lengua es simplemente una invención de por sí, no hay razón re-representa a levemente o totalmente cada letra en un diverso tipo "imagen".

- las líneas rectas en b y d se pueden acentuar, más quizá la pieza (de la parte superior) de la curva que resuelve la barra.

- n contra m, la línea media en m se acentúa.

- n contra u, o m contra el W.

- c contra la letra o - el espacio abierto en c es más ancho, mientras que el derecho de o puede ser más grueso.

- e contra c, la línea en e se pone en el deletreado en negrilla. O la E capital contra 3 o 8.

- g contra p - barra del p y línea del g que va abajo de acentuado, barra del q acentuada.

- p contra q alteró de la manera similar a b contra la D.

- b contra h - parte inferior de la curva en b acentuado, mientras que la parte inferior abierta de h hizo más ancho y acentuado.

- i contra l - punto acentuado, quizá acción de i más en negrilla, mientras que l letra extraordinariamente alta, y cortocircuito de i extraordinariamente.

- u contra o - la parte abierta de u abrió como h contra el B.

- s contra z - s hecho más curvaceous - sus líneas del comienzo y de conclusión es extraordinariamente curvy, z hechos más posición en cuclillas y por lo tanto zagged.

- q y p contra b y d - sobre cuál está o abajo es el grueso adicional acentuado de w.

- la sierra contra era, o dan contra y, whte contra con, o su contra los ist - puede ser distinguido teniendo: primer y pasado y o letras medias de diversas letras de uno a. Purpose a mejor lector de la ayuda para molerse en cuál está en la derecha contra izquierda.
- etc.

. Compatibilidad del color/de los Especial-efectos:

el sistema (automáticamente) "analiza" que los efectos/los colores son apropiados para cada situación, eg.: el rojo en relación a verde tiene más contraste que gris contra blanco; se utilizan otros efectos cuando son necesarios (según el uip).

- la presencia de ciertas formas/texturas que sean en/cerca/entre las líneas de texto puede ayudar psicologicamente a lectores. Los lectores/los instructores seleccionan se desean qué efectos.
- El tipo "edición" demuestra el tipo dificultad: dependiendo de tipo problema, cada "edición" puede ser diferente así que el lector sabe qué tipo problema es al lado de tipo "edición", eg.: el texto cambiado al perímetro rojo implica diversos problema/significado de sombras azules del azul de la letra o del texto w.
- El usuario "programa" el sistema: El usuario puede seleccionar lo que él quiere corregido seleccionando de menú el tipo códigos de color queridos o no queridos. Es decir: El usuario puede "programar" el sistema (no) al seek= después altera ciertos problemas del grupo del color.

Encapsulación:

Se encapsula qué: Las secciones pequeñas o grandes del texto (problemático) se encuentran en cualquier forma/fondo/otro encapsulados formato "corregido".

- Formas: Cuadrados, círculos, esferas, cubos, prismas triangulares, tubos, etc.
- División del texto en pedazos más pequeños del tamaño de la mordedura: cada párrafo puesto en diversos cuadrados, propósito que es romper para arriba pedazos grandes de texto que asusta comúnmente a lectores jovenes o del disl3exico. - Cada encapsulación puede funcionar como "imagen interactiva".

. --encapsulación del tirón/de la vuelta para ver definiciones o funciones adicionales de la imagen interactiva.

. - Hacer girar la bola/el cubo: texto escrito en la esfera (que necesitan dar vuelta (por el ratón)) para proceder al texto adicional. Sonidos del OSCILADOR mientras que su movido.

H-Ver que software de KN que ése suena cuando se dan vuelta las páginas.

--. "Juego": hacer girar y aterrizar en lo que "imagen": éste es parte del juego, eg.: hacer girar la botella, o siempre que la opción de a (al azar/que juega) sea necesaria.

Efectos adicionales de la muestra:

- Líneas de cubos minúsculos en los colores señalados alineados entre las líneas, o alrededor de perímetro de "s" o de la página impresa.

--cada línea o palabra está de diverso color: las ayudas paran empañar del texto. Dentro de cada palabra, cada letra puede tener variación (leve) en color.

--Las imágenes del interruptor se pueden también demostrar entre líneas, con o sin un forro coloreado especial para estas imágenes implantadas.

--hace que el usuario siente más seguro en los remolinos de la impresión. Servicio de mayo como cierto tipo de poner a tierra psicologico o de incitar o de reforzador de la motivación o del "humor".

. - el cuadro que representa ("señalado") palabras aparece adyacente al texto. El cuadro/la palabra es la imagen interactiva. El programador "programa" en cuadros vía: de "dibujo"/"cortado y goma" (w= "cámara"). La duda es patentable.

--el movimiento del cuadro representa el mensaje también. Eg.: hacia qué está señalando; expresión facial de su carácter que señala "humor".

- cualquier acentuación puede ser que destella o de mudanza para mejorar la atención del retén. La velocidad de destello puede ser así que el usuario la ve apenas el ir con./desc., y en el 75% de tiempo, del 25% de tiempo.

- Marcador: el texto está en un lado de cubo, y las sombras/las líneas/los marcadores emanan del texto difícil al otro lado del cubo.

. Adicional "corrigiendo" modos de letras/de palabras:

- haciéndolas más grandes/más pequeñas.

- el grueso alteró, eg.: las porciones de la curva de las letras b y D.

. - la tipografía alteró (valioso en no las pantallas del color, y el destete del sistema).

H ver "el estado" del "artista": La edición demuestra la naturaleza de la situación, ahorrando de necesitar el texto adicional que estorba la pantalla.

. Fondo detrás del texto:

- ciertos fondos del color realzan legibilidad, eg.: vía contraste o no accionar del color síntomas psicologicos. Ver los estudios médicos de la dislexia.

- imágenes (del fondo) controladas cerca: uip/banda/qué vino texto de w cart/el. Eg.: leer la ficción de la selva y ver/para oír los leones rugido y monos que hacen pivotar de árboles. El fondo "ha corregido": "colorea"/textura/texto/el sounds%

Los movimientos propios alteraron para el uip/el uso.

- OTD D: U = este ~ del sistema de N () C = NR (); OSCILADOR (synth); El VR% (); WA (); realza "humor " = para las tareas "señaladas" (conducidas por u).

. Versión del interruptor de la lectura de la velocidad (entrenamiento): el marcador demuestra en donde el lector debe estar mientras que están leyendo el texto. Cuando el cursor se enciende sobre secciones difíciles,

marca imágenes "señaladas" por consiguiente. Esta ayuda solamente cuando ha llegado el marcador, ayudas induce a lectores lentos que aceleren, ganar la ventaja de "corregir" la función.
Ver 5G060.
PARTE: ARTE' S "QUE CORRIGE" MODOS
Archivo: Arte \ AR-Dys-IMI
GLOSARIO DEL "ARTE' S" DE TÉRMINOS

Cualquier concepto (parte) w/in cada uno debajo del grupo es normalmente permutable. Definiciones más profundas divulgadas en otros archivos.

Acentuar: la parte de texto se hace un texto más que restante más visible o alterado, eg. vía: color, tipografía, tamaño, boldening (hecho en el deletreado en negrilla), punto culminante. "Corregir".

Causas para corregir: Qué necesita corregir y porqué. Altera secciones del texto según los criterios del software. Ejemplos: redacta difícil para los disl3exicos, nuevas palabras. Ver "para señalar" en la cañería IMI y el "artista". El comportamiento del usuario de los estudios de sistema y determina cómo qué texto crea más problema - ver UIP [información de usuario que programa].

Modificar para requisitos particulares: las imágenes se adaptan a los propósitos señalados. Puede ser sistema de la edición de textos de una imagen automatizada el' controlado/dirigido en parte (junto con la entrada del usuario) por el arreglo para requisitos particulares.

El texto señalado alteró: La búsqueda del interruptor y substituye; las porciones de texto alteraron para mejorar legibilidad/la comprensión; los accentuations deseados hicieron.

Disl3exico: La lectura/vista deterioró. % de los lectores y espectadores que se colocan para ganar vía cualquier tipo de "corregir".

Programa del disl3exico: "Corrigiendo" (interruptor/banda); %sw; %pr.

Corregir: Acentuar el texto. Convertir la imagen para ayudar al lector a leer. Los ejemplos diferencian en <b> y <d> de las letras destacarse más.

Educar: El software enseña a gente a leer: disl3exicos, lectores jovenes, para las nuevas idiomas secundarias. Enseña a la lectura de la velocidad.

La ayuda leyó: mejorar la capacidad de la lectura, ayudar al disl3exico, mejorar la legibilidad o la visibilidad. "Educ". Usuario de la ayuda en material de %understanding.

Imagen: Cualquie elemento visible en la pantalla: texto, cuadros.

Letras/carácteres: Cualquie letra o dígito en alfabeto o la representación matemática, o % "de la imagen". Las letras se pueden "corregir" en cualquier nueva letra, que pueda parecer similar o totalmente diferente de la letra (inglesa) original de la lengua. Eg.: b - > un triángulo del tamaño similar, d - > cuadrado.

Nuevas palabras: El software acentúa nuevas palabras, tales como inusualmente a largo plazo, o uno lector joven no han leído antes a través del software. Puede ser un constructor del vocabulario: ésos referente a un nuevo usuario del tema están aprendiendo. Utilizado con programa de la "educación".

Leído: Material de la visión; material/programa de la experiencia (con el texto o las imágenes) que se centra más en los aspectos visuales. % "interactivos" con visualmente el actual material.

Texto: (Parte de) texto, letra, palabra, material, %paragraph, ("interactivo") "imagen" - ver a "artista".

Destete: Este software se puede diseñar como muleta que enseñe más adelante a usuarios a leer en sus los propios.

Archivo: Arte \ Ar-Dys1

Software de la ayuda de la lectura

Archivo: Ar-D1. software de la ayuda de la lectura 5G061: Este archivo es un subconjunto del archivo titulado: "Artista - corregir". <3, 3, 4 palmadita-interruptor-versión, 1.5 mk, 3>

+ las nuevas palabras reciben a special "que corrige" la atención:
- Qué señaló: El sistema busca las palabras según las cuales "se señalan": tema; novedad (a u, campo del estudio (nueva idea)); la dificultad u ha tenido adentro últimas ocurrencias según lo "analizado" por (la prueba) la "cuenta"; qué u o sus supervisores determinar él debe aprender/"obra recíprocamente" con (para más

experiencia, "educando" sí mismo (en sus aplicaciones y contextos múltiples)). Qué ""/"" del educ/"" del ranurador/nr del humor: "analiza" el aprendizaje/atención de las necesidades.

- Destetar a usuario de esto que corrige después de que hayan visto el número señalado palabra de épocas. Más carácteres en la palabra/el tipo tema determinan el número de épocas que u lo lee en forma "corregida", con los modos de cogida del ojo disminuyendo cada vez que la han leído o han escrito.
- Sin embargo, el nivel de especial atención se puede variar, o no existente.
- El usuario puede señalar en cualquier momento para chascar encendido la palabra problemática o el cuadro correspondiente "encapsulado" del párrafo y de la visión. En tal caso, el sistema (fuerza) continúa demostrando el cuadro para tal palabra segura # las épocas más.
- éste que aprende leer el uso es un ejemplo de cómo el sistema marca (UIP-DB, fósforos) cierto material con etiqueta (palabras), "corrige simplemente después" /alters él por consiguiente. La búsqueda del interruptor y substituye.
- .sw tiene (invisible en s) ranura en la cual la imagen pueda aparecer/cambio.
- chascar encendido la imagen para conseguir: oscilador que pone en palabras qué cuadro o texto representa; programa video; cualquie otro sistema que acciona uno de los sentidos del u cinco en persona (véase el kn).

+ enseñando a los jóvenes a leer:

El texto tiene imágenes aplicables al lado de ciertas palabras. Eg.: cuadro para los adjacents de la casa la palabra "casa". El cuadro puede ser mismos tamaños como texto (de gran tamaño); o el número al lado de la palabra empareja número al lado de cuadro a otra parte en la pantalla o el material impreso.

- el sistema aprende que el número de usuario de las épocas ha parecido tales palabras (en el sistema).

. --el sistema o el profesor humano asigna # las épocas del texto de la visión balanceadas con la complejidad de la palabra.

- Destetando: Después de ocurrencias señaladas de la palabra/del concepto dichos, los cuadros pueden aparecer no más (lector de destete de la ayuda).

Usuario de destete apagado del sistema de la ayuda de la lectura. Como el aprendizaje bike primero con el entrenamiento rueda, después ellos que quitan lentamente la ayuda adicional.

- los modos de acentuación de texto señalado, se pudieron reducir en un cierto plazo. Esta reducción puede aplicarse a todos/a la mayoría de las palabras difíciles.

--Las palabras "señaladas" con las buenas "cuentas" que demuestran a lector no tienen apuro (mucho) se pueden destetar más rápidamente.

- el destete de proceso es controlado: automáticamente o por u/por el guarda (doctor) o profesor o uip.
- si el usuario está teniendo un maÌ□n día [lectura de la dificultad], pueden alterar el grado/tipo de sistema de la diferenciación hacen para (previamente/nuevamente) el texto señalado/otros problemas.

- (En texto normal) las imágenes pudieron boldened o subrayado, adjunto iguales se pueden hacer, con los cambios adicionales a sus sombras, etc. substituyen otro "que corrige" modos.

. Cambios esporádicos. Las letras problemáticas se señalan esporádico diferentemente de las letras/de las palabras restantes/texto. Ejemplos: cada tercera letra problemática dirigió tan; dirección especial manejada vía el proceso al azar (interruptor).

- el mismo tipo problema se pudo señalar diferentemente en diversas épocas/situaciones. Eg.: las confusiones entre las letras b y d pueden ser verdes contra rojo; y en otras veces blancas contra negro.

- TDS: las letras problemáticas de diferenciación de los días se representan en colores de diferenciación. Valor: el usuario no espera que las letras difíciles estén siempre así que representado, eg.: para el periódico de la lectura, el etc. donde tal "bagaje de la ayuda" puede no existir.

--las ayudas del sistema destetan u apagado del interruptor de la ayuda.

- ayudando destetar u apagado de esta n: cualesquiera letras/palabra difíciles pudieron simplemente tener tipografía o color de diferenciación, tan allí son dos modos, aspecto normal y el segundo aspecto que no es diferente en relación a las otras letras/palabras difíciles. Ayuda a u para tener extraordinariamente cuidado al venir sobre problema potencial.

- el tamaño de la ventana [vía se lee qué texto] se puede hacer tan pequeño o grande como deseado, mientras que cualesquiera de otras características pueden aparecer dentro de esta ventana en S. 5G060.

Existe:

Software del disl3exico: Toda lo que lo hace es palabra u oración del punto culminante uno a la vez. Si el lector tiene apuro, (oscilador) lo anuncia verbalmente. El producto existente llamó: Chascar-Lector del MOLDE para US$20.

- si la palabra está en ampliación de foto (título) /italics, leerá el material en una voz más ruidosa.

- Chascar-Lector: Plantilla de la lectura para cualquie texto y cuadros. Incluye las ayudas auditivas adaptables para descifrar, el seguimiento visual, y la organización.

- fabricado cerca: MOLDE - centro para las tecnologías especiales aplicadas. 508-531-8555. 39 St. cruzado, Peabody, mA 01960.

. - Patente relacionada: Patente no 4875432 de los E.E.U.U.: color en cambios del tablero de la "cuenta" cuando la cuenta se ata en (voleibol) "juego".

. - (El nivel "de"/"de la cuenta estado" efectúa el tipo de cambio del color encontrado en S/Nr de cualquier producto/sistema; eg.: 7G)

Software que demuestra la naturaleza de la situación simplemente por la manera que ha corregido, espacio de ahorro de la pantalla del texto excesivo.

- También ver el archivo separado + "el estado" del "artista".

- Naturaleza de los problemas representados en cómo las imágenes alteraron: tipo de problema del disl3exico o del lector joven demostrado por el tipo "edición".

"Cuenta":

- "Educ": el sistema puede tener el contador de tiempo y u otros análisis electrónicos para cómo las habilidades de lectura del usuario están mejorando, eg.: capacidad de leer o de escribir correctamente; velocidad de la lectura.

--el sistema puede forzar/sugiere a usuario para acelerar tamaño de la ventana de la lectura/del aumento cuando su "cuenta" mejora.

- Cómo "cuentas": cuando u juzgaba (no) para haber hecho el nr del sys= del error=.

Patentes de los E.E.U.U.

- Estrategia de búsqueda: dyslexi. Hasta 8.96. DB buscado vía la palabra clave del texto completo de la patente.

Problemas del usuario de comprensión.

D: El "anotar" - > desarrollo del DB del UIP - UIP-Adapta SW= para el lector. Se anota qué y (W5): Niveles/tipos "que anotan" de las dificultades del usuario (ojo//reading cognoscitivo); "VAGOS"; "cuenta" de los "educ"; "estado". Las patentes relacionadas siguen:

4556069 RE34015. 4706686 4421122 4408616 4407299 5474081 4528989 4706686 4889422 2838681 3842822 5067806 3952728

- Siguiendo ser comparativamente quizá menos pertinente:

4216781 5048947 5331969 3893450 4030211 4735498 4102564 4211018 5260196

Métodos de enseñanza:

Maneras "de los lectores que corrigen"/de ayudas (+dyslexic): ""/"" de Educ/"de EGH TGH". Las patentes relacionadas de los E.E.U.U. siguen:

¿4379699 4979902 536093? 5336093 5543867 3906644 4007273 4764973 5114346 4123853 4090311 4770635 5366377 4354843 4643679 4747682 3955564 4007548 4708567 4961640 5328373 5451163 4940346 3828316-Character que trataban en una palabra orientaron el sistema informático.

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Archivo: Arte \ Ar-Dys2

software de la ayuda de la lectura 5G061. Archivo Ar-D2.

+ las nuevas palabras reciben a special "que corrige" la atención:

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Archivo: Arte \ AR-Dys-App

USOS ADICIONALES A LA INVENCIÓN DE LA LECTURA DE LA DISLEXIA

Archivo AR-dys-app.

+ "educando" a gente en el aprendizaje leer palabras difíciles.

- Qué "se analizan" como siendo palabras difíciles:

todo redacta probablemente para ser nuevo o sobre número del sistema las letras "se señalan" como probablemente para necesitar la especial atención; esos de las palabras disl3exicos no y los disl3exicos tienen a menudo with= del apuro según el DB. Ver la sección del words> del <new.

--una nueva manera de introducir nuevas palabras. Eg.: para la gente que aprende nuevas idiomas.

--el usuario puede chascar el ratón en esto palabra distinguida y el software demostrará su significado. El tipo definición dada se puede señalar según:

---uip; contexto de la palabra; lengua materna del usuario; inteligencia del usuario, capacidades o habilidad o experiencia técnica...

- El usuario puede seleccionar (de menú) las categorías sujetas/las palabras de raíz/tipo ayuda de la palabra necesaria.

- Las palabras "señaladas" pueden ser las "imágenes interactivas" que cuando está chascado: dar (Webster/Britannica) la definición; demostrar (moviéndose) las "imágenes" que representan (definición/uso a u (el uip)) /"ruta" u según lo "señalado" (a los archivos relacionados (por el tema)) /el oscilador da los ejemplos para cómo el concepto suena.

. Apresto de la letra: con bastante espacio entre las líneas, "imágenes más difíciles" pueden ser hechas (más grande). % si está hecho más pequeño: su para hacer el concentrado de la mente en las imágenes más pequeñas (diverso colorante de w a ayudar a identificar).

--el más larga la palabra la tipografía (más grande): para los cabritos.

. El texto "corregido" se puede demostrar en contextos siguientes:

Rompecabezas cruzados de la palabra; "juegos"; milímetro (multi-media); texto que está debajo de películas o de Karaoke; libros; artículos (del diario); WWW; publicidad; etiquetas en los productos (con./desc./la energía/el volumen/la otra k); el "nr"/las muestras impresas de la precaución (usadas en las instalaciones frecuentadas por los disl3exicos), la escritura puede ser así que los no-disl3exicos entienden también el /are suspendido no también; Cualquie tipo (interruptor/banda) de instrucciones (librete/"guía"); "imágenes interactivas"; sistemas de catálogo de la biblioteca (interruptor) (para los disl3exicos).

. Generación de la "imagen No-INTERRUPTOR": El estarcir: han cortado salidas de las hojas plásticas a través de las cuales (aerosol) de las letras se pintan. Frotar apagado las letras. Precortado pegado en el deletreado. Impresión de las etiquetas engomadas w.

- Un proceso que estarce de dos fases se puede utilizar a los efectos coloreados/textured creados diferente. Ejemplo: sombras o secciones que necesitan la acentuación especial.

. Atención del usuario de los focos: Enseña a gente a enfocarse; los actos como el entrenamiento ruedan para los principiantes de la bicicleta, usuario consideran poco a la vez, aumentando la cantidad demostrada, así que no consiguen abrumados. El texto de acentuación es una forma de centrarse en lo que debe mejorar el ojo el retén. La encapsulación limita el efecto de forma aplastante.

- Las palabras importantes, oraciones, párrafos, capítulos, títulos se pueden señalar para demostrar: (tipo de) importancia [según código de color].

Archivo: Arte \ artista misceláneo

ARCHIVO MISCELÁNEO DEL ARTISTA

- Ver KN: Software de coordinación de la imagen R24-1; selector del color 3C210

- Diagrama: usuario = ratón/r = imagen del ~ de c que genera o que corrige software = la pantalla o la impresora.

- Designador del `: Los colores, las formas u otras imágenes se utilizan o "se corrigen" para alcanzar resultado "señalado". El sistema determina automáticamente vía cualquier criterio de la "designación" de la invención qué necesidades de destacarse/"se corrija". Resultados en mayor ayuda a u: "nr"; qué necesita la atención

-

- En otras palabras: Cambiar el aspecto gráfico. La alteración es cualquier medio de manipular imágenes, eg.: corte y goma; arrastre; (u) dibujo.

- Imagen del `- el término definió: cualquie diseño gráfico, o interfaz gráfico, que se puede dibujar o corregir por el artista.

- "Imágenes "interactivas"" - el término definió: para las computadoras o las pantallas interactivas: u/el sistema puede crear las pantallas táctiles "interactivas" con sus "imágenes necesarias". Las imágenes generadas (iconos) tienen funciones accionadas según cómo se tocan/se activan. Icono del software (relacionado).

- Diagrama: U/"señaló" funciones = (las "imágenes interactivas") ~ C = función señalada [del kn].

- Razones para dibujar: hospitalidad; función en juego; creando la presentación embalada en el milímetro o el material impreso.

- Estado del `: "Corrigiendo" el estado de las demostraciones de la situación: mecanografiar el tema/el nr/la "encaminamiento" demostrada por cómo "se corrigen" las imágenes. Valor: requiere menos explicación del texto que estorba la pantalla. Ver: IMI "cuenta", "estado".

- (artistas del `') "ESCRIBIENDO EL INSTRUMENTO" = ratón, aguja, "inclinación".
"Ratón"; "R"; Pluma (EL) o cepillo; Cursor de la "computadora"; % "de la correa eslabonada"; "Inclinación".

- Cómo (adaptado) sastre "dibujado" "corregido" del usuario de las "imágenes" ser y o (por'):

- Cualquier alteración/generación puede ser parte del proceso del "artista". Puede crear alguno el efecto relacionado del "artista":. Eg.: incluso un arma de la grapadora sale de una marca (demostrada en color de diferenciación), y se sujeta con grapa lo que es un "corte y una goma" porque ésta es la función más común de la herramienta. Los controles del "ratón" debajo del icono filetearon los movimientos/"que corregían".

. - Los modos de la generación de la imagen se relacionaron con las herramientas y las funciones como encontrado en el "pesebre de la herramienta" de las ventas del norte catalogar el agosto de 1996 #966. Las páginas mencionadas son solamente una de ejemplos múltiples posibles en catálogo.

- La plantilla vio = cortar la porción de "cortar y pegar".

- tallando los sistemas/ranurador (no "ranurador")

- chorreadoras/taladros (más anchos): el conseguir más profundo en áreas "señaladas" trae colores acodados para arriba correspondientes. Los caminos de la herramienta se demuestran.

- linternas: qué se brilla sobre tiene color "corregido"

- los destornilladores salen de la marca que algo "fue cortado y la pegaron" previamente.

- Etiquetado de cada herramienta como icono: los instrumentos reales se pueden representar como iconos en s= así que el usuario puede chascarlos encendido para comenzar la función deseada del "artista".

- Cortar/arena de secciones de la madera (las imágenes) = "corrigiendo"

- Pulidores/chorreadoras: la textura cambia por consiguiente (w o los cambios (drásticos) del color del wo)

- Rociadores del "color". p39

- colectores de polvo p39

- Pega/los vicios/(resorte del potro) afianza con abrazadera = (temporalmente W5) "cortado y goma".

- El benches= del trabajo tiene herramientas en el banco (para el "artista"). Un banco de trabajo puede ser un archivo/un icono con las subpartes (secundario-iconos).
- Motosierras del césped y del jardín: más móvil y puede cortar más fácilmente donde deseado. p59

. Cada uno/la mayoría del artista KN también tiene una versión del interruptor - D: U = ratón/r/k = c ~ imagen generando interruptor = s/impresora/[tr = otro]/acceso de c.

CONCLUYE ESTA SECCIÓN CENTRAL DE DISCRIPTION PARA EL ARTISTA

Archivo: Introducción/VAGOS de las características

ANALIZADOR DEL COMPORTAMIENTO EN GENERAL

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(La mayor parte de la pieza de los VAGOS se archiva bajo pieza del acceso)

Introducción. También mirada debajo: UIP-Adaptar, desarrollo de UIP-DB. Los usos para los VAGOS incluyen: ¡UIP, UIP-Info, juegos, mucho más!

REACCIÓN DEL ANALIZADOR DEL COMPORTAMIENTO =

Utiliza medios múltiples en la determinación del comportamiento de quién o de cuál es observación bondadosa. Esta información está disponible para el sistema que desea adaptar una función para los gustos del usuario. El sistema se adapta al humor del usuario. Diversos humores del user= (influencia de la ayuda) dan lugar a diversos códigos de comando en sistema que controla. Una forma de UIP-Adapta el ajuste al comportamiento del usuario.

LEÍDO MÁS ADELANTE:

- El sistema determina el comportamiento/el humor del speaker= que reaccionan según lo señalado. El comportamiento del user= es resuelto vía el analizador de sonidos. Diversos comportamientos dan lugar a reacciones de diferenciación.
- 'Programar el grado a el cual el sistema altera el itself= por el shift= anotado en el comportamiento del usuario.

Ejemplos:

alarma interactiva 3A280: En el tiempo señalado se acciona la alarma, persona debe utilizar su voz para vocalize el sonido para parar alarmar. Con eso dependiendo del tono de la voz de la persona la máquina reacciona en el acompañamiento. El micrófono y el "cerebro" de la máquina sabe responder. SA. Propósitos: hace el durmiente obrar recíprocamente con la máquina, que consigue su funcionamiento del cerebro, y en el modo interactivo despertado para el mundo. Una novedad comercial interesante, regalo para sus amigos que necesitan la ayuda que despierta en la mañana.

- La alarma espera cierto plazo antes de alarma del principio otra vez (da un plazo de hora de desactivar la alarma)

- Opción: si se suena la palabra, la máquina expone la palabra de la persona en forma modificada en la manera diferente diseñada psicologicamente para ayudar a waken los para arriba. La alarma interactiva puede responder diverso cada vez/día que crea curiosidad sobre la reacción "desconocida" de la alarma a su voz (el suspenso ayuda más lejos a despertar). El sonido saliente inicial por mañana puede también cambiar.

. D posterior leída: Sonidos creados del u (voz/palmada/producido por máquina (oscilador)) = este ~ C (computadora del sistema de N [sa/access] del `) =

Carro de // de los VAGOS [] (cartucho) del `[] // [diversos sonidos de diverso u] // MULTIUSOS NR [cuando el comando es el triggered= u notificado (por el oscilador/la señal sonora)] Banda de // del OSCILADOR de // [controlado por la voz del u] (programa) [ajustar qué suena causa qué reacciones] CUENTA de // [el tipo suena para sus características o importancia o grado...] // BUSCA y REACCIONA [a los sonidos] la PISTA de // TDS [] // T [] // del ANALIZADOR de SONIDOS de // del SENSOR de // [] [] [w5 suena hecho] // UIP [] // VR [] // WA [].

-' Notifica a jugador del juego cuándo hacer algo según w5/el UIP.

VIGILANTE de la EMOCIÓN A3-13: le dice cómo es unrelaxed usted está por cómo: el producto (bola, tapa, muñeca, moneda, etc) hace girar en envase, en la CRT. Puede hacer salir las palabras, sugerencias, lemas. Comprueba p cerca: u (usuario) que toca un cojín que mide a su temp; detección de la tensión en voz (el producto existe) siempre que hable (y por lo tanto funciona siempre que la máquina encendido). Prueba del humor (er). Mezcla con la idea del producto de la máquina de la terapia (certificada ante notario el 13 de diciembre de 91). Opción portable también, con todas las funciones incorporadas.

- Llano/tipo 'cuenta del humor/de la tensión del u puede ser demostrado en cualquier manera: nr, pantalla, images= educativo, artístico que cambia por el tipo humor.

. --el sistema analiza cómo u reacciona a su cuenta.

- funcionamiento anotado del jugador del juego de las medidas

Cambios en: (grado/color/tipo de) iluminación o sonido; synth; cómo obra recíprocamente el sistema w (con) u; cualquie otra función alterable, tal como ésos enumerados en: UIP-Adaptar, R, K, reaccionar...

MARCADOR DEL COMPORTAMIENTO =

- Determina los tipos y los grados del behavior= de la persona según lo que se programa el sistema al seek= y los analiza.

+ R132-1 comportamiento - analizador médico del síntoma: El sistema correlaciona a paciente del comportamiento con sus síntomas médicos. El gráfico del paciente para cambiar el estado emocional se empareja con los gráficos del síntoma del cuerpo, dando a investigadores análisis necesario adicional. La invención es la combinación del software de datos. El sistema asiste a siquiatras y a otros en correlacionar mental con síntomas físicos.

- patentabilidad: La conjetura de Steven es una faceta de esto pudo existir en mercado. La patentabilidad pudo cubrir esas otras áreas que no existían.

- Usos: estado mental que correlaciona w: dieta; ritmo cardíaco; actividad metabólica; genética; agentes contaminadores o venenos (internados en cuerpo); etc. Investigación general. Identificación de dolencias médicas por los comportamientos irregulares/cambiados.

- el sistema correlaciona los síntomas y las señales del cuerpo de usuario (eg. cardiógrafo) con el comportamiento del tema (w5 hacen). D: organismo - > sensores = C.

- "cuestionario" completado por el usuario = el uip-db= que es utilizado por los vagos. Los síntomas médicos son against= comparado este los vagos.

- OTD D: Este sistema de N (sistema) =

ACCESO; ANALIZADOR; ARTISTA; C; CARRO (tipo análisis); S; EDUC (aprender la medicina, el uso en puestos de interno médicos o las clases); M (la base de datos de los síntomas médicos que atan hasta las dolencias médicas posibles (enumeradas primero en orden de la dolencia mencionada de la probabilidad más grande es la diagnosis real); MIC (oye a partes del cuerpo); MULTIUSOS (recuerda los datos/el análisis/uip para diversos pacientes); NOTIFICADOR (cuando las dolencias serias son found= predicen las ocurrencias futuras); OSCILADOR; Banda (cómo analizar a paciente); Q (mq para mejorar "análisis"; el doctor hace preguntas, eg.: qué doctor debe hacer, prescribir, cómo curación, cómo mejorar/del sistema del uso analiza más lejos a paciente); R; CUENTA (síntomas médicos notados/que son estudiados); SENSOR; ANALIZADOR de SONIDOS (síntomas del cuerpo, eg.: toses, respirando, golpe de corazón, el otro funcionamiento oral); DISCURSO; ESTADO (dolencia (cambio)); TDS (w5 de cada ocurrencia médica); T; UIP (del comportamiento y dolencias que son analizados); ANALIZADOR VISUAL (analiza imágenes médicas); WA (caminata del `alrededor) (dispositivo portable de la supervisión de cuerpo (cualquie tipo según lo necesitado).

+ todos los tipos de equipamiento médico que pueden estudiar a paciente, después dar vuelta a resultados en señales numéricas y de interno crean los datos para emparejar con este sistema, R132-1.

- utiliza R132-1-5, un subconjunto

-

- Estrategia de búsqueda de la palmadita: (comportamiento o psycholog o psiquiátrico o personalit) y (el médico o scien o physiolog) y (software o computadora)

- Patentes de los E.E.U.U.:

--Sistema de 4751642 simulaciones interactivo de los deportes con la detección fisiológica y el condicionamiento psicologico. Substituir la manipulación sicofisiológica" w de la patente ": el comportamiento/el "humor" del usuario que predecía en "señaló" circunstancias.

--4852578, 4818234

--Sistema de gestión de la pérdida de peso 4951197 = "vagos": para las causas en desordenes de consumición/cambios en el comportamiento causado por el tipo dieta.

- el Info ganado está para: UIP-Info; entidades/jugadores más fuertes constructivos del juego; usuario rector mientras que los educa.

ANALIZADOR del CURSIVO A2-170: el interruptor estudia lo que escribe p sobre la exhibición especial ("S") o el papel (entonces leído vía lector óptico). Disponible en 28 idiomas. M busca los carácteres y sus desviaciones que puede identificar, más otras tendencias generales si los carácteres son o no son identificables. Encerrar la escritura preferred (el mejor es plumas) para la versión de papel. El fabricante programa la máquina para buscar los estilos clásicos aceptados comúnmente para sus implicaciones.

- u pidió escribir algo con la "inclinación " =pen qué is= "analizaba"

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

ESCALADOR del COMPORTAMIENTO A2-610: como el sistema que detecta si la persona está mintiendo por la tensión... en voz, detectar cómo:

a] sexual otra persona siente. Incluso intentarla en se para ver que trabaja. Saber si usted persigue otro por una fecha caliente.

b] confiable y o constante y u organizado y o confiado y o capacidad de seguir el plomo de o

De Op. Sys.: da la lectura de muchas otras características del comportamiento posibles vía el po, DD, CRT del usuario; cara del usuario de la entrada y po/show en la CRT qué mirarán como la fecha futura de los pp, o el de sus niños...

TD: JK (hasta ciencia han avanzado bastantes para validar resultados)

- Opción portable: Pequeño y portable - mantener bolso o bolsillo y mirar más adelante para determinar análisis, apenas giran el interruptor para escuchar adentro longitud de tiempo preprogramada. Y o uso guarda la mano en el interruptor en cuanto a cuando quieren a o no recibir la entrada para el análisis, eg.: determinado por la sincronización de declaraciones importantes, mientras que el hablar del menor de edad pudo ser menos importante para el análisis.

analizador del comportamiento 4A09: región de los jueces (del producto futuro) de altavoz, y quizá estatura social - basada todo en la opción de la palabra, el acento, el etc. Puede buscar todas las preguntas posibles al comportamiento y al tipo psicología de altavoz actual capaz de ser hecho por el oído humano (como adentro sobre la conversación de "T").

5A1080 alimento - analizador del cambio del comportamiento: observa cambios del comportamiento en los animales, insectos, bacterias, virus, gente - según los tipos alimentos, cuando está servido (y aún disponible), donde servido y servido bajo qué condiciones. Observa cambios en los gustos hechos a los alimentos estándar, eg.: más sal...

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

sonidos 5A1090 y música y palabras puestas en palabras y analizador de sonidos de la criatura: observa cambios en comportamiento según tal que es emitido por sí mismo, u observa qué sucede cuando los organismos realizan tales cambios entre sí mismos. Él también notas al volumen de sonido hecho.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

Lector de huella digital A1-290: Analiza el comportamiento de una persona por su huella digital. También empareja pares con las huellas digitales compatibles. Relacionado con los sistemas existentes de "C" basados en horóscopo, tipo de sangre.

- fósforo del dedo (ing): el servicio de la datación que emparejaba tipos del comportamiento se asoció a la impresión genética del dedo. Fósforo genético del dedo (ing)

EFECTO DEL EXTERNAL SOBRE COMPORTAMIENTO =

analizador del olor 5A1100: observa cambios en comportamiento sobre emisiones de cualquier olor (humo, flores, olores del sexo, etc) o de la materia que es estudiada.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

analizador de la vista 5A1110: qué hacen las criaturas ven y cómo ellos responde a las visiones de las exhibiciones, cuadros, otros animales (amistosos/antipático puesto en jaulas cerca de ellas.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

CÓMO LOS VAGOS AYUDAN AL USUARIO =

Software de la identificación de la actividad A1-320: dedos de los sentidos en el teclado y señales si usted no está escribiendo. Detecta cuando usted está careciendo en la creatividad, claridad, confianza por la manera de los ritmos del golpe de teclado. Mezcla con la máquina de la terapia, máquina del taro.

. - "Inclinación": controla las funciones del sistema. Si "inclinación" no usada (correctamente) lo nr (notificador) también.

Retroacción biológica de ++ R132-1-5 - analizador de la función del cuerpo: El sistema es un analizador del uno mismo, enseñando los usuarios a porqué son de actuación y de sensación de la manera que son. Versión sin hilos portable también.

. - El usuario puede mirar sus analizadores médicos y ver cómo son/realizaban (psicologicamente) a interno que el usuario se familiariza con mejor.

-

. Qué usuario aprende: W5 efectúa su comportamiento:

- aprenderlos cómo (intuitivo) al psych para arriba de la manera deseable.

- Mente/cuerpo = síntomas/señales ideales. Uso con el equipo que se divierte.

- Dieta: efecto sobre su ser humano: "humor": optimismo, depresión; comportamiento (determinado vía vagos); se divierte capacidad: coordinación del cuerpo, estilo de pensamiento; pensamiento: estudios, puntuaciones del test, memoria, creatividad; seguridad: reducción en error humano o control de calidad pobre (al trabajar con los productos químicos peligrosos u otros trabajos peligrosos); calidad de conseguir junto con la otra gente (vagos, "cuenta").

- Deportes: jugador de tenis que está ganando (las estadísticas demuestran en ese punto que son históricamente (uip) el 62% de ganar el juego/el sistema enteros) = debe tener golpe de corazón (dentro de parámetros del sistema) basado en sus latidos del corazón del uip en otras situaciones/veces, el 71% de tiempo. Si el usuario no está ganando, pero su golpe de corazón está en el patrón del golpe de corazón de este ganador, después las ocasiones de los aumentos que ganan del usuario por el 8% (puesto que el usuario tiene confianza/actitud/energía/sensación correctas). El sistema puede enseñar al jugador vía R132 y u otros sistemas del comportamiento del analizador para considerar su comportamiento analizado = las demostraciones en s/notificador = en usuario de la golondrina de mar consiguen mejores en controlarse (internally^: las psiques ellos mismos hasta aceleran/se relajan/hacia arriba o hacia abajo la creatividad/etc)

-

. - Misceláneo: Versión portable con la transmisión sin hilos. También puede desarrollar la base de datos del perfil físico del usuario.

- El uso del cardiógrafo es un ejemplo: nivel de entusiasmo/de actividad física = determinado por ~behavior de c (analizador)

analizador = notificador (R131/R131-10)

- este sistema usado como componente para los sistemas del "analizador del comportamiento"

- uip: determined/s para el usuario aplicable (humano/animal) (por especie/tarea/la situación/el ambiente) que qué golpe de corazón representa que modo del comportamiento (cómo el usuario siente/qué piensan) (con la ocasión señalada del por ciento de la validez)

-

- D: el analizador/el sensor=tr=c del comportamiento (analizador/mfh del comportamiento del analizador/uip/) = desarrolla uip (para el analizador del comportamiento) /notifier (R31, R131-10) /s.

sistema de +-attach al equipo de deportes: ruedas de ardilla, equipo del edificio del músculo, walkman impermeable para los nadadores (wa), podómetros, etc.

- utiliza R132-1.

. Analiza las entidades/el tipo acciones/comportamientos del juego del jugador para: qué están haciendo w5 y anotado por la calidad/la eficacia, etc.

EL `B.A. PREDICE =

- Analizando los diversos determinantes/causas para la personalidad o el moods= del usuario [actual/previsto] vía el ba= predecir puede estimar los probables panoramas futuros/cómo los sistemas se pueden adaptar mejor para el usuario/los sistemas/las funciones señalados.

Analizador Info del comportamiento general:

Detectores del comportamiento del teléfono: Utilizado por los centros de atención telefónicas del teléfono, e.g.: las oficinas de las demandas de seguro que silbarán como una bala señalaron declaraciones puestas en palabras de los llamadores; y en golondrina de mar han reducido fraude [por el 25%]. Los algoritmos pueden detectar: irritación, duplicidad, placer, despertar sexual. El almacén archivado y el fósforo de los expedientes afinados en datos por el tomador de la llamada, y pueden almacenar por tiempo largo [para la UIP-Entrada]. El sistema responde [la búsqueda del `y reacciona] a las palabras claves señaladas, después transfiere [a llamador de las rutas del `] al jefe/etc. Ver el compartimiento atado con alambre, el junio de 2005, página 44.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-2.97 www.qpat:

- Sistema 1: (personalit del psycholog) y (el estudio estudia el analyz)

--Patentes de los E.E.U.U. vía palabras claves principales: 4354844 instrumento del comportamiento y del psych 5414644 de la prueba medidor de 3971034 tensiones, como un juego de la retroacción biológica del detector de mentira 5209494.

- Sistema 1 y (programas informáticos)

--Patentes de los E.E.U.U. vía el sistema 1 y el kilovatio del interruptor de la computadora (software del `): 5414644 4459114 +5596994 automatizados y el sistema de dirección del comportamiento y médico interactivo 4699153 determina los correlativos psicobiológicos verbales 4751642 sistema de simulación interactivo de 4751642 deportes con la detección fisiológica y el condicionamiento psy. 4007430 la retroacción biológica rítmica 5486999 categoriza la utilización del cuidado médico

- Clasificaciones de USPTO: 2.97 buscados 434/236

--Patentes del 434/238 E.E.U.U.: dispositivo 5573404 de la supervisión 5338202 5040988 5573405-Behavior y de entrenamiento 5511981 5399092

--Patentes del 434/322 E.E.U.U.: 4627818 sistema de la predicción del éxito del método de pruebas del psych 5551880-employee +

5465982-method y aparato para divulgar un patrón de la blanco = un vago-DB

Palabras claves quizá: retroacción biológica (análisis del ajuste del cursivo); comportamiento - la palabra del problema, trae para arriba eg.: comportamiento de productos químicos...

- Str: (comportamiento humano near/5) y (el estudio estudia el analyz)

--Patentes de los E.E.U.U.: 5227874 medidas de la eficacia de estímulos en la toma de decisión, eg.: anuncios en espectadores.

Los métodos incluyen "análisis" vía: uip; "analizador"; "acceso"; frecuencias de la voz del usuario, eg.: detectores de mentira de la voz. Sistemas más baratos pueden buscar simplemente los de alta frecuencia que representan la tensión.

+ VER: "Access'" = "analizador del comportamiento", eg.: es "comportamiento del grupo". Los "VAGOS" allí tienen más detalles que este archivo.

- "mic" - > "analizador" (el sistema analiza la voz de la persona) - > sistema responde según banda (control)/u del programa.

- D: Voz = "sonido analizador" ("mic" = sonido al convertidor de señal)/M = C (computadora del `) = función ()/oscilador del uso

Usos: #1: fósforos del oscilador del sistema (comunicador sano saliente del `)/del usuario del imitador la voz para solicitar la respuesta deseada (el informe de la emoción/de la sensación/hace que quieren actuar de cierta manera (productividad de la compra/del trabajo, modificación del comportamiento). Psicólogos establecidos según quienes el tipo de voz/de frecuencias sanas es el más conveniente alcanzar el efecto deseado: circunstancias (estado de ánimo del UIP/del u (en un rato particular)). TDS: la modulación sana del oscilador se pudo efectuar antes el día (U puede necesitar energizarse en la mañana temprana).

%#2 Info aprendido sobre U se alimenta en el UIP. Los datos existentes del UIP pueden ser: consideraba más o menos importante que el análisis del BVA (en aquel momento de los u que interconectan) según la banda. El sistema puede ajustar a los humores que fluctúan del u.

Las funciones +might del producto %#3 (levemente) se alteren según los u determinados (vía: Comportamiento de BVA/UIP).

- El este ser una nueva parte, referencias a esta parte no habrá utilizado esta abreviatura, aunque las descripciones habrán discutido el concepto de esta parte, que se puede mirar para arriba detalladamente adjunto.

- La calidad de sonido Del OSCILADOR (pudo ser) es así que excelente/similar en características vocales a u/listener que suena como la persona verdadera que habla al U. Los sonidos también tienen tal color, ellos: hacer que los oídos del u sienten como pueden visualizar el altavoz/la función (si hay o no es un S).

--El sistema "analiza" el tipo (sonido, del comportamiento) persona apuntada los archivos empareja mejor = entonces comunica w ellos para crear el impacto psicologico máximo (ventas, "humor") según lo determinado vía ""/K/banda del analizador. D: mic = bva/uip = c = oscilador.

- Detector de mentira C43: Juez vía la tensión de la voz de la persona (en el teléfono), si son honestos o no. (Útil para el UIP) (d) dibujo: C43=tel~c~remote

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- OTD D: Organismo que es estudiado (ser humano, animal, otro) = este ~ del sistema de N (sistema) (VAGOS) C =

TENER ACCESO (el sistema sobre el "acceso" supervisa el organismo (2E251)); ANALIZADOR; AP (% científico, % psicologico, % médico, % de negocio de los proyectos de investigación); CEREBRO; C (computadora del `); CÁMARA (monitor inteligente 2E251); CARRO (interruptor, DB, carro de diferenciación para el tipo organismo o ap); EDUC; GPS; K (teclado del `); M (DB, cerebro); MIC (analizador de sonidos); MES; RATÓN; MQ; MULTIUSOS (investigadores de diferenciación (u), organismos que son estudiados); NR (w5 requirió parámetros tiene/haber sido encontrado (vía "cuenta" = "analizador")); OSCILADOR; banda (programa); Picosegundo (sistema de colocación del `); Q; R (`teledirigido); CUENTA; SENSOR (movimiento); ANALIZADOR DE SONIDOS; ANALIZADOR VISUAL SANO; DISCURSO; ESTADO; SYNTH ("analiza" para los sonidos organismos de esa mejores influencia (por pr/u/k)); TDS; T; u (usuario) (investigador/organismo que es estudiado); UIP (uip del organismo/u (estudios/objetividad de las pruebas de investigadores)); UQ; ANALIZADOR VISUAL; VR; WA (caminata del `alrededor) (uso al aire libre).

- Subpartes: BA-UIP; BA-BVA; Vago-Etiqueta: las etiquetas (entonces pistas) señalaron a gente según ciertos perfiles.

-

12.95 Patentes = VAGOS de los E.E.U.U. del disco del babero

- Palmadita de los E.E.U.U. de # analizador y sintetizador 5121434 discursos usando la simulación de la zona vocal.

- Sistema de simulaciones interactivo de los deportes para proporcionar un ensayo físico real del funcionamiento de los deportes que se decretará.

-4751642 sistema de simulaciones interactivo de los deportes con la detección fisiológica y el condicionamiento psicologico. 5481265 4741320 5546943 4013294 4818234 4899106

Medios del sector audiovisual para simular el ambiente real de los deportes, sensores para medir el funcionamiento y el funcionamiento fisiológico del atleta...

-

- str babero 9.94 de la búsqueda: analyz del comportamiento: Análisis y el treatment% de tragar la disfunción 5143087.

- "Corregir": los vagos (analizador del comportamiento del `) determinan qué u (tema) debe experimentar.

- [El sistema "sigue " = " analiza" el comportamiento del u] = vagos (analizador del comportamiento del `) = conclusiones (cuenta) utilizadas por ""/UIP-DB del analizador.

. - "Ranurador": localiza el then= recupera el data= necesario para esta partición.

. - Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".

- "Bill"

- los resultados del comportamiento "analizado" se comparan a un nivel de referencia (como en un DB o un uip). Eg.: Palmadita 5461231 de los E.E.U.U.

. kilovatio:

- psycholog del comportamiento, sociolog, movimiento [movimientos, mudanza, movimiento]

- animal, ser humano, persona, gente

- estudio, estudios, analyz, monitores, supervisando

. str: (psycholog del comportamiento, sociolog, movimiento [movimientos, mudanza, movimiento]) y (- animal, ser humano, persona, gente) y (estudio, estudios, analyz, monitores, supervisando)

Patentes de los E.E.U.U.: Monitor del tráfico del vídeo 5465115 para los establecimientos al por menor y similares; Sistema electrónico de la responsabilidad 5433612 - "pistas" u (usuario) y equipo = ""/"" de la picosegundo-zona/"de la pista uip" (desarrolla uip-DB); 5428392; 5426425 inteligente localizador sistema = pista/vago ()/picosegundo del analizador del comportamiento del `; Método y sistema = pista/vagos/picosegundo de detección 5424745; 5386990; de + sistema de vigilancia del monitor/5245314 localizaciones de la actividad 5250941 clientes = picosegundo/picosegundo-zona/pista/vagos.

. Mejora en patente de los E.E.U.U.:

5377258 método y aparato para un sistema de dirección del comportamiento automatizado e interactivo: u recibe los mensajes de motivación (oscilador) para mejorar patrones del comportamiento; incluye DB del cliente (uip); tensión "analizador" de la voz; respuesta del cliente requerida]

OTD (otros detalles técnicos) leído más adelante. Dibujo: u (usuario) = este ~ del sistema de N (sistema) (VAGOS/5377258) C =

TENER ACCESO AL ANALIZADOR // EDIT de // (el sistema corrige hacia fuera menos entrada necesaria de: u, uip-DB) // NR (penaliza u cuando u actúa mal (comportamiento indeseable) = descarga eléctrica al uso del sistema N del cuerpo/de la "hospitalidad" es limitado (véase KN)) Picosegundo-Zona de la banda // de // del OSCILADOR de // (penaliza vía sonidos = synth ásperos) (u entrenó a donde no está necesaria su caja fuerte/u para el trabajo, eg.: hogar, sitio del café, sitio de reconstrucción, sitio de TV) // Q (construir uip-DB = necesitado por el sistema entrenar u) a la PISTA // UIP de // TDS (w5 u comportado - > acumula UIP-DB) // del ESTADO de // de la CUENTA de // R // (como de bien comportamiento del u está alterando) (del comportamiento del u).

-8/96

- Ejemplo de la fuente que "analiza" comportamiento: ¿"Quién usted le piensa es? ", un CD-ROM publicó por Harper Collins interactivo. También leer su versión y bibliografía del libro, y hablar con los reveladores de este y los libros relacionados (según lo encontrado en la sección del tema de la Biblioteca del Congreso o de la impresión de Bowker los "libros en") para el tipo formatos dependieron de cada uso de KN.

- BVA es un subconjunto de ambos vagos (analizador del comportamiento del ') y de "analizador de sonidos".

. "Acceso = VAGOS": identifica no sólo piratas informáticos pero (semejantemente) también cualquier tipo "señalado" de:

- empleados incompetentes/mentalmente - gente/terroristas enfermos/accessors legítimos que (pudo ser el preguntarse demasiado curioso más allá de sus "localizaciones "señaladas"" en el sistema)/regulador del acceso ("pistas" W5 (qué, donde, cuando, porqué y cómo) que monitors= castiga), puesto que no puede ser confiado en siempre tampoco.

- Determina tal tipo accessors basados en su: el funcionamiento o el trabajo resulta "cuenta"; errores que él hace; comportamiento sicopático; búsquedas de la palabra clave.

- "Alarma de la mañana" (y su "motivador del trabajo"): el sistema despierta y mejora el "humor despierto" del usuario según su comportamiento.

Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña a principiantes de lengua a pronunciar nuevas palabras. Predice cómo el usuario [incorrectamente] habla, y las guías por consiguiente. Está en propio archivo.

Final de este VAGOS - general

Archivo: Introducción/VAGOS de las características

ANALIZADOR DEL COMPORTAMIENTO - SECCIÓN MISCELÁNEA

La REACCIÓN de los VAGOS, MARCADOR de los VAGOS, EFECTO del external SOBRE el COMPORTAMIENTO, USUARIO de las AYUDAS, UIP-Adapta

ANALIZADOR DEL RIESGO DE LOS VAGOS: determina la ocasión prevista del occurrence= señalado vía cuenta.

. Ejemplos se anota de qué:

- "Tener acceso" al analizador del comportamiento: determina ocasiones que el usuario es un usuario ilegítimo.
- Capacidad de las habilidades del usuario anotada.
- Ocasión del usuario de hacer un error, o de la ejecución hasta la cuenta señalada.

CÓMO LAS CUENTAS DE USUARIOS SE HACEN. Ver: uip; uip-DB; analizador; tuvieron acceso a vagos; limadura del usuario (y sus jefes y compañeros de trabajo y sistemas de seguimiento) hacia fuera o entrando en las formas/los cuestionarios interactivos automatizados que desarrollan un perfil de la personalidad del usuario;

- anotan al usuario más allá del funcionamiento (uip-DB) (como en un gráfico)
- PONER LA NOTA DE LA CONEXIÓN: en los vagos de los accesos (analizador del comportamiento del ') - para arriba, abajo a la reacción.
- el 'analizador calcula la reacción del usuario en cada scenario= típico del caso vía funcionar con el tipo posiblemente existente softwares del panorama del negocio, usada posiblemente por los hombres de negocios que intentan inspirarse estrategias empresariales y o aprender cómo el negocio funciona y los efectos de la toma de decisión del negocio...

ANALIZADOR DEL COMPORTAMIENTO DEL INSECTO: Supervisar electrónicamente el comportamiento del insecto para las ventajas de la investigación. ¿Qué comportamientos se pudieron supervisar, y cómo? Métodos posibles: El analizador visual sigue patrones del movimiento y los envía en informes digitales. Puede utilizar otros tipos de sensores creativos.

COMPORTAMIENTOS ANALIZADOS: La personalidad/los elementos sicosociológicos, historias, riesgos analizados. La persona:

- creatividad [ver el artículo sobre el aumento de creatividad]
- valor a la compañía: habilidades; confiabilidad; velocidad del trabajo; su historia del trabajo
- habilidades sociales: capacidad para que ellas consigan junto con amigos; pares; compañeros de trabajo; profesores...
- perfil psicologico
- perfil sociológico

Ver a profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos.
TERMINAR ESTE ARCHIVO BA&

Archivo: Introducción/balanceador de las características

BALANCEADOR

sistema de equilibrio del altavoz automático 8B110: Los volúmenes de cada altavoz ajustan según donde usted está. Ajusta mientras que usted se mueve.

EQUILIBRIO PERSONALIZADO DEL ALTAVOZ: El sistema de sonido compensa automáticamente la localización de la persona en sitio. Cuando están más cercano a un altavoz, el altavoz más lejano consigue más ruidosamente. Para el hogar, el coche, los altavoces del etc.

- Multiusos: sentidos donde está y ajusta el centro "hecho un promedio" de toda la gente el balance del altavoz por consiguiente

- el sistema identifica la localización de la gente vía: indicar el "sensor", y o el dispositivo que dispara del laser, el etc.

- identificar la localización de la gente también cerca: los transmisores portables que ella está usando o que está llevando; puede ser atado a un dispositivo de control de "R" que también tenga muchas otras funciones; sensores en asientos, eg.: en automóviles

- Opción de lujo adicional: Si hay más de una las personas en el cuarto, y una tienen gusto de la alta base mientras que la otra la prefiere punto bajo; sistema pueden hacer una cierta remuneración ajustando según el lugar de cada persona en su sitio. Cada uno usa un diverso dispositivo que transmite; o sitio del programa de modo que permanezca así permanentemente. La opción de este funcionamiento sobre una base del transmisor no se requiere.

OTD:

Control de "R"; "S"; "C"; P.M.; pp; Reino Unido; juguete; todos; "mic"; synth; portable; "M"; punto de ebullición; oscilador; vc; cuenta.

Vueltas de la estereofonia R198 para hacer frente al transmisor ALEJADO del control del oyente ("R"). [eg.: dar N# para nuestro balanceador). 22 de febrero de 93 NK

Seguidor y balanceador sanos: Mientras que camina la persona, los altavoces cerca de ellos se activan.

- Ap: - juegos; - conseguir la información mientras que camina abajo de vestíbulos; - los altavoces pueden ser portables, así como los micrófonos

- pares como sistema de radiobúsqueda en edificios grandes;

- la posición del grito de la televisión ajusta a la mejor posición por donde están las personas.

=

- el sistema identifica a persona, localización del animal vía los sensores del movimiento; entonces puede anunciar declaraciones vía altavoces lo más cerca posible su localización

- el mismo producto se pudo también utilizar para difundir vía los altavoces según el control central del producto (no basado en la colocación de seres humanos
- relacionado con el producto 1C-291
O-Caminar alrededor:
+-According a la localización del usuario, los altavoces balancean sus sonidos por consiguiente.
- transmisor del usuario (picosegundo); o el detector de movimiento de los sistemas determina el lugar de personas y decide a qué altavoces necesitan más o menos sonido.
--si hay más de una personas, entonces los balances de sistema suenan según el centro áspero de la gente múltiple
- ap: televisión, radio, cualquie otra música o dispositivo de generación sano
=
Lo que sigue de O-The era el número 1C-050 del producto: Caminata de los sonidos alrededor:
continuar oyendo el sonido de lo que usted está escuchando sin importar donde usted entra en la casa o la otra premisa.
- cuando en el teléfono del altavoz, usted puede continuar hablando a la persona a través de su sitio/premisa puesto que el área cubierta tiene el micrófono y altavoces múltiples
- cuando la observación de la televisión o el escuchar el sistema de sonido, usted puede oír casi igualmente también sin importar donde usted va. Incluso diversas pantallas de la TV pueden ir automáticamente en cuando usted entra en una diversa localización. (La gente ecológico importada no quiere las TV múltiples encendido en la misma hora).
- la persona que da une vuelta tiene transmisor el identificar de su localización y o el transmitir de su voz saliente vía su micrófono.
- no relacionado con el producto ningul□n 1C-110
- OTD: teledirigido del balanceador; pp; P.M.; fecha (a veces el balanceador se programa para eliminar donde está la gente y tiene un equilibrio del sistema que sea necesario); el interactive%; básico; vc; el score%; md; cp; mq; acceso; UIP; palmada; distancer.
- BALANCE: TENER ACCESO (trabajos del sistema solamente para cierto u (usuario) (quién tienen acceso))/C (computadora del `)/CARRO (interruptor para el balanceador que controla)/PALMADA (control)/DISTANCER/K/LOCALIZADOR/P.M./MQ/MULTIUSOS (cada persona (u) tiene diversos ajustes preferred para el balance y otros ajustes (de la estereofonia))/NOTIFICADOR/R (`teledirigido)/SENSOR (localización del u)/DISCURSO/SP teléfono (los altavoces para T (teléfono del `) son equilibrados)/ESTEREOFONIA ()/SYNTH del balance (según la localización del u en área, los sonidos se sintetizan diferentemente (compensar) (para el ruido de la calle, estructura acústica del área, otra necesidad como)/UIP de los pp (el sistema determina w5 balance trabaja)/UQ/VISUAL ANALIZADOR (determina la localización de uno o más)/VR/W5 (pp de los usuarios cómo trabajos del balance) = BALANCE.
Para dos o más personas, sistema utiliza el punto medio en el centro (aproximado). "Balanceador también titulado". Ver 1C-290.

--La estereofonia C93 da vuelta para hacer frente al transmisor alejado del control del oyente ("R"). 22 de febrero de 93. D: telecontrol ("R") = C93 (oscilador/altavoces)

- D: 1 telecontrol ("R") = 2 tr/3 "sensor" = 4 convertidor de señal de "C" = 5 = amplificador 6 = 7 speakers/8 display/9 la otra función

- OTD: modo 4 de balance demostrado en la exhibición ("S"); tipo de 4 controles del carro (cartucho del software) de balance; entretener; 4 Reino Unido; 4 pp y equilibrios de los controles de la P.M.; 4 multiusos (cada usuario tiene diverso ajuste para cómo quisieran que el equilibrio trabajara para ellos, eg.: las llaves del usuario en el código o cierto botón que significa el programa son funcionar según sus pp previamente incorporados); discurso 7 8 9; 3 personas de los sentidos vía: los paneles piezosensibles en las sillas, sensores del calor; para su telecontrol de uno o más usuario ("R") señala su localización, puesto que el "sensor" juzga la distancia y la localización del alejado ("R") (vía cambios en longitud de onda de la luz/de la radiofrecuencia, GPS); 1 puede también controlar manualmente qué altavoces son más ruidosos vía los botones (llaves de flecha: < o > el no ir para arriba, abajo /sideways). Telecontrol" de los usuarios" de los usuarios "localización también identificable por ": el usuario puede función deseada de "Reino Unido"/cómo 7 8 9 se adaptan al usuario. 8: El grito de "C" o de TV/Cable ajusta/se pesca con caña, para dar a usuario una mejor visión. 9: anillos de tr/remote del usuario más cercano del teléfono.

- acordando a la localización del paladio (GPS), oscilador (comunicador sano saliente del `) balancear automáticamente por consiguiente. Fijar manualmente el equilibrio para dos o más altavoces en uno o más cuartos

- incluye las funciones sanas encontradas en realidad virtual (vr). Otros ejemplos: pues el oyente cambia la distancia del oscilador de los altavoces se pudo modular para representar la griterío (con hacer señas a ese oyente volverse más cerca para más /whispering "interactivo".

- Control de K del r cómo los altavoces son equilibrados, eg.: el desplazamiento de la perilla empuja a la izquierda o a la derecha/las flechas (2 a 4 (entrando en las 4 direcciones: Altavoces del control de N (invención) S W E)) (de manera similar como en la mayoría de las estereofonias). Complementa otras maneras descritas de controlar el balanceador. D: K (teclado del `) (botones (de la flecha)/tr perilla del desplazamiento = r = (transmite) = C (computadora) del `(fuente sana (registrador del jugador) = oscilador (altavoces (2 o más))) Los E.E.U.U. patentan = balanceador

- str: balanc, audi, altavoces.

Patentes de ++ los E.E.U.U.: 5287102 "siempre que el indicador esté situado entre el el extremo izquierdo y derecho la mayoría de los iconos, el volumen equilibrio substancialmente igualmente entre los dos altavoces" I.B.M. = "balanceador"

- ver propio uso de la palmadita de KN.

OTROS ELEMENTOS AJUSTARON SEGÚN LOCATION^ DE LA PERSONA: Ángulo del s, el soplar del viento de HVAC [acondicionador de aire de la ventilación de la calefacción], iluminación (para reducir fulgor permitiendo que el usuario lea "S" comfortablemente.

. - Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- No. de la patente de los E.E.U.U.: 3.497, 622 balancearon teledirigido, el an o 80. Esto es muy similar a la sección principal de esta partición del "balanceador".

. - "Inclinación": controla las funciones del sistema, eg.: el extremo de la vuelta del palillo a la izquierda al grado el altavoz izquierdo es aumentar la disminución/altera (vía synth) sus (señalado porción de) frecuencias sanas.

EXTREMO DE ESTA SECCIÓN DEL BALANCE.

Archivo: Introducción de las características/básico

BASIC

LEER ESTO MÁS ADELANTE

Aplica opcionalmente [todos] descripciones centrales electrónicas de nuestras funciones enumeradas en la sección de las funciones, y bajo números de la invención, más sus acoplamientos.

OTD: #1+: cada producto de hardware electrónico tiene una "C" (computadora) en su diagrama. Esta "C" se etiqueta "C1" dentro de esta partición "básica" #2: las idiomas para el programa informático, etiquetas del botón, imprimieron instrucciones: Inglés, japonés, ruso, alemán, español, francés, italiano, chino de mandarín. (Conecta con C1: #2=C1). #3: Fácil y rentable reparar. #4: Automáticamente interruptores a la moneda eléctrica aplicable: 100/110, o 220 voltios. (#4=C1). #5: Diseño duradero: una garantía del año; diseñó tomar choque (puede ser caído 8 cm al piso duro sin daño); prueba del semi-agua; una versión del producto funciona en temperaturas entre -10 C a +45 C. #6: Emite un sonido breve y agudo un sonido de uno o más sonidos sobre la activación o el torneado de características cruciales, eg.: interruptor con./desc. Diversas señales de la señal sonora cuando: todos los sistemas están en puesta en marcha, cuando el usuario gira el sistema, el sonido para cada uno llave separada, el dibujo del etc. (d): Estado del sistema = del tr (transmite) = oscilador. (#6=C1). #7: Tiene el otro hardware y funciones y botones del software comunes a los productos relacionados. (#7=C1). #8: ¡Para el consumidor y o anuncio publicitario y o usos científicos pacíficos y amistosos solamente! Es bueno para la humanidad. Ecológico amistoso. #9: Memoriza todos las señales programadas previamente incorporadas después de ser apagado. Por ejemplo: ajustes anteriores para: control de volumen; manera de la cual la máquina debe responder o funcionar en diversas situaciones. El usuario reprograma fácilmente (los "pp") para hacer alteraciones. (#9=C1). La vieja parte usada antes de 1994 para esto era "yo". #10: El diseño de producto, y las funciones incluidas de la "P.M." y de los "pp", se diseñan con el intento esperanzadamente para ser interesantes, y como fácil aprender y utilizar. #10=C1. #11: Intentos de la especificación para mantener bajos costes de fabricación. #12: Uno o más variaciones tienen diseño de producto miniaturizado liso. #13: El malfuncionamiento Alerter señala W5 (especialmente: porqué) ha ocurrido una probable falta

técnica. Sensor = analizador = oscilador/exhibición/impresora. (#13=C1). 14#: La cubierta y los colores del producto externo diseñaron maximizar las compras potenciales basadas en la psicología del comprador. 15#: Cumple los otros muchos requisitos del sentido común de fabricantes y de usuarios occidentales. 16#: Opción: Con pilas ("BP"). (BP=C1). Recarga automáticamente las baterías (situadas en la parte inferior trasera del dispositivo) cuando está tapado en el zócalo de pared eléctrico. Automáticamente sistema de energías si la otra fuente de energía eléctrica falla. La exhibición se puede hacer para demostrar la cantidad de energía en batería; advierte 30 minutos o más antes de que la batería salga vía sonido o luz o aviso en la exhibición ("S") o %notifier. funciones estándar de %uses para la energía del ahorro (el dispositivo parcialmente o cerró completamente después de 10 o más minutos de no utilización, el diseño de producto requiere menos energía para la mayoría de las funciones, el sistema puede ahorrar energía de la misma manera si está extrayendo de estándar o de la corriente eléctrica de la batería). baterías recargables accionadas movimiento 4E010.

. --Opción accionada solar: el producto está conectado con los paneles solares, o tiene los paneles situados en producto donde está más probable recibir la exposición máxima del sol; los paneles solares portables; batería como respaldo (opciones recargables y no recargables de la batería). Los paneles solares/enchufe = cargador/analizador/exhibición = batería eléctricos.

17#: diseñó ser menos obstructor en interferencia electrónica posible con otros productos, por ejemplo: seguridad del transporte aéreo, computadoras, otros productos sin hilos, etc. #18: Sistema impermeable (los botones guardan hacia fuera el agua usando diafragmas especiales). #19: Diseñó tomar desgaste normal y el rasgón (semi-dar una sacudida eléctrica la prueba). #20: Las transmisiones ("tr") vía uno o más unidades en el sistema ("telecontrol") pueden estar vía: radio/alambre. #21: El producto se puede encajonar en: cc/cm/cp/cr. #22: El estándar, y modelos exclusivos más costosos del sistema estándar pueden ser desarrollados. #23 "facturación". #24: software de la reparación +R28-1 que analiza el sistema: Historia del producto de los estudios.

EXTREMO DE ESTA SECCIÓN DEL BASIC

Archivo: Introducción/facturación de las características

FACTURACIÓN

Esta función creativo determina las maneras de las cuales cargar honorarios de usuarios:

. Los honorarios se pueden cargar digital, y o vienen bajo la forma de impuestos sobre patente pagados como derechos. Las tarifas de derechos pueden ser porcentajes planos de la tasación (al por mayor) (con o sin un mínimo mensual).

. Usos - adicionales: Comportamiento = UIP del u del estudio; "pista".

. sistemas de facturación de 3E190 GPS: Ver la subdivisión de la "pista" de la parte del "picosegundo".

. Modificado para requisitos particulares facturación basada encendido: cuenta para el tipo función/servicio hecho [cuentas más altas señalan una función más costosa]; volumen o descuentos promocionales; sobrecargas [basadas en el perfil de usuario (vagos del `)]; moneda del país; delincuencia [penas]; recargos tributarios; servicios/funciones ofrecidas pero no utilizadas [según lo determinado por el analizador/el perseguidor].

LICENCIAS DE EXLUSIVE: El acceso puede restringir uso, o lejos de usuarios señalados y o de mercados (los japoneses - región surcoreana). Las cuentas pagaron por el concesionario [primario] (usuario autorizado).

METRO del DINERO 6B220 - GENERADOR de los DERECHOS:

El dispositivo demuestra a través de ventana la cantidad y la tarifa en las cuales el metro interno está chascando lejos, pagando el metro [del estacionamiento]. Ahorra de tener que recoger monedas, tienen monedas, ocupándose de los metros quebrados, funcionando y de nuevo al coche. Pagar solamente las características/los servicios/qué de la invención usted utiliza, alguna gente pudo sobre estancia porque están sobre pagado. De punto de vista económico, la gente pudo conseguir su negocio hecho era más rápidamente ella que no planeaba pasar un sistema cantidad de tiempo predeterminada que hacía algo puesto que "está haciendo tictac el reloj".

- las ciudades pudieron tener tarifas más bajas por el minuto para parkers más a corto plazo; limitar el tiempo total del estacionamiento (demostrado en la exhibición ("S"), y tal la exhibición ("S") se apagará solamente después de que el conductor haya conducido el número requerido de metros, no reinsertando más dinero en el metro)
- las muestras pueden indicar en qué conductor de la tarifa debe fijar su metro
- para la gente que viaja a las ciudades fuera de su estado, el estado de origen (o dondequiera que se coloque el metro) consigue el dinero, con todo quizás un número de gente igual está viajando de su estado tan todos los equilibrios hacia fuera.
- si el producto es bastante barato, todos los dueños de coche pueden conseguir tales dispositivos cuando consiguen su cheque de seguridad del coche según los requisitos de ley
- ahorra el espacio en las aceras, puede quitar los parquímetros
- el dispositivo puede destellar, etc si el coche se parquea ilegal, eg.: en un cierto plazo el límite, funcionó del dinero
- códigos de color: dependiendo del tipo lugar y restricciones de estacionamiento según lo programado por el conductor, los colores aparecen para la identificación fácil de los inspectores de policía del parquímetro
- los conductores con los boletos de tráfico sin pagar no pueden poner más dinero en sus parquímetros. Pagar metros en las gasolineras, etc. [el dinero deducido automáticamente de la cuenta corriente de la persona]
- o-considerar se deduce automáticamente para las violaciones de tráfico: el dispositivo del coche transmite el mensaje cifrado del número de licencia y la provincia de la edición, la policía ase el Info en los coches que apresuran, o los receptores se pudieron hacer por las computadoras que trabajaban sin un ser humano; violaciones del estacionamiento: limpiar simplemente la llave en el su del sistema el otro número carnet de conducir o que crea automáticamente una deducción de la cuenta

- los dueños de coche consiguen declaraciones periódicas que explican el tipo deducciones hechas
- el dueño de coche pudo tener combinación especial vía la cual activar ciertas características, eg.: el estacionamiento, el etc. reduce la capacidad para el uso desautorizado.
- "Perseguidor".

CUENTA - SECCIÓN POSTERIOR LEÍDA QUIZÁ =

. Funciones/servicios/información utilizada:

- Dibujo de OTD (d): U = esta subparte del sistema de N (sistema) (cuál es se puede hacer disponible; paga para éstos) ~ C (computadora del `) =

ACCESO; ANALIZADOR (tener propósitos deseados alcanzados del "cerebro", o "analizar" el tema señalado; como contratar a un pensador automatizado); carro (cartucho del software); EDIT; EDUC; MULTIUSOS (permitiendo el múltiplo u); nr (notificador) (paga para este servicio); OSCILADOR; Banda (paga para que capacidad reprograme); Picosegundo-Zona; Q; R; RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; TDS; T; INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA.

. Limitando el "acceso": de acuerdo con la cantidad u (usuario) pueden/pueden/hicieron/las promesas de pagar.

- OTD D: U = este sistema de N (llano del "acceso" permitido = determinado vía; tipo/llano del ~ C (computadora del uso hasta la fecha) del `) =

ACCESO (tipo nivel de uso hasta la fecha); ANALIZADOR (tipo nivel de uso hasta la fecha); CARRO (tipo carro usado); EDIT; MULTIUSOS (quién u (usuario) es); nr (notificador) (u advertido sobre uso excesivo); Banda; Picosegundo-Zona; Q (tipo/llano del uso hasta la fecha); RANURADOR; CUENTA (llana de uso hasta la fecha); SENSOR; ANALIZADOR DE SONIDOS; ESTADO (llano de uso hasta la fecha); TDS (llano de uso hasta la fecha); T; INCLINACIÓN; PISTA; U; UIP (tipo/llano del uso hasta la fecha); ANALIZADOR VISUAL.

Modos de transmisión: (tr) a U/(u) al sistema o a N: C = C; U C = M; T; "módem"; RF; infrarrojo; alambre; OSCILADOR; S; el "juego", "educ", "entretiene". Modo de "interactivo".

- OTD D: U = este ~ de la subparte del sistema de N (sistema) ((qué determina/cómo/tipo) modo de tr) C = ACCESO; ANALIZADOR; carro (cartucho del software); EDIT; EDUC; MULTIUSOS; nr (notificador); Banda; Picosegundo-Zona; Q; R (`teledirigido); RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; TDS; T; INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA.

. Misceláneo: cuentas en cualesquiera (moneda importante/fuerte). Cheques de crédito usables. Tarjetas de crédito y otros instrumentos financieros, eg.: las cuentas corrientes del banco se pueden verificar antes de servicio/de crédito de ofrecimiento. El buen crédito de U w (con) puede todavía ser bloqueado si/cuando son (percibido = vía: uip-DB, + " acceso ", bandidos del personal de seguridad), piratas informáticos, u otros

elementos indeseables (de la sociedad) (que necesita ser restringido (en.beneficio de sociedad/de economía (del local)).

- GEN D: u (~ C (computadora) del '(carro)/sistema del usuario (que intenta ganar ""/del acceso para utilizar), acceso) = M = se desea qué (por U): función/servicio/DB (información).

. - Ver el artículo: ¿"Copyright mal? Una lucha elabora cerveza sobre a quién consigue poseen el futuro", noticias de los E.E.U.U. y informe del mundo", de sept. el 18 de 1995, página 99.

- patentar la estrategia de búsqueda para esta parte general: (cuenta o facturación o cuentas o (tarjeta del ajuste del crédito) y (información o (servicio electrónico near5) o Internet o (carretera del ajuste de la información) o tela)

- los programas de la facturación y los horario de honorario ofrecieron a u basado en la historia anterior del u (qué servicios/funciones fueron utilizadas (w5); todos los clientes pueden calificar para cualquier tarifa de facturación aplicable, pero ésos ofrecidos pueden ser diferentes, puesto que el vendedor maximizará ocasiones probables de su beneficio/rédito cada vez mayores.

. Averías y cómo está superado - adicional:

- Problemas: "acceso ilegítimo", fraude del crédito, inhabilidad de pagar. Soluciones: "pista", el grado de solvencia divulga convertido/pedido, uip para apuntar fabricantes probables del problema.

- Costo excesivo: descuentos dados a u envejecido caritativo y educativo y más joven (usuario) (servicios limitados de w para tales audiencias apuntadas, y tiempo limitado).

. Usuarios de carga que utilizan la información/las funciones/servicios (EL). Limitando el "acceso": de acuerdo con la cantidad u pueden/pueden/hicieron/las promesas de pagar. Límites: Funciones/servicios/información utilizada.

- R127 [boleto de tren de viajero de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en puerta del boleto. JR (ferrocarril de Japón)]. También copiado al "acceso", "picosegundo", "cuenta", "pista".

FINAL DE LA FACTURACIÓN' S ESTA SECCIÓN

Archivo: Introducción/cerebro de las características

CEREBRO (inteligencia artificial)

Esta más vieja función ahora se cambia sobre todo a: Computadora, analizador, coordinador, funciones del etc

Inteligencia artificial - el software que intenta emular a un cerebro de ser humano funciona como mejor es posible, incluyendo inventores, y gente brillante y/o creativa que investigamos en las últimas décadas en todo el mundo.

(C, interruptor, analizador, UIP, acceso) = cualquiera de la sección del cerebro en este archivo:
Sinónimo con la pieza de la "computadora"; similar a "Peter".
El sistema intenta pensar como un cerebro humano (donde (w5) factible), intentos del sistema a saber/aprende (memoria, analizador) sus limitaciones. Utiliza el mejor estado plus ultra en el campo. Lógica confusa.

DIAGRAMA #1: 1 Reino Unido = 2 c = 3 tr (transmite) = función 4 M/5. D1 leído más adelante: La explicación para piezas de los diagramas anteriores las' se basa en el número en el diagrama. Las comas abajo no se utilizan generalmente para separar los números de parte, eg.: "25" es iguales que "2, 5"
25: el acceso/el analizador/uip se puede cambiar vía pp, P.M., carro, u con más arriba (acceso predominante/analizador/uip, eg.: supervisor, sistema sí mismo de C (computadora del `)); carácter; 24 tds (matriz) de la fecha del tiempo del `(cuentas w5: cuando, cómo, qué, %why, que ganó "acceso" en sistema - [puede también ser utilizado para el contenido uip [base de datos], 4E020 y el verificador de la fecha]; 25 "S"; el distancer del 23% activa/desactiva la cerradura; contenido C", 4E020 de 245 "y verificador de la fecha, monitor inteligente 2E251; el 245% interactivo (activa/desactiva el acceso/el analizador/uip, 2E251).
13: las señales para la activación/la desactivación de Analyzer/UIP/Access se pueden recibir y o activar vía: micrófono ("mic") (las señales de sonido activan/desactivan access/2E251); teléfono ("T"); MES; tr; %fs (imagen correcta eg.: firma); alejado ("R").
2: inclinación (2E251 activado por el movimiento de la n); distancer (eg.: chapaleta); P.M. 245; 24 mq (antes de la activación/de la desactivación; para la mejora de la base de datos del uip, Analyzer/UIP/access); 24 multiusos (Analyzer/UIP/access; el individuo requiere para poseer la contraseña o el otro activador/deactivator para acceder); notificador 245 (quién, qué, cuando, está accedido %where, porqué, y o está utilizando el sistema, y o Analyzer/UIP/osc); oscilador 25 (si el Analyzer/UIP/password o el otro activador/deactivator efectuaron la función deseada, eg.: accedido); 24 uip (Analyzer/UIP/access dibuja en la base de datos del UIP al mq antes del acceso de usuario de Analyzer/UIP/allowing al usuario; 24 preguntas para Analyzer/UIP/access - cambiar según uip del usuario (mq un usuario de la acción hecho en sistema en una de actividades anteriores [importantes]); 24 pp; 24%score (2E251).
2 la necesidad para cualquier característica de Analyzer/UIP/access pudieron de vez en cuando ser triviales, pero pueden en la ayuda mínima en la comercialización, y las ayudas organizan diferencias entre multiusos; uip. 24tds del usuario más allá del acceso se utiliza desarrolla/altera Analyzer/UIP/access. Uso excesivo o escaso (según lo determinado cerca: Analyzer/UIP/Access) puede excluir/límite u (usuario) de alguno/de todas las funciones, accionar el "notificador", e informar al supervisor del usuario vía el teléfono ("T"), MES, email; ayudas en la facturación u; nr (notificador) enviado (al supervisor, a la seguridad) para la cantidad inusual/tipo actividad.
24 el tipo de uq puede por lo tanto (según uip del sistema, P.M., pp) afectar/control Analyzer/UIP/password/manner necesario para activar/desactiva; altavoz 5.

- incluye (c) los sistemas sabidos que "analizar" /UIP/restrict "acceso" de la gente/de otros sistemas: utilizar, trabajar el EL particular N. de w (con).

. Leer (d) el dibujo posterior: Esta N (invención) =

Cámara accionada por control remoto -2E251: (el sistema supervisa a gente según su acceso "analizador" /UIP/ (código)).

canceladora del ruido del teléfono de -3E040 3E041: (las fuentes sanas identificadas por su tr (transmite) (analizador/código del acceso/uip transmitido) se procesan/se manejan diferentemente como banda; mejor en/lejos de las piedras de afilar del sistema suena w (con) o el wo tales transmisores que marcan con etiqueta)

Anillo de -3G010 T (teléfono del `)....(solamente para las llamadas que vienen de CID particular, "analizador", UIP)

Secretario -4E020

- Forma E020 de teledirigido

-5E080 analiza para una mejor acústica

Venda sin hilos de la música -5E090: (el acceso limita uso de cierto EL del portable N)

Software de la dislexia -5G061: (la velocidad en que Info dado determinó por UIP/access del u: cualquier u consigue que Info rápido (inhibe piratas informáticos de computadora uninitiated que)/interruptor (software del `) retrasa cuando la necesidad de los protectores de c/security más tiempo "analiza" el "acceso" llano de u (se está preguntando quién (por c); software de la lectura de la velocidad 5G070)

la perforación Alerter y 7G052 del PVC -7G050 y 7G051 dobló el notificador llano: (el tipo "analizador" /UIP/access determina: tipo de pvc necesario (para el suplemento/menos protección: para ahorrar el dinero/el apuro); qué tipos de ocurrencias (contacto, perforaciones químicos) necesitar el nr (notificador) a u/sys/monitor)

El explorador del canal -9G220 salta las estaciones que tienen anuncios publicitarios: (el analizador/el acceso/uip determina lo que (w5) necesita u (usuario) ver (acceso), las comunicaciones/los datos que pueden seleccionado para incluir: t, datos del MES, material de a/v, DB, acceso de m, uso de las funciones de R (`teledirigido). bloques del sistema (sistema): anuncios publicitarios, aspectos de los datos (se cifran que como restringido a cierto acceso cifró u)

- "Bill"

. % leyeron más adelante esta pieza de N (cerebro, analizador, UIP, acceso):

Monitor inteligente -2E251: ; canceladora del ruido del teléfono de 3E040 3E041:

Anillo Delayer de -3G010 T (teléfono del `): (el sistema w5 retrasa el anillo (en un llamador por base del llamador))

El uno mismo del sistema -5E080 analiza la mejor síntesis para la acústica del sitio/del pasillo:

perforaciones Alerter del PVC de -7G050 7G051: ; 7G052 dobló el notificador llano:

El explorador del canal -9G220 salta las estaciones que tienen anuncios publicitarios:

la computadora %-o-C112 predice error humano. Entrada UIP (condiciones de trabajo de la persona). El sistema predice errores que son probables hacer. El 30 de sept. 92 yarda.

- utiliza lógica confusa

- El sistema analiza las acciones del u - > base de datos (comportamiento). Eg., computación ubicua: u (usuario) lleva (minúsculo) "c" en que comunicar con la otra "c" encajada: aplicaciones, t, coches, paredes, KN. Eg.: Lengüeta de Parc de Xerox, y otros productos mencionados en "ciencia popular" el febrero de 95 de p.47.

el sistema 2D-021 reacciona a los productos externos según el "analizador" /uip/ "acceso" /w5:

Eg.: Entrante-Llamar el identificador - cribador/identificador externo del elemento. Las llamadas de números deseados del teléfono tienen un diverso anillo. El llamador sabe por este medio si coger la llamada o no. - (Señalando diverso tipo conexiones/llamadas (entrantes) relacionadas con otras de nuestras ideas?): el sistema (sistema) responde dependiendo de cuál quiere el otro producto de N/sys/existing "obra recíprocamente diferentemente" con él.

--el sistema sabe identidad de la otra parte/sistema vía su: ""/código/teléfono del acceso #/uip (características del comportamiento de N, o U: cómo se mueve/las funciones/responde (estimular de "C central" o de "M")/analizador visual/analizador de sonidos.

- D: Producto central/sistema = C = sensor/pieza del sistema de la identificación del analizador/de llamador del analizador/uip = tr/rc = producto externo/sistema.

- OTD: NOTIFICADOR (cuando el contacto deseado se ha hecho con la parte o el organismo); Picosegundo (la localización del producto externo es un factor de determinación en decidir a si se va cualquiera/el tipo conexión/contacto a ser hecha); R; RANURADOR (producto externo de las rutas por su tipo naturaleza); S (estado de las demostraciones).

- UIP=Analyzer: Un sensor que conecta con u (usuario) (cuerpo humano, eg.: abrigo del dedo; animal) para leer las señales electromágneticas generadas por la piel. El software propietario interpreta esas señales y las traduce a acciones. Siendo investigado por la compañía: Other 90% Technologies Inc., Sausalito - ver Wall St. Journal 1995 (quizá artículos de 6.95) titulados: Juegos de mente: Pronto usted zapping a chicos malos sin la elevación de un dedo. El abrigo del dedo venderá para $100-$200.

OTD D: Este secundario-n ()/C del monitor =

Encargado de registro de -3E020 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Correlador y regulador de la circunstancia de -3E151 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

La grabación -5E040 incitó sobre la presencia de ciertos sonidos: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

% consideran el verificador del contenido 4E020 y de la fecha: Secundario-n de "cerebro".

% de 9G220 del EXPLORADOR del CANAL SALTA el INFO PARTICULAR: Secundario-n

- Este secundario-n principal está para los anuncios de televisión que saltan.

- La difusión de códigos a partir de la 3ro fuente de la compañía, difunde continuamente las señales que dirigen el sistema de la hospitalidad para evitar los canales que están en modo comercial a cualquier momento. Carga $20.00/mo.

- tipo datos/demostraciones de los códigos de sistema cerca: estado/"analizador" /uip/ "acceso". En golondrina de mar, el sistema (sistema) sabe (mejor) qué (w5) para centrarse en/"analizar".

- OTD: D (este N) =

TENER ACCESO (a la organización de la supervisión/u (usuario)/evita que no los suscriptores utilicen servicio); ANALIZADOR (uip); CUENTA; CARRO (interruptor de uip, hospitalidad previa); M (servicio de la supervisión); MIC (voz); MULTIUSOS (cada u quisiera que las estaciones de diferenciación gozaran); NOTIFICADOR servicio de la supervisión (de la conexión w (con) terminado o si problema); OSCILADOR (w5 que hace publicidad de comienzo/de paradas; W5 (qué, donde, cuando, porqué y cómo) deseó programas es (sobre ser) difusión); Banda (uip; synth; oscilador; estereofonia); Picosegundo (la difusión demostrada en el sitio u (usuario) está adentro en el tiempo); Q (cómo sistema del uso); S; CUENTA (u más allá del patrón del uso, eg.: w5 para el tipo hospitalidad; T (teléfono) del `(MES; sistema del u/este N = c) del servicio del monitor; +UIP; ANALIZADOR VISUAL; WA.

% otros (lejos hacia fuera) usos: nr de u (notificador) cuando los servicios deben más barato caer en uso de otros usuarios.

- usuarios para uso general de: electricidad; (interurbano/celular/costoso) telecomunicaciones (t); uso basado en los satélites; Uso de M (base de datos, crujido de número, etc); gas (cocinando, calentando).

--el nr de u (notificador) cuando los servicios se están utilizando menos, por lo tanto carga gota en estas horas (inesperadas), o los precios se levantan en las oleadas inesperadas en uso.

- El sistema determina vía su "analizador" /uip/ "acceso" el contenido del material

--especialmente útil cuando el material/el locutor/el prestatario de servicios no suministra los códigos/acceso que ayuda al sistema de la selección del u (sistema) selecto para sus gustos/necesidades.

- "analizador" /uip/ "acceso": la situación del u cambia rápidamente por hora (para el negocio), por lo tanto el Info necesario del u cambia por consiguiente = "analizador" determina qué necesita seleccionar = este N.

EXTREMO DE LA SECCIÓN DEL "CEREBRO"

Archivo: Introducción/cámara de las características

CÁMARA

MICROSCOPIO INTERACTIVO 3A930: cuando 1) los colores, o las formas cambian más allá de cierto punto, o 2) ciertos colores comienza a tomar la prominencia en un crecimiento microscópico - alarma de los disparadores

- el cerebro del sistema memoriza el punto (del cuadro sincronizado) de la referencia de el cual debe notificar al usuario del cambio

- ENCIMA del nivel aproximado de cambio quiso antes de ser notificada

- movimiento "sensor" {pudo tener reloj que las estampillas de fecha y memorizan cuando ciertos movimientos fueron hechos, y almacenar posiblemente visualmente tales ocurrencias, eg.: el pequeño organismo da a luz, o movimientos a través de la pantalla} - tiene fecha, el calendario del tiempo, que puede también estampilla de fecha cada cuadro

- construido en alarma diseñó apagarse en cierto tiempo (basado en el reloj solamente) y o si algo cambia perceptiblemente bastante en imagen

- ahorra horas de trabajo humanas

- aplicador del microscopio: el inyector inyectará, rociará o gota en productos químicos, alimento, el etc en las áreas que son observadas por el microscopio.

La inyección ocurre en la hora designada en su reloj y o cuando han ocurrido ciertos cambios

- en la sincronización/las ocurrencias deseadas, invención poder (en diapositiva del microscopio): corte; o conectar dos porciones/regiones; agitar, etc vía: laser, instrumentos de corte, agujas, sacudiendo el dispositivo, el etc. Estas funciones se pueden manejar vía un pequeño tipo dispositivo de la palanca de mando; el tipo ratón del viajero que demuestra en la pantalla qué necesidades de ser alterado y entonces dispositivo maneja basar en sus los propios.

- la exhibición demuestra qué fueron hechos y cómo y cómo está efectuado, y mantenido memoria

- la computadora con su software, que funciona un o mucho microscopios simultáneamente, puede registrar nuevas tendencias científicas generales y trazar gráficos y las tablas numerosos de datos recogidos

- el software tiene funciones [todos] comunes {muchos} cualquier base de datos o software científico.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias

6B110 CÁMARA ALERTER: Señala a cameraman cuando las dificultades técnicas están ocurriendo durante la película. Para las cámaras inmóviles o del movimiento.

- cuando ocurren los movimientos excesivos, el dispositivo emitirá ligero, [sonido] vía externamente medios de la difusión (la gente de la no-cámara pudo saber sobre problema), y o a través del espectador del ojo (véase por el cameraman). Propósito: hacer de nuevo la cinta mientras que los agentes, el sistema, los etc todavía están en el lugar; quizás el cameraman no estaba así que enterado (o director no es todavía consciente de las capacidades pobres del cameraman).

- retenes: luz corta; cuando artículo que es fotografiado movido a rápidamente (el cameraman no hace caso simplemente de esta advertencia cuando la falta de definición de velocidades excesivas se quiere)

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- señales a los cameramanes siempre que ocurra cualquier problema técnico normal de la película: luz pobre; malas frecuencias sanas (demasiado agudas)
- para las cámaras inmóviles y del movimiento de todos los tipos

OTD:
Señales siempre que ocurran estos problemas: ciertos colores que no están bien reproducidos (o reproductivos) sobre la película; Códigos: todos; "S"; "C"; pp; P.M.; Reino Unido; fecha; educ; "mic"; synth; portable; sst; "M"; punto de ebullición; alerter; oscilador; vc; cuenta; enseñar; carro; cp; para las cámaras inmóviles y del movimiento.

("R") CONTROL ALEJADO 6B100: controlar el balanceo de la película; dirección de la cámara (la cámara pudo demostrar lo que está cogiendo en una pantalla de la TV - permitiendo que el usuario mejore la cámara directa); luz; velocidad; etc.
- el control con el alambre para con./desc. existe

CÁMARA de la CADENA DOMINANTE 6B160: la cámara portable o regular ató a la cadena dominante. Tiene el foco auto y capacidad excepcional de tomar cuadros en todas las condiciones ligeras, especialmente obscuridad y trabajo con el flash infrarrojo (no puede ser visto cuando está destellado por los seres humanos). Toma el cuadro bastante reservado.
- propósito: representar al usuario que ataca de la gente, o a criminales at large; las ocasiones especiales cuando usted le desea realmente tenían una cámara
- puede tirar en blanco y negro si la calidad de la foto es más fácil en este modo
- pudo llevar a cabo 20 a 36 cuadros; o solamente 8 o tan si esto permite que la cámara sea mucho más pequeña
- tiene característica que tome todos excepto cuadros del último dos (o así que) en secuencia rápida automáticamente (la cámara reenfocará entre cada tiro)

ACTITUD ELECTRÓNICA 6B170: antes de tomar el cuadro encendido aún o la cámara de vídeo, el dispositivo entretiene y o anima para arriba y o hace a gente que es más relaxed fotografiado y o fotogénico. por:
- luces que destellan y o sonidos
- demostraciones de la exhibición móviles o inmóviles: carácteres, caras,
- la muñeca hace estallar hacia fuera, con o sin sonido y sorpresa
- el audio indica cosas o hace sonidos
- el dispositivo se construye en o a parte de la cámara, cámara de vídeo

ACTOR de la CÁMARA 3C-440-083005: Crea las sorpresas para mejores cuadros. Ejemplos: algo hace estallar hacia fuera un segundo antes del flash de la cámara; tiene 1.000 diversos mensajes audios posibles. Similar a KN (invención) del directorio de A o de B.

- Actor del trípode: pone a cabritos, adultos en los buenos humores para tomar de la foto.

. - Trajes: - cada uno de tres piernas hechas para parecer el de una criatura eg.: dragón, cerdo, pollo, ángel, señora, bruja, elefante, cabra, perro, gato, pescados, etc.

. - atar la hospitalidad electrónica, eg.: las luces que destellan, con o sin los sonidos (ACEPTABLES para la vida inmóvil) - sonidos pueden incluso estar de risa, de etc.

el número del producto -4A-41 se combina adjunto

- Solamente el below se quiere para la solicitud de patente. Las ayudas antedichas explican los fundamentos. El dispositivo puede moverse, incluso de maneras inesperadas de crear las reacciones interesantes para la foto. Hay apenas un segundo o más a partir del tiempo el dispositivo hace estallar hacia fuera algo inesperado al tiempo que la cámara toma el tiro.

- el dispositivo puede tener muchas diversas opciones de crear el entusiasmo, de tal modo permitiendo varias diversas recaudaciones del cuadro.

+ la "sorpresa que genera el dispositivo" puede también ser parte de cámaras, incluso la clase disponible

- el dispositivo asombrosamente reduce la ocasión del choque a la cámara, tan pudo haber por lo menos un segundo entre la sorpresa y la cámara tiró =

Tipos posibles de sorpresas:

+ - algo hace estallar hacia fuera y cuelga

+ se crea un aviso, un sonido o una música verbal que pueden ser chistosos, choque, etc.

- las sorpresas pueden también ser un sonido que se selecciona de una memoria de 10.000 sonidos posibles, de palabras, y de frases inesperadas interesantes.

OTD: "R"; "S"; pp; P.M.; Reino Unido; ratón; fecha (activación de sorpresas); interactivo; juguete; hospitalidad; portable; sst; punto de ebullición; oscilador; vc; cuenta; tgh; md; carro; cm; carácter.

CÁMARA TRIDIMENSIONAL 3C-490-083005: El sistema automatizado analiza forma y reproduce imagen en el plástico. La cámara especial memoriza la distancia de cada sección de la lente. Los cuadros se toman de ángulos múltiples. El sistema combina todos los datos para componer dimensiones de objeto. Los datos están para el análisis y o transmitido al dispositivo de reproducción. Usos del ejemplo: Escultura de copiado, piezas de la máquina; fácilmente objetos del reajuste con exactitud.

3 DIMENSIONAL, ETC: La cámara demuestra las alturas y las profundidades para todos los elementos en el marco fotografiado. Esta información se combina con una fotografía de la vida real. Cada factor de la distancia

(de la cámara, del etc) se cifra cerca: un diversos color/cortina; o, pequeños números a través de la fotografía que demuestra las distancias; o fotografías adicionales que ejemplifican distancias...
OTD: "S"; "C"; pp; P.M.; Reino Unido; ratón; el educ%; el toy%; básico; (micrófono y sintetizador: sonidos del convertido en imágenes correspondientes y entonces sobre objetos, eg.: cantar en una voz profunda y hacer la escultura de la secuencia, cantar en una alta voz y crear la imagen del mono de risa) %; impresora; au; t; c; oscilador; el speech%; el vc%; el egh%; cuenta; carro; tr; MES; cm; uq; mq; acceso; el pi%; carácter; el clap%; distancer (usado para generar imágenes) %; multiusos; el remote%; notificador; cojín del aire; analizador visual (compara el producto final con lo que dijo "C" que el dispositivo debe parecer).
- El sistema permite uno mismo-dirigir en mundo tridimensional. Usos: "localizador"; distancia de juicio ("distancer") del objeto/del bandido/de su velocidad; relación de comprensión entre el ambiente señalado de los elementos (objeto/persona) w (con).

DATOS GENERALES 2E-100 SOBRE LOS BUSCADORES de VISIÓN (N 2E100 a 2E130): para el ^ de los cuadros móviles (vídeo, cinematografía), aún vida (color, negro/blanco; con imágenes sobre la película y o almacenado en memoria).
- D1: 1 lente de cámara = cámara 2 de = conversión/computadora 3 imágenes de = transmisión 4 imágenes = buscador de visión 5
- D2: 7 "impresora" /8 computadora 3 del "mfh" = ("C") = 6 "Reino Unido" /9 "oscilador"
Notas sobre D1: 1 2 3 para: cualquie tipo de película, eg.: el vídeo, cinematografía, todavía indica fotografía; 3: memoria enorme

OTD para los datos generales: 1 acceso; 1-7 cojín del aire; artista; balance 9; básico; carro 3 (cartucho) del software (el corregir de imagen, modos de /transmission de la tratamiento de la información/de la organización (tipo menús))); cc; au; ch; carácter 5 7; composición; fecha 3; exhibición 5 ("S"); educ; entretener; 3 "C"; flotador; 7 fs; juego; interactivo; localizador 3; md; mfh 8 (para la difusión viva, corrigiendo posibilidades, almacenaje en "MFH" de imágenes); 8 "mic"; 3 MESes; 3 receptor acústico de 9 movimientos; ratón 3; P.M. 3 6; mq 3 5 6; 3 multiusos; notificador 3 6; oscilador 9; 3 8 uip; portable; 3 6 pp; impresora 7; RCP; telecontrol 6 ("R"); cuenta 3 6; analizador de 3 sonidos; discurso 3 9; teléfono del SP 3; estereofonia 3; 3 conecta con cualquier exhibición video/sistema de la recuperación/de grabación; juguete; tr; Reino Unido; uq; vc; analizador visual; wa 3 4 5 6 8 9.

Usos adicionales para "él" [esta nueva sección general 2E100 - 2E130 de la categoría de producto]: cualquier uno o más de los usos/de los productos siguientes en "sus" campos se pueden utilizar por separado y o junto; con o sin "él":

ANALIZADOR de la LUZ de la CÁMARA de $ 2E110: Determina de qué luz adicional de la dirección es necesaria. Sugiere el tipo ideal fuentes de luz para integrar con la iluminación existente, vía uso de su analizador ligero de la frecuencia. Esta invención no cubre cómo esto podría ser hecha.

- (Cámara/"Lens'") analizador/manifestante de la iluminación: la fuente de la cual más luz pudo ser necesaria y o de cuánto más luz (vatios necesarios). ¿Mk? ¿Coste a producir?
- D: luz "sensor" = "analizador" = computadora ("'"/"de C cámara") = la exhibición/la otra salida
- OTD: u k/sistema "analiza" los colores visibles vía la lente de la "cámara" - > en golondrina de mar la luz necesaria/otra descompone en factores necesario para el efecto deseado (via^ sabido: uip; banda; q; se da a conocer el analizador) - > a u/al sistema (sistema) - > sistema/u ajusta el sistema por consiguiente - > proyección de imagen mejorada (sobre"/proyección (sobre la pared)/diapositivas) de la película/del memory=c/"de la impresora.
- para los semi-professionals, con todo los profesionales de la tapa no necesitarlo.
- trastos de la cámara estados alrededor desde 1800's
- Para hacer más patentable: El sistema o u dice un lado de las necesidades del rostro humano más luz, porque es una cara, él ajusta necesario ligero sugerida (eg., porque idea leída lector en artículo). U lo dice do/do para no querer ligero balanceado uniformemente.
- Estrategia de búsqueda de la patente:
. - (guía o profesor particular o analyz) y dirección y luz
- guía y dirección y luz y ángulo
- problemas que necesitan ser superado: sistema que sabe sugerir (vía "analizador") en qué dirección adicional/menos iluminación es necesario.

BUSCADOR de OPINIÓN del COJÍN del AIRE 2E-120: Existe

- Mirarse al hacer los vídeos mirando en el visor mientras que filma. Bueno para dentro o al aire libre.
--el visor puede estar con los alambres; la versión sin hilos transmite de cámara al ^via del buscador de visión: tecnología celular del teléfono ("T")
- Reloj qué está sucediendo en otro sitio, o parte del mundo. Una versión avanzada del teléfono del vídeo de AT&T ("T")
- también ver TV/VCR en sistema
- D: cámara = computadora ("C") = transmisión = exhibición ("S")

IMPRESO de 2E-130 IMAGE-DATA: Transportación del medio de la no-película de las imágenes: impreso, transmisiones de la teleconferencia de fax/tv/recepciones de la opinión. Uso: demostrar las imágenes a los directores en una diversa localización - las ayudas consiguen aprobaciones rápidas de ^directors/customers mientras que los ^things están en el lugar.

--las líneas del teléfono del ^via de las transmisiones, alambre, radiofrecuencia, teléfono celular alinean

- el remitente del = las audioseñales visual/% = la computadora ("C") y software = altera las imágenes = la impresión/los transmite.

El receptor de la transmisión puede decir al filmer lo que él quiere alterando la manera de los ^this de la imagen.

--eficaz para las situaciones para las cuales el tiempo es crucial, eg.: bastidor vivo de las noticias de la TV

- Marcador de la fecha: "TDS" cada pantalla ("S") y o segmento de los tiros tomados.

CÁMARA del VCR 2E250: Una mejora de la cámara miniaturizada de Sony.

1 cámara = registrador 2 base/3 = 4 parte posterior del juego de tr/5 editing/6 7 otra.

OTD: convertidor de imagen 2; cojín del aire 2tr (cámara del espectador/del control); artista (corregir las imágenes registradas, eg.: agregar los gráficos); básico; carro 2 (el corregir); cc; 2clap; 2composition (efectos visuales corregidos cosechadora con audio compuesto/corregido/sintetizado); cp; 2date; 2display; distancer 2 (activa/desactiva la cámara/el sistema); entretener; 2 "C"; flotador 123; trabajos de 1 cámara (debajo del agua 5000 metros debajo del nivel del mar, y en condiciones para cualquier estación); 2fs (del fs imágenes hacia fuera hechas); %game; satélite 7; 2gps (el sistema indicar/demostración que la localización en la cual la visión fue hecha, ayuda a analizar correlaciones entre la localización y/visuales para recogido los datos audios/de tales localizaciones); las imágenes de los controles w5 del satélite se tiran/"tr registrado"; interactivo (lanzamientos de la cámara en ciertos casos: cuando 3 el " analizador visual" se acciona de cualquier manera como un movimiento que es detectado, el tipo de imagen hecho es automáticamente 3routed/edited según cómo imagen analizada del "analizador visual"); 2 " localizador" busca desearon el objeto/la situación que necesitan ser tiro, y dirige la cámara; md; mfh 7; 2microphone; 2mouse (que corrige A/V); 2mp; 2mq; 7notifier; oscilador 7; portable; 2pp; impresora 7 (las imágenes de impresiones copiaron; 2remote; analizador 2sound; altavoz; estereofonia del 7% (disfrutar de las imágenes hechas con el sistema de tv/vcr/VTR/stereo; 1tilt; 2uk; 2uq; 2vc; analizador 2visual; %vr; %wa.

El VCR R30 REGISTRA el MOVIMIENTO de SUPER-SLOW. Capturas 500 secuencias por segundo en tiempo real.

. - [Nac Inc 2 de mayo de 92 NK]

- el sistema de grabación visual puede también ser "cámara" (aún la foto sobre la película/la memoria digital)

Monitor inteligente -2E251: permite un "análisis más exacto" para los cambios en plazos más pequeños. Convierte imágenes en formato digital.

OTD:

Esta N (monitor inteligente 2E251, registrador de la cámara lenta) = ARTISTA: ; CÁMARA: ; CARRO: ; COMPOSICIÓN: (la representación visual (s) empareja el oscilador (comunicador sano saliente del `) (por tempo; tema (eg.: la música optimista tiene imágenes optimistas)); ENTRETENER: ; MFH: ; MAÑANA: ; MULTIUSOS: ; NOTIFICADOR: (analizador visual = C (computadora del `) = notificador); OSCILADOR: ;

Banda: ; IMPRESORA: (fotos deseadas (de secuencia)); Picosegundo: (la cámara sigue el paladio); Q: ; R: ; S: ; CUENTA: (analizador visual = c = cuenta; tds); SYNTH: ; Teléfono: (tr); UIP:

+ MONITOR AUTOAJUSTABLE de la CÁMARA R30-1: El sistema de grabación automatizado de la cámara se altera según ocurrencia. Las ocurrencias incluyen: el sistema de seguridad existente detecta apuro posible; el analizador visual detecta cambios interesantes en laboratorio de investigación sin tripulación. Interno de la cámara: los tiros del número de los aumentos por minuto (tan puede estar la cámara lenta jugada más adelante), o activan el micrófono, o entran zumbido o granangular, o se dan vuelta con./desc.

- ACCESO: (el analizador visual efectúa el control del sistema (con./desc.)), eg.: el uso de la seguridad, gente de la captura cuando el sistema (sistema) analiza allí aparece ser un bandido;

situaciones o-adicionales (que accionan respuestas del sistema de la "cámara"): el código de acceso negó (con todo la persona intenta la entrada de la comprobación/c de todos modos); sistema de seguridad alertado (al bandido posible), eg.: ver el "acceso"; el uip demuestra la situación, eg.: uno o más de w5 más otros datos del uip que ocurrían (simultáneamente) (las ocasiones de los aumentos) que situación pudieron querer ser fotografiado (para la seguridad, los usos de la investigación); el analizador visual = detecta cambios particulares en el experimento del laboratorio.

- respuestas de la "cámara" (a tales situaciones): tiros del número de los aumentos tomados por el minuto/los aumentos que registran velocidad; zumbido; granangular; el w= "cámara" del "mic" activó; el analizador de sonidos activado/controló; nr de la seguridad/del observador (notificador) a la situación.

- D: situación (que acciona el sistema (R30-1) para reaccionar) = sensor = c (analizador) = grabación (a/v)/nr (notificador) ()/m (uip) del notificador

CÁMARA MINIATURA R47 [Hoya-Schott Corp, 2-7-8, Nakaochiai, Shinjuku-ku, Tokio 161 03-3952-5011 1 de agosto de 92 NK]

- D: cámara = tr (transmite) (alambre/radio) = C (computadora del `)/película estándar usando el mecanismo = "M"

- la lente sigue (los puntos a) objetos deseados según pr/uip de la cámara. Las imágenes obtuvieron utilizado para desarrollar el uip.

- OTD:

ACCESO: ; CÁMARA: ; CARRO: ; S: ; ENTRETENER: (véase a la otra gente en el partido); "M":. Picosegundo: (las guías que la cámara necesita capturar que se oponen/persona y en qué lente del ángulo debe ser acentuada (debido al tr (transmiten) del paladio)); esta N idéntica (invención) probablemente en el dir de C (computadora del `) (un mejor N).

PP/MP: ; Q: ; MULTIUSOS: ; NOTIFICADOR: (las alarmas a la actividad inusual como sistema determinan inteligente vía cambios en los pixeles que en golondrina de mar corresponden a ciertas imágenes diseñadas para accionar una alarma), éste es el código del "analizador visual" de KN; OSCILADOR: ; IMPRESORA: ; R: ; CUENTA: ; SYNTH: ; TDS: (cada escena); Teléfono: (tr); UIP:.

La CÁMARA INMÓVIL de R82 DIGITAL tiene transmisor incorporado: cuadros tomados transmisible vía líneas del teléfono. [Olympus Co óptico: 2-3-1, Nishi-Shinjuku, Shinjuku-ku, Tokio 163-09. Teléfono 03-3340-2121 NK 16 de mayo de 94]

Monitor inteligente -2E251

El SISTEMA R118 REGISTRA LA VISIÓN DETRÁS DE LOS VEHÍCULOS para los conductores de camión, elimina el punto oculto. [Clarín, 17 de febrero de 93 yarda, antes de 92 - frecuencia intermedia]
- OTD:

CÁMARA: ; CARRO: ; PALMADA: (para la "cámara deseada" de la visión/el controlar); Exhibición ("S"): ; Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: ; UIP: (pasado de las "cuentas" cerca de accidentes del conductor); Reino Unido: ; WA (caminata del `alrededor) (mejorar la conducción de funcionamiento/del entrenamiento).

CÁMARA PORTABLE MINÚSCULA DE A4-71C. Subsistencia para las fotos de la emergencia. Un tamaño más pequeño permite portabilidad fácil con una cierta pérdida en calidad.
Usos: conductores del atropello y fuga del retén; ladrones; dar a los oficiales de policía

Captura visual imagen y traduce ellos en dos o tridimensional imagen en electrónico medio (digital)/película (tipo negativo del vídeo/del color). (d) Dibujo: camera=tr/rc=c=tr/rc=viewer/r - Muchas características opcionales, ejemplos: La cámara puede enfocar/cacerola según lo dirigido por c/system/user/"telecontrol". El espectador deja a usuario ver lo que ve la cámara. Luz/flash (la dirección de la luz puede ser controlada). Auto-focus.

%-Location de paladio ()/persona del dispositivo de colocación (basada en señales que generan: el calor, vibraciones, movimiento visual detectado por el "sensor" de la cámara dirige el ángulo de la lente de cámara.
- Ángulo de cámara controlado vía r, banda (programa) en vista, y o de la posición remota.
- OTD: % del analizador visual =uip/notifier. + "pista", "pista" = "analizador visual".
- expedientes electrónicos de la cámara o-C86 todavía y imágenes móviles. Ricoh 3 de octubre de 92 NK y 8 de marzo de 93. D: R (`teledirigido) = C86
Matriz contenta de la fecha -4E020: Los registros y organizan ocurrencias anteriores.
- "Bill"
- Sistema avanzado de la foto (APS) (sobre todo para las cámaras portables) descrito en la "ciencia popular" 6/96, p.86. Cámaras digitales.

"Cámara - control" IMI. Cada uno de su imi pertenece en otro imi más grande. La cámara es cerebro del wo por sí mismo, por lo tanto no se amplía adjunto. Foco: focos de la cámara w5; ampliado en el "va". pista: ampliado en pista

VA: la cámara ve entonces responde por consiguiente; ampliado en el VA

ANALIZADOR de la LUZ de la CÁMARA 2E110: Determina de qué luz adicional de la dirección es necesaria. Sugiere el tipo ideal fuentes de luz para integrar con la iluminación existente, vía uso de su analizador ligero de la frecuencia. Esta invención no cubre cómo esto podría ser hecha.

- para los semi-professionals, con todo los profesionales de la tapa no necesitarla.
- trastos del camero estados alrededor desde 1800's
- Para hacer más patentable: el sistema (sistema) o u dice un lado de las necesidades del rostro humano más luz, porque es una cara, él ajusta necesario ligero sugerida (eg., porque idea leída lector en artículo). U lo dice do/do para no querer ligero balanceado uniformemente.
- <3, 3, 2, mk> 3

CÁMARA TELEDIRIGIDA 2E251: Las funciones de la cámara se controlan según lo dictado por la computadora distante. Expedientes de computadora según lo que está buscando su analizador visual: qué, cuando, cómo, porqué. Ejemplos de cuando ocurre la grabación: células en divisoria del plato de petri; la gente particular entra o sale (el sistema determina a persona vía su transmisor u otros medios); hay cualquier tipo de amenaza o de desastre. Éste es un uso del analizador visual que es otra invención.

- <$, 4, 3>
- La cámara sí mismo del mando a distancia no es nueva.

--Existe: c controla la cámara, eg.: cuando: cada 30 segundos, o cuando la palanca de mando se mueve. Cuando no hay piezas que vienen abajo planta de fabricación, el sistema se para. C (computadora del ') mueve la cámara bajo manera preprogramada, eg.: filtrado de vez en cuando - probablemente no adaptándose a los cambios ambientales.

--Existe quizá: los pixeles probablemente de menor importancia cambian en el marco-a-marco debido a los parásitos atmosféricos eléctricos. Pero el sistema no hace caso de tales. Busca para los cambios grandes. Entonces el sistema sigue el movimiento del cambio grande. Pero no pudo haber mejorado arriba.

--Quizá patentable: el sistema identifica a persona (del detalle) (vía uip (acceso, color, altura, w5), después la cámara sigue. Entonces el sistema va automáticamente a rematar a la 3ro parte de la persona. El sistema sabe para ir a la tapa de la imagen.

---nr cuando la parte inferior del plato de Petri se llena.

---señalar la cámara en la central nuclear, punto en el área inusual (caliente), cámara (infrarroja) entonces mueve su cabeza a otras partes importantes (después de eso, que pudieron internar efectuarse).

Investigador de la imagen -2E210: la cámara busca las imágenes particulares, interno tira, sigue, las cacerolas, etc por consiguiente (a la banda).

- si hay circunstancias inusuales/solicitadas múltiples, el sistema puede (rápidamente) filtrar entre los dos, dando tiempo igual a cada uno, o proporcional más a el que está por cómo es inusual es (con un 65% máximo de tiempo a cualquier un punto).

--si uno de los puntos llega a ser menos inusual (el bandido dejó su bolso en piso y caminó más lejos), el sistema presta menos atención (desde su mudanza (mucho) más)

--el sistema funciona w uno o más cámaras que (parcialmente) traslapar la misma área de la visión.

- la cámara enfoca en la actividad deseada, persona, objeto, (como cambios ocurrir)

. Sistema de detección - la cámara busca actividad (inusual) vía:

- detector de movimiento: (vieja N, KN), sensores del calor, cambios en pixeles visuales, el disparar de las luces laser, sensores de la vibración, "analizadores de sonidos", cambios en la luz (conmutación en el interruptor ligero (el sistema no hace caso (vía c) el movimiento cambiante del sol)), etc.

- el sistema puede no hacer caso (banda): sonidos de frecuencias particulares - "analizador de sonidos"; movimiento por otras cámaras (dentro de su opinión); sombras móviles vía fuente de luz de la ventana, vía: sol, luna, coche o calle u otras luces exteriores (debido a los sistemas c=memory (uip de tal tipo ocurrencias).

- Obra recíprocamente w (con) el otro sistema: esta n "obra recíprocamente" w (con) cualquier sistema de la supervisión de seguridad de KN/el existing%: gana el Info adicional (vía la supervisión, el uip (colección de datos = para los datos que emparejan)/la policía de las ayudas/las ayudas determinan la naturaleza de la actividad inusual.

. El reaccionar al bandido: cuando el 1r del sistema (sistema) identifica la actividad inusual/determina allí es (probable) un bandido.

. - la policía, seguridad interna entró en contacto con

EXTREMO DE ESTA SECCIÓN DE LA CÁMARA

Archivo: Introducción/cartucho de las características

FUNCIÓN DEL CARTUCHO (PARTE)

Éste puede ser más de una opción auxiliar que muchas otras características

Los cartuchos contienen los accesorios como software. Los objetivos, las funciones, y los procesos adicionales se venden como alto beneficio separado que rinde cartuchos.

- D: 1 carro (cartucho) del software = 2 C (computadora) del `= 3 tr (transmite) = 4 function/5 otro

- OTD: 1Software contiene bases de datos; el software 1each tiene funciones y objetivos diversos pero similares; 1examples: programas informáticos para los procesadores de textos, cartuchos de juego para los dispositivos del juego electrónico; las características centrales 2345the del sistema pudieron ser sin cambios por los cartuchos; 1cartridges se diseñan para ganar los beneficios arriba adicionales (práctica normal) puesto que el usuario puede querer las muchas características adicionales que se diseñan para el producto específico; 1 acceso (cada carro es un tipo de acceso dominante, cada carro puede alterar el método requerido de acceso); carro del 1% para el artista; 1character está dentro del carro; carro del 1% para la composición; 2display demuestra el carro funcionando; ciertos 1cart permiten que la invención tenga acceso a los 5M [vía su construido en contraseña y o parámetros del software]; alarma 1%morning; los 2% Reino Unido, telecontrol, movimientos del ratón se interpretan diferentemente según el carro (cartucho del software) que es utilizado; 2mp y pp el carro; 2user y u otras compañías puede diseñar el nuevo carro para la invención; 1 carro se diseña para %multi-user; el 1% cada carro tiene sus propios parámetros/métodos vía los cuales recoger, analizar, dispensar y o utiliza el uip; carro 14 para 4printer; los 1% tabulan y la cuenta 2keeps; 1cart para el analizador de %sound; discurso del 4%; synth del 2%; 2 tds; 1 carro para mq/uq; 2fd-hdd. Tarjetas permutables de la ROM (broche de presión en ranuras (en la parte posterior del sistema)) (según lo utilizado por el sistema del libro de Digital de Franklin (biblioteca del microchip), de los E.E.U.U.; etc).

- Subpartes: CARRO-INTERRUPTOR: permite funciones de diferenciación; CARRO-UIP: multiusos, acceso.

- El sistema "sigue" cómo u utiliza el carro (w5).

- El registro/la cuenta de las subsistencias del carro para el carro de la frecuencia/las funciones particulares del carro fue utilizado (para los usos específicos).

--El mayor uso efectúa la facturación del cliente. El cliente compra los tiempos de uso limitados (tds: horas totales usadas).

. - Los controles del "carro" cómo el "ranurador" localiza then= recuperan el data= necesario para esta partición.

- Un código (acceso, marca de agua del EL (electrónico) "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen". + "facturación"

. - Patentes de los E.E.U.U.: sistema 5426762 para determinar la autenticidad del software = ""/"del acceso c"; 4553252; 4870605.

--str: cartucho y (computadora o software)

- el "carro" tiene (impreso) información del "acceso" (en fuera de disco) esa necesita ser leído (vía el explorador ("va") antes de que el carro sea utilizable. Eg.: claves de barras impresas o microchipes en el carro.

. protección de seguridad del "carro" de $ 9G180: la superficie tiene capacidad especial de conseguir/conserva huellas digitales.

--Esta superficie puede también ayudar a la sincronización de la fecha de tales impresiones, vía análisis químico posterior.

Archivo: Introducción/carácter de las características

CARACTERÍSTICA DEL CARÁCTER

Los detalles extensos en el juego ofrecen la carpeta.

Guía-Carácter: Adquiere características para mejorar a usuario de la ayuda. El carácter cambia su imagen al tipo información necesaria de la oferta, mientras que su imagen crea el mood= deseado para sacar mejor respuesta deseada del usuario. Los cambios de la imagen consideran la sinergia de: tema; uip del u; nr; el mandar la cuenta [cantidad debida hasta la fecha en esa transacción; la tarifa de facturación para el carácter del tema está adentro en ese momento].

- La imagen de carácter se corrige según el tipo dirección. La diferencia en imagen permite:
- u a los interruptores chascan partes encendido de diferenciación del carácter para: preceptoral; encaminamiento.
- el humor de la imagen de carácter: cabe la tarea [vía su traje, tamaño, partes, colores, ambiente alterados en los cuales su panorama encontrar-que empareja del usuario].

. --eg.: el interruptor educativo para la gente de las ventas demuestra el carácter confidente y ambicioso en juego de negocio; tiene sonrisa visible y cara abierta.

. --eg.: carácter del juego demostrado para ser amistoso, contra hostil al jugador que es dirigido. Por ejemplo vía: traje del carácter de la guía, facial y otras características del cuerpo siendo amistosos, confidentes y similares a los carácteres que están en el lado del jugador del juego. Es decir el carácter es diferente de otros elementos [del enemigo] de los carácteres o.

- uip: perfil de los u del fósforo de la imagen (comportamiento/comprobación), eg.: colorante del pelo/de la piel, edad. Multiusos.

+ tema u que encuentra en C: u sabe que tipo DB (base de datos del `) u otro campo de interruptor ()/internet= u del software del `adentro está basado en cambio en la imagen de carácter. Valor: una manera más rápida para que u sepa donde (W5) está u sin tener que leer para la información en alguna parte en la pantalla.

+--área grande extensible. eg.: cada tipo de la cuenta/tds o del otro elemento mensurable se puede retratar en la imagen de carácter cambiante.

Archivo: La introducción de la característica/compone

LA FUNCIÓN DEL COMPONER

INTRODUCCIÓN: ¿Qué sonidos pudo usted tiene gusto de componer? ¿O usted tienen gusto de una invención que ha aprendido sus gustos para sintetizar algo para sus gustos?

Se conoce como compone o compositor. Mejoraron últimas piezas musicales interactivas. Ver la carpeta del N. musical. Primero ver las piezas: Balancear, educativo, hospitalidad, guía, K, Mic, OSCILADOR, R, SA, SoundVis, UIP, WA, VA

+ el TECLADO 3K-3 DEMUESTRA LLAVES NECESARIAS:

Un teclado musical que demuestra solamente las llaves necesitó para la tarea deseada. Ahorra de principiantes confusos con demasiado Info. Pueden centrarse mejor en qué intereses ellos. Es más fácil vender las invenciones que apenas demuestran las llaves necesarias para lo que quisiera la caminata en cliente que el sistema hiciera.

. La programación de la información de usuario aprende qué llaves son probables ser las más necesarias por el usuario. El sistema ha aprendido qué llaves ha utilizado el usuario para los usos señalados en el pasado. También predice que las nuevas llaves que que el usuario puede necesitar basado en sus cambios en hábito, tal como su curva de aprendizaje.

. Ideas de la extensión:

- Funciones nuevas dentro y fuera el mundo de la música.

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- solamente se demuestran las llaves necesitaron para el tipo el componer
- más fácil vender: el vendedor juzga llano a qué usuario sabe la composición de música, y les demuestra las tareas complejas que correlacionan deseadas; la demostración de la necesidad del vendedor solamente esas funciones queridas por el usuario, diciendo a usuario, allí es casi tantas funciones como funciones deseadas (solamente estas adicionales no conseguirá demasiado de la manera de las funciones que el usuario quiere/que entiende)

--deja a usuario levantar el mercado comprando el "carro"

- una versión más barata: solamente los botones aplicables para el programa deseado se encienden para arriba

. Leído más adelante:

ACCESO: ; ARTISTA: ; CARRO: ; PALMADA: ; COMPOSICIÓN: ; S: ; ENTRETENER: ; FS: ; MFH: ; MAÑANA: ; Picosegundo: ; PP/MP: ; Q: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; R: ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; UIP: ; K: ; WA:.

Esta idea se convirtió original antes del '94, su anterior N # no enumerado aquí.

- idea quizá compartida con Korg en 1991, quizás sin diagramas.

+ PATÍN AUDIO 3K-4:

Los cabritos pueden insertar opciones del efecto sonoro en el dispositivo. Entonces diversos sonidos se emiten basaron en cómo se utiliza el dispositivo.

- Ejemplos del patín: cada nivel de la velocidad, y el tipo vuelta o salto tiene un sonido correspondiente. Los sensores dicen a sintetizador del comunicador sano saliente qué está sucediendo.
- Otros usos: Cualquier juguete con las piezas móviles suena por cómo y o cuando se mueven. Los juguetes incluyen: robustezas, vehículos, incluso juguetes del animal doméstico.
- ampliar el mercado del teclado dejando a usuarios hacer los sonidos para su producto (patín, bici, pcteres de ruedas, coche) moves/is usado.

. Leer más adelante:

CARRO: (tipo música querida (u hace música en su sistema entonces insert/tr en su patín); COMPOSICIÓN: (el mfh/la otra computadora); S: (luces/gráficos mientras que la fabricación suena); ENTRETENER: ; Picosegundo: (el patín hace diversos sonidos según la localización (hace sonidos de risa mientras que u va por ésos él no es amigos con); PP/MP: (oscilador); Q: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; R: (el observador puede controlar los efectos de a/v); CUENTA: (para anotar del juego (velocidad/# de los trucos realizados con éxito); ESTEREOFONIA: (juego en comida campestre al aire libre tapando en altavoces (del portable)); SYNTH: ; Teléfono: (móvil); UIP: ; K:. Esta idea se convirtió original antes del `94, su N anterior (invención) # no enumerado aquí.

+ GENERADOR de la MÚSICA del VIENTO 3A420:

Los convertidos enrollan en sonidos electrónicos agradables. Fijar cómo usted quisiera que la invención cascabelee o hiciera otros sonidos basados en el viento. Los sensores del movimiento de aire demuestran la dirección y la velocidad del movimiento de aire. Esas señales son utilizadas por el sintetizador de generar sonidos. Programa cómo usted quiere el viento interpretado en sonidos.

- Otras variables que el sintetizador puede utilizar: hora que el viento está soplando, temperatura, nivel de la humedad, día o mes, etc. Cada uno variable cogido por el sensor puede tener su propia pista sintetizada de sonidos.
- Sonidos del ejemplo: aumenta el volumen de los sonidos reales que el viento está haciendo. Bajar la echada. Tener Navidad como campanas de cascabeleo. Ciertos panoramas pueden accionar música previa. El sistema puede indicar verbalmente la velocidad del viento exterior y u otras condiciones.
- Más variables: Los sonidos generan imágenes asociadas en una pantalla del LCD. Las esculturas giratorias pueden moverse con el viento mientras que generan los sonidos de la invención.
- Extensiones: ¿Qué otras invenciones comerciales del juguete pudieron hacer los sonidos basados en el viento u otros patrones de tiempo?
- convertir electrónicamente los vientos en música única de la "nueva edad". Los sonidos generados se pueden sintetizar en cualquier manera posible con tecnología y estándares actuales.
- las latas del usuario hacen/para escuchar otros sonidos en mismo o el instrumento conectable, eg.: otros sintetizadores, sonidos previos/música. Los otros sonidos se pueden jugar en la conjunción (primero plano o fondo) o por separado de los sonidos generados viento.

- el viento puede moverse, eg.: la curva, cascabeleo, girado, invertido, empuje, efecto apalanca los instrumentos que efectúan el "mic"
- velocidades de los calibradores del viento
- viento del convertido en las imágenes de vídeo que pueden ser sintetizadas vía los métodos algo relacionados, creando a/v, audio, o las impresiones video
- categorías: tiempo, música, viento
- las diversos velocidades, sonidos, etc pueden crear diverso audio y o señales visuales
- la máquina puede imprimir la música compuesta y o efectos visuales
- ha construido en clases particulares

+related a la invención del compositor del agua 3A-96-1.

. Leído más adelante: exhibición ("S"); "C"; pp; P.M.; Reino Unido; el interactive%; juguete; todos; hospitalidad; "mic"; synth; portable; impresora (gráficos de las impresiones generados por los sonidos); "M"; punto de ebullición; SP; oscilador; vc; el score%; md; carro (cartucho) del software (softwares de generación sanos).

INSTRUCTOR de la VOZ 3K-1:

- el sistema puede saber que el tipo usuario de la canción cantará, analizar mejor

. Leído más adelante: ACCESO: ; %ARTIST: (guías en como de bien el usuario puede copiar (los pedazos principales); BALANCE: ; CÁMARA: (véase la boca del u el moverse y la analiza para el movimiento correcto, vía el movimiento correcto del labio de las demostraciones del sistema de los c=s (enseña a discurso también)); CARRO: ; COMPOSICIÓN: ; Exhibición ("S"): ; ENTRETENER: ; FS: ; MFH: ; MAÑANA: ; Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; Telecontrol ("R"): ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: (progreso del usuario de las demostraciones, para el UIP); Teléfono: ; UIP: ; Reino Unido: Ver las descripciones originales archivadas antes de 94 (su N # no está aquí).

ENMASCARADO SANO 3K-2:

- el UIP de 30 segundos anteriores se utiliza para mejorar los ruidos actuales de la manija, estes 3ultimo que 5 segundos se dan mayor peso.
- emite el sonido constante
- el usuario controla el tipo del "synth" del gris/del otro sonido deseados a los ruidos de las máscaras
- el usuario puede componer la música (teclado), el sistema después lo modula para enmascarar ruidos ambientales

. Leído más adelante: ACCESO: ; BALANCE: ; CARRO: ; COMPOSICIÓN: ; S: ; ENTRETENER: ; MFH: ; Picosegundo: (ruidos particulares de cierto ambiente (un s en localizaciones de la demostración de la

base de datos/uip (para el usuario) ciertas necesita la cancelación sana de diferenciación según el tipo sonidos oídos en tales localizaciones); PP/MP: (cómo el sistema puede cancelar/altera el sonido (indeseado)); Q: ; MULTIUSOS: (los sastres graban la cancelación por cada preferencia de usuario (en estilo)); NOTIFICADOR: (alarmas oídas por u si important^: teléfono, fuego); OSCILADOR: ; R: ; CUENTA: (el analizador de sonidos estudia el comportamiento del ruido indeseado); ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; UIP: ; K: ; WA:. Esta idea se convirtió original antes del `94, su anterior N # no enumerado aquí.

3K-5 PERSONALIZÓ el SELECTOR del MANTRA:

- el sistema simple, o se puede ahora hacer en el teclado
- los mantras de la venta según el tipo ayuda necesaria, "synth" en golondrina de mar pueden alterar según el UIP del usuario.
- Fósforos del sistema: 1. perfil del comportamiento del usuario; 2. forma sugerida de los vagos de terapia; 3. sonidos/música que los fósforos sugirieron modo de la terapia.

. Leído más adelante:

CARRO: ; PALMADA: ; COMPOSICIÓN: ; S: ; ENTRETENER: ; FS: ; MFH: ; MAÑANA: ; Picosegundo: (oscilador de los cambios por la localización); PP/MP: ; Q: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: (mensajes (el horóscopo o el otro consejo del interruptor (del UIP)); R: ; CUENTA: (cuando u meditated); ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; UIP: ; K: ; WA:. Esta idea se convirtió original antes del `94, su N anterior (invención) # no enumerado aquí.

COMPOSITOR del ASIENTO 3K-6: Obrar recíprocamente con sus composiciones/etiquetas de la música de la marca de fábrica conocida. Eg.: cambiar el volumen, triple, voz, ritmo tocando los botones/que se mueven.

. Leer más adelante:

BALANCE: (tipo effects^ del movimiento del cuerpo: qué altavoces hacen un sonido más ruidoso, las influencias los efectos sonoros también (OSCILADOR); carro (cartucho del software): ; PALMADA: ; COMPOSICIÓN: ; S: ; ENTRETENER: ; MAÑANA: (vibra u a (ayuda) lo despiertan); Picosegundo: ; PP/MP: ; Q: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; R: ; ESTEREOFONIA: ; SYNTH: ; Teléfono: (vibra los muebles cuando el teléfono suena); UIP: ; K: ; WA:. Esta idea se convirtió original antes del `94, su anterior N # no enumerado aquí. Al parecer siendo producido por Pioneer, y otros fabricantes japoneses antes de 94.

DIVISOR de los SONIDOS 3K-7:

- cada llave del piano emite efecto ligero/visual de la correspondencia. Degrada el coste de producciones. Crea más interés en teclados.

. Leído más adelante:

ARTISTA %: ; BALANCE: ; CARRO: ; COMPOSICIÓN: ; S: ; ENTRETENER: ; PP/MP: ; Q: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; R: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; UIP: ; K:. Esta idea se convirtió original antes del `94, su anterior N # no enumerado aquí.

3K-8 ALEJADO ("R") CONTROLÓ el "MIC":

- seleccionar que el "mic" se activa y cuando. Usos: para la sección del sitio/almacenar/al aire libre/proximidad a las cuales los instrumentos.

. Leído más adelante:

ACCESO: ; ARTISTA: (demostración de a/v); BALANCE: ; CÁMARA: (activación del control/(ángulo, zumbido) movimiento de la cámara de la manera similar); CARRO: ; PALMADA: ; COMPOSICIÓN: ; S: ; ENTRETENER: ; FS: ; MFH: ; MAÑANA: ; Picosegundo: ; PP/MP: ; Q: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; R: ; CUENTA: (para el UIP); ESTEREOFONIA: ; SYNTH: ; TDS: (cuando ocurrió cada incidente, para MFH/UIP/etc); UIP: ; K:. Esta idea se convirtió original antes del `94, su anterior N # no enumerado aquí.

-1.06: El SA (analizador de sonidos del `) y el VA (analizador visual del `) y la pista' sugieren/el control que los sonidos y las localizaciones necesitan una mejores supervisión/foco. Ver estas otras piezas para los detalles.

ARPA del LASER 3A550: Hacer los sonidos interceptando cada secuencia de rayo láser. La interceptación cuanto más cercana está del dedo de la fuente de luz, más alta es la echada. También en la forma de la guitarra, del piano, del etc.

- el artículo puede hacer los sonidos relacionados con cualquier otro instrumento común que corresponda a los patrones antedichos; cada secuencia representa diverso instrumento
- exhibiciones: sonidos, frecuencias, instrumentos, etc siendo emitido
- hace el sonido según distancia de la fuente de luz (posición respecto a secuencia).

. Leído más adelante: pp (qué sonidos ("oscilador") puede ser generado vía acorde del laser, etc); P.M.; Reino Unido; el interactive%; juguete; todos; el microphones%; el synth%; portable; sst; punto de ebullición; oscilador; vc; md; carro (cartucho) del software (softwares de generación sanos).

GENERADOR de SONIDOS del MOVIMIENTO del CUERPO 3A752: Pues la persona se mueve sobre sitio que dispara diversas luces laser que generarán el sonido correspondiente, creando una clase de nueva música. Puede tener fuentes de luz múltiples y o utilizar los reflectores ligeros.

- Miburi de Yamaha salió con esta idea después de que archiváramos esta idea pero abandonó la solicitud de patente.

AMBIENTE 5A150:

cuando son sanas las frecuencias en sitio carecen ciertas frecuencias (eg.: el entusiasmo) o llegado a ser demasiado controvertido (en grandes cantidades agudo) la invención compensará agregando el sonido a la mezcla de conversaciones que ayuden a crear un mejor ambiente.

- substituye sistemas musicales de la hospitalidad
- uso en hogar, reuniones de negocios, restaurantes, barras, el etc.
- modelos más baratos emitirán simplemente los sonidos diversos diseñados para ayudar a la guía hacia el tipo meta (reunión de reflexión creativa; planeamiento; diversión y juegos para los adultos o los cabritos; discusiones levemente más serias; etc). Los sonidos se demuestran ayudar a aumentar creatividad. El usuario selecciona el tipo discusión/meta para conseguir el tipo ambiente

Ionizer del aire del o: ioniza el aire para dar la sensación fresca creada enseguida después de una tempestad de truenos

PESEBRE MUSICAL 5A160: El bebé descubre que cada forma coloreada en el pesebre tiene poseer el sonido. Las barras hacen música por el tacto del bebé. Las barras que hacen música pueden estar de cierto color según el tipo sonido creado. Si más de una barra tiene mismo color, el bebé aprende que todos los colores idénticos hacen el mismo sonido.

- el mecanismo del tacto es tapa cercana de cada barra, así que el bebé debe colocarse para hacer el sonido. La localización de este mecanismo se diseña para reducir el tacto accidental frecuente; pudo ser levantado o ser bajado.
- el número de barras con capacidad de producción sana puede ser una o toda. Este dispositivo se pudo atar a la barra o a la barra sí mismo que pueden ser reemplazables o conectables a la barra
- el guarda puede registrar al bebé o poseer voz adulta u otros sonidos para que el bebé accione también
- puede atar los instrumentos musicales, los juguetes, la entrerrosca para la alimentación líquida, el etc al pesebre también (para la búsqueda de la patente, ésta no es parte principal del producto)
- ENCIMA de sonidos
- el bebé puede aprender que la una sola pieza se puede presionar llamar a madre (el receptor de la madre le dice que el dispositivo fue presionado)
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip); estudiar el bebé/el comportamiento humano/animal = los usos/sobre del uip/de la investigación conseguir o hacer la cosa correcta = el aumento "acceso" %.

LECTOR de la BOLA A1-141: comprar la bola y dejarla despedir alrededor de la taza que crea música. Elegir a los cubos, a las pirámides, a las prismas rectangulares, a las formas del buñuelo, a lector del etc. puede también leer elementos adentro (los elementos internos están de sustancia no uniforme). Utilizar también para la prueba. m en vez de crear sonidos, crea frecuencias, calienta, las vibraciones, comandos verbales. Sostenido a mano y o atado a cualquie dispositivo o a una versión tablero.

La música de Opti, música óptica, sonidos de la visión, considera sonidos, considera la música, cruce giratorio de la música, hombre de la música

- opción: hacer el arte sobre cualquier computadora/pantalla electrónica. Después la máquina lo leerá y hará los sonidos correspondientes/música.

+ "inclinación": controla las funciones del sistema

- copiado a 5e020 8.95

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- diversa K representa que programan/sintetizador están interpretando los movimientos. Cada movimiento de la bola o el ratón [A1-141A] puede interpretado de 1.000 maneras. Usar interpretaciones múltiples crea simultáneamente efectos adicionales.

A1-141A: COMPOSITOR DEL RATÓN: la manera que cualquier tipo de ratón es moved= corresponde tipo sonido de w (con) generado. Similar al lector de la bola A1-141: el ratón puede estar en cualquier forma.

ECO del TAMBOR A-370: el golpe en el escritorio y M replegará música del patrón. Usted o la máquina puede ser que elija la opción del sonido adicional del fondo compatible al ritmo dado. Bueno para la gente sola, y las que como la sensación del control. Apagan después de breve tiempo (puede ser fijado por el usuario). Teclear a socio. Mezcla: máquina de la terapia. El humor, BP, HH, TT, S, yo copió a 5e020 8.95

COMPOSITOR DEL ASIENTO DE A2-04A//: los movimientos de la manera u en asiento crean música. Cada parte del asiento tiene diversa música el hacer de posibilidades. Eg.: cada área dentro de los restos del brazo, piernas, silla más baja media superior, lados, debajo y detrás (hasta hasta dónde estiramiento normal de los brazos) tiene botones o calibradores de espesor ahuecados de la respuesta del tacto. Los sonidos oyeron vía los auriculares los altavoces de un o, almacenando sobre disco.

. - Palillo 5E020 de la inclinación: Controla las funciones de esta n

COMPOSITOR DEL AMBIENTE DE A2-04B//: mezclarse con el vibrador del asiento de la música, asentar a compositor #4B. Tiene cojines de la respuesta de 2 - 12 pies; poner los lasers (función permutable con alternativa del signaler del fq) en la cabeza, la muñeca, el pecho, la correa, hombros, rodillas, los tobillos, el etc y dejarlos accionar sano al golpear los receptores en sitio. Co-componer con el amigo/el socio. Realizarse en el país o en etapa (los receptores de la banda para activar luces, o luces pueden ser banda (programa) a responder automáticamente). Cada laser/la señal de light/fq y el sistema de la respuesta podían elegir entre los receptores múltiples, eg.: cada laser tiene sus propios 1-5 receptores, cada fabricación posee el sonido. Los receptores de cada laser agrupados por el tipo suenan categoría. O cada laser/signaler puede pegar cualquier objeto y C (computadora del `) hace el sonido particular basado en el fq único reflejado (basado en el material). Para la

diversión/el juego, (contenido de la conjetura del doblez de las persianas de w o wo) del material distante basado en sonido. - Palillo 5E020 de la inclinación: Controla las funciones de esta n

COMPOSITOR DEL UNO MISMO DE A2-04C: atar el micrófono (registrador de w atado fisicamente o remotamente) a cualquier objeto de mudanza o vibrante: cola del animal, cuello, pie; zapato; reloj; puerta del lugar ocupado; cuerpo o cama mientras que teniendo sexo, roncando; etc. Dependiendo del fq recibido diversas conversiones del sonido se hacen en algo interesante oír. O el parte movible registró pedacitos en cualquiera de mis sistemas y juego que componían alrededor con él cerca: cambio de él; el usar como sonido del fondo/del primero plano; etc. También actúa como al revés para el número de movimientos (eg.: mide el tiempo de la puerta de los flapes del pájaro o del refrigerador abierta por la persona en dieta)
TD: P.M. adulta exc de los pp del ll del truco de la diversión de los cabritos del contra del vp del ep del punto de ebullición del tt del hh del interruptor C (computadora) del `e (registrador bajo)
. - Palillo 5E020 de la inclinación: Controla las funciones de esta n.

CONVERTIDOR de la MÚSICA A2-080: Hacer (quizás no la música fácil de la voz que escucha) aplicable a los niveles de energía deseada, conservador, liberal, cerebral, intuitivo, seriedad del ambiente querido para el efecto deseado. Para las oficinas, iglesias, elevadores, almacenes, lugares públicos, taxis, aeroplanos. Por ejemplo: cuando una vieja viuda rica viene al pequeño banco a la cuenta abierta, la música señaló para subir sus buenas visiones () del futuro (para sus niños), felicidad; después de que el banco se cierre (solamente para los clientes), conservador de la necesidad, música cerebral para reducir al mínimo errores en la contabilidad; las oficinas el las mañanas de lunes, los días lluviosos pueden querer una música más feliz, más liberal. Tomar la hornada estándar de la música para el sistema y el programa por consiguiente. Hay demasiada confusión en la compra de álbumes diversos para el propósito. Puede incluso convertir ciertas estaciones de radio y todavía conseguir noticias. Los cambios reales pueden ser: bajo, tono, velocidad, volumen y cambios uces de los alterables en los sintetizadores sofisticados. Para propia música, pueden incluso los sonidos adicionales del anuncio a la música. Hay número limitado de estaciones de radio que escuchan fáciles suaves permitiendo las opciones mínimas para la multa - adaptación del moldeado ambiental. El humor adulto LL B PP D. PP del autobús del MED W2 del EP de E TT puede necesitar el código de los mgr, o realzar la productividad, las ventas, el etc fijando de los co las jefaturas regionales o del int'l. Las aduanas del aeropuerto, seguridad pueden cambiar según el origen del aeroplano/del barco, u hora, etc y los sonidos deseados para mejorar a gente del retén más probablemente para tener respuesta deseada. Música/sonido/oficina/almacén - reforzador/Upgrader/convertidor.
. - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)
. - Palillo 5E020 de la inclinación: Controla las funciones de esta n.

SOMBRERO MUSICAL A2-230: el concepto w del walkman (con) enciende destellar a batir, éste da el fondo para la persona que baila solamente a la música que oyen y otros para ver. De Op. Sys.: vibraciones a batir. Iluminación: pequeñas luces alrededor del perímetro del sombrero 1-2.5 cm sobre borde, alrededor del perímetro del borde externo, en la grieta antedicha del borde. Tiene ranura para recibir los Cdes, cassettes, radiofrecuencias.

ANILLO DEL LASER DE A2-24A: sh. joyería, dedo del guante que envía los lasers.
. - "Inclinación": controla las funciones del sistema
- copiado a 5E020 en 8.95.
-2.97: resultado de los movimientos del laser/de la mano en los sonidos correspondientes/música.

> teléfono A2-310 ("T") REGIONALIZER: el llamador oye el acento y la música populares para su región de país, según código de área del teléfono mientras que pasa a través de correo de voz o en asimiento.
- movido a T 2.97

A4-24AB: MÚSICA QUE HACE EL LASER
el pasillo de la tierra de los Ninguno-hombres es donde el laser viaja sin la fabricación del sonido, entonces él se enciende sobre cualquier llave de cualquier lado. Puede también utilizar el teclado tradicional que manda la señal al receptor. Se golpea ciertas llaves y o la manera cualquier llave crean sonidos de la feria a la duración duradera, permitiendo las llaves mono o múltiples que se jugarán simultáneamente.
Opción: laser de la cosechadora con el sistema de la hospitalidad teledirigido

A4-72 RETORNADOR del teléfono fq: el fq registrado, entonces música/sonidos del llamador en fq similar, tensión, felicidad, nivel/tipo de sensación es oído por el llamador mientras que están en asimiento. Propósito: hace que el llamador siente a la una con el otro partido. e m pudo hacer alteraciones para cambiar el comportamiento del llamador. P oye grabaciones de la voz o del sonido o de la música. La máquina está atenta solamente la echada, no contenido de la palabra.

INVERSOR DE LA VOZ DE A4-72B: la voz de la persona de registro, entonces adminículo se repetirá en revés. ¡Los sonidos apenas tienen gusto del altavoz con todo de las palabras no identificables! Como broma, decir a persona que usted los registró que hablaban en su sueño, incluso anuncio, "esto es su voz". Si la persona no es su amante se preguntarán cómo usted los oyó el hablar en su sueño, y puede ser que incluso pierdan el sueño que intenta imaginar los asuntos.

COLLAR MUSICAL A6-010: La muchacha hace sonidos y luces interesantes exprimiendo cualquier acoplamiento en su cadena. Las características interesantes adicionales activaron cuando los acoplamientos múltiples se exprimen simultáneamente.

- La muchacha crea fácilmente sonidos interesantes cerca, exprimiendo cualquier pedazo en cadena, o al tocarse en maneras especiales. Luces de los flashes.
- Música de cadena: jugarlas juntos pueden hacer que la música también, el etc. ponen todos en el collar o la pulsera. Sonidos cuando se tocan individualmente

Opción: el tacto hace el sonido.

Hace luces

- activa sonidos simples/complejos musicales de los pedazos, da avisos verbales (eg.: "hola", dice historia, el etc).
- altavoces y luces situados en cada acoplamiento, y o en uno o más otros acoplamientos en cadena (de mismo o de un tamaño más grande)
- cuando los acoplamientos múltiples se activan (exprimido o tocado, o cambiar activado de cualquier manera) simultáneamente, comunican juntos vía radiofrecuencias. Una composición de más de un acoplamiento activa otras características.

(Patente diversa con todo relacionada de los E.E.U.U.: 4936185)

El pedazo de los ENCANTOS A8-04 usado por los aficionados a los hobbys para crear sonidos interesantes y o a inventores para poner parte junto en prototipos del producto, en sus combinaciones que producen los sonidos orquestrados, diseñados para obrar recíprocamente mágico con uno a. Marca: Bloques mágicos de la música.

- Sonidos de los encantos [oscilador del `] cuando tacto de dos zapatos por criterios señalados [orden y sincronización del `].

A8-14 ENCANTA la FABRICACIÓN de la MÚSICA. Crea sonidos sobre su laser de recepción. El sonido puede continuar a partir de un segundo a varios minutos, permitiendo los sonidos solos o múltiples que ocurren simultáneamente. Una opción más barata: los encantos se pudieron activar solamente manualmente. La intensidad de luz del transmisor se puede alterar para efectuar el tipo música del encanto. Puede también parar y comenzar la luz por el botón del transmisor o agitando la mano en corriente ligera.

Los ENCANTOS A8-15 tienen muchos pequeños encantos del pájaro que puedan sonar simultáneamente. Comprar algunos y disfrutar, después volver almacenar de comprar más para el mayor efecto. ¡Gozar el tener de gojear entero del sitio o de la casa!

GENERADOR SENSIBLE DE LA MÚSICA DEL MOVIMIENTO DE B7-09A: Sonidos según cómo se mueve el dispositivo. Programas del usuario cualquie tipo movimiento que se convertirá en un arsenal infinito

de sonidos. Son muchos instrumentos musicales en uno. Ejemplo: simplemente la sacudida "a y desde" puede los sonidos creados de la confusión, de golpes del tambor, o de salpicar el agua.

. Juguete de la música del revoltijo: según el movimiento del dispositivo se acciona el sonido/la música. El sonido resultante puede ser una consonancia del sistema, o secuencia de sonidos, para la duración del sistema, volumen... O, el sonido puede ser resuelto según cómo se mueve el objeto.

-83: tener opciones sanas tres o más diversos. Cada opción sana es diferente de las otras (no apenas diferente en términos de velocidades del sonido más rápidas o más reducidas)

- sonidos según cómo se está girando; dado vuelta también

O el Jiggling del instrumento de la escritura crea (o) el sonido correspondiente (o posibilidades sanas múltiples). Cuando la escritura del instrumento hace sonidos - grandes para los cabritos creativos.

- Tiene botones que permitan más de un tipo de sonido en cierto modo. Eg.: en la cámara lenta una el botón permite un tipo sano, y en el mismo movimiento con otro ajuste de botones hay otros sonidos posibles para el mismo tipo movimiento.

. Leído más adelante: La música puede ser registrada; pp; P.M.; Reino Unido; interactivo; educ; juguete; juego; hospitalidad; "mic"; synth; portable; mfh; punto de ebullición; oscilador; vc; egh; enseñar; md; cart (cartucho) del software (posibilidades del efecto sonoro); RPC; cp; cm; uq.

JUGUETE del BAILARÍN B7-120-022001:

Crear los sonidos interesantes como usted baila. Los movimientos del bailarín pueden ser convertidos en un arsenal infinito de diversos sonidos, según lo programado. Ejemplo: La mudanza de la pierna izquierda puede generar sonidos de campanas o de tambores. Cada zona del cuarto en el cual el usuario mueve la pierna izquierda, crea un diverso sonido, según el área.

- Música móvil: Según donde en sitio el usuario entra sonidos cambiará
- Los niños pueden bailar en el piso, haciendo diversos sonidos según cerca qué dispositivos están bailando. Eg.: si están cerca de un bloque (que transmite o que recibe señales) entonces los zapatos o el bloque hará un diverso sonido. Eso se pone los bloques donde usted quiere, estos bloques crea "zonas sanas".
- Para el uso de interior o al aire libre
- En lugar de los zapatos, usuarios puede usar la joyería: collares, pulseras, etc.

. Leído más adelante: Todos; "R"; "S"; pp; P.M.; Reino Unido (sonidos deseados); interactivo; juguete; juego; hospitalidad; "mic"; ejercicio; portable; sst; punto de ebullición; SP; oscilador; vc; egh; cuenta; md; carro (cartucho) del software (sonidos); cp.

DANZA del CUERPO B7-160: Componer la música según cómo usted baila. Los transmisores en cuerpo se registran, se analizan y se sintetizan.

- Los accesorios al cuerpo de la persona (que transmiten señales al receptor) permiten el siguiente cuando la persona baila: luces y sonidos en sitio según la colocación del cuerpo.

+ profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos, eg.: la invención de Yamaha Miburi.

. Leído más adelante: Todos; "R"; "S" (según el movimiento, los gráficos se pueden crear); pp; P.M.; Reino Unido; interactivo; juguete; juego; hospitalidad; "mic"; ejercicio; portable; sst (para la caja que lleva de piezas al dispositivo); índice de inteligencia; punto de ebullición; alerter; oscilador; vc; egh; cuenta; tgh; md; carro (cartucho) del software (sonidos); cp; cr; mq; uip; carácter.

MÚSICA del GRUPO B7-040 VÍA el TELÉFONO:

Creativo obrar recíprocamente con sus amigos sin viajar.

- Una persona con una línea de "T" puede hacer jazz digital con su amigo sobre la línea telefónica. Porqué recorrido cuando su tan fácil jugar junto ahora. ¡Debido a su novedad del esquileo, usted puede incluso jugar en su propio sitio con el al lado del amigo! Grande para los invalids, las nuevas madres que tienen que mirar a su bebé/cabritos, ésos de los ancianos de la edad (esperemos algunos más años), aburrido pero creativo e interesante que esperan una entrega reparar la llamada etc. del instalador "T" del cable del hombre.
- Tener una opción a cambiar de componer de la música; música que escucha, registrando, comunicación verbal, opción del etc.
- Para dos o más números del teléfono que trabajan simultáneamente
- el dispositivo compensa la audibilidad pobre en líneas del teléfono transmitiendo digital, así que los usuarios pueden oír sonidos de la alta calidad

. Leído más adelante: Todos; uso con el correo electrónico; "R"; "S"; pp; P.M.; Reino Unido; beh del usuario; interactivo; educ; juguete; juego; hospitalidad; "mic"; synth; portable; sst; índice de inteligencia; au; t; "M"; alerter; oscilador; vc; egh; cuenta; enseñar; md; cart (opciones para: efectos sonoros, posibilidades compositivas); "T"; teléfono del SP; MES (para la comunicación digital con otras computadoras); fs (efectos visuales de los faxes como parte de la diversión del grupo musical, eg.: enviar los cuadros a...); RPC; cp; uq; mq; acceso; uip; carácter.

. - "Inclinación": controla las funciones del sistema

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

JUGUETE QUE COMPONE B7-150:

Los tipos diversos de sonido se crean según:

el presionar de o de botones (como una flauta con los botones)

el instrumento de +o transmite vía transmisor de 360 grados (uno secciona del palillo) al receptor que amplifica el sonido - muy posible. Transmisión vía el alambre incómodo innecesario.

o que se mueve a de izquierda a derecha upside-down produce el sonido

la sacudida de +o produce el sonido también

Viene en las formas siguientes:

- Bola: Botones produciendo música. Puede torcer las capas de la crepe dentro de la bola para los efectos sonoros. La mudanza al etc izquierda-derecha produce el sonido.

- Palillo: Cada posición de la muesca es diverso sonido. Puede girar el reloj o el reloj contrario sabio.

+-Sounds según cómo se está girando

- Puede poner el objeto sobre la pantalla del software y el juego vía el teclado del ratón o del tipo o de la música de la máquina de escribir. Pueden tener dos o más pedazos que juegan con uno a. Incluso adminículos en los principios similares para los pies, cuello (collares gruesos efectuados por tipo el cuello que pone).

- Otras formas: buñuelo, formas de la fruta, gente, edificios, animales, plantas con las frutas o vehículos, ejércitos con cada hombre un diverso sonido, instrumento de "T" (cada botón un diverso sonido, otros botones es memorias de secuencias sanas, incluso tiene diverso tipo voces del operador...), zapatos (posiblemente incluso para caminar también), cuerpo atractivo (IES). CÓDIGOS: Todos; "S"; pp; P.M.; Reino Unido (opciones sanas); interactivo; educ; juguete; hospitalidad; "mic"; synth; portable; t; "M"; punto de ebullición; alerter; oscilador; vc; md; carro (opciones sanas); cp.

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

> 2D-160 destella ligero según el golpe/el ritmo oídos por el oyente. Deja otros saber el "movimiento" sentido por el usuario.

- movido para componer 2.97

+ CORRELADOR de 5E090. Venda sin hilos de la música: El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades portables múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. La mayor portabilidad, libertad, suena de fabricación de la experimentación, una grabación más barata.

- Música del grupo: Hay una unidad principal que obra recíprocamente con las unidades "alejadas" llevadas a cabo por los participantes, creando (jazz del grupo, el foro educativo)

- D: r (compositor) = tr/rc = analizador (carro, compositor, m) = oscilador

- Ejemplo: Venda sin hilos de la música: El dispositivo de cada usuario entra música en sistema central.

- Adentro localizado dir de I (en fecha el julio de 2000).

YOYO MUSICAL 7G040: Sonidos generados según el movimiento.

- Yoyo musical: Mientras que el yoyo va arriba y abajo de sonido/de música/de declaraciones puestas en palabras se generan.

¿. - aplicaciones R248, ES 95, N anterior (invención) (dir de A?)?

- el acordar al movimiento del yoyo, sistema (sistema) genera: oscilador; %r.
- D: yoyo = sensor = oscilador del movimiento (oscilador (digital))
- existe: yoyo que luces cuando movimientos. Sonidos del aro de Hula cuando movimientos; yoyo que silba.
- esta n es salto corto del N. existente.
- EL o versión mecánica.
- fuente de energía: batería; o alternador 4E010.
- Estrategia de búsqueda de la patente: + (yo del ajuste del yo) y (sonido o música)
- No. de la patente de los E.E.U.U.: 5017172 convertidos del yoyo a una tapa (puede también crear sonidos en cualquier caso); 4418494 4437261 4442625 4492057 4632245 3452474 3564763 3805443 3895457 3924114-illuminated yoyo 3936974 3953936 4081924 4130962
- Existe en fecha por lo menos 2005.
-1.06: diversas declaraciones de motivación, mantra, fortunas son emittable.

arpa 8G050: Instrumentos musicales relacionados con: Cualquier persona puede silbar - el catálogo, ["buenos 7.95 directos], POB 4407, Kingston, NY 12401. Teléfono Disconnected en fecha 1.06:800 - 435-8863, 800-898-9338, fax 800-331-4470.

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Arpa: el pvc del lugar rebordea sobre secuencias - > altera sonidos respectivamente. Atadura del grano a la secuencia: broches de presión encendido; se pliega; lugar en secuencia mientras que secuencia separada del instrumento.

- coloreado diferentemente/textured/los granos clasificados que hacían desplumando la secuencia más fáciles (para los niños).

1.06:

Los granos electrónicos obran recíprocamente con el sistema musical para componer/la música del juego:

- Cada grano (con diversos color, forma, tamaño, textura y o botones) cuando está colocado en puntos/secuencias señalados del sistema, generará sonidos señalados. Sinergia/interacción programada entre las piezas separatable específicas y los puntos señalados (estaciones de muelle) generan diversa música basada encendido: W5, UIP, y un control más directo del usuario.
- Ver

Más funciones que componen de la música

ELEMENTOS: #1 posterior leído (PARTE UNA):

pluma mágica del aire 3A-790: Los movimientos de la pluma alejada se transmiten a la computadora. Hacer los movimientos en el aire o en cualquier superficie plana.

% de B7-040 de la música interactiva del grupo vía transmisor/receptor, eg.: telecomunicaciones, alambre, radio. M.

% de B7-09A del movimiento del generador sensible de la música: Sonidos según cómo se mueve el dispositivo [incluye su parte alejada también]. Programas del usuario cualquie tipo movimiento que se convertirá en un arsenal infinito de sonidos. Son muchos instrumentos musicales en uno. Ejemplo: simplemente la sacudida "a y desde" puede los sonidos creados de la confusión, de golpes del tambor, o de salpicar el agua.

% de B7-120 del juguete del bailarín:

Crear los sonidos interesantes como usted baila. Los movimientos del bailarín pueden ser convertidos en un arsenal infinito de diversos sonidos, según lo programado. Ejemplo: La mudanza de la pierna izquierda puede generar sonidos de campanas o de tambores. Cada zona del cuarto en el cual el usuario mueve la pierna izquierda, crea un diverso sonido, según el área.

% de la danza de B7-160

Los accesorios al cuerpo de la persona (que transmiten señales al receptor) permiten el siguiente cuando la persona baila: luces y sonidos en sitio según la colocación del cuerpo.

% de 3CQ-090 Distancer sano:

Instrumentos musicales que juegan junto el cambio sus sonidos según cómo está cercano o lejano se mueven desde uno a. Puede estar para una sola persona utilizar dos o más porciones; o dos o más personas con sus instrumentos.

% del caleidoscopio musical de 3A-762: según las luces y o las formas consideradas, se crean ciertos sonidos. Las luces/las formas se pueden generar vía medios electrónicos puros o los más viejos métodos.

% de 3A-420 de la música del viento

% de 3A-630 del analizador de sonidos (las transmisiones de este producto se alimentan en el sintetizador de los sonidos, y o inician otros sonidos correspondientes)

% de 3A-980 del vídeo del Karaoke; palillos del color 5A-130: los usos para este producto se cambian de modo que cada pedazo insertado genere la transmisión correspondiente para: el sonido, o la otra función deseada.

interruptor de 5A-460 Touchless: cómo activar funciones musicales/sanas;

Collar del Musical A6-010

% del o "Sonido-Visual": para crear efectos sonoros de imágenes; para crear imágenes de los sonidos generados por un elemento "que compone".

<3, 2, selector interactivo de la estación de 2> 1C-180-083005: El sistema selecciona difusiones de la radio y de la película según sus gustos. Ver el archivo 1CE.

1C-181: Servicio del grado del selector de canal:

A partir del 5.96: Locutores de la tarifa de los partidos privados y otros abastecedores de los datos por cuaesquiera criterios. Selección de canal de la influencia de los grados alternadamente/investigación de los suscriptores al servicio del grado. Ver el archivo 1CE

+ <3, 3, 4, 4 balanceador audio automático de Not$> 1C-290-083004: El volumen de los altavoces ajusta según donde la persona se sienta. El sistema utiliza el punto central para dos o más personas. Ejemplo: estereofonia del hogar o del coche. Ver 1CE.

+ seguidor 1C290-5 y balanceador sanos: Mientras que camina la persona, los altavoces cerca de ellos se activan. archivo 1ce.

+ <3, 3, 3, instructor de la voz de 4> 1C-301-083001: Aprender cantar, o mejorar la pronunciación de nuevas idiomas. Identifica que expresan la corrección de la necesidad de los elementos - > dando ejemplos audios. El dispositivo se adapta listo al usuario produciendo sonidos dentro de las características físicas únicas de la voz del usuario. Ver el archivo 1ce

MÚSICA de la PANTALLA TÁCTIL 1C010:
Representar ciertos instrumentos musicales u objeto normal del hogar, etc sobre la pantalla, después crear la música de esas piezas seleccionadas y poner sobre la pantalla. Más trompetas seleccionadas crean sonido levemente diverso. También, el usuario puede entonces utilizar otras funciones para decidir cómo deben hacer su música.
- Activar los sonidos vía: ratón móvil; el activar vía llaves; o tocando la pantalla usando la tecnología del vídeo interactivo
--los comandos pueden decir cómo ciertos instrumentos son jugar durante el tiempo futuro, dejando a usuario controlan posteriormente otros instrumentos, o se relajan
- Notas al pie de la página: alejado ("R"); exhibición; c; pp; P.M.; Reino Unido; ratón; interactivo; educ; juguete; todos; hospitalidad; "mic"; synth; portable; sst; índice de inteligencia; t; mfh; punto de ebullición; alerter; oscilador; vc; egh; cuenta; carro (capacidades de la generación de los sonidos); cp; uq; uip; carácter.

1C-120-08300A CALLAN la VECINDAD: Silencia animales ruidosos en vecindad vía las ondas acústicas inaudibles al oído humano. Los sonidos del dispositivo inducen a animales que dejen el área y o reduzcan sus emociones agresivas. Ver el archivo 1CQ.

GENERADOR de la VOZ 1C-230: Convertidos afinados en palabras a la voz. Y el versa de la visa, debe existir: palabras habladas en el texto. Ver el archivo 1CQ.

Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña a principiantes de lengua a pronunciar nuevas palabras. Está en propio archivo.

HYPERVIDEO (existe): los usuarios chascan encendido (moviéndose) iconos de las imágenes los', y consiguen los videoclips encaminados/información (`adaptado a sus necesidades). El software del seguimiento de objeto (existe) hace (moviéndose) imágenes clickable.

- Componer el uso: el sistema sugiere a' usuario de las guías a las imágenes que siente para representar el sonido/los acompañamientos siguientes que se correlacionan a la música [el usuario compuesto/está jugando].

director de 1C-110 "Mic":

El transmisor portable es usado por el usuario, después el "mic" intentará dirigir su grabación sobre todo en la dirección de los transmisores y o de las fuentes sanas.

EL FINAL DE ESTO COMPONE LA SECCIÓN

Archivo: Funciones/compositor

COMPONER EL ARCHIVO

OTD para cada invención tiene siguiente: "synth"; "oscilador"; "básico"; "C"; balanceador; "composición"; entretener; Reino Unido.

VIBRADOR DEL ASIENTO DE LA MÚSICA 4: empareja la música jugada. Conectar la silla por el alambre con música/fuente sana, o la silla tiene micrófono. La silla hace la conversión. Puede substituir la silla por (cama, asiento de coche, asiento del transporte público, sala de baile, vidrios, reloj, pulsera, collar, pendientes, guantes, pluma, taburete, vidrio de consumición (para el disco también), persianas, cortinas. El tipo portable puede ser el asiento puesto de on/below (todo arriba) que reacciona (para la portabilidad, la broma cuando usted grita, el etc.) las vibraciones sanas [Vibra (tor/los tions)], Vibrador de la acción. HH, TT, W1, BP, E, contra, pequeño grande directo, cabritos, adulto, diversión, humor, LL. ALETA

COMPOSITOR del ASIENTO 4A//: los movimientos del usuario de la manera en asiento crean música. Cada parte del asiento tiene diversa música el hacer de posibilidades. Eg.: cada área dentro de los restos del brazo, piernas, silla más baja media superior, lados, debajo y detrás (hasta hasta dónde estiramiento normal de los brazos) tiene botones o calibradores de espesor ahuecados de la respuesta del tacto. Los sonidos oyeron vía los auriculares los altavoces de un o, almacenando sobre disco. ALETA

COMPOSITOR del AMBIENTE 4B//: mezclarse con el producto del vibrador del asiento de la música, y asentar a compositor #4B. Tiene cojines de la respuesta de 2 - 12 pies; poner los lasers (función permutable con

alternativa del signaler del fq) en la cabeza, la muñeca, el pecho, la correa, hombros, rodillas, los tobillos, el etc y dejarlos accionar sano al golpear los receptores en sitio. Co-componer con el amigo/el socio. Realizarse en el país o en etapa (los receptores de la banda para activar luces, o luces pueden ser banda (programa) a responder automáticamente). Cada laser/la señal de light/fq y el sistema de la respuesta podían elegir entre los receptores múltiples, eg.: cada laser tiene sus propios 1-5 receptores, cada fabricación posee el sonido. Los receptores de cada laser agrupados por el tipo suenan categoría. O cada laser/signaler puede pegar cualquier objeto y c hace el sonido particular basado en el fq único reflejado (basado en el material). Para la diversión/el juego, (contenido de la conjetura del doblez de las persianas de w o wo) del material distante basado en sonido. ALETA

COMPOSITOR del UNO MISMO 4C: atar el micrófono (registrador de w atado físicamente o remotamente) a cualquier objeto de mudanza o vibrante: cola del animal, cuello, pie; zapato; reloj; puerta del lugar ocupado; cuerpo o cama mientras que teniendo sexo, roncando; etc. Dependiendo del fq recibido diversas conversiones del sonido se hacen en algo interesante oír. O el parte movible registró pedacitos en cualquiera de mis sistemas y juego que componían alrededor con él cerca: cambio de él; el usar como sonido del fondo/del primero plano; etc. También actúa como al revés para el número de movimientos (eg.: mide el tiempo de la puerta de los flapes del pájaro o del refrigerador abierta por la persona en dieta). TD: P.M. adulta exc de los pp del ll del truco de la diversión de los cabritos del contra del vp del ep del punto de ebullición del interruptor C (computadora) del `e HH TT (registrador bajo).

producto de 4D A PRE VR: usar tecnología actual. El fabricante puede ejecutar opciones de un menú ancho cuyo algunos se incluyen adjunto.

COMPONER =

- Puede ser compatible con equipo y programas de computación la existencia de las "multimedias".

D: uk/mic = "C" (carro/exhibición) = oscilador/parte posterior/estereofonia del juego

Ver el apéndice de este archivo para los detalles.

% existe: Carillones accionados solares. Energías del panel solar que giran el huelguista. Vendido vía una imagen más aguda - 94-95

. (d) Dibujo: uk/mic = computadora (carro/exhibición) = oscilador/parte posterior/estereofonia del juego

. Misceláneo:

"sintetizador", capacidad de transferir la señal al audio o a la videocinta, CD registrable.

- Las señales creadas se pueden sintetizar en imágenes de vídeo. El dispositivo puede imprimir el musical y o las creaciones video en los gráficos del color/del negro y del blanco, imágenes, artista ['iconos], códigos.
- tiene exhibición el demostrar de las señales que son recibidas, cómo se están convirtiendo, almacenado, enviado.

- el sistema sintetiza, archiva en memoria, y corrige todas las señales de cualquier manera que la tecnología ahora permita

- las señales se pueden convertir a también controlan luces según sonidos, ritmos, el etc. correspondientes (eg.: el destellar, mudanza, alteraciones del color vía la rotación de la hoja multicolora translúcida de la empanada, o uso de bombillas coloreadas deseadas, alteración del color ligero por el cambio en las señales electrónicas de los transmisores que generan diversas frecuencias ligeras de la misma fuente general - eg.: la misma pantalla o bulbo o pieza del bulbo

- las señales pueden crear las vibraciones que corresponden al sonido, al ritmo, al etc, efectuando: cualquie massager portable o inmóvil estándar, eg.: massager de control manual para todo el o cualquier parte cuerpo, asiento, cama, masaje del agua de la piscina del giro, etc. Estos massagers emiten en explosiones, velocidades, ciclos, rotaciones, el etc.

- señales de alertar al usuario de cuaesquiera estímulos externos vía los efectos resultantes uces de los descritos en esta categoría de producto, eg.: notificado de la vivienda que entra de la persona, sitio; fuego; ladrón; problema con el niño - gritando, despertó, alarma del tiempo, teléfono que sonaba, campana de puerta, o cosa activando cualquier llamada para la comunicación o la ayuda con o sin el usuario que sabía el tipo de situación con un código para el tipo situación. Tales señales pueden ser el único propósito del producto, o sean una característica, que interrumpe cualquier otro sistema descrito adjunto u otro (eg.: sistema de la hospitalidad, TV, juego video, etc). También aplicable para los minusválidos físicamente, ayudando saben el what que sucede, o utilizado como la rehabilitación/terapia físicas/psicologicas.

- jugar con el instrumento de percusión del laser (el laser substituye solamente el palillo), los "cojines del tambor" responden a los lasers (cada laser "palillo" que tiene diverso efecto). Libera a jugador de estar en la localización del sistema

- alternativo, el dispositivo se puede hacer en el instrumento manualmente conducido con un micrófono opcional y sin un sintetizador

OTD #3: exhibición (el tipo sonidos que son generados, el tipo modo del sintetizador del sonido actual en la activación); fd-hdd; pp y P.M. (cómo se sintetizan/se crean los sonidos); Reino Unido (el tipo sonidos quiso, midiendo el tiempo, how and when almacenar sonidos en memoria, y el resto de las acciones relacionadas de la computadora comunes al equipo que componía sano electrónico); tds (matriz) de la fecha del tiempo del `(cada serie de sonidos dentro del pedazo compuesto); el interactive% (grito interactivo de la computadora para generar sonidos señalando al lugar correcto); juguete; básico; entretener; micrófono (sonidos creados por el usuario en el cuarto); synth (control del usuario, eg. el teclado y o el software sintetiza); el printer% (impreso las cuentas musicales); M% (para operaciones más complejas, eg.: para conseguir esloganes raros [eg. ; llamadas exóticas del pájaro], como una biblioteca de sonidos); oscilador; balance; el speech%; vc; el tgh% (la terapia de música, jugando y siendo dirigido en manera apropiada según los textos y las pruebas psicologicos, usuario puede hacerse la sensación mejor; md; el cart% (sintetizando softwares, esloganes, la extensión de memoria); cp; uq (cómo utilizar el sistema, pidiendo menús); mq; el pi%; carácter; receptor acústico del

movimiento (la manera de la cual cualquier movimiento del pedazo [incluso si la necesidad todavía sea conectada por el alambre] genera por separado el sonido correspondiente según el programa del sintetizador de los sonidos, o control del usuario); multiusos (cada usuario puede tener sus los propios "pi", memoria, y las versiones de softwares (eg.: sintetizadores) cuáles diferencian de el de otros que usan el mismo sistema); cc; alejado (maneras en las cuales de generar señales (crear y o sintetizar los sonidos); notificador (el usuario ve sin ser disturbado por el sonido que "estado" de la generación del sonido o del estado trasero del juego); cojín del aire (las transmisiones generan sonidos e imágenes).

- Lugar de reunión del EL:

Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // ((qué, donde, cuando, porqué y cómo) sistema cómo/W5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/W5 (qué de u, donde, cuando, porqué y cómo) de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (teléfono del `) (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

. Los E.E.U.U. patentan = "componen"

- str: (sonido o música) y (componer o el componer o compositor o los improvis)
- str: (sonido o música) y juguete y eléctrico
- Patentes de los E.E.U.U.: 5451709 5375501 5369216 515057 4314499 53713136 5239124 4616547

. Patente 5368308 de los E.E.U.U.: Corriente de los sonidos registrados rotos en los segmentos entonces reordenados. La palmadita publicó 11.94.

% de la manera de la cual el "artista" genera "imágenes", o el accessor tiene el "acceso" se relaciona con la manera de la cual "se componen" los sonidos.

. Guía - composición (de sonidos): la determinación del uip del usuario de los sonidos que el likes= se da el trato preferente (uip-adaptaron proceso de selección) está dirigiendo a usuario.

. Usos de la guía:

- Da las ideas para la nueva música: cuando pegan al usuario [carece las ideas para que cómo continúe su picadura de sonidos o la música] = guía [que estudia uip-DB y el patrón del usuario para la parte anterior de los

pedazos pasados] da sugerencias en cómo continuar la música: de acuerdo con los u más allá de los patrones de la música compuestos

--UIP del composer= analizado para dar la dirección: qué se estudia en el usuario más allá de pedazos de la música [de acuerdo con W5 de los pedazos elementales de la música]. Preferencias del u en tipo: llaves; grupos identificables de llaves [ritmo, tempo, golpe]; donde el clímax de canciones se pone...

- Sugiere el tipo sonidos que mejor alcanzar [sicosociológico/humor] el effect= deseado para los oyentes:

--D: u = selecciona del tipo del menú de efecto deseado = k en la información sobre el público objetivo [uip] = analizador = guía sugiere: las pistas/tipo de sonidos [de la existencia] que sintetiza = el ~ u del oscilador (comunicador sano saliente del `) oyen = el usuario K (teclado del `) en su respuesta a los sonidos sugeridos [eg.: bueno o malo u otros indicadores para mejorar el tipo sonidos sugeridos] = el analizador configura de nuevo sugerencias más cercano a qué usuario desea = suena creado = almacenado en memoria.

- 'Guides= el simulador del movimiento 2D-040:

Los sonidos aparecen empezar con los altavoces delanteros, y van a la parte posterior.

- Instrumentos musicales de enseñanza 4281579 de la palmadita 4331061 de los E.E.U.U.

Archivo: Introducción/computadora de las características

COMPUTADORA - PARTE CENTRAL IMPORTANTE DE LA SOLICITUD DE PATENTE

C/la COMPUTADORA = esto es la unidad central de proceso (CPU) y o computadora. Uno de la parte central más importante [cada uno] de la función y de la característica electrónicas. Los detalles siguientes no son necesario de ninguna importancia central al concepto de "C". La capacidad de la función de la computadora es generalmente sinónima con las funciones del cerebro, del analizador, y de la unidad central - donde una de ellas se incluye en una especificación, asume que los otros dos pueden estar también. Como con la solicitud de patente entera, cualquier conflicto de una función puede ser omitido/ser sometido si es deseado por el usuario/sistema/el analizador = [entonces modificado para requisitos particulares].

OTD PARA "C":

. - Si un tamaño deseado de la unidad restringe/no permite una computadora dentro de él, computando las capacidades (memoria, "M", "pi") está conectado con la "C" en via^ del diagrama: radio (radio, sonido, luz) o por el alambre, transferencia de discos.

- "C" se puede conectar con otras partes en sistema vía el "tr sin hilos".

- Gamas en todos los tamaños y capacidades.

- Usos posibles del ejemplo: permite alterar usuario/sistema/control/monitor/memoria de /keep del "estado" de la demostración. Este hardware puede ser grandemente tamaño estándar de miniaturist/be. Notas sobre diagrama: también conectado posiblemente con la computadora: "carro"/[alarma si se mueve usando el "distancer"]/""/"de la impresora" función multiusos.

- D para "C": el 1M = 1A tr = 2c/3fd-hdd = 4display/5output

- Notas sobre D: 1: opcional. 1A: opcional; transmisiones vía: radio, luz, ondas acústicas; el "carro" se puede transferir entre "M" = "c". 2: en el mínimo, una pequeña unidad central; analiza datos entrados y determina respuesta. 3: opcional.

"C" también incluye la partición vieja de "FD-HDD".

--FD-HDD = el sistema incorpora una unidad del tratamiento por ordenador. Tiene memoria, y "exhibición".

- D: 1 regulador = 2 tr = 3 fd-hdd = 4 tr = función 5

--OTD: interactivo; 1mouse; 5osc; 1 telecontrol; 3 aplicaciones una impulsión floja con la impulsión de disco duro, y un microprocesador y otros elementos necesarios para la automatización; 3 pp (computadora de los programas del usuario a sus gustos vía la selección de menú); 3mp (el fabricante provee del sistema software de funcionamiento incluyendo menú y de la posibilidad para 3pp); 1uk (sistema por intervalos de torneado; exhibición que activa o 5printer); 5printer; carro 3 (el nuevo software funciona vendible).

- Funciones del producto (el interruptor con./desc. de la activación) controladas vía: botones, "telecontrol", "palmada" (activada por voz). Cada producto incorpora el diagrama opcional: Reino Unido (pp/mp) /remote (pp/mp) /clap/ [señales de control de otras unidades o piezas del producto] = tr/rc = C [el título para esta computadora central es "C1"] = tr/rc = ""/"" de la exhibición/[del notificador la otra función]. Usos posibles del ejemplo: permite alterar usuario/sistema/control/monitor/memoria de /keep del "estado" de la demostración. Este hardware puede ser grandemente tamaño estándar de miniaturist/be. Notas sobre diagrama: también conectado posiblemente con la computadora: "carro"/[alarma si se mueve usando el "distancer"]/""/"de la impresora" función multiusos.

- El sistema incorpora "básico"; % de la señal pueden venir de/van a través, otro sistema (relacionado) (M/[[c/tr/rc] =12C]) antes de ser conectada con 12C: ([1 a 10]/[14 a 21]);

-1 o más puertos en interfaz de "C" con todos los periférico/otros productos. Eg.: ver el interfaz P1394 en la edición del compartimiento 4.94 de la "ciencia popular", la página 51, y otros productos relacionados que son by^ desarrollado Apple, IBM, Digital, NCR, Texas Instruments.

programa informático del antivirus de %-Includes, si el sistema está en la posición posible para recibir un virus. C= " Bill "; C= " coordinador "

DIAGRAMA #1: 1uk (2pp/3mp)/4 el telecontrol (2pp/3mp)/5 aplaude (" P.M. "/pp/del discurso 6)/%7 [las señales tr entre otras unidades del producto/piezas (relacionadas)/9 mq/10 el uq]/8 M = 11 [tr/rc] = 12+C ("coordinador") = 13 [tr/rc] = las funciones deseadas de la descripción de producto 14+applicable es/16 carro deseado controlado/15 otro" del ~ usos de la "cuenta" del ~ 17 del "notificador" (oscilador) 18 "/19/21 "impresora" de la "exhibición/20 UIP".

- Notas D1: 1/4/5/6 sistema de control (de las ayudas) (sistema de las vueltas en y de/controles otras funciones). Ver Parts&.

- D2: el usuario = c = ~sw del "cerebro " = señalaron salida (según los comandos hechos por u).

- El usuario D3 = C = [acceso/carro/carro/multiusos/Q/R/sensor/T] = desearon la función:

LA CUENTA DE // DEL RANURADOR DE LA BANDA DE // DEL OSCILADOR DE // EDIT [] // EDUC [] // NR [] // DE LOS VAGOS DE // DEL ANALIZADOR DE %ARTIST [] // [] [] [] [] // %PS-Zone [] // [] [] // %SEEKS Y REACCIONA [] EL ANALIZADOR DE // TDS [] // %TRACK [] // UIP [] // %VISUAL DEL ANALIZADOR DE // %SENSOR [] // %SOUND [] [] // %VR [] // %WA [].

COMPUTADORA =

. Misceláneo: El ACCESO = accede a los controles de producto electrónicos con afinado correctamente en la combinación. +ANALYZER = los programas informáticos analiza cómo manejar la situación. "CUENTA". BVA = analizador del hielo del comportamiento. El sistema analiza voces de la gente, así que el sistema puede responder apropiadamente (vía el UIP). +C = computadora. El centro del sistema a menos que esté descrito de otra manera. M/MFH = opción de la transmisión en circuito del ordenador central para tareas más complejas. Banda = sistemas "cerebro" del programa (software) a la función según lo deseado. %PS = sistema de colocación. Identifica la posición del paladio (dispositivo de colocación) vía sus ondas difunden, sistema responde por consiguiente. Q = usuario/sistema se hace preguntas. Ayuda a cada uno mejor a entenderse. Vía el "analizador" /UIP/ "tener acceso" al sistema sabe qué preguntas a pedir. CUENTA = el estado de la situación y o del funcionamiento del usuario. Ayudas: "Analizador" /UIP/ "acceso". Ayuda del SENSOR = de los sensores: "Analizador" /UIP/ "acceso". El ANALIZADOR de SONIDOS = analiza el tipo sonido. Ayudas: "Analizador" /UIP/ "acceso". El ESTADO = el sistema demuestra el estado de la situación. +UIP = programación de la información de usuario. El sistema utiliza la información recogida sobre usuario para mejorar lo sirve. ANALIZADOR VISUAL = alarmas cuando la cámara ve un cambio en su opinión.

D1: señales 1 - > 2 datos de la entrada particular (artículo que es analizado (para: uip, acceso)) - > 3 pusieron en file1 = 4 tr/rc = 5 c (6 archivos existentes) = 7 archivos entrados comparados matched/8 de w 9 = 10 semejanzas y 11 diferencias observaron = 12 tipos/llanos de diferencias 13 determined/14 = la señal hecha conclusión "analizada" 15 = 16 = la acción 17 hecha por s 18 sistemas/19 o la conclusión de las demostraciones de la impresora.

- Notas D1: 1: parte opcional de flujo de datos; sonidos de = analizador 2 sonidos; luces; movimiento del cuerpo = (2 sensores); visiones = analizador visual. 2: comunicación w otros productos del EL; c. 3: interruptor; diversos archivos son presión o etiquetado automáticamente según el tipo situación según circunstancias/ocurrencias (1). 6: los archivos se convirtieron anterior por el fabricante (mp), o la banda del u. 7 y 8: las semejanzas/las diferencias observaron/analizado vía: palabras claves/el paragraphs%, analizador visual, crujido de número del interruptor. 9: datos a partir de 1, 2, 3, 4, 5. 13 y de 14: análisis del interruptor. 15: análisis del interruptor. 16: etiquetas del código de computadora que el tipo interruptor de la situación ha

determinado ser el caso, eg.: favorable, desfavorable, y o qué medidas son necesarias ser tomadas (debido al "estado" de la situación).

- D2: entrada - > c (analizador (interruptor, uip, acceso)) - > resultados/función (alterada según cómo el sistema puede querer adaptarse según las determinaciones/las conclusiones hechas por el analizador).

- D3: C (analizador del interruptor, UIP, acceso) =

ACCESO (determina w5 puede tener acceso en cualquier sistema dado (c, m, cualquier porción de eso, eg.: particular archivo o informático programa/característica)/CARRO (interruptor de diferenciación para el tipo análisis necesario)/COMPOSICIÓN ()/FECHA ()/S ()/EDUC (el interruptor determina el nivel de la sofisticación del u (w sys/sw) = interno simplifica/las complejidades el interfaz del interruptor (y las funciones/los pasos disponibles necesitó alcanzar puntería deseada (vía pr/k))) desarrollo del uip)/MULTIUSOS (analiza/uip (tareas/cosas/ocurrencia) diferentemente según el tipo/uip de u; desarrollo del)/NOTIFICADOR del uip (u alertó cuando el analizador/uip/acceso determina necesidad de u (poder) de saber (estado))/OSCILADOR ()/banda (cómo el analizador/uip/acceso es funcionar/qué su buscar y cómo información de proceso/para w5)/picosegundo (determina la localización de objetos, información de procesos por consiguiente (como banda))/Q (decide qué preguntas para pedir u según circunstancias, eg.: qué u quiere o es haciendo (w5), u estado)/R ()/CUENTA (las nuevas cuentas emparejaron con archivos desarrollados anteriores para el análisis/uip/acceso; crea los nuevos archivos para las nuevas cuentas, el desarrollo del)/SENSOR del uip (compara los archivos para las señales entradas w antes qué se quiere/necesario/expected/is estándar/ha ocurrido históricamente (uip/m/database))/SONIDO ANALIZADOR (compara archivos previamente almacenados entrados de los sonidos de los sonidos w)/DISCURSO (analizador de sonidos)/ESTADO ()/SYNTH (synth del sistema (automáticamente) según: pr/uip/u k) TDS (cuenta de los efectos, desarrollo del uip)/T (usos del interruptor de la telefonía)/UIP (compara archivos)/VISUAL ANALIZADOR (compara los archivos,) inteligente/VR del monitor 2E251 (compara archivos).

- en algunas circunstancias (más simples), el analizador/uip/software del wo de las funciones de acceso, eg.: torneado simple con./desc. según la situación.

- D: entrada de datos = analizador/uip/acceso = memoria (M, carro, reconoce multiusos) = analizador = salida = función de datos

- OTD #1:

consejero 5A-810: compila y analiza la información de usuario.

- OTD #2: fd-hdd; los pp y el programa de la P.M. cómo quisieran que el sistema recogiera, recuperan y el "analizador" /uip/ "acceso" los datos en base de datos; Reino Unido; tds (cuando y cómo ocurrieron los elementos); el educ%; M%; cuenta (la información de la cuenta se puede procesar para la base de datos del UIP; y el UIP puede ayudar a generar cuentas deseadas); carro (para los datos adicionales para la base de datos; y o softwares para procesar la base de datos); uq (la base de datos del pi se utiliza para ayudar a generar respuestas alrededor, eg.: sobre el usuario más allá de preferencias y o de actividades); P.M. (la base de datos y o el software puede ayudar a preguntas pronto, eg.: para ampliar la base de datos, dirigir a usuario en la pregunta

correcta si el sistema primero consigue la información correcta); "analizador" /uip/ "acceso" (los límites tienen acceso a la información delicada dentro del todo o una parte de la base de datos a la gente con la contraseña correcta).

- Artículo en "americano científico", p.64, abril de 1995. Título del artículo: "Máquinas que aprenden de indirectas". Su alrededor: El aprendizaje de máquina mejora perceptiblemente aprovechándose de la información disponible de indirectas inteligentes; discute el proceso del algoritmo de modo general; da ejemplos de diferenciación, eg.: juicio de las computadoras cuánto crédito dar a los usos de la tarjeta de crédito basó en las últimas historias de la otra gente similar

- Pieza #1 de OTD: El dispositivo electrónico obtiene la información sobre el usuario por uno o más del siguiente: recordar el funcionamiento anterior del usuario, eg.: sus capacidades y o dificultades en esto, o dispositivos relacionados (que transmiten datos del uip a otras unidades vía el alambre, o %wireless); pidiendo preguntas del usuario, o "M"; el usuario toma uno o más pruebas, el tipo y la cantidad es determinada por el uso deseado del producto; otra persona o dispositivo (m) da la información sobre usuario; etc. El dispositivo reconoce a más de un usuario por multiusos, eg.: sus códigos usados para acceder en el dispositivo. La información personal se almacena en memoria y es utilizada por el dispositivo más inteligente al sastre sí mismo a las necesidades particulares del usuario. La manera de la cual la invención se adapta a las necesidades de usuario puede alterar según: cambios pequeños o grandes en la base de datos del uip, págs.

- Pieza #2 de OTD: el usuario puede llevar su carro (su "analizador personalizado" /uip/ "acceso" para todos los productos idénticos o relacionados) de la máquina la máquina; analizador" /uip/ "acceso" de diverso del carro usuario de los efectos "diferentemente con los cambios correlacionados en funciones; tipo cambios del carácter según el uip (si se utiliza una exhibición ("S")); fecha; del "acceso" de /uip/ del "analizador" puede ser visto en la exhibición datos ("S") y o ser impreso; el uip se utiliza para aumentar el cociente de la satisfacción del usuario, eg.: entretener, (^possibly cerca: la manera de la cual la función funciona, sonidos, luces, palabras se utiliza para crear mejor el tipo del efecto electrónico uip indica es más probable aumentar la reacción positiva del usuario a usar el producto [los estudios de la prueba se conducen para considerar las reacciones de la gente en estudios del caso de prueba de 50 - 1000 personas]); "C"; % "del analizador" /uip/ "acceso" pueden apoyar interactivo (dando los datos adicionales necesitó mejorar la invención del sastre al usuario; % de los datos obtenidos para la memoria del uip del micrófono ("mic") (reconocedor de la voz); ratón; P.M.; multiusos; la base de datos del "acceso" de /uip/ del "analizador" dirige las funciones de sistema (determina el tipo, manera, sincronización, independientemente de si notificar, mq, oscilador, synth; pp; del uip de la base de datos de las influencias de la impresora del impreso los parámetros, cuenta, discurso, vc, la manera de la cual funciona mientras que un semi-juguete, él incita - aceptan - el uq de los procesos; tds; Reino Unido. Los datos son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador; El UIP se puede programar/entender con la ayuda de: psicólogos, sociólogos, expertos de comercialización; Ciudad del u (código de área del teléfono/código postal)/identificación de llamador/localización basada en efecto del paladio cómo interfaces de sistema w U.

- D: entrada-salida =tr/rc=c de los datos

- el traductor electrónico o-C85 habla palabras/frases hacia fuera deseadas. Fuji/Xerox 29 de agosto de 92 NK. D: C85= " teléfono "

+ organizando y procesando los datos D: Este sistema de N (C=SW para organizar y procesar datos. "/uip/"acceso" del monitor inteligente C/2E251 del verificador del contenido y de la fecha de // 4E020//"del analizador =

TENER ACCESO (mejor determinar quién puede acceder, trabajando w: analizadores del uip, de la representación visual, sanos y del comportamiento); ANALIZADOR (cómo archivar w5); CUENTA; CARRO (datos que se colocarán); EDUC (); M (almacenaje para: registro, DB); MIC (); MULTIUSOS (procesos diferentemente); NOTIFICADOR (cuando uno o más elementos w5 de la ocurrencia de a (almacenada previamente) como banda se resuelven por requerimiento por u); OSCILADOR (); Banda (cómo procesar, organizar, colocarse, los datos del nr; controlando qué incluso para registrar y cómo (w5)); Q (); S (); CUENTA (las cuentas de diferenciación determinan cómo los datos/los archivos organizaron/procesado, eg.: por el uip, requisitos del DB o de la banda); ANALIZADOR de SONIDOS (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); ESTADO (); TDS (); T (datos del tr vía el módem, el fax, el email, paginadores, el etc); UIP (); ANALIZADOR VISUAL (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); WA (sistema de los controles).

Los intentos del sistema a pensar como un cerebro humano (donde (w5) factible), sistema intentan saber/aprenden (memoria, analizador) sus limitaciones. Utiliza el mejor estado plus ultra en el campo. Lógica confusa.

- El "cerebro" es una combinación del siguiente:

El ACCESO = accede a los controles de producto electrónicos con afinado correctamente en la combinación. +ANALYZER = los programas informáticos analiza cómo manejar la situación. BVA = analizador de la voz del comportamiento. El sistema analiza voces de la gente, así que el sistema puede responder apropiadamente (vía el UIP). +C = computadora. El centro del sistema a menos que esté descrito de otra manera. M = opción de la transmisión en circuito del ordenador central para tareas más complejas. Banda = sistemas "cerebro" del programa (software) a la función según lo deseado. %PS = sistema de colocación. Identifica la posición del paladio (dispositivo de colocación) vía sus ondas difunden, sistema responde por consiguiente. Q = usuario/sistema se hace preguntas. Ayuda a cada uno mejor a entenderse. Vía el "analizador" /UIP/ "tener acceso" al sistema sabe qué preguntas a pedir. CUENTA = el estado de la situación y o del funcionamiento del usuario. Ayudas: "Analizador" /UIP/ "acceso". Ayuda del SENSOR = de los sensores: "Analizador" /UIP/ "acceso". El ANALIZADOR de SONIDOS = analiza el tipo sonido. Ayudas: "Analizador" /UIP/ "acceso". El ESTADO = el sistema demuestra el estado de la situación. +UIP = programación de la información de usuario. El sistema utiliza la información recogida sobre usuario para mejorar lo sirve. ANALIZADOR VISUAL = alarmas cuando la cámara ve un cambio en su opinión. - D1: 1 Reino Unido = 2 c = 3 tr = función 4 M/5.

- El "cerebro" tiende un puente sobre funciones de uno o más piezas mencionadas (vía "analizador") según lo enumerado: dentro del "cerebro general" parte/el "sistema" en general. % Eg.: integra el uip con el "acceso" en el monitor inteligente 2E251.

. Computadora: la parte central más importante de cada uno electrónico [menos] relacionó generalmente la característica, número del producto.

Los detalles siguientes no son necesario de ninguna importancia central al concepto de "C". Sinónimo con la pieza "cerebro"; Analizador....

OTD para "C":

. - Si un tamaño deseado de la unidad restringe/no permite una computadora dentro de él, computando las capacidades (memoria, "M", "pi") está conectado con la "C" en via^ del diagrama: radio (radio, sonido, luz) o por el alambre, transferencia de discos.

- "C" se puede conectar con otras partes en sistema vía el "tr sin hilos".

- Gamas en todos los tamaños y capacidades.

- Usos posibles del ejemplo: permite alterar usuario/sistema/control/monitor/memoria de /keep del "estado" de la demostración. Este hardware puede ser grandemente tamaño estándar de miniaturist/be. Notas sobre diagrama: también conectado posiblemente con la computadora: "carro"/[alarma si se mueve usando el "distancer"]/""/"de la impresora" función multiusos.

- D para "C": el 1M = 1A tr = 2c/3fd-hdd = 4display/5output

- Notas sobre D: 1: opcional. 1A: opcional; transmisiones vía: radio, luz, ondas acústicas; el "carro" se puede transferir entre "M" = "c". 2: en el mínimo, una pequeña unidad central; analiza datos entrados y determina respuesta. 3: opcional.

"C" también incluye la partición vieja de "FD-HDD".

--FD-HDD = el sistema incorpora una unidad del tratamiento por ordenador. Tiene memoria, y "exhibición".

- D: 1 regulador = 2 tr = 3 fd-hdd = 4 tr = función 5

--OTD: interactivo; 1mouse; 5osc; 1 telecontrol; 3 aplicaciones una impulsión floja con la impulsión de disco duro, y un microprocesador y otros elementos necesarios para la automatización; 3 pp (computadora de los programas del usuario a sus gustos vía la selección de menú); 3mp (el fabricante provee del sistema software de funcionamiento incluyendo menú y de la posibilidad para 3pp); 1uk (sistema por intervalos de torneado; exhibición que activa o 5printer); 5printer; carro 3 (el nuevo software funciona vendible).

- Funciones del producto (el interruptor con./desc. de la activación) controladas vía: botones, "telecontrol", "palmada" (activada por voz). Cada producto incorpora el diagrama opcional: Reino Unido (pp/mp) /remote (pp/mp) /clap/ [señales de control de otras unidades o piezas del producto] = tr/rc = C [el título para esta computadora central es "C1"] = tr/rc = ""/"" de la exhibición/[del notificador la otra función]. Usos posibles del ejemplo: permite alterar usuario/sistema/control/monitor/memoria de /keep del "estado" de la demostración. Este hardware puede ser grandemente tamaño estándar de miniaturist/be. Notas sobre diagrama: también

conectado posiblemente con la computadora: "carro"/[alarma si se mueve usando el "distancer"]/""/"de la impresora" función multiusos.

- El sistema incorpora "básico"; % de la señal pueden venir de/van a través, otro sistema (relacionado) (M/[[c/tr/rc] =12C]) antes de ser conectada con 12C: ([1 a 10]/[14 a 21]);

-1 o más puertos en interfaz de "C" con todos los periférico/otros productos. Eg.: ver el interfaz P1394 en la edición del compartimiento 4.94 de la "ciencia popular", la página 51, y otros productos relacionados que son by^ desarrollado Apple, IBM, Digital, NCR, Texas Instruments.

programa informático del antivirus de %-Includes, si el sistema está en la posición posible para recibir un virus. C= " Bill "; C= " coordinador "

D1: 1uk (2pp/3mp)/4 el telecontrol (2pp/3mp)/5 el palmada (" P.M. "/pp/del discurso 6)/%7 [las señales tr entre otras unidades del producto/piezas (relacionadas)/9 mq/10 el uq]/8 M = 11 [tr/rc] = 12+C ("coordinador") = 13 [tr/rc] = las funciones deseadas de la descripción de producto 14+applicable es/16 carro deseado controlado/15 otro" del ~ usos de la "cuenta" del ~ 17 del "notificador" (oscilador) 18 "/19/21 "impresora" de la "exhibición/20 UIP".

- Notas D1: 1/4/5/6 sistema de control (de las ayudas) (sistema de las vueltas en y de/controles otras funciones). Ver Parts&.

- D2: el usuario = c = ~sw del "cerebro " = señalaron salida (según los comandos hechos por u).

- El usuario D3 = C = [acceso/carro/carro/multiusos/Q/R/sensor/T] = desearon la función:

LA CUENTA DE // DEL RANURADOR DE LA BANDA DE // DEL OSCILADOR DE // EDIT [] // EDUC [] // NR [] // DE LOS VAGOS DE // DEL ANALIZADOR DE %ARTIST [] // [] [] [] [] // %PS-Zone [] // [] [] // %SEEKS Y REACCIONA [] EL ANALIZADOR DE // TDS [] // %TRACK [] // UIP [] // %VISUAL DEL ANALIZADOR DE // %SENSOR [] // %SOUND [] [] // %VR [] // %WA [].

Extremo de esta sección de la "computadora"

Archivo: Introducción de las características/analizador contento

ANALIZADOR CONTENTO

Analizador contento físico: Exploradores del CAT, radiografías, escalas, detectores de metales, escalas del peso, analizador del olor, sensor ligero. Analizador contento de la base de datos: Los tipos de bases de datos analizadas incluyen: vago-DB; pista-DB.

DETECTOR DE METALES DE A4-R29A QUE IDENTIFICA EL TIPO SUSTANCIA LOCALIZADA, EG.: tipo metal, sustancia química, etc.

Problema: el producto pudo ser demasiado grande para identificar el tipo sustancia, forma es más fácil.

-

ESCALA de la RADIOGRAFÍA 8B420: Descubrir el peso, la densidad y otras características para las secciones internas del artículo.

- Escala para el análisis de la subdivisión: utilizar las frecuencias eg.: sonido, radiografía, etc para juzgar densidad y el peso sección interna o de la otra secundaria de un artículo. Esta manera una puede conseguir una mejor idea del peso y o de la densidad de una sección algo cuyo una no está deseando cortar.

- la escala se pudo utilizar para pesar el artículo total también. "C" resta el peso de piezas indeseadas.

- OTD: "S"; "C"; pp; P.M.; Reino Unido; fecha; básico; educ; portable; impresora; au; t; "M"; punto de ebullición; cuenta; carro; uq; mq; uip; carácter; notificador; Radiografiar y el resto de los modos estándar de contenido de comprensión se pueden utilizar, eg.: analizador de sonidos; cómo la luz se transmite a través (si es semiopaco); etc.

-

Analizador contento de la base de datos: Los tipos de bases de datos analizadas incluyen: vago-DB; pista-DB. El desarrollo de UIP-DB es un tipo de analizador contento. Usos: desarrollar uip-DB o uip-adaptar.

+ <3, ESCALA de 3> 4C170: Alerta a usuario si algo no está en orden perfecta:

4C171: Alarmas si no está en los gramos cero antes de la persona que pone el artículo en escala. Ahorra a usuario de tener que leer la escala antes, o el usuario puede olvidar comprobar para saber si hay polvo u obstrucciones.

4C172: LAS ALARMAS SI HAY LAS VIBRACIONES O ESCALA NO SON COMPLETAMENTE BASTANTE. También se supervisa para los problemas mecánicos.

+-alerts con el OSCILADOR, el etc si la escala está o no está cerca de los gramos cero cuando entonces alguien pone algo sobre escala. Propósito: asegura solamente artículos queridos se están pesando

+-system comprueba a uno mismo si todos los sistemas de medición están en orden perfecta; si no se alterará y o alertará a usuario a la necesidad de correcciones

+ (para las vibraciones y o si la escala no es plana)

- provechoso para los usuarios frecuentes de escalas (en laboratorio). La mejor opción puede estar para que un sonido semi corto vaya en cuando había un peso cero antedicho en la escala por más de 5 minutos = cuando más peso entonces se agrega.

- D: escala - > determinador del peso (analizador) = c = osc/s

EXPLORADOR MÉDICO de ++ 2D-200: El sistema analiza las superficies para cualquier color anormal, texturas del cuerpo vía transmitir frecuencias ligeras diversas para ayudar a identificar reflejos de luz

particulares. La base de datos de sistema empareja imágenes de la luz reflejada contra la base de datos grande de enfermedades sabidas y de sus patrones asociados del color, y otros síntomas. Los doctores de las ayudas de la base de datos diagnostican el tipo enfermedades con un arsenal de otras pruebas existentes. También explora sustancias químicas para ayudar a determinar sus constituciones.

-

Comprobaciones para colores anormales o texturas en superficies de la piel y de cualquie órgano.

- transmite cualquier arsenal (diferenciando) de frecuencias ligeras para analizar la superficie para la anormalidad del color. Mecanografiar el tipo de los efectos del tr (transmite) de reflexiones posibles, por lo tanto una amplia gama de diversos espectros "que se analizarán".

- D: C (computadora del `) = transmisor (luces/sonidos/etc) - > (superficie de) objeto que es estudiado) - > reflexión (s) - > sensor = analizador = c =s/printer/m/cart

- exploraciones la superficie para la aspereza de la textura (analiza las diferencias minuciosas en distancia del transmisor/del receptor)

- el examinador del globo del ojo correlaciona el ojo que es examinado con su memoria de otras imágenes normales y anormales de globos del ojo

- ap: para lo que sea partes del cuerpo expuestas normalmente, o los órganos internos durante cirugía

- todos estos datos son analizados por el analizador médico de la computadora "C" para determinar: dolencia, curaciones, cantidades de y cómo la prescripción debe ser administrada, etc

- más datos sobre normal y las condiciones no normales del cuerpo, mayor es la base de datos del uip desarrollada en el paciente/el objeto - > interruptor (software del `) "analiza" las ocasiones matemáticas probables = para el tipo diagnosis.

--necesidad primero de desarrollar la base de datos grande de síntomas de dolencias sabidas - > base de datos de la c.

--modo de cálculos: el uip de otras diagnosis se empareja contra estudio actual = cuando todos/muchos fósforo a la dolencia particular - > el doctor/el científico "notificó".

- Tipos de software (carro): uip (sistema = m)

-2D-201

VAPOR del CUERPO 2D-201/ANALIZADOR de las EXCRECIONES: "Analiza" partículas aerotransportadas del cuerpo: la respiración, el olor de cuerpo, el sudor, los rasgones, el etc. estudia características de las partículas obtenidas para cualquier cosa inusual/normal.

- interruptor (similar) de las aplicaciones (software del `) como en: 2D-200. Relacionado con KN (invención) del directorio A, donde correos de u en excreciones corporales y grabaciones de los sonidos del cuerpo/de los pulsos para el análisis por el técnico/el doctor médicos.

MEDIDOR LIGERA y ANALIZADOR de $ 1G19:

Se mide y se analiza Sun o el nivel de la luz eléctrica recibido. Para: meteorología; horticulturalists; estudiar relaciones entre la luz y el producto químico relacionado/las reacciones biológicas, eg.: 7G N.

- número del shows^ de minutos recibidos para qué niveles de luz, eg.: luz del sol directa en el punto más alto en cielo = 310 minutos, luz directa del P.M. (2-4pm) = 59 minutos.
- D: "sensor" = C (computadora del `) = contador de tiempo
- Estrategia de búsqueda de la patente: measur ligero near5 - pero esto trae 400 patentes en el CD de USPTO.

3J170 SALUD ALERTER: Analiza cuando es humano/el animal/la otra salud de la forma de vida poder/ha entrado en zona peligrosa. el sistema (sistema) estudia todas las señales convertidas a digital del organismo, eg.: sonidos, sistemas de vigilancia existentes de la salud. Muchos KN relacionados.

- diferencia de sistemas existentes incorporando KN, eg.: + 3J160, + 1C250, UIP (para se busca qué - > nr)
- OTD D: U = este ~ del sistema de N (sistema) C =

TENER ACCESO (solamente ciertas señales accionarán: proceso del "análisis" - > nr); ANALIZADOR; CUENTA (carga por nr ()/hora del notificador); CARRO (carro de diferenciación por el organismo/la enfermedad estudiados/ambiente/estudio); EDIT (el sistema filtra hacia fuera datos menos pertinentes antes de que el "analizador" consiga = él); MULTIUSOS (ajusta según diferente: estudios/científicos/pacientes u organismos); nr (notificador) (notificador); oscilador (comunicador sano saliente del `) (conseguir el Info en organismo vía el audio/la impresora/s); Banda (w5 necesita "análisis"); Picosegundo-Zona; Q; R (`teledirigido); RANURADOR (señalado "corrigió" los datos encaminados (a DB/a m/científico (doctor))); CUENTA (salud del sistema/del organismo); SENSOR (sensores médicos existentes que estudian "estado" del organismo); ANALIZADOR de SONIDOS (estudios: respirando, ritmo cardíaco, flujos arteriales, cuerpo el movement%, etc); ESTADO; TDS ("analiza" el espaciamiento de la frecuencia y del tiempo entre los acontecimientos que son estudiados); PISTA (historia del organismo); UIP (estudios dentro del resulting= del parámetro programado en solamente ocurrencias deseadas del nr (notificador); el sistema se ajusta a las circunstancias cambiantes con el organismo y o se está estudiando qué (w5): los problemas de salud del organismo que el cambio (síntomas de diferenciación) empeora/que mejora); ANALIZADOR VISUAL (imagen médica KN: Radiografías); WA ("analiza" el organismo mientras que camina sobre/vive su (cerca) vida normal).

MISCELÁNEO:

. (Laboratorio) analizadores contentos

. Este equipo relacionado de la radiografía de las cubiertas de archivo, sistemas que analizan contenido del otro material.

. (d) Dibujo: el elemento que era analizado/estudió = las ondas (ligeras/de radio) de la señal que era transmisor/receptor transmitidos del ~ (el conseguir señala (siendo despedido detrás) = C (computadora del `) = exhibición/el listado/tr (transmite) = la otra C/mfh

. Los analizadores contentos sinergizan con: UIP (en los elementos que son estudiados), bases de datos.

. Los cambios en "estado" del contenido (en un cierto plazo/en respuesta a estímulos) se pueden estudiar también con UIP (en los elementos que son estudiados), bases de datos.

ANALIZADORES DE LA SUPERFICIE: se envían diversas frecuencias de radio/ligeras, la reflexión resultante se analizan por consiguiente. Para médico/no médico.

- Los datos obtenidos se reúnen con muchos otros datos para entender mejor el pronóstico
- Humano/el animal/la planta/el otro analizador de la piel. Analiza cualquier superficie, también: ojos, uñas, pelo, formaciones de tierra del satélite

UIP Y BASES DE DATOS:

Compilado usando analizadores contentos en elementos numerosos con condiciones sabidas. Por lo tanto, las características de tales se pueden emparejar con otros elementos (con la condición desconocida) que también exhiban iguales/la superficie/análisis del contenido similares.

Incluye: Analizadores del comportamiento. Calculadores para el contenido probable futuro - un día incluso ESPECIALMENTE un analizador avanzado (de la energía sensorial adicional) pudo ser desarrollado (para la diversión).

. Olor/analizador químico: analizar el olor en el ambiente donde se está tirando el vídeo. Los resultados del olor serán convertidos a digital y transmitidos para descifrar por sensor de un decodificador del olor' en cualquier exhibición o punto de u (usuario). Desarrollo del análisis del olor y del protocolo del código que se podría agregar a las capas de los datos y de la comunicación de dispositivos. Confía en los sensores/los indicadores del olor. Por ejemplo los detectores de humos pueden analizar ciertos gases. Cómo sobre el adición de un código para cada gas analizable y transmitir el código a otros dispositivos que tienen emisores del olor.

- Lista de los olores: El alimento huele, los olores de la flor, humo, niebla con humo, contaminación, gases, perfumes por la marca de fábrica (Calvin Klein, Liz Taylor, el canal.) Etc
- Efecto marcado con etiqueta 7J08 de la cascada: Las piedras de afilar del sistema adentro en una frecuencia (sonido), entonces cancelan otros sonidos que hacen clarificante sano marcado con etiqueta. El sistema reacciona cuando ocurre la acción marcada con etiqueta. Piedras de afilar adentro en cualquier cosa que efectúa los sentidos del hombre cinco. El analizador contento, corrige, busca y reacciona, reconocedor sano, sastre, analizador visual.

EXTREMO DE ANALIZADORES CONTENTOS

Archivo: Introducción/coordinador de las características

COORDINADOR

Esta característica coordina diversos partes y aspectos dentro del sistema electrónico. Los seres humanos se coordinan naturalmente, como sus ojos, postura, manos y cerebro como leen sobre invenciones interesantes adjunto. Esta función describe cómo las diversos piezas/aspectos se pueden coordinar [dentro] el sistema. Llaman el "coordinador" también un correlador, o el correlacionar. Puede ser estrechamente vinculada asociarse o el asociarse.

Las diversos piezas/aspectos se coordinan dentro del sistema. El "coordinador" es correlador de a (+software).
D: Coordinador = C = aspectos de invenciones/de piezas/de funciones.
- Coordinador - importancia: Los coordenadas entre la diferenciación "anotan"/los valores/los niveles de importancia etiquetados sobre ocurrencias. El "analizador" determina qué ocurrencias son más valiosas = ellas se procesan/grado usado de w (con) mayor (de influencia).
- Coordinador - cuenta: Cuenta: los coordenadas/hacen juegos malabares del sistema (sistema) diversos piezas/archivos/funciones posibles según su "cuenta" = coordinador-importancia/coordinador/corrector; la cuenta de las influencias de la ocurrencia cómo coordenadas del coordinador que el w= de la ocurrencia señaló protocols/sw del sistema.
- traslapos: el analizador (lógica confusa), uip-adapta, corrige, coordinador de la venda de la música 5E090
- "Access'" "VAGOS": "coordina" entre diversas características del comportamiento (del accessor). La cuenta para un archivo puede efectuar la cuenta de otros archivos relacionados.
- Ver a coordinador del sensor: qué coordenadas entre los sensores múltiples en mejor determinar la naturaleza de la ocurrencia.

COORDINADOR - IMPORTANCIA: Los coordenadas entre la diferenciación "anotan"/los valores/los niveles de importancia etiquetados sobre ocurrencias. El "analizador" determina qué ocurrencias son más valiosas = ellas se procesan/grado usado de w (con) mayor (de influencia).
- D: ocurrencia = sensor~analyzer = c (coordenadas) = función/proceso/resultado.
. D posterior leída: U = este sistema de N (invención) (coordenadas cómo las piezas trabajan w C (computadora del `) y otras piezas) ~ C =
TENER ACCESO (protección; el nivel de visto bueno de seguridad concedió el nivel del uso de los límites de otras partes en el sistema; análogo a la gorila de la puerta principal de la barra que no permite en la mala gente (bandidos según lo explicado en el acceso) trastornar el partido feliz (funciones, secreto, atando encima del sistema tan barran los que necesitan utilizarlo temporalmente)); ANALIZADOR (cómo coordinar); CUENTA (cuentas según las cuales las piezas eran w5 usados/durante cu3anto tiempo; si diversas piezas fueron utilizadas simultáneamente la facturación por minuto puede ser más alta, pero dice no el doble si solamente dos porciones fueron utilizadas); CARRO (controles cómo la coordinación hizo posible; multiusos); EDIT (cómo corregir facilita efectos deseados; modos que corrigen múltiples de coordinación (simultáneamente/para el mismo

uso/función)); EDUC ("analiza" cómo u puede aprender mejor qué sistema/student/u/guardian quisiera que u aprendiera); MULTIUSOS (ejercicio de equilibrio entre los usuarios de diferenciación); nr (notificador) (diversas ocurrencias que correlacionan con NR correspondiente); Banda (modo de la correlación en (con referencia a) programable); Picosegundo-Zona (las zonas u/sistema de los correlativos están en señales correspondientes del w= = cómo se interpretan/se procesan tales señales); Q (correlativos qué sistema sabe sobre el material preguntado, eg.: DB, uip, preguntas del u del w= uip-DB (atando características de las características de q w (con) en la base de información del sistema); RANURADOR (cómo el ranurador facilita efectos deseados; modos múltiples de coordinación del ranurador (simultáneamente/para el mismo uso/función)); CUENTA (decide qué cuentas o sistema de la cuenta (sistema) a utilizar - correlacionando entre varios de éstos dependiendo del uso señalado); SENSOR (correlativos los valores (diferenciando) de las señales del sensor, eg.: cuál/qué debe ser w repartido (más) seriamente;); ANALIZADOR de SONIDOS (los correlativos que los sonidos cogieron por DB del w= del mic (base de datos del `) de sonidos = ayudando identifican = los sonidos del proceso/de la etiqueta cogidos por mic = efecto resultante; correlativos entre más y sonidos menos importantes/pertinentes); ESTADO; TDS; T; INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA.

COORDINADOR - "REDACTOR" Y "RANURADOR": (d) dibujo posterior leído: U = este ~ del sistema de N (ranurador del coordinador = del redactor) C = ACCESO; ANALIZADOR; CUENTA; CARRO; EDUC estudiante (de los efectos W5 (qué, donde, cuando, porqué y cómo) aprende; determina qué material/métodos usados para enseñar, o la necesidad a enseñar; uip); MULTIUSOS (cada u tratado diferentemente).

COORDINADOR = MULTIUSOS: D posterior leída: U = este sistema de N (sistema) (diversos piezas/aspectos/funciones de los coordenadas para las cuales está disponible o utilizado por u) el ~ C = ACCESO (diversos piezas/aspectos/funciones de los coordenadas para las cuales está disponible o utilizado por u = basado en la contraseña del u); CUENTA (detalla cuentas según u, y por la sesión/el tipo uso); carro (cartucho del software); RANURADOR; CUENTA; PISTA; U; UIP (el uip de diferenciación se desarrolla para cada sistema del then= de u (sistema) coordina = las funciones para cada usuario por consiguiente).

COORDINADOR - CUENTA: (d) dibujo posterior leído: U = este sistema de N (cuenta: los coordenadas/hacen juegos malabares del sistema diversos piezas/archivos/funciones posibles según su "cuenta" = coordinador-importancia/coordinador/corrector; la cuenta de las influencias de la ocurrencia cómo coordenadas del coordinador que ocurrencia protocols/sw señalado w= de ~ del sistema) C = ACCESO; ANALIZADOR; CUENTA; CARRO; EDIT; EDUC; MULTIUSOS; nr (notificador) (la cuenta de las influencias de la ocurrencia cómo coordenadas del coordinador que ocurrencia protocols/sw señalado w= del sistema); Banda; Picosegundo-Zona; Q; R; RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; TDS; T; INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA.

COORDINADOR - CORRECCIONES: El sistema ajusta al funcionamiento de la mal calidad (según lo medido vía: "cuenta", uip, vagos) cerca: degradación/cortando elementos/modos menos deseables, o "encaminándolos", o "corrigiéndolos". D posterior leída: U = este ~ del sistema de N (coordinador - correcciones, coordinador de la venda de la música 5E090) C = CUENTA (cuentas para un aspecto más pertinente del uso del usuario, eg.: cuando se utilizan los servicios múltiples/los modos); CARRO (Correlador-correcciones de los controles); EDIT; EDUC (da mejor/una información del principiante más pertinente/entrenamiento); MULTIUSOS (el correlador balancea uso entre varias personas que usan el sistema (simultáneamente)); Banda; RANURADOR (se encaminan las señales/el punto bajo asociado los archivos "cuentas" del w= = (corregido) por consiguiente); CUENTA (cuenta usada para señalar qué correcciones de las necesidades/alteraciones w5); ANALIZADOR de SONIDOS (sonidos pobres/indeseables del "synth"); ESTADO; U; UIP; ANALIZADOR VISUAL.

Esta parte estaba antes solamente: coordinador de la venda de la música 5E090: < (3.5-pat, 2.5 mk), 3.5> el dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. Corrige averías de jugadores vía: 1] u delinea a cierto jugador cuyo se reduzca sonido [porque necesitan jugar pero el grupo no los quiere];] el sistema 2 "analiza" (analizador de sonidos) cómo cada jugador juega entonces = ajusta el oscilador (comunicador sano saliente del `) por consiguiente, eg.: sonidos de los cortes que exceden parámetros sanos de la frecuencia.

El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades (portables) múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. La mayor portabilidad, libertad, suena de fabricación de la experimentación, una grabación más barata.

- Mercado limitado: apunta a jóvenes - el mercado grande, "quiere ser ejecutantes", los profesionales no necesitan ni utilizan a personal sano profesional.
- el sistema puede también ser un acompañamiento (necesitar a pocos jugadores); no limitado a la fijación/a alterar su música pobre.
- la pieza del tratamiento de señales es qué haría esto patentable
- puede reducir al volumen de jugadores particulares.
- "cojín del aire"

Otros usos: cualquie portable N ()/parte de la invención del sistema de N.

- "juego": cada jugador conectó vía (radio) el tr con la C. central.
- "c portable": cuadernos
- t = sistema principal de T (teléfono del `) recepcionista (automático) (de w, KN relacionado)

Terminología: Unidades externas: las unidades móviles/portables que están conectadas con el sistema central (c=brain) vía (radio) el tr.

Dibujo #2 de OTD: (Múltiplo) U = unidad externa/este ~ C (computadora del sistema de N (5E090) del `) = ACCESO; ANALIZADOR (cómo obra recíprocamente cada unidad externa w (con) y o la central c); ARTISTA (fabricación del arte del grupo - cada u tiene poseer la unidad que agrega al arte del grupo, eg.: 1] cada jugador dado solamente ciertos colores/formas/modos de escritura/los plazos - en cuál para hacer lo que (arte, el compose%) él desea.); BALANCE (los promedios/consideran del sistema cada localización de u/player.); CEREBRO (determina son qué piezas externas: comparativamente más importante para las funciones señaladas que consideran (w5); para comunicar w que partes del sistema, eg.: unidades externas #2 y #99 y c central; volumen audio que se oirá por cada u; volumen audio que debe ser generado (a la otra u) por cada unidad externa); C (cada unidad externa puede asumir el control (muchos de) las funciones de c central vía: tener acceso, consenso de la otra unidad externa (su u), tds (matriz) de la fecha del tiempo del `(franja horaria) de esa unidad, uip/cuenta = "juego": quién está ganando el juego); CÁMARA; COMPOSICIÓN (palillo 5E020, Yamaha Miburi); DISTANCER; EDUC (que aprende el terminal); K; M; MQ; MULTIUSOS (c central distingue entre diversas unidades externas vía: acceso/uip/analizador); CUENTA (juego, uip que se convierte); SENSOR; ANALIZADOR DE SONIDOS; ANALIZADOR VISUAL SANO; DISCURSO; ESTADO; ESTÉREO; SYNTH; TDS; T; tr (transmite) (sin hilos, celular, infrarrojo); U (jugadores, receptores de servicios/de transmisiones (la unidad externa puede ser (bastante) voz pasiva)); UIP; UQ; ANALIZADOR VISUAL; VR; WA.

OTD D3: [(Cada uno) la unidad externa tiene tales funciones) (que efectúan el sistema entero) según lo enumerado en piezas siguientes]: C (5E090) =
ACCESO; %ANALYZER; ARTISTA; BVA; BALANCE; CÁMARA; CARRO; COMPOSICIÓN; EDUC; GPS; K; M; MIC; MES; RATÓN; MQ; MULTIUSOS; nr (notificador); OSCILADOR; Banda; Picosegundo (sistema de colocación del `); Q; R; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; DISCURSO; ESTADO; ESTÉREO; SYNTH; TDS; T; UIP; UQ; ANALIZADOR VISUAL; VR; WA.

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U. para 5E090. Venda de la música:
- No. de la palmadita de los E.E.U.U.: Stringless piano-toca eléctrico... %636035; aparato de control Movimiento-controlado de tono musical [Miburi de Yamaha?] 636035.
. - sir APS 69 ' a 8.92: :
--No. de la palmadita de los E.E.U.U.: palmadita del diseño: D245,197 1977 portable, instrumento musical del teclado electrónico, teledirigido, sin hilos
. ---esta palmadita encontró vía mala estrategia de búsqueda: (sin cuerda o sin hilos) y (música o venda)

- S: esta N es una versión sin hilos de 5E080.
- Str APS 79 ' a 82 ': (sonido o música) y (analyz o analys)
- kilovatio: el perno prisionero del audi [estudio] corrige
- No. de la palmadita de los E.E.U.U.: ¿+? Instrumento musical electrónico 5063820 que ajusta automáticamente un funcionamiento dependiendo del tipo de jugador.

LUGAR DE REUNIÓN ELECTRÓNICA: Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = ANALIZADOR de // del ACCESO (necesario para cada participante (u) para ensamblar) (/W5 (qué, donde, cuando, porqué y cómo) sistema cómo (sistema) funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // del nr de // (notificador) (cuando u se pide para responder o debe notar ocurrencias señaladas) (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) // R (el dispositivo del control/de comunicación del u) RANURADOR de // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

EL COORDINADOR LEYÓ QUIZÁ LA SECCIÓN POSTERIOR =

- Las diversos piezas/aspectos se coordinan dentro del sistema. El "coordinador" es un correlador.
- Las diversos piezas/aspectos se coordinan dentro del sistema. El "coordinador" es correlador de a (+software).
D: Coordinador = C (computadora del `) = aspectos de invenciones/de piezas/de funciones.
- Coordinador - importancia: Los coordenadas entre la diferenciación "anotan"/los valores/los niveles de importancia etiquetados sobre ocurrencias. El "analizador" determina qué ocurrencias son más valiosas = ellas se procesan/grado usado de w mayor (de influencia).
- Coordinador - cuenta: Cuenta: los coordenadas/hacen juegos malabares del sistema diversos piezas/archivos/funciones posibles según su "cuenta" = coordinador-importancia/coordinador/corrector; la cuenta de las influencias de la ocurrencia cómo coordenadas del coordinador que el w= de la ocurrencia señaló protocols/sw del sistema.
- traslapos: el analizador (lógica confusa), uip-adapta, corrige, coordinador de la venda de la música 5E090
- "Access"' "VAGOS": "coordina" entre diversas características del comportamiento (del accessor). La cuenta para un archivo puede efectuar la cuenta de otros archivos relacionados.
- Ver a coordinador del sensor: cuál coordina entre los sensores múltiples en mejor la determinación de la naturaleza de la ocurrencia.

- Coordinador - importancia: Los coordenadas entre la diferenciación "anotan"/los valores/los niveles de importancia etiquetados sobre ocurrencias. El "analizador" determina qué ocurrencias son más valiosas = ellas se procesan/grado usado de w (con) mayor (de influencia).

- D: ocurrencia = sensor~analyzer = c (coordenadas) = función/proceso/resultado.

. (d) dibujo posterior leído: U = este ~ del sistema de N (invención) (coordenadas cómo las piezas trabajan w C y otras piezas) C =

TENER ACCESO (protección; el nivel de visto bueno de seguridad concedió el nivel del uso de los límites de otras partes en el sistema; análogo a la gorila de la puerta principal de la barra que no permite en la mala gente (bandidos según lo explicado en el acceso) trastornar el partido feliz (funciones, secreto, atando encima del sistema (sistema) tan barran los que necesitan utilizarlo temporalmente)); ANALIZADOR (cómo coordinar); CUENTA (cuentas según las cuales las piezas eran w5 usados/durante cu3anto tiempo; si diversas piezas fueron utilizadas simultáneamente la facturación por minuto puede ser más alta, pero dice no el doble si solamente dos porciones fueron utilizadas); cart (cartucho) del software (controles cómo la coordinación hizo posible; multiusos); EDIT (cómo corregir facilita efectos deseados; modos que corrigen múltiples de coordinación (simultáneamente/para el mismo uso/función)); EDUC ("analiza" cómo u puede aprender mejor qué sistema/student/u/guardian quisiera que u aprendiera); MULTIUSOS (ejercicio de equilibrio entre los usuarios de diferenciación); nr (notificador) (diversas ocurrencias que correlacionan con NR correspondiente); Banda (modo de la correlación en (con referencia a) programable); Picosegundo-Zona (las zonas u/sistema de los correlativos están en señales correspondientes del w= = cómo se interpretan/se procesan tales señales); Q (correlativos qué sistema sabe sobre el material preguntado, eg.: DB, uip, preguntas del u del w= uip-DB (atando características de las características de q w (con) en la base de información del sistema); RANURADOR (cómo el ranurador facilita efectos deseados; modos múltiples de coordinación del ranurador (simultáneamente/para el mismo uso/función)); CUENTA (decide qué cuentas o sistema de la cuenta (sistema) a utilizar - correlacionando entre varios de éstos dependiendo del uso señalado); SENSOR (correlativos los valores (diferenciando) de las señales del sensor, eg.: cuál/qué debe ser w repartido (más) seriamente;); ANALIZADOR de SONIDOS (los correlativos que los sonidos cogieron por DB del w= del mic (base de datos del `) de sonidos = ayudando identifican = los sonidos del proceso/de la etiqueta cogidos por mic = efecto resultante; correlativos entre más y leídos más adelante/sonidos pertinentes); ESTADO; TDS; T (teléfono del `); INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA.

. Coordinador - "redactor" y "ranurador":

. D posterior leída: U = este ~ del sistema de N (ranurador del coordinador = del redactor) C = ACCESO; ANALIZADOR; CUENTA; CARRO; EDUC (estudiante de los efectos w5 aprende; determina qué material/métodos usados para enseñar, o la necesidad a enseñar; uip); MULTIUSOS (cada u tratado diferentemente).

- Coordinador = multiusos:

. D posterior leída: U = este sistema de N (diversos piezas/aspectos/funciones de los coordenadas para las cuales está disponible o utilizado por u) el ~ C (computadora del `) = el ACCESO (diversos piezas/aspectos/funciones de los coordenadas para las cuales está disponible o utilizado por u = basado en la contraseña del u); CUENTA (detalla cuentas según u, y por la sesión/el tipo uso); CARRO; RANURADOR; CUENTA; PISTA; U; UIP (el uip de diferenciación se desarrolla para los coordenadas = las funciones de cada de u sistema del then= para cada usuario por consiguiente).

- Coordinador - cuenta:

. (d) dibujo posterior leído: U = este sistema de N (cuenta: los coordenadas/hacen juegos malabares del sistema diversos piezas/archivos/funciones posibles según su "cuenta" = coordinador-importancia/coordinador/corrector; la cuenta de las influencias de la ocurrencia cómo coordenadas del coordinador que ocurrencia protocols/sw señalado w= del ~ C (computadora del sistema) del `) = ACCESO; ANALIZADOR; CUENTA; CARRO; EDIT; EDUC; MULTIUSOS; nr (notificador) (la cuenta de las influencias de la ocurrencia cómo coordenadas del coordinador que ocurrencia protocols/sw señalado w= del sistema); Banda; Picosegundo-Zona; Q; R (`teledirigido); RANURADOR; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; TDS; T; INCLINACIÓN; PISTA; U; UIP; ANALIZADOR VISUAL; VR; WA.

- Coordinador - correcciones:

El sistema ajusta al funcionamiento de la mal calidad (según lo medido vía: "cuenta", uip, vagos) cerca: degradación/cortando elementos/modos menos deseables, o "encaminándolos", o "corrigiéndolos

. D posterior leída: U = este sistema de N (sistema) (coordinador - correcciones, coordinador de la venda de la música 5E090) ~ C =

CUENTA (cuentas para un aspecto más pertinente del uso del usuario, eg.: cuando se utilizan los servicios múltiples/los modos); carro (cartucho) del software (correlador-correcciones de los controles); EDIT; EDUC (da mejor/una información del principiante más pertinente/entrenamiento); MULTIUSOS (el correlador balancea uso entre varias personas que usan el sistema (simultáneamente)); Banda; RANURADOR (se encaminan las señales/el punto bajo asociado los archivos "cuentas" del w= = (corregido) por consiguiente); CUENTA (cuenta usada para señalar qué correcciones de las necesidades/alteraciones w5); ANALIZADOR de SONIDOS (sonidos pobres/indeseables del "synth"); ESTADO; U; UIP; ANALIZADOR VISUAL.

- Esta parte estaba antes solamente: coordinador de la venda de la música de ++ 5E090.
- Otros usos: cualquie portable N ()/parte de la invención del sistema de N.
- "juego": cada jugador conectó vía (radio) el tr con la C. central.
- "c portable": cuadernos
- t = sistema principal de t recepcionista (automático) (de w, KN relacionado)
- Terminología:
- unidades externas: las unidades móviles/portables que están conectadas con el sistema central (c=brain) vía (radio) el tr.
- OTD D2: (Múltiplo) U = unidad externa/este ~ del sistema de N (sistema) (5E090) C =

ACCESO; ANALIZADOR (cómo obra recíprocamente cada unidad externa w (con) y o la central c); ARTISTA (fabricación del arte del grupo - cada u tiene poseer la unidad que agrega al arte del grupo, eg.: 1] cada jugador dado solamente ciertos colores/formas/modos de escritura/los plazos - en cuál para hacer lo que (arte, el compose%) él desea.); BALANCE (los promedios/consideran del sistema cada localización de u/player.); CEREBRO (determina son qué piezas externas: comparativamente más importante para las funciones señaladas que consideran (w5); para comunicar w que partes del sistema, eg.: unidades externas #2 y #99 y c central; volumen audio que se oirá por cada u; volumen audio que debe ser generado (a la otra u) por cada unidad externa); C (computadora del `) (cada unidad externa puede asumir el control (muchos de) las funciones de C central (computadora del `) vía: tener acceso, consenso de la otra unidad externa (su u), tds (franja horaria) de esa unidad, uip/cuenta = "juego": quién está ganando el juego); CÁMARA; COMPOSICIÓN (palillo 5E020, Yamaha Miburi); DISTANCER - QUIZÁ SECCIÓN MENOS IMPORTANTE =

; EDUC (que aprende el terminal); K; M; MQ; MULTIUSOS (c central distingue entre diversas unidades externas vía: acceso/uip/analizador); CUENTA (juego, uip que se convierte); SENSOR; ANALIZADOR DE SONIDOS; ANALIZADOR VISUAL SANO; DISCURSO; ESTADO; ESTÉREO; SYNTH; TDS; T (teléfono del `); tr (transmite) (sin hilos, celular, infrarrojo); U (jugadores, receptores de servicios/de transmisiones (la unidad externa puede ser (bastante) voz pasiva)); UIP; UQ; ANALIZADOR VISUAL; VR; WA.

. - OTD D3: [(Cada uno) la unidad externa tiene tales funciones) (que efectúan el sistema entero) según lo enumerado en piezas siguientes]: C (5E090) =

ACCESO; %ANALYZER; ARTISTA; BVA; BALANCE; CÁMARA; CARRO; COMPOSICIÓN; EDUC; GPS; K (teclado del `); M; MIC; MES; RATÓN; MQ; MULTIUSOS; NR; OSCILADOR; Banda; Picosegundo; Q; R; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; DISCURSO; ESTADO; ESTÉREO; SYNTH; TDS; T; UIP; UQ; ANALIZADOR VISUAL; VR; WA.

- Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U. para 5E090. Venda de la música:

- No. de la palmadita de los E.E.U.U.: Stringless piano-toca eléctrico... %636035; aparato de control Movimiento-controlado de tono musical [Miburi de Yamaha?] 636035.

. - sir APS 69 ' a 8.92: :

--No. de la palmadita de los E.E.U.U.: palmadita del diseño: D245,197 1977 portable, instrumento musical del teclado electrónico, teledirigido, sin hilos

. ---esta palmadita encontró vía mala estrategia de búsqueda: (sin cuerda o sin hilos) y (música o venda)

- S: esta N es una versión sin hilos de 5E080.

- Str APS 79 ' a 82 ': (sonido o música) y (analyz o analys)

- kilovatio: el perno prisionero del audi [estudio] corrige

- No. de la palmadita de los E.E.U.U.: ¿+? Instrumento musical electrónico 5063820 que ajusta automáticamente un funcionamiento dependiendo del tipo de jugador.

- Lugar de reunión del EL:

Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // ((qué, donde, cuando, porqué y cómo) sistema cómo/W5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/W5 (qué de u, donde, cuando, porqué y cómo) de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (teléfono del `) (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

Terminar la sección de este coordinador

Archivo: Introducción/danza de las características

DANZA

El movimiento del cuerpo/el device% genera sonidos. Incluye Miburi de Yamaha que copie KN.

- Miburi de Yamaha: Habló con: Nick (Sr. Katada) [llamé con 0120-084808 entonces conectado con su teléfono # en: 054-60-3277. Él dijo: lanzaron producto idea el 15 de julio de 1993 a los medios de comunicación, y él dijo que Yamaha inventó el producto.].

. - Funciones de Miburi: sensores en ambas muñecas, codos y hombros. Muñeca: volumen de controles, dando vuelta a los cambios vol. de la muñeca adentro -.

Codo: controla el sonido, "hacen con referencia a mí el fa..." cada codo tiene 3 posiciones, creando los iguales 3X3 9 funciones de posibilidades sanas. Si el sonido de los controles colorea, efecto sonoro. El alambre al generador de sonidos engancha a la persona, amplificador, altavoz.

Arreglo para requisitos particulares del `: los sonidos adaptaron.

Número de patente de los E.E.U.U.: 5373096. Título: Dispositivo de control sano musical responsivo al movimiento de las porciones del cuerpo de un ejecutante. Los E.E.U.U. limadura fecha 8 de abril de 1993, palmadita publicaron el 13 de diciembre de 1994.

- Ver: "Tener acceso", "artista".

+ ver a profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus diversos movimientos del cuerpo, incluyendo la danza relacionada.

Extremo de la sección de esta danza

Archivo: Introducción/base de datos de las características

DB/BASE DE DATOS

La información de los almacenes para se adapta y otras características.

D1 (dibujo #1) (diagrama #1): users= k (teclado) = c (computadora) = software = DB (base de datos). - D2 (dibujo #2): c (computadora) (interruptor, base de datos (DB)) = M (ordenador central) (DB principal (base de datos) para el sistema [sistema]). D3: c (computadora) = se adapta (UIP) = DB (base de datos).

- la banda utiliza el tipo datos de DB (base de datos) (basada en tipo adaptarse (UIP)).

. - 4E020 coloca todos los elementos en base de datos.

- Subpartes: +ADAPT (UIP) - DB: adaptación del sistema (sistema) [sistema] a u [usuario]; DB-M.

. - El sistema "sigue" el usuario/el objeto = se convierte SE ADAPTA (UIP) - DB.

- "Ranurador": localiza el then= recupera el data= necesario (C/M) del DB.

- "Facturación"

- Patentes de los E.E.U.U. y kilovatio: "Interactivo" = "base de datos": 5257185 sistema interactivo, hecho una remisión del conocimiento; DB de puesta al día 5455945; Interacción de 5442786 expedientes u (usuario) con (con) "c" = el "DB"; 5410692 "interactivos" = "q" de = DB; 5379421 r (teledirigidos) = acceso; 5287493.

- Patentes de los E.E.U.U. y kilovatio: "Pista" = "base de datos": 5470233/542846 ps=db/track; gerencia de inventario 5383112; 5270718 "que siguen" blancos; toma de comida de la "pista 5233520"

DIBUJOS DE LA CARACTERÍSTICA DE LA BASE DE DATOS:

- D (dibujo) 1: u = k = c = interruptor (software del ') = DB. D2: c (interruptor, DB) = m (DB principal para el sistema). D3: c = uip = DB.

. Otro: La banda utiliza el tipo datos del DB (basado en el tipo uip). matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores. Ver el "cerebro". Subpartes: +UIP-DB: adaptación del sistema a u; DB-M.

. - El sistema "sigue" u/object = desarrolla UIP-DB. "Ranurador": localiza el then= recupera el data= necesario (C/M) del DB. "Facturación"

12.95 Patentes de los E.E.U.U. del disco del babero

- Patentes de los E.E.U.U. y kilovatio: "Interactivo" = "base de datos": 5257185 sistema interactivo, hecho una remisión del conocimiento; DB de puesta al día 5455945; Interacción w "c" = "DB" del usuario de 5442786 expedientes; 5410692 "interactivos" = "q" de = DB; 5379421 r = acceso; 5287493.
- Patentes de los E.E.U.U. y kilovatio: "Pista" = "base de datos": 5470233/542846 ps=db/track; gerencia de inventario 5383112; 5270718 "que siguen" blancos; toma de comida de la "pista 5233520"

Extremo de la base de datos

Archivo: Introducción/Distancer de las características

DISTANCER

Las señales o sistema responden siempre que cuaesquiera dos o más porciones: separarse o tocar o altera en ciertos dominios algorítmicos del tiempo o del espacio. Notifica cuando se han resuelto ciertas funciones algorítmicas, eg.: separado por cierta distancia; para los palmos del momento específico más de largo que. La parte principal de esta función vino en el mercado después de que trabajáramos encendido alrededor 1990 y 1991.

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Ver el "GPS" para otros detalles.

- D: 1 = 2tr = 3 "C" (PALADIO) = 4tr los = 5/6/7satellite/8M

Señales vía las ondas de radio si separación (de 1356...) está la distancia más o menos que deseada/fijada/programable. Diversas distancias cambiables entre dos o más partes (1356...) crea señales aplicables (especialmente en 3, pero también 1568..., estas señales en las funciones aplicables 3. del comando de la golondrina de mar.

- La distancia se calibra vía: Tecnología del GPS (sistema de navegación mundial) (véase el apéndice a este archivo para los detalles), y radiofrecuencias (véase el apéndice)

. - Ver Parts& y otros archivos para: GPS; sistemas de la radiofrecuencia de los distancer para los detalles; solicitud de patente separada del distancer.

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

. Los E.E.U.U. patentan el disco de 12.95 baberos:

- str: (hallazgo o localizador) y (eléctrico o computadora o software o mobil)

- Patentes de los E.E.U.U.: localizador de 5463597 pescados; instrumento de la posición y de la goniometría de ++ 5461387; Goniómetro de 5280293 móviles; goniómetro 5173709; goniómetro 5146231.

ALARMA de A2-28 DISTANCER: 3 pedazos. Microchip minúsculo atado a cada guante, un pedazo más grande de los pedazos w (con) mantenido capa/monedero. Si es separado por más que distancia de la P.M., alarmar. el vb s w1 del punto de ebullición del hh cons las clases adultas. Ahorrar un guante, guante/manopla - ahorrador/alarma/buscador/protector.

El producto se aplica que todo lo demás uno puede no querer separado por distancia de la banda (programa), eg.:

animales domésticos (las alarmas del pedazo del dueño, pedazo del animal doméstico en el collar dicen en la voz "Charlie casero venido" del dueño, o"... "o tienen quizá perro del silbido son acostumbradas a ser para él entrenamiento anterior de w (con) por el dueño. Algo prestó/utilizado por el empleado/el amigo/el extranjero (pluma del almacén). Los automóviles, carpetas, monederos, joyería, efectivo acortan, el compañero de la herramienta del carpintero del etc. (pp); Ladrón/mejor amigo del fugitivo;

INTRUSO 6B040: Atar el distancer secreto a la persona indeseada (eg.: en zapato, empaquetar, en el coche, el reloj...) y siempre que vengan cerca o en de premisas se acciona una alarma. Utilizado como broma

6B930 ANIMAL DOMÉSTICO DISTANCER: saber si son cercanas o lejanas. El receptor del usuario puede decirles si el animal está consiguiendo más cerca o más lejos como caminan, receptor demostrará el número de metros, o los códigos para muy cercano, cercano, el etc mientras que dan une vuelta.

- mientras que está caminando la persona más cerca o más lejos, y el sistema reconoce esto, él en vez de decir cierre, decir "basado más cerca" simplemente en cambios en distancia del transmisor de la frecuencia del aire de los animales

GATOS de SALTO 3C-110-08300Q DISTANCER:

Distancers entre las piernas o los brazos. Cada vez que la persona ejercita separando sus piernas o brazos más allá de cierta distancia, el distancer sonará.

- el distancer puede también contar el número de épocas que el movimiento fue hecho (si las piernas o los brazos fueron más allá de distancia mínima.)

- otra manera de medición: las distancias viajaron por los animales a pie o por el ala; la cantidad de trabajo conducida por cierta maquinaria, eg.: pistones (la cantidad y el grado a los cuales van hacia arriba y hacia abajo)

RESTRICTOR de la CAMINATA 3C-111-08300Q: (DISTANCER)

Distancer entre las piernas crea efecto si las dos piernas se dividen nunca más allá de cierta distancia. Substituye las necesidades de cadenas en las piernas de convicts.

- El efecto cuando las piernas van a lejos: sonidos; o crea dolor; o alarmas "C central" vía las ondas de radio...
- Una manera civilizada de guardar a presos del funcionamiento lejos
--Los accesorios a las piernas son casi imposibles de sacar ilegítimo

3CQ-090-000000 DISTANCER SANO:
Instrumentos musicales que juegan junto el cambio sus sonidos según cómo está cercano o lejano se mueven desde uno a. Puede estar para una sola persona utilizar dos o más porciones; o dos o más personas con sus instrumentos.
- se aplica siempre que el volumen de sonidos, frecuencia, o tipo sonido deba ser alterado según hasta dónde o cerca dos o más porciones de uno a.
Ap: juguetes - cuando un coche policía conduce cerca de un cierto objeto o lugar, sirena, o una declaración audio se enciende, eg.: "tirar sobre"
- cuando la persona o el otro organismo u objeto viene cerca bastante (o va suficientemente lejos), acciona (o desactiva) a: el sonido, la luz, o la otra función electrónica

Este archivo copió de n \ de c \ de distancia a "Distancer".
Archivo de Distancer - función: Siempre que dos o más porciones se separan más allá de cierta distancia programada, la pieza del receptor alarmará.

APLICACIONES: Los guantes, niños, animales domésticos, ex-convicts guardaron dentro de cierto radio, usos militares, dispensador vital de la medicación, caminantes (para inhibir también vagar demasiado lejos), los libros de consulta que necesitan ser mantenidos ciertos áreas o cuartos dentro de bibliotecas, cuando la madre va lejos dejar el dispositivo del bebé juega automáticamente los sonidos/música que distrae a bebé del griterío (el "oscilador" se engrana psicologicamente para reducir sensaciones gritadoras y para crear sensaciones de la independencia)

HURTO: oficina y electrónica casera; los almacenes que demuestran modelos de "S" sin los alambres - saber que algo fue levantado antes de que usted descubra a persona que camina hacia fuera la puerta y después que funciona abajo de la calle; descubrir si es su coche se está tomando que (las alarmas no son buenas si usted no puede ver el coche de la ventana) le da hora de entrar en contacto con a policía en un minuto. Alarmas si las ventanas o las puertas parte más allá de cierta distancia (otro adminículo al ladrón de la hoja)

HURTO MISCELÁNEO: trabajar/envía del artículo de las causas no la alarma que se puede coger más adelante por la policía cuando ella tiene más adelante bastantes receptores; si el dueño no allí, receptor entra en contacto con a policía, etc.

VERBORREA: puesto la detrás/entonces "esto se está robando"; la voz del dueño o del padre dice "vuelto a casa", o si entonces van demasiado lejos, da el sonido del "alimento", eg.: abrelatas de poder

TÉCNICO: reducir la batería del tamaño enviando pulsos ocasionales. Puede funcionar encendido una frecuencia de la FCC o del juguete. Relativamente barato producir. El tamaño pequeño permite que sea ocultada dentro de ladrones foiling del equipo - puede también ser construido como pedazo de equipo disfrazado.
Opciones: Sobre la separación más allá de cierto punto el distancer puede enviar dos explosiones del sonido cortas, o continuar sonando. El comprador selecciona de diversos modelos accionados para alarmar cuando está separado más allá de diversas distancias. O, para modelos más costosos, el usuario puede programar la distancia permitida.

USOS DEL JUEGO: los pedazos necesitan ser puestos en la distancia correcta de ciertos otros pedazos (resultados en sonidos queridos o indeseados como confirmación). Juego al aire libre: si un amigo está más allá de gama (vida real también). Usted sabe si alguien se está acercando (la vida real también)

USOS MISCELÁNEOS: envía el aviso si la máquina remota no se está realizando según plan. Parte movible en la cosa o coche usted es siguiente: dice a detective despertar y comenzar a seguir después de una breve pausa. Monitor auto de la velocidad: señal única de la fijación al vehículo - los receptores de la calle pueden coger electrónicamente los reductores de velocidad, ésos que toman vueltas ilegales (un vandalismo más propenso de la cámara y tiene problema de la visibilidad, etc.)

PERSEGUIDOR DE LA GENTE: insertar sensor del transmisor' en el coche de la persona, el monedero, el etc. Siempre que se vayan recibiendo la máquina indica la hora de salida y la vuelta. Ver si la persona es honesta al preguntar cuándo estaban hacia fuera. Para los esposos que se miran, encargados que pasan mucha hora fuera de la oficina, militar. Relacionado con el Loach existente para los coches - vehículos robados pistas vía el GPS.

FUTURO: Monitor vía la recepción de los satélites - movimientos de observación del mundo.
El transmisor comienza a transmitir sobre la separación, eg.: de la tarjeta de crédito de la carpeta. carpeta del monedero. M indica si el elemento que vaga es semi o muy lejano. TM: Vagabundo

SOBRE CIERTA DISTANCIA CREADA, los artículos envían sonidos o la alarma redactada (tal como personalmente escurrimiento con por el asaltante - el altavoz se implanta bien así que el asaltante debe parar y encontrar el dinero que pudo estar en un compartimiento del semi-secreto.)

OTRA IDEA EN EL DISTANCER es medir la distancia que las dos piezas son de uno a en términos de zonas. Cuanto más fuerte la frecuencia escogió para arriba por el receptor, más cercana está la distancia. También, ambas piezas pueden tener sus propios transmisores y receptores para los usos particulares.

Misceláneo:

. El extremo de la sección se movió desde c:\n\c\distancer

1G12 "sensor" para la gente/las robustezas ocultas. "Distancer" calibra distancia a continuación de los objetos que pueden obstruir su trayectoria (el caminar, rodando). Existe probablemente con las robustezas móviles actuales. D: "sensor" = c (analizador)

> R130 Distancer. Taiyo Elecs Co: ALEJADO ("R") suena si el niño es 2 - 7 metros de ausente. Diciembre de 92. Número ruso del uso de la palmadita de KN: 045892 23 de sept. 93 para "Distancer", KN archivó por profesor Tsibin. Movido al "distancer" 6.96

FINAL SECCIÓN DE S DE ESTE DISTANCER'

Archivo: Introducción/redactor de las características

EDIT [NOMBRE DE LA CARACTERÍSTICA/DE PARTE]

Introducción: Mucho de corrige se encuentra en parte Artista-Corrige también. Esta edición de textos de las cubiertas de archivo principalmente, aunque también cubierta adentro Artista-Corrige. La función modifica el material para requisitos particulares.

9G220-EDIT: El explorador del canal salta las estaciones que tienen anuncios publicitarios:
La difusión de códigos a partir de la 3ro fuente de la compañía, difunde continuamente las señales que dirigen el sistema de la hospitalidad para evitar los canales que están en modo comercial a cualquier momento. Pudo cargar el honorario mensual del acceso. También explora y corrige: radio; controles contentos parentales - por el que el contenido indeseable que es visto por el menor de edad en aquel momento se corrija; material impreso [demostrado en línea]; música; [en línea mudanza] imágenes gráficas; programas educativos; ¿qué más?
- También cifra el tipo demostraciones, eg.: aventura, misterio; tipo demostraciones de las prioridades del usuario que prefieren, así que al practicar surf, el sistema da preferencia a las demostraciones deseadas. Existe actual un cierto grado.
- Las palabras claves para las búsquedas incluyen: anuncios publicitarios, haciendo publicidad, televisión (del cable), radio, difusión (ing)....

- OTD: Este ~ C (computadora del sistema de N (invención) del `) =
ACCESO (a la organización de la supervisión/u/evita que no los suscriptores utilicen servicio); ANALIZADOR (uip); CUENTA; CARRO (interruptor de uip, hospitalidad previa); M (servicio de la supervisión); MIC (voz); MULTIUSOS (cada u quisiera que las estaciones de diferenciación gozaran, así que el sistema se adapta por consiguiente); NOTIFICADOR servicio de la supervisión (de la conexión w (con) terminado o si problema); OSCILADOR (w5 que hace publicidad de comienzo/de paradas; W5 (qué, donde, cuando, porqué y cómo) deseó programas es (sobre ser) difusión); Banda (uip; synth; oscilador; estereofonia); Picosegundo (la difusión demostrada en el sitio u está adentro en el tiempo); Q (cómo sistema del uso); S; CUENTA (u más allá del patrón del uso, eg.: w5 para el tipo hospitalidad; T (MES; u sistema ()/este del sistema N = c) del servicio del monitor; +UIP; ANALIZADOR VISUAL; WA.
- utiliza KN que explore (la hospitalidad, la autopista de la información, el cable, TV, radio) los canales/los servicios/los foros/los nódulos que (algo) de cerca emparejar uip/pr/type Info del u o mantenerlo querido. La parte de este aspecto particular existe.
- Nr: u dijo cuándo el tipo particular servicio/difusión está (convirtiéndose) disponible, aunque u no pudo buscarlo en ese entonces. El sistema continúa la exploración/rc (receptor) (de c) exterior en el modo de fondo de la c del u.
- Los anuncios publicitarios pueden incluir cualesquiera [difusión] en modo del no-programa, e.g. el jinete de radio que se jacta la hora próxima es anuncio publicitario libremente, parásitos atmosféricos o no recepción, difundiendo el programa cuyo contenido no empareja las preferencias de los espectadores [basadas en la base de datos del UIP de la TV del usuario prueba].

Los elementos incluyen: texto; imágenes [de la mudanza]; funciones del software; ADAPTARSE (UIP) - como las bases de datos, funciones adaptadas como guía; Funciones de edición/software [para los reveladores del juego]. Un realce para Apple, Microsoft, Cisco, Sun Microsystems, linux, y más software y sus editores. El accionar la palanca de la goma (nuestras marcas registradas futuras.
. -' Corregir o el sastre altera cómo las secciones del código de computadora se buscan y se substituyen.
- Efecto marcado con etiqueta 7J08 de la cascada: Las piedras de afilar del sistema adentro en una frecuencia (sonido), entonces cancelan otros sonidos que hacen clarificante sano marcado con etiqueta. El sistema reacciona cuando ocurre la acción marcada con etiqueta. Piedras de afilar adentro en cualquier cosa que efectúa los sentidos del hombre cinco. el analizador contento, corrige, busca y reacciona, reconocedor sano, sastre, analizador visual.
3G050-EDIT: Encaminamiento de programa:
El sistema encamina a usuario a (software) (preprogramado) las características que se adaptan mejor. Detalles:
--rutas del `a otros (relacionado/mejor) programas, e.g.: de acuerdo con el UIP de u/programs.
--u puede no quisiera que el sistema parara el demostrar de programas existentes, por lo tanto el redactor da a u los mejores programas siguientes (de qué u puede elegir otro programa si desean) (para no interrumpir/cólera u/viewer).

--u puede no ser consciente que se están encaminando to/from programas, e.g.: 1] usuario no realizará que el sistema está buscando otros programas mientras que el usuario está viendo programa actual. Es decir u que experimenta un modo (un programa) mientras que el "analizador considera la encaminamiento al programa alternativo que es hecho disponible. 2] aspectos de los programas u están experimentando se están bloqueando simplemente, eg.: no demostrado en opciones del menú (o aún en manual escrito).

- El contenido de la mejor reunión del programa señaló necesidades, puede después ser corregido y ser adaptado.

. - dislexia 5G061: los disl3exicos pueden ver el material de la manera diseñada para asistir a su interacción/visión.

- Ver el cribador relacionado del anuncio de televisión 9G220: defiende los anuncios publicitarios (de modo semejante el sistema defiende el material indeseado).

- ver la pieza de la encaminamiento también.

ALCANCE DE EXTENSIÓN DE LA INVENCIÓN PARA 9G220 + 3G050 - los ejemplos embarullados siguen

ANALIZADOR DEL COMPORTAMIENTO =

BASE DE DATOS = para el UIP

HOSPITALIDAD = rutas para el valor máximo de la hospitalidad. EG.: qué demostración de la TV ofrece la mejor experiencia adaptada.

Los usuarios de la GUÍA = de la encaminamiento, pueden ser una forma de dirigirlos. La guía confía en la función de la ruta.

El milímetro/las MULTIMEDIAS = encamina a usuarios a las funciones relacionadas multi-media

La ORDEN y la SINCRONIZACIÓN = encamina a usuario a las funciones en una orden y una sincronización señaladas

La CUENTA = cada función routable se anota para la pertinencia del UIP

El UIP (información de usuario que programa) = el UIP-Acceso, UIP-BA, UIP-Corrige, UIP-DB, UIP-Ranurador, UIP-Tailor+, UIP-

VR = rutas a las funciones de la realidad virtual

WA = versiones portables

Alcance de extensión de dibujo embarullado - semi apunta usos del juego también: Analizador del ~ de la computadora del ~ del usuario = de la hospitalidad [UIP] = acceso/UIP [se invitas/concedidas a los usuarios juzgaban' predichos como teniendo ocasión del entretenimiento con (las buenas) reacciones que para obrar recíprocamente o jueguen a juegos entretenidos (en cierta orden y medir el tiempo para conseguir un mejor efecto del humor en jugador)] Agentes de // [la pieza de la hospitalidad del `puede ser un agente que entretiene entidades o las hace que entretienen (en juegos)] Entidad del juego de ///base de datos/UIP [humor] de qué usuario de los efectos // Aparición-AI/guía/UIP de los efectos/UIP [] // corrigen/UIP [agregar y omitir los buenos y malos aspectos de los panoramas del juego de una hospitalidad más posible del software de la hospitalidad' función del juego] // de // del jefe del juego de // de la invención del juego [usuario] [gozar el batir

de ellos en el estilo determinado uip preferred/la manera del usuario] del grupo/UIP [hacer un promedio hacia fuera de UIP-Info de cada miembro] // de Peter [nuevo género para las formas de entretenimiento] // [el `encamina a jugador vía una ruta más entretenida] // Heurístico-AI [crear el entusiasmo creando', algo que siendo limitado al haber probado y haber archivado orden y sincronización de // de las opciones] [arriba y abajo de las emociones yuxtapuestas crear los humores designados; también: juegos seguros/peligrosos rápidos/lentos o] // fácil/difícil más humor/UIP [humores de la comercialización/UIP [decir, "adaptado a sus gustos para el valor máximo de la hospitalidad"] // de // de las vidas [valor percibido aumento de vidas en jugador] de la cuenta del `, junto con' reacciones/ventajas previstas asociadas/efectos sinérgicos)] // multi OBSTÁCULO [] // paladio (juego de ciclo inicial de // del Puzzler predicen/UIP [] // [ganarlo es diversión] // del ping-pong/UIP [la orden del `y el medir el tiempo lleva a los humores señalados en usuario] //)/UIP [movimiento y ejercicio] // del dispositivo de colocación [el acceso es diversión] - [da más significado juego de la interacción'] cuenta en tiempo real/UIP [el valor para los elementos/las características en usuario/la invención/otros usuarios se anota; reacción de la cuenta (`previsto) en usuario - para ofrecer las mejores funciones más relacionadas de // VR [] // de la UIP-Entrada del disparador/UIP [] // de la viscosidad/UIP [elementos que efectúan humores] // de // del valor] de la hospitalidad de la cuenta del `[].

STYLIZER del TRADUCTOR A2-300: Stylizer (TM) traduce lengua para emparejar la forma de vida del uso, situación, tipo comm w de p (con) (contra la verborrea añeja para todas las ocasiones). STYLIZER ALTERA o agrega: la entonación, estilo del discurso, opción de la palabra, deletreo, cuadros (aún o que se mueve), tipo estilo, volumen (más ruidosamente para los discos), dulzura, exactitud, argot, amistad, negocio (reservado), partido salvaje, sexo coge, liberal, conservador, P.M. del etc. por la cultura, ciudad, código postal (eg.: más salvaje en Bronx que Wall Street [eg.: la comunicación del estilo del partido/el estilo diferencia por la localización; reducir al mínimo la dificultad wo u que sabe causa exacta] por el que el concreto y o la sensación/el contenido relacionado sonido estén alterados para alcanzar efecto deseado.

TD: U: el 1r selecciona estilo, después mecanografía adentro el concepto de la lengua original que quiere ser traducido, m se reclina. el ep s w1 del punto de ebullición del tt del hh de e cons P.M. adulta exc D. del ll b de la diversión del autobús.

DE OP. SYS.:

1] Convierte las monedas, zonas de épocas (cambios calculadores de la luz del día), enseña al vocabulario (nivel de los pp de la lengua).

2] En tiempo posterior demuestra qué términos utilizó, así que u puede repasar lo que usted ha utilizado (el aprendizaje usando en vida real es mejor para la memoria, y ayudado por m que imprime o que defiende las palabras - párrafos usados con la fecha.

3] sonidos que representan es qué idea (eg.: el descortezamiento, bebé ríe nerviosamente/el griterío, choque, buena sorpresa, pasión [voz del ahh cuando soda/líquido de apertura para apagar la sed - significado doble], la risa, cantando (sexual, chistoso, con dolor, sensaciones...)- comunica la diversión de w y o sensaciones y una

excusa para decir algo más difícilmente en a las palabras (grandes para hacer publicidad no-dirigir la descripción de producto).

MK: 1] Psicología: traducir o que habla nuevas idiomas (w o wo m) es difícil de todos modos usted rebanada él. Las opciones actuales son normalmente demasiado reservadas (a veces demasiado sin reservas y si la comunicación no compensa tan delicadezas). 1A] La P.M. no reservada de los pp de los stylizers será diversión de todos modos (después de que toda él es máquina de a [objetos curiosos]). Si u es bajo en energía o no en el gran humor para la ocasión, m ayuda al puente para abrir (aún más útil para los que consiguen se energizó por otros que son in/put en buenas bebidas espirituosas. El japonés de trabajo de w requiere reservedness en autobús y el wildness en la barra, occidentales es inepto en cambiar las culturas (a Japón y entre sus secundario-estilos) - adv: "dejar ayudar/guía/acompañamiento de la máquina usted."

El mejor triturador de hielo.

TM: Acompañamiento (er), vida real/partido/diversión/hoy ('s) - máquina/electrónica/traductor/comunicador . - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (sistema) (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

OTROS (LEJOS HACIA FUERA) USOS: nr de u (usuario) (notificador) cuando los servicios deben más barato caer en uso de otros usuarios.

- usuarios para uso general de: electricidad; (interurbano/celular/costoso) telecomunicaciones (t); uso basado en los satélites; Uso de M (base de datos, crujido de número, etc); gas (cocinando, calentando).

--el nr de u (notificador) cuando los servicios se están utilizando menos, por lo tanto carga gota en estas horas (inesperadas), o los precios se levantan en las oleadas inesperadas en uso.

- el sistema puede estar libre por razones del U.: este prestatario de servicios de la selección se predispone levemente en la inducción de clientes que dediquen ciertos programas de w (con) (eg.: los sistemas de la reservación de la línea aérea de c son libremente debido a sus diagonales); cierto tipo selecciones quiso por u no permisible por el interruptor; los ciertos canales/servicios no pueden ser explorados/ser supervisados.

. Sistema que recompensa u (espectadores) con más programas de la "hospitalidad" basados en el comportamiento del u (el tiempo pasó estudiar, comportándose bien (uip, "anotando" por el guarda/el observador/sistema). Más programación = más tiempo disponible/mayor selección de programas (demostraciones clasificadas "x").

Perro guardián del estudio -3A-350: más TV que programa (9G-220) vía = un mejor comportamiento del estudiante. progreso 3A-430

3A-1190 TV INTERACTIVA: cuando el carácter de la película tira hacia fuera el laser o la linterna regular tira fuera del transmisor de la TV en sitio. Cuando adminículo electrónico de los golpes del laser cierto algo puede suceder

- D: La TV sistema = activa (el external del sitio) = oscilador ligero del ~ del emisor. - Otros efectos: los efectos del "humor" de /osc/ de la "hospitalidad" del EL (electrónico) son activados por el sistema central de la

"hospitalidad", eg.: luces en flash del sitio; los olores lanzaron; "t" suena (con voz (automatizada) la comunicación algo referente ("hospitalidad") al programa que es experimentado por el U. efectúa los u: wa/vr. --el sistema activa las palomitas, dispensa soda cuando es comercial para el producto dicho experimentado por u en el sistema. Tales productos dados como las recompensas ("TGH").

- U elige para conseguir/defiende hacia fuera programas con esto u otras características (inusuales) del milímetro.

CRIBADOR PRINCIPAL de los SONIDOS del TELÉFONO 4A-140/del OSCILADOR: defiende hacia fuera ciertas frecuencias exteriores que sean indeseadas, eg.: alta echada, en grandes cantidades. Uno puede escuchar o no experimentar la "hospitalidad" (música) simultáneamente.

- hace tan (automáticamente) según: uip (del programa/de u) de la "hospitalidad"
- la versión del auricular del consumidor de esto salió después de que pensara en ella. Muchas compañías hacen esto desde febrero de 1994, una se llaman Sound Buster.

% de 5A-700 del REGULADOR del NIÑO: Limita uso de "t" o de la "hospitalidad". Nota: esta n escrita inicialmente como T (teléfono) del `n, entonces ampliado para incluir corregir de la hospitalidad (TV).

- para activar [llamada saliente/el programa particular (TV)) la característica, primero presionar un botón especial (una vez o cualquie número de épocas repetidas en orden) que le deje conseguir [señal para marcar/programa]. El llamador debe marcar los números/código pronto después de eso o se pierde señal para marcar/la conexión/connectability/"acceso" y el cualquier presionar de otras llaves en el cojín se no hace caso.
- Además, habrá un anillo/señal sonora (oscilador) si (t/%program) viene un call/tr entrante y se puede escoger solamente encima de (si el microteléfono está de gancho) presionando iguales o el otro botón especial - esto previene a cabritos de [contestando al teléfono (si son demasiado jovenes)/mirando programas particulares].
- los padres no pueden controlar siempre a sus cabritos de usar el sistema ("T"), por lo tanto esto es una característica valiosa.

COMPORTAMIENTO del U de SEGUIMIENTO 5A-720: supervisa el número de llamadas y longitudes de la conversación entre ciertos departamentos. Una base de datos de "C" puede demostrar todos los tipos de gráficos para los propósitos diversos, eg.: qué departamentos pudieron necesitar moverse más cercano a otros (durante o sin cualquie reestructuración corporativa), los planes futuros, viendo los valores y los flujos de departamentos, el etc.

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

- la frecuencia u de las "cuentas" experimentó programas particulares, eg.: cierta serie televisiva/novela de suspense contra las películas románticas/los tipos música/tipo "interacción" con nodos particulares o servicios en la autopista de la información. desarrollo UIP-DB - > utilizado para UIP-adaptar - > programas deseables de las experiencias de u (w5 u lo quiere (w5))

- estudio de mercados ap: los programas del estudio w5 son experimentados, y lazo = con las características de compra (vagos) de u (espectadores) (vía el uso del u de seguimiento de sus tarjetas de crédito de banco/"acceso" usado en los puntos de venta (cajas registradoras en los almacenes)).
- substituye el servicio de los servicios del grado de Nielsen - el por ciento de los monitores de la población que experimenta la TV o quizá en futuro cualquier "hospitalidad".

SINTETIZADOR de 5A-730 TV (OSCILADOR): programas del convertido a su estilo sano preferred. Ir más allá de la base tradicional, triple y así sucesivamente. Cambiar según el tipo acentos y expresar los estilos preferred. UIP-Adaptar

PROTECTOR de 5A-740 TV: Los estudiantes de las ayudas estudian más recortando su tiempo de visión de la televisión. El padre restringe épocas que el dispositivo puede ser activado.
- cortes de la televisión después de cierto plazo (encima de la duración permitida mirar). Ciertos modelos permiten que el usuario devuelva la TV encendido, otras no están permitiendo esto, eg.: las interrupciones (de la longitud de la banda (programa)) son forma de castigo, o qué u consigue cuando su nivel de recompensas ha funcionado hacia fuera.
- expedientes cuando la TV fue vista
- llaves del vigilante en su código para girar la TV. No se prohiben los minutos/día o mes del número limitado... La cantidad de tiempo dado un plazo se pudo determinar cerca: sus grados en escuela, el otro funcionamiento.... El padre que considera a más de una persona el ver de la TV sin cada uno de sus códigos afinados adentro puede hacer la TV no permita que vean la TV para cualquier plazo como castigo
- OTD: "S"; pp; P.M.; Reino Unido; fecha; tds (el máximo # las horas que anotaban permitieron por día, o mes de la semana; # las horas que pueden ser miradas ("acceso") basaron en el funcionamiento de la persona (eg.: cuentas de la escuela)); educ; básico; alerter; acceso.
- Efectos de sistema de la recompensa/del castigo:
--ciertos programas son más restrictos/acentuados (colocado más arriba para arriba en menú para animar eso contra otros programas).
--tipo de funciones de edición en el lugar, eg.: el cabrito (cuando en período travieso) consigue elementos impetuosos/abrasivos de programa quitados/alterados, en la golondrina de mar que ayuda positivamente a ayuda el su crecer, mientras que realiza la omisión de todos los elementos abrasivos de programas puede ser poco realista.
--Los VAGOS determinan lo que (w5) se anima u que experimente. Propósito: la personalidad del espectador del molde, espectador puede ser: niño, convict encarcelado, clientes (inducir la comerciabilidad de productos)
--Dibujo de OTD (d): U = este ~ C (computadora del sistema de N (sistema) del ') =
ACCESO; ANALIZADOR; CEREBRO; carro (cartucho del software); EDUC; M; MULTIUSOS; NOTIFICADOR (cuando u es el cortar/que puentea controles que corrigen); OSCILADOR; Banda; Picosegundo (picosegundo-zona); Q; S; CUENTA (el espectador consigue puntos del brownie cuando eligen

experimentar los programas sugeridos por el sistema); ESTADO (qué espectador experiences/d); SYNTH; TDS (2e251); %T; UIP; ANALIZADOR VISUAL (para corregir); WA (vr, tipo dispositivos del walkman, eg.: corregir las difusiones sin hilos).

EL "BROWNIE SEÑALA":

- Cómo son: perdido o recompensado [al espectador]/calculaba ("anotado"). Las ayudas del sistema también substituyen a profesores/a guardas vivos en la ayuda de sus temas positivos/del logro deseado "experiencia" de los estímulos:

1] [programa (de la escuela/del guarda/(carro) del interruptor) sistema "que anota" de la prueba o del funcionamiento] = "analizador" ("cuenta") = brownie señala = la memoria (c, o carro (u puede llevar el carro con los puntos los sistemas compatibles de diferenciación, eg.: to/from escuela, hogar (del amigo).

] nivel 2 de ejercicio alcanzado por u ("ejercicio" = "cuenta"); la batería accionada movimiento 4e010 es otra recompensa (u debe ser bueno recargar sus baterías). Solamente este sistema puede recargar las baterías necesarias para funcionar la función deseada (vía el modo "portable").

3+] VAGOS: El sistema mira el comportamiento de u (vagos, monitor inteligente 2e251). los vagos (analizador del comportamiento del `) "anotan" el comportamiento del u (vía el sistema "que anota" señalado).

4] U selecciona programas más deseables (según lo determinado por el sistema), aunque u tiene una opción para experimentar la programación menos preferred. Quizás la observación de algunos programas puede comer encima de más puntos (por minuto/programa) que otros programas; o la observación de algunos programas no toma ninguÌ□n punto o puntos de los anuncios (si está mirado de comenzar a terminar (según lo evidenciado por el kn los "sensores", o como de bien u "anotó" en la contestación de q sobre lo que experimentaron/aprendieron (TGH)).

5] D posterior leída: U = este ~ del sistema de N (invención) (sistema) C = ACCESO (los puntos no se pueden ganar por todo el u, o cuando u no tiene contraseña correcta para ciertos programas/sistema); %ANALYZER; %EDUC; MULTIUSOS; NOTIFICADOR (cuenta dada u); Banda; Picosegundo-Zona; Q (cuentas cómo es q del buen u); CUENTA; ESTADO; UIP.

El usuario debe estar en el buen estado de ánimo a utilizar/continúa usando el sistema, o mira programas particulares = "del comportamiento"/uip del analizador:

CORRECTOR de la MENTE A2-070: cuando la mente entra el fq patológico, los modos, envía la alarma (oscilador) (suavidad de pr/choose, MED, ruidosos) que que dice a persona corregir sus ondas de la mente. La gente mandila y puede a menudo ser ayudada cuando u es dicho por la máquina cuál comprueba para saber si hay beta, alfa, la theta y otras. Usar como collar, reloj, pulsera, mantener el bolsillo, bolso. Llaman la policía cuando la persona está a punto de entrar las frecuencias peligrosas (asesinato, suicidio). Si usted siente loco/malo/necesitando pep, confianza puede enviar los sonidos curativos/música/voces - declaraciones/comandos/ayuda. Calma la cólera, celos, tristeza, comportamiento maníaco. TM: Importar de alerta, loco/mente/cabeza/la frecuencia - Zapper/Alterator/Alarm/Corrector. El MED W1-2 del SP VB S de HH

E BP Cons la hombro-correa adulta aca v del mem de la P.M. pp vc d del cp del RPC de la DD de la P.M. del humor LL D de la diversión de los cabritos

Cribados: SELECTOR de la ESTACIÓN A2-090: tipo hospitalidad de la petición por categorías de #8 (A2-080). Bueno para las compañías, viajeros, conductores. Cambios TV, estaciones del cable por la demostración. Mezcla con el convertidor de la música. Elegir los restaurantes, discos, clubs, teatros, almacenes. Registrando en M u conecta con L C. Esta N fue copiada cerca en su forma más cruda.
- CONVERTIDOR de la MÚSICA A2-080: Hacer (quizás no la música fácil de la voz que escucha) aplicable a los niveles de energía deseada, conservador, liberal, cerebral, intuitivo, seriedad del ambiente querido para el efecto deseado. Para las oficinas, iglesias, elevadores, almacenes, lugares públicos, taxis, aeroplanos. Por ejemplo: cuando una vieja viuda rica viene al pequeño banco a la cuenta abierta, la música señaló para subir sus buenas visiones del futuro, felicidad; después de que el banco se cierre (solamente para los clientes), conservador de la necesidad, música cerebral para reducir al mínimo errores en la contabilidad; las oficinas el las mañanas de lunes, los días lluviosos pueden querer una música más feliz, más liberal. Tomar la hornada estándar de la música para el sistema y el programa por consiguiente. Hay demasiada confusión en la compra de álbumes diversos para el propósito. Puede incluso convertir ciertas estaciones de radio y todavía conseguir noticias. Los cambios reales pueden ser: bajo, tono, velocidad, volumen y cambios uces de los alterables en los sintetizadores sofisticados. Para propia música, pueden incluso los sonidos adicionales del anuncio a la música. Hay número limitado de estaciones de radio que escuchan fáciles suaves permitiendo las opciones mínimas para la multa - adaptación del moldeado ambiental. El humor adulto LL B PP D. PP del autobús del MED W2 del EP de E TT puede necesitar el código de los mgr, o realzar la productividad, las ventas, el etc fijando de los co las jefaturas regionales o del int'l. Las aduanas del aeropuerto, seguridad pueden cambiar según el origen del aeroplano/del barco, u hora, etc y los sonidos deseados para mejorar a gente del retén más probablemente para tener respuesta deseada. Música/sonido/oficina/almacén - reforzador/mejoras/convertidor.

SELECTOR de la ESTACIÓN A2-090: tipo hospitalidad de la petición por categorías de #8. Bueno para las compañías, viajeros, conductores. Cambios TV, estaciones del cable por la demostración. Mezcla con el convertidor de la música. Elegir los restaurantes, discos, clubs, teatros, almacenes. Registrando en M usted conecta w L C.

CD MODIFICADO para requisitos particulares A2-110: programar su Info personal (edad, secta eg.: Bautista o Lutheran), su código postal, ocupación, educación, manías, estados de familia, etc. Entonces m personaliza el contenido editorial para sus gustos. El Info de o co personal entró a vendedor del subproducto, abastecedor de de la tarjeta de crédito - cuenta bancaria - transporta la cuenta, la iglesia, usted mismo, la escuela, el almacén, el fabricante, el padre, el humor adulto LL C E HH TT BP del EP del etc. del SP del MED W2 de los cabritos Interruptor-o-cd del contra. Biblia/filosofía/lectura/libros/compartimiento (encendido) Disk/CD/Tape,

compartimiento/libro/filosofía/educación/Dis/CD/Bible/Entertainment de la gama de la aduana (ized) /Personal (ized) /Your/John.

A2-11A INFO MODIFICADO PARA REQUISITOS PARTICULARES RECORRIDO: continuado de #11: CD modificado para requisitos particulares. Salida Info del co del servicio del recorrido en orden de la prioridad y en el tipo Info basado en el tipo anterior actividad del cliente, eg.: nivel de importancia de la tasación baja, tipo características del punto de vacaciones de las instalaciones o... La PC del vendedor del teléfono ("T") demuestra las ventas Info basadas en el cliente más allá de comprar estilo e Info personal (existe probablemente en un cierto formato).

HOSPITALIDAD PERSONALIZADA A2-120: mezcla w (con) A2-110. Después de entrada personal del Info (las cuentas anteriores y las respuestas de las subsistencias de M o de U para el análisis), tener siguiente emparejado para usted: juegos (el ajedrez, el índice de inteligencia o la creatividad o el otro entrenamiento/diversión del comportamiento, versiones/realces de juegos de ordenador en mercado), drama, música. Gama (ized) personal de /Your/Customized/John - profesor particular/instructor/profesor/ayudante/diversión/juego

JUEGOS PERSONALES DE A2-12A (IZED): mezcla w (con) A2-110 110A A2-120. El juego desarrolla las reglas específicas para el Info personal del u. Cada persona tiene ciertos aspectos del juego que causen: temer, tensionar, aventurarse, entusiasmo, interacción, armonía, romance... ese tienen gusto o no tienen gusto. Reglas de la DD de M po o y estrategia más probablemente para crear respuesta más satisfying personalmente. M puede combinar los perfiles personales para los jugadores múltiples del juego, desarrollando el más satisfying, llano de la complejidad,... manera enérgia para que él obre recíprocamente; puede incluso ser utilizado para mejorar sus relaciones solucionando problemas; dejar hacia fuera el vapor cuando sea útil; evitar a opositor que ataca donde está mínima/ellos la mejora potencial es psicologicamente frágil. Toda la gente tiene iguales o diverso sistema de reglas del juego y o de paradigmas. M imprime nombre del número del juego y o ambos con el tipo categoría del juego, u pueden reelegir el juego otra vez (w o wo los mismos jugadores); M puede jugar el número múltiple o ilimitado de juegos, uniforme nunca teniendo reglas siempre otra vez el absolutamente mismo w (con) o wo págs.

. Elementos de las relaciones públicas (opciones, aplicaciones, ventajas, ayudantes de entrenamiento...): u/(y o) m/programmer/party que da las peticiones personales/selecciona del Info automáticamente: tipo categoría del juego; # jugadores; juego al aire libre; juego de interior (a bordo, tipo c (el hh, tt, modela ningul□n); usar el sitio/la casa como tablero del juego (incluir quizá los planes de piso para el Info personal); parar y jugar, eg.: si el ur en la espera larga del trabajo w (con) abre; enseña a los modelos para los cabritos, adultos para la vida generalmente que es un empleado/un jefe/una posición particular del trabajo de las ventas person/a, -- manipulación de crisis: emergencias médicas, guerra, terrorismo... (hace esto creando semi-vida como situación

donde u debe jugar, para combatir w, construcción, situaciones de de/re-construct); aprender las idiomas como el discurso del natural vivo de w (con), teniendo conversaciones afinando en una lectura dd/po o in/out-put verbal; programar totalmente el ur (sus) propios juegos personalizados del rasguño o del software de lengua que es autor, - o hacer sus propios prototipos generales de los cuales crear personalizó los juegos para otros; las reglas se pudieron cambiar, agregado, suprimido en el centro de los JUEGOS del EJEMPLO del juego (basado en desventajas que se convierten a un cierto grado contra ganador, Info personal creciente): El juego ya publicado "riesgo", los papeles jugó: la máquina da países de p según culturas, las historias... que tienen gusto - p menos agresivo que es w fascinado (con) Mussolini consigue Italia y si son agresivos África norteña va al opositor semi-emparejado al Info personal de cada uno. Los amantes de la paz consiguen Suiza, Escandinavia. El phobics de Japón consigue Extremo Oriente Asia para atacar Japón. El p que es diferente de la norma, sobre la inteligencia media y siente atrapado consecuentemente consigue a ejércitos fuertes de Japón o de Israel w (con) ampliarse. En "Scrabble" de cualquier lengua, p consigue las letras que deletrean las palabras que las satisfarán, jugadores en cualquier juego no necesita saber las reglas de los aparejos de m para el Info personal (eg., no decir a su) abuela del ur (; hacer que m lo haga más fácil para que ella/un p más joven gane).

MK: ahora cada uno puede estar de acuerdo con juegos jugar; el único juego que usted necesita nunca comprar; TD: La memoria de los últimos juegos jugados y el funcionamiento y nivelan quizá de la satisfacción y del conocimiento creciente del Info personal; CRT adulta M del ll del humor del ed de la broma del truco del juego del juguete del cabrito del MED W4 del ep del punto de ebullición del tt del hh del interruptor e de C (computadora del `) (para Info personal, nuevos juegos, adaptaciones a los sucesos actuales...) P.M. b vc exc (juegos al aire libre) aca v de los pp del cp del RPC

. Donde se juega el juego: en 1 o teclados múltiples/crt/dd; gráficos del tablero del po fijados al papel en blanco del po del recortes del tablero; gráficos del pedazo del juego del po conectables al tipo plástico pesos por el clip, pegamento, imán...; una máquina que produce solamente juegos y jugada en la PC...

JUEGOS DEL PEDIDO POR CORREO DE A3-R12B=: mezcla w (con) 12 12A. Costes de inversión bajos. un co pudo tomar solamente el Info personal y ser un orderer del correo de los juegos personalizados que personalizaban los juegos/comercialización por u/el mercado para: el registro cons, los terapeutas, registro/escuelas/clases especializadas; cons los compartimientos (nuevos edad, militares, artes de la aguja, fantasía, lucha, coches...). Quizá la garantía de la parte posterior del dinero, o libera/barato. Dejar a compradores de m ser su propio vendedor del juego, yendo a las escuelas, los amigos...

CENSOR de la HOSPITALIDAD de A3-15//: TV, radio, música sistema, el sitio limpio del teléfono ("T"), el juego de ordenador cortó después de tiempo de la banda (programa) (por el padre, el profesor, el jefe, el fabricante, el minorista, el gobierno) y dice u estudiar, ejercicio, concierta su cita (eg.: ir a la escuela, ver la fecha), o da el aviso de la seguridad comercial, nacional (eg.: el reloj de tornado), o las llamadas de la persona/del padre adentro para decir la comida está listos, alguien en el teléfono ("T") o en la puerta para usted.

O, la unidad acaba de cortar quizá automáticamente - bueno para los adultos que no quieren el apego. Vigilante del apego, apego, parada. O, pudo apenas marcar el número de horas o de tiempo mirado en los canales semi-restrictos. Agregados a la unidad. El EP W1 Cons P.M. adulta d de los pp del ll de los cabritos del autobús

- el segundo programa ("juego") (automáticamente) recomienza antes de donde se fue apagado (cuando el anuncio publicitario anterior, o u eligió parar w que obraba recíprocamente (con) tal 2do programa) (vía señal (electrónica) del EL).

- el monitor del ser humano/sistema que cifra cuando allí is/is no un comercial/deseó programa = transmite sus códigos vía: m; autopista de la información; al módem del u; t (línea del teléfono); radio fq; etc.

- este sistema comercial mejor que existente de la canceladura del sistema porque los locutores/producers/tr de las difusiones (del anuncio publicitario) pueden llegar a ser más sofisticados en engañar"/sistema de la "de la hospitalidad del receptor "TV" que hay/no es anuncios publicitarios; más nuestro sistema (sistema) es más exacto y con más características.

- si u/viewer quiere más tiempo del aviso para cuando los anuncios publicitarios paran/comienzo, pueden elegir para tener un retardo en cuanto a cuando su sys/tv (casero) recibe programa. Es decir: el programa tiene 1 vez y espectador mínimos de retardo dados un segundo aviso 50 (nr) antes de cambio en el canal que es experimentado.

MISCELÁNEO: Los términos dentro de cada grupo son normalmente reemplazables:

- Material: Programa; "Hospitalidad"; demostración/programa del "carro" de tv/cable/radio/cd/; Texto: ficción, non-fiction, texto legal, periódicos (en línea), CD del texto; Música; Sonidos registrados/vivos (oscilador) o voces (véase el kn - canceladoras de los sonidos también); Imágenes; Qué la "cámara" ve

- Corregir: Saltos; cortes; proceso el corregir/de selección

- Analizar contenido: UIP: "analiza" el contenido (kilovatio) y cortes; "Anota" el material; % corrige; "analizador visual"

- Material indeseado: anuncios publicitarios; anuncio; material con la "cuenta pobre"

- Reacciones del sistema (más allá de corregir más simple): % se traslada a/lejos de la cámara/del "analizador visual" del material según su "cuenta" (el monitor inteligente 2E251); "encamina" u al otro material (solamente durante pausa mientras que se está cortando el material); dice u allí no es no más de "cuenta deseable" del material w (con); Clips de los collages de un mejor material.

. - Experiencia: la visión/leído/oye el material; "obra recíprocamente el material" de w (con)

. - "Hospitalidad": película; demostración; "juego"; % del material.

- Espectador Rewarding: consiguiendo más tiempo/visión/lectura o experimentación de la "hospitalidad" de tiempo; el nivel de recompensa emparejó por lo que él puede experimentar (ciertos parámetros de la "cuenta" del material w/in); consiguiendo los puntos del brownie (incluso w (con) o wo que es traducido a ser concedido más experiencia del sistema); concediendo u/student/player (jugador del "juego")

. Subpartes: Corregir-Programa; Corregir-Recompensa; Corregir-Encaminar; Corregir-Enseñar: altera/encamina datos para enseñar mejor al estudiante (el uip)

BLOQUEAR 6B-12: omitir/corregir las partes del cuadro no digno de ver borrando hacia fuera con un sistema (o SUBIR [usuario programado] la forma, el tamaño y el color, eg.: una gota neutral redonda del color (el color es simplemente una mezcla de los colores que son borrados hacia fuera, o una mezcla de los colores en los alrededores.

- la característica se activa en la época de los cuadros del shooting

. para la vida inmóvil o la cámara móvil de la imagen

. El defender/que corrige programas seleccionados - el sistema encamina el espectador a los programas alternativos.

- Programas: TV, juegos, música, interruptor (aspectos del programa), el otro milímetro.

EXTENSIÓN DE N: Los términos siguientes son normalmente w/in permutables cada grupo:

- Agrupar 1] programa, interruptor, milímetro, demostración de la TV, programa de la hospitalidad, material que es visto/studied/%experienced; película; vídeo; música; el channel%; canal [del molde amplio];
- Grupo 2] defendido; alterado; ajustado; (parcialmente) bloqueado; restricto; el access%; el reroute%.

+ UN CÓDIGO (ACCESO, MARCA DE AGUA DEL EL "") INCORPORADO A LOS LÍMITES DE DATA/SW CÓMO PUEDE SER: "corrigió"/copiado/utilizado (funcionar el dispositivo).

El productor/el surtidor/el locutor del programa/de datos pueden vía su límite del código (acceso) cómo (w5) el material consigue "corregido".

- Ejemplos: no puede copiar; si la parte está cancelada = el programa/los archivos enteros de datos, o de la porción de eso se borran (automáticamente) o se hacen unaccessible (por u/sys que intentó "corregirlo").

. - este "cifra" o las "filigranas" descritas en NY las épocas el artículo del 7 de agosto de 1995, comercio de p5 "Digitaces - dos planes para las filigranas, que pueden atar la prueba de la profesión de escritor a los trabajos electrónicos", referencia # artículo #2.

- las derechas del uso (derechos reservados/honorario pagado # las épocas del uso) pueden ser arriesgadas "corrigiendo" si están hechas en métodos señalados.

- una llave (sw) especial (para qué honorario necesita ser pagado (activar)) es necesario "corrige"/experiencia el programa. Las funciones de límites del "acceso" de "corrigen".

- la "marca de agua" permanece w (con) cualquier dato que "fuera corregido" (cortado y transferido).

- Los códigos efectúan "corregir" del interruptor [el tipo de programa (disponible para la compra)]: cifra límite a cómo el interruptor (carro) puede (con referencia) ser programado/ser alterado/a qué productos puede controlar/efecto. Ejemplos:

--el padre restringe las funciones del interruptor a tres de doce (separarse) productos (electrónicos) del EL. De los tres mencionados, solamente un producto puede ser utilizado completamente, el segundo puede solamente tener mitad de sus funciones utilizadas, y el tercero puede ser utilizado solamente si se cumplen otros criterios: W5 (qué, donde, cuando, porqué y cómo)/picosegundo-zona/vagos.

--D: u/guarda = C (computadora del `) (interruptor = código) = controles señalados productos/funciones en esto u otro sistema (separado) = función deseada

"Bill":

- Ver también 9G150 el conseguir del Info durante los anuncios de televisión.

Se alteran % tienen gusto de sintetizar, los sonidos. La sintetización es una forma de corregir o de alterar el contenido [sano] para los resultados señalados. Ver la pieza el sintetizar.

HYPERVIDEO (existe): los usuarios chascan encendido (moviéndose) iconos de las imágenes los', y consiguen los videoclips encaminados/información (`adaptado a sus necesidades). El software del seguimiento de objeto (existe) hace (moviéndose) imágenes clickable.

- Usos de redactor: determina qué imágenes del hypervideo serán demostradas y cómo [w5]. Las imágenes son editable. Controles del redactor: cómo dirigen al usuario a quien las imágenes [w5], eg.: para conseguir mejor: educación, egh, tgh.

EDIT - ARCHIVO POSTERIOR LEÍDO QUIZÁ =

- Alteraciones automatizadas de la imagen: vía cualquie algoritmo cambiante de la imagen en + " artista ".

. El sistema corrige automáticamente funciones disponibles del sistema (para el U/el otro Sys/C).

- El sistema (SW) corrige/altera los programas (interruptor, "hospitalidad") /functions según lo señalado por UIP, acceso.

. La viruta de V: cuál corrige hacia fuera cierta televisión, radio, WWW u otras demostraciones o canales de los medios electrónicos.

. El sistema determina vía su "analizador" el contenido de la transmisión del servicio. Monitor inteligente 2E251: el interruptor del proceso de selección de c (software del `) = el sistema de C del u (computadora del `) mira (las demostraciones del tipo de la TV) para = analizador del comportamiento (palabras claves habladas/analizador impresa, de sonidos, analizador visual).

--especialmente útil cuando el locutor/el prestatario de servicios no suministra los códigos/acceso que ayuda al sistema de la selección del u (sistema) selecto para sus gustos/necesidades.

- UIP: la situación del u cambia rápidamente por hora (para el negocio), por lo tanto el Info necesario del u cambia por consiguiente = "analizador" determina qué necesita seleccionar = este N.

- OTD D: U (espectador, usuario de C, informático) = este sistema de N (selector de datos) este ~ del ~ C (computadora del sistema de N (selector del servicio/de la difusión) del `) U =

ACCESO; ANALIZADOR; CARRO; EDUC; M; MIC; MULTIUSOS; NOTIFICADOR; OSCILADOR; Banda; Picosegundo; Q; S; CUENTA; SENSOR; ANALIZADOR DE SONIDOS; ESTADO; SYNTH; TDS; T (teléfono del `); UIP; ANALIZADOR VISUAL; WA.

- El usuario despierta (TV, cable, estéreos) para programar en la hora untada = (tds = alarma) = los hallazgos del explorador del canal 9G220 se apropia de la estación según el u estación de las opiniones del UIP = de U. . Existe: R42 omite los anuncios publicitarios: el sistema sabe cuándo los anuncios publicitarios comienzan y terminan. [Arista, Hauppauge, NY picosegundo 4.94]

- el ser humano o el monitor (electrónico) del EL puede supervisar: TV (difusión/cable del aire); cualquier cosa en la autopista de la información (programas del milímetro, correos electrónicos recibidos (aislantes similares/mensajes idénticos enviados a los partidos de diferenciación - y por lo tanto probablemente de un vendedor de una cierta clase). Ahorra el tiempo del u.

- ver KN (invención) en el archivo G1: las pantallas/corrigen del sistema el material, eg.: cabritos que miran los programas clasificados "x" sobre la TV, milímetro.

. Estrategia de BÚSQUEDA de la PATENTE y algunos números relacionados de la palmadita de los E.E.U.U.: También ver IMI-Intro& para los detalles.

el explorador del canal 9G220 salta las estaciones que tienen anuncios publicitarios:

. str viejo [estrategia]: (puente o ignor u ocultado o cubierta o salto o erase) y (anuncios publicitarios [la subsistencia s consigue de otra manera comercializa] o advertis)

- nuevo str: (televisión o TV o difusión o cable) y (anuncios publicitarios o advertis) y (1ra sección del str viejo - pero por otra parte borrarla)

- No. de la patente de los E.E.U.U.: Clasifica patrones de los programas y de los anuncios publicitarios de la TV basados en el discernimiento de las señales audios/video 5343251 de la difusión; el 5343239%; 5319455; 4647964

- los anuncios/sobreponen del sistema sobre los anuncios publicitarios otro programa: Palmadita de los E.E.U.U. # 5264933; 5233423; 4724491; inserción automática 5424770 de una señal de la televisión de una fuente alejada

- identificando cuál es y no es un anuncio publicitario (automáticamente hecho monitor humano del wo): 4739398+; 4750053+

- corrige automáticamente los anuncios publicitarios (monitor humano del wo): 4390904+

- 5404566 misceláneos genera la señal audio de la "hospitalidad" interrumpida haciendo publicidad de audioseñales y del dispositivo para realizar el proceso; el 5319455% distribuye los anuncios publicitarios modificados para requisitos particulares a los telespectadores; El 5233423% encajaron los anuncios publicitarios dentro de un receptor de la TV usando la cartelera electrónica integrada.

+-5241428 Variable-retrasar el video: Permite la grabación y el aparato de lectura simultáneos del material del programa, incluyendo los medios para controllably variar un de retraso de tiempo entre la grabación y el aparato de lectura del material registrado. Material previamente registrado parado temporalmente y después reasumido sin la interrupción de la grabación del nuevo material. El usuario puede interrumpir aparato de lectura (eg.: para tomar llamada del teléfono) sin la detención de la grabación, y entonces reasume el aparato de lectura, usuario mira el resto del programa retrasado por período del contador de tiempo. El usuario puede "rápido adelante a

través de esas porciones registradas [indeseadas, anuncios publicitarios] y alcanzar a la difusión viva. La patente publicó el 31 de agosto de 1993.

- Corregir otros elementos: El sistema corrige cualquier tipo del programa/de los datos/de las imágenes/de las palabras indeseadas (palabras claves)/del otro contenido cortando el material entero que se presenta dentro de ciertos parámetros del tiempo (eg.: el centro 45 segundos), o el programa continúa pero se cortan ciertas secciones, eg.: el kilovatio, así que la longitud entera del programa es igual.

- el sistema puede ayunar adelante a través (tiene "cuenta media") del material cuestionable de /unwanted.

- Sistema "que anota": continuado: kilovatio; aplicabilidad a la tarea/a la necesidad actuales. Especialmente para el texto de la lectura; uip.

- El sistema desarrolla un collage de pedazos de material, encadenando los clips en orden y o al lado de uno a en términos de su - "anotando": conexidad del material el uno al otro; cómo el lector pudo mejorar la visión Info introductorio para entender mejor el material subsecuente - tarea compleja para el interruptor; "analizador visual" - para de entonado de colores (más fácil hacer), llano de la toma panorámica, cantidad de acción (movimiento); etc.

- Investigación vía:

--El contenido de los estudios del "analizador" entonces determina la conveniencia del material para u/el espectador/el ser humano o el monitor del sistema/otro sistema del "analizador".

--El analizador determina contenido vía:] palabras particulares que buscan 1 (búsqueda de la palabra clave)/imágenes (analizador visual)/tipos de sonidos (pasión, shooting del arma, coches screeching, desplomes, rompiendo el vidrio, el etc - vía "analizador de sonidos"). 2] uip: los fósforos qué u lo hace/no quiere w (con) los programas de broadcast/sw/mm.

- Dibujo de OTD (d): U/Viewer/Guardian = este ~ C (computadora del sistema de N (invención) (cribador del programa) del `) =

ACCESO (+password, llave); ANALIZADOR; CÁMARA (analizador visual: opiniónes qué está ocurriendo en otras localizaciones); CARRO (interruptor: cómo se defiende/se altera el programa; o el programa real que se comprobará/alterado, eg.: cinta video, CD, interruptor, datos (novela)); K; M ("analizador" para juzgar el tipo contenido; supervisando al individuo que experimenta entonces "cuentas" cada programa (y o sus secciones); MQ (qué u/guardian desea el sistema (sistema) para corregir); MULTIUSOS (identificado vía su acceso); NR (notifica if/when/w5: sistema que es cortado; material de observación del vigilante (cabrito) que podría ser corregido; guarda notificado); OSCILADOR; Banda (investigación); Picosegundo (u debe estar en cierta localización (sitio)); Q (menú de los programas disponibles); R; CUENTA (el guarda/u puede ver qué programas son disponibles y su cuenta/es cómo es bueno ellos); ANALIZADOR de SONIDOS (para la investigación); DISCURSO (para la investigación); ESTADO; ESTÉREO (radio de la pantalla); SYNTH (para alterar el material en subproducto deseado); tds (matriz de la fecha del tiempo del `) (los tiempos de los límites u puede experimentar programa); tr (transmite); U (estudiante, niño, adulto (tipo de diferenciación de defender de cabritos), audiencia general (empleados, estudiantes para la clase, clientes, usuarios de las

búsquedas del otro sistema (sin relación) que incorpora los programas que consiguen defendidos)); UIP; ANALIZADOR VISUAL (para la investigación); VR; WA.

- ACCESO: - cambios de calificación del "estado" del u (en un cierto plazo) debido a: códigos dados a ellos por el guarda del ser humano/sistema; edad (del crecimiento) de u; material anterior u experimentado, eg.: el tgh después de u aprendió más; uip.

- abuso del acceso, eg.: el cortar de c - > nr (notificador) al guarda.

- el guarda K (teclado del `) en (diverso) código (cada uno) u necesita experimentar programa. O, u que tiene un código puede experimentar cualquier programa, y un u (más joven) puede no tener el código por lo tanto es restricto.

- EDUC: - (elementos en programa (eg. sus archivos de diferenciación) se cifran (por el sistema de manufacturer/u/guardian/this) para su dificultad/aplicabilidad del educ (tgh) llanas (para la tarea, el estudio, el estudiante particulares). U pudo todavía poder ver todos/la mayoría de los aspectos, con todo ha deseado el material presentado en la mejor orden (consigue lógicamente un edificio más complejo en previamente el actual material) mientras que el otro material que no cabe está en: parte inferior del menú/en diversa ventana (necesitando el "acceso", o el "brownie señala (véase el kn) para el buen comportamiento" antes de la abertura/de la experimentación);

- el UIP determina el material u necesita aprender vía: las respuestas/las declaraciones incorrectas/q presentaron por u/student. El UIP de todo el material anterior estudió por el estudiante ("perseguidor").

- Qué defendió/alterado. Los programas que deben/tienen/sugerir/perdonan: violencia (de la comprobación); (pobres/tipo) idiomas/ideas; sexo: los actos, sugerencias, sexo inseguro practican (eg.: ningu□n condón); visiónes religiosas; racismo; ideas políticas; formas de vida particulares; tipos de música/de conciertos.

- u puede tener material selecto del sistema hacia fuera que sea o no puritano bastante, o demasiado puritano (agujereando).

- Cómo el programa/el material/interruptor/milímetro alteró/reencaminado:

- los programas dados tienen subprogramas múltiples que puedan substituir porciones múltiples del programa (de la cañería). Ejemplos: la señora hace una oferta cortésmente a buenas noches del hombre en su umbral, algo que su besarse; al pasar noche en el hotel, cada carácter tiene cuartos separados algo que el mismo sitio, así que acciones antes y después de que la escena del hotel no necesita ser efectuada. El fabricante de película pudo tirar simplemente la cantidad normal doble, con especial atención al programa principal. Resultados en la gente de diferenciación que ve el mismo programa vía versiones de diferenciación.

- cada escena/aspecto/elemento del programa se cifra

- los paquetes enteros de programas se pueden bloquear, eg.: filma #4, #8 se encaminan a las películas #30 que sea también un tipo lleno acción película (paquete) de la novela de suspense.

- KN relacionado: Retardo del teléfono -3G010: U puede necesitar retrasar temporalmente programa interactivo" de la capacidad w del uso "(con) hasta que se haya defendido/se haya alterado el programa.

- Qué es defendido (bloqueado)/corregido/alterado/sintetizado:

- TV; Juegos; Música; Interruptor (aspectos del programa); El otro milímetro ("hospitalidad"); "hospitalidad";

- Transmisión (al espectador) vía: difusión tradicional del aire; satélite; cable; M; T (línea, celulares); otros modos sin hilos (rf, infrarrojos); "tr" = recibido ("rc") por u (espectador).

. - Nota: Los medios de comunicación de los E.E.U.U. comenzaron a cubrir la capacidad de padres de corregir hacia fuera programas indeseados sus difusiones de la televisión desde quizá el julio de 1995. Mi extensión importante de este tema comenzó el 6 de agosto de 1995. Sin embargo, anterior, desarrollé varios N relacionada, más la parte imi archivo.

. El sistema (SW) corrige/altera los programas (interruptor, "hospitalidad") /functions según lo señalado por UIP, acceso.

- El sistema "sigue" u: score/ba-track determina cómo el sistema puede corregir funciones o los programas para el U.

- U puede accionar la palanca fácilmente entre la experimentación de los canales selectos, más, o de todos los tipos datos:

--Los diversos canales/archivos tienen deseabilidad de diferenciación "anotan". Este sistema de grado preferencial se almacena en archivos de diferenciación. U selecciona que tal archivo se quiere. Ejemplos: 1 que] quieren experimentar películas de la novela de suspense, "R" practicará surf (solamente) los canales w (con) tales programas (entonces después de que (todos) hayan sido (una vez) w/in vistos (los 10 minutos pasados, el sistema (sistema) puede permitir que el usuario considere todos/después bajar los canales de la "cuenta" (también)).

- El cojín de K tiene los interruptores/ajustes de diferenciación del control, que permiten que U seleccione el tipo "corrigen" modo.

- El "ranurador" es un subconjunto de "corrige".

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado.

. - el interruptor corrige hacia fuera sexual - imágenes explícitas. (Bloquea TCPIP fluye). Sus empleados supervisan la tela de la autopista de la información, actualizaciones se envían al usuario que entonces no puede "tener acceso" a ciertas vistas.

--Software de Surfwatch, de Surfwatch Software, Inc., avenida de 105 Fremont., #F, altos del Los, CA 94022. 800 458-6600.

A partir del 5.96:

- La nueva V-Viruta existente bloquea violencia y el sexo de la TV. Bloques: "cajas de plena pantalla o del cuadro-en-cuadro, y ajuste del reloj de la TV y del VCR." From Zilog, Inc en Campbell, California. Nombre de parte: Z86129. 10 línea artículo de la crónica de S.F., P.D 1, y de mayo de 29, 96.

-12.95 Las patentes de los E.E.U.U. del disco del babero = "corrigen"

- str: (corregir o corrigiendo o corrige) y (computadora o el software)

- Patentes de los E.E.U.U.: 5465324 relaciones geométricas de definición en el cad; 5442744 "que corrigen" las multimedias.

- "Se corrigen" los sonidos: Patente 5368308 de los E.E.U.U.: La corriente de los sonidos registrados rotos en segmentos entonces reordenó. La palmadita publicó 11.94.

¿-? entraba solamente la media manera el dir de A para combinar w (con) vieja N; w ya combinado (con) IMI.

. El sistema corrige automáticamente funciones disponibles del sistema (para el U/el otro Sys/C). Busca entonces da qué usuario o sistema puede querer.

FINAL DE ESTO QUIZÁ MENOS SECCIÓN DE IMPORANT

FINAL SECCIÓN DE S DE ESTE EDIT'

Archivo: La introducción de las características/educa

EDUCAR/GUÍA

La guía del `es un subconjunto de educa

MISCELÁNEO: . - "Guía": Instructor del arte. Sugiere cómo el usuario pudo proceder en la generación de "imágenes". Útil para el sector grande de población. Completar los colores en localizaciones señaladas. Guías del sistema/avisos u para cuando/cómo (w5) pueden crear arte. Ver: "Guía" del "artista", "guía de los accesos". Subconjunto de: "Educ".

. realizar 8B290 su situación anticipada futura y o actividad. También aprender las nuevas ideas y estrategias sobre qué hacer. Herramienta excelente del entrenamiento. El sistema pudo o no pudo dar la dirección en cuanto a las mejores estrategias para adoptar vía: sugerencias, advertencias, alarma cuando la persona está alrededor a o ha incurrido en una equivocación....

. Como dispositivo de entrenamiento, la situación del programa a representar cerca de las representaciones de la vida [en juegos] que requerían habilidad necesitó en el futuro. Dirige u en entrando información []/cómo de la UIP-Entrada utilizar el sistema.

. Instructor del discurso (patología): estudiante speaks= sa= compara hablado sonido w (con) DB de correcto speech= oscilador (comunicador sano saliente) del `(correcto)/impresora/cuenta del discurso.

- ver a instructor de la música de los kn.

PRINCIPIANTE AUDIO DE LA COMPUTADORA DE A453A UIP-TAILOR: El principiante selecciona de su fuente de la información electrónica (Educ-DB; uip-DB) qué él quiere oír y aprender. La información transfirió electrónicamente a la viruta del reproductor portátil del usuario, la cual puede ser escuchado mientras que viaja. Grande porque el usuario oye solamente lo que él necesita. Para aprender el material difícil, tal

como fechas de la gramática de la lengua o de la historia, el usuario puede corregir en apenas en qué él necesita centrarse más. Las cintas de entrenamiento en mercado dan a usuario el todo o nada acercamiento.

Técnico: también trabajos con las cintas de cassette. Este producto es más probable ser un accesorio para un sistema educativo/del aprendizaje/de información más grande tal como #53.

. El software dirige a usuario para aprender destrezas señaladas.

- Las habilidades que pueden ser enseñadas incluyen:

vocacional; entendiendo el producto que viene con esta característica de las educaciones [trenes cómo utilizar]; escuela u otros programas de entrenamiento institucionales [entrenamiento computarizado].

. Cómo el sistema determina qué necesidades de ser enseñado: busca que funciona usuario carece habilidad.

. Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña a principiantes de lengua a pronunciar nuevas palabras. Está en propio archivo.

. UIP-Acceso: la ganancia de altas [er] cuentas del proceso educativo consigue puntos' tiene acceso

. UIP-Corregir: material corregido para adaptar proceso de aprendizaje

. UIP-DB de hechos, del Info y de uip-rasgos - las ayudas enseñan a la' guía

. UIP-Q&A: usuario que hace preguntas y que consigue respuestas en la forma de educación

. UIP-Ranurador: conseguir encaminado a los asuntos, capítulos, ventanas basadas en los UIP-rasgos, alta educación que aprende cuentas.

. Progreso de aprendizaje del estudiante de las UIP-Pistas.

ALCANCE de EXTENSIÓN de la INVENCIÓN - los ejemplos embarullados siguen %:

[las piezas seccionan #1]: U/Student (usuario de esta invención) = funciones aplicables del ~ educativo C (CPU) de las características =

[Sección #2 de las piezas]: TENER ACCESO [más elegante/más rápidamente principiantes] AL ARTISTA de // [VAGOS de // del ANALIZADOR del pensamiento creativo de los aumentos [basado en la comprensión de los juegos de la cultura del papel en el proceso creativo del pensamiento] // [proceso de adaptación de la educación de los controles] (analizador) del comportamiento [sastres del `que aprenden al perfil del comportamiento del usuario] // EDIT [(juego del `) el contenido educativo corregido a la edad del usuario/al nivel de formación)] La banda MULTIUSOS de // del OSCILADOR de // del NOTIFICADOR de // [] // [] [] (programación) [] // PS-ZONE [material educativo adaptado a la zona del usuario] // del `QUE PREGUNTA [menú de las preguntas corregidas para adaptar] la CUENTA // SA (analizador/reconocedor sano) // del RANURADOR de // [] de sonidos [] // BUSCA y REACCIONA [el `reacciona con la dirección cuando el usuario carece conocimiento/habilidades] la PISTA de // TDS [] // T (telefonía) [] // [] // UIP (usuario Info que programa) [] // VA (analizador visual/reconocedor visual) [] // WA (caminata alrededor) [].

Secciones 1 y 2 interactivos.

. EGH (la educación consigue más difícilmente) es una parte de "EDUC", aunque EGH puede ser una función separada del ED. Ver el "ED" para los detalles. Subconjunto de "educación". Ver el "cerebro": la característica del system (también vista como parte) se adapta según circunstancias. EGH = producto educativo del

entrenamiento consigue más difícilmente, compensando a usuarios para su funcionamiento mejorado. El sistema recuerda el funcionamiento del usuario anterior y consigue más difícilmente por consiguiente; "Educ".

- Dibujo: 1 usuario en K (teclado) = = 3 función 2c (computadora).

- Para Techies: 1 multiusos: cada u (usuario) o el jugador es 2 reconocidos como diversa identidad por 1 que mecanografía en su nombre o parte; 2cart; 3display; entretener; % interactivos; 3osc; 2pi; impresión 3; 2score. "Corregir".

EDUCACIÓN - LEER MÁS ADELANTE QUIZÁ =

- Estiramientos la mente del usuario, eg.: aumento de su creatividad. Ver el documento de KN (invención) sobre asunto.

- D: 1 Reino Unido = 2 c = función 3

- OTD: %interactive; el sistema vendió con un manual/un libro de textos educativos en "C" o forma del libro (dejar); multiusos; notificador; P.M.; Reino Unido; % "de M"; págs.

. - "Ranurador": localiza el then= recupera el data= necesario para esta parte, eg.: información para proporcionar una mejor educación.

- Código (acceso, marca de agua del EL (electrónico) "") codificado en sw/data límite cómo sistema ()/programa del sistema puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".

- Subpartes: Educ-EGH.

- "Facturación"

. - Lugar de reunión del EL:

Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // (sistema cómo/w5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (las acciones/las declaraciones/las respuestas u) de // DIRIGEN el nr de // (notificador) (cuando u se pide para responder o debe notar ocurrencias señaladas) banda de // del OSCILADOR de // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (teléfono del `) (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas (sistema) diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

. - Patente 5368308 de los E.E.U.U.: La corriente de los sonidos registrados rotos en segmentos entonces reordenó = práctica "educativa" (mejora capacidades de pensamiento: memoria/análisis de sonidos). Juego
- Los E.E.U.U. patentan = "Educ": str: educ y (eléctrico o talud o computadora o software)
- "Tuvieron acceso a VAGOS": el comportamiento correcto (EGH) enseñó al accessor= después de eso a tal comportamiento (correcto) requerido.

Ver + ' guía. EL EXTREMO DE LA CAÑERÍA EDUCA LA SECCIÓN
Archivo: Introducción/hospitalidad de las características

HOSPITALIDAD %

El uso de la invención puede ser: un tipo de hospitalidad; una experiencia nueva/feliz/de la diversión; una experiencia creativa; utilizado para estimular la creatividad del usuario.

INFO EMBARULLADO MISCELÁNEO:
- generalmente las experiencias del placer/del bienestar compensan los aspectos de los program/%product que sacan emociones de otros tipos, eg.: horror, susto, fricción; pp; P.M.; %educational; juguete de %educational; % " del juego ".
- el HUMOR = el uso de los efectos/mejora de la invención a menudo el humor del usuario. La literatura de las ventas del producto indica que mejora y o que altera humores, sensaciones, emociones, o llano humanas de la felicidad. Los siguientes también se utilizan para alcanzar esta puntería:
--El juego interactivo del `que UIP-Se adapta para que al usuario saque señaló emociones en jugadores.
--carro del juego del `; carro; carácter; tonos/sonidos agradables en el OSCILADOR, synth, discurso; fraseología del software, etiquetas del botón, instrucciones en manual impreso. Esta parte pudo de vez en cuando equivocadamente haber sido llamada "entrada en este caso el contexto justifica el significado. "Corregir".
. - "Ranurador": localiza el then= recupera necesario ("entretener") programa = como controlado por UIP-Adaptar.
- Un código (acceso, marca de agua del EL (electrónico) "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".
. Subpartes:
- Entretener-Programa: películas, música, % " de los juegos ". El programa puede digital ser almacenado.
- Dibujo de OTD: U = (entretener) ~ C =
%ARTIST; %BA (adaptar [nuestras] invenciones al usuario); CEREBRO; C (computadora del `); %CAMERA; CARRO; %COMPOSITION; EDIT (uip); EDUC (el uip hace más entretenido); K; M; %MM (entretener es experimentado por u vía el milímetro); %MIC; MULTIUSOS; NR; OSCILADOR; Banda (u

programa W5 (qué, donde, cuando, porqué y cómo) de la hospitalidad); Q; R; RANURADOR; %SCORE; ESTÉREO; SYNTH; %TDS;
UIP (uip-adaptar); UQ; VR; WA. "Facturación"

LUGAR DE REUNIÓN ELECTRÓNICA: Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = ANALIZADOR de // del ACCESO (necesario para cada participante (u) para ensamblar) (sistema cómo/w5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // del nr de // (notificador) (cuando u se pide para responder o debe notar ocurrencias señaladas) (comunicación verbal) (programa) del `(cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminado diferentemente a otros = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (teléfono del `) (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

ENCAMINAMIENTO de PROGRAMA de la HOSPITALIDAD 3G050: El sistema encaminará a usuario a otros (relacionado o mejorar) programas, eg.: de acuerdo con el UIP del usuario/de programas. Ver la pieza del redactor para los detalles.

la HOSPITALIDAD 5J0411 LLEGA A SER MÁS REALISTA EMITIENDO OLORES CORRESPONDIENTES

. Emisor del olor de la película: Los olores y otros estímulos se emiten para la gente según cualquier criterio. Ejemplos:

- La película/los espectadores/los usuarios electrónicos de la hospitalidad tienen sus (cinco) sentidos estimulados en las horas señaladas (w5), de emparejar el efecto deseado en el.
- La educación del `, guía, terapia consigue más difícilmente.
- El olor puede tener propósitos simultáneos múltiples: hacer agradable [a ser humano] olfatear; efectos del comportamiento múltiples; función como notificador [alertando peligro o el estado de la situación]. Eg.: el olor ambos notifica a usuario, mientras que motivan los para actuar [por ejemplo olor lemony cuáles pudieron combatir holgazanería], o la emisión de los olores del alimento cuando su hora para que la persona comience a preparar el alimento o para cuando motivan a los clientes para comprar el alimento [en el tiempo señalado en cine]
- D1: la persona fija el olor del tiempo [s] debe ser emitida en escenas de la conjunción w (con) en película [según lo dirigido por la guía automatizada/impresa] = tipo del olor emitido considera el tipo escena [por lo

tanto qué olores son los más convenientes motivar a usuarios en que humor temporal] y el tipo alimento que los están motivando para comprar en el cuarto delantero. Los olores se pueden también utilizar para realzar la experiencia de la película [este 3ultimo existe en artículo de los tiempos de Japón a partir de los años 90 tempranos?]

- D2: los vagos determinan comportamiento [de la persona o del organismo] = los vagos del altered= del comportamiento del emitted= del olor determinan la cuenta para el cambio en comportamiento señalado.

-5J041 y 5J0411 son relacionados

. Ver que emisor del olor del juguete del animal doméstico 5J0412 crea un impacto más grande con el animal doméstico. El olor pudo ser emitido cuando el sensor de la vibración del juguete lo determina se está jugando con.

- Diversos olores pueden emanar según cuando y con cómo [W5] se juega.
- La invención adapta sus funciones para el usuario, el animal doméstico y o el uso.

-5J0412 está en subparte de la Animal-Hospitalidad

HOSPITALIDAD - SECCIÓN POSTERIOR LEÍDA QUIZÁ:

El uso de la invención puede ser: un tipo de hospitalidad; una experiencia nueva/feliz/de la diversión; una experiencia creativa; utilizado para estimular la creatividad del u.

- OTD: generalmente las experiencias del placer/del bienestar compensan los aspectos de los program/%product que sacan emociones de otros tipos, eg.: horror, susto, fricción; pp; P.M.; %educational; juguete de %educational; % " del juego ".
- el o-HUMOR = el uso de la invención mejora a menudo el humor del usuario. La literatura de las ventas del producto indica que mejora y o que altera humores, sensaciones, emociones, o llano humanas de la felicidad. Los siguientes también se utilizan para alcanzar esta puntería:

--OTD: carro; carácter; tonos/sonidos agradables en el OSCILADOR, synth, discurso; fraseología del software, etiquetas del botón, instrucciones en manual impreso. Esta parte pudo de vez en cuando equivocadamente haber sido llamada "entrada en este caso el contexto justifica el significado. "Corregir".

. - "Ranurador": localiza el then= recupera necesario ("entretener") programa = como controlado por UIP-Adaptar.

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".

. Subpartes:

- Entretener-Programa: películas, música, % " de los juegos ". El programa puede digital ser almacenado.
- Dibujo de OTD: U = (entretener) ~ C =

%ARTIST; %BA; CEREBRO; C; %CAMERA; CARRO; %COMPOSITION; EDIT; EDUC; k (teclado del `); M; %MM (entretener es experimentado por u vía el milímetro); %MIC; MULTIUSOS; NR;

OSCILADOR; Banda (u programa w5 de la hospitalidad); Q; R (`teledirigido); RANURADOR; %SCORE; ESTÉREO; SYNTH; %TDS;

UIP (uip-adaptar); UQ; VR; WA.

- "Facturación"

- Lugar de reunión electrónica: Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

. Hospitalidad: TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // ((qué, donde, cuando, porqué y cómo) sistema cómo/W5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // del nr de // (notificador) (cuando u se pide para responder o debe notar ocurrencias señaladas) (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas (sistema) diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

. Hospitalidad - usos de la guía: Sugiere el tipo ejercicios/movimientos del cuerpo: El uip médico estudia la dolencia del usuario antes de que/durante/después de que el exercising= analice el tipo resultados de cada ejercicio posible ['valor de cuentas de cada uno] = sugiera el tipo ejercicio.

- El tipo usuario de los resultados puede desear tener en themselves= y qué él selecciona de menú del interruptor (software del `): una energía más física/más mental [capacidad del pensamiento creativo]; mejorar el condition= médico en la consideración con la dolencia del u, eg.: sus dolencias específicas; el guide= de la terapia física considera las limitaciones corporales del usuario y cualquier área del cuerpo que necesiten el foco/el handling= especiales [para la rehabilitación]; la guía compensa daño/limitaciones permanentes en usuarios, eg.: edad avanzada, problemas con las partes del cuerpo particulares o miembros.

--'Sugerencias del analizador: longitud de tiempo y rigor del ejercicio; frecuencia por semana...

- Ver: Dirigir los trabajos con: movimiento NR del cuerpo 1J010: para el síndrome de túnel de carpal; formas entretenidas de movimiento; movimientos del cuerpo atados para componer.

EXTREMO DE LA SECCIÓN PRINCIPAL DE LA HOSPITALIDAD

Archivo: La introducción de la característica/rodea protege

PROTECCIÓN DEL MEDIO AMBIENTE

[Automáticamente] funciones para aumentar o para proteger completamente el ambiente en uno o maneras múltiples.

. Ambiente del monitor de los sensores del analizador - busca y reacciona según lo programado. Las reacciones incluyen: notificación alguien; alterando cómo funciona un producto, por ejemplo uno o más de desactivación o de aumento de sus piezas/funciones. [automáticamente] cambiando cómo funciona el producto cuando es necesario [basado en w5 (qué, donde, porqué, cuando y cómo)], para reducir/consumo de energía del aumento, y o ventaja/daño ambientales.

. El analizador del comportamiento estudia los usuarios'/el comportamiento del dispositivo, después los sugiere que' educa' guías el usuario/sistema para ser más EP amistoso.

. Las historias educativas del juego video dan los puntos para el comportamiento amistoso del EP. Los carácteres antipáticos del EP son bandidos.

. Las guías/educan a usuarios [con la hospitalidad] para utilizar los productos para un mejor EP.

. Cuenta: El sistema se anota/otros dispositivos para el nivel de buen/malÌ□n efecto al ambiente. El Info se puede enviar al analizador.

. Los sensores supervisan y analizan niveles del EP: olor/sensores químicos, analizador de sonidos [las búsquedas del `y reaccionan a la contaminación de ruido, o a los sonidos correlacionados con una edición del EP].

. Adaptar (UIP) de los sastres ambientales señalados de las características los productos a ser respetuosos del medio ambiente.

. Diagrama: El sensor = unidad central de proceso (analizador del `) = hizo salir [la invención se ajusta para que haya el mejor EP].

. W5 (qué, donde, porqué, cuando y cómo): el sistema ajusta sus funciones y autodominio basados en cuando, donde, porqué más qué está sucediendo y cómo.

. Qué necesita la protección, e.g. las publicaciones de la sierra club, Naciones Unidas, Agencia de Protección Ambiental de los E.E.U.U. [gobierno federal]. Más ejemplos: Reducción de la contaminación. Reducción del gas de la casa verde. Reducción del alergénico. Reducción cancerígena [del lanzamiento]. Protección [salvaje] del organismo. Control de la erosión. Reducción electromágnetica/de la radiación.

. Protejamos nuestro planeta en cualquier tecnología de desarrollo de la manera permite. Los descuentos en la autorización pueden ir a las organizaciones que son más respetuosas del medio ambiente con nuestras y otras invenciones.

Archivo: Introducción/ejercicio de las características

EJERCICIO

También pudo funcionar como el compañero, la guía, o el organismo provechosa de la regla en ejercicio físico.

- D: 1 - > 2 - > 3

- OTD: el usuario se mueve desde la postura/el punto 1 a 2 del cuerpo mientras que el usuario está obrando recíprocamente con el producto en 1 y 2; la persona 3 continúa el ejercicio (123456...); el sistema es bueno para la persona que se mueve alrededor en por lo menos una manera de menor importancia, aunque no no necesario requiriendo actividad física vigorosa. "Mandando la cuenta": cuentas

. - Ver: Tuvieron acceso a las piezas para el movimiento y los VAGOS: mecanografiar los fósforos del motion= necesitó perfil del comportamiento tener el "acceso".

- Mecanografiar los movimientos ("anotado" (vía los "sensores")): "Danza"; Vibración (KN); Picosegundo-Zona; Tuvieron acceso al "movimiento"; Cómo objeto (hecho (por u) "flotar".

El `modifica programa del ejercicio para requisitos particulares [dirigen al usuario a tomar].

EXTREMO DE LA SECCIÓN CORTA DEL EJERCICIO

Archivo: Introducción/experiencia de las características

EXPERIENCIA (NOMBRE DE UNA PIEZA - TIENE POSEER LA FUNCIÓN)

. Experiencias parte o toda de U (usuario) del sistema vía: visión ("s")/sonido ()/"del "oscilador" hospitalidad"/% "de la vibración"/% "del olor". Éste es un subconjunto de "obra recíprocamente".

. Para el dibujo de Techies: users= "experimenta" ("obra recíprocamente" w) ~c (computadora)/s (pantalla de ordenador)/oscilador (sano) saliente/que sigue del comunicador suministra cuál es necesario para "experimentar" =

TENER ACCESO al juego // de // EDIT // EDUC // del CARRO de // de la CUENTA de // %ANALYZER // del ARTISTA de // (cartucho del software del `) que la CUENTA MULTIUSOS // de // del RANURADOR de // q (el usuario y o el sistema se hace preguntas) // r // (teledirigido) de la Picosegundo-Zona de la banda de // del oscilador de // del NOTIFICADOR de // (comunicador sano saliente) (programa informático) // BUSCA y que REACCIONA (reaccionar = "experiencia") el ANALIZADOR VISUAL // +VR // +WA de // UIP de la PISTA de // del juguete de // tds (característica) de la estampilla de fecha del tiempo // t (telecomunicaciones) // del ANALIZADOR de SONIDOS de // %SENSOR // (+uip-tailor mejora la "experiencia") //.

La naturaleza de la experiencia se modifica para requisitos particulares.

DIAGRAMA: El usuario experimenta la parte o todo el sistema vía: visión ("s")/sonido ()/"del "oscilador" hospitalidad"/% "de la vibración"/% "del olor". Éste es un subconjunto de "obra recíprocamente".

. Diagrama: U (usuario) = "experimenta" ("obra recíprocamente" w) el ~ C/S/OSCILADOR/siguiente suministra cuál es necesario para "experimentar" =
La CUENTA MULTIUSOS de // del RANURADOR de // Q () // R () // de la Picosegundo-Zona de la banda de // del OSCILADOR de // () // NR () // del juego de // EDIT () // EDUC () // del CARRO de // de la CUENTA de // %ANALYZER () // del ARTISTA de // del ACCESO () () () () () // () () () // BUSCA y REACCIONA (reaccionar = "experiencia") el ANALIZADOR VISUAL de // UIP de la PISTA de // del juguete de // TDS () // T () // del ANALIZADOR de SONIDOS de // %SENSOR () // () () (+uip-tailor mejora la "experiencia") // () // +VR () // +WA ().

EXTREMO DE LA SECCIÓN CORTA DE LA EXPERIENCIA

INTRODUCCIÓN DE LA CARPETA DEL JUEGO

NUEVO CONCEPTO DE ADAPTAR JUEGOS PERSONALIDADES DE S DEL JUGADOR'

Contenido para la sección de los juegos: Sub-Folder de la cañería de los JUEGOS. Incluye Secundario-Secundario-Carpetas con sus archivos:
. Introducción de los juegos (archivo)

. GA LIC R: (secundario-secundario-carpeta)
- Juego del collar
- Juego de la datación
- Detalles del juego de la datación

. INVENCIÓN Y PIEZAS DEL GA:
- El comportamiento de la guía se modifica
- Comunicación del sastre
- Fósforo del sastre
- El UIP emerge

. GA 3
- Predecir las funciones del juego

- Guía del laberinto del rompecabezas
- Juego de práctica de la vida real
- Interfaz verdadero del tiempo

. GA 2
- Buenas intenciones
- Juego de la salud
- Buscar un juego de la reacción

. GA 1
- Juegos de marzo de 2006
- Juegos otro
- Juegos a partir de los años 90
- Juego de la invención

Juego (archivo)

. PIEZAS del JUEGO (características):
- Juegos de la subparte del UIP
- Puntos de acción
- Partes de nuestros juegos de los años 90
- Inteligencia artificial UIP
- Características comunes de la industria
- Lista del diagrama del RPG
- Facetas grandes del UIP
- Juegos de la entrada del UIP

. Aumentar otros juegos

Las invenciones adaptantes del juego hacen su propio diagrama o son funciones incorporadas en una.

El ANALIZADOR del COMPORTAMIENTO selecciona las opciones del juego que excitan a jugador. Ejemplo: Un individuo que ama rescates de los blondes su muchacha ideal.

El MODELADO del JUGADOR ajusta la plantilla del juego según el modelo de comportamiento de cada jugador.

ALGUNOS DE NUESTROS JUEGOS ADAPTANTES: Estrategias mágicas de la contraseña. Juegos del despertador de la mañana. Sin hilos. GPS Geodashing. La pista entonces atrapa a bandidos.

Los juegos de la adaptación de la personalidad dan a jugadores apenas se quiere qué.
Los juegos educativos refuerzan sutil buenos rasgos de la personalidad.
Ayuda a grados de ESRB mientras que guarda el entusiasmo.
Nuestro IP es así alto adaptable alto propietario. ¡Más...!

SOFTWARE Y JUEGOS DE LA DATACIÓN: ¿Qué su amante de la fantasía se comporta y parece? Obrar recíprocamente con su amante ideal de las maneras que le hacen feliz.

JUEGOS DE LA PREDICCIÓN: Ganar las energías valiosas de predecir cómo los carácteres del juego se comportarán. El analizador del comportamiento educará a jugador sobre los rasgos del comportamiento del carácter. El analizador del juego correlacionará el modelo de comportamiento del jugador, con los panoramas próximos del juego, así que puede predecir cómo actuará un carácter del juego. Prediciendo cómo actuará un carácter del juego, el jugador tiene una ocasión más alta de ganar. El nivel de confiabilidad en el juego que predice el comportamiento del carácter puede variar de carácter al carácter - éste crea un nivel de suspenso. Al mismo tiempo, la característica de la predicción trae una nueva dimensión a los juegos video.

GUÍAS DEL ROMPECABEZAS Y DEL LABERINTO: El sistema señala a usuario si están consiguiendo más cerca o más futuro del resultado deseado. Los rompecabezas de software y del soporte físico pueden ser cualquier número de dimensiones, y estén en las formas tales como los cubos de Rubik. Para ser más interesante, allí puede ser rutas múltiples a solucionar el rompecabezas o a conseguir a través del laberinto. Los cortes cortos serían identificados con una luz verde; mientras que son largas las rutas pueden encender para arriba amarillo; y las luces rojas demuestran callejones sin salida. La función de adaptación de este juego trabaja correlacionando la localización actual, con el punto de la blanco. Mientras que la localización del jugador cambia, las señales verdes y rojas del juego se adaptan a la nueva localización del jugador.

PAPEL INTERACTIVO QUE JUEGA A JUEGOS CON LA GENTE VERDADERA: Obrar recíprocamente con la gente que usted conoce. Predecir los resultados posibles de cada tipo de interacción, en juegos imaginarios de la vida. Aprender cómo solucionar problemas interpersonales en trabajo, familia y otros ajustes sociales. Consecuentemente, explorar cómo las relaciones se desarrollan en el juego y los mundos reales.

JUEGOS DINÁMICOS EN TIEMPO REAL DEL INTERFAZ: Obrar recíprocamente con las facetas del mundo real. El juego mezcla realidad con la ficción. Obrar recíprocamente con los líderes de mundo para discutir y para solucionar problemas; o responder a las gotas en precios demasiado caros de las propiedades inmobiliarias invirtiendo en fondos de capital de riesgo. Obrar recíprocamente con las características de productos de competidores, para subir con mejores ideas de la invención. Aprender. Solucionar los problemas. Divertirse. ¡Más.!

LOS COLLARES DEL HÉROE ENTONCES CONTROLAN A OPOSITOR: Piedras de afilar de la lógica confusa de un collar adentro en los rasgos de los opositores, que están obstruyendo a héroe. El collar recompensa comportamiento cooperativo, y acciones obstructoras de los límites. ¡Más...!

JUEGOS DE LA MODIFICACIÓN DEL JUGADOR DEL RPG: Los padres descubrirán que esto puede enseñar a cabritos a ser comportado mejor, mientras que disfrutan del juego. Los padres pueden elegir de una lista de ediciones del comportamiento que su niño está haciendo frente. Los diagramas de la plantilla del juego cambian para emparejar el diagrama con las características del jugador. Las áreas de la mejora incluyen: prestar la mayor atención al padre; y teniendo más ambición en escuela. Los muchachos o las muchachas pueden trabajar en sus miedos sobre tener éxito en universidad y conseguir una fecha agradable. ¡Más...!

TERRITORIO UNCHARTERED DE LA DEMANDA: Descripciones de ensanchamiento de la característica intelectual en la reivindicación de más territorio. Cualquier persona que desea entrar en nuestro territorio (desarrollar nuestros conceptos inventivos) puede pagar altos honorarios para autorizar las derechas de patente del monopolio por hasta 20 años.

NUESTRAS INVENCIONES SON EJEMPLOS: Estamos buscando patentes amplias en las invenciones para las cuales los ejemplos específicos. Las patentes pueden darnos el derecho exclusivo para cualquier jugador del juego que utilice nuestros conceptos esperanzadamente amplios del juego. Pensar en los beneficios potenciales.

ESTRATEGIA DE RAMIFICACIÓN DEL ÁRBOL: Las invenciones en una categoría se pueden utilizar para ampliar invenciones en nuestros otros campos electrónicos. Las descripciones de la invención incluyen piezas; se explican amplio en otros archivos también enviados a la oficina de patentes. La inserción de una parte abreviada una palabra puede ampliar automáticamente la invención por el número de páginas de eso partición. Cada parte hace conexiones extensas a otras piezas, y esas piezas a otras piezas y números de patente. A menudo uno conecta simplemente con una pieza, y la invención se adapta a un nuevo uso. Las solicitudes de patente del tonel generalmente se titulan "diseño adaptante".

UIP (INFORMACIÓN DE USUARIO QUE PROGRAMA): Tiene usos extensos en la mayoría de los productos electrónicos del OEM. Los juegos son un fondo excelente en el cual ampliar el UIP, pues es una "cultura muy flúida". Centrarse en los usos del UIP para estos e invenciones posteriores.

Archivo: Juegos/Lic R/collar GA

RESTRICTOR y GUÍA 2G150 del COLLAR

Restrictor del collar: Los carácteres del jugador y las otras criaturas del juego pueden ser asignados los collares que influencian las habilidades fuertes y débiles de la criatura. El collar se adapta al usuario con la inteligencia artificial. Zaps a portador basado en en lo que están haciendo y son bien expertos. Los collares pueden en peor, hacen los carácteres a zombis, o en el mejor de los casos igualan habilidades entre dos o más de ellos. Por ejemplo un jugador bueno con las espadas puede encontrarse penalizados con un collar que obstaculice sus habilidades de la espada o del shooting. La penalización puede ser más débil o más fuerte según el castigo, y los sistemas de la habilidad del carácter o del jugador.

Detalles:

+ el collar tiene todas las funciones de cualesquiera de nuestras piezas de la invención, particularmente las que efectúen comportamiento.

--Agentes del UIP de los collares (llevar todas las características del) que efectúan características señaladas al nivel resuelto, para el resultado deseado.

- Los jugadores pueden ganar en formas múltiples. Por ejemplo: Quitando su collar y ejercitar las habilidades completas aumentadas anterior; o el aprendizaje de cómo evitar las restricciones del collar encontrando los lugares por los cuales pueden ejercitar sus habilidades - sin embargo el collar puede aprender cómo se evita, dando por resultado el jugador que tiene que encontrar otras grietas en la restricción.

(GPS) Característica G105 del juego del collar: Las búsquedas del UIP del collar y reaccionan a las situaciones señaladas. Enseña/recuerda a portador (carácter, persona, animal) qué hacer basó en guía' EGH/' TGH de qué UIP/señala la'. EG.:

- Popeye: alza el conocimiento de usuario/la fuerza cuando (los acercamientos del opositor). El picosegundo del collar sabe a cuándo está en proximidad designada (punto (ocultado) del acceso/del escape). El collar puede emitir: olores (del café); vibraciones (a verdadero o aumentar la vigilancia); notificación de los sonidos (oscilador); imágenes/luces para que cualesquiera y todos vean. Envía las señales negativas para (malo/peligroso) el comportamiento (descarga eléctrica).

. Jefe del usuario el' entrena a su animal doméstico/robusteza/ayudante con el collar del UIP. El amaestrador/el portador da la UIP-entrada. Los portadores no pueden multiplicarse en gran número, cada uno que tiene collar (iguales), haciéndolo más fácil hacer a un grupo (luchar/acto para el amaestrador/el jefe).

- El jefe del `ata con correa el collar sobre opositor/miembro del grupo (puede ser sacado solamente con el acceso (obtenible por el jefe/el bandido)).

Utilizado antes: ¿Demostrado en la demostración de Star Trek TV?

Panorama del juego de la serpiente: Esclavos [transformados parcialmente/cambios de la forma] en los animales [viven cerca] [conservando características/energías humanas]. El jugador [tal esclavo] obra recíprocamente con un humanoid/una serpiente [enorme]. El jugador evita zona cerca de serpiente. El jugador toma medidas que mantienen la serpiente ausente [de jugador que ataca]. El collar puede ayudar/jugador del cesto en: siendo detectado por la serpiente; serpiente de la lucha. El collar predice cómo la serpiente reaccionará [si el jugador alarma /triggers una reacción de la serpiente]. El collar utiliza a' sastres al ambiente como un recurso/arma para UIP- [entrada]: camufla a jugador.

- El collar camuflará los sonidos/los movimientos del jugador trampeando la serpiente en el pensamiento de la conmoción fue causado por otra entidad, eg.: presa del roedor/de la serpiente. El jugador trampea a bandido en la interpretación del' comportamiento del jugador que predice en cuanto a ser algo diferente para cuáles es.
- el collar da estrategias del jugador en cómo a: puente/acercamiento/ataque/lucha (lucha).

COLLAR-UIP: La inmunidad a los problemas señalados, ese analizador realiza que' predice existe.

El ajedrez tiene gusto de la función del juego del collar: el jugador mueve un empeño; antes de que sea opuesto los movimientos que juzgarán' predigan cómo los otros movimientos anticipados. El jugador ataca a bandido [este 3ultimo evade ataque].

Guía del modo del ataque: de acuerdo con el UIP de la blanco [percibida], el collar sabrá [a un mejor] ataque que da estrategias/las herramientas. Otras debilidades de la blanco.

UIP-Entrada: el collar aprende de acciones en juegos [anteriores]. Busca debilidades [a través de menú] en opositor.

Hombre mega de Nintendo - aquí niveles de trabajos del jugador a conseguir al jefe principal.

Guía del collar

En gran parte el inverso del restrictor del collar. El collar aprende la debilidad del jugador principal y los dirige a través de puntos ásperos. Por ejemplo:

- Aprender para los puntos: A cambio de algunos puntos, la guía dará el jugador sesiones de práctica, y a indicadores. Los indicadores pueden ser simplificados así que el entrenamiento muy largo no se requiere. Los indicadores incluyen la declaración: punto débil de etiquetado de opositores; sabiendo cuáles de los muchos botones necesitan ser presionados en el arma para dominar a opositores; palabras mágicas (acceso del `) que ampliarán su vida del juego.

Alcance de la invención de extensión del diagrama: Usuario = esta base de datos/UIP [de los rasgos del portador y de las funciones del collar o reacciones potenciales de los efectos/UIP [en la experiencia del portador o del jugador] // educan/UIP [portador] de los profesores del collar // corrigen/UIP [función] del collar // del analizador/UIP del comportamiento de // de la entidad/de la invención de // de los agentes de // del acceso de // del analizador del ~ de la computadora del ~ de la invención = de la cerradura del carácter [el collar accede] [los agentes pueden tener acceso/corte otros agentes, tales como collares que sean agentes] [el collar es una invención] [el collar adapta al portador] // (al comportamiento del portador)] // Aparición-AI/guía/UIP de Peter [sugiere y cómo el collar dirige a portador] // [en donde y cómo puede el portador las opciones de la secuencia de la introducción de // de la orden y de la sincronización de go/act w5] // Heurístico-AI [la mejor acción dirige a usuario] // de las selecciones [el collar da la dirección múltiple del paso] [explica el collar (con ejemplos móviles de la acción)] //.más vida [la toma de los collares/agrega vidas] // poniendo/UIP [los padres lo dijeron que ayuda con los cabritos' educación] // humor/UIP [alterar' corrigen humores] // multi OBSTÁCULO [el collar puede ser obstáculo superable] // paladio (Puzzler de ciclo inicial del ping-pong/UIP)/UIP [funciones efectuadas por zona] // del dispositivo de colocación del collar [el collar actúa, después las búsquedas y reacciona ocurren a qué acontecimientos externos] // botón (derecho) [de la prensa que se accionará para arriba o (involuntario) abajo] // [quitar o collar del acceso] // VR [el collar es un dispositivo de la realidad virtual (con el engranaje que transmite a todos cinco funciones más relacionadas de // de los sentidos del humanoid].

Archivo: Detalle de la fecha GA

DETALLES OPCIONALES DEL JUEGO DE LA DATACIÓN Y
PLAN EMPRESARIAL ABREVIADO

Descripción: Esta oferta implica varios aspectos de este extracto. La parte principal consistiría en el producir de un algoritmo de la inteligencia artificial basado más cercano a la manera que razona el cerebro humano [el `analiza]. Esto sería basada en la información presentada en el Web site http://www.awayfrompain.com. Este sitio y publicaciones de él proporcionan un modelo de funcionamiento de la persona consciente y cómo van alrededor a tomar decisiones. Desarrollando este modelo en un algoritmo sería esperado que los carácteres serían más verosímiles.

Archivo: Detalle de la fecha GA

El segundo aspecto cubierto es la creación [de los carácteres del juego del `] y sus personalidades y comportamientos.

El tercer aspecto que se cubrirá en este documento es dos usos de la vida real que se podrían perseguir una vez las otras dos ediciones son resolved.

ALGORITMO del CEREBRO HUMANO 1.THE:

El modelo conceptual del cerebro consistiría en una base de datos de la información incluyendo una línea de fondo que comienza la base de datos tan bien como los datos adicionales determinados [analizador del comportamiento del `] [por el carácter]. Todos los datos tendrían seis grados numéricos adicionales asignados a ellos. Éstas serían importancia moral de la información en las categorías de amor, de sabiduría, de energía, de justicia, y de humor. Éstos serían equilibrados contra los deseos del carácter con respecto a los datos que son analizados. Pues el carácter experimenta decisiones las cuentas para estos aspectos en un tema dado se alteran que proporcionan un modelo evolutivo de la toma de decisión.

Los datos entrantes se analizan contra la información anterior y se obtiene el mejor fósforo. Las cuentas con esta información así como una cuenta al azar del humor serían determinadas para la decisión. Las respuestas se podrían atar en las respuestas múltiples basadas en cuentas, o una respuesta reflejada basó en la petición. Una vez que la decisión se toma en una respuesta, los nuevos datos y cuentas actualizados se almacenan para el uso

futuro. De esta manera el carácter está cambiando constantemente sus encendido últimos datos basados toma de decisión, humor actual, y deseos de la corriente. De esta manera se espera que el comportamiento del carácter sería más humano como.

Otro ejemplo sería un deseo cada vez mayor basado en conversaciones anteriores. En un cierto punto ganaría hacia fuera sobre las aplicaciones morales las otras cuatro cualidades. Un método para restaurar moralejas podría ser hecho por ejemplo si el carácter era tener una conversación basada en la religión o buen comportamiento. Esto después bajaría la cuenta del deseo y traería el carácter nuevamente dentro de un estado moral correcto. Esto sería relacionado con una conciencia en una persona. Su conciencia puede corregir su comportamiento recordándolos la moralidad de una situación dada sobre la reflexión y afectar así al resultado de las situaciones similares futuras.

Éste está todo en las etapas conceptuales y está conforme a cambio. Apenas estoy intentando proporcionar un modelo de funcionamiento de cómo éste podría ser realizado.

2. PERSONALIDAD Y COMPORTAMIENTO DE CARÁCTERES

Cada carácter también vendría con características de la personalidad de la línea de fondo. Para facilitar la función de crear un carácter tomarían el usuario a través de un cuestionario detallado sobre cómo el carácter reaccionaría. Esto entonces llevaría a un módulo actualizado de la personalidad [UIP] para el carácter que después afectaría al humor y sería descompuesto en factores en la toma de decisión [`que analiza]. Como las menciones abstractas, si la persona de la vida real/[cosa del juego del `] reacciona diferentemente esto se puede observar [uip-entrada] y después modificar [`adaptado] en el programa.

El usuario también completaría el cuestionario [uip-entrada] de modo que el carácter tenga un perfil de la personalidad de la línea de fondo para de lo que un poco está tratando la persona él. Esto sería similar a lo que hace la compañía Eharmony en su Web site con su cuestionario extenso para la gente que empareja junto. De esta manera el carácter puede tener una idea de lo que dará la respuesta a resultado deseado.

3. USOS DEL MUNDO REAL PARA EL EXTRACTO

Aunque sea evidente que hay usos de gran envergadura para esta invención, algunas ideas vinieron importar inmediatamente que pudieron ser interesantes y están fuera del alcance del extracto. Los interfaces que vinieron importar para mí eran el sistema de Nintendo ds como es handheld, tiene capacidad de comunicación del IR para dos jugadores, y es también capaz de conectividad de Internet sin hilos. Con dos pantallas visuales, un carácter se puede poner en la pantalla superior, con los parámetros de modificación hechos con una aguja en la

pantalla inferior. El carácter podía entonces ser actualizado en la pantalla superior. Esto podía ser muy útil a través del modelo programado.

Otra plataforma que siento tendría un rato al mercado rápido sería los usos del Internet de esta idea. Debajo de usted encontrará que que dos usos que pienso tener súplica amplia y ser fácil ejecutar.

Un amigo virtual de los envíos de mensajes de texto para los teléfonos celulares/caminata Abouts.

1. Un Web site en línea adonde el usuario va y suscribe. Entonces toman un concurso de la personalidad para sí mismos y cualquier carácter que deseen fijar. También pueden utilizar construido en carácteres. Este uso sería un servicio de los envíos de mensajes de texto para los teléfonos celulares de la gente del novio virtual o de la novia de una persona.

Podrían fijar la frecuencia, el tono, y la persistencia de su pal en línea. Podrían incluso tener un modo psico de la novia donde los mensajes de texto extraños se envían en todas las horas. Si el usuario reacciona o envía un mensaje de texto al Virtual Server, se analiza y se responde de la manera del mejor. De esta manera el usuario podría tener una conversación corriente con la novia virtual. He/She/It también podría transferir su cuadro de modo que apareciera en el teléfono celular [con las características del picosegundo] cuando transmisión de la llamada se recibe la'.

La persona pudo querer utilizar este servicio para impresionar a sus amigos, para hacer un compañero celosa, la hospitalidad, o apenas para la diversión. Las personalidades del alto nivel podrían ser dadas el mismo concurso [uip-entrada] y poner en el sistema también. Esto se podría poner como Web site independiente en donde los réditos son generados por las suscripciones, así como la publicidad en el sitio debido a el volumen.

Amigo virtual del email [realidad virtual del `]

Esto sería un servicio similar a el arriba y se podía funcionar del mismo Web site o diverso. El concepto y la base de las suscripciones serían igual a menos que el amigo virtual enviara email al usuario así como la respuesta a los email. Sería similar en el resto de los aspectos.

Éstos apenas están comenzando ideas. Creo pues estoy seguro que usted hace que hay muchas otras avenidas inexploradas para este concepto. Creo que debe ser desarrollado en el contexto de sistemas de envío y de plataformas existentes del juego y ser autorizado y ser puesto a través de estos canales. Esto aceleraría el desarrollo de los conceptos.

Una compañía de Hong Kong tenía una novia virtual similar pero no exactamente qué se propone aquí en finales de 2004. No estoy seguro qué sucedió a esta idea. El problema era que quisieron cargar el dinero de los usuarios comprar regalos y flores para mantener a la novia virtual feliz. Esto estaba encima de un honorario de suscripción. Si usted no guardara su feliz ella no hablaría con usted. http://news.bbc.co.uk/2/hi/asia-pacific/3591856.stm

Archivo: Fecha GA

SOFTWARE y JUEGOS 2G140 de la DATACIÓN

SOFTWARE Y JUEGOS DE LA DATACIÓN

Obrar recíprocamente con su amante ideal de cuatro maneras. La lógica confusa empareja a jugadores para arriba con las fechas anticipadas que son verdaderas o imaginarias. Los estudios de sistema las características del comportamiento de los jugadores de la vida real, a hacen el mejor fósforo, o diseñan a amante imaginario. La interacción del amante de la versión del juego contrata a gente jugar con su amante imaginario. La versión de la vida real es casamentero virtual. Fechar enseñan las guías a jugadores del juego a mejorar habilidades sociales de la vida real, para alcanzar hacia fuera a la gente, y después consolidan la relación. El derechos de propiedad intelectual se está desarrollando para el ™ virtual del amor que abarca versiones de una realidad más avanzada, más virtual de estas invenciones que se tomarán para poner cuando los costes de la tecnología llegan a ser comprables.

Detalles:

- Gozar el obrar recíprocamente con sus amantes ideales.
- Mejorar la uip-Info-entrada por cómo el jugador selecciona a sus compañeros [potenciales]. Las personalidades, el cuerpo/las características faciales, la voz del jugador y la opción de palabras, etc... se emparejan y chispean interés en jugadores [y otras entidades].
- `Interactivo cuando está agujereado/solo.
- El `educa a uno mismo en cómo mejorar habilidades sociales; o conseguir sobre miedos al resolver gente/entidades elegibles ideales.
- Luchar para conseguir (muchacha): (dos) (hombres) luchar, y ganar dominando el otro (sabiendo sus características).

Versiones y usos del programa:

- Juego para dos o más entidades/jugadores
- Servicio de la datación de la vida real: predice cómo una gente dos o más verdaderos obrará recíprocamente en diversos ajustes y uno o más metas diversas, eg.: amante, amigo, socio comercial, jefe [patrón o bandido del juego a enredar con], y vigilante que buscan.
- Juguete [del software] a obrar recíprocamente con y para alcanzar fósforos [mientras que placer de sensación]: amigo [romántico]
- `Educativo/guía: aprender cómo hasta la fecha, ser y crecer con los amigos/el amante [ideal] del negocio partners/an.
- El análisis del comportamiento del `/la UIP-Entrada para los usos en el otro UIP programa [también]: aprender sobre jugador, adaptar cualquier dispositivo relacionado software para ese [tipo de persona] entonces o en futuro.

Juego existente "Sims". Apenas la descripción sigue:
un juego de la estrategia, construye un desarrollo de la ciudad o de tierra. Fecha caliente de Sims; aumenta personalidad y la confianza, encuentra eventual a persona adecuada. Chascar donde irá su jugador. Crear la personalidad de su carácter, eg.: arrojar, trabajo orientado, saliente, apenas colgar hacia fuera con los amigos....
- Cómo se aumenta el carácter: vida de un mundo de fantasía [carácter] - jugado durante muchos días - causando el apego - como vida viva; esto ayuda a desarrollar un perfil del comportamiento, usado para decidir a cómo un fósforo trabajará/pasado.
- el jugador es 3ro juego de la estrategia de la opinión de la persona.

Otro juego: Construir los puntos para el carácter, para atraer a mujeres. Un juego basado de destello - del Internet.

EL DIAGRAMA AMPLÍA ALCANCE DE S DE LA INVENCIÓN':

Usuario = este analizador del ~ de la computadora del ~ de la invención =
- Acceso/UIP: la cuenta señalada necesidad de los compañeros (gama) a jugar/consigue emparejada
- Juego del `de los agentes del `: explora las características del compañero [cada uno]
- Entidad/invención del `: la muchacha/el individuo emparejó a una muchacha/a un individuo; (raro/difícilmente criar) animales/animales domésticos

- El analizador/UIP del comportamiento del `busca el Info en cómo las entidades ser emparejadas pueden: interactivo, y qué tipos de interacción darán lugar a qué patrones del comportamiento [en una orden y un patrón que mide el tiempo].

- Jefe del `: la muchacha esa los mejores fósforos el jefe para: haciendo al jefe/a la muchacha felices; la audiencia de los choques en sus contrastes tiene gusto con King Kong y su muchacha.

- Corrigen/UIP del `: los diseños/eligen del jugador de menú a compañero ideal [para la interacción subsecuente]

- Educa/UIP del `: aprender cómo hasta la fecha/no ser tímido cuando con la persona ideal. El discurso/que se comporta de la práctica = entonces consigue anotado/dirección.

- Efectos/UIP del `: voces apasionadas/parámetros sanos preferred del jugador del fósforo de los colores/etc.

- Base de datos/UIP del `: las entidades/sus características/uip = al fósforo/obran recíprocamente/guía

- `Aparición-AI/Peter: creando a amante ideal/o cualquie otra criatura con buenas/malas características señaladas, eg.: jefe, agente. El crear [ideas/parámetros] para: acess, jefe, corrigiendo, educando, efectos, estructura de la base de datos, cómo la aparición puede trabajar [computadora que se enseña para realizarse mejor], grupo, guía, ping-pong, viscosidad para alcanzar el resultado deseado, terapia, cómo buscar/Info de proceso para la UIP-entrada, realidad virtual.

- Juego del `del grupo del `: grupos que emparejan con otros grupos/solas entidades/invenciones. El mago que la entidad [automáticamente] da/que ofrece la invención que los fósforos [todos] de las necesidades de la entidad.

- Guía/UIP del `: ofrece a compañeros [más] diseñados para educar la entidad [en cómo hasta la fecha/' obra recíprocamente

- `Heurístico-AI: el sistema pone cualquiera un neutral/conjeturado en la cuenta para las características sobre las cuales tiene Info directo o correlacionado de little/no.

- Secuencia de la introducción del `: sonrisa/entidad feliz demostrada.

- Más vidas: si va una fecha/un fósforo malo - soltar una vida; los buenos fósforos agregan/amplían vidas

- Comercialización/UIP: Lemas: "Encontrar su fósforo" "estar con su amante ideal" "garantizó que el amante emparejará sus sueños".

- Humor/UIP del `: humores anotados, entonces emparejado. Un cierto valor de cuenta dado para las características que balancean cada entidad, eg.: el inventor infundado alto imaginativo, emparejado con práctico, "va persona de comercialización del estilo del comprador".

- Obstáculo multi: la muchacha juega difícilmente para conseguir vía obstáculos.

- Orden y sincronización del `: el proceso de la datación arrastró hacia fuera; el funcionamiento casero viene más adelante.

- PALADIO/UIP: la intimidad puede suceder en zona del dormitorio.

- Predicen/UIP del `: cómo el fósforo resultará hoy, y en cualquier número de años.

- Juego verdadero del `del `- tiempo -: trabajo con las celebridades, cuyas características se pueden cambiar al jugador/a la entidad' S. del fósforo del UIP.

- Juego/UIP del `de la viscosidad del `: flexibilidad de la medida en gustos y capacidad de ajustar su personalidad para adaptarse a la otra. La viscosidad baja en un rasgo no compatible, mejorará la cuenta para ese rasgo, aumentando la cuenta [hecha un promedio] total para la entidad/el fósforo.
- Juego/UIP del `de la plantilla del `: hacer estallar el perfil del jugador, y mecanografiar a amante querido en la plantilla.
- Terapia/UIP del `: amor usado para curar [jugador]
- UIP-Entrada: comportamiento de los estudios [jugador] para crear la base de datos en su comportamiento
- Realidad virtual % del `: juego con su amante, usando los cinco sentidos. ¡Más sentidos, el mayor su efecto sinérgico! Guardar [hacia fuera] todo el juguete adulto sabido y adaptable [con grados de G a de R] como función adicional; ese trabaja con otros efectos del sistema.

CONCLUYE ESTE ARCHIVO DEL JUEGO DE LA FECHA.
Archivo: Detalle de la fecha GA

DETALLES OPCIONALES DEL JUEGO DE LA DATACIÓN Y
PLAN EMPRESARIAL ABREVIADO

Descripción: Esta oferta implica varios aspectos de este extracto. La parte principal consistiría en el producir de un algoritmo de la inteligencia artificial basado más cercano a la manera que razona el cerebro humano [el `analiza]. Esto sería basada en la información presentada en el Web site http://www.awayfrompain.com. Este sitio y publicaciones de él proporcionan un modelo de funcionamiento de la persona consciente y cómo van alrededor a tomar decisiones. Desarrollando este modelo en un algoritmo sería esperado que los carácteres serían más verosímiles.

Archivo: Detalle de la fecha GA

El segundo aspecto cubierto es la creación [de los carácteres del juego del `] y sus personalidades y comportamientos.

El tercer aspecto que se cubrirá en este documento es dos usos de la vida real que se podrían perseguir una vez las otras dos ediciones son resolved.

ALGORITMO del CEREBRO HUMANO 1.THE:

El modelo conceptual del cerebro consistiría en una base de datos de la información incluyendo una línea de fondo que comienza la base de datos tan bien como los datos adicionales determinados [analizador del comportamiento del `] [por el carácter]. Todos los datos tendrían seis grados numéricos adicionales asignados a ellos. Éstas serían importancia moral de la información en las categorías de amor, de sabiduría, de energía, de justicia, y de humor. Éstos serían equilibrados contra los deseos del carácter con respecto a los datos que son analizados. Pues el carácter experimenta decisiones las cuentas para estos aspectos en un tema dado se alteran que proporcionan un modelo evolutivo de la toma de decisión.

Los datos entrantes se analizan contra la información anterior y se obtiene el mejor fósforo. Las cuentas con esta información así como una cuenta al azar del humor serían determinadas para la decisión. Las respuestas se podrían atar en las respuestas múltiples basadas en cuentas, o una respuesta reflejada basó en la petición. Una vez que la decisión se toma en una respuesta, los nuevos datos y cuentas actualizados se almacenan para el uso futuro. De esta manera el carácter está cambiando constantemente sus encendido últimos datos basados toma de decisión, humor actual, y deseos de la corriente. De esta manera se espera que el comportamiento del carácter sería más humano como.

Otro ejemplo sería un deseo cada vez mayor basado en conversaciones anteriores. En un cierto punto ganaría hacia fuera sobre las aplicaciones morales las otras cuatro cualidades. Un método para restaurar moralejas podría ser hecho por ejemplo si el carácter era tener una conversación basada en la religión o buen comportamiento. Esto después bajaría la cuenta del deseo y traería el carácter nuevamente dentro de un estado moral correcto. Esto sería relacionado con una conciencia en una persona. Su conciencia puede corregir su comportamiento recordándolos la moralidad de una situación dada sobre la reflexión y afectar así al resultado de las situaciones similares futuras.

Éste está todo en las etapas conceptuales y está conforme a cambio. Apenas estoy intentando proporcionar un modelo de funcionamiento de cómo éste podría ser realizado.

2. PERSONALIDAD Y COMPORTAMIENTO DE CARÁCTERES

Cada carácter también vendría con características de la personalidad de la línea de fondo. Para facilitar la función de crear un carácter tomarían el usuario a través de un cuestionario detallado sobre cómo el carácter reaccionaría. Esto entonces llevaría a un módulo actualizado de la personalidad [UIP] para el carácter que después afectaría al humor y sería descompuesto en factores en la toma de decisión [`que analiza]. Como las menciones abstractas, si la persona de la vida real/[cosa del juego del `] reacciona diferentemente esto se puede observar [uip-entrada] y después modificar [`adaptado] en el programa.

El usuario también completaría el cuestionario [uip-entrada] de modo que el carácter tenga un perfil de la personalidad de la línea de fondo para de lo que un poco está tratando la persona él. Esto sería similar a lo que hace la compañía Eharmony en su Web site con su cuestionario extenso para la gente que empareja junto. De esta manera el carácter puede tener una idea de lo que dará la respuesta a resultado deseado.

4. USOS DEL MUNDO REAL PARA EL EXTRACTO

Aunque sea evidente que hay usos de gran envergadura para esta invención, algunas ideas vinieron importar inmediatamente que pudieron ser interesantes y están fuera del alcance del extracto. Los interfaces que vinieron importar para mí eran el sistema de Nintendo ds como es handheld, tiene capacidad de comunicación del IR para dos jugadores, y es también capaz de conectividad de Internet sin hilos. Con dos pantallas visuales, un carácter se puede poner en la pantalla superior, con los parámetros de modificación hechos con una aguja en la pantalla inferior. El carácter podía entonces ser actualizado en la pantalla superior. Esto podía ser muy útil a través del modelo programado.

Otra plataforma que siento tendría un rato al mercado rápido sería los usos del Internet de esta idea. Debajo de usted encontrará que que dos usos que pienso tener súplica amplia y ser fácil ejecutar.

Un amigo virtual de los envíos de mensajes de texto para los teléfonos celulares/caminata Abouts.

2. Un Web site en línea adonde el usuario va y suscribe. Entonces toman un concurso de la personalidad para sí mismos y cualquier carácter que deseen fijar. También pueden utilizar construido en carácteres. Este uso sería un servicio de los envíos de mensajes de texto para los teléfonos celulares de la gente del novio virtual o de la novia de una persona.

Podrían fijar la frecuencia, el tono, y la persistencia de su pal en línea. Podrían incluso tener un modo psico de la novia donde los mensajes de texto extraños se envían en todas las horas. Si el usuario reacciona o envía un mensaje de texto al Virtual Server, se analiza y se responde de la manera del mejor. De esta manera el usuario podría tener una conversación corriente con la novia virtual. He/She/It también podría transferir su cuadro de modo que apareciera en el teléfono celular [con las características del picosegundo] cuando transmisión de la llamada se recibe la'.

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[uip-entrada] y poner en el sistema también. Esto se podría poner como Web site independiente en donde los réditos son generados por las suscripciones, así como la publicidad en el sitio debido a el volumen.

Amigo virtual del email [realidad virtual del `] ·

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Archivo: Los juegos/guía Behav se modifican

MODIFICACIÓN DE COMPORTAMIENTO (JUEGOS)

Una subparte de la guía. 2G190

La guía del `castiga o las recompensas basadas en buen comportamiento.

PASOS:

- La base de datos del UIP tiene lista de comportamientos [del malo] deseados para ser modificado.
--La UIP-Entrada viene de: [menú] enumera cada potencialmente característica [del comportamiento] de la negativa, de fumar o de llevar las drogas, las cuadrillas que ensamblan; Ver la partición de la UIP-Entrada.
- Cuentas de UIP/parent/user para las cuales las características aparecen las más problemáticas [niño]. Esto corrige el juego/la educación de la plantilla del software. Por ejemplo:
--el bandido del juego del `tiene vicio de fumar indeseable - el bandido fuma; y para el cabrito perezoso que no hace su preparación, demuestran el bandido [en el juego] como uno quién no estudió en escuela. O el bandido puede tener el otro jugador/niño de las características negativas sabe es malo, eg.: violencia, drogadicción.
- las recompensas por puntos ganaron para el buen comportamiento: el jugador puede permanecer para arriba más adelante/tiene más privilegios como un adulto para los buenos puntos ganados vía buen comportamiento.
Compensación: el jugador consigue más responsabilidades.

USOS/PANORAMAS [DEL JUEGO]:

- la novia quiere fidelidad de su novio: el carácter masculino del novio consigue enfermedad venérea de fechar con demasiadas mujeres; y su vida se deshace [pierde a muchacha, trabajo, no puede hacer pagos de coche...]
- el profesor quisiera que los estudiantes estudiaran más difícilmente: los carácteres del estudiante flunking clases, consiguen extraescolar golpeada con el pie, después golpeado con el pie fuera de hogar, y van al orfelinato, y consiguen enfermos. El cabrito consigue una ocasión de estudiar y de comenzar de nuevo - si está hecho bien su vida es mejor/grande [otra vez].
- la conducción insegura/persona cogió la conducción bebida: las bebidas y los choques de coche del carácter, causando víctimas mortales, o lisiando desventajas así que jugador no pueden anotar tantos puntos para ganar.
- AGREGAR o ADHD: el carácter que no intenta enfocarse hace que su vida se deshaga.

MALA VARIACIÓN DEL JUEGO: Los puntos/las ventajas que ganan' tienen acceso para malo/grosero/poco ético/no-paz-promover [comportamiento del juego del `], se cubren en esta invención, pero no asignable para autorizar.

MERCADOS DE BLANCO/VENTAJAS: Cualquie forma de modificación de comportamiento; Padres/profesores que compran para los niños; Utilizado con los productos educativos/los servicios; rehabilitación de la justicia penal; toxicomanías []; enseña a habilidades sociales; terapia física/mental.

la GUÍA del `PUEDE SER SUTIL así que el jugador no rebelará fácilmente contra programa educativo de una modificación de comportamiento'. EG.: el bandido está fumando, pero no ponen demasiada atención en ella.

INVENCIÓN DE ENSANCHAMIENTO:

- Los intentos [del usuario] a corregir/alteran cualquier rasgo del comportamiento que uno o más gente/entidades desee inculque a positivamente o negativamente en cualesquiera jugadores, grupos [de jugadores], y o cosas.
- Diagrama:

--#1: Conceptos/archivos de la base de datos de la mente de "A" [padre/uip/usuario] tiene en los' sobre [los comportamientos que quiere efectuar/interactivo con] = base de datos/juego del UIP funciona [`corregido según lo señalado por el UIP] = las interacciones = jugador/las entidades del juego.

--#2: Cuando ocurrieron el acontecimiento/la situación/el panorama "A" is/has [buen/mal□n comportamiento] = después jugador pueden/no pueden hacer "B" [juego (aspecto) del juego.

- Rasgos del comportamiento [quiso ser modificado]: maneras apropiadas; orden [en dormitorio/casa/en el escritorio]; hacer la preparación; puntualidad [estampilla de fecha del tiempo del `]; dicción apropiada [que evita palabras crudas]; dieta sana [alimenticio y calórico]; obediencia [casa/escuela/gobierno] de reglas; ejercicio [estilo y cantidad apropiados]; evitar las drogas ilegales; el asociarse a los buenos amigos/gente [basados en sus cuentas del `del uip- interpretadas por el padre]; cualquier cosa [típicamente] interesante a los psicólogos o especialistas de la delincuencia juvenil u oficiales de libertad condicional o especialistas psiquiátricos del hospital o médicos [de la terapia física].

COMUNICACIÓN ADAPTADA

Asunto amplio con muchos offs de la vuelta de la variación de la invención.

La comunicación se corrige para alcanzar mejor resultado deseado en recipiente.

Las imágenes y los mensajes transmitidos se adaptan automáticamente a la persona de la blanco. Usos: las imágenes de carácter del juego y su verborrea generan mayor impacto emocional en el jugador se adaptan a los gustos del receptor; tarjetas/mensajes de la ocasión especial; [calendario controlado] recordatorios para el uno mismo y otros.

Usos:

- Notas enviadas por correo electrónico a los amigos y a los amigos del juego: el remitente pide el sistema para corregir el material de opciones del menú, eg.: "letra a la novia [muy íntima]" - > agrega imágenes de flores y del oso de peluche mimoso; más agregaron la oración "te amo"; oferta para intercambiar palabras claves señaladas tales como "mí gozo el estar con usted" "te amo".
- Juegos onlines especiales: efectos adaptados al usuario.

El AVATAR NOTIFICA A USUARIO DE LA CUENTA [sin la necesidad de números convertidos a digital]. La expresión facial es la cuenta.

Avatar: Definió cualquier [imagen del juego del `] de a [cara del carácter]. El carácter puede estar [imagen corregida `] de cualquier persona/celebridad existentes [usted sabe].

--Poner su imagen de la foto o del favorito en los blogs, foros, juegos onlines donde usted fija algo. Hindú para la "encarnación de un immortal que es".

. Sastre del UIP:

- El avatar adapta su imagen al humor del usuario/de la situación; es expectativas.

. UIP entrado:

--Redactor de imagen del UIP: Cada persona [basada en niñez/patrones cultural limitados del pensamiento] tiene [levemente] diversas reacciones a la misma imagen [del avatar]. Adaptan al avatar a los UIP-rasgos del usuario.

--UIP entrado: Sistemas' Q&A de la respuesta del usuario en la reacción del usuario a las imágenes para su cara cambiable, dadas características de la invención del cuerpo facial/humano, color, efectos del traje.

--El usuario de las cuentas de los asociados del sistema da imágenes, con otras imágenes similares [del avatar]; de tal modo ensanchar la UIP-Base de datos para las imágenes.

- El avatar le transporta vía la identificación de llamador y comunicaciones relacionadas de la tecnología.
- El avatar transporta al usuario/a su [`asociado] dueño cuenta de la calidad'/anticipó a usuario del humor experimentará en cuando la apertura/lectura/la experimentación del archivo digital el avatar está situada [antes del usuario (completamente) que tiene acceso].
- El archivo comenzó en el artista, corrige, imagen, los archivos del etc. Entonces alterado por Stamos y Kays en 3.06.
- Invención de ensanchamiento: Cualquier letra de la imagen/de forma, es editable y demostrada durante las épocas y los propósitos señalados (w5), basado en preferencias del UIP [como en vieja parte archiva a artista, corrigen, UIP].

SISTEMA DE MENSAJERÍA ADAPTADO AUTOMATIZADO:

[Juego/UIP del `] el castigo/la recompensa/adaptó el comunicador:

- el remitente entra en contacto con un partido [el remitente de la entidad sabe] vía [email, llamada, letra] la declaración de un mensaje adaptado positivo o negativo. O el Info consigue fijado encendido: tela, blog, la otra fijación.

--Los remitentes incluyen: jugador/opositores del juego; juego [sí mismo] en juegos del solitario; [juego/patrón del `] jefes.

- Tipo mensajes: ocasión especial/día de fiesta adaptado al usuario, eg.: el recipiente que ama marionetas y colores verdes consigue una tarjeta de Hanukah con el un montón de verde y las marionetas/texto [del rojo] con la redacción a tales temas.

¿- Relacionado con sistema de s de Google.com el' de enviar el email de los desperdicios basado en las palabras claves encontró en su texto?

OTRO:

. Esta parte general incorpora: El artista y corrige, imagen

SASTRE [JUEGO]

FUNCIONES 2G110 [JUEGO]

DESCRIPCIÓN: Los rasgos de la entidad emparejaron por el UIP. Esto ofrece opciones interesantes [del juego]: los jugadores interconectan de la manera que crea la mejor experiencia deseable.

- Las semejanzas entre los grupos de entidades se anotan.

EL EMPAREJAR BASADO EN BASE DE DATOS DEL UIP: comportamiento, últimas cuentas. Compatibilidad rasgos de las entidades' [por las últimas cuentas, los rasgos].

- las preferencias audios de usuarios se emparejan.

CÓMO ESTÁ EMPAREJADO:

- Jugadores encaminados al tipo juegos o secciones de eso que emparejan su y u otro UIP.

- Selector múltiple de la entidad: las entidades múltiples del juego son seleccionadas por las calidades sinérgicas potenciales para cuando obran recíprocamente, e.g.: El administrador y Donald Trump de Martha que juegan juntos tienen más chispa que; Codornices anteriores de VP Dan, y Bill Gates. UIP del jugador también usado para seleccionar el múltiplo (entidades de la celebridad).

MISCELÁNEO:

- utilizar las funciones de la desventaja (golf) esa ayuda/restringir las capacidades.

- Punto bajo que saca con pala - reacción: cuando Martha falla, el perfil característico de Donald viene adentro, y él dice que "le encienden" [esta característica vino de cómo Donald actuaba históricamente en la TV].

EL TAUNTING: Poner la entidad en la situación torpe para los propósitos [chistosos]. UIP de las demostraciones de la entidad de la blanco qué tipo el taunting provocará una mejor respuesta de la blanco/de la audiencia, y qué puntos débiles a la blanco.

--Base de datos histórica del `: La parte 1. Martha tiene historia de celebridades de invitación a la TV y el sugerir ellos hacen algo fuera del perfil característico de este 3ultimo'. Parte 2. Donald Trump sensible sobre su toupee.

--Inteligente artificial emergente del `: Estilo que pregunta de Martha del fósforo; con la sensibilidad de Don; resultados en Martha que invita a Donald que discuta productos de pelo en ella demostración (con ella están las características adicionales).

IMPULSO DEL EGO: contrario de Taunting, y punto bajo que saca con pala. La entidad presiona los botones felices para otras entidades y o el jugador. O cuando el jugador tiene éxito, la manera de la alabanza (verbal) es cómo jugador la mayoría de los gustos que son elogiados.

GRUPOS DE ENTIDADES:

- Cuentas/[del `] características hechas un promedio dadas para cada equipo/el miembro de la cuadrilla; y para el grupo total.
- Efectos ambientales influenciados por las solas entidades, o promedios para un grupo. Uno o más entidades (jugador, jefe) pueden poner más peso en cuenta hecha un promedio.
- Las cuentas hechas un promedio de cada equipo, interactivas con cada otras' hicieron un promedio de las características, creando un juego dinámico.

El UIP EMERGE 2G180

CUANDO UIP-EMERGE RECIBE UNA PETICIÓN de llenar una necesidad adaptada; el sistema pasará a través de su base de datos y asoció uno o más ficheros de datos que puedan emparejar la necesidad. Intenta datos necesarios para crear la reacción señalada como una invención necesaria tirada de nuestra base de datos, después adaptada para llenar más lejos el vacío entre se quiere y se da qué.

UIP-EMERGE [poder] integrar señaló datos de archivos múltiples. Los archivos incluyen: rasgos del usuario; rasgos del problema que es tratado; rasgos de soluciones potencialmente sugeridas. Después de levantar este el tipo archivos, sistema analiza' predice cómo diversas combinaciones pueden encontrarse indicaron metas, con una cuenta asignada a cada sugerencia/invención.

La APARICIÓN DIBUJA asociaciones entre disponible [los datos] y quiso [los resultados adaptados `]. Cuentas más altas de los fósforos de los ficheros de datos, con los archivos deseados de los rasgos, entonces dirigen [usuario a] sugerencias, ideas y o el Info.

- UIP entrado: El UIP genera los archivos para se quiere qué o necesitado, después las búsquedas y reaccionan [] los datos convertidos a digital que representan: hechos, teorías, leyes, predicciones junto con todo el Info asociado y características en la' realidad verdadera del juego.

- Abajo hace que otros aspectos sean entendidos no completamente por Kays.

El `PETER = el CEREBRO CENTRAL QUE HACE GIRAR APAGADO las invenciones [él sugiere para los usos adaptados].

Presume las ideas para las invenciones, funciones inventivas, soluciones científicas: Formula' analiza predicciones/hipótesis [científicas] [y funciones/experimentos de diseño y de funcionamiento probar' analizarlos]. Puede manchar patrones en los seres humanos detectados reconocibles de la base de datos [uip] no [normalmente]'/otros sistemas. Puede agarrar' analizan el tamaño y la complejidad [de un] base de datos y asociado/conecta con otro [la base de datos del `, uip-necesita]. Las guías/realizan de Peter en invenciones. Piezas: el analizador, contenta el analizador, predice, reconocedor video audio, analiza tan cómo mejorar a sastre.

Ver el "compartimiento del economista, edición del 25 de marzo de 2006, página 83.

NUESTRAS PIEZAS TRASLAPADAS:

El `corrige, educa, EGH (Educ consigue más difícilmente), guía, obra recíprocamente, predice, busca y reacciona, TGH (la terapia consigue más difícilmente), UIP-Aparición (2G180), sastre del UIP.

[SEMI-RANDOMLY] El UIP COMBINA LOS ELEMENTOS MÚLTIPLES (funciones características) de su base de datos; entonces asocia las características de cada combinación posible a las características del resultado deseado.

- Para la eficacia, sistema primero asocia archivos más probablemente para alcanzar resultados deseados. Hace esto vía: Trabajo más con los archivos con cuentas más altas para más ser asociada a las tareas actuales. Muchas combinaciones anotadas bajas, causas UIP-Emergen para buscar otros archivos.

+ PETER (PRODUCE INVENTIONS/IDEAS EN COMO BASE NECESARIA). La aparición puede "pensar fuera de la caja" y sugerir la' guía en [las ideas intelectuales (de la característica)] él no pudo sugerir de otra manera, especialmente si no ha visto/almacenó tal ocurrencia/sugerencia antes. Peter sugerirá las invenciones aplicables a la necesidad actual. La aparición de Peter es otro ejemplo para la unidad de esta solicitud de patente. [Ésta es una adaptación creativa de] "teoría del caos" [que trae ciencia a (desorden)].

- Cuanto más grande es [`asociado] la base de datos, más las combinaciones [de la idea] posibles. Ampliar la gama de combinaciones consiguiendo la entrada de tantas fuentes como sea posible, eg.: el obrar recíprocamente con otras bases de datos [diseñadas para UIPs (similar)). Ampliar la base de conocimiento

Las ÁREAS GRISES PARA EL COMPORTAMIENTO APROPIADO, y o el asociado correcto de la diagnosis [o (parcial) carecer de eso] con emergen las funciones 2G180 del análisis. Ver: educación sanitaria 2G240 [juego], buenas intenciones 2G360 [juego].

- Manipulación de las imperfecciones de Peter: Donde Peter puede sugerir grandes ideas; Peter tiene opciones del menú para que el usuario perfeccione sugeridas [invención (y cómo ha funcionado/programado)].

DETALLES EMBARULLADOS:

- Lazos con las funciones de la aparición de la inteligencia artificial; nuestra partición de Peter.

El diagrama embarullado amplía el alcance de la invención:

Usuario = este analizador del ~ de la computadora del ~ de la invención =

- Acceso/UIP del `: elementos para corregir dado/influencia de los derechos de acceso de las características [del comportamiento] [puede ser como agentes del juego] diverso cómo función del analizador del UIP/'
- Entidad/invención del `: quién/cuál es w5 creado
- Corrigen/UIP del `: la heurística controla se combina qué Info' corregido = y entonces cómo suben los resultados [en una cosa] uip programado actuar
- Educan/UIP del `: las cosas creadas aparición las cosas educan/de la guía [los jugadores]
- Juego del `del grupo del `: se crea la identidad del grupo
- Guía/UIP del `: la aparición puede ser una cosa señalada rectora del agente/de la entidad del juego [agente] [por enseñando una invención a cómo adaptarse a una entidad/a una necesidad [imaginarias].
- Secuencia de la introducción del `: sensaciones de estar en un ambiente impresionante
- Más vidas: las entidades con sus agentes de las habilidades y de la aparición, pueden agregar/pierden vidas.
- Comercialización/UIP: Decir, "utilizar nuestro emerge fuera de las funciones del ™ de la caja en su desarrollo del juego."
- Humor/UIP del `: el entusiasmo se saca en jugadores [por el uip]
- Obstáculo multi: [barreras artificiales] hacer la llegada las soluciones apreciadas
- Predicen/UIP del `: el valor de la idea de la aparición/agente de la entidad del' es anotado, por cómo ha predicho para cubrir las necesidades [del jugador]. Los ejemplos incluyen: jugadores/amantes que emparejan [por nuestros juegos de la invención otro/datación]; el agente previsto de la entidad corregida de las cuentas' vive emergido y' puede conseguir [en relación a] los niveles de habilidad anotados de otros obstáculos de las entidades y del juego.
- Juego del `de PowerUp- del `: ciclo inicial vía la aparición

- Juego verdadero del `del `- tiempo - - sostenerse de traer este aspecto "en tiempo real" al público hasta 1997 quizá mediados de: inspirarse para las soluciones de la vida real [abordar problemas del mundo con los contaminadores, los pederastas del niño, los taludes de la esposa, thievery].
- [Apenas] jugar al juego puede accionar soluciones [bajo la forma de cosas que surgen, con las acciones controladas del uip atadas a dirigido/sugirió soluciones.
- el sistema empareja [las características de] cada elemento que abarca los problemas y las soluciones [posibles], que cada uno se anotan para su: importancia a las ediciones y a los otros elementos en la lista y anotados para cada fósforo del potencial [el funcionamiento algo como nuestro otro emparejar relacionó juegos y software, incluyendo Peter; y juegos para el amante que empareja, y el emparejar del jugador. Ver todas las nuestras herramientas de la invención de la invención/del hardware del software del pensamiento creativo, y escrituras en la socio-psicología de realzar el pensamiento creativo.
- Juego/UIP del `de la viscosidad del `: cuentas cómo cada elemento que abarca la cosa emergida es pegajoso; por lo tanto más fácil trabajar con para cosas que obran recíprocamente con los otros elementos en elemento principal, u otras.

Archivo: Los juegos/GA 3/predicen la función del GA

FUNCIÓN 2G160 del JUEGO de la PREDICCIÓN del ARCHIVO

JUEGO DE LA PREDICCIÓN: Ganar las energías valiosas que predicen cómo actuarán otras entidades. Incluso predecir cómo otros pueden predecir sus comportamientos, y recibir la dirección en cómo responder antes de que sea demasiado atrasada. Una alta función de la inteligencia bien adaptada para los jugadores inteligentes. Esta función pendiente de la patente se puede hacer en juegos basados en el software de la predicción, o un adición en característica en otros juegos independientes.

Predice lo que hará la otra entidad o invención.
- Ver la invención 1G108 del GPS
- La función del previsto tabula (como uip-entrada y análisis) qué enfocado sobre y la entidad seguida está haciendo. Las búsquedas del juego de la predicción y reaccionan para coincidir con las reacciones previstas de la blanco reacciones de las acciones del calculador las'. La cadena continúa hacia adelante, y puede incorporar' obra recíprocamente con los elementos adicionales/las acciones en futuro [orden y sincronización del `].
- El jefe del `nos dejó soltar [en el campo del juego] sus cosas [bandidos/máquinas extrañas] con predice las funciones, autorizando a su grupo para luchar (los bandidos o buen grupo de la gente [jugador] y del jugador).

- El bandido que puede acceder al calculador puede alterar a calculador como el bandido [con referencia a] lo programa/corta, e.g.: borrar la función del calculador; o hacer que gire el jefe.
- El jefe del `con la mayoría (UIP) del Info en otras cosas puede ganar, sabiendo dónde ser (w5) (y sorprender al bandido) y actuar w5.

. UIP-Carácter: los estudios otros carácter, y hacen pasado/interacciones actuales/futuras el beneficiarse de la UIP-Entrada: jefe, jugador, dirección para otra [propósitos educativos de la vida real].

. Cerradura del UIP-Carácter: castiga a opositor cuando se desvían de perfil del comportamiento (por ejemplo vía acceso del collar el')

. UIP-Recordar: sabe qué recordar quién (jefe del `) W5, base en predicciones. Ver el principio relacionado del número de la invención del GPS con 1G... ¿[quizá 1G108?

. UIP-Guía: cómo utilizar la guía para ganar vía predecir

. UIP-Cuenta: probabilidad de la acción futura señalada (por el opositor).

Existen - los X-Files de la demostración de la TV: La persona podría doblar detrás la voluntad de una persona/la energía de voluntad. El carácter preguntaría a otro qué sucedería si lo hizo el bandido "X" [sugerir arañas pudo venir, cuando otras arañas de los miedos].

-

UIP: sastre que ataca a los miedos/a las debilidades del opositor.

Las funciones/las opciones de la predicción del `incluyen: El jugador puede ver en futuro [vía ventana seleccionable]; telepatía [ventana]. Selección una de puertas/de ventanas múltiples.

El padre controla el contenido del juego vía el UIP:

- si el jugador en vida real fuma el pote, el calculador sugiere que el cabrito pueda crecer en drogas peores, por lo tanto que pinte malos cuadros sobre drogas peores, eg.: el bandido/el jugador pierde los puntos para ser [semi] - duped en tomar las drogas duras.

Cosas de qué jugadores las' pueden querer predicho:

- es la opción de la acción del jugador haciendo basada encendido: qué sienten, ayudar a otros, o para su [torcido (estimación de la vida real) sin la ayuda de la predicción] opinión sobre qué sucederá.
- movimientos/fuerzas del futuro del opositor. De acuerdo con cómo el comportamiento del opositor fue seguido/base de datos.
- cuál está alrededor de la esquina
- velocidad [conduciendo] de ir [alrededor de la esquina] sin deslizarse/que se estrella. Más puntos, cuanto el más de gran alcance, y más de gran alcance más los puntos generados....

- ETA: cuando donde cómo el opositor [w5] llegará/conseguir algo [basado en patrones de la trayectoria - cómo rápidamente han estado yendo hasta ahora].
- Probabilidad de conseguir/puntos/vidas perdidosos para se/el opositor. Dirige cómo actuar dentro de este parámetro para maximizar aumento probable.
- La capacidad de pasar por/evita la barrera/el ataque.

Cómo las predicciones dadas' notificaron al jugador:
- OSCILADOR
- Efectos del juego del `: color (rojo)
- Texto/imagen: marca de exclamación [cuidado]
- vibra: carácter, cosa, tierra, obstáculo, opositor, palanca de mando
- acción/movimiento de la pausa
- expresión facial: pausa, sacudida principal/actuación confundido; la actuación perdida/desconcertó
- cambios del ambiente: tiempo, lluvia, terremoto, asoleado.

Cómo la predicción trabaja:
- analizador del comportamiento del `: sigue el comportamiento de la entidad cuyas se están prediciendo acciones.
- características de los fósforos para uno o más de siguiente - [llevando a los resultados previstos]:
--metas del jugador
--predicciones del `de las acciones de los opositores
--territorio, ambientes, armamento, artículos, invenciones
- vidas, índices de fracaso
- elementos de la incertidumbre - normalidad de los anuncios: deseo a o tener capacidad de predecir [no puede existir].
- requiere un collar/energías especiales/agente

Dibujos para los juegos de la predicción:
. [El jugador = el UIP [base de datos/Info entrada]/predicen = opositor] - > juego que anota = que gana.
. el jugador = predice que = la entrada del usuario = la computadora = la salida = la predicción de computadora ocurre/que resultado.
. Software para hacer que los juegos incluyen: ¡flash, maya, 3D máximo, etc!

El dibujo EMBARULLADO AMPLÍA ALCANCE de S de la INVENCIÓN':
Usuario = este analizador del ~ de la computadora del ~ de la invención [UIP] =

- Acceso/UIP del `: solamente los elementos importantes/las noticias con las altas cuentas consiguen el acceso en la base de datos analizable para predecir/uip

- Juego del `de los agentes del `: cada agente tiene poseer predicciones. La invención puede hacer un promedio de cada calculador del agente [que da más peso a agentes anotados más altos (basados en cuentas de sus resultados anteriores [que era realidad comprobada])].

- Real/predijo las acciones por los agentes [otra], predicciones finales de la influencia [dadas al jugador principal].

- Analizador/UIP del comportamiento del `: el comportamiento anotado tabuló para las predicciones.

- Jefe del `: puede llevar más peso en juego el predecir/cabalmente resulta las' reacciones

- Corrigen/UIP del `: El UIP corrige las acciones dirigidas/sugeridas para Peter [el otro jugador], según las predicciones para cómo actuarán otras cosas, y cómo Peter reaccionará a ése, y cómo otros reaccionan a la reacción subsecuente de Peter. La cadena continúa...

- Educa/UIP del `: el sistema educa a jugador [del ser humano] [que demuestra cómo llegó sus predicciones] [vía el donante de la lista de elementos/de acciones/de características anotados del pasado usadas].

- Efectos/UIP del `: puede tener menos importancia en cálculos de la predicción

- Base de datos/UIP del `: anotar el índice de éxito para las predicciones previstas del pasado/futuras que/se pueden hacer por cosas.

- `Aparición-AI/Peter: formar de predecir

- Juego del `del grupo del `: los promedios predijeron los comportamientos para cada miembro del juego. Mientras que permite que [la buena] entidad seleccione [aislada a miembros por lo tanto más débil], entonces interactivos/trastos, basados en predecir cómo actuará el opositor, y la reacción...

- Guía/UIP del `: de acuerdo con predicciones

- Secuencia de la introducción del `: se convierte algo de una plantilla de la cual la UIP-entrada comience a recoger datos. Punto cero [si los datos cualquier cosa antes de juego se excluyen]

- Más vidas: predecir quién conseguirá más/menos vidas w5. Predecir las demostraciones cómo reaccionar a las predicciones en [si no] aumento/víctimas mortales/capacidades previstos cambiantes.

- Humor/UIP del `: descompuesto en factores en proceso de la predicción.

- Obstáculo multi: prediciendo la predicción de otra entidad, es una predicción valiosa [para la dirección].

- Orden y sincronización del `:

- Ping-pong/UIP del `:

- Juego del `del Puzzler- del `: dirige a jugador

- Juego verdadero del `del `- tiempo -:

- Terapia/UIP del `:

- UIP-Entrada:

- Realidad virtual del `:

Predice el non-entity y ocurrencias de la no-invención, eg.: tiempo, noticias, cosas intangibles que efectúan cualquier cosa [en juego/vida real].

GUÍAS 2G170 del ROMPECABEZAS Y del LABERINTO

Guías del rompecabezas y del laberinto

El sistema señala a usuario si están consiguiendo más cerca o más futuro del resultado deseado. Los rompecabezas de software y del soporte físico pueden ser cualquier número de dimensiones, y estén en las formas tales como los cubos de Rubik. Para ser más interesante, allí puede ser rutas múltiples a solucionar el rompecabezas o a conseguir a través del laberinto. Los cortes cortos serían identificados con una luz verde; mientras que son largas las rutas pueden encender para arriba amarillo; y las luces rojas demuestran callejones sin salida. Una vez que una persona ha dominado el rompecabezas o el laberinto, pueden jugarlo sin la guía. La gente de todas las edades aprende cómo abordar rompecabezas resistentes y los laberintos a través de juegos de la muestra, o el rompecabezas o el laberinto real que ella jugará de nuevo más adelante sin la guía.

DETALLES:

- Las cuartas y adicionales dimensiones pueden ser: franja horaria en la cual el pedazo del rompecabezas necesita ser movido; el jugador necesita estar en una zona particular al jugar con el rompecabezas; o al mover pedazos específicos; en vez de la mudanza un jugador del pedazo del rompecabezas necesita hacer algo como da una contraseña del acceso, salta o no hace caso y ni responde algo.
- Cubo de Rubik musical: Conseguir en la combinación correcta y los sonidos y o las luces como usted consigue más caliente (más cercano a la terminación deseada) sistema pueden dar señales si usted se está enfriando más caliente o sonando/iluminación

OTD: "S"; "C"; P.M.; pp; fecha; interactivo (e.g.: a la exhibición de estado del disparador); educ; juguete; todos; juego; hospitalidad; ejercicio; portable; punto de ebullición; SP; oscilador; egh; cuenta; tgh; md; carro; cp; uip; carácter.

- Indicador de progreso: Cualquie tipo de rompecabezas/de desafío/de juego/de proceso en conseguir la regeneración (no limitada a Rubik)

Conseguir en la combinación correcta y los sonidos y o las luces.

- mientras que usted consigue (más cercano a la terminación deseada) un sistema más caliente puede dar señales si usted se está enfriando más caliente o sonando/iluminación.
- parte de guía del cubo de 3CE200 Rubik y de los bloques huecos mágicos 3CE292. Copiado a esos el N.
- Ver a instructor del juego 2J02, bloques huecos mágicos 3C292.

. Dibujo: U = este N~C~ANALYZER = EDUC [aprender cómo jugar al adminículo/al juego; cerebro que ejercita] la PISTA MULTIUSOS de // TDS [] // del SENSOR de // de la CUENTA de // de la Picosegundo-Zona de // del OSCILADOR de // del nr de // [cada usuario tiene diversos niveles de dificultad, o llano en cuál le ayuda la guía] // (notificador) [] [] [] [qué (pedazo) se ha movido] [patrones] del movimiento del jugador // UIP [].

. Otro: Ver el laberinto del juego 4C141 y desconcertar las características. Las invenciones provienen la breve descripción en 4C140

+ características del laberinto y del rompecabezas del juego 4C141: Los jugadores pueden ser dirigidos a través de los laberintos/de las características del rompecabezas, que son solamente aspectos del juego. Ejemplos:
--Laberinto: el jugador está funcionando después de un jefe. El jefe sabe el laberinto perfectamente, y es llanura adicional el laberinto (a veces visible al jugador). Perjudican al jugador con la carencia de saber el laberinto funciona. Desarrollar las variaciones del juego de allí.
--Rompecabezas: necesitar conseguir el acceso imaginando el rompecabezas. Tener tiempo limitado, antes de que el bandido: el jugador/el bandido del ataque consigue lejos. ver el rompecabezas 4C140 y la guía del laberinto.

PAPEL INTERACTIVO QUE JUEGA a JUEGOS CON la GENTE VERDADERA 2G120

Papel interactivo que juega a juegos con la gente verdadera:
Obrar recíprocamente con la gente que usted conoce. Predecir los resultados posibles de cada tipo de interacción personal, o del jugador-a-jugador, en juegos imaginarios o de la vida real. Aprender cómo solucionar problemas interpersonales en trabajo, familia y otros ajustes sociales. Consecuentemente, explorar cómo las relaciones se desarrollan en el juego y los mundos reales.

DETALLES:

- asignar/carácter del carácter de la estructura [elegir del menú de modelos]. El UIP pellizca los modelos que el usuario/uip selecto. Comportamiento seleccionado pellizco vía: los agentes, corrigen, los efectos, guía, y prediciendo cómo actuará la entidad.
- las entidades incluyen: gente (jefe, familia, amigos, conocidos, (cerca) extranjeros, anticipados (patrones, amantes), más allá de/animales domésticos actuales...
- usuario de la práctica: habilidades sociales; prepararse para que cómo comunique' obran recíprocamente con sus uip-características. Terapia para otras ediciones - ver a otra parte.

- cada entidad puede demostrar diversos lados de sí mismos, se accionan que [por acontecimientos externos u otras entidades].
- `interactivo con el jefe del juego, o el jefe del patrón [a partir de vida real]
- `interactivo con los grupos [juego y vida real]
- del realizar diversos humores. Ver que cuál uip-adaptó los humores [elegidos consciente por el jugador] tienen que anotaron resultados de la interacción del ping-pong.
- descubrir la' cuenta que las características en uno mismo/otras entidades son pegajosas.
- terapia del `
- la interacción social es UIP-Entrada para el jugador
- sobre tomar del jugador qué aprendieron de juego, en el mundo real; las reacciones de la otra gente se deben anotar [por el jugador], para mejorar el UIP de la invención para cada entidad señalada [de la persona verdadera] en el juego. Las interacciones futuras llegan a ser cada vez más más exactas y más UIP-Info viene de fuentes diversas.
- cada jugador [de la vida real] sabe jugar iguales/al juego uip-adaptado [de la misma plantilla]. Entonces: la uip-entrada mejora la base de datos; mientras que cada jugador mejora habilidades. Cuenta pegajosa/cómo se cambian las características anotadas del jugador [cada uno]' corregido; después de que fueran educadas por la interacción del juego. Mientras que el jugador [s] se desarrolla, características de los otros jugadores las' pueden cambiar de acuerdo; entonces el efecto de ondulación de esto [la orden y la sincronización, búsqueda más del `y reaccionan] progresa [en el infinito/las posibilidades infinitas basados en otros elementos/acontecimientos de la vida real (mientras que vienen jugar)].

JUEGOS DINÁMICOS EN TIEMPO REAL 2G130 del INTERFAZ del ARCHIVO
JUEGO Y INVENCIÓN DEL UIP

Juegos dinámicos en tiempo real del interfaz

Obrar recíprocamente con las facetas del mundo real. El juego mezcla realidad con la ficción. Obrar recíprocamente con los líderes de mundo para discutir y para solucionar problemas; o responder a las gotas en precios demasiado caros de las propiedades inmobiliarias invirtiendo en fondos de capital de riesgo. Obrar recíprocamente con las características de productos de competidores, para subir con mejores ideas de la invención. Aprender. Solucionar los problemas. Divertirse. ¡Más.!

- Juego de la vida. De acuerdo con la vida real Info. Se divierte a jugadores relacionados dinámicamente.
- "Dinámico" definió: entra en mundo real; esos datos aparecen en el juego, eg.: El usuario de las decisiones del efecto de los precios del petróleo desea hacer.

- Ver los clips de qué está sucediendo a otra parte: el UIP del analizador visual selecciona imágenes/escenas [entonces corrige].

- Realidad de los puentes con fantasía/el juego. Juego con vida real. En vida real hay no el 100% las predicciones garantizadas.

- Solucionar los problemas/juego del mundo con la historia (base de datos histórica) para los juegos:

--Solucionar las ediciones de la investigación de la DNA (entonces conseguir acceso de la concesión'/reconocimiento público). Soluciones necesarias presentadas al jugador en el nivel/el formato que pueden entender/que obran recíprocamente con.

- Una cuenta del jugador efectúa la cuenta de otra persona. La cuenta de la primera persona, hace más duro para la persona siguiente ganar. Definió "más difícilmente": necesitar más puntos; el jefe es más duro de conseguir; se deterioren las habilidades del carácter (menos). El UIP cambia las características/las cuentas de los obstáculos (objetos/bandidos) de emparejar el nivel señalado de facilidad.

- Regeneración de otros jugadores: Juego online. Capacidad/cuenta de su carácter basada en la otra entrada, eg.: el jugador que es mordeduras de perro usted, o la criatura retrasa a jugador principal.

- Todos los jugadores pueden votar [cuenta del `] sobre (todos) los otros jugadores: anotar una o todas sus [funcionamiento del juego del comportamiento] características. Miembros de equipo compañeros de la selección [basados en sus (cuentas del funcionamiento del pasado)].

- La UIP-Entrada del `selecciona qué datos en tiempo real a utilizar, después adaptar a los usuarios.

- Alterar (el `corrige) la vida real: La gente/los objetos/las situaciones de la vida real hacen entidades/otros elementos manipulados cuyas características se pueden alterar cerca: usuario, UIP, eg.: comportamiento de Donald Trump de la torcedura alrededor; exagerar a su bandido como rasgos.

. Representación del carácter de la vida real (Martha Stewart). Pasos: 1. El jugador hace la pregunta de la celebridad a partir de cuatro opciones múltiples. 2. El jugador escoge "cuando usted venderá la acción en su compañía." 3. El UIP analiza el perfil del comportamiento del jugador para las cosas como: preferencia por humor jovial contra humor sarcástico. 4. La pregunta de cada jugador tiene cinco respuestas posibles, cada uno basada en las características del jugador. El UIP da la respuesta cuyas características del mejor jugador de los fósforos de la cuenta. 5. El jugador mejor disfruta de la interacción.

--Cada celebridad puede obrar recíprocamente con otras celebridades y o los jugadores, y o las invenciones. Las celebridades secundarias (no escogidas o no controladas por el usuario) son controladas algo menos por UIP de player's, porque las necesidades principales de la celebridad (una escogida por el usuario) para tener sus características emparejadas con características secundarias de las celebridades, más las características del jugador, de tal modo mitigando influencia de las características del jugador la' sobre interacciones, para hacerla más verosímil.

--Usos: educativo; hospitalidad.

. Representación del panorama verdadero. Juego de Invention Start Up Company: Característica del jugador, de ser influencias más optimistas o más pesimistas cómo el juego se desarrolla (la logística/los parámetros del juego). Un pesimista gana prediciendo un no-éxito. Sucede el pesimista goza de esto porque éste les da vuelta

en más que viendo algo realmente bueno (pues torcido como éste puede ser, es una característica humana común). Las reglas del juego cambian tan, y está sobre ganar en un panorama del co del fall, eg.: el jugador consigue activos de compañía en los precios bajos antes de que se arruinen, y gana un beneficio revendiendo lo que consiguieron.

El juego es como jugar: Dios; vendedor [que promueve el producto]; el intentar luchar el sistema [político].

El `predice resultados de la vida real con una ocasión señalada de la ocurrencia. O el calculador da la oportunidad de la ocurrencia, o el jugador decide la ocasión. Los puntos ganaron correctamente usando las predicciones.
CONCLUYE los JUEGOS DINÁMICOS EN TIEMPO REAL 2G130 del INTERFAZ del ARCHIVO

Archivo: Buenas intenciones de los juegos/GA 2

BUENOS JUEGOS 2G360 de la INTENCIÓN del ARCHIVO

Es una raza al día del Juicio Final. Los bandidos amontonan generalmente puntos más rápidamente que los buenes chico, cuando fingen jugar ético. El descubrimiento de las intenciones verdaderas de jugadores es dominante a ganar. ¿Cómo hace uno toman decisiones difíciles tales como la manera del fuego de la lucha con el fuego para los propósitos éticos? La definición de los éticas se ata en gran parte a la opinión de cada jugador. La mente que ejercita desafíos viene cuando los jugadores analizan las perspectivas de diversa gente en cuál es buen comportamiento. Conseguir los puntos aprendiendo qué esperar. También aprender cómo tomar decisiones difíciles, tales como cuánto fuerza deben ser utilizados, y cómo, contra un bandido. Otros usos de la modificación de comportamiento enseñan a la toma de decisión de la vida real y a las consecuencias a los niños normales, e incluso al mercado del sistema de justicia penal.

MÁS DESCRIPCIÓN: Ahora expresar la frustración en el engaño con nuestra invención del juego de video. Anotar las entidades [del juego] para sus [`fiable] niveles de la honradez, y [dirigirse] para actuar por consiguiente. Los jefes pueden ganar temprano en el juego, pero sufren cerca de la terminación cuando son anotados por el carácter de God.

UIP-TOPICS USADO EN JUEGO:
--Botones emocionales del jugador del tacto. [vida real relacionada] ediciones en asociado del juego con aspectos emocionalmente sensibles o verdaderos vidas de los jugadores'.

--Corriente [el negocio, político, guerra, sistema de justicia [encarcelamiento de celebridades], corporativo asume el control, y otras noticias] [del mayor interés para el jugador].

- Los jugadores pueden jugar: haber discriminado, jefe, ángel, dios, guarda del acceso/regulador del cielo/del infierno/de otros mundos [antes de día del Juicio Final]
- Los jugadores pueden no saber que los están anotando para la honradez [al jugar esta función opcional del juego que (tapa aleatoriamente en el juego)].

Las MANERAS DE GANAR [las vidas/los puntos] o de prolongar/acortan los juegos:

- siendo puntos honestos, y que pierden [del aumento a corto plazo]. El perdido más a corto plazo, mayor es el aumento de largo plazo [si jugador consigue al día del Juicio Final].
- ir al cielo
- besarse hasta [diablo] mientras que vive/que pierde en el infierno [el punto lento que gana modo]
- el jefe del `acumula puntos [bastantes] del maì□n comportamiento a tiempo para evitar día del Juicio Final, o para donar [porción de] los puntos ganados [entonces teniendo el acceso del cielo vía el método más rápido de Rockefeller].
- Las víctimas estorban, daño y o jefe de la matanza [y o su capacidad completa de ganar puntos en [tiempo crítico] el juego.
- acabado antes de que los opositores consigan puntos necesarios [evitar día del Juicio Final e ir al infierno]. El primer acceso necesario llano [de puntos] trae el día del Juicio Final [si desean, o puede prevenir hasta que sus compinches consigan puntos necesarios antes de que haya predicho que los opositores.

EL FANFARRONEAR PARA LA DIVERSIÓN: Distinción entre otros errores de las entidades y engaño deliberado: castigar los errores de fabricación uno lastimó el atacante y lo atacó. Determinar las acciones equivocadas de otras vía: cómo su comportamiento errante no empareja a último jugador del comportamiento observado/[sistema] seguido. La entidad es al menos quizá más que se convierte/menos honesto - así que el juicio de errores no es prueba completa [solamente manera de determinar si el jugador está cambiando sistema de sonorización de su modo ético [constantemente cambiable] del comportamiento'.

SIENDO COMPORTAMIENTO GRIS BUENO Y MALO/QUE CONFÍA: Cambiando modos, y ofreciendo sentidos falsos de la confianza en otras; el jugador puede ganar más puntos. El fanfarronear [agrega más/menos puntos] asociado a las buenas/malas acciones se fanfarronean que.

- Más fácil hacerle furtivamente y trampear [y robar] cuando otros piensan son honestos, especialmente hasta: realizan sus acciones, y o pueden [equipar con nuevas máquinas para mejorar] reaccionan.
- Como cuentas de crédito [FICA]: [más allá] el maì□n comportamiento toma muchos [más] buenos puntos para reducir al mínimo historia del erase.
- Las ocasiones son que unas maì□n comportamiento practicante [en general poder] tener mejores ocasiones de ganar; dando a bastantes malos jugadores para hacer que el juego trabaja. Las víctimas que pierden han

adaptado los efectos [A/V] que hacían les la sensación mejor/mártir-como durante y cerca de la conclusión del juego; [y consiguen a más puntos del arrancador la vez próxima.]

- Fuego de la lucha del buen chico con el fuego: Sin embargo [las ocasiones muy mejores de ganar] venido de ser un purista, y malo que lucha con malo, y fuego con el fuego, mientras que mantiene muy bien las líneas éticas [que no matan (demasiados civiles inocentes) mientras que abusa de la ciudadela enemiga].

- Comportamiento = acciones grises que se pueden ver como buenas o malas, e.g.: niño inocente del bandido del secuestro, forzar a bandido a hacer algo bueno; atacando fuera de la rabia para allí ser comunicación, por lo tanto malentendido pobres que eso llevó al sufrimiento/daño.

--[Buen chico] [opositores] con una inteligencia/una experiencia con el juego/un más joven más bajos en edad para no entender líneas finas de los éticas, [fuerza] la tiene más fácil ganar puntos mientras que siendo buena y [durante comportamiento cuestionable].

--Definición de los éticas corregidos para los patrones cultural limitados del pensamiento de jugadores. Para para no ofender, dejar su imaginación funcionar salvaje en este juego.

--La entidad que ataca para confiar la acción del área gris [interpretada sin embargo como malo por el atacante] lastima el atacante.

- Las áreas grises para el comportamiento apropiado, y o el asociado correcto de la diagnosis [o (parcial) carecer de eso] con emergen las funciones 2G180 del análisis. Ver: educación sanitaria 2G240 [juego].

EDUCACIÓN': ¡Grande para los delincuentes y los criminales juveniles/adultos! Los guarda active mientras que aprende [no darles otros juegos [no educativos]. Las ayudas forman buenos comportamiento/éticas para [cada uno] todos los asuntos y los valores morales y espirituales del (existe?) "' no robar del almacén" a "aprender maneras de amar otras [a través de guía espiritual]"

- Incorporar [las características del juego del `] en nuestras invenciones con los enchufes opcionales en: educación, guía, analizador de sonidos, analizador visual.

--Actos grises - aspecto cultural limitado del patrón del pensamiento: predecir, seguir, adaptar [al usuario de la guía sin sugerir maì□n comportamiento], se marca con etiqueta qué (w5).

DÍA DEL JUICIO FINAL: Hablar con el carácter de dios y recibir los buenos/malos puntos entonces tienen acceso a cielo/a infierno [como el ambiente (del juego)]. Educación:

- [cerca] las cuentas perfectas son (im) posibles]. Los éticas de las demostraciones tienen calidades subjetivas. El anotar negativo de las acciones que se podrían describir mejor como siendo grises, se archiva en archivo separado [y' asociado analizada' anotado diferentemente].

- La pista del `y analiza honradez de [otras (entidades del juego del `) (vía asociar los archivos para sus acciones actuales/del pasado, y qué prometieron y para cuál está en el archivo ético del comportamiento.

- Ver: [familia/grupo] juego de la pelea 2G370. Números de patente de los E.E.U.U.: 6149157 6120028

LAS SUBPARTES DEL UIP EJEMPLIFICARON:

. UIP-Acceso: buenos/malos puntos para el cielo/el infierno; mientras que los chicos malos [tener más maneras de atacar a buenes chico o de hacer malas cosas para conseguir puntos], cada uno golpeado de un buen chico traen puntos mejor al buen chico, y puntos más negativos para el chico malo. Comenzar el juego con [uip-base de datos para el jugador más allá de la cuenta del nivel de la honradez].

. UIP-Corregir: valores culturales/personàles que influencian la cuenta para el buen/malì□n comportamiento

. UIP-DB: + cuentas para muchos tipos de buen/malì□n comportamiento. Cada comportamiento ha asociado el número de bueno (1 a 100), o malos puntos.

. UIP-Entrada +: cuentas éticas, opiniones, respuestas de la pregunta [psicologica] y respuesta del jugador.

. UIP-Guía +: con la decisión sobre cómo actuar bueno/malo en situaciones grises

. UIP-Predecir: cuenta del modo honesto de la intención de otra entidad

. UIP-Ranurador: encamina a jugadores al infierno/al cielo

. UIP-Pista: comportamientos anotados de escenas/de juegos anteriores.

. Ediciones amplias:

--El `predice, anota, educa, tiene acceso, analizador del comportamiento, etiqueta y la guía aprende etiquetar situaciones/archivos con los valores [éticos] vagos [basados en la perspectiva del jugador].

--El `anotó las interacciones basadas en niveles [percibidos] de la honradez.

. Términos/piezas reemplazables:

- Honradez [llana] = [entidad de la invención'] confiabilidad [basada en uip-base de datos del Info histórico en ella y cosas relacionadas; integridad; cuenta alta-baja [para las acciones hechas] basada en analizador del comportamiento. Buenas intenciones.

- Juego del `= panoramas [falsos] de la vida de %real [realizados]

- La educación del `= aprende comportamiento honesto; Dirigido en formas de buen/malì□n [social/negocio/escuela] comportamiento; cómo tener acceso a éxito en [vida] [vía comportamientos señalados].

CONCLUYE EL BUEN ARCHIVO DE INTENSTIONS

JUEGO DE LA SALUD DEL ARCHIVO

FUNCIONES del JUEGO de la EDUCACIÓN SANITARIA 2G240

También funciones agrícolas de la educación 2G250. El UIP se relacionó.

INTRODUCCIÓN: Los jugadores revolucionarios de la manera aprenden curarse con el papel que juega a juegos. Se genera el entusiasmo del juego mientras que está sobre las ediciones de la vida real del jugador. También los médicos facultativos aprenden cómo cuidar para los síntomas específicos. El 2G250 similar enseña los granjeros a cómo cuidar para sus cosechas, de las maneras similares a cuidar para se con la modificación de comportamiento.

JUEGOS [DE LA SALUD]: adaptado para enseñar al jugador a mejorar sus habilidades de la salud [(dolor) el hacer frente] dándoles UIP-Características se asoció a [su/campo común] las preocupaciones [médicas]. Cada

jugador tiene diversos tipos/grados de una enfermedad señalada, que se refleja en el juego que adapta; usuarios de enseñanza por lo tanto mejores cómo supervisar/salud de la pista de la subsistencia' buena. Ganar y perder los puntos/las vidas para el buen comportamiento.

EJEMPLOS DE LA FUNCIÓN:

- Los niveles del producto del azúcar limitan, y deben comprobar a los diabéticos niveles de azúcar de sangre por consiguiente como en vida real.
- Dental: mayores problemas de cierta causa de los alimentos que otros; y requerir el cepillado. La falta de cepillar/come se anota correctamente.
- Los estudiantes de medicina aprenden cómo supervisar' educan a sus jugadores [pacientes], y anotado en la salud que da' siguiendo habilidades. Adaptado al médico facultativo: mecanografiar la educación, nivel de formación educado juego.
- Juego del agente del `: El jugador es jefe del agente' que representa la preocupación de la enfermedad/de la salud los puntos - y del triunfo provocando el malì□n hospitalizado de las cosas (s)/los hospitales (gerencia/organizaciones). Experiencia cómo la enfermedad se comporta.
- El cambio de los requisitos de la respuesta del jugador como [el paciente] cambio médico/de la capacidad/de la energía se corrige: Castigos/concesiones: efectos peores/mejores de la experiencia de la enfermedad de /side [de drogas incorrectamente administradas]; por el que el sastre reaccione con síntomas cambiados y el usuario asociado de las características del síntoma debe ahora obrar recíprocamente con diferentemente que con síntomas anteriores.
- Agilidad de los juegos peligrosos de los actos: el jugador aprende cómo ir cerca pero no cruzar la línea que causa problemas. Ejemplos:

--Dieta: Necesitar comer un poco de pero no demasiado [de un tipo] alimento [o conseguir colesterol subalimentado, exceso... morir de hambre, hacer el llevar obeso a las enfermedades asociadas/víctimas mortales].

- Ejercicio: Gente que [que necesidad] el ejercicio se levanta al nivel señalado/preferred, después sufren [con ataque del corazón] si hay demasiado poco/mucho. No caer [especialmente para más viejo [las señoras] quién olvidó la protección/los dispositivos apropiados/ayuda. Cuentas del jugador cómo las entidades se mueven correctamente para su dolencia, o dentro de los parámetros de qué se considera sano [los aeróbicos/yoga] en cabritos/adultos del ajuste. Cuentas: apresurar, jaggedness del movimiento, balance, W5 asociado a la edad/a la dolencia del carácter.
- Juego de la seguridad: los carácteres identifican/evitan/quitan materias peligrosas en su ambiente [uip-adaptado], e.g.: asbesto, molde, alambres eléctricos flojos, materias peligrosas para los niños [de los jóvenes], peligros del viaje.
- Reducción del dolor basada en [`que adapta actitudes del comportamiento sobre dolor/drogas [de la comprobación]]. El fondo en tratamientos alternativos del dolor considera a Dr. talentoso Robo Woodman en Davis y Sacramento California. DavisPainClinic.com

- Salud mental: 1r: el analizador del comportamiento se dice vía el UIP para entrar qué necesita curar; o confía en sus propios métodos de los VAGOS. 2do: sigue entonces analiza el comportamiento del paciente; vía cuál se supervisa: qué entradas pacientes, y o lo que los VAGOS [del comportamiento] de los datos pueden conseguir y analizar. 3ro: se anota el comportamiento del paciente; y dirigido por consiguiente.

--Ejemplo: si las palabras claves del paciente en sus email demuestran la preocupación excesiva en una enfermedad de la úlcera estomacal, los VAGOS dirigirán a persona a: relajarse, meditate,' texto/poesía/las imágenes, y o medicación corregidas señaladas leídas de la búsqueda que calman. El dolor de estómago del maÌ□n comportamiento es [exagerado para el efecto].

UIP-ACCESS: ganar los privilegios [en vida real] como concesiones, eg.: más tiempo del juego, tiempo libre del trabajo/de la escuela/del hospital. UIP-Corregir: el jugador puede alterar uip de sí mismos, enfermedad. Analizador/filtro de la UIP-Entrada.

EL UIP INFO ENTRÓ:

- bases de datos médicas para las dolencias existentes - las características necesitaron: cómo la condición/el paciente se puede seguir en un cierto plazo; del cómo los síntomas o la carencia aparecen adentro [color de piel, nivel de energía de la vida, otros síntomas [que puede accionar enfermedades asociadas]; asociaciones entre la edad/la forma de vida/la respuesta de cuerpo [im] al comportamiento apropiado.
- base de datos del UIP del paciente: qué es entrada por programa del usuario/del doctor [juego del `] [para esa situación].
- Recompensas/castigos: licencias médicas que consiguen/que pierden; vidas perdidosas
- Los asociados/comparan del analizador del comportamiento del `comportamiento del jugador con el cambio en su dolencia. Las ayudas demuestran [qué aspectos] ayuda/daño del juego, para las mejoras en actualizaciones del juego.
- el juego continúa a partir de minutos a los años [después de paciente hasta que se curen].

UIP-GUIDE + CÓMO A LIVE/ACT/GET MÁS SANO

. UIP-Q&A para que el usuario aprenda sobre la mejor acción [siempre que en juego él desea/necesidad de tomar una decisión] y consiga educado' dirigió

. UIP-Predecir: ocasión de conseguir mejor/peor basado encendido: enfermedad/comportamiento/perfiles del paciente otros. El jugador puede intentar trabajar alrededor/con la predicción.

. UIP-Ranurador: el jugador encaminó al doctor adecuado/al proceso educativo basados en su funcionamiento.

. Cambios de las UIP-Pistas en salud, comportamiento y factores asociados.

OTRO: Las áreas grises para el comportamiento/el cuidado médico apropiado, y o el asociado correcto de la diagnosis [o (parcial) carecer de eso] con emergen las funciones 2G180 del análisis. Ver: buenas intenciones

2G360 [juego]. Patentes de los E.E.U.U.: 6699188, 6458080, 6168563, 5960403, 5901246, 5879163, 5601435, 5596994.

2G250 que cultiva los juegos de la educación - agricultura sana: Organismos con las ediciones de salud: gente, animales domésticos, otros organismos zoológicos, y plantas [necesidad de los granjeros de levantar y de fertilizar para una mejor cosecha anotada]. Ver 2G240.

. Adaptarse: UIP-Acceso: concedió más tierras de labrantío, una cosecha más grande, guía del método de la agricultura con habilidades más educativas así que el jugador puede estar en una mejor ocasión de ganar más adelante. UIP-DB: + características relacionadas agrícolas. El jugador de UIP-Q&A. hace preguntas del AG. UIP-Pista: para la cuenta total del jugador.

CONCLUYE EL JUEGO DE LA SALUD DEL ARCHIVO

BÚSQUEDA del ARCHIVO Un JUEGO 2G330 de la REACCIÓN

Búsqueda también llamada de Part "UIP de la categoría de la invención una reacción"

El UIP sabe "qué botones a empujar hacia adentro otros, conseguir la reacción deseada." Es decir: Las piedras de afilar del UIP adentro en una entidad o las características de la invención predijeron para sacar la reacción señalada. Esto amplía sobre subparte "búsqueda del UIP de la reacción".

Una invención/un arma que las pullas UIP-Apuntaron a entidades/a enemigos y los engañan más cerca [por Ratchet. El Taunting se centra en UIP-características para conseguir mejor/reacciones más fuertes de [los jugadores]. Cualquier entidad puede tener su uip-blanco taunting del agente cuál debe taunted en otro [conseguirlos para moverse, para dormir, para caer en amor (con usted)]. Ver 2G330

Ping-pong de la reacción del `: sobre "A" que accionaba una reacción en agente "B" de la entidad el', puede ser que intente provocar "A" en golondrina de mar; entonces disparador "B" de "A" y así sucesivamente. Ejemplos: reacción en cadena [química]; efecto de dominó, círculo vicioso.

- Entidades múltiples: La intensidad/las sinergias de sensaciones puede aumentar/disminución abajo de la cadena; y llevar a causar reacciones en cualquier número de entidades, al crecimiento o a la contracción en gran número. Cualquier patrón es ACEPTABLE.

Cómo el agente "A" consigue reacciones de la entidad "B". Las formas en las cuales esto [búsqueda del agente/UIP del juego del `una reacción] funciona/consigue una reacción:

elogio [backhanded]; censura; reaparición; descarga; mofa; ultraje; sarcasmo; palmada; el conseguir rápido; embromar; incomodidad; ofender; poner en el suelo; concurso; reunión; explorador; atormentar; gorjeo;

molestar enfrentan; señal de socorro; repugnancia; exasperar; aguja; codazo; dejar perplejo; perturbar; pester; plaga; perseguir; paseo; susto; inculcar una reacción señalada UIP del' humor' de la sensación en entidad deseada o cosa; despertar; disparador; desafío; electrificar; incitar; aviso; stir; emoción; waken; amolar; abogado; ayuda; perdonar; conspirar; egg encendido; animar; endosar; ayuda; promover (mercado); impulso; estimular [pensamiento creativo de la entidad del `]; inspirar; conspirar; referir; coludir; cocinar para arriba; cooperar; legado; encanto; cosechadora; demostrar las asociaciones; indirecta; pescados para; diagrama; plan; socio; recursos de la piscina; demostrar la buena voluntad; lado con; mantener; unir; maniobra [con las predicciones para que cómo maniobre w5]; juego [juego del `] con; determinación de la otra; pregunta; impuesto; prueba; intento; dirección; súplica a; pedir; ordenar; recoger.

- `interactivo/intercambio [con sinergia]: humores, palabras, imágenes, acciones físicas o movimientos, más.

Invención de la sinergia: la suma de la acción que acciona, y una reacción no asociada hecha en una reacción asociada pueden ser mayores que la suma de las piezas. Éste es una de las demandas de la invención.

ALCANCE de EXTENSIÓN de la INVENCIÓN - los ejemplos embarullados siguen:
[las piezas seccionan #1]: U (usuario de esta invención) = las funciones aplicables [juego] del `[agente del `] [de la búsqueda del UIP y reacciona] el ~ C (CPU) =
[Sección #2 de las piezas]: TENER ACCESO (al control de seguridad) [el usuario que juega con/sistema taunting es una contraseña] ARTISTA de // [el taunting es una forma de arte (cómo las imágenes se provocan)] NOTIFICADOR EDUCATIVO de // EDIT del ANALIZADOR de // [COMPORTAMIENTO] [la mejor manera de provocar] [las palabras/Info a (mejor) provocan] // [estudiantes del golpecito] // del cambio [conseguir la atención del usuario por la provocación] // PS-ZONE [las provocaciones son activadas por qué usuario de la zona adentro (w5)] el PREGUNTAR de // [preguntas a provocar; // SA (analizador de la UIP-Entrada] de sonidos del `) o PISTA de // del SENSOR de // de la CUENTA del VA (analizador visual/reconocedor sano) [qué sonidos provocan] // del `[el `predijo llano de la provocación de un disparador propuesto] [uip-entrada para la provocación] [acciones del pasado de la entidad apuntada usada por el analizador del comportamiento, para concebir' las buenas formas de la cuenta de provocaciones futuras].

Secciones 1 y 2 interactivos.

Ventajas de la "búsqueda del UIP una reacción":

- Las reacciones del `son la UIP-Entrada [después de ir al analizador del comportamiento]
- Personalización. UIP-adaptación. El sistema que usa esta función aparece más humano/natural.
- [Una interacción más emocionante del juego del `], esa sensaciones verdaderas de mejores disparadores [en jugador].
- Una educación más eficaz, y dirección.
- Ejercicio y educación mentales para el usuario: aumentar el sentido del ingenio/del humor.

- Accionar la amplia gama de la sensación, de pensamientos, y de acciones, para alcanzar [sobre razonable] la reacción/el humor [humano posibles] señalados.
- Una mejor forma de castigo [en juegos], y manera de mantener entidades indeseadas ausentes o de la vuelta.
- Probar la inteligencia/el humor/el comportamiento del usuario en cómo reaccionan [y el juego "búsqueda del UIP y reacciona" ping-pong].
- Con el estilo apropiado, sistema se regionalizará [adaptarse a los patrones cultural limitados del pensamiento del local (para el humor o el ingenio)].
- Mejora las capacidades del siguiente cuando la "búsqueda del UIP y reacciona" se incorpora dentro: Predecir, educar, dirigir, tener acceso, EGH, entretener, juego, interactivo, generación del humor' que corrige; Notificador; OSCILADOR [adaptación sana].

Los ejemplos para la "búsqueda del UIP y reaccionan": el señuelo, gancho, carismático [encanto], puso un encanto [entidad del juego del `], incentivo, atracción, camuflaje, trampa, invitación, imán, ratonera, tirón, dulcificante, tienta, encanta [mágico], hostiga, presiona, cuelga, atrapa, embroma, seduce [con imágenes, el oscilador y otro los sentidos], el juego [secuestro/copiado] [de (invención/los datos) (las ideas)],

Archivo: Juegos/GA 1/juegos a partir de la 3-06

ARCHIVO DE LOS JUEGOS DEL ARCHIVO DE MARZO DE 2006:

PALABRAS CLAVES: Carácteres (del usuario o del miembro temporario en juego), características (de la persona/del carácter del juego). Comportamientos, perfil del comportamiento. Psicología, análisis psicologico. Juego, juego video, juego de ordenador, juego de arcada, papel gameplaying que juega, papeles. Juego adaptación adaptante. Juego ajuste ajustado. La adaptación adaptada sastre aprende (de (el usuario)), aprende de..., aprendiendo, comportamiento aprendido.

MÉTODOS de CAÍDA del PROTECTOR AMISTOSO 2G260 PARA UIP-INPUT: Conseguir a jugadores revelar a sus uno mismo internos, ellos pudo normalmente mantener ocultado; entonces el uip puede funcionar mejor. Métodos:
- el modo de la uip-entrada es menos obvio al jugador
- el jugador puede pensar que se están analizando sobre X (efectuado), pero que están realmente sobre el Y.
- las respuestas de sistema a los usuarios pudieron también desviar del Info buscado más por el UIP
- no diseñado para los propósitos fraudulentos. Incluye todo el uso adaptable de los ayudantes de sanidad mental de las técnicas en vida real
. Ejemplos:

- El explorador debe elegir una trayectoria que va por un gato del amigo o el perro amistoso, mientras que la demostración más grande del cuadro una criatura borrosa o lisa que guarda la entrada.

---Opción de la textura: El jugador conjetura quién tiene el anillo mágico, y debe elegir de un carácter verde borroso o de otro iguales pero es verde azul y lo alisa. Uno puede mejorar la prueba para las preferencias del color o de la textura, cuando la opción siguiente está entre un verde azul borroso y alisa la bola verde.

--Un animal doméstico mágico debe ser seleccionado después, y su opción demuestra probablemente su preferencia del gato/del perro.

--Después que el tipo animal doméstico será dado a su carácter principal, mientras que el opositor juega con el otro... que hace cumplir más lejos una normalización/un culturalization que hacen a jugador más cómodo. La gente que prefiere gatos pudo ser más aseada, y tal es un más pedacito a sugerir que tal es el caso para la UIP-entrada y el análisis.

2G270 MASTERMINDING el UIP DE CADA UNO:

. Aprender (el `se educa) sobre el uip de otra persona, entonces: superarlos (control esa persona/invención); suprimir (partes de) su UIP archiva (dando por resultado el partido que las partes perdidas del UIP al malfuncionamiento/no saber qué archivos fueron suprimidos por lo tanto cómo funcionar correctamente; o como un virus, el parte movible cifra al distrupt su UIP y o los resultados del UIP.

. Virus anti. construir las defensas (del software) contra los atacantes del UIP (virus de computadora/los bandidos listos): se diseña el software anti/la protección del virus (UIP) (atacante) (para los virus específicos).

- El `corrige puede alterar el UIP que programa para se/otros. Corregir las búsquedas señaladas los códigos/las características (como explora el sistema), después' reacciona realizando cambios señalados (al código o (temporalmente) a los resultados de adaptación del UIP).

- El antivirus analiza virus del UIP siempre que: uno de los cambios adaptados de los resultados (según lo reconocido por el sistema separado/alejado); otros programas antivirus sabidos, eg.: por Microsoft, utilidades de Norton.

- el UIP de funcionamiento o nuestras otras invenciones en Apple u otros no programas del ms pueden ser más estables; más seguro contra los virus (debido a muchos defectos de Microsoft).

. Sabiendo el UIP de otra persona, deja la persona/la invención mejor saber con ellas: obrar recíprocamente (a su ventaja); tener una mejores coordinación/comunicación (técnicas) (con menos averías/insectos). Un UIP puede uno mismo generar alrededor de defecto de a (técnica/característica) en otra invención/persona. Ejemplos:

--El teléfono celular del usuario está incorporando un calabozo (véase nuestra invención); y como el UIP del llamador/del receptor sabe están entrando en tal zona, una reacción se hacen, eg.: juega la música que consolida paciencia; dirige el teléfono celular a otra frecuencia/portador (mientras que en el calabozo). También, las características (únicas) de cada calabozo son UIP registrado.

--Nuestra invención de la puerta del animal doméstico: cuando llueve, el animal doméstico espera un exterior más largo. El transmisor del collar del animal doméstico emite humedad (los gatos y los perros no sudan?). La

congruencia programada de la información de usuario resulta cuando uip del collar del animal doméstico (demostrarlo era tiempo tan adicional mojado de la limpieza de la estera de puerta necesario), fósforos con el uip de la puerta del animal doméstico (hacer el animal doméstico

JUEGO del CUMPLEAÑOS 2G280: Por ejemplo, cuando su niño consigue más viejo, él puede parecer una escena del juego donde los muchachos están celebrando el cumpleaños de su padre - pero éste sucede solamente una vez dentro de una semana de su cumpleaños. Él gana si él puede soplar hacia fuera las velas a pesar de que el "chico malo" está guardando a papá de la torta. Él tiene 8 minutos antes de que las velas queman, y está consiguiendo a ayuda de él hijos y la esposa. Mientras tanto un inventor llama la esposa y las transferencias ella las energías mágicas necesarias. Feliz siempre después...

INTERACTIVIDAD del DISCURSO 2G290 Y del SONIDO CON los JUEGOS: Invención para tener interactividad sin hilos e interactividad de la radio como parte de juegos. Por ejemplo ahora hay juegos de señal controlada. Cómo sobre emisión de radio, los efectos del reconocimiento de discurso agregaron para el discurso o la comunicación al azar en un campo del juego para la interacción conversacional con los objetos virtuales. La interacción podía ser controlada o izquierda a los efectos al azar, ambiente.
E.g objetos virtuales que bailan a la música, respondiendo al ruido; marioneta que responde a un golpe del tambor, guitarra, piano, flauta, pipa. Una banda que responde a un conductor verdadero o virtual cualquier manera.

El OTRO 2G300 puede repetir este párrafo: Control múltiple del objeto. Control cada vez mayor de la interactividad y del objeto por controles electromecánicos que substituyen con el control sin hilos de la voz acanalado a poseído o dominio de la interacción. Decir poder tener 10 jugadores y árbitros interactivos en un juego de bola video de la cesta en vez de uno controlado por una palanca de mando. Participación alejada y en Internet en un juego que será jugado de otra manera personalmente solamente.

CONTROL 2G310 OTROS JUGADORES A TRAVÉS de SUS MANIJAS:
. Las "manijas" son lo que pueden asir y controlar los jugadores en la entidad apuntada.
. Controlar otros carácteres [vía sus puntos de control que son los nódulos [del rfid] agregaron a la cara/al cuerpo del carácter. Limitando una expresión facial señalada, el carácter es prohibido de la sensación/del pensamiento [qué jugador predijo que pudieron sentir/think/do].
- opciones del control: mover sus tales nódulos [relacionados] los propios/del vudú; el sueño/lo piensa para arriba [extrayendo o seleccionando del menú [que ascendente del estallido basado en la predicción del juego/del carácter de qué opciones del control pudieron ser queridas.
- los puntos en regulador/recipiente pueden efectuar la fuerza de causar/del control de resistencia [para uno o más carácteres/invenciones de la blanco].

. Ping-pong del control: un esfuerzo supremo entre los jugadores de two/%multiple y cómo se controlan [mente/comportamiento/acción] [vía agentes]. Los agentes pueden tener acceso/corte en otras entidades [mientras que siendo cortado en sí mismos (simultáneamente/en dimensiones limitadas de (zona del `)).

- intentar controlar analizador de la función que controla del otro jugador el'; el su cortar [en su jugador] se para/se obstaculiza/se despide tan detrás [en] a pirata informático.

- meta: conseguir otros carácteres para dar a jugador señalado el panorama/la experiencia deseados. Los agentes hacen quizá esto cuando dos jugadores humanos juegan; con la lealtad del agente alterable [vía cortar asociado]. PVP [juegos del jugador del verso del jugador].

- otro carácter puede ser un agente para controlar otros carácteres, actuando como [un agente].

- Control indirecto en PVP: cuando un jugador guiña, la expresión [facial]/la experiencia del carácter del otro jugador puede ser asociadas, eg.: sentir/las sensaciones apasionadas de la demostración [y actuar por consiguiente (sin control [completo] del jugador).

- `Equilibrio entre las fuerzas de los jugadores múltiples posibles, eg.: la energía igual empuja al centro, y al empuje del 66% a partir de un lado, y al 33% en los otros resultados en estes 3ultimo que pierden la cantidad/longitud de [mitad el delantero/el controlar/energía de la entidad de la fuerza del 66%].

el JUEGO 2G350 y APRENDE De CELEBRIDADES y de FIGURAS HISTÓRICAS: Educación': obrar recíprocamente' con las figuras históricas. Se ríe entre dientes un pedacito. El software interactivo ofrece la persona difunta o el animal doméstico más allá de la personalidad sobre el sistema.

- TM posible: Obrar recíprocamente con historia; Software de Séance.

- El usuario pregunta la invención en cuanto a cómo la entidad [pariente/celebridad difuntos] contestaría. El usuario obra recíprocamente con [histórico/ficticio] [entidad del juego del `] basada en cada los UIP-rasgos.

--El UIP Info entró de: bases de datos históricas; qué alguien entró en en cuanto a reacciones de las acciones probables las' de quién está retratando el carácter.

. --El usuario pregunta el sistema - > el sistema de c (sistema) "analiza" todas las preguntas 1000+ y respuestas en su DB (base de datos del `) en las sensaciones/las opiniones/los comandos/las peticiones/creencia/etc del partido difunto - > U siente un poco más en el país por la persona muerta" de w semi "que obra recíprocamente (con) más allá de declaraciones/de respuestas (de la opción múltiple).

--utiliza el software de lengua que es autor, y el otro interruptor interactivo del entrenamiento computarizado.

--El sistema adapta su respuesta a la situación del u (las sensaciones, parental/dirección necesitan, etc). Éste es un ejemplo del UIP doble o el UIP interactivo, en ese sistema y U ambos se adapta el uno al otro.

- Control remoto de la patente 5357427 de los E.E.U.U. de los pacientes de riesgo elevado que usan la inteligencia artificial: Las preguntas al paciente son = elegido usando AI ("analizador", el "uip") = basado en la respuesta del paciente...

- quitar el archivo/los datos de c basada en su "cuenta baja": crear menos alboroto (para el uip- el "analizador" a funcionar, dejó a programador mejor ver esencial (para la modificación)).

JUEGOS 2G370 de la PELEA de la FAMILIA: Ver las buenas intenciones 2G360

Archivar el GA otro
Juego, UIP relacionado, etc

RESPUESTA DEL JUEGO: jugar de nuevo el juego usted/el otro jugador hecho. El UIP puede presentar [cuenta del `que consigue] las situaciones más importantes. El UIP puede utilizar la contestación Info del juego. Pista.

PARA EL SISTEMA DOLBY:
- la codificación [si hay dos suena como señales simultáneamente], y el 2do no es compatible con el primer, el primer se altera para ser compatible al 2da.
--convertir la cinta a digital está codificando.

El UIP es preferencias definidas por el usuario del AI.

OTRO:
. Piezas traslapadas:
El `corrige, educa, EGH (Educ consigue más difícilmente), guía, obra recíprocamente, predice, busca y reacciona, TGH (la terapia consigue más difícilmente), UIP-Aparición (2G180), sastre del UIP.

ARCHIVAR estos juegos 2G200 concibió sobre todo antes de año-2000

JUEGO 4A460 POR el MODEM: obrar recíprocamente con uno a. La máquina del usuario tiene acoplador permitiendo el recibo de los mensajes para el juego cuando el remitente presiona el botón derecho.

5A830 DEMUESTRA que los puntos adicionales (cuenta del `) necesitaron ganar el juego
- simultáneamente demostrar el número de minutos se fue en juego (o número de tiempo previsto dejado basado en el índice de funcionamiento).

JUEGO ELECTRÓNICO del PATIO A2-470: se aplica a los juegos y fue ampliado en 5E020.

TABLEROS del JUEGO A2-480: su listado atado al tablero (por los clips etc) y a él produce a agregados de papel de los pedazos u del tablero del juego a objetos más pesados. Elegir el juego u quieren, eg.: monopolio, su

propio juego que usted ha programado, o comprado e insertado en el M. Puede alterar reglas. Mezclar el juego electrónico #47 del patio de w (con). TD: el MED w2 del ep del punto de ebullición del tt del hh del interruptor C (computadora) del `e cons P.M. adulta exc de los pp del ll del humor de la diversión de los cabritos

ASPECTOS A2-560 del JUEGO: MI el resto del G descrito anterior y más adelante según si su nrl del rl o.
1] Mapa G del zapato: mapa del zapato del MI 55. rl. seguir otro olor cogiendo solamente donde han estado retardo fijado del tiempo/de la distancia de w (con) creado por el producto del seguidor. Incorporar el aspecto en un G. más complejo.
2] Invertir la orden de la cinta/del microchip de extranjero y su lengua y sus dialectos. Conjeturar qué lengua. rl. Puede también ser jugado adelante.
3] El destructor crea las trayectorias de la destrucción. Con o sin el enemigo que reconstruye/las estructuras/destructor de las luchas. nrl.

JUEGO de A6-03 PASCUA: Cuando el usuario encuentra una sola pieza y presiona el botón de los sonidos del encanto, el primer sonido activa el encanto siguiente (que recibe el primer sonido) debe hacer un sonido, pedazo siguiente de los hallazgos de la persona y va al pedazo siguiente en círculo completo hasta todos encontrados. o algunos puede tener tipo corto seguro grueso clavo de la chincheta que se pueda asegurar en la corteza del árbol
uso de o en los juegos para el detective, encontrando y persiguiendo a la persona que deja adrede señales detrás
- Opción: Para despertar - rodar todos alrededor de la casa (una persona más rápida se levanta las pocas alarmas que tienen que desactivar).
- patente relacionada 4936185 de los E.E.U.U.

A8-16 ENCANTA el JUEGO del BOLSO de HABA: pequeño bolso del tamaño de la mano del tiro el uno al otro. Se ata a un lado de piel el casquillo y debajo de un control robusto sobre el cual los usuarios puedan entrar algo.

A8-16A ENCANTA EL JUEGO DEL HOMBRE DEL CORREO: las llaves de cada jugador en la oración corta (limitada a 12 palabras), entonces pasan a la persona siguiente que ve solamente la oración pasada de la cual ella hace la alteración. En el extremo de redondos el encanto puede volver a las 15 oraciones pasadas afinadas adentro y demostrar la progresión del cambio.
- "Indirectas" dadas a los jugadores vía: Ver a instructor del juego 2J02

PSICOLOGÍA DEL JUEGO: Limitar el número de palabras para facilitar afinar en la función, releyendo oraciones más adelante. ¡Maximizar las oraciones del número en memoria para inducir la conmutación frecuente de modos de afinar en proceso a la distribución y a la risa!

FUNCIÓN de la ESPERA 6B460: llave en la cantidad de tiempo usted anticipa tener que esperar. El juego y las reglas se alteran por consiguiente. Eg.: U tiene llamada entrante de T (teléfono del `). Durante pausa, u pudo no poder ver s (que le da ventaja del tiempo).

KARAOKE 6B610 QUE JUEGA: pagar jugar, ganar las bebidas, alimentos, otros premios. Juicio hecho cerca: Karaoke; voto de patrón; empleados del Karaoke corriente de la organización; ocasión al azar
- conjeturar el nombre de las porciones de la bebida, pequeño o regular del tamaño
- el mejor cantante y o músico (que usa normalmente los sintetizadores)
- la mejor actuación: el Karaoke puede pedir que la gente personifique a persona famosa
- bingo; lotería; máquinas del bote; juego de juego o de no-juego común que tiene objetivo del nombre que conjetura que gana de la bebida (pudo costar poco) mientras que da un propósito de beber también - consiguiendo gente bebida)

PASO 6B960 ADELANTE: comenzar una historia y pasar a lo largo del artículo a la persona siguiente que continúa historia. En el extremo, después de ir por ejemplo uno o más veces alrededor del círculo, la gente puede escuchar la historia final
- también hace sonidos, o música y paso adelante, o las ideas del comienzo para las invenciones, y el paso adelante
- ENCIMA del límite de tiempo para hablar por persona reducir exceso de tiempo requirió escuchar los pensamientos poco importantes

8B300 PIENSAN: Utilizar la información docta para progresar en juego. Juego mayo o mayo no educar a usuario sobre hechos, habilidades, el etc antes de comenzar. Este tipo función puede ser una parte o de la característica principal de juegos. Las preguntas o los avisos se pudieron contestar o respondieron vía a la opción múltiple, o a la selección vía una pantalla táctil del ratón o del dedo
Muestras:
- impresionar al mago, al rey, al amo, al profesor, y a persona con la información para: ganar su favor, ganar la entrada, conseguirlos para ser su aliado, etc
- ganar el acceso a través de puerta o la puerta contestando a la pregunta correctamente. - habilidades: aprendiendo cómo hablar con la gente y conseguirla para tener gusto de usted (eg.: cómo usted responderá o actuará - grande para la gente de enseñanza las habilidades sociales);
- aprender las leyes: cada acción puede dar lugar a la fractura de la ley con la acción incorrecta. El juego tiene las leyes para la parte del mundo real, o sus propias reglas - gente de enseñanza el patrón del pensamiento del funcionamiento dentro de una estructura legal. Eg.: usted está conduciendo alrededor de una esquina de 90 grados, sus demostraciones de la exhibición ("S") su km/hour y usted desean ser la primera persona para acabar una raza, pero le serán paradas por la policía si usted pasa 60 km/hr - esto causa su retardo

- TM: Doctor: funcionar encendido a gente, animales, plantas. Descubrir o recibir la información sobre problemas que tienen, después hacer la cirugía o prescribir la medicina. ¡Un desafío de la diversión!
- qué a hacer y a no hacer en ciertas situaciones, eg.: amigos entretenidos, o familia, o negocio en su o específico la otra cultura.
- Ver a instructor del juego 2J02

IMÁGENES de la SOMBRA 1C-020-083003: Proyectar las sombras sobre la pared que las hace en formas artísticas interesantes; jugar conjeturar del juego cuáles la sombra es.

1. conjetura cuáles son
2. sombras de la fusión que crean nuevas posibilidades
3. hacer un juego de él, la persona que conjetura consigue correctamente un punto. Más será interesante descubrir lo que se conjeturan las sombras si no.
4. juego de la cama, del etc.
5. apagar las luces y la visión desde las paredes, o el juego en una CRT

- Notas al pie de la página: alejado ("R"); exhibición ("S"); c; pp; P.M.; Reino Unido; ratón; interactivo; juguete; todos; juego; hospitalidad; impresora; punto de ebullición; oscilador; cuenta; carro; cojín del aire. "Hace alusión": Ver a instructor del juego 2J02. Sombras/siluetas demostradas en la "pantalla" también.

#<2, 2or3, 3 ver mech $> #<1, MK del version> #<4 del interruptor (software del `): ¿rúbricas todavía que son puestas? >

GUÍA del SOFTWARE 3C200: [Título anterior: Guía del cubo de Rubics]: Al jugar a un juego de la habilidad w (con) una persona, sistema dice u si están haciendo progreso o no.

- # = rubics sw/hw N (invención) demostrado solamente.

ejemplos de o:

- Software del cubo de Rubics: demostraciones # de los pasos necesarios para terminar tarea. Si # de pasos aumenta después del paso pasado, u puede mover hacia atrás la pista a la posición anterior.
- Ajedrez: demuestra que tiene que el número de los pasos u y o de opositor jaque mate posible.

. --El sistema calibra vago: nivel de cada jugador/probabilidad de humano jugador hacer particular movimiento en aislado situación (basado en el uip para los millares de últimos jugadores en)/preve de la base de datos movimientos posibles/otros aspectos en inteligencia de los programas informáticos.

- "S" en uno de los cubos demuestra el número de pasos adicionales necesarios para terminar rompecabezas. Actúa mientras que una guía en usuario de ayuda sabe qué movimiento es mejor.

+-verbally dijo la versión del interruptor (software del `) existe, pero quizá sin el modo educacional cuál puede ser patentable.

- Le dice el número de pasos que permanecen a un cubo corregido del rubics. Este número se asemeja al número más corto de pasos posibles. Si un cambio es realizado por el usuario el número puede aumentar o disminuir; si el número es mucho más grande, el usuario pudo evitar ese paso.

- otras versiones en software solamente: y puede tener posibilidades interesantes de los gráficos, eg.: poner 100 círculos en orden correcta; rompecabezas de la sierra de la plantilla; estacar artículos en 8 columnas; etc.
- puede también "notificar" la cuenta, eg.: (vía sonidos, combinaciones de código de las luces)
- se aplica a la mayoría de las otras versiones electrónicas de juegos con un jugador que controle todos los movimientos

CONJETURA 2D-220 El SONIDO: Los sonidos comunes se sintetizan, haciéndolos más duros y más duros conjeturar cuáles son. Movido a la carpeta de la música en 1.06.

CONJETURA 2D-221 EL JUEGO del ___: Similar a 2D-220. El juego deja conjetura de los jugadores cuáles uno o más de los estímulos siguientes son (cuando está dado consecutivamente): imágenes (sillouhette, esquemas, color (combinaciones)); sonidos; vibraciones; palabras del oscilador habladas; texto escrito; circunstancias: histórico, otras pistas ambientales; etc (2D-240, 2D-250). Ver a instructor del juego 2J02

CONJETURA 2D-240 El JUEGO del ARTÍCULO: Utilizar el microscopio para conjeturar qué artículo usted está mirando. Las muestras pueden ser así que pequeño y mantenido cubierta así que usuario puede la mejor conjetura viendo vía el microscopio. Consigue cabritos muy curiosos sobre ciencia.
- el acompañamiento de la información exhibida electrónicamente o por el manual puede explicar lo que miraban, con los detalles explicando porqué qué vieron miraba la manera que hizo....
-2D-220. ven el "analizador visual".

OTD (otros detalles técnicos) 1: la definición del juego es avanzada que supuesta comúnmente en sociedad; pp y reglas del juego de la P.M., sistemas de sonorización, cuenta; Reino Unido; interactivo; %exercise; %portable; carro (para más de un juego practicable - software); cc: uip (el nivel de la dificultad del juego ajusta a la capacidad del u (tgh)). Reglas de juego alterables por u vía: el carro, banda, %uip, + " entretiene ", + " corrige ".
- D: U (jugador) = ~c [de la unidad portable de r] = (U (jugador))
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- Subpartes: Juego-Vídeo; Juego-Al aire libre: las piezas comunican vía la radio = C. principal.
% "del ranurador": localiza el then= recupera el data= necesario para el "juego". Los jugadores pueden necesitar los datos/el papel especiales que juegan habilidades del "juego".
- Código (acceso, marca de agua del EL "") codificado en sw/data límite cómo sistema ()/programa del sistema puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".
- Dibujo de OTD: U (jugador del juego) = este ~ del sistema de N (invención) (juego) C =
ARTISTA (tipo imágenes/de la banda de u (programa) efectos visuales deseados para el juego según lo visto en S); %BA (el comportamiento de U determinado, así que sistema puede mejorar UIP-Adapta cómo el juego gira

alrededor de jugador, eg.: tgh); CEREBRO; CARRO (cartuchos de juego - diverso carro tiene diversos juegos que se puedan jugar); EDIT (el guarda puede cortar ciertas características del juego, eg.: palabras/imágenes (analizador visual)/ciertos juegos (en el carro/en línea/vía la difusión) todos junto); EDUC (U aprende destrezas mientras que sistema de w "que obra recíprocamente"); K; M (abajo cargar los juegos adicionales); MES; RATÓN; MULTIUSOS (diversas "cuentas anteriores" de cada jugador recordadas y por lo tanto el modo del tgh diferencian por jugador; la diferenciación "corrige" para cada jugador); nr (notificador) (u dijo cuándo pierden o ganan el juego, o dijo su "cuenta actual" o "estado" (la escena del juego de la posición física w/in)); +OSC; +PR (el jugador cambia los papeles desempeñados por los carácteres, cambia las reglas, jugador puede diseñar (casi) nuevos juegos (vía uso del interruptor de la lengua que es autor (software del `) para el juego (los prototipos))); +%PS-Zone (principalmente la versión de WA de N, o la Picosegundo-Zona solicita a la porción de R (`teledirigido) de sistema de N (invención); localización física del jugador: las necesidades de ser cambiado para u más con eficacia al juego del triunfo (que desempeña su papel en juego), jugador pueden girar mientras que guarda su establo de las piernas (en granangular), u se sienta, solamente su posición cambian un poco como tuercen su cintura, o mueven el dispositivo portable (pedazo del juego) con sus manos/brazos; multa - adaptación de la localización provechosa, eg.: vía el GPS no actual); Q; +R; RANURADOR; CUENTA (el jugador de los puntos ganó, y compara a jugador con otros jugadores (vía "multiusos"); %SENSOR (=effects del " analizador " del sensor= cómo se juega el juego, eg.: el sensor de movimiento es necesario si u es responder a la situación del juego, o la química/la energía eléctrica de la mano (de cuerpo humano) efectúa la reacción del juego (u debe ser relaxed o u pierde puntos)); ANALIZADOR DE SONIDOS; DISCURSO (el jugador puede responder a/los elementos de control del juego vía el discurso); ESTADO; SYNTH (el estado del u en juego efectúa SYNTH usado por el oscilador); + INCLINACIÓN (funciones del palillo de alegría); UIP (uip-adaptar, tgh); UQ; ANALIZADOR VISUAL; +VR; +WA (VR, tipo del walkman, juego jugado (solamente encendido): modo audio - u oye que las acciones y u del juego responde vía sonido (y o K (teclado del `) que presiona también); todavía u capaz de ser semi consciente de sus alrededores de la vida real (contra (VR))).

- "Facturación"

. Lugar de reunión (electrónico) del EL: Mejora en la palmadita 5347306 de los E.E.U.U.: El ~ de "C" animó el lugar de reunión electrónica para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // (/W5 (qué, donde, cuando, porqué y cómo) sistema cómo (sistema) funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS // T (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas

diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "Educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

. Patente 5368308 de los E.E.U.U.: La corriente de los sonidos registrados rotos en los segmentos entonces reordenados ['orden y sincronización], palmadita la tiene como juego también = "juego": con otras posibilidades: conjetura que el botón tiene que los sonidos pidieron de qué manera; crear las combinaciones sanas diferentes de ésas oídas antes por factores señalados de la diferencia (los mismos segmentos sanos pero solamente 1/10 movidos a otra orden)

- % de la palmadita del str de la búsqueda: juego y (eléctrico o talud) no (vídeo o ajedrez o billar automático o (juego del ajuste del tablero))

Dispositivo de la palmadita 5486122 de los E.E.U.U. y método computacionales usables autónomos de expresión artística usando el "juego": Los dispositivos educativos que usan métodos educativos process-oriented se divulgan para preparar a niños para el teclado. El dispositivo incluye sistemas de guantes y de indicia aplicados a los dedos de guantes para proporcionar las representaciones ilustradas del teclado.

. VENTAJAS EN JUGAR AL JUEGO: "Educación": aprender las destrezas (de la vida real) aplicables a las funciones "señaladas". Importante para la patentabilidad. Ejemplos:

--cómo buscar, pescar, o alza con desgracia mínima o ganar: alimento, o punto de la destinación.

--construcción de su personalidad: fuerza, resistencia, capacidad de maniobrar en la vida real, habilidades del negocio, negociando, batalla (boxeo, artes marciales); deportes (competitivos).

--aprendiendo cómo utilizar (KN) el sistema/interruptor (software del `)/herramientas.

--la práctica que viene de jugar del juego enseña en muchos niveles: intuición; patrones del comportamiento subconsciente dictados; respuestas automáticas

. - misceláneo: generación de la "imagen"; juego a ganar: dinero, puntos, otro juego libre; "entretener".

. UIP: el sistema (sistema) mejor entiende la personalidad del jugador, y ajusta por consiguiente. Ejemplos: interruptor (clases particulares); cómo (KN) presenta la información, opciones, funciones; aprender que una habilidad tal como cómo utilizar un product= entonces u no sólo sabe mejor utilizar el producto, pero to= u de los sastres del uip sí mismo del producto un mejor: u = aprende que la habilidad/uip aprende adaptar a u = interconexión mejorada entre u y KN.

- Pensamiento creativo de siguiente de las necesidades: Ventajas del servicio del comportamiento del jugador, eg.: vagos, uip, acceso, Educ, egh, creatividad del u de los aumentos (véase los métodos del realce de la creatividad).

D: C (computadora del `) = "anota" = usuario: como u consigue más cerca o más lejos de ganar.

- el jugador = "interactivo" en modo/juego de la "hospitalidad" = ~ del "juego" C = movimiento "analizador"/movimiento del juego del jugador "anotado" = "guía" sugiere/predice los movimientos/los movimientos futuros del opositor.

. Str de la búsqueda de la patente:

- ajedrez. O: ajedrez y (el software o la computadora da instrucciones o enseña o demuestra o improv).

--Patentes de los E.E.U.U.: 4098106; 4492581; 4515371+ - las exhibiciones corrigen movimiento después de número "señalado" de movimiento incorrecto del jugador.

- (juego o juego) y (dar instrucciones o enseñar) y (software o computadora o eléctricos)

--Los E.E.U.U. patentan: 5035625 3866338; 5497999; 4228596; 4289313 4416454 4611996 4421487 5169319 4122952 4990093.

- ((jugador u opositor o usuario) near/5 (comportamiento) y juego y (computadora o software o eléctrico).

. --Patentes de los E.E.U.U.: 4569526 4666160 498003 498002 4518267 4494202

- 'R = "inclinación"; teledirigido; palillo de alegría; "aplaudiendo"; arma del laser; (tridimensional/teledirigido) "ratón"

. Dibujo posterior leído: U = este ~ del sistema de N (invención) (sistema) (juego/"educador" de los sonidos) C =

TENER ACCESO (determinar la naturaleza del sonido correctamente para acceder) A LAS BÚSQUEDAS MULTIUSOS de // de la CUENTA de // del RANURADOR de // R (`teledirigido) // de la Picosegundo-Zona de la banda de // del OSCILADOR de // // (programa) // (diversos sonidos oídos/generados por zona) (llana de las respuestas correctas del usuario) y REACCIONA (a los sonidos) el SENSOR de // (el mic/otros sensores "busca" el tipo de naturaleza del occurrence= así que u puede determinar mejor W5 de la ocurrencia (entonces "reaccionar")) el ANALIZADOR // TDS (cuando ocurrieron los sonidos/los acontecimientos) // T // de SONIDOS de // SIGUE (los sonidos) el ANALIZADOR VISUAL de // UIP-DB (de sonidos) // (las ayudas determinan la naturaleza de la ocurrencia para: pistas).

. USOS (DE LA VENTAJA "EDUCATIVA"):

- Aprender los nuevos sonidos: "Educa" a usuario en como qué artículos sonar. - Malfuncionamientos: El aprendizaje de U qué el funcionar incorrectamente suena es el w= asociado que problema. analizador defectuoso mejorado 4C150 de sonidos.

- Caminata de la naturaleza: sonidos del organismo del fósforo; tamaño de la conjetura del agua móvil y o su distancia, o altura de las caídas del agua. Velocidad/tipo/índice de agua para el tiempo: lluvia, viento, tornado. Mecanografiar el animal (incluso cuyo animal doméstico); mecanografiar la llamada de acoplamiento (si varón o hembra) o la otra comunicación animal y qué significa.

- Caminata de la ciudad: número de vehículos; el oyente de la altura está en rascacielos de ruidos de la ciudad.

- Respuestas de emergencia: qué tipo suena están w asociado (con) qué problems= y cómo u debe responder.

- Conjeturar el producto: mecanografiar el vehículo y hacerlo. Sonidos emitidos ocupándose vanamente con el producto cerca: caída, golpeo, separando, recombinando en nuevos productos. Conjetura que piezas (con W5 (qué, donde, cuando, porqué y cómo) se utilizan).

- Quién es él: Mecanografiar el discurso del "carácter"/del agente. Bueno para las pieles de ante de la película.

--Los amigos pueden disfrazar sus voces (vía "synth") = requiriendo a otros jugadores conjeturar. Los jugadores saben hablar hacia fuera las pistas para otros aspectos del "juego" también.

- El sistema "portable" se permite conjeturar el tipo sonidos, vía su "analizador de sonidos". Ver: "SA".

- Conjeturar el tipo ""/comportamiento (tipo) del humor del altavoz. Ver: analizador de la voz 5A880. analizador de la voz 6B830. analizador de la voz 1C300

MISCELÁNEO: Efecto "redactor" del juego del UIP: U se pide experimentar diversos efectos como sonidos y mecanografiar imágenes. La respuesta del u "se anota" e interna los efectos del juego se adapta para conseguir una respuesta más deseable de los jugadores. Los aspectos de cada juego tienen opciones "editable" múltiples, y el sistema (sistema) utiliza esas preferencias del mejor jugador que empareja. Esta subdivisión copiada al UIP. "Acceso" = "VAGOS": Limitar las capacidades del opositor restringiendo esos parámetros (del comportamiento) correctos del acceso del wo. Sus jugadores (y los jugadores de equipo) que sabe los comportamientos "señalados" tienen acceso más fácil. Los jugadores pueden diseñar poseer contraseñas del "acceso = de los VAGOS".

CONCLUYE el ARCHIVO 2G200

ARCHIVO: INVENCIÓN GA

JUEGOS DE LA INTERACCIÓN DE LA INVENCIÓN DE LA VIDA REAL

INTRODUCCIÓN: Invenciones relacionadas del juego. Puede aplicarse a la vida real donde está disponible la tecnología alcanzar las punterías deseadas, y o la realidad del juego. Algunas definiciones - ampliadas en ejemplos reales:

FUNCIONES MÁGICAS DEL JUEGO DE LA INVENCIÓN
UNO O MÁS ASPECTOS INTEGRARON EN UN JUEGO:
INVENCIÓN DE LA PUERTA (DEL ANIMAL DOMÉSTICO) (ACCESO)

. Danza a la puerta abierta. El acceso que busca del jugador debe bailar/movimiento en patrón señalado y seguido, delante o en de una puerta mágica de la zona (cerca de), para abrirla (conseguir al uno mismo o a otros in/out). Puede sobrepasar contraseñas, y es más duro de escribir rápidamente y fraudulento de copiar. Los vigilantes no pudieron incluso saber que se está haciendo este método. Detalles en la partición del acceso. El deseo simple de un jugador puede exigir el párrafo anterior. O el ganador consigue/ase la invención con las señales que representan los movimientos requeridos del acceso.

--El uip del jugador para los movimientos característicos (típicos) del cuerpo (rápido, dentado, hunched) puede (ser bastantes para conseguir el acceso)/permite que el analizador del sensor de movimiento permita variaciones del movimiento dentro de las características del uip del jugador.

--La contraseña del "movimiento correcto" se puede substituir por cualquier medio del acceso según lo explicado en el archivo del acceso, eg.: discurso, imágenes de dibujo, velocidad (de la variable) - tempo - ritmo (picovatio) de /moving/speaking/breathing que mecanografía...

. Cualquier otro medio del acceso puede puerta abierta, eg.: reconocimiento de la imagen del facial/de la mano.

(Solamente) el usuario con la mano/la cara vivas accede - algo que (no puede ser perdido) ser efectuado por malfuncionamiento del acceso' (causado por el bandido (virus)).

JUGAR EL VIAJE de la TIERRA - recordatorio (de G101 picosegundo (sistema de colocación del `)):

- Dirigen al jugador (vía el GPS) hacia puntos educación de la hospitalidad'/el interés del usuario. El uip de cada jugador crea un diverso guía turístico. Maximizar su placer.
- Saber qué invención para comprar donde y cuando. El UIP de ambos la invención y el jugador (principales) comunica así que la invención (auxiliar) se modifica para requisitos particulares para los jugadores.

RESCATE DEL OCÉANO: notificador de la corriente del agua 2G210. La invención que analiza del usuario reconoce cuando los, o a la persona que necesitan rescatar (unknowingly) cogen en una corriente del agua (del océano). Otros sin el dispositivo no reconocen la edición, autorizando tan uno con la invención.

- el objeto/la persona en la corriente puede ser seguido. Un tesoro se puede poner tan a la corriente, y ocultar de bandido; y debe el intento del bandido que coge la invención (de la trampa), después el bandido (unknowingly) consigue cogido en corriente (y no puede venir detrás luchar/triunfo el juego).

+ INVENCIONES de DISTANCER (cambios en proximidad). Ver G102, archivos de la Picosegundo-Zona.

GUÍA ESCAMOSA DE LA PERSONA: 2G220 castiga y recompensa a gente, basada en cuánto ella (no hacer) desviarse del comportamiento señalado (como en el UIP). Los comportamientos seguidos y analizados incluyen:

- el ser/que hace en la zona del sistema (w5).
- (largo) correo (invisible) que emana las buenas/malas señales (`remotamente) a la persona (collar/dispositivo en su persona (que toca su piel)).

LOCATION/MODE BASÓ EL COMUNICADOR: 2G230

- hablar en las nuevas idiomas basadas en usuario de la zona está adentro. Llegar a las zonas señaladas/caseras y los opositores no pueden entender/comunicación de la intercepción/Info/las estrategias de la distribución entre los miembros del grupo.
- la lengua correcta de discurso puede ser acceso para esa zona.

AJUSTADOR del CAMBIO de la DIMENSIÓN 2G240. Primero con tres o más dimensiones corregidas para el jugador [uip]. Ver 5J07

2G250 EXTIENDEN JUEGOS EN NUEVAS ZONAS [sin la conexión directa del GPS]. (Suplemento G115 del GPS). Para los juegos del jugador de Vers del jugador, el etc.

Archivo: Juegos/juego

JUEGOS

Ver nuestras muchas invenciones del juego.

El objetivo del juego es: el triunfo [puntos], participa en un desafío, practica una actividad, o solamente experiencias interesantes. Una definición amplia de jugar del juego se utiliza. Ver los archivos enormes del juego.

. Ejemplos: las funciones interactivas pueden ser desafiadoras, recompensando, y educativo. Las funciones no electrónicas/con programa de gestión limitadas del juego se aplican.

. Funciones del producto de programa para hacerlas más de un juego para el usuario. Eg. capacidad de diseñar: reglas; funciones del juego; interconexión de las multimedias [se pueden todos adaptar a las preferencias de la hospitalidad del jugador].

- El jugador cambia los papeles desempeñados por los carácteres, cambia las reglas, player/UIP puede diseñar (casi) nuevos juegos (vía uso del interruptor de la lengua que es autor para el juego (prototipos)).
- General: Manía. Valor. Ajustar [las necesidades de la otra entidad, las reglas, los resultados previstos]. Juego. Valiente. Colusión. Conspiración.
- Dificultad del juego adaptada cuenta de las habilidades del jugador'.
- El juego incluye: competición, torneo, redondos [del múltiplo]

. Tipos amplios de juegos éticos:

- Estrategia/hospitalidad: [usuario invocado/dirigido] diseño, broma, broma, esquema, orden y sincronización [pensado hacia fuera] de estratagemas, cebo-y-interruptor ético para batir el opositor/a jefe. Triunfo prediciendo mejores estratagemas. Reconocer y tomar las oportunidades [reconocedor sano del `, el reconocedor visual]
- Juegos que esperan: gato-y-ratón, mintiendo bajo, esperar-y-ver-actitud
- Características no tradicionales [del juego] para nuestras invenciones: Jazzing encima de las características interactivas de invenciones aplicables vía: reconstrucción [mental], aventura, diversión, juego, festividad, alegría, follow-the-leader [quién podría ser el juego/su guía de la' entidad' del carácter], diversión, hospitalidad.

SECCIÓN MENOS IMPORTANTE QUIZÁ:

OTD 1: la definición del juego es avanzada que supuesta comúnmente en sociedad; pp y reglas del juego de la P.M., sistemas de sonorización, cuenta; Reino Unido; interactivo; %exercise; %portable; carro (para más de un juego practicable - software); cc: uip (el nivel de la dificultad del juego ajusta a la capacidad del u (tgh)). Reglas de juego alterables por u vía: el carro, banda, %uip, + " entretiene ", + " corrige ".

- D: U (jugador) = ~c [de la unidad portable de r] = (U (jugador))
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- Subpartes: Juego-Vídeo; Juego-Al aire libre: las piezas comunican vía la radio = C. principal.

% "del ranurador": localiza el then= recupera el data= necesario para el "juego". Los jugadores pueden necesitar los datos/el papel especiales que juegan habilidades del "juego".

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"del dispositivo corrigió"/copiado. Ver: "Tener acceso", "corrigen".
- OTD D: U (jugador del juego) = este ~ del sistema de N (juego) C =

ARTISTA (tipo imágenes/de la banda de u efectos visuales deseados para el juego según lo visto en S); %BA (el comportamiento de U determinado, así que sistema puede mejorar UIP-Adapta cómo el juego gira alrededor de jugador, eg.: tgh); CEREBRO (); CARRO (cartuchos de juego - diverso carro tiene diversos juegos que se puedan jugar); EDIT (el guarda puede cortar ciertas características del juego, eg.: palabras/imágenes (analizador visual)/ciertos juegos (en el carro/en línea/vía la difusión) todos junto); EDUC (U aprende destrezas mientras que sistema de w "que obra recíprocamente"); K (); M (abajo cargar los juegos adicionales); MES (); RATÓN (); MULTIUSOS (diversas "cuentas anteriores" de cada jugador recordadas y por lo tanto el modo del tgh diferencian por jugador; la diferenciación "corrige" para cada jugador); NR (u dijo cuándo pierden o ganan el juego, o dijo su "cuenta actual" o "estado" (la escena del juego de la posición física w/in)); +OSC (); +PR (el jugador cambia los papeles desempeñados por los carácteres, cambia las reglas, jugador puede diseñar (casi) nuevos juegos (vía uso del interruptor de la lengua que es autor para el juego (los prototipos))); +%PS-Zone (principalmente la versión de WA de N, o la Picosegundo-Zona solicita a la porción de R de sistema de N; localización física del jugador: las necesidades de ser cambiado para u más con eficacia al juego del triunfo (que desempeña su papel en juego), jugador pueden girar mientras que guarda su establo de las piernas (en granangular), u se sienta, solamente su posición cambian un poco como tuercen su cintura, o mueven el dispositivo portable (pedazo del juego) con sus manos/brazos; multa - adaptación de la localización provechosa, eg.: vía el GPS no actual); Q (); +R (); RANURADOR (); CUENTA (el jugador de los puntos ganado, y compara a jugador con otros jugadores (vía "multiusos"); %SENSOR (=effects del " analizador " del sensor= cómo se juega el juego, eg.: el sensor de movimiento es necesario si u es responder a la situación del juego, o la química/la energía eléctrica de la mano (de cuerpo humano) efectúa la reacción del juego (u debe ser relaxed o u pierde puntos)); ANALIZADOR DE SONIDOS (); DISCURSO (el jugador puede responder a/los elementos de control del juego vía el discurso); ESTADO (); SYNTH (el estado del u en juego efectúa el synth usado por el oscilador); + INCLINACIÓN (funciones del palillo de alegría); UIP (uip-adaptar, tgh); UQ (); ANALIZADOR VISUAL (); +VR (); +WA (VR, tipo del walkman, juego jugado (solamente encendido):

modo audio - u oye que las acciones y u del juego responde vía sonido (y o k que presiona también); todavía u capaz de ser semi consciente de sus alrededores de la vida real (contra (vr))).

- "Facturación"

- Lugar de reunión del EL: Mejora en la patente 5347306 de los E.E.U.U.: El ~ de "C" animó el lugar de reunión electrónica para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // (sistema cómo/w5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS () // T (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

- Patente 5368308 de los E.E.U.U.: La corriente de los sonidos registrados rotos en los segmentos entonces reordenados, palmadita la tiene como juego también = "juego": con otras posibilidades: conjetura que el botón tiene que los sonidos pidieron de qué manera; crear las combinaciones sanas diferentes de ésas oídas antes por factores señalados de la diferencia (los mismos segmentos sanos pero solamente 1/10 movidos a otra orden)

- % de la palmadita del str de la búsqueda: juego y (eléctrico o talud) no (vídeo o ajedrez o billar automático o (juego del ajuste del tablero))

Dispositivo de la palmadita 5486122 de los E.E.U.U. y método computacionales usables autónomos de expresión artística usando el "juego": Los dispositivos educativos que usan métodos educativos process-oriented se divulgan para preparar a niños para el teclado. El dispositivo incluye sistemas de guantes y de indicia aplicados a los dedos de guantes para proporcionar las representaciones ilustradas del teclado.

Archivo: Subpartes GA de Parts/UIP

ADAPTAR LAS CARACTERÍSTICAS RELACIONADAS JUEGO:

Programación de la información de usuario ejemplificada en usos del juego video. El UIP es la lógica confusa que

adapta automáticamente funciones con programa de gestión, para los propósitos señalados. Ver los detalles del UIP en otros archivos.

Términos del juego

Carácter:

- Perfil de la personalidad/de la personalidad. El analizador del comportamiento también define el carácter.
- Confusamente, adentro pasado esto pudo también (pero mucho menos a menudo) imagen mala de la criatura en la pantalla video. Ahora ha llamado la "entidad".

Entidad: Las criaturas del jugador, u otras criaturas en el juego. Incluye: héroes, bandidos, y cuadrillas de criaturas con identidades compartidas.

Cosa: Entidad y o invención que tienen algunas características.

Piezas y funciones

Vistas excesivas generales de cómo el UIP obra recíprocamente con los juegos:

- el UIP es preferencias definidas por el usuario del AI.
- Entrada: El acontecimiento/el elemento digitizable/scorable [del juego] es adaptables.
- Salida: cualquier efecto potencial puede corregido según lo señalado [dentro de parámetros programables].
- Es el aprendizaje y la adaptación autónoma a los jugadores.

UIP-Juego-Acceso:

- Acceso del `ofrecido a los jugadores que demuestran comportamiento correcto/contraseña.
- Las entidades que desarrollan comportamiento correcto/el carácter acceden.
- La edad del jugador emparejó el grado del juego/de la hospitalidad. Calidad de miembro basada.
- Una mejor cuenta de juego/la habilidad/el nivel llano/particular de la vida da mayor/tiene acceso más de largo [los períodos]. El mayor acceso da capacidad de conseguir mayores cuentas, en acceso de permisión adicional de la golondrina de mar el mejor - efecto de la bola de la nieve.
- Controles del UIP que relacionaron las ventanas del juego para las cuales el acceso está disponible.

Picosegundo: puede obrar recíprocamente las áreas señaladas in/from. Ciertas zonas dan energías/limitaciones diferenciadas [a las entidades]. El sistema sabe' pistas qué usted tiene gusto basada en lo que usted/quiso w5 para la UIP-Entrada - preferencias determinadas por UIP-Entrar. Utilizar [diente/wifi azules/teléfono] allí para jugar - la posibilidad de los disparadores del picosegundo de la conexión.

- el nuevo acceso [ventanas] en perfiles adicionales/de la alternativa' corrigió los juegos accesibles a los jugadores con de las cuentas señaladas' del uip.

UIP-Juego-Analizador: Lógica confusa.

- El uno mismo del sistema analiza para el nivel UIP se ha desviado de la forma de la plantilla - para el usuario y o los clientes y u otras entidades. El grado de UIP puede ser un aumentador de presión de la desventaja o de la energía, e.g.: castigar a uno mismo un pedacito teniendo UIP a ganar.
- Galletas de la computadora: cualquier clase de datos es juego justo para el UIP.

Memorias asociativas del UIP: Las memorias asociativas trabajan recordando la información en respuesta a una señal de la información. Las memorias asociativas pueden ser auto-asociativas o hetero-asociativas. las memorias Auto-asociativas recuerdan la misma información que se utiliza como señal, que puede ser útil para terminar un patrón parcial. las memorias Hetero-asociativas son útiles como memoria. La memoria de largo plazo humana es probablemente asociativa debido a la manera en cuál pensó que recuperado de él lleva a otro. Cuando queremos almacenar un nuevo artículo de la información en nuestra memoria de largo plazo que típicamente nos tarda 8 segundos para almacenar un artículo que no se pueda asociar a un artículo depositado, solamente solamente uno o dos segundos, si hay una estructura de información existida con la cual asociar el nuevo artículo.

UIP-Audio:

- Cualquier situación digitizable tiene componente audio adaptado correspondiente. El ciertos Info/acciones/colores hacen el OSCILADOR UIP-Audio reaccionar.

. Modos:

- Los acordes de menor importancia (a menudo) sacan sensaciones de: dolor, cólera, y obscuridad
- Los acordes importantes (a menudo) sacan sensaciones de: optimista, de gran alcance, brillante, enérgio
- Base - baja/de alta frecuencia

Para la audiencia - deteriorada: hacer en sonidos más profundos [la base]

- Charla en [la manera adaptada del tipo de los sonidos]. Ver nuestra invención del convertidor del dialecto en la carpeta 1G.
- UIP-Entrada: reconocedor audio: reconoce/ordenado por comandos del discurso de altavoces.
- Lento/velocidad' corregir el discurso/los sonidos para los oyentes [que necesitan entender/de la ayuda disfrutar mejor mejor de música].
- La voz/el sonido de entidades y las invenciones se adaptan. [Basado en características de la personalidad; ser más frenético cuando [consiguiendo] más cerca - la voz de la entidad cambia cambiando proximidad [a cualquie cosa señalada].
- La función habla hacia fuera palabras en la voz del jugador en las horas señaladas: Captura audio/micrófono: cuando el jugador pierde el juego [movimiento] y dice una palabra asociada (de la inteligencia artificial), eg.: la palabra el "canguelo" o el otro sonido. El sistema comienza la grabación del micrófono momentos antes que un

juego de acción positivo/negativo predice, antes de que el jugador realice su reacción del `de la acción (sensación reactiva) [disparadores su punto perdidoso].

UIP-Color: Modos: Verde y azul (a menudo) sacar las sensaciones de: calma. Rojo, amarillo, naranja: intenso, energía. Negro: energía, control. Blanco: franqueza, pureza, honradez, claridad.
. Iluminación del juego: da 3D. El UIP afecta la iluminación del juego - más arriba el nivel de entidad del `el el más alto/más bajo la iluminación/el color (intensidad) en hola efecto/pantalla entera, el etc.
- Efectos ambientales donde adaptan al jugador [es] juego de la situación'.

Analizador del UIP-Juego-Comportamiento: Analiza comportamiento/funciones de entidades y de invenciones. Desarrolla una base de datos informativa de esas características, con los archivos asociados en cómo se interpretan, y puede ser reaccionado a depender lo que se necesita la adaptación en lo que se estudia, o la entidad/el objeto que obrará recíprocamente con la cosa estudiada.

Cerradura del UIP-Juego-Carácter: Bloqueable definido: Ni el UIP o todo lo demás puede (normalmente) cambiar el carácter/las características funcionales/sistema/programa. Ver la UIP-Juego-Viscosidad.
- El perfil de la personalidad del jugador es bloqueable contra: piratas informáticos, tratando de forzar.
- Las acciones del jugador son gamas dadas restringidas. Eg.: pueden saltar solamente así que arriba, y se inclinan tan bajo, estén tan rápidamente/lento, elegante, ágil, ágil, combativo, (sexual) apelando (y atrayendo avances de amor).

UIP-Juego-Distancer: Las búsquedas y reaccionan en la manera del UIP a las situaciones cuando dos o más cosas están adentro fuera de zonas señaladas de distancia de uno a.

UIP-Juego-Corregir:
- El `corrige/altera cualquier porción del juego: carácter de la criatura del juego; uip; mirar y sensación del juego [lograr la necesidad del uip señalado].
- El accionar la palanca adaptado de la goma: Cuando (corte y) el pegar/que mueve cualquie Info/objeto/entidad; El UIP alterará las características de qué (que es) se mueve. Ejemplos:
--El jugador coge un círculo, después consigue alterado en un protector verde de la burbuja que guarda entidades lejos señaladas.
--Sintetización de la música (seleccionada por el jugador).

UIP-Juego-Educar:
- cuando (a) el propósito del juego es aprender.

- gente de la guía del tren' a tener gusto/entidades/invenciones de la aversión dando efectos positivos/negativos señalados. EG.: el mal□n olor se asocia de lo que debe aprender el cabrito para permanecer claro. Ahorra de usar/que confía en palabras de la advertencia, del etc. reduce la sobrecarga del Info donde los efectos apretarían necesario la mente llenada del Info: trabaja más subconsciente.

Cortar y pegar múltiple del realce del UIP. El accionar la palanca de la goma (TM - marca registrada): Cortar y pegar varias diversas cosas y no hacer la memoria borrar después de que cada nuevo corte o cancelación que la manera usted pueda accionar la palanca entre un número de serie de cortes y pegar selectivamente o en atraso.

UIP-Juego-Entretener: Hospitalidad adaptada.

UIP-Juego-Entidad: Cualquie criatura en (juego). Incluye: jefe; miembros de cualquie cuadrilla; jugador (esto tiene dos definiciones - el usuario o la criatura que juegan como en el juego)

UIP-Juego-Imagen: Las imágenes señaladas reflejan la preferencia del jugador por: colores, formas, patrones, tamaños, relaciones especiales (eg.: acentuar la fuerza por la criatura principal (que representa a jugador) que es mucho más grande que otras).
- Las imágenes faciales son/relacionado con las imágenes que son/representan personalidades ideales. Existe: patente para el corte y pegar su cara sobre el carácter US5595389 del juego.

UIP-Juego-Grupo: Tentativas de alcanzar las ventajas señaladas/resultados para dos o más multi-usuarios. Los promedios/las fusiones del UIP' obran recíprocamente (integra) los perfiles para cada jugador/invención.
- los jugadores señalados `tienen más/menos peso para alcanzar las necesidades del programador/user's/UIP.
- El `agrupa educado' dirigido en las destrezas/aprendidas de las experiencias para: (respecto/los éticas) hacia/de uno o más jugadores adentro fuera del grupo; trabajo junto (vinculación) para los propósitos señalados; con medios señalados (como aplicable para el tipo negocio; cultura; categoría de edad).

UIP-Juego-Guía: Enseña a qué juego/vida/movimientos/estrategias del negocio les ayudarán (el triunfo/toma pista del control/del beneficio la' y coge a bandido). Se anota cada sugerencia (potencial)/resultado/reacción (reales); entonces emparejado con los archivos: perfiles; resultados necesarios.

UIP-Juego-Entrada: Historiador - cuantifica quién/se está estudiando qué: Las pistas señalaron a usuarios (de la cañería) para: cualquie convertible de la acción a los archivos convertidos a digital reconocibles/labelable. Usuario/Info/acciones de la persona entradas en UIP (base de datos del `).

UIP-Juego-Comercialización: La gente/los consumidores puede ser convencida utilizar características del UIP y reducir al mínimo sus preocupaciones por pérdida de la aislamiento (especialmente en el mercado norteamericano) (también que beneficia a vendedores) cerca:
- descuentos para usar/que compra lo que experimentaron
- los servicios (de alta tecnología) libres/los productos con UIP (comercialización) agregan en características.

UIP-Juego-Humor: Generar el humor deseado en jugador y otras entidades. Un humor pudo también llevar a otros panoramas: una mejor manera de engatusar potencial a amante la manera del jugador; o el triunfo sobre sensaciones contrarias del bandido, y crea paz.

UIP-Juego-Multi-Usuario: Juegos del solo jugador contra se: Tomas del usuario en el papel de jugadores múltiples. Cada jugador tiene (una) base de carácter (la plantilla del uip puede adaptar). El juego alterar/sastre medidas tomadas por el usuario, en cómo el usuario controla a sus jugadores, por ejemplo el jugador lanza una bola a Maria, pero la adaptación aparece como viento y pone la bola en las manos de Beatriz - ésta agrega (los grados señalados `de) incertidumbre; el usuario no está jugando tan completamente con sí mismos.
--El usuario señalado `del nivel de control tiene sobre sus jugadores: Esta forma semi-solitaria del juego es entre 1. un jugador que juega un juego de mesa del ajedrez con sí mismos (muy a solas); y la manera más común 2. que un jugador juega: jugador que juega con reglas de los juegos (el jugador no tiene ningul□n control sobre las otras entidades con excepción de por cuál es jugador lo hace (a las entidades).

UIP-Juego-Order&Timing:
- el UIP reacciona a la orden y a la sincronización señaladas de acontecimientos, eg.: cuando el analizador determina A entonces B sucede, después el UIP reacciona con la función/la acción de C (computadora del `).
- Acciones modeladas. El UIP puede controlar sus acciones en alrededor de cualquier secuencia de la orden y de la sincronización. Cada faceta es sola o en la sinergia de otras acciones (por el UIP) diseñadas para crear efecto deseado.

UIP-Juego-Colocación de sistemas:
Invenciones importantes en cómo el juego y sus entidades reaccionan a la posición de uno o más entidades o invenciones (de mudanza). Para los usos, los cielos son el límite hasta las estrellas caen abajo. Crear el archivo separado.
- Una función más fría/más caliente del juego: el más cercano/más lejos [geográficamente o conceptual] la entidad gets/is de la zona/del concepto/de la respuesta/de la solución señalados/necesitó el Info [ganar el juego].

UIP-Juego-Silbar como una bala-Pong: Ping-pong: 1. La entidad (marioneta) controló (por la voz (del jugador)). 2. entonces la entidad reacciona (con voz). La reacción de la entidad adaptada para el jugador y la

entidad de la manera predice que el usuario reaccionará de nuevo a la entidad (marioneta). 3. El jugador reacciona a la entidad (de manera (consciente) se está adaptando a la entidad. 4. La entidad reacciona al usuario adaptado en la manera como el paso 1.

- El silbido de bala Pong diseñó ser más fácil o más duro para el jugador, según las habilidades del jugador, eg. ; la computadora es más fácil en jugadores de ajedrez del principiante, que amos del ajedrez.

--Dificultad que adapta: el analizador anota la habilidad/la capacidad/la aptitud/el conocimiento del usuario, y se compara la dificultad el nivel del juego está para el jugador = los dos y emparejado (en diversos puntos a tiempo (como el cambio de las capacidades del usuario) = el usuario juega al juego en la dificultad/el nivel de enseñanza señalados del interés'.

- El `predice donde el jugador (w5) go/end para arriba: geográficamente, espacial, con las cuales el jugador de las entidades obrará recíprocamente y cómo [w5] actuarán el jugador y las entidades. Adaptado para el efecto/la reacción/el aprendizaje señalados/experiencia (en jugador).

- Juegos de ajedrez automatizados estudio para los detalles [en analizadores].

UIP-Juego-Predecir: Se predice qué. Cómo: 1. otra entidad (bandido) actuará (en la reacción a las acciones del jugador). 2. cómo el jugador predice (sí mismo) acto en el panorama futuro, por lo tanto cómo es UIP-pegajoso y deficiencia/neediness de características ser [alcanzar meta].

UIP-Juego-Recordar:

UIP-Juego-Reglas: Fijar los parámetros del juego para el UIP. Las reglas de juego diferencian para cada entidad.

Siguiendo sobre todo el UIP-Juego de las repeticiones en general:

JUEGOS PERSONALES DE A2-12A (IZED): mezcla w 11 11A 12. El juego desarrolla las reglas específicas para el Info personal del u. Cada persona tiene ciertos aspectos del juego que causen: temer, tensionar, aventurarse, entusiasmo, interacción, armonía, romance... ese tienen gusto o no tienen gusto.

Reglas de la DD de M po o y estrategia más probablemente para crear respuesta más satisfying personalmente. M puede combinar los perfiles personales para los jugadores múltiples del juego, desarrollando el más satisfying, llano de la complejidad,... manera enérgia para que él obre recíprocamente; puede incluso ser utilizado para mejorar sus relaciones solucionando problemas; dejar hacia fuera el vapor cuando sea útil; evitar a opositor que ataca donde está mínima/ellos la mejora potencial es psicologicamente frágil. Toda la gente tiene iguales o diverso sistema de reglas del juego y o de paradigmas. M imprime nombre del número del juego y o ambos con el tipo categoría del juego, u pueden reelegir el juego otra vez (w o wo los mismos jugadores); M puede jugar el número múltiple o ilimitado de juegos, uniforme nunca teniendo reglas siempre otra vez el absolutamente mismo w (con) o sin págs.

ELEMENTOS de la banda (programa) (opciones, aplicaciones, ventajas, ayudantes de entrenamiento...): u/m/programmer/party que da las peticiones personales/selecciona del Info automáticamente: tipo categoría del

juego; # jugadores; juego al aire libre; juego de interior (a bordo, el tipo C (computadora) del `(HH, TT, modela ninguì□n); usar el sitio/la casa como tablero del juego (incluir quizá los planes de piso para el Info personal); parar y jugar, eg.: si el ur en la espera larga del trabajo w (con) abre; enseña a los modelos para los cabritos, adultos para la vida generalmente que es un empleado/un jefe/una posición particular del trabajo de las ventas person/a, -- manipulación de crisis: emergencias médicas, guerra, terrorismo... (hace esto creando semi-vida como situación donde u debe jugar, para combatir w, construcción, situaciones de de/re-construct); aprender las idiomas como el discurso del natural vivo de w (con), teniendo conversaciones afinando en una lectura dd/po o in/out-put verbal; programar totalmente el ur propios juegos personalizados del rasguño o del software de lengua que es autor, - o hacer sus propios prototipos generales de los cuales crear personalizó los juegos para otros; las reglas se pudieron cambiar, agregado, suprimido en el centro de los JUEGOS del EJEMPLO del juego (basado en desventajas que se convierten a un cierto grado contra ganador, Info personal creciente): El juego ya publicado "riesgo", los papeles jugó: la máquina da países de p según culturas, las historias... que tienen gusto - p menos agresivo que es w fascinado (con) Mussolini consigue Italia y si son agresivos África norteña va al opositor semi-emparejado al Info personal de cada uno. Los amantes de la paz consiguen Suiza, Escandinavia. El phobics de Japón consigue Extremo Oriente Asia para atacar Japón. El p que es diferente de la norma, sobre la inteligencia media y siente atrapado consecuentemente consigue Japón o Israel w los ejércitos fuertes ampliarse. En "Scrabble" de cualquier lengua, p consigue las letras que deletrean las palabras que las satisfarán, jugadores en cualquier juego no necesita saber las reglas de los aparejos de m para el Info personal (eg., no decir a abuela del ur; hacer que m lo haga más fácil para que ella/un p más joven gane).

MK: ahora cada uno puede estar de acuerdo con juegos jugar; el único juego que usted necesita nunca comprar; TD: La memoria de los últimos juegos jugados y el funcionamiento y nivelan quizá de la satisfacción y del conocimiento creciente del Info personal; Mfh adulto de la CRT del humor LL del ed de la broma del truco del juego del juguete del cabrito del MED W4 del ep del punto de ebullición del interruptor de C (computadora del `) (software) del `e HH TT (para Info personal, nuevos juegos, adaptaciones a los sucesos actuales...) P.M. b vc exc (juegos al aire libre) aca v de los pp del cp del RPC

DONDE SE JUEGA EL JUEGO: en 1 o los teclados múltiples/crt/dd; gráficos del tablero del po fijados al papel en blanco del po del recortes del tablero; gráficos del pedazo del juego del po conectables al tipo plástico pesos por el clip, pegamento, imán...; una máquina que produce solamente juegos y jugada en la PC... . - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/el modes%/programs%). Copiado al agosto de 95 9G220

. - Palillo 5E020 de la inclinación: Controla las funciones de esta n.

- Ver: Favorable indispensable, que es un software de la gerencia de los requisitos.

UIP-Juego-Cuenta: Cuentas usadas como UIP-Entrada.

UIP-Juego-Efecto: Efecto del olor que adapta:

- los olores pueden también ser muy sutiles, y uip señalado. El olor en la tecnología futura se pudo programar/manipular vía los electrodos del cerebro u otros medios (ahora entendidos no todavía completamente) de sacar la experiencia de los olores, donde los olores reales no fueron emitidos.
- cada jugador pudo experimentar diversos olores por el uip, como un efecto del olor diferencia sobre diversa gente. la cantidad real de olor pudo ser mínima.
- se aplica a otros paquetes audio-visuales del producto: Entrenamiento basado de "C"; vídeo interactivo (sistema activado por el usuario que toca una pantalla - los tableros dominantes pueden ser utilizados, pero no ser requeridos)
- oler a usuario del nuevo producto pudo desear comprar, eg.: dentro del nuevo coche; cuero del olor para los productos de cuero; olores también para los productos siguientes que son vendidos: alimentos, servicio de entrega de la flor, etc
- el producto fue combinado con el producto 8B-19.
- coordenadas del olor con: cualquie invención audio/visual, eg.: TV, pantallas de ordenador, ipod (mientras que juega música), teléfonos celulares (mientras que habla - oler los fósforos con los cuales comunicando y sobre qué, w5).
- la preferencia de usuario por el tipo perfume/flor emana según jugadores/la preferencia de usuario. Dos personas que ven a la misma actriz, olerán a diversos asociados de los perfumes con la actriz/la entidad que son retratadas.
- olores de la pista del `. Los olores actúan como notificadores para la vista/la audiencia - obscuridad deteriorada de /in.
- protector del olor: los olores adaptaron para guardar lejos (los bandidos), (mientras que atrae otras entidades).
- prevenirse antes de que una entidad se acerque, los huelen que vienen (como animales poder). Diversas (lucha/vuelo) respuestas de cierto disparador de los olores en cada entidad.

Las emisiones del control de las entidades del olor adaptado lanzan a: atraer/rechazar las entidades; sacar las reacciones/los comportamientos deseados; hacer la sensación del uno mismo: placer, energía (fruta cítrica que huele), sueño, amor (y o amarse); distraer otros.

Pantalla interactiva del olor del `: los olores se emiten para acentuar las sensaciones y para experimentarlas mientras que: televisión de observación; selección de opciones de una pantalla de la CRT (por ejemplo cuando hacen compras vía "C", ciertas maneras de la ropa pueden tener un olor elegante del cologne emitido para realzar ventas); aprendiendo algo en "C" (retención de la memoria del aumento de las ayudas - puesto que el material se experimenta más intenso, placer); anuncios: oler el detergente o la Coca-Cola de modo que usted quiera ir al refrigerador y consigue alguno
- las emisiones del olor pueden también ser en cantidades muy minuciosas para tener el efecto subconsciente eficaz

- algunas emisiones del olor se pudieron crear por los productos químicos normales en el aire; bloques de productos químicos naturales de los cuales un poco se utiliza a la vez. El factor de reemplazo más difícil pudo estar con las televisiones caseras, con todo está en el interés de la televisión y de las empresas del cable para que la gente tenga éstos, así que puede ser que sean dadas lejos barato o para libre
- la gente de la demostración de los estudios goza el mirar de programas con la dimensión del olor agregada (a menos que está también sobre accionar)

Viscosidad del UIP-Juego: Cuánto y ayunar algo puede desarrollarse. Grado a el cual la entidad/el objeto no puede cambiar (persistencia llana) al UIP. Terminar la viscosidad = la UIP-Juego-Carácter-Cerradura. Usos:
- El sistema quiere más hora de seguir las acciones de usuario para determinar cómo (otra vez) al sastre sí mismo. El programa asigna las cuentas de la viscosidad para: viscosidad se está cambiando de qué, y la cuenta para cómo cuentas de los elementos señalados influyentes del UIP las' pueden efectuar la uip-viscosidad dada.
- (Característica sabia) los aspectos identificables centrales/importantes de la entidad/de la invención pudieron ser más pegajosos tan: el usuario puede (visualmente) la identifica (mientras que juega al juego); sigue habiendo la identidad/la función centrales [razonablemente] en tacto.
- Cuanto el menos pegajoso, mejor puede adaptarse (más rápidamente) y ganar. No obstante el ser demasiado pegajoso puede causar la adaptación basada en demasiado poco Info recibido durante un tiempo demasiado corto, por el cual tomar mejores decisiones en cómo adaptar; entonces perder el juego. Las entidades inteligentes pueden determinar algo son viscosidad empujando/que juega con él en ciertos aspectos, y ver en un cierto plazo cómo él y o su clase de entidades/de invenciones se adaptó. La entidad inteligente puede hacer después adrede (como mínimo) la viscosidad adaptarse (semi) al Info falso/no-útil; los triunfos inteligentes/consiguen tan de la entidad qué T (teléfono del `) quiere.
- Cada dado/necesitó característica se anota para la importancia/(deseado/real/predicho) la viscosidad.

UIP-Juego-Blanco: Busca cualquier información/entidad/acción, o interpretación convertida a digital de eso. Puede reaccionar según lo señalado, eg.: corregir, reprogramar, parar, activar la blanco o una característica in/associated con ella. En juegos, la UIP-Blanco busca las blancos señaladas basadas en el perfil del buscador que es buscado, eg.: Bandidos.

UIP-Juego-Plantilla: Juego/entrenamiento computarizado que puede (algo fácilmente) ser alterado para alcanzar los resultados señalados en el usuario/el estudiante. La plantilla requiere menos trabajo que el juego del edificio (plataformas) (semi) del rasguño. Ahorro en costes importante. Puede adaptar las plataformas únicas para cada usuario.
- Ventajas/usos (para el usuario/el patrón/la escuela): educación; terapia mental/física; usuario de las guías (enseñarles o ayudar).
- Menú: el programador selecciona de tipo del menú: el usuario, ventaja deseó, los métodos de alcanzar deseó la ventaja, tipo adaptación deseada o se ha utilizado que, (agregar en las cuentas para los resultados de la

adaptación o de otra (análisis del comportamiento/de la salud), carácteres (y cómo uno o más ser adaptada individualmente)

- Algoritmos del analizador del `(definir por favor cualquier idea aquí: el _____) determina: cómo alcanzar resultados señalados por: UIP, qué programador/usuario (aparece pero no puede explicar completamente) se quiere.

- Guía del `: el sistema dirige el programador en cómo montar esto. Ejemplos:

el creador del juego 4A430 concibió idea básica en 1992.

- Comercialización: los compradores pueden seleccionar de menú (en Internet); y el sistema del vendedor entonces adaptará entrega al cliente.

UIP-Juego-Terapia: (Juego diseñado) usuario dar/de la guía para alcanzar la terapia para: mente/cuerpo/alcohol.

UIP-Juego-Disparador: Adaptar los disparadores señalados las reacciones (del ser humano) en jugadores/invenciones. El disparador sabe que qué reacción (sensación, pensamiento, Info, función, comportamiento) (poder) venir del disparador. Accionar controlado cerca: UIP-Predecir, UIP-Guía, UIP-Educar, UIP-Terapia.

- reacciones del comportamiento (en usuario): aventura, inventiva, miedo (fóbico) (de la invención), entusiasmo, armonía con (otra gente/carácteres en juego/sistema/el grupo/negocio).

. - A2-12A

Vibración del UIP: rumbling (como terremoto): miedo. Más rápidamente: siente como algo se está moviendo. Terreno y velocidad: cambia la vibración.

Corregido de porciones de la sección del UIP del archivo IMI25:

UIP = programación de la información de usuario.

El UIP adapta sistemas a las necesidades únicas del usuario. El sistema utiliza la información almacenada sobre el usuario más allá [`seguido] del comportamiento del juego para mejorar ayuda. Mejora funcionamiento del juego. Uno mismo optimiza sus funciones, para mejorar al sastre sí mismo a la situación actual. A menudo característica opcional de la prima de una invención.

- "Interfaz adaptante": El interfaz de la computadora que se adapta automáticamente y dinámicamente (los sastres del `) a las necesidades y a la capacidad (carácter del juego del `), de cada usuario individual (del software).

SUB-FEATURES CLASIFICÓ

UIP-Acceso: El tipo de acceso en un sistema ajusta según la situación del usuario. EG.: tener acceso a ciertas zonas de las energías/de los privilegios/Info del juego'. Podía haber tres niveles de separación del acceso de sistema para un usuario: Nivel uno: todos los datos disponibles; Nivel dos: tener acceso requiere aprobación del UIP-Acceso'. Nivel tres: Ningul□n acceso permitió.

--Las características del usuario (señales, UIP) "analizaban": determinar si permitir: "Tener acceso" (entrada, nivel/tipo u) permitida uso. Piezas a ver: + " VAGOS de Access',".

UIP-Corregir: El sistema corrige el material del juego features/UIP según las preferencias adaptables/las necesidades o las características del usuario. El material Editable incluye: texto, (porciones de) imágenes, (porciones de) pistas de sonidos, código de computadora, etc.

+ UIP-DB: El sistema compila la base de datos necesaria de la cual incluye [cosa del jugador del `del usuario del juego del `'] características: usuarios, ambiente, otros sistemas conectados, y sistemas recibiendo el UIP.
--El desarrollo y o utilización de la base de datos en las características del u: identifica/desarrolla diferencias entre diversos juegos/el interno (multiusos) de los usuarios permitiendo que el sistema mejore a sastre sí mismo (UIP-Adaptar). UIP-Adaptar las aplicaciones el UIP-DB. Ejemplos: "Tuvieron acceso a VAGOS", "pista", "artista": las maneras preferred u tienen gusto de "imágenes" "corregidas". Ejemplos extensos en archivos de KN (invención).
--Dibujo del interruptor (software): "busca" para qué needed= de los elementos para el compilation= después organiza datos (vía lógica confusa) en el form= usable UIP-Adaptan. ---Notas: Búsquedas: vía los "cuestionarios", "vagos", "pista". Organización de los archivos del DB: la información recogida sobre usuario se puede insertar en uno o los archivos múltiples según los cuales los archivos puedan utilizar la información. Entonces UIP-Adaptar asociados de las búsquedas los' que los archivos ellos necesitan para mejorar a sastre. O más trabajo se puede requerir para que UIP-Adapta encuentre la información necesaria.

+ UIP-Guía/guía: El UIP sabe cosa del mejor usuario de la demostración' cuál él es [por el juego] querer previsto/necesidad.
--Dirige a usuario para ganar más ventaja de las funciones/de las energías disponibles del juego que asocian a los gustos del usuario. Sastres sí mismo a venir cerca en el reemplazo de uno en uno tutoring y a ayudar: centrándose en las necesidades de usuarios específicos, contra formas generalizadas de ayuda. Ver la guía.

UIP-MQ = la máquina hace preguntas invención del jugador/del usuario a la':
La máquina hace preguntas del usuario para obtener la información así que el sistema puede mejorar a usuario del servicio. Respuestas usadas para desarrollar "UIP-DB". El jugador puede seleccionar deseó características ellas/otras quiere en el juego/el panorama.

UIP-Ranurador: Vía (software), dirigen al usuario a las escenas del juego/a los diagramas/a los programas/a las funciones de energía señalados del juego.

UIP-Pista: El sistema sigue al carácter/a la persona/a usuario. Ventajas: UIP-Info-Entrada; predecir [panorama/acción siguientes del juego] y las guías por consiguiente. La pista es un agente del juego [que puede luchar a opositores señalados en W5 señalado].

UIP-VA: ANALIZADOR VISUAL: Búsqueda para las imágenes señaladas [de otros jugadores (del ser humano vivo). El sistema aprende/adapta' sí mismo saber qué imágenes deben: la pista, corrige', localiza para el usuario; eg.: aunque el usuario no sabe consciente exactamente lo que él [poder] necesitar ganar/ha deseado' [experiencia señalada del juego del `].

- “”/usuario del analizador = (automáticamente) asigna el código uip-basado deseado de características a las imágenes señaladas de la' cosa' del carácter del juego = tales códigos es cerca utilizada (cad) manipular/proceso/corrige las imágenes atadas a los códigos = a los resultados en las imágenes outputted/texto/sugerencias/datos técnicos mientras que u pidió/quiere (uip) = estos datos outputted (poder) tener códigos de características = así que tal salida puede ser alterada (como pedido anterior).

-

Sentido sobre todo repetido o común Info:

- UIP-BA/analizador del comportamiento: Estudios el comportamiento de [otro] [jugadores/invenciones de los usuarios']. El sistema reacciona por consiguiente. Concluye con un perfil del comportamiento de la blanco [carácter del `], después puede reaccionar por consiguiente. UIP-BA o

Archivo: Las subpartes GA de Parts/UIP concluyeron

Archivo: Puntos GA de las piezas/acción

PUNTOS DE ACCIÓN [DEL JUEGO]

Los usos incluyen: ¡los juegos, juguetes, corrigiendo, generación del arte, composición de música para los sonidos estimados para ser cualquier manera se asociaron a acciones/a situaciones indicadas, más.!

Las armas aerotransportadas del juego se adaptan a la entidad [las capacidades y las necesidades de tipos especiales de calculador de la protección (contra opositores señalados) anticipan pueden obrar recíprocamente

con la entidad. La búsqueda de estas armas de los juguetes/golpeó blancos del UIP vía las armas del juego como: OmniWrench 8000; Guante de la bomba; Pyrocitor, arma de Visibomb.

Arenador: Un arma del fuego rápido pernos de esa energía de los fuegos. No un arma de gran alcance, pero es buena para saltar lejos el estado de ánimo mental/la salud física de un enemigo en el medio a la gama larga. Mata a enemigos más pequeños en uno golpeado pero toma a algunos golpes más para librarse de cualquier enemigo más grande/de ésos con más puntos/mejores cuentas de analizador del comportamiento.

Guante de la condenación: Esta arma despliega un huevo que lance inmediatamente cuatro pequeñas robustezas que busquen y las matanzas' corrigen/congelan a enemigos apuntados uip.

Guante de la mina: Un guante que lanza las minas de cernido que permanecerán inmóviles hasta que detecten requisitos de la uip-blanco del enemigo de un jugador de la reunión. En ese punto se dirigirá en ellos [buscando y hacer saltar. El guante de la mina, usado conjuntamente con el taunter, puede ser muy eficaz [en el golpe de blancos correctas de la manera señalada]. La determinación de algunas minas cerca, pero fuera de la gama de los enemigos, entonces usando el taunter hará las minas buscar activamente a enemigos en una distancia más larga.

El `busca la reacción - Taunter-UIP: El UIP sabe "qué botones a empujar hacia adentro otros, conseguir la reacción deseada." Mesón otras palabras: Las piedras de afilar del UIP adentro en una entidad o las características de la invención predijeron para sacar la reacción señalada. Ver 2G330

Aspirar el cañón: Actuando como vacío, aspira a enemigos para arriba UIP-Apuntados [y los tira hacia fuera como los proyectiles/agentes (que sirven los objetivos del jugador (buen chico) vía los criterios infundidos de la UIP-Blanco del jugador].

Dispositivo del abejón: Envía abejones para proteger el trinquete contra el fuego de los opositores UIP-Apuntados. Dañará a enemigos UIP-Apuntados que entran en el contacto con ellos.

Guante de la trampa
Un arma que tira hacia fuera una trampa del trinquete y distrae a enemigos [basados en la trampa relacionó características, para atraer muy probablemente/distrae a opositores UIP-Apuntados.

Morph-o-Rayo: Un arma que da vuelta UIP-Apuntó a enemigos en pollos/otras criaturas.

Devastator: Un lanzacohetes con capacidades autoguiadas hacia el blanco [sobre blancos UIP-Apuntadas].

Garra de Tesla: Un arma de gran alcance que tira un arco de la electricidad y se dirige adentro en blancos UIP-Apuntadas.

Ejemplo del juego: NUBE OSCURA - (RPG de A)
http://en.wikipedia.org/wiki/Dark_Cloud#Playable_Characters
El rey de hadas concede a Toan el Atlamillia, un cristal azul mágico con la energía de restaurar las partes del mundo basado en los criterios del UIP/la base de datos histórica, se han destruido que [físicamente o de otra manera] [de cierta manera (UIP-Apuntado)].
- Xiao: Ella lucha con las catapultas y una catapulta que habla única [su guía] del `del UIP-, que ofrece consejo sobre la derrota de enemigos, los comentarios sobre su aspecto/UIP/él es predicciones, o habla de sus últimos métodos que trabajaron.
- Reina: Puede crear los parásitos/los agentes muy rápidamente cada uno del espacio múltiple con propios criterios UIP-Apuntados.
- El jefe se puede dañar por los puntos débiles que encienden/que atacan [mentalmente/basó físicamente en criterios UIP-Apuntados. Agentes que invaden comportamiento del jefe' que programa en maneras señaladas - según lo explicado en nuestras otras invenciones.
- Pirata de Omega
Capaz de hacer salud invisible [entidades UIP-Apuntadas] y regenerada [de nuevo a él está el estado original basado en la base de datos del UIP de características].

[Juego/juguete del `] armas:
Ningunas armas y materias relacionada en este uso de la invención del juego [que no existen por lo que sabemos] no son ASIGNABLES PARA LOS USOS QUE SON MILITARISTAS O INMORAL EL DAÑO PEOPLE/NATURE.

Archivo: Piezas/partes de los años 90 GA

'FUNCIONES DEL JUEGO
Versión pero necesario viejos

"ACCESO" = maniobras del principiante a acceder.
- Detalles: El principiante necesita saber el "perfil del"/(del juego) las reglas secretas (necesarias para ganar/perder/pen¢asco) y maniobrar en zonas "señaladas" del punto/juego: juego que gana; carácter "señalado" de derrota; el llegar a la localización específica...

- UIP:

"CARÁCTER - vieja definición" = cualquie criatura movible /object/%invention que actúe en sus la propia, eg.: el atacar u organismos amistosos; (uno de) carácteres que representan a un "jugador".
- Nueva definición: Desde marzo de 2006 medios: perfil del comportamiento, carácter de la entidad, cómo uno se comporta, sus preferencias.
. - Excluye: objetos sin la mente sus los propios que tienen solamente uno de reacciones siguientes: el caer; rotura; golpe (cuchillo); explosivos; armas.
. --La exclusión no cubre ninguno de estos si él es uno mismo motivado, eg.: calor que detecta los misiles; otras armas que atacan solamente a "opositores" [a menos que el opositor tiene algo sobre él o con él, según lo visto por los jugadores para guardar tales objetos de atacarlos, eg.: dispositivo que no da hacia fuera el calor para el calor que detecta el misil].

El "EDIT" = altera las reglas/los carácteres/panorama/opositores del juego según lo señalado. Personaliza el "juego" = uip. Ver a "creador del juego".

El "GENERADOR de IMAGEN" = los patrones del movimiento hace imágenes. Aplicaciones para estas imágenes: "acceso"; generación de la "imagen" del "artista"; "arrastre" (y sus imágenes generadas).

"OBSTÁCULO" = cañizos; trampas (del bobo); otros obstáculos físicos cruzados no fácilmente/entraron: aguas de superficie, montañas, acantilados, paredes, cercas (eléctricas)... "Armas" del "opositor".
- De la perspectiva de cualquie "jugador": cualquier cosa que puede impedir su progreso: obstáculos que efectúan sus carácteres (más que su mejor capaz de los opositores (herramienta/magia de w) de superarlos); (carencia de necesario) contraseñas para el "acceso" o evitar obstáculos o los "carácteres que atacan" del opositor.

"OPOSITOR" = otros jugadores con cualquiera de su: "carácteres", "armas", "obstáculos".

El "JUEGO" = "obra recíprocamente" con (con) otros jugadores, y o el juego: "carácter", "obstáculos", "reglas", panoramas, etc.

"JUGADOR" = uno o más gente "que obra recíprocamente" con el "juego". "Usuario".

"PERFIL DEL JUEGO": Es reglas, obstáculos, "perfil del comportamiento" de "carácteres".... Características para los juegos' UIP.

El "RANURADOR" = lleva a jugador al aspecto "señalado" del "juego": (basado en sus cuentas/uip (del juego)).

"CUENTA" = bola de la cuenta de juego 3C294: Bola aislada interior del encargado de la cuenta. Tiene tapa del tirón. Para cualquie aspecto movible (versión del interruptor de) del "juego", eg.: es "carácteres", % "de los obstáculos".

. Es decir: La bola para los deportes también guarda la cuenta de juego. (Bien aislada de choque). Cojín dominante y tapa del tirón del interior de "S".

- la tapa especial se abre que deja llave de la persona en datos así que el dispositivo puede marcar y guardar la cuenta
- ap: water polo, juegos del disco volador, fútbol, fútbol americano, baloncesto, rugbi; jugar lanzado para que el perro coja y traiga detrás; otros juegos con los animales; juguetes para los bebés
- se aísla cualquier dispositivo electrónico portable.

. - también funciones como uno o más de siguiente: calculadora, dispositivo de la grabación audio, pequeño organizador electrónico, "estereofonia portable", wa, r, parte del sistema del picosegundo (sistema de colocación del `), linterna, TV, envase (para los materiales frágiles), C portable (computadora) del `(cuaderno), paginador.

- Relayer del anillo (nr u cuando: anillos del teléfono, anillos de la campana de puerta): funciones de control de la poder de u ("t sin cuerda", intercomunicador de la puerta) vía el envase aislado interior de R (`teledirigido).
- la cuenta se puede anunciar vía el oscilador: después de cada entrada de K (teclado del `)/a petición de usuario (pulsando tecla) - > el sistema (sistema) anuncia: la cuenta/el otro Info como pedido/banda.

OTD: "S" (para la cuenta, el etc); "C"; P.M.; Reino Unido; fecha; interactivo; juguete; todos; juego; "mic"; ejercicio; portable; punto de ebullición; oscilador; vc; egh; cuenta; tgh; carro; cp o cr más amortiguar el material; uq; carácter.

- activar anotar enviando las cuentas para anotar vía control de "R" al receptor distante/más tallier. Puede tener "S pequeño o muy grande". Impermeabilizar, prueba del chew (contra perros, bebés), no corrosiva.

. - diseñado para las condiciones para cualquier estación, guarda hacia fuera fango; "R"; "S"; "C"; P.M.; Reino Unido; fecha; interactivo; juguete; todos; juego; hospitalidad; "mic"; ejercicio; portable; sst; punto de ebullición; oscilador; vc; egh; cuenta; tgh.

- D: ..... 1 = ventana (s) para el dispositivo (electrónico) del EL. Los puntos son bola.

: [1]:

.....

Usuario = K (teclado del `) (1) = c (memoria) = s (1)/osc/nr/other (objects=function)

- D: juguete de la cuenta de juego 3C294 =

ACCESO (tr del modo aislado del objeto = de la entrada)/BALANCEADOR/C/carro (cartucho del software)/PALMADA/DISTANCER/LOCALIZADOR/banda (teléfono)/Q/R/CUENTA/SP del programa/ESTADO/ESTEREOFONIA/SYNTH/TDS/T/+WA.

Estado

Pista

No arma de la vida real (juego)

Ampliar cada parte IMI, y demostrar cómo u puede aprender cómo utilizar y cómo el UIP adaptará. Donde archivo esto?: uip; juego; cada parte; "predecir"... VENTAJAS a jugar al juego:

. "Acceso": ver abajo

. Predicción: ver abajo

"EFECTÚA" = los olores; oscilador; "imágenes cambiantes" correlacionadas a la situación

efectos del juego video 8B100: el olor emite cuando: golpean a la persona o a la criatura; uno entra cierta área: pantano fofo, descarga de basura, sitio hediondo; uno viene cerca de criatura hedionda; cuando está al acecho el peligro; abertura del paquete, del etc; entrar en un restaurante; el cocinar; el conseguir sudoroso de actividad; el conseguir nervioso; etc.

- llano de dificultad (en terreno)/de la capacidad del jugador puede ser alterado vía el UIP: la entidad quiere/necesita un juego más resistente.

Efecto del olor que adapta:

- los olores pueden también ser muy sutiles, y uip señalado. El olor en la tecnología futura se pudo programar/manipular vía los electrodos del cerebro u otros medios (ahora entendidos no todavía completamente) de sacar la experiencia de los olores, donde los olores reales no fueron emitidos.
- cada jugador pudo experimentar diversos olores por el uip, como un efecto del olor diferencia sobre diversa gente. la cantidad real de olor pudo ser mínima.
- se aplica a otros paquetes audio-visuales del producto: Entrenamiento basado de "C"; vídeo interactivo (sistema activado por el usuario que toca una pantalla - los tableros dominantes pueden ser utilizados, pero no ser requeridos)
- oler a usuario del nuevo producto pudo desear comprar, eg.: dentro del nuevo coche; cuero del olor para los productos de cuero; olores también para los productos siguientes que son vendidos: alimentos, servicio de entrega de la flor, etc
- el producto fue combinado con el producto 8B-19.

- coordenadas del olor con: cualquie invención audio/visual, eg.: TV, pantallas de ordenador, ipod (mientras que juega música), teléfonos celulares (mientras que habla - oler los fósforos con los cuales comunicando y sobre qué, w5).
- la preferencia de usuario por el tipo perfume/flor emana según jugadores/la preferencia de usuario. Dos personas que ven a la misma actriz, olerán a diversos asociados de los perfumes con la actriz/la entidad que son retratadas.
- olores de la pista del `. Los olores actúan como notificadores para la vista/la audiencia - obscuridad deteriorada de /in.
- protector del olor: los olores adaptaron para guardar lejos (los bandidos), (mientras que atrae otras entidades).

OTD: "S"; pp; P.M.; Reino Unido; ratón; fecha; interactivo; educ; juguete; todos; juego; hospitalidad; oscilador; vc; cuenta; tgh; enseñar; md; carro del olor que causa elementos; acceso (si el dispositivo del olor se utiliza en las arcadas [lugares públicos con los juegos video]); uip; carácter.

Pantalla del olor: los olores se emiten para acentuar las sensaciones y para experimentarlas mientras que: televisión de observación; selección de opciones de una pantalla de la CRT (por ejemplo cuando hacen compras vía "C", ciertas maneras de la ropa pueden tener un olor elegante del cologne emitido para realzar ventas); aprendiendo algo en "C" (retención de la memoria del aumento de las ayudas - puesto que el material se experimenta más intenso, placer); anuncios: oler el detergente o la Coca-Cola de modo que usted quiera ir al refrigerador y consigue alguno
- las emisiones del olor pueden también ser en cantidades muy minuciosas para tener el efecto subconsciente eficaz
- algunas emisiones del olor se pudieron crear por los productos químicos normales en el aire; bloques de productos químicos naturales de los cuales un poco se utiliza a la vez. El factor de reemplazo más difícil pudo estar con las televisiones caseras, con todo está en el interés de la televisión y de las empresas del cable para que la gente tenga éstos, así que puede ser que sean dadas lejos barato o para libre
- la gente de la demostración de los estudios goza el mirar de programas con la dimensión del olor agregada (a menos que está también sobre accionar)

Analizador químico que analiza el olor en el ambiente donde se está tirando el vídeo. Los resultados del olor serán convertidos a digital y transmitidos para descifrar por un decodificador del olor en cualquier punto de la exhibición o del usuario. Desarrollo del análisis del olor y del protocolo del código que se podría agregar a las capas de los datos y de la comunicación de dispositivos.
Lista de los olores: El alimento huele, los olores de la flor, humo, niebla con humo, contaminación, gases, perfumes por la marca de fábrica (Calvin Klein, Liz Taylor, el canal.) Etc
- Por los detectores de humos de ejemplo pueden analizar ciertos gases. Cómo sobre el adición de un código para cada gas analizable y transmitir el código a otros dispositivos que tienen emisores del olor.

- Confía en los sensores/los indicadores del olor.

+ el "CREADOR del JUEGO" = estructura del juego uip-adaptó para el jugador, eg.: perfil del "carácter"; cómo el jugador de las ayudas de la "guía" del juego mejora su capacidad que juega.

- D: Generar el perfil del comportamiento del carácter creado (por u/el sistema).

3A500 afinan personalmente nombre y hacen que sean el carácter en su juego de acción portable.

- seleccionar de las opciones físicas estándar de la característica que demuestran la pintura áspera del cuerpo, eg.: colorear el pelo, la altura, la estructura de cuerpo, el color del ojo, el color de vestir, el etc.

¿- tiempo de la matanza que espera una cita? ¿Como o no tener gusto alguien?

- los carácteres se mueven en la animación (con el cuerpo no móvil del sólido o las piezas móviles
- el usuario selecciona a que el juego él desea jugar
- crea sonidos
- tiene una clase particular
- el sistema de reloj se puede dejar hacia fuera

creador del juego 4A430: Juego que crea la máquina: El usuario selecciona las opciones del elemento del juego deseadas en cartucho del software del juego de "C". La cáscara del juego es igual mientras que los elementos tienen gusto de color, opciones de carácteres, etc es cambiable. Usos: El comprador selecciona las variaciones del juego queridas en cartucho de juego del software; el usuario crea para poseer juegos dentro de parámetros del sistema; juegos para la hospitalidad, entrenando; etc.

-

7A020 eligen las entidades, las habilidades, los ambientes, los estilos y el juego (plataformas). Convertirse y o seleccionar de las opciones del carácter que crean el tipo carácteres que usted desea, ambos los con características usted desea y ésos usted puede ser que desee para luchar con (y o seleccionar carácteres confeccionados).

- después seleccionando los carácteres, elegir que el juego usted los desea para jugar adentro. Entonces, el programa del juego pudo seleccionar los panoramas, los ambientes, los combatientes, felicitar/ajuste del etc con el usuario de los carácteres seleccionado.

educación/terapia de +m: resolver las situaciones, comportamientos, tareas que usted desea manejar, y aprender.

+m seleccionan los temas, estilos, tareas

+m crean arte

- Paquetes de programas informáticos de las ventas para los juegos video. Llaves del comprador en opciones que desean en juego y la máquina expendedora desarrolla rápidamente el paquete para su gusto especial mientras que el comprador espera.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip). Demuestra el tipo programas de la compra de W5 (qué, donde, cuando, porqué y cómo) u de la "hospitalidad".

convertidor estacional 4A450: convierte automáticamente carácteres a esos apropiados para la estación. Sigue habiendo las reglas, el diagrama y todo del juego, apenas los cambios en imagen. Interruptores según el reloj interno, o por el comando del usuario. Entran efecto quizá 7 a 15 días antes del día de fiesta/de la estación.
- las herramientas/los neumáticos de nieve/los cambios de la parafernalia/clothing/HVAC según la estación/UIP-necesitan, según la estación.

El UIP-Juego repitió: A2-120 PERSONALIZÓ la HOSPITALIDAD: mezcla con 11. Después de entrada personal del Info (las cuentas anteriores y las respuestas de las subsistencias de M o de U para el análisis), tener siguiente emparejado para usted: juegos (el ajedrez, el índice de inteligencia o la creatividad o el otro entrenamiento/diversión del comportamiento, versiones/realces de juegos de ordenador en mercado), drama, música. Gama (ized) personal de /Your/Customized/John - profesor particular/instructor/profesor/ayudante/diversión/juego
. - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/el modes%/programs%). Copiado al agosto de 95 9G220.

JUEGOS DEL PEDIDO POR CORREO DE A3-R12B=: Juegos de comercialización adaptados a las necesidades de usuario.
mezcla con (con) 12 12A. Costes de inversión bajos. un co pudo tomar solamente el Info personal y ser un orderer del correo de los juegos personalizados que personalizaban los juegos/comercialización por u/el mercado para: el registro cons, los terapeutas, registro/escuelas/clases especializadas; cons los compartimientos (nuevos edad, militares, artes de la aguja, fantasía, lucha, coches...). Quizá la garantía de la parte posterior del dinero, o libera/barato. Dejar a compradores de m ser su propio vendedor del juego, yendo a las escuelas, los amigos...
. - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (sistema) (tales/las ocurrencias indeseadas/queridas señaladas/el modes%/programs%). Copiado al agosto de 95 9G220
. - Palillo 5E020 de la inclinación: Controla las funciones de esta n.

"GUÍA" = instructor del juego 2J02: Enseña los jugadores a qué movimientos puede ser que hagan así que pueden ganar.
+ problema: quizá similar a cómo las computadoras existentes juegan ya a ajedrez; diversas patentes encontradas pero en campo general, por lo tanto o unpatentable o pensaron quizá ya para arriba por alguien. Sin embargo UIP-adaptar el aspecto pudo ser nuevo.

sh: Usos:

- Tablero "juegos" de casi cualquie tipo: ajedrez (occidental, japonés, chino, coreano, etc); inspectores; otros (estrategia) "juegos"; tarjetas (qué tarjetas si se juega /shouldn ' t).
- Curiosidades "juegos": uip-DB del jugador/de los fósforos del question= de las curiosidades encima ("señalado") del information= relacionado para dar mejores pistas a los jugadores.
- Juegos de ordenador: juegos que salen de Nintendo, de Sega, de Atari, del etc.
-
- Partes importantes: "Guía". "Educativo". "EGH". "TGH". "Realidad virtual"
- Desarrollar este interruptor: La programación se puede hacer en Europa por los programadores con habilidades excelentes y el interés en ajedrez. Las versiones iniciales concentran en jugadores de ajedrez expertos más bajos. Interruptor (software del `) usado en la PC/los sistemas electrónicos del juego de ajedrez vendidos como unidades separadas.

+ "analizador del comportamiento" de jugadores: los movimientos anteriores así que el sistema del jugador principal de los estudios pueden internar sugieren movimientos similares en el futuro; las sugerencias mejor del sistema emparejan el estilo natural del movimiento del jugador, cuanto más natural la "guía" siente al usuario, y el usuario podrá mejor combinar sus patrones de pensamiento naturales con las sugerencias de la computadora. Eg.: el jugador prefiere el usar de sus obispos en la ofensiva y los caballeros en las posiciones defensivas.
--es decir: recuerda los últimos patrones del juego preferred por el usuario - > más arriba el sistema de la ocasión sugerirá tales movimientos: la "cuenta" de movimientos influenciables clasificó por "uip-DB."

sh: El sistema "analiza" cuáles son los mejores movimientos para el jugador, mucho como si la computadora jugara a su propio juego. Sin embargo el jugador debe ser el que está para hacer realmente los movimientos.

sh: "Anotando" de movimientos: Esto es hecha anotando lo que percibe es el valor de cada pedazo y o estilo o estrategia del movimiento, basada en el jugador más allá del funcionamiento. El último análisis de funcionamiento es manejado por la pieza "UIP".

- La computadora "anota" cada movimiento posible que puede sugerir. Los elementos que aumentan la cuenta de un movimiento posible son: las ocasiones ayudará al jugador a ganar; "analizarla" es estilo del jugador.
--Patrones que juegan del opositor de los estudios de sistema: el "analizar" del patrón anterior del jugador del opositor (UIP del opositor), así que del sistema puede encontrar mejor sus debilidades. "El behavior= del opositor de los estudios "del analizador del comportamiento" predice" los movimientos futuros del opositor/del jugador principal, basados en el comportamiento del opositor.
---áreas donde está estadístico más probable el opositor tener un punto oculto, o una capacidad más pobre del jugador de ver lejos a continuación en juego, o la utilización de pedazos que puede ser que necesiten.

. - Relacionado con: Movimiento "guía" del cuerpo. Movimiento "analizador" del cuerpo - ver un KN más viejo, eg.: Miburi. Deportes; La acrobacia; Danza; El caminar; Yoga.

- Ver vieja N (invención) para los detalles: guía del cubo de 3C-200 Rubics: La exhibición en uno de los cubos demuestra el número de pasos adicionales necesarios para terminar rompecabezas. Actúa mientras que una guía en usuario de ayuda sabe qué movimiento es mejor.

. Misceláneo:

- los compradores pudieron ser el tipo que juegan a ajedrez vía Internet/el "módem"/el correo aéreo. Este sistema sin embargo no es diseñado para que a la gente engañe utilizando esta guía.

"PREDECIR" = tipo predicciones para cómo pueden los "usuarios": querer "ser entretenido", juego "juego". "Predice" cómo el opositor del "juego" play= "que da lugar" al sistema del jugador principal "que lo dirige" cómo ganar. Ver la "guía". Patentes de los E.E.U.U.: 4141548 aparatos del juego para el uso conjuntamente con la visión de un deporte de espectador.

"R (`teledirigido)" = "inclinación"; teledirigido; palillo de alegría; "aplaudiendo"; arma del laser; (tridimensional/teledirigido) "ratón"

JUEGO TELEDIRIGIDO del encanto A8-17: Obrar recíprocamente entre los jugadores por medio de teledirigido que esté conectada con el receptor o sea un transmisor de la combinación/un receptor con la exhibición leída.

2A-7: accionar las funciones vía silbar cifrado o (varios años más tarde) comandos verbales. El reloj puede incluso responder con los sonidos. Puede jugar sin incluso ver el reloj.

juego del arma del laser 6B740: Objetos del vuelo del golpe con el arma del laser. Guarda la cuenta.

- "Cuentas" un punto cuando el objeto del vuelo bloquea la luz de la luz "sensor" del fondo.
- el objeto del vuelo del golpe, si se vuelve ninguna reflexión usted la golpeó. El espejo causa la reflexión. El arma debe ser acentuado de la posición correcta ganar capacidad de una reflexión si tirado para ser faltado. Además, uno puede tirar solamente en la distancia durante la caída o volar en el aire mientras que arma medio llevado aire del artículo y espejo pequeño o grande.
- sostener el arma en la posición correcta, o hacerlo de un sostenedor del arma

- el objeto del vuelo puede ser una bola del espejo, requiriendo a persona del arma golpear en ángulo recto en el centro, causando una reflexión
- objeto del vuelo, si es lanzado por el dispositivo (o la mano) de la manera correcta, su sensor en centro, al recibir el laser puede sonar: señal sonora; desplome; explosión sana; etc.
- Variante: el objeto del vuelo (probablemente bola) refleja la luz laser al receptor del arma, significando cuando un golpe fue hecho.
--para el uso al aire libre también
--la bola está de material reflector de la luz no frágil
- programas de usuario la frecuencia, la fuerza y la velocidad en las cuales se expulsan las bolas
- La exhibición demuestra la cuenta de jugadores
- OTD: Todos; pp; P.M.; Reino Unido; interactivo; educ (enseña a práctica del shooting); juguete; juego; hospitalidad; portable; índice de inteligencia; t; punto de ebullición; oscilador (eg.: cuando un golpe fue hecho); vc; cuenta; carro.
. - "Inclinación": controla las funciones del sistema
- copiado a 5E020 en 8.95.

juego del conductor 3C-560 (relacionado con otro producto):
Según cómo el usuario mueve el su "volante" o el otro producto, el sistema sabe se está moviendo y reacciona por consiguiente.
- eg: el jugador finge ser un conductor que usa su volante del control de "R", ellos ve cómo están conduciendo en la pantalla. Parte de juego, o de conducir práctica; también para el vuelo; el caminar; etc.
- el acelerador, las roturas, el etc pueden estar con los bandoleros

+ juego teledirigido 2D-150: Las unidades del jugador "obran recíprocamente" w las unidades del otro jugador vía el cojín sin hilos del aire. Ajedrez del juego, etc.
=
No usos del juego también. Cada jugador tiene el mismo o la escena relacionada del juego en sus exhibiciones de la persona. Sentarse alrededor de la sala de estar sin tener que agacharse alrededor de un solos lugar y juego. Cada movimiento hecho se refleja sobre las pantallas ("S") de los otros jugadores. Usos: ajedrez; inspectores; Batalla naval (en ruso: Muchacho de Morskoy); todos los juegos de tarjeta, eg.: póker.... Cada pedazo se puede también conectar por el alambre
¿- obvio? D: "cojín del aire" (r, s, juego o carro del interruptor (software del `)) = "cojín del aire" (r, s, carro) = "c" (carro)

Juego del arma del laser R176: el chaleco del usuario reacciona al laser cuando consiguen golpe. 30 de agosto de 93 NK
- movido al "juego" 6.96

Información de usuario del "UIP" que programa =
"VAGOS" de uno o más (el ganar/que suelta) jugadores: recuerda los últimos patrones del juego preferred por el usuario - > más arriba el sistema de la ocasión sugerirá tales movimientos: la "cuenta" de movimientos influenciables clasificó por "uip-DB." Eg.: ver a instructor del juego 2J02.

"VR" (realidad virtual del `) =

juego de la realidad virtual 1E-01: Para dos o más personas adentro o afuera. El receptor del usuario puede encontrar a los otros jugadores. Saber cuando se hace un golpe o una falta.
- protectores electrónicos de las aplicaciones para ocultar su localización o a defenderla contra el fuego del arma que viene o del misil.
- relacionado con el localizador del Walkietalkie: conocer la localización de su otro partido 3A-1280-42005

Extremo del archivo: Piezas/partes de los años 90 GA

Archivo: Piezas/piezas AI UIP GA

INTELIGENCIA ARTIFICIAL Y UIP
Los comentarios se amplían para los usos en
Información de usuario que programa, juegos, más

Introducción: Extensiones puestas a menudo debajo de las definiciones estándar, y en (soportes). Las extensiones están sobre todo en el campo programado de la información de usuario. Las definiciones originales del AI fueron cambiadas algo. Términos en en negrilla [si no cambiado accidentalmente, representar los términos comunes del AI].
- el UIP es forma de A.I.: donde (los seres humanos, las entidades del juego, y la interacción con invenciones están implicados.

Interfaz adaptante iguales que UIP-Adaptan. Una computadora obra recíprocamente y adapta automáticamente y dinámicamente a los rasgos del UIP tales como la capacidad de cada uno multiusos. Se adapta qué: [características del juego del `]; modo educativo, más. Ver los archivos enormes del UIP.

Agentes/entidad/invención: Una cosa [(entidad o invención del juego del `)] se inserta con un agente. El agente es controlable por UIP, jugador, programas del juego; para dar instrucciones el agente en qué hacer [w5], porque resultados señalados [en cualquier aspecto de la realidad/del juego tiene energías de corregir]. El agente [puede ser] una entidad o una invención [del juego], con los métodos y las características [arquitectura [sus los propios] del agente].

- El agente no tiene will-power 100%. ¿Pero qué hace? Sus padres, sociedad, etc. moldean a todas las criaturas vivas, gente incluida.
- Programación orientada al objeto: incluye agentes

Arquitectura del agente: El UIP múltiple funciona funcionamiento [simultáneamente], los coordenadas de la arquitectura del agente sus funciones (que eliminan conflictos).

A.I. Efecto: Efecto señalado/reacción del UIP.

- Efecto del árbol: La reacción en cadena de los efectos del AI, da lugar la "ocurrencia A", que entonces (poder) accionar la "ocurrencia B", como "B" es [automáticamente reaccionando/sensible] a ocurrencia de las "a". "B" puede llevar a uno o más reacciones [simultáneas] inmediatamente después de "B". [A, B, C... representa: cosas del juego, acciones causadas UIP, o reacciones].

Algoritmo: Controles de los algoritmos: predecir, adaptar, dirigir, más.

Memorias asociativas: Ver los pasos del ejemplo de la partición del asociado/de las asociaciones: En el país: 1. El perro del dueño raspa demasiado ruidosamente o demasiado de largo mientras que el dueño es hogar, mientras que el sistema y el perro del UIP están en el país. 2. El UIP dibuja memoria autoassociative, emparejando lo que oye su analizador de sonidos. 3. El UIP castiga levemente el perro. Hacia fuera en público: 1. Los sentidos del sistema está fuera del hogar. 2. El analizador de sonidos del UIP determina algu□n perro ha raspado. 3. Vía memoria heteroassociative realiza que hay un perro. 4. Vía memoria asociativa que la determina está el perro del dueño. 5. El UIP responde al perro del dueño que raspa diferentemente que cuando en el país. Ver: Archivos principales de la parte; Collar de la distancia de G105 GPS.

. Trabajo de las memorias asociativas recordando la información en respuesta a una señal de la información. Las memorias asociativas pueden ser auto-asociativas o hetero-asociativas. las memorias Auto-asociativas recuerdan la misma información que se utiliza como señal, que puede ser útil para terminar un patrón parcial. las memorias Hetero-asociativas son útiles como memoria. La memoria de largo plazo humana es probablemente asociativa debido a la manera en cuál pensó que recuperado de él lleva a otro. Cuando queremos almacenar un nuevo artículo de la información en nuestra memoria de largo plazo que típicamente nos tarda 8 segundos para almacenar un artículo que no se pueda asociar a un artículo depositado, solamente solamente uno o dos segundos, si hay una estructura de información existida con la cual asociar el nuevo artículo.

Analizador del `: Identificando los casos para la diagnosis/buscar (los datos) y reaccionar (la función)
- Sistemas de diagnosis y razonamiento basado en la casuística automatizados
El analizador del `asocia última ocurrencia, a ocurrencia actual, y ahorra el proceso más difícil más largo del análisis.
- La forma Bayesian de las redes A de analizar qué ocurrió, así que el UIP pueden identificar mejor si la ocurrencia resuelve el patrón señalado a el cual el UIP es reaccionar.
- Trabajos del analizador [en A.I. y o sentido del UIP] con: Clasificación; Agrupamiento; Ciencias cognoscitivas; Filtración de colaboración; Razonamiento de sentido común; Satisfacción del constreñimiento; Fusión de los datos; Mantenimiento de la dependencia; Sistema experto; Lógica confusa; Motor de inferencia; Filtración de la información; Fusión del conocimiento; razonamiento Modelo-basado; Redes de los nervios; Reconocimiento de patrón; Razonamiento cualitativo; Aprendizaje estadístico; Reconocimiento de patrón estructural

Visión de computadora: analizador visual

Base de datos A.I. del `: Iguales que UIP-Base de datos. Basado por A.I. y el UIP para la explotación minera de datos. Sistemas de mantenimiento de verdad, etc.

Ayudas de decisión
El UIP y la guía sugieren cómo el usuario pudo tomar decisiones. Otros ejemplos: diseño Decisión-centrado; Ayuda de decisión; Teoría de decisión; Árboles de decisión

Aparición: Peter UIP combina aleatoriamente los elementos múltiples (funciones características) de su base de datos; entonces asocia las características de cada combinación a las características del resultado deseado. +See Peter (produce invenciones/ideas en como base necesaria). La aparición puede [parcialmente] "piensa fuera de la caja" y sugiere que la' guía en [las ideas intelectuales (de la característica)] ella no pudo sugerir de otra manera, especialmente si no ha considerado/almacenó tal ocurrencia/sugerencia antes. Peter sugerirá las invenciones aplicables a la necesidad actual. La aparición de Peter es otro ejemplo para la unidad de esta solicitud de patente. [adaptación creativa de] "teoría del caos" [que trae ciencia a (desorden)].
- Cuanto más grande es la base de datos, más las combinaciones [de la idea] posibles. Ampliar la gama de combinaciones consiguiendo la entrada de tantas fuentes como sea posible, eg.: el obrar recíprocamente con otras bases de datos [diseñadas para UIPs (similar)). Ampliar la base de conocimiento.
- Ver la UIP-Aparición 2G180 y las características del juego de la aparición. La aparición incluye: Lógica confusa; Motor de inferencia; Fusión del conocimiento

Análisis cargado teoría del juego (el `anota cada función/invención sugeridas posibles). Entonces decide cuál para tomar.

Algoritmos de búsqueda genéticos de los algoritmos usados en el aprendizaje de máquina cuáles implican iterativo el generar de nuevas soluciones del candidato de combinar dos altas (o del padre) soluciones anteriores que anotan en una búsqueda para una mejor solución. Nombrado tan debido a su confianza en las ideas extraídas de la evolución biológica.

Bases de datos más grandes del UIP de la granulosidad tienen mayor granulosidad.

Tipo heterogéneo de las bases de datos de DB del UIP.

Heurístico heurístico ayudará a anotar y a elegir la mejores reacción/función [por las necesidades del UIP], después decide a qué opción es [heuristically] el mejor.

Educación inteligente de los sistemas del curso particular. Dirección.

`Interactivo: Cuando dos o más [invenciones, funciones, y entidades del juego del `] interconectar y algo sucede [tan la combinación para las acciones separadas, es mayor que la suma de su ser diferente; e.g. un lápiz con el borrador es mayor que las dos piezas por separado]. Trabajos con: Programación de Demonstration; Creación de un prototipo

Representaciones basadas en el conocimiento: Base de datos

Representación de conocimiento: UIP que adapta la información para el usuario, eg.: haciéndola más comprensible; demostrar cuentas.

LOGÍSTICA-UIP: Cómo utilizar recursos de sistema, dentro de los parámetros señalados, controlados por el UIP. Trabajos con el planeamiento y el Scheduling; Agentes del planeamiento y del Scheduling; Aprendizaje supervisado

Orden y sincronización: Análisis de serie de tiempo

El `predice el modelado: Sinónimo para la simulación. El UIP considerará' predecir cuáles será la reacción del resultado' a la acción sugerida/a la función del UIP. Trabajos con: Reconocimiento del plan; Programación de

Demonstration; Creación de un prototipo; Aprendizaje estadístico; Análisis de serie de tiempo; Sistema del juguete

Analizador de sonidos del `: Adapta datos de sonidos entrados. Filtración de la señal

Diagramas tácticos que se agregarán

Diagramas de transición de la tarea
Para ser agregado

UIP - Entrada de información: Base de datos usada para adaptar las funciones para el usuario. Trabajos con: Obtención del conocimiento, ingeniería cognitiva; Aprendizaje de máquina

Analizador visual del `: Ver los elementos de imagen visuales de los sastres del reconocedor de la lente de cámara entrada/de imágenes. Trabajos con: Filtración de la señal

Concluye el archivo: Piezas/piezas AI UIP GA

Archivo: Piezas/campo común de las piezas GA

PIEZAS Y TÉRMINOS VIDEO DEL JUEGO DE LA INDUSTRIA

Introducción:
- Los juegos del computadora y video pueden también ser un subconjunto de medios interactivos, que incluye la simulación de la realidad virtual, del vuelo y de la ingeniería.
- El estándar industrial del juego generalmente video funciona/las piezas/los términos, después modificado para esta solicitud de patente.
- Las piezas y las funciones video estándar del juego fueron ampliadas. Se colocan debajo de las definiciones estándar, y en (los soportes). Las extensiones están sobre todo en el campo programado de la información de usuario.

género de la aventura A de la acción de los juegos en los cuales el jugador avanza "fisicamente" superando obstáculos y recogiendo artículos. Los ejemplos de la acción incluyen el funcionamiento, el salto, tirar, el etc.

- Meta del UIP: carácter del jugador [s]. recoge/gana/atrae las uip-características deseadas/ganadas. Las cuentas se relacionan con la personalidad desarrollada que el jugador del sastre.

Inteligencia artificial del AI. La manera por la cual una información de procesos no humana del carácter [para el uip]. Todos los carácteres en los juegos video no controlados por el jugador se imbuyen con una cierta forma de AI.

- Formar del UIP

dirigir a enemigo que debe ser hecho frente por el carácter principal de un juego antes de que un nivel pueda ser acabado o antes de que el juego se puede considerar completo. Los jefes pueden consistir en un solo enemigo o un cierto otro obstáculo.

- dar vuelta a una negativa en un positivo

- Aumentador de presión del índice de inteligencia del UIP: el jefe' y el índice de inteligencia de los opositores pueden subir tragar, basado encendido

el anotar. El índice de inteligencia basó las habilidades uip-adaptadas para carácteres de los jugadores los', eg.: los realces del carácter principal vienen del menú de los rasgos del índice de inteligencia seleccionados por las uip-características del jugador (usuario) (el jugador quiere).

- fósforo de las características del jefe del '' el uip qué entidad les demuestra la mayoría de la aversión, e.g.: imagen adaptada de satan [basado en el libro [asustadizo] preferido de la niñez del jugador; o madrastra egoísta.

juegos de la reunión de reflexión: embroma/induce hacia fuera jugadores' (obrar recíprocamente con uno a) y sus (`accesible/rastreable) ideas/invenciones creativas. Subido con ideas de la invención [montando combinaciones de invenciones con las piezas: ver a Peter.

- Juego del `que juega:

desinsectar un error inesperado e involuntario encontrado durante la operación normal de un programa que hace típicamente un problema o un error inexplicable ocurrir.

- La presencia del insecto se convierte en parte del juego. El juego se adapta con/alrededor de insectos, eg.: desinsectar los aspectos efectuados del software/del juego (semi) se puentean/deemphasized. La versión avanzada estupenda hace la característica el insecto del juego.

célula que sombrea la técnica de la animación de los gráficos de A que hace que los carácteres 3D en un juego video parecen una 2.a historieta.

- Conmutación de la dimensión: el cambiar a partir de la 2.o a 3D puede significar diversos modos/reinos del juego (obvio?), eg.:

--entre el sueño del carácter y los estados despiertos.

--cuenta del jugador; (tipo energías); grado a el cual uip-se adapta el carácter.

cortar la escena una secuencia animated o video en un juego que proporcione la información adicional, incluyendo elementos de la historia, extremidades, trucos o secretos.

- cada escena puede ser diversos archivo/árbol/aspecto del software
- las escenas se pueden adaptar a diversos aspectos de cada usuario Info de los jugadores. Hace corregir del juego (más fácil).
- el jugador puede tener características de diferenciación (uip) en cada escena/aspecto.

Mensaje o característica secreto del huevo de Pascua A escrita en el código de un juego por el programador. Los huevos de Pascua son destapados a menudo por los gamers listos que van a buscarlos o accidentalmente. Sus localizaciones y contenido entonces se comparten en foros, salas de chat, el etc. hasta que se conviertan en más vox populi.

- huevos de Pascua adaptados `

juegos educativos de los juegos que proporcionan una cierta forma de habilidad que aprende, y o conocimiento, y o terapia. Dirige a jugadores para aprender.

efectos: Todas las sensaciones [humano experimentadas] se pueden estimular de las maneras posibles más amplias. Los sentidos incluyen: imágenes [visuales]; sonido [reconocedor audio del `(interpreta) y relais (sonidos sintetizados); sensación [comunicar vía la vibración (señales)] y sensaciones de tacto para la suavidad, la textura, la humedad, el etc; olor y gusto [vía los implantes del cerebro (para la gente que goza/no puede probar del alimento [de la hospitalidad de A/V]. %ESP (cómo las energías sensuales adicionales/intuición pudieron ser experimentadas y o transportado). Sistema [el `corrige] y [sastres del `] cuaesquiera uno o más efectos [simultáneos]: aumentar el valor de la hospitalidad; retratar [un significado/un efecto más claros]. Los efectos con mayor impacto emocional, se acentúan [por el volumen, la intensidad (del color)], y los efectos menos emocionalmente de afectación pueden deemphasized.

- Los efectos simultáneos se adaptan para felicitarse, eg.: oler la manzana mientras que la entidad de la audición mordió en ella. Una manzana roja más suave suena menos crujiente, que una manzana verde más amarga. Ver UIP-Adaptar-Simultáneo para más.

. El sistema genera vida como olores, la sensación, las imágenes etc para lo que representó: El analizador contento asocia el olor y cualquier otra característica del elemento [del juego], y crea la base de datos para sus características. Cuando [algo similar a] ese elemento aparece [en el programa informático], el usuario/la audiencia puede experimentar las sensaciones [similares a] qué exhibió/tenía potencialmente en vida real. E.G.: [audiencia de la película] ve la manzana pelar y la carne rasguñada, después se transmiten dos olores/sonidos asociados/los efectos visuales que los gustos sienten [a la audiencia/a la UIP-Base de datos].

emulador/emulador de la invención: El software de simulación virtual que permite a un gamer reconstruir un pedazo específico de hardware. Por ejemplo: permitir que alguien juegue a un juego de la consola en su computadora.

- juegos del juego con las invenciones (nuestro electrónico) se emulan que. Eg.: intercambio un producto para una invención, o el producto de divulgación. Cada invención trae sus uip-características. Otra manera para que interconectemos las diversas (los aspectos de nuestro) invenciones - ver nuestros archivos de Peter.
- diversas invenciones/los productos obran recíprocamente, trayendo a lo largo de sus uip-características respectivas. Ventajas: el estudio de mercados, abre el pensamiento creativo para mejorar la invención re-experimentándola, poniendo la invención.
- (juego (aspecto)) de la invención' Peter jugó hacia fuera de todas las maneras esto y las invenciones de nuestras otras solicitudes de patente describieron.

El comité de ESRB (tablero) de los grados del software de la hospitalidad A formó en el mediados de 90s por la industria del juego para proporcionar un sistema autorregulado para el grado y describir el contenido del juego. Similar en la función a los grados de la película.
- Grado del UIP: (fácilmente) el cambio' corrige las imágenes de los aspectos del juego/de la escena' según el grado deseado. (El juego se debe pre-diseñar por ejemplo sus carácteres, lengua, capacidades de la acción) para qué adaptó el propósito se desea, eg.: terapia, audiencia del niño.

acontecimiento-basado ligando ocurrencias [de la vida real] dentro de un juego. Otro término para la causa-efecto; los acontecimientos dentro de un juego que usted controle, influencian o hacen otros acontecimientos seguir.
- el uip = la búsqueda y reaccionan: los acontecimientos adaptados siguen (del menú (ocultado) de opciones). Los juegos (Video/VR) pueden ser (apenas) como la vida real para (gente), eg.: las cosas suceden a la gente grandemente según las características de la persona/del jugador (vida real) (vagos del `).
- incluye [telenovela de la TV] acontecimientos con guión/ficticios/creados: cuando su entidad del juego también en la TV consigue a' S.A. el nuevo amigo de muchacha, la entidad anterior es alegrada y trae después una nueva entidad al juego.

género de la fantasía A del juego que implica típicamente carácteres y acontecimientos de un plazo medieval e incluye elementos tales como criaturas míticas, tesoro, magos, etc.
- el UIP controla el grado (la cuenta del `) a la cual la fantasía se desvía de normal/de realidad sabida/otra.

posición ventajosa de la primero-persona según lo visto a través los ojos del carácter principal del juego. De uso frecuente en juegos de FPS ("tirador de la primero-persona ").

la persona de -1st puede alterar' corrige el uip de otros carácteres del juego, invenciones, animales.
la opinión de la persona de -1st es uip alterado [como si están en las drogas].
la persona de -1st consigue la opinión de otra entidad. La entidad de las ayudas predice [el uip del otro jugador].
- el jefe del `puede golpear a 1ra persona/jugador con el pie en la 3ro perspectiva de la persona. Como el UIP sabio puede efectuar 1r, 2do, 3ro... perspectiva de la persona [trasero-sitio/para-sitio].

Juego: juego que juega. Efectos adaptados al usuario.
. - Detalles: Mayores cuentas comparan con mayores ganancias. Puede apostar a las cuentas de juego [del otro jugador]. Los efectos del juego de juego adaptaron [a los gustos del jugador]. Mecanografiar las concesiones adaptadas a: el jugador, el tipo juego, (qué, donde, cuando, porqué y cómo) puntos W5 anotó.
- Huevo de Pascua del `- juego: conjeturar qué cuadrado dimensional huevo/objeto/2 accesibles [en rejilla] tiene la concesión [Info relacionado], da lugar a ganar el juego. Paga para [cada vez que el jugador conjetura si la cosa el correcto ganado para ganar].
- Efectos del `basados en cuentas: más deslumbraron' efectos corregidos ocurren cuando los triunfos/pierden del jugador una cuenta/un juego.
- Efectos adaptados `: cualquier efecto en juego [del tipo tradicional del casino] se corrige a los gustos del jugador/del jugador.
- `Geodashing: [ocasión del triunfo de] consiguiendo al almacén/a la recompensa señalados coger el punto/Starbucks; entonces conseguir [café libre, o latte del café para mayores cuentas].
. Las maneras de pagar jugar/generan el rédito y beneficios. Paga para cada uno: tiro; minuto de juego/de acción viva; error/accidente/pérdida [que permite que los jugadores (quién pre-registrados con de la tarjeta de crédito) comiencen en el dinero cero introducido al comienzo]; conseguir una nueva vida.
- EGH: cuentas para ganar atada a la capacidad del usuario.

Deporte de Geodashing por el que los puntos de referencia, o los dashpoints, ser alcanzado se seleccionen aleatoriamente. Ver también Geocaching. Ambos en wikipedia.org/wiki/geodashing

Vídeo full-motion de FMV: Una interrupción video animated dentro de un juego; utilizado típicamente para narrar la historia del juego, revelar los secretos, las trayectorias o la información cruciales a la supervivencia de su carácter. La animación vista típicamente durante una cortar-escena.
- hora para que jugador juegue con la entrada de las opciones/UIP Info del UIP; o aprender sobre (su) UIP (opciones) (en el juego).
- la educación del `[edg, tgh] puede entonces dar la dirección. Aprender de respuestas. Preguntas/sugerencias dadas jugador sobre cómo habrían podido jugar mejor peor.

la categoría del género A un juego cabe en, por ejemplo la lucha, conduciendo, acción, rompecabezas, jugando. Los juegos dentro de un género comparten generalmente estilos similares de gameplay, de metas y de carácteres. Nuestros juegos abarcan generalmente los géneros múltiples.
- géneros de nuestras invenciones (del juego): Terapia del juego, juego de la terapia, juego educativo, adaptación del juego

deporte móvil geodashing en el cual los jugadores utilizan el GPS o el otro sistema de colocación [receptores]. Los puntos de referencia que se alcanzarán pueden ser seleccionados aleatoriamente. El triunfo va al jugador [s] con la mayoría de los dashpoints en un rato dado. www.en.wikipedia.org/wiki/Geodashing
- cada zona ha asociado [`accesible] las funciones/[las capacidades/las energías del juego del `]. Jugador [s] [en zonas múltiples simultáneamente] consiguen/dan/pierden energía para sí mismos/otro [jugadores] según cualquie señalado comportamiento/acción característica de jugador []/' de s cosas/panoramas/qué uip [las búsquedas a educar/ajustan' la guía] para cualquier persona.

cortar el género de la raya vertical A del n del juego - acción o aventura típicamente etiquetada; de quién gameplay consiste en los carácteres que usan las varias armas para luchar su manera a través de enemigos incontables de alcanzar una meta.
- Los carácteres, armas, elementos del campo de batalla (paredes, puertas, túneles) tienen características editable. Cada uno característico cuando el enfrentamiento de otra característica (carácter, arma, elemento) tiene una reacción señalada. Como química, las combinaciones de elementos dan lugar al sistema (color/característica). EG.: solamente una espada roja puede romper las puertas verdes abiertas, donde sobre la capacidad del hombre de la espada de ver a través las paredes aumenta.

HUD (de las cabezas exhibición para arriba) usados lo más comúnmente posible en los primeros juegos de la persona, las cabezas para arriba exhiben refieren a la información (uip) que aparece (y o experimentado) en la pantalla tal como metro de la vida, nivel, armas, munición, mapa, (más la uip-base de datos Info de los jugadores (todos) (particularmente (fácilmente) las características reprogramables), etc.

animación típicamente corta de la secuencia A de la introducción demostrada al principio de un juego cuando primero se carga. La animación introduce carácteres del juego y fijó a menudo (las opciones del uip para) el argumento para seguir.

juego de arriba, posición ventajosa angulosa de la visión isométrica A; también conocido como visión.
- cada carácter/uip-característico puede tener sus los propios (color/tipo (sombreados) isométricos sonido) perspectiva.
- puede ser corregido como explicamos en la "1ra persona" del juego.

palanca de mando un regulador análogo o digital que consiste en una unidad baja, un palillo y un botón.
- cada uip-característico interpreta la palanca de mando y (otras funciones de control humanas) de una manera única.

los efectos especiales de los efectos luminosos usados para fijar humor, controlan el aspecto de objetos y reconstruyen condiciones atmosféricas, tales como niebla, amanecer y noche.
- el uip controla todos los efectos del juego: perspectiva de la iluminación [intensidad, color, dirección, tamaño de la viga/cobertura, cómo sigue la entidad, características con./desc.].

las vidas en algunos juegos esto mide cuánto tiempo usted se ha ido para jugar. El número de vidas o de un metro de la vida le da una idea de cuántas equivocaciones usted puede incurrir en antes de necesitar recomenzar de áreas dadas.
- el mejor fósforo uip-Info (de las ayudas del jugador) con qué jugador necesita (aprender/una mejor función), (más fácil es conseguir más vidas).

morphing una técnica de la animación utilizó a la transición entre dos formas o imágenes tales que el primer aparece cambiar en el segundo.
- el uip puede utilizar morphing para acentuar la presencia del uip durante cualquier secuencia del juego, eg.: hacer estallar el ojo cambiado sobre la consumición de espinaca, después morphed detrás.

la tecnología de la captura de movimiento A que convierte los movimientos a digital reales de un ser humano o de un animal y entonces los transfiere en 3D animado modela (después de la imagen/de la característica del uip que corrigen).
- otro ejemplo de tender un puente sobre vida real con el juego (UIP)
- juego afectado del juego del movimiento del usuario: identificador de rf/rfid.
- los movimientos seleccionados y o sus interpretaciones son uip controlado.
- El movimiento del picosegundo [dispositivo de colocación] es capturable. Velocidad de la entidad [movimiento de la vida real] adaptada: las velocidades/retardan a jugadores designados.
- el uso algún otro picosegundo (sistema de colocación del ') siguió el movimiento, eg.: donde se mueve/moved/is del presidente de co/governments.

juegos multijugadores de los juegos que permiten que más de una persona juegue al mismo tiempo.
- la programación avanzada del uip permite que cada jugador y su uip obren recíprocamente (para el uip de cada jugador señaló favorable necesidades).

multiprocesamiento que la capacidad de un sistema que contenga más de un procesador para ejecutar simultáneamente separado (UIP) procese en cada uno.

los trabajos m3ultiple la capacidad de un sistema operativo de ejecutar dos o más (UIP) procesan simultáneamente.

ciclo inicial un paquete de la salud del objeto (por ejemplo (UIP), de a (UIP) y o arma (UIP)) dentro de un juego que, cuando es cogido (tocado/mirado) por un jugador, da energías especiales o vidas adicionales (al jugador y o a su uip de ciclo inicial).

ver la cuenta no crítica de A de antemano de un juego antes de su lanzamiento que destaque las características anticipadas (UIP) que componen un juego.

género del puzzler A del juego en el cual los rompecabezas son solucionados por formas geométricas de manipulación.
- el uip corrige (oscilador de las imágenes' de) cada objeto (del rompecabezas) (y cómo obran recíprocamente . los objetos múltiples). (Diseñado maximizar valor (del egh terapéutico de' tgh/').

tiempo real en que los acontecimientos que ocurren en un juego aparecen suceder a tiempo correspondiendo a la vida real. Por ejemplo, una hora de jugar al juego iguala una hora de acontecimientos en las vidas de los carácteres y el ambiente del juego.
- puentes UIP con vida real.
- Juegos de Sim: simular una entidad, ciudad - adaptar la simulación.

Identificación de la radiofrecuencia de RFID/dispositivo de colocación: los estados (quién/qué) están allí W5. Permutable con RFID/GPS. El usuario lleva RFID (invisible) con propias funciones del UIP. Puede substituir generalmente RFID por nuestro picosegundo (sistema de colocación).

Juego de actuación de papeles del RPG. El jugador desarrolla la inteligencia (uip) y las capacidades (uip) por los puntos de recogida y solucionar rompecabezas. Las ayudas del UIP construyen [menú para] los papeles que se jugarán. Las cualidades aumentadas de los puntos ganados se adaptan.
- Elementos que efectúan las características del RPG: cualquie Info digitizable, eg.: jefe, otras entidades, ambientales, [tiempo/geográfico (terreno/zona)] las condiciones, cuenta de la entidad [cualesquiera], indicaron las metas, uip para otras entidades.

- Tener un agente del RPG. Ser un agente de un RPG. El avatar/RPG/uip/score de un situación/juego se puede transferir a otro juego/situación.
- cualquier elemento convertido a digital puede ser RPG adaptado.
- la temperatura de la vida real/el clima del jugador adapta el temp/el clima de los juegos. Cuando llueve el exterior ruidoso, el juego tiene lluvia pesada, y las reglas/los parámetros del juego cambian por consiguiente.

juego del tirador A donde está destruir el objeto a enemigos tirando, mientras que también (con el uip mejor) evitando el fuego enemigo (o el ataque/la agresión/el aumento/el engaño). Típicamente con una perspectiva de la primero-persona y se refieren comúnmente como FPS o "tiradores de la primero-persona."

simulador/género del juego del sim A que repliega acciones de la vida "verdadera".
- enlace de juegos con el UIP

juegos de los juegos de la terapia que son terapéuticos.
- Juegos (adaptados/creados automáticamente) para el usuario y (terapia de las ofertas (la terapia del `consigue más difícilmente - TGH) y educación (`EDG). Ideal para las ediciones del comportamiento específicas. La gente que consigue resistente a confiar a veces a la terapia, pero un juego ayuda. Los problemas a tratar incluyen: ediciones de la niñez/del adulto del ADA a ser irresponsable; y rehabilitación criminal/física/ocupacional/de la carrera.

empresa de informática de tercera persona de A que produce los juegos para la consola de otra compañía.
- diversos tipos de funciones relacionadas UIP pueden ser cartuchos para tratar la necesidad señalada.

Términos - No-Parte-Como términos definió y se amplió generalmente: de Steve Kays. Las piezas o los términos se pueden substituir por otros en el mismo grupo:
- Entidad: PC (carácter del jugador). Pudo incluir: buen chico, jefe, bandido, chico malo, jefe, agente
- Juego del `: método educativo para dirigir a jugadores.
- Obrar recíprocamente: cómo el jugador interconecta/juega con el juego
- Invención: objeto, herramienta, dispositivo, producto, %obstruction con energías; una de nuestras (`Peter) invenciones [según lo demostrado en (nuestros) juegos]. Las invenciones demasiado costosas investigar o la estructura pudieron permanecer en la realidad del juego [para ahora].
- Jugador/usuario: Entidad, carácter (imagen editable) de la historieta del `, persona
- PVP: Jugador contra juego del jugador
- Vida real: Mundo real que puede también estar fuera de una realidad del juego.
- Sastre del `: ajustar, UIP-Adaptar

- Cosa: la cosa es cosa animada o inanimada cualesquiera. jugador, entidad, invención
- el UIP pudo incluir: adaptado, adaptación, ajustando a, entrada del UIP, fósforo. Ver muchos archivos descriptivos relacionados enormes.

Concluye el archivo: Piezas/campo común de las piezas GA

Archivo: Lista del diagrama del RPG de las piezas/de las piezas

LISTA DE DIAGRAMAS DEL JUEGO - ESPECIALMENTE PARA EL RPG

Incluye las funciones del UIP para todos los juegos; Corregir el comportamiento, y el juego educa; y panoramas (simulados) relacionados de la vida real.

Versión ampliada de la lista

Introducción a las funciones del UIP como aplicable en diagramas del juego abajo:
- El encuentro de la PC de las dificultades (carácteres del jugador) se empareja al perfil/al carácter de la PC. La interacción educa a jugador.
- El carácter sabido o percibido de jugadores, es contra usado/para cualquier opositor. Las ayudas del UIP sugieren que cuáles son/que pueden do/can reaccionar los carácteres del opositor; no prohibiendo a ganador del Info una mejor ocasión de ganar puntos.

Piezas: Corregir el comportamiento, y el juego educa: Tiene los jugadores interactivos en maneras a su promover comportamientos positivos. EG.:
- Parada: fumando o tomando las drogas dañosas; sobre la consumición; pobres que conducen [mientras que está intoxicado] y utilizado como parte de programa de rehabilitación; hábitos pobres del estudio de trabajo de la escuela; infringir reglas/leyes; el otro comportamiento pobre, características pobres
- Promover/fomentar: limpieza de su sitio/casero/oficina/escritorio; mayor [mente (), mano] agilidad; musical que juega/habilidades del canto; [vídeo/ajedrez] habilidades del juego; capacidades de la matemáticas; cualquie tipo de material del estudio de la High School secundaria o de universidad - el jugador puede tener a [semi] panorama [verdadero] de la vida sobre el asunto que es estudiado.

- Útil para cualquie persona/el jugador/la entidad que necesita aprender: cabritos (que aprenden del UIP entrado por los padres, el etc); delincuentes [del joven] [aburridos en su célula sin la TV u otros juegos para jugar]; criminales; [mentalmente] perjudicó gente...
- los dos términos de la palabra pudieron estar en orden de las palabras opuesto, eg.: El comportamiento corrige; y educar el juego. A veces solamente uno de las dos palabras/parte de nombres se pudo utilizar, sugiriendo el alcance de la función adjunto.

Diagramas

Cazadores de tesoro

Los jugadores son los tesoro-cazadores, que han cogido el viento de una ruina tesoro-cargada. Van a explorarla, y deben tratar de sus moradores sobrenaturales para ganar el tesoro y para salir de vivo.

Variaciones del juego: El tesoro sí mismo es algo peligroso. El tesoro está no en una ruina, sino en un yermo u ocultado en alguna parte "civilizado." El tesoro es algún otro característica legítima. El tesoro puede ser su propio agente.

Funciones del UIP (el `corrige comportamiento/el juego del '' educa): Robar algo asociado a un característico-rasgo del malo [drogas dañosas; herramientas de los thieve; alimentos de la cebadura]; y sufrir las consecuencias [el `reacciona].

No comer los púrpuras

Trenzan en una zona extraña, y deben sobrevivir encontrando el alimento y el abrigo, y después se preocupan a los jugadores de conseguir detrás el hogar.

Variaciones del juego: Los jugadores deben sobrevivir solamente por un corto período de tiempo, hasta que llegue la ayuda, la nave y/o se repara la radio, o una cierta tal cosa (en panoramas de la "reparación", los jugadores deben descubrir a veces un cierto hecho sobre el ambiente local que reparará tales posibles).

Funciones del UIP (el `corrige comportamiento/el juego del '' educa): "púrpura unas" asociadas a malas características, como nuestra característica del juego de los cazadores de tesoro.

Elemental, mi estimado Watson

Un crimen o una atrocidad ha estado confiado; los jugadores deben analizarla y solucionar. Deben entrevistarse con [`interactivo] los testigos (y evitar sean matados), pistas del frunce (y evitar que sean robados o que arruinados). Deben entonces montar la prueba para entregar a las autoridades, o servir como ministros de Justicia personales.

Variaciones del juego: Los jugadores están trabajando para despejar a un innocent acusado ya (posiblemente ellos mismos). Los jugadores deben trabajar junto a un investigador especial o se ensillan de otra manera con un aliado indeseado. Quizá, a mitad de la distancia con la aventura, sacan a los jugadores "el caso" - su invitación/autoridad a perseguir la materia es cerradas (a menudo el resultado de maniobrar político de un antagonista). El clímax es la escena de la sala de tribunal o la otra arena del juicio.

Funciones del UIP (el `corrige comportamiento/el juego del " educa): El crimen es una acción relacionada con un mal□n rasgo del comportamiento.

Servicio de acompañamiento

Los jugadores tienen [`Peter basado] una invención o una persona valiosa, que necesitan ser llevadas a un lugar seguro o a su dueño legítimo, etc. Deben emprender un viaje peligroso en cuál o más facciones (y la ocasión y la desgracia) intentan privarlos de la cosa [nuestra invención] en su cuidado.

Variaciones del juego: La cosa o la persona es molesta [comportamiento malsano], e intentos escapar o desviar a los jugadores. La destinación ha sido destruida o sobornada por el bandido, y los jugadores deben tomar sobre sí mismos el trabajo que la destinación o su carga fue significada para hacer cuando consiguió allí. La persona es una persona que intenta una defección política. La llegada segura en la destinación no termina la historia; los jugadores deben entonces estipular [`interactivo] con su carga como su símbolo (que intercambia el dinero para un rehén, por ejemplo). Los jugadores deben proteger la blanco sin la blanco que saben [siendo notificado] sobre ella.

Conseguir la bandera

Los jugadores deben asegurar una blanco militar para los buenes chico. Hay los bandidos allí que lo prefieren para no ser asegurado.

Variaciones del juego: Los jugadores montan y/o educan una fuerza para hacer el trabajo con ellas. Los jugadores están trabajando con la inteligencia dañada [analizador del `] y la zona de la blanco no está según lo descrito. Los jugadores deben coordinar sus propios esfuerzos con un grupo del aliado (que pone aparte posiblemente rivalidades para hacer tan). La zona de la blanco incluye a población de gente inocente, [`Peter] invenciones frágiles, o una cierta otra cosa preciosa que no se deba dañar en el tiroteo.

Funciones del UIP (el `corrige comportamiento/el juego del " educa): Los bandidos practican comportamiento pobre.

La ayuda está viniendo

Una persona (grupo de la iglesia, nación, galaxia) está en una situación peligrosa que no pueden sobrevivir sin rescate [conseguir el acceso a la destinación]. Los jugadores están en el trabajo. En algunos panoramas, el gancho es tan simple como un grito o crackly una señal de señal de socorro distante [de un notificador].

Funciones del UIP (el `corrige comportamiento/el juego del '' educa): la ayuda viene cuando los jugadores [calcular hacia fuera/dirigido en] adquieren buen comportamiento.

Base ocultada

Los jugadores, mientras que viajan o exploran, parecen la jerarquía de un avispón de bandidos, preparándose para la maldad grande. Deben encontrar un cierto método para conseguir la palabra a los buenes chico, o a chivato adentro y para inhabilitar el lugar ellos mismos, o una combinación de ambos.

Variaciones del juego: Los jugadores deben imaginar [el `analiza] cómo utilizar recursos locales [en base de datos] para defenderse o tener una ocasión contra los habitantes [o tener acceso a las rutas de escape].

Funciones del UIP (el `corrige comportamiento/el juego del '' educa): conseguir la base ocultada vía practicar buen comportamiento.

¿Pido su perdón?

Los jugadores están importando de su propio negocio cuando los entonces notifican atacaron o amenazaron. No saben [vía analizador] porqué. Deben solucionar [el `analiza] el misterio de los motivos de su atacante, y apartan mientras tanto apagado más ataques.

Variaciones del juego del `: Los jugadores tienen algo que los bandidos quieran - solamente no lo realizan necesario. Los bandidos están hacia fuera para la venganza para un comportamiento pobre, y o el compatriota muerto [quién murió como reacción a un comportamiento pobre/bueno de la entidad] de una aventura anterior. Los bandidos han confundido a jugadores desde alguien diferente [con buen/mal□n comportamiento].

Funciones del UIP (el `corrige comportamiento/el juego del '' educa): los jugadores aprenden identificar cuáles son los malos/buenos comportamientos; y cambiándolo; ganan puntos.

¿Bifurcación larga o corta al cenar en duende?

Los jugadores son una vanguardia diplomática, intentando abrir (o puntear) las relaciones políticas o comerciales con una cultura extraña. Todo lo que tiene que hacer es manejar por un día o tan entre las aduanas extrañas sin ofender a cualquiera... y qué información tienen son incompletos y peligroso engañosos.

Variaciones del juego: Alguien eligieron a los jugadores que sabía que los no prepararon para él - un NPC que intentaba sabotear los trabajos (la fijación de este bandido pudo ser necesaria evitar desastre).

Mirar, no tocar

Los jugadores están trabajando vigilancia - espiando en una persona, recopilando la información sobre una bestia en el salvaje, explorando un nuevo sector. Sin importar la escala, el conflicto primario (por lo menos al principio) es la regla que deben mirar solamente, escuchar y aprender. No deben hacer el contacto ni se dejan ser sabidos.

Variaciones del juego: La blanco se consigue en apuro y los jugadores deben decidir si romper ninguno-entran en contacto con regla para montar un rescate.

Fabricación de una zona de seguridad

Hay una zona en donde viven las malas cosas. Los jugadores deben hacerlo seguro para la gente agradable, sistemáticamente despejándolo de peligro.

Variaciones del juego: Las malas cosas no se pueden batir con conflicto directo. Los jugadores deben aprender más sobre ellos para solucionar el problema. La casa frecuentada. La infestación extranjera. El bosque salvaje.

Persecución

Van alguien: han funcionado lejos, conseguido perdidos, o no han llamado simplemente a casa en un rato. Alguien los falta o los necesita volvió. Llaman los jugadores adentro para encontrarlos y para traerlos detrás.

Variaciones del juego: Se ha secuestrado la blanco (posiblemente engañar específicamente a los jugadores). La blanco es peligrosa y escapada de una facilidad diseñada para proteger al público. La blanco es valiosa y escapada de una zona diseñada para mantenerlo seguro, acogedor, y convenientemente práctico. La blanco tiene una razón de irse que los jugadores se compadecerán de. La blanco ha tropezado a través de otra aventura (como protagonista o víctima), que los jugadores deben entonces emprender ellos mismos. La "persona que falta" es una expedición o un peregrinaje entera de una cierta clase. La blanco no es un fugitivo o desaparecidos/perdida - son apenas alguien que han contratado a los jugadores para rastrear (posiblemente bajo fingimientos falsos).

Memorias que falta

Uno o más de los jugadores despiertan sin la memoria del pasado reciente, y ahora se encuentran en una cierta clase de apuro que no entienden. Los jugadores deben encontrar la razón del lapso de la memoria, y solucionan cualquier problema que destapen mientras tanto.

Variaciones del juego: Los jugadores olvidadizos suprimieron o borraron voluntariamente las memorias, y se encuentran el deshacer de su propio trabajo.

La mayoría del peculiar, Momma

Algo malo e inexplicable está sucediendo (la tensión racial se está encendiendo para arriba en ciudad, toda la energía está hacia fuera, se drena la fuente de la cerveza, está nevando en julio, el viajero todavía tiene ventiladores, las hordas de extranjeros están comiendo todo el queso), y él preocupa a mucha gente muy. Los jugadores deben seguir el fenómeno a su fuente, y la paran.

Variaciones del juego: Los jugadores son de alguna manera involuntario responsables de los asuntos. Qué parece ser un problema de una naturaleza (tecnológico, personal, biológico, químico, mágico, político, etc) es realmente un problema de alterno.

Nadie ha manchado el puente

Asignan los jugadores para guardar un solo punto vital (cualquier cosa de un paso de montaña a una Sistema Solar) del ataque inminente o posible. Deben planear su estrategia defensiva, fijan los relojes, trampas del sistema, y así sucesivamente, y entonces tratan del bandido cuando llega.

Variaciones del juego: La inteligencia que dieron los jugadores resulta ser culpable, pero la actuación en la nueva información podría dar lugar a mayor peligro - pero así que no podría actuando en él, y los jugadores deben elegir o crear un compromiso. Los jugadores aprenden que el bandido tiene razón buena y comprensiva del querer destruir el punto protegido.

No en Kansas

Los jugadores están importando de su propio negocio y se encuentran transportados a una zona extraña. Deben imaginar donde están, porqué están allí y cómo escaparse.

Variaciones del juego: Fueron traídas allí específicamente para ayudar alguien en apuro. Fueron traídas allí accidentalmente, como subproducto algo extraño y secreto. Transportaron algunos de los enemigos de los jugadores junto con ellos (o por separado), y ahora tienen un nuevo campo de batalla, e innocents para convencer qué individuos son los buenes chico.

¿Ahora o más adelante?

Los bandidos han llegado y han hecho algunas cosas del chico malo. Los jugadores eran inconscientes. Los bandidos ahora han hecho bueno su escape, y los jugadores han cogido el viento de él a tiempo para perseguirlos abajo antes de que lo hagan de nuevo a su guarida, a su nación casera, detrás de líneas del bandido, del etc.

Variaciones del juego: Lo hacen los bandidos se escaparon robando un transporte que los jugadores saben mejor que ellos. Los bandidos duck abajo de un lado-camino metafórico (o literal), intentando ocultar o mezclar en un ambiente (a menudo uno hostil a los jugadores). Si los bandidos cruzan la "meta" de la aventura (cruzar la línea de condado, hacen que la deformación saltan, el etc.) allí no es ninguna manera de perseguirlos más allá de ella.

Funciones del UIP: los bandidos sufren de las maneras asociadas a lo que ellos estola, eg.: el robo de las drogas y tener sobredosis, o del vehículo se estrella de la intoxicación. Educa comportamiento de los jugadores del cabrito un mejor. El cabrito no puede volver a casa porque eran descuidada/que hacían el malì□n comportamiento que permitió el hurto.

Onzas de la prevención

Un bandido o una organización está consiguiendo lista para hacer algo malo, y los jugadores han recibido un tip-off de una cierta clase. Deben investigar para descubrir más sobre la alcaparra, y después actúan para prevenirla.

Variaciones del juego: El tip-off inicial era una pista falsa significada para distraer a los jugadores de la alcaparra real. ¿Allí dos malas cosas simultáneas en la manera, y no hay manera evidente ambos ellos - cómo elegir?

Caja de Pandora

Alguien se ha ocupado vanamente con cosas que el hombre no debe, o abrió un portal en la dimensión mala de la gente, agrietado una pared en la prisión estatal, o convocado dios babilónico antiguo en un ático. Antes de que los jugadores puedan incluso pensar en el enfrentamiento de la fuente del apuro, deben tratar de las ondas del apuro lanzadas ya por él: los monstruos, viejos enemigos hacia fuera para la venganza, los extranjeros curiosos que piensan los coches/los ciudadanos/las hamburguesas de McDonald's se asemejan al alimento, y así sucesivamente.

Variaciones del juego: Los jugadores no pueden llevar simplemente la maldad lanzada la estera; tienen que recogerla y empujarla nuevamente dentro de la fuente antes de que él que la aventura puede terminar realmente. Dibujan adentro a la fuente y deben solucionar a los jugadores problemas en el otro lado antes de volver éste. El libro secreto, el código, o el otro elemento raro es necesarios tapar la abertura (quizá apenas el compañero que la abrió). Un primo cercano a este diagrama es "alguien ha viajado en el último y ha ensuciado con la historia básica de nuestra realidad".

Puerto en una tormenta

Los jugadores están buscando el abrigo de los elementos o de una cierta otra amenaza, y parecen una zona para agujerear para arriba. Encuentran que han tropezado a través algo peligroso, secreto, o sobrenatural, y deben entonces ocuparse de él para disfrutar de un poco resto.

Variaciones del juego: El abrigo contiene la causa de la amenaza que los jugadores intentaban evitar. El abrigo contiene una base ocultada (q.v.). Los jugadores deben no sólo luchar para el abrigo, ellos deben luchar para sobrevivir. La zona es un abrigo legítimo de una cierta clase, pero los jugadores no son agradables, y deben ganar corazones o mentes para ganar su cama para la noche.

Funciones del UIP: el puerto representa la educación necesaria del jugador; mejorar las habilidades necesarias/Info más adelante en juego, eg.: debilidades habilidades de los agentes del bandido' en el puerto.

Búsqueda para el Hoozits brillante

Alguien necesita un dingus (satisfacer una profecía, curar a monarca, previenen una guerra, curan una enfermedad, o qué le tienen). Los jugadores deben encontrar un dingus. A menudo un dingus viejo, un dingus

misterioso, y un dingus de gran alcance. Los jugadores deben aprender más sobre él para rastrearlo, y después se ocupan de tomarlo de dondequiera que sea.

Variaciones del juego: El dingus es incompleto cuando está encontrado (uno del diagrama más irritante y O.N.U-diversiones tuerce en el universo). Alguien lo posee ya (o lo robó recientemente, a veces con demanda o causa legítima). El dingus es información, o una idea, o una sustancia, no un dingus específico. Los jugadores deben "ir secretos" o infiltrar de otra manera a un grupo o a una sociedad, ganando el dingus por astucia o cautela.

Ruinas recientes

La ciudad, el castillo, el starship, el puesto avanzado, o la otra construcción civilizada está mintiendo en ruinas. Muy recientemente, era apenas excelente. Los jugadores deben entrar en las ruinas, explorarlas, y descubrir qué sucedió.

Variaciones del juego: Lo que arruinó las ruinas (gente mala incluyendo, radiación extraña, monstruos, una nueva raza, los fantasmas) todavía está una amenaza; los jugadores deben ahorrar el día. Los habitantes se destruyeron. Las "ruinas" son una nave o una nave espacial abandonada, descubierta recientemente. La "ruina" es un pueblo fantasma, tropezado a través pues viajan los jugadores - solamente el mapa dice que la ciudad está viva y bien.

Funcionar con el guantelete

Los jugadores deben viajar con una zona peligrosa, y consiguen a través sin ser matado, con túnica, humillado, rebajado, enfermo, o educado por lo que está allí. Los apuros que encuentran son raramente personales en naturaleza - la zona sí mismo es el "bandido" de la aventura.

Variaciones del juego: La zona no es peligrosa en absoluto, y los varios "peligros" son realmente tentativas de comunicar con el partido por alguì□n agente u otro.

Safari

Los jugadores están en una expedición de caza, capturar o matar y criatura evasiva y estimada. Deben ocuparse de su ambiente, de su propia capacidad de evadirlas, y posiblemente de su capacidad de lucharlos.

Variaciones del juego: La criatura es inmune a sus dispositivos y armas. Hay la otra gente que protege activamente a la criatura. La guarida de la criatura permite que los jugadores tropiecen sobre otra aventura.

Cuenta una para el equipo local

Los jugadores son participantes en la raza, la competencia, el torneo, la caza de limpiador o el otro pedacito voluntario del deporte. Deben ganar.

Variaciones del juego: Los otros contendientes son menos honestos, y los jugadores deben superar sus tentativas de ganar deshonesto. Los jugadores están compitiendo para un propósito más profundo que la

victoria, por ejemplo de guardar a otra caja fuerte del contendiente, o al espía en uno, o apenas de conseguir en la zona adonde va el acontecimiento abajo. Los jugadores no desean ganar; apenas desean evitar que el bandido gane. El acontecimiento es una prueba deliberada de las capacidades de los jugadores (para la entrada en una organización, por ejemplo). El acontecimiento llega a ser más mortal que ha supuesto a.

El hacer furtivamente en:

Objetivo de misión: entrar en la zona peligrosa, y recuperar al dingus vital o a persona valiosa. Superar las defensas de zona para hacer tan.

Variaciones del juego: La meta no es extraer una cosa, pero destruir una cosa o interferir con un proceso (matar el generador de la fuerza-pantalla, asesinan a rey malvado, paran el encanto del lanzamiento, arruinan los planes de la invasión, el cierre el portal). La meta se ha movido. La meta es la información, que debe ser difusión o lanzado de otra manera de la zona tan pronto como se encuentre. El trabajo debe ser hecho sin alertar cualquier persona. Los jugadores no saben que la zona es peligrosa. Los jugadores deben substituir la cosa por otra cosa.

Stalag 23

Encarcelan, y deben dirigir a los jugadores un escape, superando a cualquier protector, las medidas automáticas, y aislamiento geográfico que su prisión impone ante él.

Variaciones del juego: Algo ha sucedido en el mundo exterior y la seguridad de la prisión tiene flojo caido debido a ella. Han contratado a los jugadores "para probar" la prisión - no son internos normales. Otros presos deciden soplar el silbido para el rencor o la venganza. Los jugadores son secretos espiar en un preso, pero entonces se confunden desde internos verdaderos y se mantienen incarcerated. Los jugadores deben escaparse en un horario apretado para conseguir a otra aventura fuera de las paredes.

Llevarnos a Memphis y no retrasar

Los jugadores están a bordo un transporte poblado (Indiaman del este, el barco de cruceros, el transbordador, el durmiente Starship), cuando se secuestra. Los jugadores deben tomar medidas mientras que los normals se sientan y giran.

Variaciones del juego: Los "secuestradores" son agentes de gobierno que tiran de una alcaparra complicada, forzando a los jugadores a elegir lados. Los secuestradores no realizan que hay un peligro secundario de el cual debe ser ocupado, y cualquier tentativa de convencerlos se ve como truco. Los normals son inútiles u hostil a los jugadores porque piensan los jugadores apenas están haciendo materias peores.

Chantaje difícil

Generalmente con mañosidad (pero a veces cavando en los jugadores más allá), un antagonista tiene algo sostenerse sobre las cabezas de los jugadores y hacerles salto. Ésta podría ser cualquier clase de amenaza de

físico al social, pero depende del bandido que tiene algo - incluso si es información - esos otros no tiene. Ahora, él está tirando de las cadenas de los jugadores, diciéndoles hacer cosas que no quieren a. Los jugadores deben terminar el ciclo del chantaje, privar al bandido de su borde, y guardarlo satisfizo temporalmente mientras que lo hacía.

Variaciones del juego: El gancho de la aventura implica a jugadores que hacen al bandido una buena vuelta, que permite que él se aproveche de ellos (muy cínico!). Para tener éxito, los jugadores deben entrar en contacto con a la otra gente que también se está utilizando. Los jugadores no son las víctimas en absoluto, pero alguien que cuidan sobre/que se cargan proteger, son.

Perturbadores

Un chico malo (o un grupo de ellos, o los partidos múltiples) está golpeando para arriba un jaléo con el pie, está trastornando a vecinos, está envenenando los depósitos, o está causando de otra manera apuro. Los jugadores tienen que ir a donde está el apuro, localizan a bandidos, y paran el partido.

Variaciones del juego: Los jugadores no deben dañar los autores; deben estar viva y bien empaquetada. Los bandidos han preparado algo peligroso y han ocultado como "seguro" si los capturan. El "chico malo" es un monstruo o un animal peligroso (o una criatura inteligente a que todos piensa es un monstruo o un animal). El "chico malo" es una figura pública respetada, oficial superior, o algún otro que abusa de su autoridad, y los jugadores pudieron resolver hostilidad de los cuartos normal-provechosos que no aceptan que el chico malo es malo. Un equilibrio de fuerzas perpetúa el apuro, y los jugadores deben elegir lados para inclinar el equilibrio y para fijar cosas. El "apuro" es diplomático o político, y los jugadores deben hacer las paces, no guerra.

Aguas desconocidas

Los jugadores son exploradores, y su meta es incorporar un territorio y un alcance desconocidos él hacia fuera. Naturalmente, el trabajo apenas no va a ser que examina y de dibujo de bosquejos de la fauna local; algo está allí, algo que fascina y que amenaza.

Variaciones del juego: O la zona sí mismo está amenazando (en este caso los jugadores deben jugar geográfico nacional e intentar simultáneamente escaparse con su piel, cordura, y grado de solvencia) o el lugar sí mismo es muy valioso y maravilloso, y el algo más allí es afilado en cerciorarse de a los jugadores no deja cualquier persona saber. Otros conflictos potenciales implican daño al transporte de los jugadores o el equipo de comunicación, en este caso se convierte éste no come los púrpuras.

Estamos en el exterior que mira adentro

Los diagramas básicos uces de los en esta lista se pueden reengineered con los jugadores en el exterior de él. O los jugadores están acompañando otros carácteres en el medio de tal diagrama (a menudo siendo invitado para defender el diagrama del exterior, como si fuera), o están importando de su propio negocio cuando los otros implicados en el diagrama aparecen, y deben escoger lados u oponerse simplemente. Por ejemplo, con cualquier

puerto viejo en la tormenta, los jugadores podrían ya disfrutar (o natural) del abrigo cuando llega un grupo extraño. Si "los jugadores son incómodos" se emplea la variante, después quizás los jugadores todavía serán la única voz de la razón el fervor religioso, prejudicar racial, sentimiento del anti-monstruo, o cualquier otra cosa es la fuente de conflicto.

Variaciones del juego: Los jugadores se encuentran en el lado receptor de la aventura. Tomar los diagramas uces de los aquí e invertirlos, colocando a los jugadores en la posición donde está NPlayers (a menudo el bandido, el fugitivo, etcétera) normalmente. En vez de la caza, deben ser buscados. En vez de la fijación, deben evitar conseguir "fijaron" ellos mismos (ow). Alternativamente, dejar un diagrama clásico intacto pero dar vuelta a las torceduras al revÃ©s, haciendo las más twistier (o de forma refrescante la O.N.U twisty).

Archivo: La lista del diagrama del RPG de las piezas/de las piezas concluyó

Archivo: Facetas grandes GA de Parts/UIP

UIP - FACETAS GRANDES (DE JUEGOS)

Introducción: Los aspectos de las invenciones, de que no son fácilmente clasificables en nuestros nombres de parte.

Qué puede ser adaptada:

Variaciones adaptables de la característica [del juego]: cualquier cosa en el juego el cual se programa en [y el cual aparece] [al usuario] se puede corregir' adaptado. La adaptación pasiva crea resultados que los jugadores son no/menos capaz de controlar. La adaptación activa incluye: qué jugador dijo a UIP-Entrada que el jugador quiere; o cómo el jugador [con su dirección justa] controla otros carácteres - como sus nombres, ocupaciones, habilidades, capacidad de avanzar [en grupo]...

Ejemplos:

- Representación visual [reconocedor visual del `]: imágenes se corrigen que [en (`seguido) algoritmo motional].
- Audio - voz/sonido de: cosas de los carácteres'/armas [reconocedor sano del `]:
- Estilo/velocidad del movimiento [de los carácteres/de los juegos/diagrama/cosas]. Longitud/dirección juego de la escena/del diagrama del'. Un UIP tomará a carácter "A" en ventana "1" panorama/acción, mientras que experiencias/juegos del carácter "B" en la ventana "2"; "C" pierde el juego [y se golpea con el pie hacia fuera]; "D" consigue renacida de estado del zombi y entra la ventana "2" o "3" basados en el UIP; "E" va de la ventana

"4" a "2" entonces "5" entonces...; "F" comienza el juego en la ventana "6" [después de terminar otra [(semi/un) relacionó el juego].

- Zonas de los terrenos las' tienen gusto: Ciudad [del francés]; Riviera o terreno semiárido de las colinas similares de California; Selva del Amazonas; Desierto de Iraq; universidad/escuela; espacio [externo]; compañía [cuartos principales]; hospital [del animal doméstico]; [juguete] [fábrica de robusteza...
- Formas [redondeado, agudo o liso afilado]; tamaños.
- Colores
- Textura
- Dermatológico: pelo, piel, clavos y su condición/estilo/cómo está adaptado [por el carácter, eg.: secador del soplo del pelo o pulimento de clavo]
- Vegetación:
- Otros elementos que efectúan la mirada/la sensación/las características de invenciones/de obstáculos/de características
- la dimensión, 1D, 2.o, 3D, 4D... con las dimensiones por tiempo/[cambiando] color/cultural limita patrones del pensamiento/de comportamiento [y predicho en la asociación].
- Tiempo [(dondequiera) adentro pasado/futuro]: los tiempos [históricos] señalados se pudieron asociar al uip del jugador, [así que al jugador/al carácter se encamina allí por consiguiente].
- [geográfico/3D] divide en zonas [conjuntamente con w5]:
- Discurso: dicción, palabras, [gramaticales/idiomáticas] estilos del discurso; dialectos; varón/voces/sonidos femeninos/animalistas; foco del juego del juego
- Facial/expresión/movimientos del cuerpo: la contracción nerviosa más leve de una expresión facial del cuerpo puede transportar mucho sobre el humor del carácter, e interna efecto el humor de otros [en el juego]. Diverso tipo movimientos es asociado [por el jugador (el analizador del `)] como transportación de uno a un número infinito de los significados/Info que llevan a las predicciones [para el comportamiento].

--comportamiento de la pista del `el' analiza diversos movimientos relacionados con [los movimientos verdaderos de la persona]. Ver la robusteza de la cara de Softimage diseñada con Mike Isner, y el buque insignia XSI de Softimage.

- Culturas específicas, subcultivos, y o efectos regionales sobre [esperado/fiable]' comportamiento humano de la cosa.
- Humor del `en jugador/carácter: las sensaciones incluyen: feliz, triste, enojado, frustrado, ambicioso, deseo de rescatar el muchacho/a muchacha, humildad. Las sensaciones pueden ser buenas/malo como las recompensas/los castigos se relacionaron con las concesiones o los castigos [la pérdida del juego de puntos/de vidas]

[Gerencia de recurso del software del juego]/uso económico:

Reduciendo impuestos en [los sistemas] esa ayuda adaptar:

- La alteración [apenas] del color del pelo, de la piel, de la ropa, de los ojos, o todo lo demás en juego está gravando menos en la memoria del juego, programando tiempo/ediciones, el etc.
- Golpeando ligeramente en efectos de otros juegos asociados [del mismo editor en la misma computadora]. Pedir prestada un jugador de la herramienta especial tiene gusto en un juego y lo trae en el otro [después de que (algo) se modifica].

Requiere más impuestos:
- Cuerpo y movimientos faciales [sutiles].
Archivo: Parts/UIP-Input GA

UIP-INPUT: DETERMINACIÓN DE PREFERENCIAS DE USUARIO

[Paso 1] cómo el analizador del comportamiento [VAGOS del `] determina los gustos del jugador/del usuario:
- Diagrama: Opción dada jugador de seleccionar al compañero de equipo [s] de la formación. Cada compañero potencial del equipo tiene características muy diversas, eg.: elegir entre trigueno o las muchachas/los individuos que son altos/cortos y o listo/cariñoso y pasivo/agresivo y más viejo/más joven, el jugador rubios del etc. eligieron a blonde semi curvaceous alto.
--el jugador tira a uno o más [de 5] bandidos [algo] alineados en una fila [todo igualmente fácil golpear la' etiqueta' pista' corrige] [y jugador inminente/los compañeros elegidos del equipo]. El jugador golpea it/them [que consigue puntos].
- Notas: los primeros carácteres que escogen/golpeado/etiqueta son probables tener mayor carga emocional para el jugador, eg.: eligieron a compañero rubio del equipo de la muchacha; y para el bandido el gorila verde [teniendo más impacto que el oso negro o el tigre púrpura (para cualquier experiencia psicologica/histórica relacionó razones)].

[Diagrama de continuación del paso 1 del paso 2 arriba] haciendo el UIP que adapta efectos menos obvio a otros [usuario]. Diversos archivos se crean para cada opción del carácter/de la escena que sea adaptable:
- Un orangután del verde azul [similar (bastantes por la cuenta del UIP) al gorila] se ve el secuestrar de un blonde alto, semi oscuro medio curvaceous [con la otra muchacha algo de diferenciación de las características elegida adentro sobre panorama].
- El jugador/el padre que compró el juego no pudo reconocer la conexión entre el mono y rubio como los carácteres que surgen en números [infinitos] de variaciones.

La foto del usuario se reconoce visualmente. [Ascendente cercano] representa el' seguimiento de cada partes del cuerpo, del usuario/de sus amigos y de sus cuerpos [desnudos] de las caras, mientras que [moviéndose en patrones/acciones comunes]. Entonces puede ser asociada a las características señaladas del juego. EG.:
- como estudios que gente de la demostración prefiere a menudo las tezes opuestas en otras, usuarios rubios están obrando recíprocamente con la obscuridad - carácteres complexioned
- perfil de la representación visual/del comportamiento del usuario del fósforo de los carácteres del `[áspero].

Sonido (música de las voces):
- Jugador de las invenciones de los carácteres del `el' eligió obrar recíprocamente con más [que otros carácteres/opciones] [puede ser] considerado para poseer gustos del sonido/jugador que empareja de los parámetros de la música de un mejor.
- Los sonidos estereotipados/realistas de qué entidad o cosa [poder probablemente] tendrá sonar como adentro [los juegos/mundo real del pasado] su sonido asociado como teniendo una probable preferencia sana en jugador, incluso si el jugador no tiene/no los oirán. EG.: presumen a un granjero en Alabama como teniendo un acento meridional asociado, dicción, el patrón del comportamiento/del pensamiento que cultural está limitado (véase Kays' otras escrituras en este concepto sociológico). O significar que [obscuridad y rojo coloreados] el carácter hecho frente [con ceño fruncido y la cara unshaved] tiene voz más áspera que el dulce joven que mira [según lo reconocido visualmente] a princesa [el usar blanco y rosado].

Juegos aplicables de las fuentes de la UIP-Entrada [afuera]:
- Preferencias del jugador de últimos juegos, o cualquie otra UIP-Base de datos accesible.
- El jugador contesta a Q [cuestionario largo]. Las preguntas incluyen:
--Jugador que da la cuenta a cada juego que jugaron [de la opción del menú] que siguiente lleva a su anotar invención/característica a cada jugador'. Esto se empareja con el UIP-Info para cada juego/sus jugadores y características. Mientras que esto que empareja puede ser menos que perfecto, predecir ayudará a llenar boquetes desconocidos del Info; tan la característica de la opción en el juego [siendo jugado] que subirán los mejores fósforos [a menos que otros parámetros de programación más fuertes dominan, por ejemplo el donante jugador del contrario de lo que él tiene gusto para el castigo].
--Preferencia del jugador por gamas y los tipos de color/de sonido/de vibración/de olor [que el sensor puede también analizar la' cuenta para el tipo sensación - para ayudar a repetir' a asociado con la selección elegida con qué jugador puede experimentar [en juego].
--Cómo los amigos/los opositores humanos del jugador clasifican a' jugador de la cuenta en cualquier característica/preferencia sujetas a contribución [según lo descrito en esta solicitud de patente].
--El UIP-Analizador puede corregir las respuestas del usuario si juzga lo que él prefiere realmente [en funcionamiento del juego/otras fuentes] no mana fósforo qué dijo los preferred [así que los pudo estar político correcto/porque vive en la ilusión falsa/ellas selecciona lo que siente que debe seleccionar pero preferir emocionalmente algo diferente].

El proceso de la asociación del `entre qué analizador cree a jugador puede preferir generalmente trabajos con muchos factores desconocidos, y para cuál puede predecir lo que él [poder] no know/be bueno en analizar [para esa de la escena del jugador función de la invención del' juego/'].

Entradas de cualquie tipo de datos digitizable:

- Galletas de la computadora; Picosegundo; comunicaciones del alambre [menos]; identificación de llamador [teléfono]; envíos de mensajes de texto de la computadora; reconocedores audios/video; palabras habladas dondequiera [en el aire/el oline] y convertidas digital en el texto; reconocedor visual que convierte el Info en el texto/Info; vídeo real y contenido audio; bases de datos; imágenes del travesaño; cualquie tipo datos digitales; datos del sensor; su/otro historia del curriculum vitae/del trabajo detallado; resultados del analizador del comportamiento/de la prueba del psych; pruebas del índice de inteligencia.
- Las expresiones faciales [de usuarios] se reconocen visualmente, y se asocian [TDS] [juego del `/interfaz de la computadora] a acontecimientos simultáneamente de ocurrencia. Esto demuestra qué expresiones faciales en usuario atan con qué tipos de emociones [anticipadas] en la entidad que es vista. Confirmaciones para estas asociaciones: regeneración de usuario; las decisiones que el jugador toma más adelante entre diversos elementos se deben relacionar con su cuenta preferencial para ese artículo, y si no el corregir del UIP es [haciendo un promedio] cuentas necesarias entre qué tiene las cuentas cuestionables.
- El reconocedor de la voz del `asocia el humor del altavoz [con el analizador del comportamiento] con lo que dicen, y reacciona a. El sistema asocia palabras habladas a las emociones atadas a las palabras ellos mismos, más las asociaciones atadas a las palabras usadas en la reacción a las palabras oídas.

Archivo: Piezas/mejora otro GA

[Enchufar] las invenciones basaron en juegos existentes

[UIP] Ejemplos de la idea de la mejora del juego

Ejemplos de los Co con las cabinas en la conferencia de los reveladores del juego en San Jose, CA marzo de 2006

Orden para cómo el Info presentó: 1: Título del juego video del nombre de compañía 2. Un co puede tener títulos múltiples. 3. Descripción parcial para los aspectos de su juego. 4. Nuestras invenciones hechas (su) juego; incluyendo cuál está en la descripción parcial de #3.

1. teléfono 425-825-6800 de AmazeEntertainment.com

-2. Héroes de la fuerza y de la magia 3. Recursos de su juego "a capturar para construir energía. 4. Nuestra mejora: El UIP decide a cuáles son los recursos y a cómo está aplicado.

-2. Samurai Gato: La sombra de Aku: 3. [Gato] exiliado al futuro [cerca]. 4. El tema/el estilo/las cosas del futuro son uip adaptado. 3. Portal místico del tiempo. 4. los requisitos del acceso son uip adaptado. La experiencia es uip adaptado. 3. Las cosas se colocan de manera [el suyo]. 4. las cosas adaptadas obstruyen' obran recíprocamente [dañoso]. 3 aprenden utilizar las armas. 4. proceso educativo dirigido para educar a usuario [para las habilidades relacionadas vida real (del social)].

1. Juegos de Auran. Auran.com/games +61 7 3358 8888 Australia

-2. Vecinos del infierno. 3. Vecino verdadero del infierno. 4. Cabe descripciones del tipo persona/vecino ellas la mayoría de la aversión. 3. Tener su venganza, con trucos siempre más elaborados 4. De manera eso: el A. es lo que usted teme le sucedería muy probablemente, b: experiencias que usted ha visto/experimentado antes (en la TV), trucos de la C. el jugador ha jugado/ha gozado/fantasized antes [en juegos anteriores]. 3. Las concesiones prestigiosas 4. relacionadas con cómo el jugador visualiza concesiones/puntos sean mejor hecho/mientras que juegan una celebridad famosa.

-1. BioWare Corp Bioware.com 780-430-0164 Edmonton, Alberta

-2. MDK. 3: controlado en perspectiva de a [3ro persona], 4. O cualquie otra perspectiva/ventajoso. 3. el juego elegante le dio las energías, 4. que pueden cambiar la ropa adaptada [para las energías corregidas].

Concluye el archivo: Piezas/mejora otro GA

CONCLUYE ESTA SECCIÓN DEL JUEGO (FOLDERT)

Archivo: Introducción/guía de las características

'GUÍA

La 'guía es un subconjunto de la pieza educa.

INTRODUCCIÓN: Sugiere cómo el usuario pudo proceder. Guías del sistema/avisos u para cuando/cómo (w5) pueden ser "educados". Subconjunto de: La "educación, "UIP-Adapta", "pregunta".

- Ver: "Guía del artista", "guía de los accesos"; "Guía del juego".

. Qué u se puede "dirigir" encendido:

- movimiento del cuerpo (danza, deportes, terapia física; ver un KN más viejo)

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GENERAL:

. Usos: en el models= de la demostración usado en "punto las situaciones de la compra".

. Responde a cuantas veces se utiliza la dirección: Los determins W5 del sistema y el grado a los cuales el usuario está o no está respondiendo a la guía, o uip-adaptan [ediciones de las alteraciones generadas las ']: en tern= la guía ajustará por consiguiente.

- Ejemplos: los aspectos de la dirección, tales como sus sugerencias que estén o no se utilicen/se chasquen prendido [interruptor] = son en el futuro [de] acentuado por consiguiente.

. La guía se ajusta a las necesidades de usuario. UIP-Adaptar.

. Maneras de ampliar áreas patentables: usos

. Usos:

- 'Entrenamiento de la realidad virtual, eg.: vehículo o simuladores de vuelo:
- La habilidad basó juegos:
- Cómo el usuario puede utilizar/interpreta la información [uip-adaptada] proporcionada por la computadora:

. La guía integra y o traslapa estas piezas: Corregir, (los traslapos educan fuerte), EGH (Educ consigue más difícilmente), obrar recíprocamente, predecir, buscar y reaccionar, TGH (la terapia consigue más difícilmente), ADAPTARSE (UIP) - la aparición (2G180), sastre del UIP. Ver 2G190: La guía castiga o las recompensas basadas en comportamiento el bueno [en juegos].

'PIEZAS DE LA GUÍA:

ANALIZADOR DEL COMPORTAMIENTO: La guía ajusta al tipo comportamiento de usuario. Ranuran a la gente/a los usuarios en una de 100 categorías del comportamiento, eg.: cerebral y directivo y atento al detalle;

. - llano o maestría y o tipo lengua en programa de la guía (porción de) uip-se adaptan por consiguiente; el grado de temas/de archivos se ajusta.

. - la 'guía determina el tipo necesidades/prefers= del material/usuario de la educación le enseña.

- 'dirigir el proceso de aprendizaje del usuario de las pistas [predice]/el curve= y se ajusta.
- el sistema determina a usuario del apuro está teniendo: entonces trae las herramientas/ayuda por consiguiente. Apuro determinado vía: pausas en actividad del usuario en el punto en programa del interruptor (software del `); número y tipo preguntas del usuario; cuenta pobre de u en su: cuestionarios/funcionamiento.
- progreso del usuario del monitor en el aprendizaje, eg.: Palmadita 4812125 de los E.E.U.U.

. Usos de la guía:

- usuario que usa el sistema como forma del su del comportamiento/comprobación/de la otra terapia médica, tgh:

- entrenamiento u para modificar su comportamiento [conseguir los resultados más cercano por a qué u puede el want= según lo determinado uip-adaptan]:

CARÁCTER: Adquiere características para mejorar a usuario de la ayuda. El carácter cambia su imagen al tipo información necesaria de la oferta, mientras que su imagen crea el mood= deseado para sacar mejor respuesta deseada del usuario. Los cambios de la imagen consideran la sinergia de: tema; uip del u; nr; el mandar la cuenta [cantidad debida hasta la fecha en esa transacción; la tarifa de facturación para el carácter del tema está adentro en ese momento].

- El carácter del `puede ser una entidad del juego.

- La imagen de carácter se corrige según el tipo dirección. La diferencia en imagen permite:

- u a los interruptores chascan partes encendido de diferenciación del carácter para: preceptoral; encaminamiento.

- el humor de la imagen de carácter: cabe la tarea [vía su traje, tamaño, partes, colores, ambiente alterados en los cuales su panorama encontrar-que empareja del usuario].

. --eg.: el interruptor educativo para la gente de las ventas demuestra el carácter confidente y ambicioso en juego de negocio; tiene sonrisa visible y cara abierta.

. --eg.: carácter del juego demostrado para ser amistoso, contra hostil al jugador que es dirigido. Por ejemplo vía: traje del carácter de la guía, facial y otras características del cuerpo siendo amistosos, confidentes y similares a los carácteres que están en el lado del jugador del juego. Es decir el carácter es diferente de los carácteres o de otros elementos del enemigo.

- uip: perfil de los u del fósforo de la imagen (comportamiento/comprobación), eg.: colorante del pelo/de la piel, edad. Multiusos.

+ tema u que encuentra en C: u sabe que tipo DB (base de datos del `) u otro campo de interruptor ()/internet= u del software del `adentro está basado en cambio en la imagen de carácter. Valor: una manera más rápida para que u sepa donde (W5) está u sin tener que leer para la información en alguna parte en la pantalla.

--¿explicado ya en imagen en 1996? ¿A saber cursor de la imagen?

+--área grande extensible. eg.: cada tipo de la cuenta/tds o del otro elemento mensurable se puede retratar en la imagen de carácter cambiante.

COMPOSICIÓN (de sonidos): la determinación del uip del usuario de los sonidos que el likes= se da el trato preferente (uip-adaptaron proceso de selección) está dirigiendo a usuario.

. Usos de la guía:

- Da las ideas para la nueva música: cuando pegan al usuario [carece las ideas para que cómo continúe su picadura de sonidos o la música] = guía [que estudia uip-DB y el patrón del usuario para la parte anterior de los

pedazos pasados] da sugerencias en cómo continuar la música: de acuerdo con los u más allá de patrones de la música compuso

--UIP del composer= analizado para dar la dirección: qué se estudia en el usuario más allá de pedazos de la música [de acuerdo con W5 de los pedazos elementales de la música]. Preferencias del u en tipo: llaves; grupos identificables de llaves [ritmo, tempo, golpe]; donde el clímax de canciones se pone...

- Sugiere el tipo sonidos que mejor alcanzar [sicosociológico/humor] el effect= deseado para los oyentes:

--D: u = selecciona del tipo del menú de efecto deseado = K (teclado del `) en la información sobre el público objetivo [uip] = analizador = guía sugiere: las pistas/tipo de sonidos [de la existencia] que sintetiza = el ~ u del oscilador oyen = el usuario k en su respuesta a los sonidos sugeridos [eg.: bueno o malo u otros indicadores para mejorar el tipo sonidos sugeridos] = el analizador configura de nuevo sugerencias más cercano a qué usuario desea = suena creado = almacenado en memoria.

- 'Guides= el simulador del movimiento 2D-040:

Los sonidos aparecen empezar con los altavoces delanteros, y van a la parte posterior.

- Instrumentos musicales de enseñanza 4281579 de la palmadita 4331061 de los E.E.U.U.

HOSPITALIDAD:

. Usos de la guía:

- Sugiere que el tipo hospitalidades para el user= basado en uip-adapte.

EJERCICIO:

. Usos de la guía:

- Sugiere el tipo ejercicios/movimientos del cuerpo: El uip médico estudia la dolencia del usuario antes de que/durante/después de que el exercising= analice el tipo resultados de cada ejercicio posible ['valor de cuentas de cada uno] = sugiera el tipo ejercicio.

--El tipo usuario de los resultados puede desear tener en themselves= y qué él selecciona de menú del interruptor: una energía más física/más mental [capacidad del pensamiento creativo]; mejorar el condition= médico en la consideración con la dolencia del u, eg.: sus dolencias específicas; el guide= de la terapia física considera las limitaciones corporales del usuario y cualquier área del cuerpo que necesiten el foco/el handling= especiales [para la rehabilitación]; la guía compensa daño/limitaciones permanentes en usuarios, eg.: edad avanzada, problemas con las partes del cuerpo particulares o miembros.

---'Sugerencias del analizador: longitud de tiempo y rigor del ejercicio; frecuencia por semana...

- Ver: Dirigir los trabajos con: movimiento NR del cuerpo 1J010: para el síndrome de túnel de carpal; formas entretenidas de movimiento; movimientos del cuerpo atados para componer.

IMAGEN =

Instrucción individual personal de simulación del arte de la palmadita 5513991 de los E.E.U.U.

Los micrófonos de MICROPHONES= W5 (qué, donde, cuando, porqué y cómo) deben ser placed= para alcanzar el tipo sonidos deseados. analizador de 1C-110 = de sonidos.

Mañana =

Receptor acústico del movimiento =

Multiusos =

Milímetro/multimedia=

Notifier=

Orden y timing=

Predict=

Ps-zone=

Q=

R=

Teledirigido =

Router=

Screen=

Score=

Búsqueda y react=

Sensor=

Analizador de sonidos =

Status=

Interruptor (software) =

Synthesizer=

Tel=

Tds (estampilla de fecha del tiempo) =

Tgh (la terapia consigue más difícilmente) =

Tilt=

Juguete =

Tracker=

U (el usuario puede ser) =

Vibration=

Analyzer= visual

Vr %=

Wa=

W5=

Zona (era la picosegundo-zona) =

Oscilador (comunicador sano saliente) =

Paladio (dispositivo de colocación, gps) =

El Uip (información de usuario que programa) = uip-acceso, uip-vagos, uip-corrige, uip-DB, uip-ranurador, uip-tailor+, uip-track=

'Usos de la guía - misceláneos:

- el empleado de la seguridad consigue ayuda en la determinación de estrategias relacionadas con la seguridad.

Ejemplos:

- las 'guías en la ayuda anticipan el scenarios= futuro y cómo repartir w ellos:

de acuerdo con el bandido o cualquie perfil del comportamiento de la situación típica para tal [no] tema de seguridad: el sistema sugiere: estrategias con cuentas más altas de la ocasión: el bandido/la pista del retén/las atrapa/uip-adapta para la persona que usa o siendo efectuada por el sistema

TRASLADARSE LA MAYOR PARTE DE LAS PIEZAS DE LA GUÍA A CADA PARTE APLICABLE IMI: de más valor allí en la extensión de esas piezas, que teniendo valor aquí.

PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-2.97 www.qpat:

- (la guía, sugiere, enseña, da instrucciones, instructor, educa, tren) y (software: computadora, programa)

--1500 patentes encontraron: el primer 10% leído con las cuentas más altas.

--Las clasificaciones cero encontraron vía método de la palabra clave.

--Patentes de los E.E.U.U.: 4521199 4812125 4468204 4035929 4033050 5035625 4701130 5228859 4637797 5267865 4932879 3860795 5432940 517688 5310349 5430873 4176470 4331061 4715818 +5306154 optimizó la reeducación de la carta recordativa al principiante que reflejaba su idiosincrasia hacia la comprensión

MISCELÁNEO:

. Subconjunto de: "Educación:.

- Ver: "Guía del artista", "guía de los accesos"; "Guía del juego".

. Qué u se puede "dirigir" encendido:

- movimiento del cuerpo (danza, deportes, terapia física; ver un KN más viejo)

. Sugiere cómo el usuario pudo proceder. Guías del sistema/avisos u para cuando/cómo (w5) pueden ser "educados". Subconjunto de: La "educación, "UIP-Adapta", "pregunta".

- Ver: "Guía del artista", "guía de los accesos"; "Guía del juego".

. Qué u se puede "dirigir" encendido:

- movimiento del cuerpo (danza, deportes, terapia física; ver un KN más viejo) .

GENERAL: Usos: en el models= de la demostración usado en "punto las situaciones de la compra".

. Responde a cuantas veces se utiliza la dirección: El sistema determina W5 y el grado a los cuales el usuario esté o no esté respondiendo a la guía, o uip-adapta [ediciones de las alteraciones generadas las ']: en tern= la guía ajustará por consiguiente.

- Ejemplos: los aspectos de la dirección, tales como sus sugerencias que estén o no se utilicen/se chasquen prendido [interruptor] = son en el futuro [de] acentuado por consiguiente.

. La guía se ajusta a las necesidades de usuario. UIP-Adaptar.

. Usos: Entrenamiento de la realidad virtual, eg.: vehículo o simuladores de vuelo; Juegos basados en la aptitud; Cómo el usuario puede utilizar/interpreta la información [uip-adaptada] proporcionada por la computadora.

'Usos de la guía: Sugiere que el tipo hospitalidades para el user= basado en uip-adapte.

. Misceláneo:

- el empleado de la seguridad consigue ayuda en la determinación de estrategias relacionadas con la seguridad. Ejemplos:

- las 'guías en la ayuda anticipan el scenarios= futuro y cómo repartir w ellos:

de acuerdo con el bandido o cualquie perfil del comportamiento de la situación típica para tal [no] tema de seguridad: el sistema sugiere: estrategias con cuentas más altas de la ocasión: el bandido/la pista del retén/las atrapa/uip-adapta para la persona que usa o siendo efectuada por el sistema

PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-2.97 www.qpat:

- (la guía, sugiere, enseña, da instrucciones, instructor, educa, tren) y (software: computadora, programa)

--1500 patentes encontraron: el primer 10% leído con las cuentas más altas.

--Las clasificaciones cero encontraron vía método de la palabra clave.

--Patentes de los E.E.U.U.: 4521199 4812125 4468204 4035929 4033050 5035625 4701130 5228859 4637797 5267865 4932879 3860795 5432940 517688 5310349 5430873 4176470 4331061 4715818 +5306154 optimizó la reeducación de la carta recordativa al principiante que reflejaba su idiosincrasia hacia la comprensión

+ profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos.

Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña a principiantes de lengua a pronunciar nuevas palabras. Está en propio archivo.

EXTREMO DE LA SECCIÓN PRINCIPAL DE LA GUÍA

Archivo: Introducción/icono de las características

ICONO - PARTE PRÓXIMA RELACIONADA CON LA IMAGEN

Descripción ampliada:

. Estado demostrado. La imagen del icono retrata el estado:

- tema: la cuenta en nivel de la pertinencia, las secciones de diferenciación de la imagen puede retratar pertinencia en diversas áreas.

- facturación

. IMI: El icono representa cualquier parte imi: colocarlo sobre cualquier función convertida a digital del file= y del icono según su diseño IMI.

- 'seguir cualquier archivo o actividad poniendo el icono de la pista en él.

- funciones como uip-adaptan

. Icono de la guía.

. El icono tiene una mente sus los propios:

- funciones como el usuario: el icono es un Search Engine, como www.yahoo.com, y busca según uip-adapta.

. Ampliar las ediciones:

- ir más allá del icono que representa algo

. Tomas del icono de las formas [que se pueden corregir]:

- cursor

- imagen que representa un área/tema/localización en el programa en el cual el usuario puede chascar y conseguir

% del perímetro de la pantalla o de la ventana [ventana de Microsoft], eg.: cada color tiene su propia representación

% de la tipografía de [letras]

- todo o parte cualquie tipo imagen

. Resto posterior LEÍDO de esta descripción central: Una imagen que se utiliza como icono del software. El usuario puede chascar el icono para a las funciones deseadas. Cada llave interactiva de la pantalla puede ser un icono.

- El aspecto y las funciones señaladas del icono del `pueden ser programados.

. Estado demostrado. La imagen del icono retrata el estado: tema: la cuenta en nivel de la pertinencia, las secciones de diferenciación de la imagen puede retratar pertinencia en diversas áreas. Facturación

. Característica: El icono representa cualquier parte Imi: colocarlo sobre cualquier función convertida a digital del file= y del icono según su diseño de la característica (también vista como parte).

- 'seguir cualquier archivo o actividad poniendo el icono de la pista en él.

- funciones como uip-adaptan

. El icono tiene una mente sus los propios: funciones como el usuario: el icono es un Search Engine, como www.yahoo.com, y busca según uip-adapta.

. Ampliar las ediciones: ir más allá del icono que representa algo

. Tomas del icono de las formas [que se pueden corregir]: cursor. Imagen que representa un área/tema/localización en el programa en el cual los usuarios pueden chascar y conseguir % del perímetro de la pantalla o de la ventana [ventana de Microsoft], eg.: cada color tiene su propia representación. % de la tipografía de [letras]. Todo o una parte de cualquie tipo imagen.

EXTREMO DE ESTA SECCIÓN CORTA DEL ICONO

Archivo: La introducción de la característica/obra recíprocamente

INTERACTIVO

CÓMO LA CARACTERÍSTICA INTERCONECTA CON EL USUARIO

- Una de las formas múltiples de activación está sin el tacto de un botón en el dispositivo principal. Resultados de la activación en resultados deseados.

. Para Techies: Inclinar el dispositivo para obrar recíprocamente con él o qué controla; ventilar el cojín; Reino Unido.

- Activa: Las funciones se activan que - [usuario generado] señal activan uno o más de elementos siguientes: hace un sonido o una música ("compositor"); da una declaración verbal ("discurso"); hace luces; (% " del notificador"); movimientos sí mismo y u otro objeto; imagen de los cambios y o palabras en la exhibición ("S"); inicia la función que puede también ser activada alternativo presionando el botón apropiado; transmite la señal a otro dispositivo vía el alambre o la radio; notificador para iniciar la función deseada.

- Otro: micrófono ("mic"); "M"; tipo de señal o de activación alterable vía los pp, o carro (cartucho del software del `) de softwares alternativos; carácter; % del localizador; P.M.; "S"; %distancer; entretener; "C"; %float; md; Reino Unido; ratón; multiusos; oscilador; adaptarse (UIP); los datos desearon por el usuario - > impresora; cuenta; synth; tds; juguete; vc; vr; "corregir".

- Dibujo: usuario (tiene deseos) = k (teclado)/sensores (el sistema detecta (qué, donde, porqué, cuando y cómo) la actividad w5 del usuario) = sistema (responde según: los deseos del u, se adaptan (UIP), w5 (qué, donde, porqué, cuando y cómo) de la situación, etc+).

- Ver el "cerebro": la característica del system (también vista como parte) se adapta según circunstancias. % "de la facturación"

- Lugar de reunión electrónica: Mejora en la patente 5347306 de los E.E.U.U.: El ~ de "C" animó el lugar de reunión electrónica para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

TENER ACCESO (necesitado para cada participante (usuario) ensamblar) al nr de // del ANALIZADOR de // ((qué, donde, porqué, cuando y cómo) las funciones de sistema cómo/w5 como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas de u [el usuario]) (notifica) (cuando piden responder o debe notar el usuario ocurrencias señaladas) banda de // del oscilador de // (comunicador sano saliente) (comunicación verbal) (programa informático) (cómo cada usuario "obra recíprocamente" con uno a/sistema) // q (el usuario y o el sistema se hace las preguntas) (contestadas diferentemente según usuario) // r (teledirigido) (dispositivo del control/de comunicación del u) RANURADOR de // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (usuario) el envío/que recibe está/w5 (qué del usuario, donde, porqué, cuando y cómo) de ESTADO de // de la CUENTA de // de la situación) (de cada usuario) (de: cada usuario/sus acciones) // tds (característica) de la estampilla de fecha del tiempo // t (telecomunicaciones) (cómo "obra recíprocamente" cada usuario w: otros usuarios/m) PISTA de // (progreso/cambios de cada usuario) // [SE ADAPTAN ()/"del UIP multiusos" = (cada usuario = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada usuario = "obra recíprocamente" = aprende de o enseña a otro = usuario (de diversa manera = adaptarse (el UIP)) // "carro" // "M".

+ "acceso": El sistema "analiza" para el comportamiento "interactivo" inusual del "usuario". Basado encendido ADAPTARSE (UIP) - DB. Ver los "VAGOS de los accesos".

. A/V interactivo (adaptación): Interactivo permite al analizador controlar el reconocedor audio, y al reconocedor visual [para los juegos]. Adaptación audio/visual para [juegos del `]. Sonar [oscilador del `- comunicador sano saliente] las guías y da el Info relacionado cuenta.

- el oscilador del `adapta a [cambiando] [humor/cuenta del `] de cada [situación del juego del `]; y adaptado a las preferencias sanas UIP-adaptadas del usuario. Es decir: sastres al conocimiento único y a los niveles experimentales del usuario [por analizador del comportamiento]. Cada usuario dado los mismos estímulos/Info tiene experiencias de diferenciación [con o sin la adaptación de sus experiencias].

- Mensajes de A/V: [muy] bajo al medio, [muy] altos niveles de modificación de: tensión, señalada humores, establecimiento del paso, y drama.

- Página leída 53 "de la música elegante del combate" en juego revelador la edición de abril de 2006. GDMag.com en localizaciones del área de San Francisco Bay. Juegos video a estudiar: Mal residente [4], corazones del reino, fabricante de vinos astuto.

- Subpartes: Juegos lineares del juego.

- Ver que la "experiencia" de la cual es que "obra recíprocamente" un subconjunto.

- Una de las formas múltiples de activación está sin el tacto de un botón en el dispositivo principal. Resultados de la activación en resultados deseados. Las interacciones se adaptan.

- Para Techies: Cómo activar el dibujo: Modos de activación. Lo que sigue es uno o más de los modos posibles en los cuales la activación ocurre. Activa una señal vía uno de los métodos siguientes sin el tacto de un botón: el usuario activa vía ("R") el modo alejado ("telecontrol"), eg.: el usuario hace el sonido vocal, chapaleta, activa un distancer), toca un grito de "C" ----%tilt; cojín del aire; Reino Unido. Activa: Las funciones se activan que -

señal activan uno o más de elementos siguientes: hace un sonido o una música ("compositor"); da una declaración verbal ("discurso"); hace luces; (% " del notificador"); movimientos sí mismo y u otro objeto; imagen de los cambios y o palabras en la exhibición ("S"); inicia la función que puede también ser activada alternativo presionando el botón apropiado; transmite la señal a otro dispositivo vía el alambre o la radio; notificador para iniciar la función deseada.

--Otro: micrófono ("mic"); "M"; tipo de señal o de activación alterable vía los pp, o carro (cartucho del software del `) de softwares alternativos; carácter; % del localizador; P.M.; "S"; %distancer; entretener; "C"; %float; md; Reino Unido; ratón; multiusos; oscilador; adaptarse (UIP); los datos desearon por el usuario -> impresora; cuenta; synth; tds; juguete; vc; vr; "corregir".

- Dibujo: Usuario (tiene deseos) = k (teclado)/sensores (el sistema detecta (qué, donde, porqué, cuando y cómo) la actividad w5 del usuario) = sistema (responde según: los deseos del u, se adaptan (UIP), w5 (qué, donde, porqué, cuando y cómo) de la situación, etc+).

- Ver el "cerebro": la característica del system (también vista como parte) se adapta según circunstancias.

% "de la facturación"

. Lugar de reunión electrónica: Mejora en la patente 5347306 de los E.E.U.U.: El ~ de "C" animó el lugar de reunión electrónica para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

. TENER ACCESO (necesitado para cada participante (usuario) ensamblar) AL ANALIZADOR de // ((qué, a adonde, porqué, cuando y cómo) funciones de sistema cómo/w5 como (según el uip-tailor/pr/k)) la banda deseada de // del oscilador de // del NOTIFICADOR de // EDIT (acciones/declaraciones/respuestas del usuario) // (cuando piden responder o debe notar el usuario ocurrencias señaladas) (comunicador sano saliente) (comunicación verbal) (programa informático) (cómo cada usuario "obra recíprocamente" con uno a/sistema) // q (el usuario y o el sistema se hace las preguntas) (contestadas diferentemente según usuario) // r (teledirigido) (el dispositivo del control/de comunicación del u) RANURADOR de // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (usuario) el envío/que recibe a usuarios están/w5 (qué, donde, porqué, cuando y cómo) de ESTADO de // de la CUENTA de // de la situación) (de cada usuario) (de: cada usuario/sus acciones) // tds (característica) de la estampilla de fecha del tiempo // t (telecomunicaciones) (cómo "obra recíprocamente" cada usuario w: otros usuarios/m) PISTA de // (progreso/cambios de cada usuario) // [SE ADAPTAN ()/"del UIP multiusos" = (cada usuario = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada usuario = "obra recíprocamente" = aprende de o enseña a otro = usuario (de diversos manera = uip) // "carro" // "M".

+ "acceso": El sistema "analiza" para el comportamiento "interactivo" inusual del "usuario". Basado encendido ADAPTARSE (UIP) - DB. Ver los "VAGOS de los accesos (analizador del comportamiento)".

- VER: "Experiencia" de la cual también es "obra recíprocamente" un subconjunto.

Archivo: Introducción/K - teclado de las características

FUNCIÓN DE "K ": TECLADO, TELEDIRIGIDO

LLAVES NECESARIAS de las LUCES del SISTEMA de ++ R52-1 SOLAMENTE: Para simplificar uso, solamente las llaves necesarias se demuestran en el teclado según el tipo programa. Mecanografiar el software y las llaves capacidad del usuario disponible del fósforo. Llaves del estándar o de la pantalla táctil. Usos: teclados de la computadora o de la música; sistemas con seguridad limitada, donde está solamente capaz cada usuario de saber sobre la existencia de llaves limitadas; diferenciación hablada o lenguajes de programación requeridos en el mismo hardware.

- ACCESS+: (las llaves se encienden según el visto bueno de seguridad dado al usuario aplicable, por lo tanto limitando sus funciones potenciales tan bien como entendiendo lo que pueden hacer en sistema); CARRO: (banda que las llaves exhiben ("S") w5); "M": (controles exhibición de cada llave); MULTIUSOS: ; OSCILADOR (también ajustar al programa aplicable conectado con la manera que las llaves encienden para arriba w5); Banda: ; IMPRESORA: ; Q: ; R: (llaves en ("R") unidad de control alejada); S: ; Teléfono: (tr); UIP: (las ayudas determinan qué se exhibe en llaves y o qué programas el usuario puede utilizar y cómo se adaptan al usuario).
- mucho en un KN anterior de enero de 94 o anterior, eg.: utilizado para los teclados de la música, donde solamente las llaves necesarias para el programa se encienden para arriba, para el uso/en el punto de venta, interno, simplificando uso. Idea discutida vago (eg.: ningunos diagramas demostrados nunca) con toda la industria musical japonesa importante de enero de 94.
- aplicaciones R53.
- D: u diferenciación (de los usuarios w (con): factors1) = K (teclado del `) (cambiable) = C (computadora) del `(interruptor) = s (k:) interactivo/de la pantalla táctil/oscilador o impresora (el oscilador o imprime la materia seleccionada según cualquier criterio de diferenciación que determina el tipo k o la función del interruptor (software del `) usable).

--1 = capacidad/acceso (visto bueno de seguridad)/tipo función o uso deseado/tipo lengua hablado/uip/m/interruptor (software del `)/uno o más u (multiusos)/cuenta/paladio/q/wa

Palillo teledirigido -5E020 con el interruptor: solamente esas posiciones/interruptores que son aplicables para el tipo uso emitir/no emitirán el tono (oscilador) como confirmación, en la ayuda del palillo/sistema del uso de u.

BOLA del ESPACIO R204: Bola, que se rueda en la plataforma sensible, que también tiene botones adicionales separados. Actúa como "ratón" para la computadora ("C"). El fabricante es Spaceball. El 15 de marzo de 94 "Brutus", p.75, publicó en Japón.

> dial de la música de la crepe R205. Movido a C119.

> la tableta manuscrita de la imagen de la entrada de la computadora R222 saca en tapa el teclado. El 27 de mayo de 93 agudo JT se movió a "k" 6.96

LLAVES MODIFICADAS para requisitos particulares 1R-52: Las llaves de teclado ['iconos] tienen LCD en el cual los cambios según el usuario del programa estén. Solamente la información aplicable sobre llaves necesarias se exhibe en llave. [revelador: Minerva KK, fabricante: Sanko Densan KK, división de Kyushu Sangyo Kotsu KK, NTT es un usuario. Del 12 semanario de sept. 92 "Nikkei"]

- versiones más simples pueden: hacer que la luz vaya con./desc. y o que cambie el color (que señala la importancia/el tipo función para la llave). Esta luz puede estar encendida (con.)/cerca de llave/tiene teclado demostrado en el S.

- OTD:

ACCESO: (las llaves se encienden según el visto bueno de seguridad dado al usuario aplicable, por lo tanto limitando sus funciones potenciales tan bien como entendiendo lo que pueden hacer en sistema); ARTISTA: ; CARRO: (banda que las llaves exhiben w5); M: (controles exhibición de cada llave); MULTIUSOS: ; OSCILADOR (también ajustar al programa aplicable conectado con ellos la manera que las llaves encienden para arriba w5); Banda: ; IMPRESORA: ; Q: ; R: (llaves en unidad teledirigida); S: ; UIP: (las ayudas determinan qué se exhibe en llaves y o qué programas el usuario puede utilizar y cómo se adaptan al usuario).

. - El calor de los dedos (mano, cuerpo) crea señales. La longitud del dedo del tiempo está allí/presión determina códigos de diferenciación.

PANTALLA CILÍNDRICA: el usuario puede ver a partir de 360 grados. Se puede juntar con "multimedias" usar altavoces formados esfera existente.

Ejemplo: el usuario camina sobre sitio y obra recíprocamente con la pantalla sin importar donde están, y los anteojos del vr (realidad virtual del `) no los restringen.

- Opción separada de la compatibilidad del amaestrador de la realidad virtual: aprender cómo utilizar el producto en un sistema de entrenamiento de la realidad virtual. Ése es usted se imagina que usted está utilizando el producto en situaciones de la vida real.

- % de la exhibición se pueden proyectar sobre superficie plana (la pared o la pantalla blanca). Los tactos del usuario, y o vienen cerca de tocar la pieza deseada de la pantalla (imagen) (que retrata un botón). Los sensores determinan el movimiento y el acto del usuario (dedo/mano) como si tal posición respecto a la proyección fuera tocada (como con una pantalla táctil de la CRT). Estos "sensores" pueden funcionar como los sensores existentes de la pantalla táctil de la CRT, el disparar de la luz laser (tales luces pueden ser movidas (P.M. (automáticamente) /pp según una rejilla on/near la proyección (del mueble). La proyección movió el by^: mano, localización del paladio, pp/mp. El sensor puede también ser to^ sensible: calor del cuerpo, vibración. Proyectos en multi-colores. Dibujo: superficie plana space=some del =air del data=c=converter=projector (lente para la proyección).

- o-C45 organizador - Walkietalkie: usando la luz infrarroja, puede comunicar entre dos organizadores hasta 8 metros. "JR estupendo de Denshi Techo". Casio. Las ventas comenzaron el noviembre de 92. Yomiuri edición del 20 de octubre de 93. Ningul□n arte. recortes. Dibujo: C45 = telecontrol del ~ del "teléfono "

- Ratón del o-RATÓN = de la computadora, o pluma de "C" y sistema de la tableta vía el cual registra su movimiento en el dispositivo significando instrucciones la correspondencia.
- D: telecontrol ("R") = tr (alambre o radio) = "C" = función
- OTD: Los modos activados por el ratón están en la exhibición ("S"); diversos softwares que funcionan en sistema interpretarán el ratón diferentemente; cp; transmite con o sin los alambres; %cc.
- o-C99 bola que se rueda en la plataforma sensible, que también tiene, botones adicionales separados. Actúa como "ratón" para "C". El fabricante es bola del espacio. El 15 de marzo de 94 "Brutus", p.75, publicó en Japón. Dibujo: uk/C99/remote/tel = c = controla cualquier otro producto deseado.

NÓDULOS DEL ACCESO DEL `:

El usuario (u) incorpora datos en sistema vía las piezas separadas siguientes explicadas en este archivo: "Reino Unido" (usuario que presiona los botones); Control "alejado"; "Palmada"; "Discurso"; "Acceso".
- D: K (teclado del `) = C (computadora) = S (pantalla)
- ~ "analizador visual" del "acceso" del ~ de "K" = función deseada: necesidad de cambiar el aspecto "señalado" de la imagen. Eg.: la tercera línea de la izquierda del dedo índice derecho necesita ser borrada o "ser corregida de otra manera": para alcanzar la 95.a función deseada. Ver "acceso" para los detalles, a saber su "subconjunto de la contraseña del cambio".

el proceso del "acceso" de ++ es un subconjunto de entrar en señales a la función de control. Ver el "acceso". Cualquier generation= de la señal puede ser control= usado del to= "señalado " = las funciones.

Dispositivo de la PALMADITA 5486122 de los E.E.U.U. y método computacionales usables autónomos de expresión artística usando el "juego": Los dispositivos educativos que usan métodos educativos process-oriented se divulgan para preparar a niños para el teclado. El dispositivo incluye sistemas de guantes y de indicia aplicados a los dedos de guantes para proporcionar las representaciones ilustradas del teclado.

TECLADO de la PANTALLA 6B510: encoger a tablero dominante estándar teniéndolo exhibió en forma miniaturizada en la pantalla, permitiendo el uso de dos plumas (una para cada mano) a la llave en la información deseada sin el problema cuidadosamente de escribir toda en la impresión, que todavía pudo conseguir faltar-interpretada por la computadora ("C")
- las llaves se exhiben en el formato de la rejilla, usuario pueden incluso crear para poseer las llaves ['iconos] con propias funciones deseadas, eg.: el deletreado extranjero fácil, las funciones especializadas, el usuario del etc. pueden organizar el teclado en formato personalizado también, eg.: para las funciones especializadas, los gustos personales, el etc.
- el tablero dominante puede estar de estándar o de estilo miniaturizado; estilos más grandes pueden trabajar con los dedos también

- tener teclados múltiples en la pantalla con los softwares múltiples que funcionan simultáneamente. Es como accionar la palanca entre diversas computadoras sin el apuro del tener más de una máquina.

Las llaves de teclado R52 ['iconos] tienen LCD, en el cual los cambios según el usuario del programa están. Solamente la información aplicable sobre llaves necesarias se exhibe en llave. [revelador: Minerva KK, fabricante: Sanko Densan KK, división de Kyushu Sangyo Kotsu KK, NTT es un usuario. Del 12 semanario de sept. 92 "Nikkei"]

- versiones más simples pueden: hacer que la luz vaya con./desc. y o que cambie el color (que señala la importancia/el tipo función para la llave). Esta luz puede estar encendida (con.)/cerca de llave/tiene teclado demostrado en el S.

Palillo teledirigido -5E020 con el interruptor: solamente esas posiciones/interruptores que son aplicables para el tipo uso emitir/no emitirán el tono (oscilador) como confirmación, en la ayuda del palillo/sistema del uso de u.

DATOS QUE ENTRAN: incorporando datos en el dispositivo electrónico (pequeño teclado) vía métodos posibles numerosos.

- D1: la acción humana (botones de las prensas) = entrada de los botones de los datos (1 a 100) /display = tr = "C" = deseó la función (en atado/separó el producto/el sistema).

- D2: 1uk~2display~ convertidor 3osc = 4c = 5signal = 6tr/6rc (vía la radio/el alambre) = convertidor 7signal = 8c = 9 (el producto sigue comando deseado).

- OTD: El producto/el sistema enteros es impermeables incluyendo Reino Unido (llaves con el tipo botones del diafragma); Si el ambiente es oscuro cuando se activa el sistema, los botones (botones importantes, esos botones que son mp/pp) pueden encenderse para arriba en las maneras diferentes (colores, tamaños, demostrando diverso deletreado) según su tipo función (qué botón representa); los botones mecanografiados y o el modo que activa pueden aparecer en la "exhibición"; botones hechos de (plástico, plástico recubierto de goma o metal, madera esmaltados); pantalla de +interactive (pantalla táctil/tableta de la entrada de la imagen (Newton del Apple Computer)) puede permitir la entrada de datos (Reino Unido); el propósito de cada botón se puede etiquetar en sí mismo, o acercarle: la luz por los botones particulares puede ser encendida cuando el botón está en el modo activo (el botón de "ON"); el interruptor de 5a-460 Touchless es otra forma vía la cual activar cualquie botón o interruptor; ratón; uno o más "exhibiciones posibles" están en iguales, o diverso lado de: cualesquiera, o llaves principales; algunas de las llaves se pueden exhibir en (multicolor); % vía sistema de "C" pueden convertir palabras mecanografiadas en el modo audio, dibujando: uk=c=osc, c (sabe/memoriza a hablar las palabras según las señales apropiadas (vía Reino Unido);

D: uk/remote = M~c (los fósforos reconocieron las palabras w sus sonidos) = oscilador/exhibición. Ver K211-5A-890 para los detalles.

- Dial de la música de la crepe. Cada modulación sana de los controles de disco diversa. Hecho por Sony. Vio en el 15 de marzo de 94 el "Brutus" publicado en Japón. Cada disco puede controlar cualquier otro elemento también, eg.: "exhibición", "C".

- Detalles en "Reino Unido" en el archivo Parts&. Este archivo también demuestra que los ejemplos de cómo una persona puede que también Reino Unido en un dispositivo vía el "telecontrol" se explican en Parts&.

Exhibición interactiva

La exhibición (pantalla táctil) puede retratar en los modos usados en la realidad virtual ("vr"). Efectos de control (PD/UK/"telecontrol") = tr (transmite) = c~display. Ejemplos:

- Las imágenes se presentan dos dimensiones/3D (según el interruptor).
- El acordar a la localización del paladio, presentación (tamaño/ángulo/estilo/color/contenido) de ciertos elementos en la exhibición ("S") puede cambiar. Ejemplo: la persona/el objeto importante agranda como se va el usuario, creando un más interactivo/vive como la sensación; mientras que la persona camina a un lado, él comienza a considerar un diverso ángulo de lo que él está viendo. Cuando está cercano ascendente, solamente el centro de la pantalla se utiliza; mientras que las partes posteriores del paladio (dispositivo de colocación) lejos, de la pantalla se utilizan cada vez más así que el tamaño del cuadro puede aparecer más grande al espectador humano.
- Efectos visuales que controlan. Ejemplos: 1] El usuario del modo está adentro dentro del sistema del producto (resultados del modo de la "hospitalidad" en colores/tamaños/formas más agradables/tipo gráficos usados). 2] UIP (el sistema determina efectos particulares es más probable influenciar a usuario en "humores deseados", comportamiento (hacer una compra; mejorar el funcionamiento de trabajo). 3] Otro: pp; P.M.; controles del usuario vía /uk "alejado"

MODO: El tipo modo de K (teclado del `) se puede seleccionar según ^: quién incorpora los datos; cómo es el más conveniente/eficaz incorporar los datos; de donde los datos pueden desear ser incorporado (el "telecontrol" permite más libertad); el nivel de precisión necesitó en datos que entraban.

- K se puede utilizar para incorporar el ^ de los datos para: +control un producto; poner el Info en la memoria de computadora (para la banda (programación)).
- El modo preferido de entrada de datos es incorporado "adrede" adentro por los usuarios: [Las opciones de #2 encendido abajo, pueden ser tecnológico factibles (por lo menos para los comandos simples/la generación de señal)

1r: botones dominantes atados con alambre al dispositivo

2do: botones dominantes sobre ("R") el dispositivo de control alejado

3ro: el usuario incorpora datos vía uno de los otros medios (pantalla táctil, Newton del Apple Computer, interruptor del laser (otros?))

4to: ambiente de los monitores de sistema (cambios en el ambiente (resultados en la generación de señales)) cuáles son entonces (interpretado por el sistema como mp/pp). Ejemplo: mi (resultado de la alarma de la mañana) en deseado resultado (simple materia por ejemplo dando vuelta dispositivo en (cuando la persona está en)/que apaga del sitio (cuando se van)). Este modo no se puede dedicar necesario "útil" adentro para generar un código (una ocurrencia/una acción puede accionar comando sin el deseo/que lo sabe del partido que acciona (persona/animal) necesario causará tal accionar.

--Esta definición de la parte se aplica a: "Reino Unido", y "telecontrol". [En "telecontrol" sin embargo, las prioridades (la opción de la preferencia/de una prioridad más baja es una ramificación más lejana hacia fuera) para los primeros dos se invierten de "Reino Unido".

- Para hacer el sistema más fácil utilizar, las llaves/los interruptores deseados pueden ser pp/mp a, se encienden para arriba/se activen, según la función deseada (parámetro). Ejemplo: la pantalla táctil o Newton de Apple puede tener el tipo de gráficos para los botones como deseado (pp/mp). [cuando tales botones se accionan/oscilador tocado (hace una señal sonora).

-1R-52: Las llaves de teclado tienen LCD en el cual los cambios según el usuario del programa estén. Solamente la información aplicable sobre llaves necesarias se exhibe en llave.

MÁS ADELANTE LEÍDA "K" OFRECE QUIZÁ:

El usuario (u) incorpora datos en sistema vía las piezas separadas siguientes explicadas en este archivo: "Reino Unido" (usuario que presiona los botones); Control "alejado"; "Palmada"; "Discurso"; "Acceso".

- D: K = C (computadora) = S (pantalla)

- ~ "analizador visual" del "acceso" del ~ de "K" = función deseada: necesidad de cambiar el aspecto "señalado" de la imagen. Eg.: la tercera línea de la izquierda del dedo índice derecho necesita ser borrada o "ser corregida de otra manera": para alcanzar la 95.a función deseada. Ver "acceso" para los detalles, a saber su "subconjunto de la contraseña del cambio".

el proceso del "acceso" de ++ es un subconjunto de entrar en señales a la función de control. Ver el "acceso". Cualquier generation= de la señal puede ser control= usado del to= "señalado " = las funciones.

imágenes "interactivas" de ++: para las computadoras o las pantallas interactivas: Puede crear llaves o iconos "interactivos". Para cualquie KN: sistema de diseño adaptante 1D-010. Ver el "artista" = las "imágenes interactivas". UIP.

Dispositivo de la palmadita 5486122 de los E.E.U.U. y método computacionales usables autónomos de expresión artística usando el "juego": Los dispositivos educativos que usan métodos educativos process-oriented se divulgan para preparar a niños para el teclado. El dispositivo incluye sistemas de guantes y de indicia aplicados a los dedos de guantes para proporcionar las representaciones ilustradas del teclado.

Extremo de la pieza de la cañería de K

Archivo: Localizadores/localizadores de la introducción

Introducción a nuestras invenciones relacionadas del localizador

Usar el GPS y otros sistemas de colocación

Contenido para los localizadores:

. Introducción

. misceláneo oceánico 1G104

. Picosegundo 1

. PS2

. Funciones del picosegundo

. Funciones del picosegundo

. Picosegundo otro

. Picosegundo misceláneo

Recordatorio G101 de la tarea

Colocando la invención enseña a niños a hacer sus tareas, preparación y a guardar buen comportamiento. También aprende las necesidades de compra del usuario. Entonces sugiere listo qué comprar donde y cuando, y recuerda a usuario cuál es necesario en la trayectoria del recorrido. En un cierto plazo, la invención llega a ser más de uso fácil, mejor aprendiendo las necesidades del comprador. Por ejemplo, hará pocas preguntas apuntadas basadas en los perfiles característicos de compra del usuario.

Collar G105 de la distancia del GPS

Invenciones mejoradas del collar del animal doméstico del sistema de colocación:

de animar la aplicación positiva del comportamiento. La persona entrena a su animal doméstico para asociar una de muchas señales como guardián del comportamiento positivo.□maneras amistosas La señal se puede emitir después de eso para mantener comportamiento positivo hecho cumplir.

del collar pueden incluir: vibración, frecuencias sanas, voz previa de antemano del dueño, olores favorables, etc.□las señales del animal doméstico

vía teledirigido, amaestrador activa el mismo tipo de señales al recompensar el animal doméstico con el alimento para el buen comportamiento.□ El animal doméstico aprende asociar sensaciones positivas a la señal. El collar puede accionar después de eso automáticamente señales sin la presencia del amaestrador.

determinarán qué comportamientos puede practicar el animal doméstico que sean positivos o negativos.□los analizadores del comportamiento La programación de la información de usuario aprende de, y ajusta al animal doméstico, y a su amaestrador.

como las señales menos atractivas suaves alternativas pasadas puede ser emitido cuando se practica el comportamiento pobre.□ Poco o nada de entrenamiento es necesario para este baja característica.

: permanecer dentro o lejos de ciertas áreas, tales como gatos que caminan en tapas contrarias; o entrando la yarda del vecino.□entrenamiento inmóvil de la localización

ayuda sobre animales domésticos del peso por tiempo de restricción de la consumición, incluso cuando está bien comportada.□

ahora tarda menos tiempo para entrenar a su animal doméstico.□ Mientras que es más eficaz en animales domésticos jovenes, también trabaja con animales más viejos.

ayudan a nuestra policía, y a los portadores de correo.□otras características

Atención Rewarder G106

Recompensar a empleados para ser en el trabajo, y para demostrando ellos están trabajando activamente. Más eficientes que sistemas existentes, y reduce costes de la gerencia. El sistema también puede ayudar a manejar a los supervisores, cuyas oficinas principales están en otras localizaciones. La invención también verifica que los niños hicieran su preparación en su escritorio.

El sistema predice quién comprará lo que y donde G108

La invención compara las características de compra de compradores señalados con pronto para ser productos lanzados. La vecindad, más donde hacen compras y para qué eligen a los compradores. Patrones encendido basados características de la compra de los compradores las' los últimos se comparan a las características del nuevo producto.

- Métodos de la predicción: Las probabilidades matemáticas para las ventas, se dan, o al grupo de individuos. Anotan a los compradores también para que su buena voluntad intente nuevos productos en la categoría general en de la cual el nuevo producto viene.

- Los minoristas importantes pueden controlar los precios altos que practicarán para esta información, y que los no-competidores se pueden autorizar para utilizar. El sistema integrará la información de bases de datos diversas.

- El nuevo software de la localización de almacén puede mejorar las localizaciones ideales de punta, ahorrando millones de dólares.

El GPS basó a intérprete de la lengua para los viajeros G110

La invención interpreta y ajusta su comunicación en el dialecto local. Corrige las palabras y la tonalidad para la ocasión. Los imitadores del sistema con cómo la gente habla naturalmente diferentemente dicen a niños, o a clientes potenciales. Estadístico, los visitantes establecerán un mejor informe dejando el acento de Brooklyn, cuando en un partido en el Greenwich Village de Manhattan. La invención también se adaptará a la personalidad del usuario basada en la programación de la información de usuario. Esto será especialmente útil

en Japón donde están populares las invenciones que ayudan a inducir armonía. Criaron al inventor principal, Steven Kays, en Tokio. También da a niños una perspectiva más global el vida.

La localización basó el selector de modo de la comunicación G103

Selectores del canal de comunicaciones basados en la localización del usuario:

El sistema incita a usuario seleccionar de mejores canales para esa localización. Los usuarios dados la opción, pueden querer los canales selectos con excepción de los que el sistema pueda dar. El usuario de las ayudas predice qué canales pueden ser apretados menos. La información de usuario que programa | adapta sugerencias al usuario

necesidades percibidas.

™ G115 del suplemento del GPS

Conseguir un mejor alcance cuando gama del GPS exterior', por ejemplo en edificios grandes, las barrancas o subterráneo profundas. Tres identificadores de la localización del punto se agregan sobre sistemas del GPS. El GPS localiza el edificio. Mejoramos cómo el suplemento identifica blancos. Nuestras invenciones proporcionan muchos usos únicos para esta información en consumidor y usos comerciales.

Archivo: Océano localizadores/1G104 misceláneo

El océano de G104 GPS dimensiona el regulador

Las relaciones espaciales en ambientes oceánicos son dominaron para alzar productividad. Ejemplos:

- Reducir los costes para las industrias pesqueras, eg.: industrias pesqueras de la supervisión.
- Maneras económicas de coger pescados en el océano y las industrias pesqueras anchos vía: Capacidades de la teledetección.
- Reducir los riesgos de enredos de la red de los pescados con RFIDs.

Más:

- territorios marcados para el equipo, controlando donde y cuando va algo.
- integrar con el analizador de la profundidad de agua cerca:

--localizaciones de las redes de los calibradores' en todas las direcciones: encima de, abajo, y lados.

. --invención de ayuda de la guía a viajar o para considerar superficies no planas del suelo marino. Da un cuadro tridimensional.

- Analizador visual del `: determina lo que y dónde una red se basa encendido: analizador visual; la invención de las señales envía (como los palos vivos') para considerar, donde (levemente) está la red móvil; y donde están sus puntos más sólidos de la base/del ancla/de conexión.

% identifica tipos de pescados vía el va

- los usos subacuáticos se aplican a menudo a los panoramas de tierra antedichos, eg.: la tecnología ambiental subacuática en contenedor se puede alterar y aplicar a los ambientes transportados en contenedores tierra antedicha como: los parques zoológicos, (grandes) cercados en áreas, se secan/análisis y seguimiento zoológicos acuáticos.

-

Usos:

- límites donde la gente/las máquinas puede cosechar. Reduce conflictos territoriales (entre las máquinas segadores de los pescados)
- reduce ocasiones de las redes de destrucción del equipo y de otros dispositivos que contienen.
- para las aplicaciones de tierra antedichas. Versión subacuática del cortacéspedes de césped existente del GPS.
- Las señales del GPS esperanzadamente pasan a través del agua, y si no tienen relayers.

-

Señales de la red:

- (océano/aire) las demostraciones/reciben de las señales de la red el Info, señalando su localización (en las ondas/los vientos cambiantes).
- se notifican los enredos (cuando el sistema picosegundo consigue demasiado cercano).
- luminescencia /opacity: analiza el nivel medio de la opacidad que (se excede) el nivel normal para esa zona y o profundidad de agua, y o distancia de la orilla (donde está más vergonzosa). Compara la ruina/la red del nivel in/outside de la contaminación. Utiliza las características del pescado para el UIP, que las ayudas analizan lo que ata la luminescencia con en qué densidad/tipo de organismos (neto) divide en zonas.
- los barcos pesqueros pueden utilizar esto para las localizaciones (del telecontrol) sin redes, y ahorran el tiempo que sabe donde están los pescados (w5)/los animales.
- el polvo de parásitos/de animales (indeseados), determina sus localizaciones W5.

-

Tamaño de la determinación del retén (de los pescados):

- Sensores del `: movimiento, analizadores de sonidos (coge las frecuencias sanas para deseado/indeseado (los tiburones) asoció los sonidos, analizadores visuales.

. - Contaminación/monitores del sensor de las heces para: mercurio, etc.

-

ALCANCE de EXTENSIÓN de la INVENCIÓN - los ejemplos embarullados siguen %:

[las piezas seccionan #1]: U (usuario de esta invención) = funciones aplicables del ~ C (CPU) de la invención [supervisión y análisis de la industria pesquera] =

[Sección #2 de las piezas]: TENER ACCESO (control de seguridad) [el organismo señalado `lleva RFID (que actúa como organismo de la muestra para la escuela) de pescados)] VAGOS de // (analizador) del comportamiento [menos o mayor movimiento, y patrón seguido del movimiento físico (dentro de zona)] La banda MULTIUSOS EDUCATIVA de // del OSCILADOR de // del NOTIFICADOR de // EDIT [selecciona el tipo de acciones/comportamiento (de los pescados) querido] // [] // [] // del CARRO de // [software para el tipo pescado o función de supervisión] [] [] (programación) [] // PS-ZONE [] // QUE PREGUNTA [] las BÚSQUEDAS de // de la CUENTA // SA (analizador/reconocedor sano) // del RANURADOR de // R (teledirigido) [] // [] de sonidos [] y REACCIONA [] la PISTA de // TDS [] // T (telefonía) [] // del SENSOR de // [] [] // UIP (usuario Info que programa) [] // VA (analizador visual/Reconocedor visual) [] // WA (caminata alrededor) [].

Secciones 1 y 2 interactivos.

Archivo: Localizadores/picosegundo 1

Picosegundo - Invenciones del sistema de colocación

Recordatorio de la tarea del compinche G101-R58-1:

El recordatorio de la tarea del GPS aprende las necesidades de compra del usuario. Entonces sugiere listo qué comprar donde y cuando, y recuerda a usuario para cuál es necesario en la trayectoria del recorrido. En un cierto plazo, la invención se convierte en más de uso fácil que aprende mejor las necesidades de usuario. Por ejemplo, hará pocas preguntas apuntadas basadas en los perfiles característicos de compra del usuario. ¡Muchas más características!

-

Una visión excesiva más amplia: Este ayudante personal se familiariza con las necesidades y las preferencias de usuario, molestia de ahorro y falta de memoria. Aprende lo que las necesidades de usuario, cuando y porqué. Pide o sugiere cuál es necesaria, en el mejor tiempo.

-

Características programadas de la información de usuario. Los interfaces utilizador se adaptan a las necesidades de usuario. Ejemplos:

- el GPS dirige a usuarios a quienes los almacenes en las rutas sugeridas del recorrido tienen mercancía que mejor aproxime las necesidades de usuario.

- Sobre 100 funciones de la automatización casera puede ser adaptado al usuario. Ver los archivos de programación confidenciales de la información de usuario.

- La porción del GPS tiene la opción de ser incluido en la invención amplia total.
- Usos del recordatorio del calendario: tareas de hogar; recordatorio para coger las flores en manera al amigo de muchacha.
-

Los usos separados del GPS y otras notas siguen:

-

El sistema incita a usuario qué hacer cuando (según w5) el usuario ha alcanzado destination.(s) el sistema después los avisos deseados donde el usuario debe ir después. Ejemplos:

1] usuario conduce por el supermercado, y se incita cada lunes para coger cierta verduras frescas, fruta y o leche. O el sistema de la automatización casera dice a usuario lo que (refrigerado (el alimento)) artículos a comprar (basado en tener (una cantidad (estimada) baja (en futuro)). El UIP (con Search Engine de la tela) puede sugerir qué (w5) para comprar (en capacidades relacionadas). ¿El aspecto de la tela existe?

- cada usuario (esposo) (vida/que trabaja junto) puede ser dicho' dirigido en qué comprar/get/do. Las características específicas de cada usuario pueden llevarlos para adquirir las diversas funciones/compras basadas encendido, eg.: su localización (de mudanza) (w5); especialidad (que sabe bastantes sobre artículo/la situación para tomar una decisión, eg.: Maria coge el componente electrónico que falta, y Juan (quién está en el país entonces) despeja nieve de la calzada.

2] Sistema de dirección efectuado: sistema de los programas del usuario para notificarlo siempre que él se acerque a un kilómetro del almacén de la limpieza en seco. Sobre alcanzar limpiadores, el sistema incita automáticamente a usuario coger el fertilizante 400 metros lejos. Existe: el autobús de viaje da la información previa sobre la visión para cada sección de la ruta; la localización de los autobuses descifró vía el GPS.

-

Misceláneo:

- Funciones e interfaces simples o sofisticados: El usuario puede programar el sistema para estar casi según lo adaptado a sus necesidades, según lo deseado basado encendido: producto y disponibilidad Info del almacén; exactitud del sistema de colocación y de materias relacionadas; etc.

-

Más Info en el número R58-1 de la invención. Picosegundo: (notifica a usuario qué hacer (w5) cuando el usuario es el lugar cercano en donde podrían hacer tarea señalada, eg.: coger los huevos);

- esto se relaciona con el sistema de autobuses existente del viaje en Japón cuyo oscilador corresponda a la localización de los autobuses.
- D: el tipo tarea del usuario "k" - > los coordenadas de "k" picosegundo para w5 (a saber donde, cuando, qué) encargan - > cuando usuario (las impulsiones/las caminatas cerca (a 5 metros si en metros de la caminata mode/500 si el usuario está en vehículo) llegan en los coordenadas señalados (w5) sistema "notifica más

adelante" el usuario y las demostraciones (s)/tarea necesaria oscilador - > el usuario "k" cuando la tarea logró el notificador necesario no más para esa/cualquier tarea (para el plazo señalado, mientras que vacation).

--el sistema detecta la velocidad del usuario, por lo tanto sabe si está caminando el usuario o puede no/usuario "k" su modo de movimiento.

- OTD D: Esta N sistema =

ACCESO (); ANALIZADOR (qué a hacer cuando, donde, cuando, porqué, cómo (da la mejor ruta para viajar (considerando hora)); CARRO (tipo que analiza el interruptor, mapas); S (); M (); MULTIUSOS (diversas rutas, necesidades, ciudades); NOTIFICADOR (exhibición del oscilador w (que demuestra la dirección, la tarea necesaria)); OSCILADOR (); Banda (); GPS (); Q (direcciones correctas de la calle); ESTADO (demostraciones qué tareas hechas/no hechas).

- TM: Recordatorio de la tarea del GPS; Recordatorio de la tarea; Recordatorio de la tarea de la proximidad; Guía de la proximidad; Guía del compinche.

-

Ayudante grande de las compras del almacén:

Demuestra a usuario donde se localizan los artículos deseados. El usuario puede introducir (audiblemente/el mecanografiar/que chasca) el producto/servicio deseado. Demostraciones del sistema:

--cuál es ahora disponible/más adelante para la orden

--donde está en relación a comprador. Dirige a comprador al punto. O apenas mapa de las demostraciones de donde está el comprador contra la localización de la blanco (para cualquier cosa).

-

Usos de la seguridad (siendo investigado por M. $cox):

El usuario debe estar en localizaciones señaladas y o mide el tiempo, para recibir o para enviar recordatorios, la dirección, notificadores, y o el entrenamiento educativo.

- el recordatorio trabaja solamente para ésos con privilegios de acceso especial, de que pudo geográficamente ser basado también (véase el sistema de la contraseña de la proximidad 1G11).

- los privilegios de conseguir recordados son todos basados en cualquier uno o más el requisito del acceso. Eg.:

--Puede conseguir el acceso a cinco archivos de la red en Sacramento, pero solamente tres en San Jose, California.

--El visto bueno de seguridad puede cambiar (año tras año), por lo tanto los privilegios de acceso asociados están conectados, junto con los requisitos de la proximidad.

- en lugar de ser "recordó", "se incite" la mente del usuario o las "indirectas dadas" en cuanto a lo que (no) pudo/deben para ser hechas la función de la seguridad (acceder). Ciertas contraseñas se pudieron dar solamente a los usuarios/a los sistemas señalados (robustezas/productos portables) cuando están en zonas apropiadas.

- el usuario puede ser molestia ahorrado de incorporar un sensor del calendario del sistema de la automatización casera de la contraseña' acción relacionada acceso, cuando en zonas señaladas (como en el país) (las horas de oficina del exterior) (y no el vacaciones por').

- los altímetros pueden (de) activan características. (Debe ser 0 - los 500M sobre nivel del mar) efectuando el acceso en los planos y cuando en Denver o Zurich, o los valles debajo del nivel del mar (partes de Egipto) o debajo del agua.

-

Colector del bandido de la proximidad:

- La gente de los retenes que tomó accidentalmente o adrede que algo el exterior permitido (geográfico) limita. (Robado) los dispositivos (del portable)/los sistemas/las contraseñas tomadas/el exterior usado la zona señalada (oficina, fábrica, (policía/seguridad) lugar) pueden cambiar el interfaz dado al usuario (ilegítimo). El usuario puede (no) sabe esto; y la información cambiada/falsa el resultar puede ayudar/daño/retén el usuario/el bandido.

- Maria (accidentalmente) transfiere cinco archivos (del sistema) cuando ella debe haber tomado tres. Esos "dos archivos" pueden:

--atascar a Maria (proporcionando interferencias técnicas) dando bastante tiempo para que la seguridad la localice (basado en el dispositivo on/near del picosegundo la computadora/su coche/teléfono celular.

--dos archivos pueden enviar la señal a sugerir del marco principal (exactamente) donde está it/she (trabajando en el sistema en ese minuto (y qué she/it está haciendo (con él)).

--los dos archivos pueden interferir con los otros tres archivos, etc.

- No las funciones relacionadas picosegundo se aplican, eg.: usando la contraseña incorrecta (dondequiera), o con un sistema/un producto que no fue despejado correctamente (electrónicamente) para ser utilizado antes de ser tomado. Atasco del usuario de un teléfono celular robado, computadora, coche (el motor atasca en el centro de ninguna parte - retarda la velocidad máxima para la seguridad, sobre el 1KM, hasta que golpee KM/hr. cero. ¡Más!

- TM: Outsmart a ladrones; Ninguna misericordia para los bandidos; Aprender ser honesto.

-

Apresurar y o medir el tiempo necesario para conseguir almacenar/destinación demostrada. Conecta con (existe) el sistema que demuestra a usuario donde están de mapa de a GPS (global)/de perspectiva de la imagen.

-

ALCANCE de EXTENSIÓN de la INVENCIÓN - los ejemplos embarullados siguen %:

Sección #1 de las piezas: U (usuario de esta invención) = funciones aplicables del ~ C (CPU) de la invención [] =

Sección #2 de las piezas: TENER ACCESO (control de seguridad) [teniendo correcto: el uip, proximidad (del usuario) al sistema/objeto/persona señalados/reconoció la imagen sana o visual, el tiempo y el tipo acción etc (w5)] ANALIZADOR de // [`uip; compara (proximidad/uip relacionada) bases de datos)] VAGOS de // (analizador) del comportamiento [comportamiento del usuario de los correlativos (que compra preferencias/la habilidad fija/cuenta psicologica para que la impaciencia intente nuevos cosas y paso fuera de moldes del social) con: Info/bases de datos cartográficos (comportamiento de mercado regionalmente limitado),] CARRO de // [el usuario deseado de la base de datos del uip desea utilizar; los múltiple-usuarios pueden compartir el hardware con otros (los amigos/los compañeros de trabajo) teniendo acceso al sistema/al hardware en sitio'

remotamente] // EDIT [los artículos adquiribles se entresacan abajo a los artículos con las cuentas más altas basadas encendido (proximidad, los gustos)] // EDUCATIVO [el usuario aprende sobre productos disponibles/servicios/las opciones que las necesidades (del fósforo (su/receptor del regalo))] // MULTIUSOS [los analizadores del `/los sensores/uip (ayudas) determinan qué usuario está utilizando el sistema (si las contraseñas separadas/acceso) no se utiliza; y acumula el NOTIFICADOR aplicable de // de la base de datos del uip por consiguiente] [localizaciones con las cuentas buenas/medias/malas, eg.: colgar las salidas clasificadas por los libros del recorrido como siendo deseado las características (las señoras calientes del sistema de jet en la ropa escasa)] Banda de // del OSCILADOR de // [dialectos/idiomas regionalizados para la zona] (programación) [el uip sugiere al usuario qué software/características a utilizar] el PREGUNTAR de // PS-ZONE [ver la carpeta de la picosegundo-zona] // [el sistema hace proximidad/las preguntas relacionadas con el producto: desarrollo de la base de datos del uip; un mejor usuario de la guía en circunstancia aplicable; las opciones de la opción múltiple para la CUENTA // SA (analizador/reconocedor sano) // del RANURADOR de // R (teledirigido) [conecta con otros (portable/teléfono celular) dispositivos] // del usuario] [conecta a usuario con la compañía o la persona con las altas (er) cuentas] del uip de sonidos [opinión de la sugerencia dada para el uip] // del usuario BUSCAN y REACCIONAN [compara' analiza bases de datos del uip con cuál está en el ambiente] el SENSOR de // [usado para determinar la deseabilidad de características (en el ambiente externo), eg.: analizador, proximmity visuales] de la zona // TDS [las preferencias de usuario pueden cambiar en un cierto plazo, y las ayudas del tds determinan aumento/la disminución de las preferencias por la ventaja del usuario/de comerciantes] // T (telefonía) [comunicación sin hilos (con las bases de datos aplicables)] PISTA de // [desarrolla el uip] // UIP (usuario Info que programa) [más (proximidad atada) datos, la calidad el mejor del uip] // WA (caminata alrededor) [interfaces portables incluye los modos similares a: teléfonos celulares, communicaters negros de la baya, iPods, (estándar) modelos del GPS, cuadernos miniaturizados de la computadora, pantallas táctiles, teclados y o pantallas que son bendable/flexibles o retratan sobre cualquier superficie plana (vía luz) y (acto como) screans del tacto.]. - Posición: El sistema realza/proporciona la información en y de nuestro prototipo del software de la posición (punto de venta) bajo desarrollo. Secciones 1 y 2 interactivos.

- Puntos del registro del interés: Tener registro (base de datos del `) de donde el usuario desea estar. El dispositivo (necesidades) esté prendido.

- Los puntos del interés relacionados con el interés/las manías/las necesidades de una persona, se proyectan. Sobre (`dirigido/al azar) acercamiento, el sistema dará (oscilador) el Info/sugerencias aplicables. Por ejemplo, usted lee un artículo periodístico (en línea), después mete las alimentaciones en diario Info a su dispositivo del picosegundo, permitiendo que usted compruebe hacia fuera qué sucedió/sucede.

Patente 6.992.619 de Estados Unidos

Harrison 31 de enero de 2006

Uso de satélites de colocación globales (GPS) de descubrir y de seleccionar servicios locales

Extracto

Un método y un aparato para asociar la información de localización que corresponde a una localización geográfica a la información sobre los servicios disponibles en la localización geográfica. La información se puede almacenar en una base de datos para el uso subsecuente.

Patente 6.850.844 de Estados Unidos
Walters, y otros 1 de febrero de 2005

Dispositivo portable de la navegación con capacidades del GPS integrado y del cómputo muerto
Extracto
Los aparatos, los sistemas y los métodos se proporcionan para los dispositivos portables de la navegación varia funcionalidad de colocación integrada. El aparato incluye un dispositivo electrónico portable que tiene un procesador en la comunicación con una memoria. La memoria se adapta a los datos relacionados navegación del almacén. Los datos relacionados navegación incluyen datos cartográficos incluyendo un número de localizaciones y los datos indicativos de carreteras de una pluralidad de tipos que conectan las ciertas de las localizaciones. El dispositivo electrónico portable incluye un receptor del GPS adaptado para comunicar con la memoria y el procesador. Y, el dispositivo electrónico portable incluye un componente del cómputo muerto, incluyendo un girocompás de la tarifa, un podómetro, y/o un acelerómetro adaptado para comunicar a la memoria y al procesador.
Solicitud de patente 20050024264 de Estados Unidos
Código bueno A1
Harrison, Edward R. 3 de febrero de 2005

Uso de satélites de colocación globales (GPS) de descubrir y de seleccionar servicios locales
Extracto:
Un método y un aparato para asociar la información de localización que corresponde a una localización geográfica a la información sobre los servicios disponibles en la localización geográfica. La información se puede almacenar en una base de datos para el uso subsecuente.

G102-3C090 Distancer sano - estudiar más antes de promoverlo:

Dispositivo de sonido del radio: Se inician las funciones interesantes cuando dos o más cruces de los sensores señalaron distancias. Usos para:
- Juguetes y juegos
- Comercialización

Campo abierto enorme; ¿pero también relacionado con muchas patentes débiles? Ver la pieza de la Picosegundo-Zona también.

Repetido: Los sonidos emitieron dentro de cuando dispositivos dos o señalada van o de una distancia programable. Los transmisores más inmóviles se pueden colocar en un punto por base de punto, y o un formato linear.

-

- Alcance amplio: Cuando dos o más objetos (con un RFID/PD) conseguir a una distancia señalada, después el sistema reaccionará automáticamente según lo programado. (véase la "búsqueda del `y reaccionar" la parte). Mientras que esta función puede ser demasiado amplia para la patentabilidad, los modos sanos y relacionados de la comunicación se pueden considerar, eg.: ¡el oscilador (comunicador sano saliente), y el notificador parte, y más!

- los sonidos/el oscilador/las comunicaciones pueden variar no en el momento en que la línea es in/out que viene cruzado, pero también por hasta dónde los radios están siendo cambiados. Eg.: cortinas más profundas del rojo para el cierre que viene, o notificaciones amonestadoras corregidas la salida posterior en el mar (el tablero de agua del niño va).

- el mamífero consiguió más lejos del hogar, más incómoda la pulsera (del tobillo). Ver nuestras invenciones relacionadas (en modos de la comunicación).

- el `notifica siempre que el picosegundo esté (entrando) en una buena/mala zona, y o radio señalado de la base de orígen (unidad.

-

Usos:

Usos de muestra (para qué califica como generador de señal) (y cómo la señal se puede utilizar):

- colocar los transmisores en una línea que funciona a lo largo de un área peligrosa. Los sonidos advierten (cuando el bebé va cerca de área peligrosa). El notificador puede notificar por el sonido/el texto en o lejos de la ocurrencia.

- la naturaleza de la ocurrencia da lugar a diversos tipos de sonidos o de mensajes del oscilador.

- los sonidos específicos a inducir/rechazan gente/los animales (según qué demostración de los estudios es más conducente/económica) se emiten.

Aspectos de la hospitalidad del `:

- Instrumentos musicales que juegan junto el cambio sus sonidos según cómo está cercano o lejano se mueven desde uno a. Puede estar para una sola persona utilizar dos o más porciones; o dos o más personas con sus instrumentos. Uno o más posiciones en una zona, y o los movimientos del cuerpo, o uso del disparador teledirigido de la poder señalaron comandos. Utiliza una lengua basada en combinar uno o más de éstos.

--se aplica siempre que el volumen de sonidos, frecuencia, o tipo sonido deba ser alterado según hasta dónde o cerca dos o más porciones de uno a.

. - los sonidos ocurren al cruzar la línea. ¿Existe? En mercado está el dispositivo para guardar perros detrás del alambre subterráneo, suavemente dando una sacudida eléctrica a través del collar de perro cuando el perro se acerca a la línea (cerca invisible).

- juguetes - cuando un coche policía conduce cerca de un cierto objeto o lugar, sirena, o una declaración audio se enciende, eg.: "tirar sobre"

- cuando la persona o el otro organismo u objeto viene cerca bastante (o va suficientemente lejos), acciona (o desactiva) a: el sonido, la luz, o la otra función electrónica

-

Misceláneo:

- Uso de la seguridad: En vez de sonido, una alarma (notificador del `) (silenciosamente) activada cuando ocurre un acontecimiento señalado de la proximidad.

- la presencia de otros sonidos también reconocidos por búsqueda del analyzer= de los sonidos y reacciona.

- se relaciona con RFID, eg.: la alarma sale cuando etiqueta del almacén no quitada de mercancía que es realizada del almacén (zona del `).

- la emisión de sonidos (del tipo) de otra/del objeto auxiliar puede ser sonido analizado, y reaccionado (búsqueda y reaccionado a) (de maneras como qué tipo de distancia tenía según lo determinado vía el picosegundo).

- La estrategia de búsqueda de la palmadita consiguió las patentes cero: (GPS y (sonido o sonidos) y (disparador o disparadores) y ("va más allá de" o la distancia)).

- Alternativas al paladio múltiple: Quizá uno o más objetos/gente no tienen un PD/RFID se pueden substituir por un detector de movimiento, reconocedor visual.

-

ALCANCE de EXTENSIÓN de la INVENCIÓN - los ejemplos embarullados siguen %:

[las piezas seccionan #1]: U (usuario de esta invención) = funciones aplicables del ~ C (CPU) de la invención [reacciona a los proximities vía sonido] =

[Sección #2 de las piezas]: TENER ACCESO (control de seguridad) [funciones cuando contraseñas activadas] CARRO de // de los VAGOS de // del ANALIZADOR de // del ARTISTA de // [hacer/para componer música vía cambios en proximidad] [la proximidad y otros factores (UIP, acceso) se utilizan para los extremos deseados] (analizador) del comportamiento [estudios cómo los cambios del objeto/del persona/animales él han seguido la trayectoria] [tipo sonido emitido] // EDIT [no hace caso de las señales basadas en puntos señalados de la proximidad] // EDUCATIVO [aprender siguiendo patrones del movimiento de: hurds de animales (cada uno con propia base de datos del uip, eg.: hábitos de acoplamiento, y quién intenta pasar más tiempo con el cual)] La banda MULTIUSOS de // del OSCILADOR de // del NOTIFICADOR de // [cada usuario emite sus propios sonidos/dialectos de la firma] // [cuando los objetos consiguen demasiado lejanos/cercanos - existe] [ver el archivo grande del OSCILADOR] (programación) [cómo el sistema busca y reacciona casi está hasta la imaginación y el software disponible del usuario] // PS-ZONE [solamente funciones en zonas de los lugares señalados las'] // QUE PREGUNTA [pregunta a usuario qué proximities son ser buscado y ser reaccionado] las

BÚSQUEDAS de // de la CUENTA // SA (analizador/reconocedor sano) // del RANURADOR de // R // (teledirigido) [] de sonidos [] y REACCIONA [] el SENSOR de // [] // TDS [] // T (PISTA de // de la telefonía) [] [] // UIP (usuario Info que programa) [] // VA (analizador visual/reconocedor visual) [] // WA (caminata alrededor) [].

Secciones 1 y 2 interactivos.

Patente 6.967.616 de Estados Unidos
Etnyre 22 de noviembre de 2005

Sistemas y métodos para la correlación en un sistema del controlador aéreo de datos posicionales de blanco interrogación-basados y de datos posicionales GPS-basados del intruso
Extracto
Un sistema mejorado y métodos para correlacionar a un intruso interrogación-basado de la vigilancia del tráfico aéreo, tal como un intruso del sistema de evitación de la alarma y de colisión del tráfico (TCAS), y una blanco GPS-basada de la vigilancia del tráfico aéreo, tal como una blanco dependiente automática de la difusión de la vigilancia (ADS-B) para reducir al mínimo o para eliminar la exhibición de dos símbolos para el mismo intruso/blanco en el CDTI de un avión. El método abarca los pasos de recibir datos de ADS-B en una unidad central y los deltas componentes selectos calculadores para los datos de ADS-B contra una entrada en un intruso de TCAS archivan. Los pesos progresivos se asignan a los deltas y los pesos progresivos se suman, dando por resultado una cuenta total de la confianza. Las cuentas totales de la confianza de los pares de la blanco de ADS-B y del intruso de TCAS se comparan para determinar la correlación entre la blanco de ADS-B y los intrusos de TCAS.
(sobre similar a KN: Encargado de la distancia: Desalienta dos o más elementos/usuarios de venir juntos)

Reconocedor actual del agua G102-1:
El sistema puede también detectar/advierte sobre las corrientes del agua (no fácilmente sensibles a la persona cogida en una). El notificador reconoce corrientes vía:
--natación del usuario en una (rápido/despacio), mientras que se mueve en una velocidad (actual) más lisa en una diversa dirección.
--el analizador visual del `reconoce patrones actuales del agua
--cuaesquiera otros elementos que distinguen la corriente de un cuerpo más grande del agua, eg.: temperatura, objetos que flotan sobre la corriente, ondulaciones...

La localización G103-3E-070 basó el selector de modo de la comunicación:

Selectores del canal de comunicaciones basados en la localización del usuario:
El sistema incita a usuario seleccionar de mejores canales para esa localización. Los usuarios dados la opción seleccionarán a menudo los canales con excepción de los que el sistema pueda dar. El usuario de las ayudas predice qué canales pueden ser apretados menos. Sastres programados de la información de usuario sus sugerencias a las necesidades percibidas del usuario.

El sistema de los equipo y programas de computación deja a usuario seleccionar el mejor modo de comunicación según su localización (proximidad al mejor modo de transmisión, al portador más barato). Puede también apenas estar una computadora en la línea servicio informativo.
- Los mejores modos de comunicación: el más de alta calidad (anchura de banda, audibilidad, confiabilidad), coste, seguridad (de snooping; acceso). ¡Etc!
- Elementos considerados efectuando calidad/la seguridad de la transmisión/de la comunicación:
--Ciertas frecuencias pueden estar en una mejor orden, pero no bastante para compensar su generalmente de baja calidad (entender la voz humana).
--tiempo (previsto)
--(proyectado' dirigido) trayectoria, y donde las bajadas pueden ocurrir
- Relacionado con la invención celular del notificador del calabozo: método y sistema del uso 20050070302 de la palmadita de 3E010, de los E.E.U.U. que dirigen a un usuario sin hilos a una localización para la comunicación mejorada - marzo de 2003 archivado. Nuestra invención ordena el sistema para mejorar los canales basados en la localización.
- Tipo de canal opciones: el sistema reconoce qué canales están/eran utilizados en esa zona; cuál es mucho funcionando ahora/futuro previsto del pasado'.

Archivo: Localizadores/picosegundo 2

Invenciones del GPS - misceláneas

Collar de la distancia de G105 GPS:

Invenciones mejoradas del collar del animal doméstico del GPS:
- Maneras amistosas de animar la aplicación positiva del comportamiento. La persona entrena a su animal doméstico para asociar una de muchas señales como guardián del comportamiento positivo. La señal se puede emitir después de eso para mantener comportamiento positivo hecho cumplir.

- Las señales del animal doméstico del collar pueden incluir: vibración, frecuencias sanas, voz del dueño, olores, etc. previos de antemano.
- Vía teledirigido, amaestrador activa el mismo tipo de señales al recompensar el animal doméstico con el alimento para el buen comportamiento. El animal doméstico aprende asociar sensaciones positivas a la señal. El collar puede accionar después de eso automáticamente señales sin la presencia del amaestrador.
- Los analizadores del comportamiento determinarán qué comportamientos puede practicar el animal doméstico que sean positivos o negativos. La programación de la información de usuario aprende de y ajusta al animal doméstico y a su amaestrador.
- Mientras que las señales menos atractivas suaves alternativas pasadas pueden ser emitidas cuando se practica el comportamiento pobre. Poco o nada de entrenamiento es necesario para este baja característica.
- Entrenamiento inmóvil de la localización: permanecer dentro o lejos de ciertas áreas, tales como gatos que caminan en tapas contrarias; o entrando la yarda del vecino.
- Ayudas sobre animales domésticos del peso por tiempo de restricción de la consumición incluso cuando está bien comportada.
- Ahora tarda menos tiempo para entrenar a su animal doméstico. Mientras que es más eficaz en animales domésticos jovenes, también trabaja con animales más viejos.
- Otras características ayudan a nuestra policía, y a los portadores de correo.

¡- Más!

Sobre la visión repetida: La invención puede animar distancias ideales entre uno o más gente, animales y u objetos. Una manera más comprable de dirigir y de educar comportamientos ideales. La forma de recompensa o de desaliento viene vía las pulseras, los collares de perro, el etc.

Estructuras del comportamiento Encouraging:

- Se envían las "señales señaladas `" que se interpretan como recompensa. Eg.: el animal se recompensa a menudo con el alimento y o la alabanza verbal/del tacto mientras que se envía la "señal". Más adelante cuando es menos conveniente dar la valoración completa, la "señal" solamente puede ayudar dejó el animal saberlos está haciendo algo deseable.
- Mecanografiar las "señales": vibraciones del collar o...; luz; sonidos (el calmar); olores (del alimento).
- La señal (automática) se acciona cerca: usuario (del ser humano); uip; sentidos (los animales) del sistema' analizan (vía analizador del comportamiento) qué está ocurriendo el comportamiento, después anotan la acción, después envían la señal rewarding para las cuentas (sobre el 85%).
- El comportamiento ideal Encouraging, puede ser preferred contra desalentar comportamiento señalado; aunque ambos interfaces pueden ser utilizados (simultáneamente). Alternativas únicas a las invenciones existentes que reganan animales domésticos.

-

Collares:

- Bebé de las subsistencias lejos del gato/del perro o del maì□n hermano. Atar el dispositivo al bebé (muñeca) y al perro (collar).
- el distancer del `castiga (acercándose) la entidad cuando consiguen dentro de los metros del sistema del usuario/del dispositivo protegidos.
- Collar: guarda animales domésticos de conseguir en el alimento o ciertas partes de la casa.
- Collar en la persona que recibió un orden de detención (y viven/trabajo cerca de uno a).
- Sistema de justicia penal.
- Subsistencia (animal) lejos de: muebles señalados (gatos).
-

Comunicaciones alternativas al animal/a la persona señalados:

- En lugar de la descarga eléctrica (eléctrica), puede utilizar otros modos que el perro se ha entrenado para responder a: sonidos, olores, vibraciones, luces.
-

Qué puede ser animada:

- comportamientos animales señalados `(que era/se está enseñando), eg.: para sentarse o parar el raspar cuando está ordenado.
- Estudio zoológico si el comportamiento de acoplamiento entre la especie tímida puede ser animado consiguiéndola para abrazar encima más. Asociar esto a otros factores: refrescar la temperatura del área para inducir snuggling para el calor, los lanzamientos sexuales de la feromona, o el acceso de restricción de animales con el comportamiento antipático (vagos del `) en el grupo (polígamo).
- inducir las preferencias del alimento: comer del tazón de fuente o del árbol preferred.
-

Restrictor seleccionado:

- Aplicación de ley: (secreto arropado) las señoras/los hombres de la policía desconocedores con un perro de policía específico, pudieron utilizar esto para reducir la ocasión de ser atacado por un colmillo con el collar que transmitía apropiado del perro, castigando hacen si vienen demasiado cerca (un aliado previamente resuelto). Ahorra época, molestias, y la restricción del movimiento al intentar coger a bandidos, junto con la presencia del tomador de la atención primaria del perro.
- enseña a animales rapaces a permanecer claros de ciertos animales/objetos, eg.: estancia del gato del animal doméstico lejos de patos del animal doméstico (con el transmisor en las piernas).
- dar a los visitantes/a compañeros del sitio que tienen aversión animales domésticos (que) un transmisor para mantener el animal doméstico señalado ausente.
-

Medir el tiempo del restrictor selectivo:

- Restringe los animales domésticos (seres humanos) de la consumición excesiva: Acariciar (demasiado) el alimento dado adentro (tazón de fuente). Pueden consumir solamente tanto como pueden dentro del tiempo

señalado (uip del animal doméstico), así que no consiguen gordos, etc. dejan bastante alimento alrededor para cuando el dueño sale de la ciudad (para las vacaciones).

--Puede ser combinado con los dispensadores existentes del alimento que dan el alimento limitado automáticamente por día. Valores: guarda el animal doméstico de conseguir frustrado y de intentar golpear o destrozar el dispensador; dispensador más alimento que necesitado como precaución prevenir el hambre.

---nivel de sistema del castigo a mantener todo el (pero) cerca de animales muertos de hambre del alimento.

- Relacionado con nuestra invención del GPS "Distancer sano".

- Si el animal doméstico lejos (afuera) durante las horas de la comida, sistema (poder) ajustar (al grado de menor importancia) y permitir/da el alimento en las horas alternativas (hasta que el animal doméstico mejor aprende que la sincronización de sistema completa un ciclo).

-

Aplicaciones del entrenamiento del comportamiento (a menudo no picosegundo relacionado): analizador de sonidos, analizador visual, analizador del comportamiento, sensor de movimiento:

--valor (SID) que raspa en las horas señaladas, eg.: el sensor/el analizador nota (desconocido) a intruso humano

--el animal doméstico es hiperactivo

--los animales domésticos/los perros (ingobernables) pueden ser forzados (por el governement/el seguro) a usar los collares relacionados, para guardar los lejos de policía, los portadores de correo, o cualquier persona que lleve un picosegundo relacionado (locutor).

-

Misceláneo:

- La invención repitió: Anima/desalienta a dos o más personas o animales de venir junto.

- Existe: los gatos oyen el sonido indeseable cuando saltan sobre área indeseada. Los seres humanos no pueden oír. - Las áreas indeseadas pueden ser: la cocina/el baño contradice, deja de lado en sala de estar, el etc.

--La desventaja es gato se desalienta de entrar en el área siempre que un ser humano sea próximo. El gato en sus brazos screeches tranquilamente cuando usted alcanza para un estante.

- Ver la invención sana de G101 Distancer

6.967.616 remotamente relacionados - (desalienta dos o más elementos/usuarios de venir juntos)

Patente 6.124.825 de Estados Unidos
Eschenbach 26 de septiembre de 2000

El GPS basó el sistema de evitación de colisión aumentado de la realidad

Extracto

La actual invención abarca un sistema (GPS) de evitación de colisión aumentado (AR) basado sistema de navegación mundial de los aviones de la realidad. El sistema de la actual invención incluye un receptor del GPS para recibir señales del GPS y determinar una actual posición usando las señales del GPS. El sistema de la

actual invención también incluye un receptor dependiente automático de la vigilancia (ADS-B) para recibir una señal de ADS-B de un avión. El sistema de la actual invención más futura incluye un visera de AR juntado al receptor del GPS y al receptor de ADS-B. El visera de AR recibe la actual posición del receptor del GPS y recibe la señal de ADS-B del receptor de ADS-B. Usando la actual posición y la señal de ADS-B, el visera de AR determina un cojinete tridimensional a los aviones. El visera de AR se adapta para ser llevado por un usuario. El visera de AR se adapta más a fondo a los símbolos de la exhibición que indican el cojinete tridimensional tales que hacen el usuario intuitivo enterado del cojinete tridimensional vía los símbolos exhibidos en el visera de AR.

G106 atención Rewarder:

Recompensar a empleados para ser en el trabajo, y para demostrando ellos están trabajando activamente. Más eficientes que sistemas existentes, y reduce costes de la gerencia. El sistema también puede ayudar a manejar a los supervisores, cuyas oficinas principales están en otras localizaciones.

Los sistemas de colocación de las aplicaciones y el va (reconocimiento facial) para asegurar a usuario es lugar señalado in/near, en las horas señaladas.

- Las demostraciones del GPS (estudiante) estaban en sala de clase en el tiempo señalado.
- Usos para la verificación:

--Clase mirada estudiantes en línea. Cámara en la computadora (tales analizadores visuales existen y siguen a usuarios). Sigue a usuario.

--El asegurar (trabajadores/compradores/clientes/estudiantes/animales) aparecido en (sitios del trabajo) (sin los encargados presentar).

- integra con los relojes de tiempo del empleado.
- para conseguir a gente utilizarlo: darle un dispositivo de la transmisión (teléfono celular) y decir, usted conseguirá pagado/recompensado/evaluado basado en cuando está en la zona señalada.
- corresponde a nuestras invenciones que anoten cómo una persona se está realizando
- el `sigue el movimiento in/near/outside señalado las zonas, demostrando (cuando es aplicable) que están trabajando (en emplazamiento de la obra) y no están siendo demasiado inmóviles/perezosas. Aplicaciones: sensores de movimiento; perseguidores; analizadores visuales; analizadores del comportamiento (para encendido y comportamiento fuera de línea - ver nuestras invenciones relacionadas).

Patente 6.744.403 de Estados Unidos

Milnes, y otros 1 de junio de 2004

Sistema de seguimiento basado GPS

Extracto

Un sistema utiliza receptores del GPS y otros sensores para adquirir datos sobre uno o más objetos en un acontecimiento. Los datos adquiridos por los receptores del GPS y los sensores se utilizan para determinar

varias estadísticas sobre los objetos y/o para realzar una presentación video de los objetos. En una encarnación, los datos adquiridos se utilizan para determinar las posiciones tridimensionales de los objetos, para determinar las posiciones de las imágenes de los objetos en un vídeo y para realzar el vídeo por consiguiente. Un uso del modelo de la actual invención está con un sistema para seguir los automóviles en una raza. El sistema determina estadísticas sobre los automóviles y realza una presentación video de la raza.

(en lo que concierne KN: Verificador de la atención)

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Activador de la proximidad G107

Más investigan necesario. Ver la parte: Picosegundo-Zona

Cualquier dispositivo (del portable) se puede activar/desactivar por la proximidad. ¿Existe?

El sistema o la máquina requiere a (esclavo) GPS/RFID para funcionar (según lo programado). El esclavo puede (en parte) ser desarmado siempre que se haya practicado una abertura un protocolo de acceso.

- Los parámetros determinados (localización del usuario) necesitaron acceder/los sistemas del uso.
- El vendedor de la característica intelectual protegió licencias de la invención él de trabajar solamente en zonas señaladas. Puede haber limitado o ningunas funciones en otras zonas. (Las funciones del ahorro de vida pueden trabajar por todas partes, e.g: llamando 911 en el teléfono celular).

El sistema G108 predice quién comprará lo que y donde:

La invención compara las características de compra de compradores señalados con pronto para ser productos lanzados. La vecindad, más donde hacen compras y para qué eligen a los compradores. Patrones encendido basados las características de la compra del comprador los últimos se comparan a las características del nuevo producto.

- Métodos de la predicción: Las probabilidades matemáticas para las ventas, se dan, o al grupo de individuos. Anotan a los compradores también para que su buena voluntad intente nuevos productos en la categoría general en de la cual el nuevo producto viene.
- Los minoristas importantes pueden controlar los precios altos que practicarán para esta información, y que no los competidores pueden utilizarlo. El sistema integrará la información de bases de datos diversas.
- El nuevo software de la localización de almacén puede mejorar localizaciones ideales de punta.

¡- Más!

Pistas del sistema donde los usuarios hacen compras, con lo que compran. Cuando las demostraciones del GPS ellas están haciendo compras en los almacenes (no la parte del sistema de seguimiento (cooperativo)), calibrará cuánto tiempo hicieron compras allí, junto con (qué compraron si el Info está semi-disponible). Por ejemplo, GPS en su dispositivo portable, o en el coche en el estacionamiento - demostraciones donde están compras (fuera (w5 señalado) de la red mercantil).

--Reformulado: (Consumidores que se ofrecen voluntariamente para un descuento) recibe a dispositivo (libre) del GPS/del seguimiento. Hacen todas sus compras/actividades (con las mismas compras o de la tarjeta de crédito); y o exploración en todos los recibos (de papel).

-

Cultivo de la base de datos:

El analizador del `compara' cuentas' integra (UIP relacionado) las bases de datos siguientes:

- preferencias de consumidor: qué dicen que quieren/como/que pueden permitirse (los productos o los servicios) disponible, y lo que compran realmente. ¿Por qué cuenta emparejan?

- nuevos productos (y sus características) (como concordable con las preferencias del UIP por usuarios/consumidores en sistema/base de datos.

-

Analizador de la ruta del recorrido y del comportamiento:

- almacén/negocio/selección de la localización de la oficina (software) - nuevo selector de la localización de almacén: la base de datos del pasado que compraba comportamiento utilizó (para esa zona). La invención puede ahorrar cada nuevo arranque de la localización menos o más que $1M por la localización. ¡Precio tan costoso del software posible!

- la base de datos para las zonas con el Info disponible, se puede extrapolar y emparejar con otras zonas/áreas con menos (UIP relacionado) Info disponible. El sistema entonces predice (para qué Info falta) en nuevas localizaciones (del almacén posible), (y completa por consiguiente/o dirige a usuario para conseguir el Info necesario).

-

Ventajas para el usuario/el consumidor:

Descuentos, cupones (del special) y ofertas.

- el usuario puede (en su opción (w5)) hacer que el sistema sugiera la' guía en cuanto a de lo que pudo tener gusto más el usuario de comprar, hacen, ven, experimentan, etc. hace buscar lo que quiere uno mucho más fácil.

-

Seguimiento de métodos: GPS/PS, formas (electrónicas) de pago (almacén (descuento)

- Diagrama: Los usuarios = siguieron el' comportamiento analizado = analizador comparan las características/Info de (los compradores/los vendedores/los fabricantes/el departamento Info de las estadísticas del gobierno/del crimen/de los patrones de tráfico/del planeamiento de ciudad' predijeron (las tendencias)) = guías (vendedor/abastecedor/gobierno) en cómo a (el mejor (maximizar) beneficio/hace algo.

-

TM: Perseguidor del comprador, perseguidor que hace compras

Patente 7.002.579 de Estados Unidos

Olson 21 de febrero de 2006

Pantalla dividida GPS y tacógrafo electrónico

Extracto

Esta invención enseña a un método inventivo para seguir datos del viaje en lo referente a la posición geográfica para un vehículo. Los primeros pasos en el método implican datos del viaje de la grabación periódico y la posición geográfica de la grabación periódico. Cada grabación de datos del viaje es con impresión horaria. Cada grabación geográfica de la posición es con impresión horaria. El paso siguiente está ahorrando los datos registrados del viaje y la posición geográfica a una base de datos. El paso final en el método inventivo está exhibiendo gráficamente los datos del viaje y la posición geográfica, en función de tiempo, de la base de datos. Esta invención también cubre un aparato y un sistema para realizar el método inventivo

Patente 6.992.619 de Estados Unidos
Harrison 31 de enero de 2006

Uso de satélites de colocación globales (GPS) de descubrir y de seleccionar servicios locales

Extracto

Un método y un aparato para asociar la información de localización que corresponde a una localización geográfica a la información sobre los servicios disponibles en la localización geográfica. La información se puede almacenar en una base de datos para el uso subsecuente.

Patente 6.850.844 de Estados Unidos
Walters, y otros 1 de febrero de 2005

Dispositivo portable de la navegación con capacidades del GPS integrado y del cómputo muerto

Extracto

Los aparatos, los sistemas y los métodos se proporcionan para los dispositivos portables de la navegación varia funcionalidad de colocación integrada. El aparato incluye un dispositivo electrónico portable que tiene un procesador en la comunicación con una memoria. La memoria se adapta a los datos relacionados navegación del almacén. Los datos relacionados navegación incluyen datos cartográficos incluyendo un número de localizaciones y los datos indicativos de carreteras de una pluralidad de tipos que conectan las ciertas de las localizaciones. El dispositivo electrónico portable incluye un receptor del GPS adaptado para comunicar con la memoria y el procesador. Y, el dispositivo electrónico portable incluye un componente del cómputo muerto, incluyendo un girocompás de la tarifa, un podómetro, y/o un acelerómetro adaptado para comunicar a la memoria y al procesador.

Patente 6.484.095 de Estados Unidos
Wong, y otros 19 de noviembre de 2002

Operación del vehículo y sistema de grabación de la posición que incorpora el GPS

Extracto

Un dispositivo posicional de la grabación del en-vehículo registra las posiciones de un vehículo móvil en un medio de almacenaje mientras que el vehículo está funcionando. Los datos posicionales almacenados se recuperan más adelante para el análisis subsecuente. En una encarnación, el dispositivo de la grabación incluye una unidad de control, un interfaz a un receptor del GPS y la unidad de almacenaje. Las técnicas de compresión de datos se pueden utilizar para aumentar el número de expedientes que se puedan almacenar en la unidad de almacenaje

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Olson 21 de febrero de 2006

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Walters, y otros 1 de febrero de 2005

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Extracto

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incluyendo un girocompás de la tarifa, un podómetro, y/o un acelerómetro adaptado para comunicar a la memoria y al procesador.

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Guía de G109-3E-170 UIP GPS
¿Bastantes aspectos únicos? Sostenerse de la comercialización para ahora:

Se demuestra el usuario de la información quiere. Las patentes existen.
- Trazar demostrar (cuál es a continuación traga la trayectoria/el camino) características/elementos/colores/los estilos que emparejan el UIP del usuario.
. - el usuario pellizca los programas de GPS/UIP para conseguir diversos resultados
- Sistema de la opinión del picosegundo (GPS): La exhibición demuestra más que apenas mapas. Demuestra:
- (3 dimensionales) vistas visuales de exactamente qué el área a continuación mirará como será tan más fácil encontrar el lugar necesario, eg.: almacén en bloque apretado.
- el analizador visual del `entiende se está viendo qué.
Patente 6.502.032 de Estados Unidos
Newman 31 de diciembre de 2002

Sistema de navegación urbano del GPS para las persianas
Extracto
Un sistema de navegación mundial que dirige activamente peatones y fuerzas ocultos de los militares/de policía. Este sistema utiliza el sistema de navegación mundial del DoD (GPS) para proporcionar la posición y la navegación del usuario a la exactitud del centímetro. Las peticiones de la actual posición y de la navegación son digital celulares llamadas por teléfono a una "estación base central" donde los datos se correlacionan con una base de datos automatizada del mapa que lleve a cabo nombres y coordenadas de localizaciones específicas,

tales como calles; intersecciones; semáforos; hospitales; cuartos de baño; teléfonos públicos; y disposiciones internas de edificios y de instalaciones importantes, en regiones seleccionadas, ciudades, y vecindades. El sistema funciona por el usuario que entra en la destinación deseada en unidad de mano vía software del reconocimiento vocal o que usa el teclado de Braille. La unidad de mano entonces transmite señales basadas en los satélites (PP) del GPS de la actual posición y la destinación deseada a una estación base que contenga el sistema informático del GPS de la calidad de la base de datos y del topógrafo del mapa.

Patente 6.502.032 de Estados Unidos

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G110-7J12 GPS basó a intérprete de la lengua para los viajeros:

La invención interpreta y ajusta su comunicación en el dialecto local. Corrige las palabras y la tonalidad para la ocasión. Los imitadores del sistema con cómo la gente habla naturalmente diferentemente dicen a niños, o a clientes potenciales. Estadístico, los visitantes establecerán un mejor informe dejando el acento de Brooklyn, cuando en un partido en el Greenwich Village de Manhattan. La invención también se adaptará a la personalidad del usuario basada en la programación de la información de usuario. Esto será especialmente útil en Japón donde están populares las invenciones que ayudan a inducir armonía. Criaron al inventor principal, Steven Kays, en Tokio.

Sobre la visión - reescrita: La lengua y o el dialecto usado puede ajustar automáticamente a la localización. Por ejemplo: Si usted habla Yiddish pero poco inglés, después interpretará sus palabras habladas/texto

(mecanografiado) en los dialectos de Brooklyn o de Manhattan, y le ayuda cupo a la derecha adentro con los locals menos viajados. Puede funcionar sin saber dónde y cuándo ocurriría el cambio de los dialectos geográficamente haciéndole el ideal para los turistas. Hace las comunicaciones y la vida más simples, creando más armonía (más importante en culturas asiáticas/japonesas). Grande para el mercado japonés - el inventor principal creció en Japón.

-

El estilo señalado de la comunicación cambia posible para la gente/los grupos en:

Negocio; uno o más gente allí; tipo y nivel de interés/de experiencia en algo; escalas de edades; cómo está ocupado son (conseguir más al punto con ellos), o nunca conseguir a los puntos verdaderos (como algunos Californians tontos ha ha).

- Estilo del negocio: el usuario está en un ajuste del negocio (el usuario de las demostraciones de GPS/PS está en piso del camino, o del Empire State 51.o de la colina de la arena.
- Escuela primaria contra campus universitario: se ajustan el vocabulario y las inflexiones.
- Para hacer que él más natural, el sexo del usuario, el estilo de personalidad (del uip) como inflexiones y el dialecto, o aún y el acento insertado que (normalmente) son incluidos en un nativo no de la lengua señalada (ha ha). Las versiones cómicas también pueden exagerar cualquier voz/lengua humana sabida, estilo/la desviación, la lengua, el dialecto, el etc
- Comunicar con el animal señalado (basado en estudios zoológicos de la comunicación). El usuario escoge de vocabulario de a/de directorio y de sub-directórios (limitados) del mensaje. Basado encendido: UIP del usuario, del animal, del tipo usuario animal o entradas del va de las'. Versiones cómicas también.
- unidad emparejadora del comportamiento: el analizador del comportamiento del discurso/de la persona/del grupo que es hablado a, ayuda a alcanzar la comunicación que puede recibir una cuenta más alta para cómo empareja sus comportamientos/intereses/humores/psicología/nivel de enseñanza.

--relacionado con cualquie producto/nuestras invenciones que emparejan a uno o más gente con la otra gente y o tareas/intereses.

Características ajustadas relacionadas de la guía del GPS: dirige a usuario a la localización señalada con el mapa visual, más instrucciones adicionales.

- Transmitir electrónicamente al dispositivo del GPS del visitante las instrucciones de una tenencia del archivo electrónico.

Las instrucciones (para el usuario) incluyen:

- El mapa cambia el Info visual mientras que el usuario se acerca a la localización señalada.
- El texto que explicaba el Info señaló a la localización y qué usuario necesita hacer en el lugar. Ejemplos: palabras de la precaución; cómo actuar; no no político corregir, solamente partes (no demasiado frescas) cuestionables de la ciudad; qué a pedir de cabina de la estación de tren Info.
- Declaraciones puestas en palabras:

--Cuando el usuario viaja a los países extranjeros: El usuario toca el icono de la pantalla aplicable que entonces pone en palabras el Info en lengua local.

--la conversión de la lengua/las funciones de las características ocurre (automáticamente) apenas estando en la zona aplicable (incluso mientras que vuela en el aeroplano sobre varios países (del europeo).

--Las declaraciones/los usos de la muestra después del usuario dejan aduanas francesas del aeropuerto:

Anuncio---Paso 1:

"Busco una feria del autobús/del tren del viaje de ida y vuelta del aeropuerto de Charles de Gaulle a París con una fecha de vuelta abierta. Busco el tren siguiente. Pagaré por de la tarjeta de crédito."

---Paso 2:

"Anotar amablemente en un papel separado la hora de salida, y número de vía"

---Paso 3:

"Gracias. Señalarme por favor en la dirección de la plataforma". El GPS del usuario debe dirigir a usuario de allí.

---Esta función ayuda a reducir la necesidad de coger a su visitante en el aeropuerto.

----Diagrama: Anfitrión (poder) enviar el file= electrónico vía (Internet) = receives= receptor después transferencias a su GPS portable (vía frecuencia infrarroja).

- La invención se podía prestar por las compañías en la industria de recorrido: agencias de viajes, líneas aéreas, hoteles, compañías del alquiler de coches...

- Cambiar la programación y los datos entrados, y el mismo dispositivo puede funcionar para las diversas localizaciones, culturas e idiomas.

- las ayudas del ajustador del dialecto compensan: audibilidad pobre para los oyentes debido a la calidad del sonido (osc), y o de las distracciones del sonido ambiental.

- reducir al mínimo la interrupción/la distorsión sin hilos, sistema de la señal pudo necesitar una corriente constante de señales relacionadas localización, antes de determinar la localización (del general) ha cambiado.

- el usuario puede seleccionar de los nuevos/corregidos menús, basados en su zona. Eg. ; las opciones relacionadas culinarias pudieron aparecer en Italia, pero no en Dakota del Norte funcionado por licencias del alimento.

-

Características relacionadas:

- conversiones monetarias para ese país. Incluso agrega extraordinariamente a lo que piensa es un precio de compra normal basado en la localización, eg.: centro de la ciudad o suburbio.

- UIP de los usuarios usados (para (no) emparejar.

Sistema de la contraseña de la proximidad G111

Moverse al proyecto de la Picosegundo-Zona. Ahora no poner.

Usos de la seguridad:

Los dispositivos portables pueden abrir una sesión solamente cuando están en el lugar correcto, y o marco de tiempo.

- ()/El acceso (del esclavo del Portable) relacionó los dispositivos, puede comunicar solamente/accede/función cuando están en la zona correcta.

- Cada zona tiene secundario-zonas. Diversas secundario-zonas tienen sus propios privilegios de acceso. El usuario necesita saber el punto dulce para conseguir el acceso/o hacer lo que él quiere. Eg.: pueden tener acceso solamente a ciertos archivos de la red (del ordenador portátil) en 10AM el sábados, y cuando 100 metros de noreste de los sensores del ordenador principal.

- Los productos pueden conseguir solamente on/function dado vuelta cuando en el lugar correcto. ¿Patente existente?

- Ésta es otra forma de una contraseña, basada en el tipo acciones contra apenas tener una contraseña mecanografiada, hablada o biométrica más común. El acceso de la proximidad es a menudo bueno como medida de seguridad adicional, por ejemplo a formatos más tradicionales de la contraseña.

- Los requisitos (w5) deben ser cumplidos.

G112

El tipo de comunicación es determinado por la localización. Se relaciona con el sistema de la contraseña de la proximidad 1G11. Ejemplos:

- La opción de la frecuencia/canal de la telefonía (de la radio) utilizó

- Cuando en la función" de la localización "Y" de "X es posible. "Y" es cualquier acción electrónica que requiera simplemente una señal de activar. Cualquier función de la invención en la solicitud de patente puede ser accionada siempre que un teledirigido/un disparador esté en el punto dulce señalado.

Archivo: Zona de los localizadores/picosegundo

Invención de la proximidad del GPS

(Nombre de parte: Integral de la Picosegundo-Zona a este archivo)

Los sistemas dicen a usuarios qué está sucediendo y donde.

-

Aspecto de la herramienta de comercialización de la proximidad del GPS:

Caminata por el almacén: las difusiones comunican (oscilador) cuál está disponible (UIP que empareja). - informa al usuario sobre lo que él quiere, eg.: Artículos de la venta. Ver la ayuda de las compras de 7J07 UIP.
- dice qué salida de la carretera a tomar
- la base de datos del inventario del almacén (RFID) empareja para arriba.
- poner la lista de compras (de la Navidad) en unidad.
- el usuario controla la invención: se quiere qué; cómo cuando y donde están (comprar) W5 entrados en contacto con.
- el usuario consigue la publicidad basada en donde están. Eg.: el teléfono celular se da libremente o para menos dinero si viene con esta característica.
--El teléfono celular co como compra de la Virgen el tiempo de aire (al por mayor), y la da hacia fuera a sus clientes.
--necesitar de la tarjeta de crédito que empareje el nombre de usuario para conseguir el teléfono.
- TM: Comercialización de la proximidad
-

Las patentes/existen:
+ patente de los E.E.U.U.: Portal terrestre 6993554 del recorrido. Dispositivo del planeamiento del recorrido. Estados donde están los almacenes, pero no qué se almacena en esto. Proporciona un mapa basado en necesidades predeterminadas. El extracto es fácil de leer.
- Información de la reservación del recorrido US5948040 y sistema de planeamiento.
- Existe - el GPS ruso - Glasnoss
--utilizado por los dormilones del toro para calificar la tierra, basada en el nivel/la altura Info GPS da.
- Las compras trazan apretado más con patentes que el usuario que consigue el Info en el estado de qué está sucediendo donde está el usuario en aquel momento.

MÁS:
Un territorio con los límites creativos para ponerlo simplemente. Detalles:
- Dimensiones: Un área señalada con [cañería] límites cambiables/definibles en dos dimensiones. En formas elaboradas hay 3D, e incluso con 4D/5D/6D etc con otras dimensiones incluyendo: W5 (qué, donde, porqué, cuando y cómo) como época (de la ocurrencia). El área también se ocupa según de su distancia del punto de la perspectiva. Uno o más localizaciones señaladas = que tienen concerniente cómo el sistema reacciona/funciona.
- Una zona se puede determinar por [nuestro] sistema de colocación [GPS], siguiendo, W5 (qué, donde, porqué, cuando y cómo) que algo fue alcanzado, %' del analizador del comportamiento (acciones señaladas `(sugerir) una localización/una dimensión asociadas).
- Las restricciones y o las capacidades funcionales y o siguiendo se asocian a menudo a la zona en la cual el elemento [móvil] de a está situado.

- + la zona y sus características conectadas está llegando a ser rápido más importantes en el mundo móvil tecnológico avanzado, y nuestra otra patente pendiente, y las invenciones próximas [atadas a esta solicitud de patente].

OTRO:

. Ver el número de la invención 3E150:

. Mecanografiar las localizaciones y cómo "anotó": ojo de toros: Como los círculos concéntricos, más cercano a la diana que representa la localización señalada, más alta es la cuenta.

- Colmena: diversos puntos esporádicos pudieron ser las mejores localizaciones. --en este caso las células centrales tienen grados más altos, las células vecinas pueden tener 50% del grado de la mejor célula, la grada siguiente hacia fuera que tiene el 25%, y después hacia fuera cero, y siguiente hacia fuera, menos el 10%, y así sucesivamente. Diversas células centrales pueden tener cuentas de diferenciación.

- buñuelo externo del anillo: cuentas más altas para "señalaron" distancia del punto centralmente medido.

- altitud: medido en el milímetro (medios multi) o el kilómetro

- ángulo: eg.: 45 grados del punto centralmente medido. Esto se puede combinar con distancia "señalada".

- profundidad: debe ser below o cubierto por algo (de sustancia señalada/de grueso; o cubrirse y de cierta distancia de la cubierta). Eg.: material enterrado "que busca".

- zonas múltiples: dos o más zonas "señaladas" deben ser activas/activadas/ocupadas: simultáneamente/en "orden y la sincronización señaladas" (el accessor de la trayectoria camina físicamente).

--cada "k" (llave) puede representar una zona. La "orden y la sincronización" de su ser activated= crea un patrón. La "llave" es un área muy amplia de usos. Ver: "componer", "ruta", "pista".

+ Picosegundo-Zona del `: funciones de límites por la localización del system; utiliza la localización para hacer cálculos necesarios, ajusta a las necesidades del u (adaptarse); las capacidades de u (usuario) /sys (sistema) son limitadas/efectuadas por su localización - consideran KN, "ranurador": localiza el then= recupera el data= necesario para esta subparte.

+ Picosegundo-Zona: El movimiento físico del usuario/r (teledirigido) acciona señales adicionales.

Este sistema de diferenciación puede co-función con (con) las funciones de la "inclinación" que crean la mayor diversidad del movimiento (reacciones/acciones). El movimiento hecho por el jugador puede representar (uno o más jugadores en juego) (principalmente para la versión del wa (caminata alrededor) de N, o la Picosegundo-Zona se aplica a la porción (teledirigida) de r de sistema de N (invención); % localización física del jugador: las necesidades de ser cambiado para el usuario más con eficacia al juego del triunfo (que desempeña su papel en juego), jugador pueden girar mientras que guarda su establo de las piernas (en granangular), el usuario se sienta, solamente su posición cambian un poco como tuercen su cintura, o mueven el dispositivo portable (pedazo del juego) con sus manos/brazos; multa - adaptación de la localización provechosa, eg.: vía el GPS no actual)

--La Picosegundo-Zona agrega la dimensión adicional a la inclinación. Eg.: la señal #1 de a] creó cuando el palillo está en la posición del mediodía y en la esquina correcta muy delantera del sitio, la señal #30 de b] creó cuando el palillo en los mismos ajustes de la posición y de la llave del mediodía, es 0.5 metros más alto y 1

metro a la izquierda del centro del sitio, c] el mismo #b del anuncio a menos que el interruptor en una llave cambiara - > causa la señal #120.

--Picosegundo-Zona = "inclinación": funciones como nuestra invención adoptada por Yamaha, en que cualquier movimiento del cuerpo/el movimiento de la inclinación genera señales. +VR.

Aspecto de la guía del recorrido del GPS: existe

- Aprender qué se asocia a cualquier objeto y o a la localización asociada (zona). Usuario (caminatas) en la orden desean entre las localizaciones. En la localización señalada, el sistema. Guía a pedido del recorrido. Comunicar/oscilador/educan sobre cuál está allí, eg.: significación histórica de la casa; Info del árbol viejo.
- Guía del GPS del `
- selecciones del usuario de la enciclopedia del Info: demuestra todo el Info disponible, o seleccionado por el asunto (selecciones del usuario).
- imaginarse el caminar alrededor de Washington, C.C.
- `Educativo/guía: adapta el Info a las capacidades del usuario, intereses, necesidades (aprender).
- . - traductor/intérprete de la lengua.
- servicio del grado: restaurantes, almacenes, hoteles, etc. Algunos establecimientos do/do no tener grados.
- de las ayudas (silla del sitio/de rueda) deteriorado.
- cosechadora con el otro GPS Info: altitud

Dispositivos de los niños:

- (de) son activados por zona, eg.: escuela, o dondequiera después del tiempo de la cama

Música que escucha;

- los sonidos del programa a (no) se oigan basaron en zona. Eg.: oír la música nostálgica al conducir por su escuela primaria vieja; o sonidos del pep al acercarse al trabajo.

Dechado móvil del GPS:

Muestra cuál está disponible basado en zona.

- Usos:

--Qué música is/was jugó en las barras, los clubs de la música dentro de áreas señaladas. TM: Dechado de la venda de la música del GPS.

--Coger/escuchar/ver/proceso cualquier audio/representación visual/otras señales que puedan emanar de localizaciones señaladas.

Material de la Picosegundo-Zona a partir de los mediados de años 90 al presente:

regulador de la zona 3E-150: La localización se correlaciona con funciones aplicables; el punto en el globo señala al analizador del GPS en la ayuda determinar funciones aplicables, esto se puede correlacionar con el "UIP" y "M". Cualquier o función múltiple del sistema puede ser restricta y o extendido basado en las localizaciones para uno o más de los sistemas (múltiples) ("portable") las piezas.

- Acordando a la localización/a la distancia, el sistema puede y o no puede hacer ciertas funciones.
- Usuario de las guías/dispositivo (vehículo, objeto móvil). El usuario/el dispositivo debe permanecer en cierta trayectoria o el picosegundo transmitirá señales así que el usuario/el dispositivo es /system "notificado" corregirá automáticamente a piloto (sistema rector automático).
-

el sistema funciona solamente completamente en Manhattan, y está solamente en modo del receptor mientras que en la isla de Staten.

- utiliza 3E151
- D: localización/"circunstancia" (del cambio) = analizador/gps/sensor/c = c/m

. USOS:

- DB costoso del acceso del can't fuera de áreas particulares, o paga más arriba en tal caso.
- # de las aplicaciones para que esta necesidad de N sea aumentada/disminuyó zonas señaladas w/in.
- Monitor inteligente 2E251

+ notificador móvil de la localización del teléfono 3E010; encargado de registro de 3E020 GPS; otro + KN: usar "distancer", y "picosegundo", y piezas del "GPS".

- Palillo 5E020 de R

+ "ruta":

--Los datos encaminaron a los u la unidad (portable) (parte de un sistema más grande) efectuada por la localización del u. Los datos incluyen: "DB"; "tener acceso" a los sistemas del picosegundo (u puede conocer o dar hacia fuera su localización).

--Interruptor: funciona limitado

- "entretener" y "juego": sus funciones/opciones pueden ser limitadas/extende)

---OTD D: U = este sistema de N (funciones efectuadas (limitado/ampliado) por la zona del sistema/de u w n (parte)) ~ C =

ACCESO (); ANALIZADOR (); CÁMARA (2e251); CARRO (puede ser utilizado/ser insertado solamente en zonas limitadas); EDIT (); EDUC (); K (señalada las llaves ser tan limitado); M (señalado DB ser tan limitado); MIC (expedientes basados en zona de la fuente de emisión sana/sistema/u); MES (); RATÓN (); MULTIUSOS (cierto u puede utilizar solamente el sistema en zonas limitadas); NR (/no función); OSCILADOR (/no función); Banda (la zona es uno de los requisitos para el "acceso" al trabajo: tener acceso para alterar el interruptor del sistema; cortan las opciones para los piratas informáticos de computadora); Q (se no hacen caso/o no se permiten ciertas preguntas subir); R (funciones vía limitable teledirigido); RANURADOR (); CUENTA (las ocurrencias w5 = anotado/usable/visible por u/el sistema); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO ();

ESTÉREO (); SYNTH (); TDS (ocurrencias de los relojes cuando sistema en zona señalada); Restricciones entrantes/salientes de T (de la comunicación; "acceso");

--INCLINACIÓN: Las restricciones se aplican; las señales generadas (por la inclinación) se pueden interpretar diferentemente según la zona,

---eg.: las primeras 10 o 100 señales potenciales (creadas por la inclinación) se interpretan diferentemente. D: El sw/db archiva = asoció w cada differently= "encaminado" manejado are= de la señal según la zona.

TR (las transmisiones pueden no ir a través); PISTA (mayor seguimiento basado en zona); U (cada uno/cierto u puede utilizar el sistema w/in señalado las zonas); UIP (compilación del DB efectuada por zona; el uip consigue la entrada de datos solamente de ocurrencias en zonas del sistema; el uip se permite influenciar/el sistema del control que tiene sus piezas aplicables en zonas del sistema); UQ (algunos o todo el respondible de q basados en zona); ANALIZADOR VISUAL (imágenes de los estudios recibidas de fuentes señaladas. Fuentes definidas como: "CID"; zona; mecanografiar el sistema; mecanografiar el interruptor); VR (cualquie función "portable" limitable); WA (cualquie función "portable" limitable).

--OTD T D: T (U (comunicador)) = "Picosegundo-Zona" (ciertas funciones del sistema son limitadas/extendidas basadas en la localización del ~ de u/(portable) del sistema (unidad) C = ACCESO; CONTESTADOR AUTOMÁTICO; ARTISTA; BALANCE; BVA; CID; CÁMARA (LENTE); CARRO; PALMADA; COMPOSICIÓN; CONFERENCIA; EDUC; FS; JUEGO; ASIMIENTO; DE RECUPERACIÓN DE LA INFORMACIÓN (u/el sistema necesita estar en la zona señalada "a tener acceso"); K^; LOCALIZADOR; M; MIC; RATÓN; P.M.; MULTIMEDIAS; MULTIUSOS; NOTIFICADOR; NOTIFICACIÓN DE LLAMADA; Paladio; PORTABLE; Banda; IMPRESORA; R; RANURADOR; S; CUENTA; ANALIZADOR DE SONIDOS; ESTÉREO; SYNTH; TDS; TELEFONÍA INTERSISTEMA DE TRANSFERENCIA; UIP; Reino Unido; ANALIZADOR VISUAL; CORREO DE VOZ; MODULADOR DE LA VOZ; VR; WA. = [las partes anteriores después del "OTD T D" son parte de este diagrama, con las cuales interconectar/control/comunicación del efecto] = (múltiplo): T (U (comunicador)) /Usuarios/%Sys.

. Misceláneo:

- Esto es una subparte: Zona del "picosegundo" -; ¿o cubre quizá toda la Picosegundo-Zona también?
- Estrategia de búsqueda de la patente: #1] GPS. #2] GPS y (la zona o la división o las zonas o restringen
- OTD general D: U = este ~ del sistema de N (Picosegundo-Zona) C = TENER ACCESO (acceder solamente cuando en zonas (alterables) señaladas); ANALIZADOR (); AP (vr, R); ARTISTA (movimientos del convertido en gráficos: investigación general, forma artística nueva); VAGOS (movimientos del estudio de animales/de la gente = de UIP/"analizador"); CARRO (); COMPOSICIÓN (los movimientos = generan música: KN Yamaha Miburi); MULTIUSOS (cada u tiene zonas de diferenciación); NR (cuando las salidas/entran en de u zonas señaladas); OSCILADOR (); Banda (); Picosegundo (); Q (u pregunta cómo está cercano están en las zonas deseadas (siguientes) de los metros); R (); SENSOR (movimiento); + INCLINACIÓN (); PISTA (donde u is/goes/went y otros elementos w5); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); %WA ().

- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

. OTD D: U = este sistema de N (Picosegundo-Zona: funciones efectuadas por "zonas señaladas"; ~" de 1J010 del " analizador del movimiento NR= del cuerpo) C =

Movimiento NR del cuerpo -1J010: (los ángulos y los modos del movimiento de cuerpo son señales adicionales)

. - 1J080 hielo NR: ()

Movimiento NR 1J010 del alternador -4E010 = del cuerpo: (el "sensor" "anota" la actividad del "ejercicio" de u para: las calorías quemaron; la energía creó (para la batería); movimientos preferred sugeridos del cuerpo que aumentarían el nivel de batería que acciona para arriba, eg.: el tipo #1 (baile popular) del movimiento crea el 153 por ciento más energía que #2 (que camina abajo de las escaleras)). VR, movimiento "sensor".

Sistema del acceso de la entrada de la imagen -4E030: (crear los movimientos señalados para crear las señales deseadas que funcionan con el "acceso", es decir los movimientos del cuerpo, como dibujos y contraseñas son señales (para el acceso))

Palillo teledirigido -5E020: ()

Interruptor de la dislexia -5G061: (las imágenes y el oscilador experimentados son efectuados por cualquier señal creada por U, eg.: 1J010)

Notificadores del PVC -7G050: (el movimiento excesivo del cuerpo causa NR cuando las situaciones requieren menos movimiento del cuerpo, eg.: las sustancias nocivas (los gases) en aire no se deben respirar en gran escala)

-7G052 dobló el notificador llano: ()

progresos adicionales extensos de +-see a la Picosegundo-Zona, eg.: 3E150, 3E151, 3E152. Éstos se programan para la extensión importante a partir de la 10/95.

+ todas estas invenciones son muy relacionadas: notificador móvil de la localización del teléfono 3E010; encargado de registro de 3E020 GPS; 3E150 "Picosegundo-Zona"; correlador y regulador de la circunstancia de 3E151 GPS: ; localizador de 3E180 GPS; sistemas de facturación de 3E190 GPS; suplemento de interior de 3E210 GPS:

---sobre la parte cortada y movió aquí 9/95--

oooooooooo

regulador audio de la zona 3E-160:

- Comunicar (oír o hablar) con las capacidades basadas en la localización del usuario. Usos:

--el usuario oye ciertos sonidos/comunicación basada en su localización y o el acceso de la identidad (RFID). EG.: el usuario recibe señalado/necesitó la comunicación (del intercomunicador) basada en quién y donde están (W5).

--el reconocedor visual del `identifica la persona/el objeto con o sin otros modos de identificación como RFID/el acceso.

- (Auricular sin cuerda) (GPS) sistema: Oír cualquier cosa (voz, música y u otros datos) en su auricular que tenga una cuerda o sea sin cuerda, u oírlo vía altavoz). (Diversas zonas permiten diversas (oscilador/micrófono/comunicación) funciones audios).

sistemas de facturación de 3E-190 picosegundo: pagar uso de cualquier producto o mantener según: donde la pieza atada/conectada de GPS va/viaja; # horas usadas; su uso según w5 (como "P.M."). Ap: alquiler de los productos (cortacéspedes de césped, planos, barcos, vehículos); precios de servicio de entrega (distancia incluyendo y el tiempo del modo que camina - pueden estar en diverso cálculo de la facturación, eg.: más costoso); uso de juegos (al aire libre).

sistema de dieta del comprador/picosegundo de 3E-200 picosegundo:

Estados que los alimentos están disponibles y donde. Si usted va a la diversa provincia o país, el selector del menú y las listas de compras sugeridas cambian por consiguiente.

- Aplicaciones los sistemas de dieta generales de 2E-010.

SECCIÓN de PS-ZONE - quizá menos importante:

Ver el número de la invención 3E150 (movido a IMI& "picosegundo").

. Mecanografiar las localizaciones y cómo "anotó":

- ojo de toros: Como los círculos concéntricos, más cercano a la diana que representa la mejor localización, más alta es la cuenta.

- colmena de la abeja: diversos puntos esporádicos pudieron ser las mejores localizaciones. --en este caso las células centrales tienen grados más altos, las células vecinas pueden tener 50% del grado de la mejor célula, la grada siguiente hacia fuera que tiene el 25%, y después hacia fuera cero, y siguiente hacia fuera, menos el 10%, y así sucesivamente. Diversas células centrales pueden tener cuentas de diferenciación.

- buñuelo externo del anillo: cuentas más altas para "señalaron" distancia del punto centralmente medido.

- altitud: medido en el milímetro o el kilómetro

- ángulo: eg.: 45 grados del punto centralmente medido. Esto se puede combinar con distancia "señalada".

- profundidad: debe ser below o cubierto por algo (de sustancia señalada/de grueso; o cubrirse y de cierta distancia de la cubierta). Eg.: material enterrado "que busca".

- zonas múltiples: dos o más zonas "señaladas" deben ser activas/activadas/ocupadas: simultáneamente/en "orden y la sincronización señaladas" (el accessor de la trayectoria camina físicamente).

--cada "k" (llave) puede representar una zona. La "orden y la sincronización" de su ser activated= crea un patrón. La "llave" es un área muy amplia de usos. Ver: "componer", "ruta", "pista".

Archivo: Localizadores/picosegundo de características
Funciones de sistema de colocación

Picosegundo:
La cubierta cualquier cosa de los sistemas de colocación usada para identificar algo es localización (del mueble). El GPS es un subconjunto en que cubre solamente la colocación de adonde ocurre la conexión basada en los satélites. RFIDs puede proporcionar la colocación de adonde no puede el GPS.

Picosegundo - Zona:
Las funciones de productos son dependientes en su localización actual. Ver el archivo separado.

Collar del GPS:
- choques (perro) cuando superan zonas. Mejor que poniendo los alambres subterráneos (como invención actual hace). Permite que el dueño del usuario/del perro señale zona deseada, incluso cuando cambia localizaciones.
- programa en nuevas fronteras de la zona cerca: perímetro que camina, e instrucción del GPS demarcar cuál es interior/fuera de la zona como siendo una buena/mala área.

Velocidad del GPS/cálculo de la conducción:
- Hacer cumplir los límites de velocidad. Existe.
- Hace que los conductores seguros permanecen en curso.
- fijación cualquier cosa/a cualquier persona: basculadores; caballos (de la raza); pájaros; objetos en el espacio (planos)
- el `notifica/los controles antes de que el vehículo/el objeto pase un borde:
--bebé (fijación al pañal/al perno)

Zonas de la información:
- los datos (convertidos) obtienen (capaz) sobre una zona. EG.: topografía; qué (W5) está sucediendo en una zona. EG.: la invención ordena al vehículo automatizado teledirigido que retrase cuando la tierra es escarpada.
- relacionado con la función audio del "look ahead". El reconocedor sano es parte de la "zona de la información".

Comparación del valor:
- El precio de compra medio pagó, donde, cuando W5. Con el Info del usuario/del abastecedor, la invención puede determinar si el usuario tiende a pagar en promedio más/menos que otros establecimientos. Para: gasolina, leche...

- Calidad del establecimiento. Restaurantes, almacenes...

Base de datos del GPS:

Compila toda la' información seguida disponible sobre qué sucedieron, donde y cuando (W5). Esta base de datos se utiliza en manera desginated.

Seguimiento dual del satélite de la constelación:

- cosechadoras Glosnass (tecnología rusa del GPS) con el otro (los E.E.U.U.) satélite del GPS (tecnología). Utiliza uno o más satélites cuando uno es inasequible.
- satélites alternativos usados para completar y para evitar el tiempo muerto en que los satélites (los E.E.U.U.) no son funcionales.
- Galileo: satélites europeos próximos.

Tipo señales:

- Las señales débiles de los dispositivos, pueden confiar encendido: torres (de la célula) que están más cercanas que los satélites; otros sensores (picosegundo).
- Otras señales: Diente azul; Señales de RFID

Misceláneo:

- Método y sistema de la patente US6995859 para la instrucción de una computadora: da instrucciones el GPS y las computadoras.
- UIP: estudios donde estaba el usuario adentro más allá, cuando, W5.
-Waves.com: software de proceso audio. Co israelí con software costoso.

Archivo: Localizadores/picosegundo de IMIS

SISTEMAS DE COLOCACIÓN - FUNCIONES CENTRALES

Las piezas del picosegundo simplificaron

El "SUPLEMENTO" = sistema del picosegundo puede ser utilizado cuando la azotea obstruye la comunicación basada en los satélites.

El "LOCALIZADOR" = encuentra el objeto, la persona o el animal deseada. Dirige los vehículos.

"PREDECIR que" = predice donde estará el objeto [w5]. Ver la cañería predecir la partición.

La "PISTA" = las pistas a donde el transmisor del objeto se ata va; más qué hace porqué, cuando y cómo.

"ZONA - el ACCESO" = usuario es acceso restricto según su localización. Asusta apagado, o atrae gente o animales fuera, o en de territorios. El subconjunto de "Zona-Función", por lo tanto solamente las invenciones cuya función principal es control de acceso se archiva aquí.

"ZONA - la FUNCIÓN" = las funciones señaladas ocurre en ciertas localizaciones.

"ZONA - el GENERADOR de IMAGEN" = mapa (cuerpo) de movimientos (tridimensionales) crea imagen.
Usos:
- Da instrucciones: cómo mover el cuerpo, por ejemplo en deportes; jugar a juegos (del ajedrez); tocar el instrumento musical; baile; patinaje artístico.
- "Acceso": las imágenes señaladas de movimientos permiten el acceso.

"ZONA - NR" = alarma ocurre cuando el objeto se va o entra en una localización.

Archivo: Localizadores/picosegundo de funciones de IMI

SISTEMAS DE COLOCACIÓN - FUNCIONES CENTRALES

El "SUPLEMENTO" = sistema del picosegundo puede ser utilizado cuando la azotea obstruye la comunicación basada en los satélites.

suplemento de interior de 3E210 GPS: Comparar el directorio I de w 3E210 adentro.
Notas de Q: Necesita más usos. <4, 3.5, 2, 1 - sabe poco de GPS>
=
Compensador basado en los satélites de la obstrucción del GPS. Un sistema de interior del GPS. Conocer la localización cuando la transmisión al satélite se bloquea. Localización entre las piezas de tierra múltiples determinadas vía "distancer". Distancer es el sistema de tres transmisores que determina la localización del transmisor específico bajo obstrucción del GPS, en relación a los tres puntos. La computadora central de este

tres puntos determina la colocación global vía la comunicación basada en los satélites, y la comunicación con las unidades móviles.

Usos: 1] Funciones dentro, puesto que las señales del GPS no viajan a través de las paredes. 2] Las unidades múltiples usadas cerca de los tres transmisores pueden ser manufacturadas sin los receptores basados en los satélites, ahorrando costes de fabricación. El sistema entero se puede mover con la computadora central móvil. 3] Interferencia de la manija de las ayudas de diversos tipos: cubierta de nube, dentro de una montaña. 4] Artículos que falta de la pista. Precios que caen, tamaños del producto de todos los productos que caen, por lo tanto más usos del GPS para seguir. 5] Animales de la pista y del monitor (vía los "sensores"), gente.

Dice a sistema donde está, en golondrina de mar, sistema el usuario responde o encamina señales por consiguiente:

- persona de las páginas (KN) sin la necesidad disturbar el edificio entero.
- Juegos: localizar a jugadores.
- El teléfono suena solamente en sitio o el edificio donde está el usuario. No requiere a la expedición de llamada o a recepcionistas que remiten llamadas. (Véase: KN).

Sistemas de seguimiento localizados. Esta invención combina con uno o más del siguiente:

1] Sensores del calor. 2] Sistema de Loran: cuadruplicar (más) el sistema para el envío. Con todo este sistema es más amplio en alcance. 3] Pseudo luces: los transmisores identifican la localización dentro con el uso del crujido de número. Como un sistema de seguimiento basado en los satélites de interior. 4] "Distancer" que alerta a madre cuando se va el niño. 5] Qué demostraciones de computadora para la localización de la unidad, y o el tipo de la actividad.

Problemas: El GPS es campo apretado. El satélite móvil del GPS es todavía abultado. Si al aire libre, el GPS necesita ser señalado hacia arriba, deteriorando ciertos usos. ¿Piezas costosas, pero disponibles?

Misceláneo:

- dice la unidad de sistema está en qué edificio; entonces donde dentro de ese edificio, eg.: piso; número de habitación; quién lo está utilizando cómo (vía: "tener acceso", uip; w5).

- Navegación de Trimble en el CA: no sabe de cualquier persona capaz de seguir dentro. (408) 481-8000.

- u pudo ir dentro y fuera de varios edificios, por lo tanto de valor en el lazo de w GPS global.

- este sistema se puede utilizar al aire libre. Propósito: mejorar la exactitud de localizar la posición. Aunque muchas compañías están intentando calcular cómo conseguir alrededor del bloque del militar ya.

- cada edificio tiene tipos de transmisores, por lo tanto u sabe qué edificios son en el wo que necesita un GPS.
- patentabilidad: combinando el GPS con los localizadores localizados, puesto que existe cada uno por separado.
- tr en la construcción en el mismo fq que con los satélites. Demostraciones adicionales de una señal en las cuales el edificio u está. El receptor del u hace la triangulación para determinar donde está (en relación al tr del edificio).
--La versión de interior es igual que el sistema del GPS del exterior, por lo tanto este no patentable solo. Sin embargo, cuando dentro, no saber dónde en lo referente al resto del globo. El edificio no se mueve, así que el edificio transmite constantemente su localización al receptor (u) - el edificio no necesita comunicar el satélite de w.
¿- FCC?
- el sistema también transmite donde se localiza u (rc). Rc codifica su localización y tr él.
- MK: sistema de la paginación; el recepcionista sabe a si deben paginar o accionar el beeper.
- LoJack: el localizador del coche, ayudas identifica donde robado. A mediados de los años ochenta quizá construidos.
- el conjeturar existe probablemente: u tr su localización.
. Los retrasos del satélite (artificial) son duplicados por el sistema (vía el tr del edificio) al receptor portable (gps). Rc cree que las transmisiones están viniendo del satélite.

- el uso para conseguir los coches robados mantuvo garages (públicos). El coche de los estados del sistema es in/somewhere en garage. Con todo, la señal del momento era sistema perdido sabe donde está el coche.

- el tipo localizador localizado depende del tipo uso.
- seguimiento de la persona.

- si el edificio no se engancha en este sistema más grande, después cuando los gps entran en el edificio/el área sobre cuando suelta el contacto w satellite/M, los gps saben donde está/era pasado. Entonces, puede comunicar vía uno de los teléfonos en el área/edificio. El CID real del teléfono usado deja a gps saber donde está área de w/in.
- los gps pueden utilizar quizá (cualesquiera) la línea de t para identificar su localización - por simplemente (estrellándose en la línea de teléfono).

- Existe quizá: El laboratorio de la física de Astro de Stanford Univ está investigando creando mayor exactitud de punta (para el aterrizaje de aeroplano).

- Sistema útil especialmente: reducir los costes (cada uno parte separada puede determinar más barato elementos de la distancia que vía los gps); facilita las situaciones donde la azotea o la otra obstrucción puede limitar la comunicación/el acceso con el satélite (gps).
- "Localizador" y "Distancer". Eg.:
- número de los estudios de u/de gente/de animales, para la investigación, ajuste de la HVAC (véase el producto relacionado de Mitsubishi según lo preparado en uno de los periódicos ingleses de Japón cerca de 92- '93).
- Localizaciones de [gente, animales y artículos termógenos (las máquinas, ennegrecen los objetos coloreados que calientan para arriba más que el ambiente en el sol)] identificado por los sensores del calor (cualesquiera hechos nunca por Takenaka Engineering Co, Japón). Las localizaciones exactas se pueden determinar por el análisis de sensores múltiples de modo semejante de: receptores múltiples de la radiofrecuencia que identifican objetos según lo explicado en estos papeles.

"LOCALIZADOR" = objeto, persona o animal deseada hallazgos. Dirige/dirige gente o los vehículos.

localizador del laser 3A480: Puntos del laser al objeto que es buscado.
Una característica principal para los juegos numerosos. El laser señala de vez en cuando en la dirección de la persona que juega al juego con el transmisor, así que usted puede encontrarlos.
- juegos de guerra: buscarse abajo, cuando el receptor en la correa se ha golpeado, que el jugador está temporalmente fuera de juego. Una persona del "golpe" no puede enviar el laser de la "matanza". El equipo que consigue a todos los jugadores del otro equipo mató a cualquier momento triunfos.
- encontrar ciertos objetos que falta
- la luz laser señala en la dirección del objeto que transmite ondas de radio particulares
- OTD: exhibición ("S"); el pp%; P.M.; el interactive%; todos; juguete; juego; hospitalidad; portable; punto de ebullición; el osc%.

Buscador A1-410: Utilizar su linterna regular para encontrar los artículos deseados. O linterna especial del uso (que emite frecuencias ligeras no estándar). Los artículos del hallazgo en obscuridad otra no pudieron encontrar.
- en la noche o el día, enciende solamente el su del artículo programado para ver debido a la química externa del artículo. Funciona encendido algo relacionado distante con el sistema de la película infrarroja de la cámara. BP, E, S, HH

- OTD: la pintura se puede aplicar a los artículos; el usuario puede incluso pintar el número particular, códigos al artículo designado; "inclinación"

6B350 señala la luz en la dirección del objeto deseado. Objeto identificado vía: detector de movimiento; distancer; etc.

localizador del animal doméstico 8B010: Saber donde está su animal doméstico. El transmisor del collar demuestra que el receptor localizan del dueño el cuarto o la parte del animal doméstico del jardín.
+ (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.

- (no electrónico): La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera.
- el collar del animal doméstico tiene transmisor que demuestre si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la pantalla especial;
- + el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala si el dueño está consiguiendo más cerca o más lejos de animal.
- útil para localizar a niños. Animales en parques zoológicos grandes; áreas de la naturaleza; etc.
83
- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral
- el collar del animal doméstico también tiene un altavoz del analizador del receptor..... Esto hace los sonidos diseñados para llamar el perro, eg.: "silbar", o el animal oye su nombre.
- "inclinación" y vibración "sensor": saber si animal doméstico es durmiente o caminando, etc.
- OTD:
Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; localizador; distancer
- Descifración entre los diversos animales/organismos/especie vía: Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por el material (de los reactivo de este N) producto químico de w. NR demuestra qué productos químicos presentan W5. Esta N copiada al agosto de 95 7G050.

$$ 2D-050 localiza la dirección del objeto vía sonido y o cámara. Funciones de sistema como los oídos humanos y los ojos para establecer claramente el objeto, más su distancia, velocidad, velocidad. "Pista", "picosegundo".

Saber la dirección exacta del sonido deseado para:

Caza: programar el tipo sonido buscado, eg.: el pájaro, pato suena...

- micrófonos múltiples tr a c cuando oyeron el sonido. Las fracciones de la diferencia de los segundos en su sincronización de la recepción del sonido determinan la dirección: las funciones tienen gusto de animales con los oídos múltiples.

--la época de recibir el sonido se debe distinguir a partir del tiempo c consigue la señal del mic, puesto que el tiempo de recorrido del mic a c puede variar [pero no por qué mic consiguió el sonido primero]; por lo tanto cada mic tiene un contador de tiempo que tds cada señal de sonido que es tr a la C.

- u o el sistema oye sonidos - > entonces quiere una respuesta de los sonidos y o de los datos sobre la dirección del sonido.

- el sistema juzga las velocidades, velocidades, desaceleraciones de los objetos, objeto de la distancia es de los sistemas "sensores".

- usos: Seguridad: bandidos de cogida (saber en qué direcciones vinieron o salieron (después de que NR demuestra una actividad ilícita posible conducida bandido); "tener acceso" (u debe entrar/salida de ciertas trayectorias/de las direcciones, vía ciertas velocidades)

- D: cámara múltiple del ~ del tds del ~ del mic = analizador de sonidos/analizador visual = c = s/notifier

-2D-080 analiza la distancia de la fuente sana.

- OTD:

ACCESO: (); CÁMARA: (); CARRO: (el tipo sentidos buscó; cómo se procesan los sentidos (vía la banda)); K: (r); MFH: (base de datos de los sentidos para: "analizadores diversos", desarrollo del uip); MULTIUSOS: (el tipo detecta ayudas determina el uip de u o se opone, en golondrina de mar que el sistema ajusta por consiguiente); NOTIFICADOR: (cuando ocurrencia deseada, eg.: w5 sucede); OSCILADOR: (); Banda: (); Picosegundo: (el objeto externo lleva el tr); S: (); CUENTA: (tds); UIP: (); WA: (objeto externo).

- Estrategia de búsqueda de la patente: sonido near9 (dirección o direcciones)

- No. de la patente de los E.E.U.U.: 5333501 +4581727 +4393270 +3976969 +3736553 +3723962 +3723962

- similar a KN en directorio de E o de G

+ indicador constante de la dirección 2D-060: El sistema portable señala continuamente al objeto deseado sin importar donde está el usuario con este indicador portable de la dirección. Piedras de afilar del sistema adentro en el objeto deseado: sonido, o transmisión electrónica.

- La persona puede dar une vuelta con el goniómetro y todavía hacer que señale a la localización deseada (el sistema que busca del sistema se basa en (los tipos de) sonido, las ondas de radio, los estímulos necesarios 2D-

050's, el etc. El goniómetro sabe qué dirección es del norte, por lo tanto el señalar irregular del dispositivo se compensa (el sistema sabe la dirección deseada en términos de su relación con la posición del norte).

- otros usos pueden decir si el investigador está consiguiendo más cerca o más futuro (w5: donde, qué, porqué)
- usos: encontrar el bebé/los objetos que falta/los objetos robados (coches). Colocar a disposición/su automóvil/morral.

. - el sistema memoriza la dirección correcta por el tiempo programado

- D: objeto deseado (paladio ()/el oscilador/el otro fq del distancer) = sensor = c = s/notifier.
- D2: analizador de 2D-060 = de 2D-050/de sonidos
- Estrategia de búsqueda de la patente: (dirección o direccional o direcciones) near9 (localizar o localiza o localizador o hallazgo o encuentra). Kilovatio: afilamiento de los dispositivos.
- No. de la patente de los E.E.U.U.: 5167417 5122960
- Las piedras de afilar adentro como un animal que intenta permanecer centradas en el mismo objeto aunque se está moviendo el animal, o el objeto visto se está moviendo.

$$ 2D-080 analiza la distancia de la cual la fuente sana fue creada, y su nivel de decibelio

- actos como el oído humano, y 2D-050

¿- factible?

- Usos para: cazadores que intentan localizar la presa (picosegundo); bandidos de cogida (del fugitivo).

3E-110 GPS audio:

Da direcciones audios. Más fácil para los conductores y los caminante.

eg.: el sistema dice: "dar vuelta por favor a la derecha en los cincuenta metros de la esquina a continuación".

Puede ser compatible con una unidad posible de la exhibición ("S") demostrar el mapa también

sistema de $ 3E-170 GPS para ver cuál está a continuación:

La exhibición ("S") demuestra más que apenas mapas. Demuestra:

- vistas visuales de exactamente qué el área a continuación mirará como será tan más fácil encontrar el lugar necesario, eg.: almacén en bloque apretado. Demostraciones de la pantalla en la dimensión dos o tres (eg.: como sería visto del asiento de conductor).
- conseguir una 2.a/tridimensional (casi/qué aparece estar en "s") visión.
- destinación próxima que determina el ^ de los elementos: #1] localización k/pr adentro por el sistema del u; #2] u pr/selects según ^: # a continuación/punto de los minutos en el mapa (que viene de su dirección actual, del interno consiguiendo la visión angulosa deseada, si es posible).
- usos del vr.
- usos: el conductor/la 2da persona en vehículo puede utilizar para dirigir (el vehículo)

¡- costoso convertirse, con todo necesario!

- GPS D: sensor de la localización = c (cart/m/k) = impresora del s

-6/95:

<3.5, 3, 2, opiniones de sistema de 2> 3E170 GPS cuál está a continuación en el camino: La exhibición demuestra más que apenas mapas. Demuestra: vistas visuales de exactamente qué el área a continuación mirará como será tan más fácil encontrar el lugar necesario, eg.: almacén en bloque apretado. Demostraciones de la pantalla en la dimensión dos o tres (eg.: como sería visto del asiento de conductor).

- ver cuál es a continuación como su conducción abajo del camino en un juego video.

¿- este patentable está considerando allí es ya mapas? La patentabilidad pudo ser correlador del mapa a la versión tridimensional de considerar de donde está el coche. La correlación tiene que ser activa.

- pudo el tamaño de límite de la base de datos a ciertas señales, áreas particulares.

- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

localizador de $$ 3E-180 GPS: ¿Ya un KN, archivo de la R-Lista del intento, o un archivo del EL en el directorio de G obvio?

El sistema le ayudará a encontrar el artículo dirigiéndole a él. Eg.: gato perdido que no vendrá en sus el propio.

- vía el sistema del "localizador" sabe cuándo está consiguiendo más cerca o más lejos vía el notificador (luces que destellan: verde, amarillo, rojo).

%-sys busca artículos (sin el tr) y búsquedas por el otro characteristics^ del artículo: peso/velocidad del color de la forma/del tamaño/de la localización de su movimiento.

--el "analizador visual" busca por forma/tamaño/color.

. - sistema (poder) saber w5 sobre objeto. Eg.: por su localización (del general) (donde debe be/was último usado o considerado) el sistema dirigirá u a esa área primero, después utiliza quizá otros medios para localizar el N.

- D: item= solicitado (c=tr) = rc=c=s/osc/n/m

¿- existe?

- OTD D: U = este ~ del sistema de N (GPS-Localizador) C =

ACCESO (); ANALIZADOR (); CARRO (); NOTIFICADOR (cuando elemento solicitado encontrado); OSCILADOR (cuentas si u está consiguiendo cerca/más lejos); Banda (); Picosegundo-Zona (funciones solamente en zonas señaladas); Q (el sistema dice a u qué elemento: es, donde está, %w5); S (); CUENTA (); SENSOR ().

-3E190

- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

- "Picosegundo-Zona": u sabe que qué área/zona deseó el elemento está en.

sistema de dieta del comprador/GPS de 3E-200 GPS:

Estados que los alimentos están disponibles y donde. Si usted va a la diversa provincia o país, el selector del menú y las listas de compras sugeridas cambian por consiguiente.

- Aplicaciones los sistemas de dieta generales de 2E-010.
- se relaciona con el otro kn
- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

Compás R15 para la navegación del coche. También útil en encontrar automatizado de la localización. Altitud y ángulos de las medidas para los aviones, construcción.

. - [Laboratorio Co. 3-30-3 Nishi-Ikebukuro, Toshima-ku, teléfono 03 de Chemicalizing de Tokio 171 5992 2241. 18 de enero de 92 NK]

- OTD:

ACCESO: (); CÁMARA: (); CARRO: (); MFH: (); MULTIUSOS: (); NOTIFICADOR: (w5; aviso (minuto 5) antes de la llegada o navegador que necesita tomar la decisión, eg.: hacer una vuelta; notar dado cuando está llegado); OSCILADOR: (); Banda: (); IMPRESORA: (mapa); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); Teléfono: (tr); UIP: (); WA: ().

R50 GPS (para examinar áreas geográficas). [Navegación de Timble [co no japonés?], El ministerio del instituto geográfico de la encuesta sobre la construcción, asociación de Japón sector de la construcción titulado el artículo de los topógrafos 1992 del "descubre los satélites" NK]

- OTD:

ACCESO: (); ARTISTA: (paladio); CÁMARA: (paladio); CARRO: (); COMPOSICIÓN: (paladio; Miburi de Yamaha); ENTRETENER: (); "M": (); MAÑANA: ("notifica" si el usuario no está fuera de la cama basada en la localización de la persona (paladio, calor del cuerpo)); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (el tipo oscilador diferencia según la localización del paladio); Teléfono: (tr); UIP: (); WA: ().

+ buscador del animal doméstico R111-1:

Saber dónde se localiza el animal doméstico. No necesitar preocuparse si se pierde el animal doméstico. Localización del animal doméstico conocida vía uno o más de modos siguientes: el transmisor del collar del animal doméstico envía señales al receptor dentro de la casa, si su hogar; el receptor de la puerta del animal doméstico sabe si salió el animal doméstico por último adentro o; una versión no electrónica de la puerta del animal doméstico es tal que es la manera que se cierra así que demuestra salió qué animal doméstico de la manera (estes 3ultimo no patentables?).

- (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.
- La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera. Cualquiera sabe vía el sensor mecánico de los medios/EL = c = nr

- el collar del animal doméstico tiene transmisor que demuestre si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la exhibición especial ("S");
- el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala si el dueño está consiguiendo más cerca o más lejos de animal.
- útil para localizar a niños. Animales en parques zoológicos grandes; áreas de la naturaleza; etc.

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- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral
- el collar del animal doméstico también tiene un altavoz del analizador del receptor..... Esto hace los sonidos diseñados para llamar el perro, eg.: "silbar", o el animal oye su nombre.

Nota al pie de la página:

Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; localizador

- OTD:

ACCESO: ; CARRO: ; PALMADA: (para que animal haga el sonido: maullido, corteza...; Exhibición ("S"): (cuenta en el animal (su localización)); "M": cuenta; "mic": ; Paladio: usado por el animal; PP/MP: ; MQ/UQ: ; MULTIUSOS: (multi-animal (cada uno usa diverso paladio w posee el tipo código que es transmitido); NOTIFICADOR: ; OSCILADOR: ; TELECONTROL ("R"): ; CUENTA: ; TDS: ; UIP: (usuario que es animal, eg.: para el estudio de laboratorio de los movimientos animales/comportamiento); Reino Unido; %WA usado por el animal (hace el sonido si caminan demasiado lejos; hace los sonidos interesantes (animales salvajes para excitar el animal doméstico).

- utilizar el kn: 1] "localizador", conociendo el paradero del portador; 2] "localizador" induce la parte posterior del portador vía: choque de osc/el

R116 GPS (sistemas de navegación mundiales) localiza la posición de carros. Este Info usado para ajustar horario de operación del plan. $10,000/truck. Marzo de 93 X.

- OTD:

ACCESO: para ganar la información; CARRO: ; Exhibición ("S"): ; FS: ; "M": ; Paladio: localizado en vehículos móviles; PP/MP: ; MQ/UQ: ; MULTIUSOS: (diverso paladio de cada carro le hace a diverso usuario (internar el sistema de cada carro lo yuxtapone en relación a otros carros para el análisis/la visión por cada conductor); diversa gente puede obtener la información); NOTIFICADOR: (cuando el carro sale la ruta necesaria, hurto alerta/que remonta); OSCILADOR: ; IMPRESORA: ; %REMOTE: ; CUENTA: (patrones del recorrido); TDS: ; Teléfono: ; UIP: (de cada carro/conductor); Reino Unido.

El navegador de coche de R193 GPS da comandos verbales de dirigir el conductor. 2 de noviembre de 92 NK . - movido al "picosegundo" 6.96

R202 GPS activado por voz. Sanyo 19 de abril de 93 NK
- movido al "picosegundo" 6.96

Localizador - extremo

La "PISTA" = las pistas a donde el transmisor del objeto se ata va; más qué hace porqué, cuando y cómo.

> encargado de registro de $$ 3E-020 GPS: Expedientes automatizados del sistema de custodia de registro donde estaba el usuario cuando y para qué propósitos. GPS y tiempo de registro y lugares del reloj. Llaves del usuario en sus actividades. El sistema es portable, y o conectable al vehículo. Usos: negocio y custodia de registro del IRS. Uso de menor importancia: Hacia fuera en la custodia de registro científica del campo. Ahorrador de tiempo. Ésta es una parte del sistema más grande de PS-ZONE.
- El sistema de navegación mundial (GPS) conjuntamente con D. móvil GPS identifica las d móviles que colocan y o hace un mapa de sus recorridos para: Los cálculos del IRS de millas viajaron.
- era: encargado de registro de 3E-030 GPS: las subsistencias "pista" de trayectorias viajaron:
usos: para la oficina recaudatoria que las necesidades de saber las millas y o encaminan viajaron y cuando y donde parado durante cu3anto tiempo, reduce la necesidad de la custodia de registro manual.
- el usuario pudo afinar en el Info sobre su parada cuando viajó la parada se hace ahorro de afinar millas y de donde y a donde.
- para los taxis, cada vez que el pago es etiquetas de registro recibidas del encargado del GPS la ocurrencia.
- el sistema observa solamente las situaciones que cumplen los requisitos del uip, eg.: solamente las actividades hechas más allá de 10 kilómetros de del este de punto central se registran.
- atadura del dispositivo a los animales: notas del sistema vía los sensores (de la vibración) = cuerpo animal, qué animal está haciendo w5, eg.: durmiendo (pequeño movimiento del cuerpo), comiendo (que mastica sonidos/el sensor de las vibraciones)
- D: u (localización cambiante) = PD/TDS/K = picosegundo (GPS, M, UIP)

-6/95:

Encargado de registro de -3E020 GPS: Expedientes automatizados del sistema de custodia de registro donde estaba el usuario cuando y para qué propósitos. GPS y tiempo de registro y lugares del reloj. Llaves del usuario en sus actividades. El sistema es portable, y o conectable al vehículo. Usos: negocio y custodia de registro del IRS; hacia fuera en la custodia de registro científica del campo. Ahorrador de tiempo.

- necesidad de desarrollar los usos adicionales para este N.

- supervisan al guardabosques o al protector de seguridad para donde y cuando (w5) fueron, ahorra de su apertura de sesión, se cerciora de que están en su golpe. El cartero, se cerciora de que no estén durmiendo en alguna parte. Científicos: recopilación de muestras en las diversos horas y lugares: el científico empareja fácilmente la muestra con w5. Aplicación de ley: el preso no puede ir a 50 metros de la exmujer; o no puede salir de la ciudad (el tr del preso si está fallado, después autorización sale para su detención). Alquiler de coches co: no puede sacar fuera de ciudad.

--el sistema permite/requiere u pasa un plazo señalado (tds) en cada zona (picosegundo-zona), eg.: el hombre no puede ser exmujer cercana más de cinco minutos por 24 períodos de la hora el Wed, Sat y Sun (coger a sus cabritos).

--D: persona = picosegundo-zona = c (del móvil) (el analizador, nr, cuenta, estado, s, k, uip-adapta, uip-DB)

--existe: carro que sigue el sistema - N. relacionado.

--KN: restringe a usuario de seguro divide en zonas, vía, eg.: parte de incapacidad/todo el sistema en tales zonas.

- Los usos adicionales necesitaron.

- Legal: las leyes diferencian por la provincia/el país, por lo tanto las restricciones/los permisos aplicables pueden aplicarse/sean via= hecho cumplir interruptor = para el uso de la n.

- Estrategia de búsqueda de la patente: #1 GPS. #2 GPS y ((encargado de registro near9) o tabulat o cuenta)

- OTD D: U = este ~ del sistema de N (encargado de registro de los gps) C = ACCESO (); ANALIZADOR (); CARRO (); MULTIUSOS (); NOTIFICADOR (cuando se alcanzan los excesos, eg.: u usado encima de la línea de crédito o del nivel del uso permitido); Banda (); Picosegundo-Zona (); Q (); CUENTA (w5 de las actividades del u); SENSOR (); ESTADO (); TDS (); T (); UIP (); WA (); +BILL.

- OTD D: U = este sistema de N (encargado de registro del GPS: tabula "cuentas que"/"analiza" las ocurrencias/las acciones (de piezas/de usos) por u/el sistema basados en zonas del ~ de las ocurrencias) C = ACCESO (w5 (especialmente donde) accedió, especialmente donde); ANALIZADOR (trabajos con el interruptor diferentemente); CARRO ((especialmente donde) el carro w5 fue utilizado); EDIT (); EDUC (); MULTIUSOS (quién utilizó w5 (especialmente donde)); NR (ocurrió qué nr w5 (especialmente donde)); Banda (w5 (especialmente donde) que programaba fue hecho; la banda controla este kn); Q (tabula cada pregunta - > las cuentas/uip-DB); R (cómo fue utilizado); RANURADOR (cuál era w5 encaminado (especialmente donde)); CUENTA (cuál era w5 anotado (especialmente donde); la mayoría de las ocurrencias

se pueden anotar); SENSOR (cuál era w5 detectado (especialmente donde): monitor inteligente 2E251); ANALIZADOR de SONIDOS (qué (tipo) suena fueron escogidos encima de w5 (especialmente donde): cómo el sistema reaccionó: qué cada uno de los sonidos generó (según lo archivado por w5 (especialmente donde) de la ocurrencia, eg.: 2E251)); ESTADO (w5 (especialmente donde) del estado); TDS (w5 (especialmente con donde cuando) de ocurrencias); T ((especialmente donde) comunicación w5 (y tipo de: contenido/avenida de la comunicación) was/is que es hecha); INCLINACIÓN (w5 de la generación de señal (especialmente donde)); PISTA (); U (acciones del u: w5 (especialmente donde)); UIP (); ANALIZADOR VISUAL (cuál era w5 visto (especialmente donde)); VR (cuál era experimentado (cinco sentidos relacionados humanos (especialmente donde)); WA ((cuál era experimentado (cinco sentidos relacionados humanos (especialmente donde)).

. Demandas - adicionales: correlaciona el w5 de ocurrencias especialmente cuando con cualquier otro tipo generó electrónicamente la señal, o de datos almacenados en memoria. Uso para: investigación general, supervisión del objeto/del tema, eg.: 2E251.

. Superación de altos costes programados injustificados del interruptor, eg.: debido a la carencia del mercado para los usos específicos: Las versiones simples pueden ser utilizadas cuando los costes para programar no justifican. Desarrollar (cáscara) los paquetes estándar del interruptor que pueden ser (fácilmente) altered/pr para los usos diversos (por la mayoría de la u).

sistemas de facturación de $$ 3E190 GPS: El software manda la cuenta a usuario según donde, cuando y cómo el sistema alquilado fue utilizado. La invención está en la localización de conexión con cualquier otra entrada electrónica.

- pagar uso de cualquier producto o mantener según: donde la pieza atada/conectada de GPS va/viaja; # horas usadas; su uso según w5 (como "P.M."). Usos: alquiler de los productos (cortacéspedes de césped, planos, barcos, vehículos); precios de servicio de entrega (distancia incluyendo y el tiempo del modo que camina - pueden estar en diverso cálculo de la facturación, eg.: más costoso); uso de juegos (al aire libre).
. - pares con la otra N que acciona una respuesta según la localización del GPS, eg.: advierte a gps de u w no entrar ciertos territorios (vía choque/el oscilador).
- copiado para mejorar el archivo 1.95 de N
- D 1: contador de tiempo (tds; determina cuando localización necesita ser (sobre la carta "cuenta") =pd determinado, ver 3E anterior N.
-6/95:
- < 2.5, (3-pat), sistemas de facturación de 2> 3E190 GPS: El software tabula cargas según donde el sistema fue utilizado. Eg.: Cargas o impuestos basados en el estado en el cual el equipo costoso fue utilizado, facilitando impuesto de estado y procedimientos de facturación. El sistema tabula los minutos usados con cuando, donde y o cómo. Para los aviones, barcos, comunicaciones móviles.

- el can't niega patentabilidad; ¿comercial? Los usos adicionales necesitaron.
- cuando el alquiler de coches tomado más allá del área o del país, precio por milla allí pudo ser más alto. Eg.: los accidentes de tráfico son peores en México. Tarifas más altas del coche por área no pudieron ser constitucionales.
- más usos necesitaron.
- patentabilidad: gamas cambiantes de la acumulación; Metro de taxi del GPS. Pero los usos, eg.: el seguro efectúa patentabilidad. Usando muchas utilizaciones diversas, sacaré a colación un arte más anterior para la solicitud de patente.
- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

encargado de registro de 3E-020 GPS: Expedientes automatizados del sistema de custodia de registro donde estaba el usuario cuando y para qué propósitos. GPS y tiempo de registro y lugares del reloj. Llaves del usuario en sus actividades. El sistema es portable, y o conectable al vehículo. Usos: negocio y custodia de registro del IRS; hacia fuera en la custodia de registro científica del campo. Ahorrador de tiempo.
- "Analizador": estudios de sistema la "cuenta", "estado" de objetos, en términos de su w5, uip, etc.

D1: ~ del usuario o de la unidad = del analizador del ~ del tr c = gps = M.
D2: determinando si el tr portable está dentro/hacia fuera: portable el tr = transmite la señal (en curso) (si dentro o hacia fuera) = receptor (de interior) recibe = entonces sabe que el objeto que se supervisará es o que no es próximo.
D3: juegos de interior/al aire libre el jugar: los jugadores/sistema saben donde están otros jugadores - > los jugadores/sistema responden por consiguiente.

encargado de registro de 3E-220 GPS: Expedientes automatizados del sistema de custodia de registro donde estaba el usuario cuando y para qué propósitos. GPS y tiempo de registro y lugares del reloj. Llaves del usuario en sus actividades. El sistema es portable, y o conectable al vehículo. Usos: negocio y custodia de registro del IRS; hacia fuera en la custodia de registro científica del campo. Ahorrador de tiempo.
- "Analizador": estudios de sistema la "cuenta", "estado" de objetos, en términos de su w5, uip, etc.

D1: ~ del usuario o de la unidad = del analizador del ~ del tr c = gps = M.

D2: determinando si el tr portable está dentro/hacia fuera: portable el tr = transmite la señal (en curso) (si dentro o hacia fuera) = receptor (de interior) recibe = entonces sabe que el objeto que se supervisará es o que no es próximo.

D3: juegos de interior/al aire libre el jugar: los jugadores/sistema saben donde están otros jugadores - > los jugadores/sistema responden por consiguiente.

(La sección siguiente 3E-220 era antes el archivo 4G: Extensiones en mis invenciones que fueron fabricadas por los fabricantes después del registro de papeles anteriores de Steven Kays.)

<> 3E-220: SISTEMAS QUE UTILIZAN ""/"DE LOS SISTEMAS DE COLOCACIÓN TELECONTROL":

Diagrama: 1other|2c \ 3tr \ 4rc = 5md \ 6other = 7mfh \ 8function \ 9other

Separar los productos (relacionados)

Diagrama: 1other/2c \ 3tr \ 4rc = 5md \ 6 [otro \ lente] = 7 elemento] \ 8function [del mfh \ del registrador \ de la cámara \ 9 que es visto

La cámara sigue a persona marcada con etiqueta: ver el kn relacionado.

La "cámara" captura solamente la gente/los objetos 9 si son /are que no usa un MD 5. La cámara sigue 9 movimientos cerca: cámara que pesca con caña/activar la otra cámara más cercano a mover 9.

- Quién la cámara mira: Los intrusos indeseados de A] estarían sin el código necesario de su MD 5; Gente particular de B] con las transmisiones aplicables de su MD 5.

--por lo tanto miró más de cerca vía exhibición" /mfh de la cámara = del protector la ". Localizaciones de querido/indeseado: 9 personas/objetos/animales pueden también ser via^ detectado: sensores para el calor, vibración, los paneles piezosensibles (como caminatas/se sienta de la persona), micrófonos (que cogen cualesquiera [sonidos particulares o inusuales (analizador de sonidos)]

- OTD: Cámara 6, expedientes 8, imágenes sobre (vídeo móvil, película del cine; todavía película; memoria de "c" (digital)). 8Access; cojín 5Air; Básico; 5C; 58Composition; 7Date; 8Display; Entretener; GPS; Interactivo; 6Microphone; 6Mouse; 67MP; 67MQ; 7Multi-user (vigilante, sistema que controla de la persona); 5Notifier; 6OSC; 56Portable; 67PP; 5printer; 5Remote; 7Score; 5Speech; 57UIP; 57UK; 57UQ.

regulador del telecontrol de la muñeca de CMD-10 de o-58 Casio.

o-58 balancean automáticamente altavoces, y dan vuelta a la pantalla de la TV, según la posición del reloj.

o-57 también tiene el anillo del teléfono solamente en el cuarto que usted es provechoso localizado. 7 - también recepcionista/su equipo. 8 - teléfono del usuario.

o-58It también activa luces

objetos necesarios de o-58Locates. El objeto necesario es 8, que tiene poseer "tr/rc", "c".

--

La cámara ajusta a la localización del paladio: 5 videocámaras; 5Cameras;

O-Juegos (el usuario del "localizador" sabe tan 5W sobre sus compañeros 1enemies/1team mientras que juega dentro o al aire libre [el juego no limitado a jugar solamente delante de la computadora, 7 MFH es la computadora central

Las o-Temperaturas van up/down según ^: el in/# del paladio del sitio de la gente allí también/el tipo de temperatura que prefieren al igual que en la memoria de sistema para PD/what del usuario está "Reino Unido" en el "paladio" 's "telecontrol".
o teléfono N usando el GPS en el GG \ 1G
o--este archivo 3E-220 copiado para mejorar el archivo 1.95 de N.

organizador de 2E-240 GPS: Tabula las ocurrencias w5 de los usuarios (gente, animales) /product/environment, eg.: donde usted fue (investigar/recorrido/tienda) cuando y o porqué.
- iguales que KN en archivo de la R-Lista.

Pista - extremo

Picosegundo - Zona

"ZONA - el ACCESO" = usuario es acceso restricto según su localización. Asusta apagado, o atrae gente o animales fuera, o en de territorios. El subconjunto de "Zona-Función", por lo tanto solamente las invenciones cuya función principal es control de acceso se archiva aquí.

+ regulador del movimiento 1C-121:
Sobre el sistema que identifica el movimiento de la persona y o el animal en zonas indeseadas emite sonidos desagradables adentro y o fuera de la gama del ser humano (este 3ultimo es preferred) de audiencia para disuadir la corriente y o las repeticiones futuras de la entrada (moldeado psicologico también). Picosegundo-Zona.
- animales quizás ciertos del tamaño se quieren para ser guardados fuera de una sección de un parque zoológico abierto (uno sin las paredes)
- animales domésticos de enseñanza donde no ir, qué a no hacer: eg., evitar ciertas secciones de la casa, jardín; no funcionar hacia fuera la puerta principal...
- ap: los terratenientes que quieren guardar a gente incorrecta del territorio, usuario pueden tener ("R") el control alejado u otro dispositivo para desactivar el sistema cuando están en la esta "zona indeseada"; gobiernos, compañías, etc que quieren inhibir sin embargo para no restringir seres indeseados de zonas; mantener la tierra libre de muchos animales o gente del apisonamiento por razones biológicas; conseguir los animales ausentes en vista de las desventajas de cercas
O-Inhibir el comportamiento animal con funciones de 1C-120.

- Ap: el controlar: palomas y otros pájaros indeseados en la ciudad, la granja, el etc; la dirección en la cual se induce a los animales que entren o no entren, permanecer, no permanecer; ratas y otros roedores; hacer que el animal doméstico los pájaros reduce sus sonidos vocales

Notas al pie de la página: alejado ("R"); exhibición (tipo de las demostraciones del sonido por decibelios, el etc); pp; P.M.; Reino Unido; todos; "mic"; portable; punto de ebullición; alerter; oscilador; vc; cuenta; tgh (hace sonidos para ahogar hacia fuera el tipo de maì□n ruido); carro; cp; uq; uip.

"ZONA - la FUNCIÓN" = las funciones señaladas ocurre en ciertas localizaciones.

vagabundo 5A580: las funciones según donde la persona viaja en el planeta, invención son usadas por la persona. El dispositivo recibe transmisiones del satélite, diciendo a dispositivo su localización dentro de un metro o así que (la tecnología existe)

Función #1: expedientes de las subsistencias en cuanto a las localizaciones del recorrido de la persona con las duraciones en cada "zona". Se puede atar a los vehículos o cualquier producto o animal

Función #2: sobre el dispositivo que entra en una mala zona, él: alarmas con una sirena; estalla la tinta por todas partes; envía una transmisión con la esperanza de que un receptor en alguna parte coja en este dispositivo que sea donde no debe estar.

regulador de tierra basado en los satélites del movimiento 5A581:

las funciones según donde la persona viaja en el planeta, invención son usadas por la persona. El dispositivo recibe transmisiones del satélite, diciendo a dispositivo su localización dentro de un metro o así que (la tecnología existe).

Función: sobre el dispositivo que entra en una mala zona, él: alarmas con una sirena; estalla la tinta por todas partes (dinero robado y tomado del banco sin correctamente deprogrammed); envía una transmisión con la esperanza de que un receptor en alguna parte coja en este dispositivo que sea donde no debe estar

- guardar los niños, los presos, el etc dentro de cierta zona

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

- fusiones w KN en directorio de "E" o de "G".

juguete 8B470 para los niños o los adultos:

cuando el juguete ha cruzado cierta línea, o ha entrado en un campo dentro de un transmisor, sonará una vez. Suena solamente otra vez cuando está tomado fuera y entonces nuevamente dentro de la zona. Se cruzan las zonas al disparar una luz laser; accionando un movimiento "sensor"; Distancer: el entrar o el irse dentro de alcance de un transmisor débil; el interfaz del juguete toca el interfaz de otro objeto, eg.: asiento del plano; etc.

- como seguridad del fall, dispositivo puede tener más que una forma de accionarse, él entra con eso el sonido deseado, acción solamente una vez, incluso si consigue otra señal positiva de otra manera
- muñecas y robustezas y osos de peluche y coches del juguete, planos, trenes, relojes, joyería, traje, etc.
- el entrar en diversas zonas puede crear diversos sonidos. Además, el juguete se puede programar accionar la palanca entre el diversos sonido y opciones de la acción al entrar zonas aplicables, eg.: en el modo A, cuando la zona que entra 1 él reirá; cuando en el modo B, la zona que entra 1 dirá "te quiero". El accionar la palanca de modos se hace en el juguete o el transmisor.
- juguete para los animales domésticos: hace sonidos que tienen gusto: descortezamiento, el meowing, chillando como animal de la presa. Puede emitir olores cuando en zona.
- pudo emite olores en zonas
- para ciertos juguetes, dispositivo pudo accionar solamente deseó la reacción un porcentaje del sistema de épocas que entra en zona. El propósito, crea más suspenso; cubrir para arriba por épocas que el dispositivo debe haber reaccionado pero que no lo hizo de manera correcta; etc

Acciones posibles del o, al entrar/tacto:

-. el cuarto de baño o acerca al transmisor del tocador, juguete orinará agua que comienza en cinco segundos.
-. cocina, dirá que "tengo hambre"
-. coche, dirá, "nos dejó conducir" y o conducir el coche, el autobús, el barco, el plano, el etc.
-. el instrumento musical, él o el instrumento comenzarán a jugar y o a cantar o a pedir que el niño juegue y o cante
-. el perro raspa, el gato meows cuando está puesto un correo, y o puesto afuera
-. el doctor viene cerca de otra muñeca, él: los tactos y o hablan como un doctor
-. gritos del bebé al venir cerca de madre
-. el hombre, mujer, muchacho, muchacha hace el sonido del beso, el etc al venir cerca bastante
- poniendo en los vidrios de sol del dispositivo, dice "exitazo"...
- caminatas al metro algunos segundos después de poner: ambos zapatos; capa; bastón; monedero; puerta cerrada de la casa de muñeca; el salir del coche...
- tiene muchas más posibilidades

Activador del Multi-Sonido del juguete B7-121-022001:
La posición de cada juguete genera el sonido único apropiado. Sonidos posicionales del ejemplo para el aeroplano del juguete: ascensión, descendiendo, volando arriba o sonido bajo, alerta cuando el plano enemigo se acerca. También para las muñecas; coches que apresuran, esquinas de torneado del juguete; ciencia. Posibilidades sanas infinitas.

- Para los automóviles del juguete, muñecas, robustezas

Técnico: emisiones de sonidos determinadas cerca: las alturas, y el grado se fue o endereza de transmisor, grado a las cuales abotonan se clava (o efectúa el volumen, o dependiendo de la posición hecha muescas en del botón el tipo real sonido emitido)

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- El más el uno entra en una dirección, cuanto mayor es el grado de cambio, o después de cierta distancia el sonido o la música puede cambiar totalmente.

- El sonido cambia por el ángulo del dispositivo, eg.: el aeroplano del juguete hace diversos sonidos que sacan y que aterrizan; también para los coches y los carros del juguete; barcos en el agua móvil.

- (no traducir: este producto también incluye descripciones de B7-14)

OTD:

Todos; "R"; "S"; pp; P.M.; Reino Unido (sonidos deseados); interactivo; juguete; juego; hospitalidad; "mic"; ejercicio; portable; sst; punto de ebullición; SP; oscilador; vc; egh; cuenta; md; carro (sonidos); cp; distancer; chapaleta.

% del instructor de 3E-140 GPS:

Dice a usuario qué cómo cuando donde y o porqué (w5) deben mover acto responder y o piensan. Ejemplos:

- Instructor del juego: qué se mueve debe/se podría hacer para jugar a ajedrez, va, Othelo, inspectores, juegos al aire libre... El instructor del juego puede también ser su socio.

los juegos de %-ball, GPS dirigen la bola contra la persona, eg.: para un fútbol de la persona, ping-pong, etc.

- D: este N = uip/m/analizador.

. - esta n vaga, con todo relacionado distante con la otra N, eg.: anterior en el archivo 3E.

P 3E150 regulador de la zona de la "Picosegundo-Zona" -: La localización se correlaciona con funciones aplicables; el punto en el globo señala al analizador del GPS en la ayuda determinar funciones aplicables. Cualquier o función múltiple del sistema puede ser restricta y o extendido basado en las localizaciones para uno o más de los sistemas (múltiples) ("portable") las piezas.

Ejemplos: el sistema funciona solamente completamente en Manhattan, y está solamente en modo del receptor mientras que en la isla de Staten.

- utiliza 3E151

- D: localización/"circunstancia" (del cambio) = analizador/gps/sensor/c = c/m

. USOS:

- DB costoso del acceso del can't fuera de áreas particulares, o paga más arriba en tal caso.

- # de las aplicaciones para que esta necesidad de N sea aumentada/disminuyó zonas señaladas w/in.

- Monitor inteligente 2E251

+ notificador móvil de la localización del teléfono 3E010; encargado de registro de 3E020 GPS; otro + KN: usar "distancer", y "picosegundo", y piezas del "GPS".

- Palillo 5E020 de R

+ "ruta":

--Los datos encaminaron a los u la unidad (portable) (parte de un sistema más grande) efectuada por la localización del u. Los datos incluyen: "DB"; "tener acceso" a los sistemas del picosegundo (u puede conocer o dar hacia fuera su localización).

--Interruptor: funciona limitado

- "entretener" y "juego": sus funciones/opciones pueden ser limitadas/extendidas)

---OTD D: U = este sistema de N (funciones efectuadas (limitado/ampliado) por la zona del sistema/de u w n (parte)) ~ C =

ACCESO (); ANALIZADOR (); CÁMARA (2e251); CARRO (puede ser utilizado/ser insertado solamente en zonas limitadas); EDIT (); EDUC (); K (señalada las llaves ser tan limitado); M (señalado DB ser tan limitado); MIC (expedientes basados en zona de la fuente de emisión sana/sistema/u); MES (); RATÓN (); MULTIUSOS (cierto u puede utilizar solamente el sistema en zonas limitadas); NR (/no función); OSCILADOR (/no función); Banda (la zona es uno de los requisitos para el "acceso" al trabajo: tener acceso para alterar el interruptor del sistema; cortan las opciones para los piratas informáticos de computadora); Q (se no hacen caso/o no se permiten ciertas preguntas subir); R (funciones vía limitable teledirigido); RANURADOR (); CUENTA (las ocurrencias w5 = anotado/usable/visible por u/el sistema); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (ocurrencias de los relojes cuando sistema en zona señalada); Restricciones entrantes/salientes de T (de la comunicación; "acceso");

--INCLINACIÓN: Las restricciones se aplican; las señales generadas (por la inclinación) se pueden interpretar diferentemente según la zona,

---eg.: las primeras 10 o 100 señales potenciales (creadas por la inclinación) se interpretan diferentemente. D: El sw/db archiva = asoció w cada differently= "encaminado" manejado are= de la señal según la zona.

TR (las transmisiones pueden no ir a través); PISTA (mayor seguimiento basado en zona); U (cada uno/cierto u puede utilizar el sistema w/in señalado las zonas); UIP (compilación del DB efectuada por zona; el uip consigue la entrada de datos solamente de ocurrencias en zonas del sistema; el uip se permite influenciar/el sistema del control que tiene sus piezas aplicables en zonas del sistema); UQ (algunos o todo el respondible de q basados en zona); ANALIZADOR VISUAL (imágenes de los estudios recibidas de fuentes señaladas. Fuentes definidas como: "CID"; zona; mecanografiar el sistema; mecanografiar el interruptor); VR (cualquie función "portable" limitable); WA (cualquie función "portable" limitable).

--OTD T D: T (U (comunicador)) = "Picosegundo-Zona" (ciertas funciones del sistema son limitadas/extendidas basadas en la localización del ~ de u/(portable) del sistema (unidad) C =

ACCESO; CONTESTADOR AUTOMÁTICO; ARTISTA; BALANCE; BVA; CID; CÁMARA (LENTE); CARRO; PALMADA; COMPOSICIÓN; CONFERENCIA; EDUC; FS; JUEGO; ASIMIENTO; DE RECUPERACIÓN DE LA INFORMACIÓN (u/el sistema necesita estar en la zona señalada "a tener acceso"); K^; LOCALIZADOR; M; MIC; RATÓN; P.M.; MULTIMEDIAS; MULTIUSOS; NOTIFICADOR; NOTIFICACIÓN DE LLAMADA; Paladio; PORTABLE; Banda; IMPRESORA; R; RANURADOR; S; CUENTA; ANALIZADOR DE SONIDOS; ESTÉREO; SYNTH; TDS; TELEFONÍA INTERSISTEMA DE TRANSFERENCIA; UIP; Reino Unido; ANALIZADOR VISUAL; CORREO DE VOZ; MODULADOR DE LA VOZ; VR; WA. = [las partes anteriores después del "OTD T D" son parte de este diagrama, con las cuales interconectar/control/comunicación del efecto] = (múltiplo): T (U (comunicador)) /Usuarios/%Sys.

. Misceláneo:

- Esto es una subparte: Zona del "picosegundo" -; ¿o cubre quizá toda la Picosegundo-Zona también?
- Estrategia de búsqueda de la patente: #1] GPS. #2] GPS y (la zona o la división o las zonas o restringen
- OTD general D: U = este ~ del sistema de N (Picosegundo-Zona) C = TENER ACCESO (acceder solamente cuando en zonas (alterables) señaladas); ANALIZADOR (); AP (vr, R); ARTISTA (movimientos del convertido en gráficos: investigación general, forma artística nueva); VAGOS (movimientos del estudio de animales/de la gente = de UIP/"analizador"); CARRO (); COMPOSICIÓN (los movimientos = generan música: KN Yamaha Miburi); MULTIUSOS (cada u tiene zonas de diferenciación); NR (cuando las salidas/entran en de u zonas señaladas); OSCILADOR (); Banda (); Picosegundo (); Q (u pregunta cómo está cercano están en las zonas deseadas (siguientes) de los metros); R (); SENSOR (movimiento); + INCLINACIÓN (); PISTA (donde u is/goes/went y otros elementos w5); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); %WA ().
- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

. OTD D: U = este sistema de N (Picosegundo-Zona: funciones efectuadas por "zonas señaladas"; ~" de 1J010 del " analizador del movimiento NR= del cuerpo) C =
Movimiento NR del cuerpo -1J010: (los ángulos y los modos del movimiento de cuerpo son señales adicionales)
. - 1J080 hielo NR: ()

Movimiento NR 1J010 del alternador -4E010 = del cuerpo: (el "sensor" "anota" la actividad del "ejercicio" de u para: las calorías quemaron; la energía creó (para la batería); movimientos preferred sugeridos del cuerpo que aumentarían el nivel de batería que acciona para arriba, eg.: el tipo #1 (baile popular) del movimiento crea el 153 por ciento más energía que #2 (que camina abajo de las escaleras)). VR, movimiento "sensor".
Sistema del acceso de la entrada de la imagen -4E030: (crear los movimientos señalados para crear las señales deseadas que funcionan con el "acceso", es decir los movimientos del cuerpo, como dibujos y contraseñas son señales (para el acceso))

Palillo teledirigido -5E020: ()

Interruptor de la dislexia -5G061: (las imágenes y el oscilador experimentados son efectuados por cualquier señal creada por U, eg.: 1J010)

Notificadores del PVC -7G050: (el movimiento excesivo del cuerpo causa NR cuando las situaciones requieren menos movimiento del cuerpo, eg.: las sustancias nocivas (los gases) en aire no se deben respirar en gran escala)

-7G052 dobló el notificador llano: ()

progresos adicionales extensos de +-see a la Picosegundo-Zona, eg.: 3E150, 3E151, 3E152. Éstos se programan para la extensión importante a partir de la 10/95.

correlador y regulador de la circunstancia de ++ $$ 3E151 GPS: Las localizaciones y o las circunstancias pueden restringir uso del sistema portable. Ejemplos: códigos de acceso especial requeridos para utilizar ciertas funciones después de cierta fecha o de otras circunstancias. Las circunstancias incluyen: cuando, donde está el sistema, qué está sucediendo.

- Utiliza 3E150.
- las circunstancias se pueden correlacionar w = uip/m/los sensores/los analizadores/acceso/multiusos/localización ("localizador").

Según la localización/la distancia, el sistema puede y o no puede hacer ciertas funciones.

- D: localización/"circunstancia" (del cambio) = analizador/gps/sensor/c = c/m

-6/95:

buenos usos de <3-if, 3, correlador y regulador de la circunstancia de 2> 3E151 GPS: Las localizaciones y o las circunstancias pueden restringir uso del sistema portable. Ejemplos: códigos de acceso especial requeridos para utilizar ciertas funciones después de cierta fecha o de otras circunstancias. Las circunstancias incluyen: cuando, donde está el sistema, qué está sucediendo.

- desactiva después de cierta referencia del tiempo, o de acontecimiento.
- problema: ¿puede poner la nagación de acontecimientos? ¿usos?
- coche del alquiler del can't más allá de la zona. La agencia del coche carga pena.
- semejanza: utiliza las pulseras suaves de los ex-convicts.
- como con 5E020 (secreto), cada posición (zona de la localización del u) de U corresponde a la diferenciación señala = estas señales genera comandos o funciones señalados.
- cada colocación de las partes del cuerpo puede también generar señales (simultáneas) adicionales.

+ "Distancer"

- Estrategia de búsqueda de la patente: GPS o (sistema de navegación mundial)

Recordatorio de la tarea de +++ R58-1 GPS: ALL/PARTLY COPIADO A PARTIR DEL PICOSEGUNDO PARTE LA PÁGINA.

El sistema incita a usuario qué hacer cuando el usuario ha alcanzado la destinación deseada. El sistema entonces incita donde el usuario debe ir después. Ejemplo: 1] usuario conduce por el supermercado, y se incita cada lunes para comprar huevos; sistema de 2] programas del usuario para notificarlo siempre que él se acerque a un kilómetro del almacén de la limpieza en seco. Sobre alcanzar limpiadores, el sistema incita automáticamente a usuario coger el fertilizante 400 metros lejos. Existe: el autobús de viaje da la información previa sobre la visión para cada sección de la ruta; la localización de los autobuses descifró vía el GPS.

- Picosegundo: (notifica a usuario qué hacer (w5) cuando el usuario es el lugar cercano en donde podrían hacer tarea señalada, eg.: coger los huevos);
- esto se relaciona con el sistema de autobuses existente del viaje en Japón cuyo oscilador corresponda a la localización de los autobuses.
- D: el tipo tarea del usuario "k" - > los coordenadas de "k" picosegundo para w5 (a saber donde, cuando, qué) encargan - > cuando usuario (las impulsiones/las caminatas cerca (a 5 metros si en metros de la caminata mode/500 si el usuario está en vehículo) llegan en los coordenadas señalados (w5) sistema "notifica más adelante" el usuario y las demostraciones (s)/tarea necesaria oscilador - > el usuario "k" cuando la tarea logró el notificador necesario no más para esa/cualquier tarea (para el plazo señalado, mientras que vacation).
--el sistema detecta la velocidad del usuario, por lo tanto sabe si está caminando el usuario o puede no/usuario "k" su modo de movimiento.
- OTD D: Esta N sistema =

ACCESO (); ANALIZADOR (qué a hacer cuando, donde, cuando, porqué, cómo (da la mejor ruta para viajar (considerando hora)); CARRO (tipo que analiza el interruptor, mapas); S (); M (); MULTIUSOS (diversas rutas, necesidades, ciudades); NOTIFICADOR (exhibición del oscilador w (que demuestra la dirección, la tarea necesaria)); OSCILADOR (); Banda (); GPS (); Q (direcciones correctas de la calle); ESTADO (demostraciones qué tareas hechas/no hechas).

Extremo de la Zona-Función

"ZONA - el GENERADOR de IMAGEN" = mapa (cuerpo) de movimientos (tridimensionales) crea imagen.

Usos:

- Da instrucciones: cómo mover el cuerpo, por ejemplo en deportes; jugar a juegos (del ajedrez); tocar el instrumento musical; baile; patinaje artístico.
- "Acceso": las imágenes señaladas de movimientos permiten el acceso.

generador de imagen posicional 3E152: Los cambios en la posición de objetos móviles son colocados por el sistema que el interno genera una imagen o una "pista" para los cambios dichos. Es decir su patrón del movimiento vía las zonas/inclinación genera un patrón según lo percibido por el "sensor" -.> las imágenes móviles o inmóviles de la C. son generadas por la localización de elementos en el tema que puede generar señales en "analizador visual".

- posición de cada elemento generado cerca: 1] luz/color/calor generado de la porción/de todo el objeto apuntado. /2] tr objeto apuntado (de los transmisores (en la superficie/los accesorios/adentro). /3] "distancer". /4] localizador: KN encuentra objetos.
- D: señales que vienen (moviéndose/inmóvil) de objetos = "analizador" = generador de imagen/"pista" (cuenta, monitor inteligente 2E251, desarrollo uip-DB).
- esta parte es similar a muchas otras subpartes.

"ZONA - NR" = alarma ocurre cuando el objeto se va o entra en una localización.

sistema de colocación de <3> 4C030: Mejora

El sistema dice a guarda que el niño de la distancia está ausente (no apenas el sistema existente que notifica cuando el niño se va más allá de gama). El sistema también dice a niño volver. También: cuando el animal doméstico oye un sonido doloroso más ruidoso y más ruidoso más lejos transgreden más allá de las vallas de seguridad sin hilos existentes.

- La alarma activa el zumbador o la grabación audio que indicaba a persona ha ido demasiado lejos. Salidas anteriores.
- el sistema dice la dirección/la distancia/la localización, vía: "localizador", de ser.
- oscilador que dice la persona o el animal (volver a casa)
- PICOSEGUNDO D: c (oscilador, dispositivo del choque del EL, s, compás, uip (los estudios qué portador está haciendo (mientras que son w5 ellos no se suponen para hacer lo que están haciendo) = tr/rc (en portador) = tr/rc (con el guarda/el observador/la policía/el amaestrador) = c (s, oscilador, impresora, analizador)
- Viejos códigos del mérito basados probablemente en la visión solamente del sistema existente: <3: códigos <these mejorados del version> para no la versión de la mejora: 1, mejoras 2> reiteró: Se genera la alarma siempre que la persona vaya más allá de cierta distancia.
- Siempre que el colgante del niño vaya más allá de distancia deseada de la otra mitad de "Distancer", le dice volver a casa. (Activa cuando pierde el contacto de radio con el transmisor de su hogar por más de cinco minutos.)

- puede ser tan solamente el guarda diseñado puede sacar el perno

- también tiene alarma del dispositivo que mide el tiempo si el niño está en vecindad próxima:

O relacionado con: 5A-020-0422004 que habla el Pin:

+ dice a niño volver a casa en la hora untada, o dice a la otra persona cualquier declaración programada en el tiempo deseado (esta característica se puede poner por separado por otra persona puesto que su archivada por separado también). Expedientes vía propio micrófono.

- la invención se combina con el concepto del walkman

- puede enviar señales vía las señales sonoras del oscilador, luces, vibraciones (eg.: la invención se mantiene bolsillo).

- presionar el botón o tirar de la secuencia y reirá o hará cualquier sonido/música deseados: moto de la compañía, eg. "vender", "van 100%", "nosotros están intentando ser #1"; sonidos animales; su o propia voz del amigo; etc

- "Distancer" informa al guarda (eg.: madre; guarda del preso; distancia animal del guardián) de la entidad.

- este producto se relaciona con muchos otros productos usando el distancer

- OTD: exhibición; fd-hdd; pp; P.M.; Reino Unido; tds; interactive5; EL EDUC%; el toy%; básico; el game% (eg.: para el juego con las reglas que señalan hasta dónde una persona puede o no puede ser - entrando mala alarma de los sistemas de la zona y o penaliza a jugador deduciendo puntos de "cuenta final"); portable; ch; au; punto de ebullición; SP; oscilador; discurso; vc; cuenta; md (hace que la madre siente más cómoda); carro (deseado distancias, grabaciones audios); "T" (seguridad de las llamadas, etc siempre que la persona haya entrado nunca en mala zona); RPC; uq (eg.: donde está la persona deseada); acceso; el pi%; distancer; receptor acústico del movimiento (eg.: siempre que el movimiento se detecte por la mitad cualquier crucial del transmisor, el monitor y supervisado oye un sonido); localizador; multiusos (eg.: la gente múltiple puede ser supervisada a partir de una unidad central); el remote%; notificador; representación visual el analyzer% (este sistema del guarda que es trabajos descritos conjuntamente con el analizador visual).

La alarma antirrobo del coche R189 memoriza la posición del coche [eg.: conseguir N para el distancer usado para los coches] el 29 de agosto de 92 NK

C84 = "teléfono" = "notifica" a dueño si se mueve el coche (ilegal) (más W5 (vía C84/PS/GPS)

Archivo: Localizadores/picosegundo de funciones de IMI

SISTEMAS DE COLOCACIÓN - FUNCIONES CENTRALES

Menos archivo de las partes importantes

"DIAGRAMA DEL GPS DE LA BASE"

- La fuente de cortes del picosegundo fue marcada 6.96:
- GPS = "diagrama del GPS de la base"
- El 1:1 "Reino Unido" de la pieza del diagrama = la computadora de tierra de 1A GPS ("C") (memoria) = el transmisor de tierra del 1B GPS = 2 el receptor de tierra del satélite (receptor = computadora ("C") (memoria) = transmisor) = 3 GPS = la computadora del GPS de la tierra 4 (del portable) ("C") (memoria) = 5 convertidor de señal del software (permite/selecciona programas/sistemas/funciones) = 6 = 7 hizo salir.

Pieza 1A del diagrama - ésta es una extensión de la parte 4:
Computadora de tierra de 4 GPS ("C") = transmisor 4A/receptor = 8 "MFH" = 9 transmisores/receptores = 10 otros "MFH" = 11 transmisores/receptor

Detalles del diagrama: Tierra GPS 1 - 1B: tiene "Reino Unido", uno o más "exhiben", "cp"
- el analyzation/el determiner de qué funciones pueden ser controladas puede estar en la parte 2 (en satélite) y o la parte 4 (en la tierra) y o 7 ("MFH" para ahorrar el espacio en 1 y 2)
- una línea se puede también extraer de 1A a 5
-4A determina qué necesidades de ser transmitido a 7 "MFH"
-6 hacer salir: ver los usos.
. - 9/10/11: monitores y o controles las acciones del GPS de la tierra; para la capacidad adicional (base de datos, funciones, conexión a otros sistemas de la hospitalidad).

Los E.E.U.U. patentan no: 4894662 4899285 4924402 4949089 5070537 5087919 5119341+-Extender debajo del agua 4719469 4384293 4445118 4550601 4599620

OTD para "el diagrama del GPS de la base"

Unidad de tierra portable del GPS (1 y o 1A y o 3 y o 4 y o 5 y o 6 y o 7), el sistema de tierra se puede integrar con uno o más del siguiente: acceso; cojín del aire; notificador; balance; básico; punto de ebullición; carro; cc; carácter; palmada; %composition; d; fecha; distancer; educ; egh; entretener; ejercicio; "C"; flotador; fs; juego; interactivo; localizador; micrófono; módem; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; oscilador; uip; portable; pp; impresora; RCP; alejado ("R"); cuenta; analizador de %sound; discurso; teléfono del SP; synth; tds; teléfono ("T"); inclinación; juguete; tr; Reino Unido; uq; vc; analizador visual; vr.

unidad de 2 satélites: el sistema se puede integrar con uno o más del siguiente: acceso; básico; punto de ebullición; fecha; distancer; "C"; fs; interactivo; localizador; multiusos; uip; pp; alejado ("R"); cuenta; tds; teléfono ("T"); juguete; tr; Reino Unido; vc; analizador visual.

8 GPS "MFH" se pueden integrar con uno o más del siguiente: acceso; cojín del aire; notificador; balance; básico; punto de ebullición; carro; cc; carácter; palmada; %composition; d; fecha; distancer; educ; egh; entretener; ejercicio; "C"; fs; juego; interactivo; localizador; micrófono; módem; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; oscilador; uip; pp; impresora; RCP; alejado ("R"); cuenta; analizador de %sound; discurso; teléfono del SP; synth; tds; teléfono ("T"); inclinación; juguete; tr; Reino Unido; uq; vc; analizador visual; vr.

El ^ hecho salir 7 consiste en el siguiente: el producto puede exhibir solamente/cierta información transmite/de la difusión/música según el país y las leyes de Derechos de Autor aplicables en vigor; interruptor con./desc. (el sistema funciona solamente completamente/parcialmente/en absoluto según la división); mecanografiar las noticias de los datos; base de datos; música; mapas que están disponibles para el acceso [eg.: el usuario no necesita pedir los mapas necesarios; dependiendo del código de identificación del usuario, serán dados mapas aplicables y o la información {eg.: datos de tierra sobre almacenes...}]; "synth" del sonido, eg.: volumen, bajo, agudo; regionalización del sistema [selecciona la radio, TV y otro difunde aplicable a la localización y a los gustos del usuario, eg.: "Pi"; el acento puede southernized cuando está utilizado en los E.E.U.U. del sur]; el sistema permite la encaminamiento del teléfono entrante y saliente ("T") y de otras transmisiones vía el más barato y o los modos/las líneas/los sistemas más eficientes/más aplicables; velocidad del sistema y o de la salida; permiso especial necesario (eg.: de "MFH" o del supervisor (jefe) antes de las ciertos funciones/datos disponibles en ciertas zonas); capacidad de decir en voz alta y o de recibir transmisiones (eg.: tener acceso con ciertos #s del teléfono)

Función adicional para la parte 7:

Antirrobo: Los programas del usuario donde los artículos pueden estar y si se mueven sin la desactivación correcta del sistema de código responden ^by: alarma del sonido, entrando en contacto con seguridad vía el aire o el alambre, llegando a ser non-operational. ^for útil: coches, bicis, estereofonias, barcos, computadoras...

- tiene todas las funciones del "distancer" según lo utilizado en sus operaciones antirrobo (véase las limaduras anteriores de la oficina de patentes.)
- artículo de la pista después de robado

Distancer:

todas las funciones del distancer en limaduras anteriores pueden ser substituidas usando uno o más sistemas del GPS simultáneamente.

- Dependiendo del uso, el tamaño del GPS necesita ser reducido y los gobiernos necesitan permitir mayor señalar del perno de la exactitud de la localización.
- También ver que mi solicitud de patente del "distancer" archivó tarde 1993 en Moscú.

+ todas estas invenciones son muy relacionadas:

Notificador móvil de la localización del teléfono -3E010:

Encargado de registro de -3E020 GPS:

-3E150 "Picosegundo-Zona":

Correlador y regulador de la circunstancia de -3E151 GPS:

Localizador de -3E180 GPS:

Sistemas de facturación de -3E190 GPS:

Suplemento de interior de -3E210 GPS:

Descripción de D - cómo las piezas pudieron caber:

OTD: U/otro (KN) sistema = este ~ del sistema de N (picosegundo) C =

. Picosegundo - R - Inclinación:

Picosegundo:

Notificador móvil de la localización del teléfono -3E010:

-3E020 GPS registra a encargado:

-3E150 "Picosegundo-Zona":

Correlador y regulador de la circunstancia de -3E151 GPS:

Localizador de -3E180 GPS:

Sistemas de facturación de -3E190 GPS:

Suplemento de interior de -3E210 GPS:

Teledirigido:

Movimiento NR del cuerpo -1J010:

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona":

Varita mágica -5E020:

Zonas - supervisión:

Zonas - utilización:

Acceso:

Secretario -4E020:

Sistema del acceso de la entrada de la imagen -4E030: imagen creado por patrón de movimiento (geográfico ()/doblez/inclinación de las zonas). 3E152

T:

Notificador móvil de la localización del teléfono -3E010:

Notificador móvil de la localización del teléfono -3E010: guarda a zona = a coordinador del sistema w/in activa = suplemento de 3E210 GPS cuando es aplicable.

-3E020 GPS registra a encargado: Incluye la facturación del GPS.

Sección de la "Picosegundo-Zona": Cada uno de los sistemas de control de la zona del GPS es productos seperatable según su tipo usos, de que es cada uno de los usos puede ser vendido por separado aunque sus tecnologías pueden estar grandemente en campo común. La cobertura incluye: 3E010-3E020, 3E150 - 3E220.

- ésta es subparte "Picosegundo-Zona"

??. el sonido 1G090 que cancela el dispositivo selecciona frecuencias indeseadas. Ejemplos de qué no está cancelada: la comunicación verbal, teléfono suena, las campanas de puerta

- esta N copiada a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verlo para las actualizaciones.

- sonidos de las cancelaciones a excepción de (qué deseó a personas está hablando):

- si hay mucho ruido en sitio, el usuario pone el "sensor" cerca de sus acordes vocales. Esas vibraciones emparejan ésos que hablan.... El reconocimiento vocal puede estar con apenas este vibrador y o con el "mic" también. "/"Del sensor de esta vibración "mic" puede ser sin cuerda.

- D: sensor/micrófono = computadora ("C") = sonido que cancela el dispositivo (oscilador vía altavoces y o auriculares)

- utiliza 1G21: El walkman permite capacidad de oír sonidos en el ambiente.

- OTD: ACCESO: (); CARRO: (uip de cada característica deseada de la voz de las personas (entonces el "sensor" al lado de la persona es opcional)); COMPOSICIÓN: (deja el usuario componer música en sitio y cancelar otros sonidos indeseados que no emanan de su composición de música, o el otro sonido que él está generando y quiere oír); ENTRETENER: (); MFH: (uip de sonidos queridos e indeseados); MULTIUSOS: (cada usuario tiene diversos sonidos que prefieren anularse (según uno o más de su UIP seleccionable)); NOTIFICADOR: (cuando una distorsión is/appears inevitable (y usuario puede hacer una cierta alteración (banda)); OSCILADOR: (); Banda: (); IMPRESORA: (gráficos del decibelio); Picosegundo: (el mic ajusta a la localización de la fuente sana (mudanza)); Q: (pedir: qué sonidos son/no se quieren); R: (); S: (); CUENTA: (tds; demuestra eficacia de qué is/is que no es cancelado (y del cómo)); SYNTH: (alteran los sonidos deseados (composición, del discurso...: de modo que baje dentro de la gama de los sonidos que no está

cancelada); Teléfono ("T"): (sonidos indeseados de las cancelaciones en sitio mientras que habla: copiado por AT&T); UIP: (); WA: ().

- el doesn't considera necesidad; mercado limitado; costoso.
- él hizo mucho trabajo en el GPS, tendría dificultad el permanecer delante de mercado puesto que muy apretado ya.

Quitar: R127 [boleto de tren de viajero de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en puerta del boleto. JR (ferrocarril de Japón)]. También copiado al "acceso", "cuenta", "pista".

TERMINAR ESTE ARCHIVO DE LAS FUNCIONES DEL PICOSEGUNDO

Archivo: Localizadores/picosegundo otro

Picosegundo - Invenciones del sistema de colocación - otra

gatos de salto 3C-110-08300Q Distancer: No para la convención del GPS
Distancers entre las piernas o los brazos. Cada vez que la persona ejercita separando sus piernas o brazos más allá de cierta distancia, el distancer sonará.

- el distancer puede también contar el número de épocas que el movimiento fue hecho (si las piernas o los brazos fueron más allá de distancia mínima.)
- otra manera de medición: las distancias viajaron por los animales a pie o por el ala; la cantidad de trabajo conducida por cierta maquinaria, eg.: pistones (la cantidad y el grado a los cuales van hacia arriba y hacia abajo)

restrictor de la caminata 3C-111: (distancer). No para la convención del GPS.
El distancer entre las piernas crea efecto si las dos piernas se dividen nunca más allá de cierta distancia. Substituye las necesidades de cadenas en las piernas de convicts. La invención puede notificar el sistema cuando el usuario se está comportando de manera señalada (y estar sin cualquie restricción del movimiento del cuerpo físico).

- El efecto cuando van las piernas demasiado lejos: sonidos; o crea dolor; o computadora central de las alarmas vía las ondas de radio...
- Una manera civilizada de guardar a presos del funcionamiento lejos
--Los accesorios a las piernas son casi imposibles de sacar legítimo
- Con ninguì□n alojamiento físico completo, un dolor amonestador/suave pudo ser dado a (animal (el accesorio)) vía: sonar, la descarga eléctrica (suave)...
-

Para las activaciones complejas:

La persona puede tener distancers numerosos alrededor de su cuerpo, eg.: muñeca, dedos, tobillos. Según su movimiento (cerca/más lejos; más arriba/más bajo; más a left/or enderezan (sin embargo no no necesario más lejano): envía la señal al receptor; cada tal señal se entiende diferentemente según qué dispositivo está enviando que tipo de mensaje del código Morse (eg.: arriba y abajo de dos veces está el sí; tres veces son espera...)

- el sistema puede tener varios receptores también
- ap: haciendo música según cómo el cuerpo se está moviendo; para los invalids; analyzation, grabaciones de cómo los animales se mueven

+ micrófono sensible de la proximidad 3E-040: Los sonidos de la cocina u otras localizaciones que vienen a cualquier mic (para el teléfono, el etc) se pueden programar para tener menos efecto en el micrófono si está a una distancia seleccionada (como programable por el usuario).

- mayor o menos preferencia dada a los sonidos señalados. Las definiciones señaladas incluyen: la localización, tipo sonido, características conectó con el sonido (por ejemplo si viene del cliente o del prestatario de servicios que habla - cada uno que tiene poseer RFID (paladio).

- Si hay un aspecto físico real del restricter del movimiento, puede tener ediciones de la responsabilidad - como el usuario puede necesitar a veces funcionar, eg.: el retén empapela el vuelo en viento.

generador de sonidos del movimiento del cuerpo 3A-752-042003: No para la convención del GPS.

Pues la persona se mueve sobre sitio que dispara diversas luces laser que generarán el sonido correspondiente, creando una clase de nueva música. Puede tener fuentes de luz múltiples y o utilizar los reflectores ligeros.

Localizador del animal doméstico R111-1:

Conocer el paradero de su animal doméstico con muchos medios, eg.: la dirección en la cual la puerta del animal doméstico fue abierta original; o dispositivos de colocación atados al animal doméstico, al etc.

- (Un electro) legado mecánico puede demostrar qué manera fue empujada la puerta primero. Él mayo o mayo no tener en cuenta para que la puerta haga pivotar luego (tanto como el primer empuje).
- La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera. Cualquiera sabe vía el sensor mecánico de los medios/EL = c = nr
- el collar del animal doméstico tiene transmisor que demuestre si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la exhibición especial ("S");

- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral

-

Opciones mecánicas más baratas del notificador (no aspecto del GPS):

- interruptores (del dial) entre dos colores, demostrando qué manera fue empujada la puerta.
- El dial/el diente/el adminículo se mueve sobre el empuje inicial de la puerta. Quizás un humidificador del oscilación (reduce oscilaciones subsecuentes) ayuda al adminículo de confundir el primer empuje de la puerta con los oscilaciones subsecuentes o los oscilaciones inducidos viento
. - (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.
- Lengüeta (plástica) flexible:

De la lengüeta el marco o el umbral flexible de puerta del interior encendido, se empuja y se guarda hacia adentro una dirección, basada en cuya manera la puerta fue abierta. Saber si el animal doméstico es exterior si la lengüeta se considera dentro de la casa.

--Se pega hacia fuera, y es empujada contra por la puerta que es empujada. Una vez que la puerta se empuja completamente, la lengüeta también se empuja hasta el final detrás. Entonces la lengüeta del strongish se encaja a presión detrás más rápidamente que los oscilaciones de la puerta detrás. La lengüeta guarda la puerta del balanceo mucho, o aún más allá de la lengüeta (en la posición de tenencia) contra la puerta que es hecha pivotar detrás. Una lengüeta visible sugiere que saliera el animal doméstico a través y la puerta de la perspectiva de la visión del observador (del ser humano). La fraseología (de la diversión) se pudo imprimir sobre la lengüeta (la declaración del animal doméstico está adentro en un lado, y hacia fuera en el otro).
--(requiere a) la puerta fina.
--TM: Lengüeta del animal doméstico, lengüeta del tirón del animal doméstico

-

Sección menos importante de R111-1: (porciones copiadas de nosotros por otro co)

Saber dónde se localiza el animal doméstico. No necesitar preocuparse si se pierde el animal doméstico. Localización del animal doméstico conocida vía uno o más de modos siguientes: el transmisor del collar del animal doméstico envía señales al receptor dentro de la casa, si su hogar; el receptor de la puerta del animal doméstico sabe si salió el animal doméstico por último adentro o; una versión no electrónica de la puerta del animal doméstico es tal que es la manera que se cierra así que demuestra salió qué animal doméstico de la manera (estes 3ultimo no patentables?).

- el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala si el dueño está consiguiendo más cerca o más lejos de animal.
- útil para localizar a niños; animales en parques zoológicos grandes; áreas de la naturaleza; etc.
- el collar del animal doméstico también tiene un altavoz del analizador del receptor..... Esto hace los sonidos diseñados para llamar el perro, eg.: "silbar", o el animal oye su nombre.

Nota al pie de la página:

Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; localizador

- OTD:

ACCESO: ; CARRO: ; PALMADA: (para que animal haga el sonido: maullido, corteza...; Exhibición ("S"): (cuenta en el animal (su localización)); "M": cuenta; "mic": ; Paladio: usado por el animal; PP/MP: ; MQ/UQ: ; MULTIUSOS: (multi-animal (cada uno usa diverso paladio w posee el tipo código que es transmitido); NOTIFICADOR: ; OSCILADOR: ; TELECONTROL ("R"): ; CUENTA: ; TDS: ; UIP: (usuario que es animal, eg.: para el estudio de laboratorio de los movimientos animales/comportamiento); Reino Unido; %WA usado por el animal (hace el sonido si caminan demasiado lejos; hace los sonidos interesantes (animales salvajes para excitar el animal doméstico).

- utilizar el kn: 1] "localizador", conociendo el paradero del portador; 2] "localizador" induce la parte posterior del portador vía: choque de osc/el

- trabajos con nuestra puerta del animal doméstico - invención del perro perdiguero de la suciedad.

Seguimiento del equipaje del aeropuerto:

- RFIDs colocado en el cargo: construido en o vía etiquetas

- RFIDs sigue siendo desactivación hasta la recepción de una señal desginated. RFID no son quisieron difundir señales mientras que en vuelo (navegación, etc que disturban). La difusión de RFID para (el minuto 15) después de recibir "es ACEPTABLE difundir" la señal; y continuará la difusión mientras se reciba la "señal ACEPTABLE".

Otro: Existe: 1] El sistema de navegación activado por voz da instrucciones a través de los altavoces del coche. Eclipsar por Fujitsu diez, 19600 Vermont sistema de pesos americano, Torrance, CA 90502. el modelo de PYX15 de 2] Sony.

. Saber cualesquiera uno o más objetos/pieza [tiene o se predice] se mueven. Los ^determines del análisis: cómo, cuando, donde, porqué, qué se movió.

. Ver muchos archivos del GPS, eg.: 3E para los detalles.

- Ver "C": la característica del system (también vista como parte) se adapta según circunstancias.

- Dibujo: A/A/A/A = tr = computadora (B (paladio)) = tr = A/A/A/A... Notas sobre diagrama: El múltiplo (a) recibe (b) transmisiones de la onda de aire. Si se calibra hay solamente un (a) instalado y o en condiciones operables (capaces de recibir [B] "s señala sin obstáculo) entonces se distancia. Si el múltiplo (a), sistema conoce la localización de uno o más (b). (B) movimientos de s los" pueden ser supervisados, ser analizados y ser convertidos según el fabricante y o la programación de usuario.

. Ver los detalles en "Distancer" para los detalles.

. Para Techies: acceso; % del cojín del aire; básico; % del carro; la exhibición ("S") demuestra la localización y o la distancia [B] de 's; "C"; % [B] del flotador; GPS;

% interactivos; "M"; % de la mañana; pp y P.M. (en qué posiciones [B] adentro debe ser notificar usuarios y u otro dispositivo; cómo [B] "las transmisiones de las posiciones de s" deben ser procesadas y ser analizadas y en golondrina de mar activar y o desactivar posiblemente las funciones en los dispositivos dichos u otros); % multiusos; notificador; oscilador; movimiento de [B] para el uip; diagramas de la impresora: [B] 'posiciones de s en un cierto plazo; % del telecontrol ("R"); cuenta; % de la inclinación; U (el usuario hace preguntas del sistema); analizador visual (sentidos para: cambios en la localización [o cualquie movimiento] vía su ojo de la cámara); vr. Ver "C": la característica del sistema (sistema) se adapta según circunstancias. "Mandando la cuenta".

Más: G.P.S. El sistema analiza siempre que cualesquiera uno o más objetos/pieza se muevan en lo referente a cualesquiera uno o más objetos/piezas. Los ^determines del análisis: cómo, cuando, donde, porqué, qué se movió. Localiza el paladio del '(dispositivo de colocación). Analiza los movimientos del paladio (dispositivo de colocación): en términos de W5 (qué, donde, porqué, cuando y cómo) del movimiento o de la localización. el picosegundo (sistema de colocación como el GPS) reacciona según lo señalado al movimiento o a la localización de objetos señalados. Ver la subparte de la Picosegundo-Zona.

Archivo: Localizadores/picosegundo misceláneos

PICOSEGUNDO - SISTEMA DE COLOCACIÓN MISCELÁNEO

Dar a este archivo menos foco - muchos detalles de Squirrelly

Dispositivo de seguridad de la desactivación del GPS: ¿obvio o existe?

Los programas del usuario donde los artículos pueden estar y si se mueven sin la desactivación correcta del sistema de código responden ^by: alarma del sonido, entrando en contacto con seguridad vía el aire o el alambre, llegando a ser non-operational. ^for útil: coches, bicis, estereofonias, barcos, computadoras...

- tiene todas las funciones del "distancer" según lo utilizado en sus operaciones antirrobo (véase las limaduras anteriores de la oficina de patentes.)
- artículo de la pista después de robado

Usos.

Consiste en el siguiente: el producto puede exhibir solamente/cierta información transmite/de la difusión/música según el país y las leyes de Derechos de Autor aplicables en vigor; interruptor con./desc. (el sistema funciona solamente completamente/parcialmente/en absoluto según la división); mecanografiar las noticias de los datos; base de datos; música; mapas que están disponibles para el acceso [eg.: el usuario no necesita pedir los mapas necesarios; dependiendo del código de identificación del usuario, serán dados mapas aplicables y o la información {eg.: datos de tierra sobre almacenes...}]; "synth" del sonido, eg.: volumen, bajo,

agudo; regionalización del sistema [selecciona la radio, TV y otro difunde aplicable a la localización y a los gustos del usuario, eg.: "Pi"; el acento puede southernized cuando está utilizado en los E.E.U.U. del sur]; el sistema permite la encaminamiento del teléfono entrante y saliente ("T") y de otras transmisiones vía el más barato y o los modos/las líneas/los sistemas más eficientes/más aplicables; velocidad del sistema y o de la salida; permiso especial necesario (eg.: de "MFH" o del supervisor (jefe) antes de las ciertos funciones/datos disponibles en ciertas zonas); capacidad de decir en voz alta y o de recibir transmisiones (eg.: tener acceso con ciertos #s del teléfono).

- RFID y otros artículos marcan la' localización con etiqueta del usuario.

Distancer: todas las funciones del distancer en limaduras anteriores pueden ser substituidas usando uno o más sistemas del GPS simultáneamente.

- Dependiendo del uso, el tamaño del GPS necesita ser reducido y los gobiernos necesitan permitir mayor señalar del perno de la exactitud de la localización.
- También ver que mi solicitud de patente del "distancer" archivó tarde 1993 en Moscú.

+ todas estas invenciones son muy relacionadas (a nuestras invenciones del picosegundo):

Notificador móvil de la localización del teléfono -3E010:

Encargado de registro de -3E020 GPS:

-3E150 "Picosegundo-Zona":

Correlador y regulador de la circunstancia de -3E151 GPS:

Localizador de -3E180 GPS:

Sistemas de facturación de -3E190 GPS:

Suplemento de interior de -3E210 GPS:

Descripción de D - cómo las piezas pudieron caber

OTD: U/otro (KN) sistema = este ~ del sistema de N (picosegundo) C =

. Picosegundo - R - Inclinación:

Picosegundo:

Notificador móvil de la localización del teléfono -3E010:

-3E020 GPS registra a encargado:

-3E150 "Picosegundo-Zona":

Correlador y regulador de la circunstancia de -3E151 GPS:

Localizador de -3E180 GPS:

Sistemas de facturación de -3E190 GPS:

Suplemento de interior de -3E210 GPS:

Teledirigido:

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(cada usuario tiene diversos sonidos que prefieren anularse (según uno o más de su UIP seleccionable)); NOTIFICADOR: (cuando una distorsión is/appears inevitable (y usuario puede hacer una cierta alteración (banda)); OSCILADOR: (); Banda: (); IMPRESORA: (gráficos del decibelio); Picosegundo: (el mic ajusta a la localización de la fuente sana (mudanza)); Q: (pedir: qué sonidos son/no se quieren); R: (); S: (); CUENTA: (tds; demuestra eficacia de qué is/is que no es cancelado (y del cómo)); SYNTH: (alteran los sonidos deseados (composición, del discurso...: de modo que baje dentro de la gama de los sonidos que no está cancelada); Teléfono ("T"): (sonidos indeseados de las cancelaciones en sitio mientras que habla: copiado por AT&T); UIP: (); WA: ().

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- él hizo mucho trabajo en el GPS, tendría dificultad el permanecer delante de mercado puesto que muy apretado ya.

Compás R15 para la navegación del coche. También útil en encontrar automatizado de la localización. Altitud y ángulos de las medidas para los aviones, construcción.

. - [Laboratorio Co. 3-30-3 Nishi-Ikebukuro, Toshima-ku, teléfono 03 de Chemicalizing de Tokio 171 5992 2241. 18 de enero de 92 NK]

- OTD:

ACCESO: (); CÁMARA: (); CARRO: (); MFH: (); MULTIUSOS: (); NOTIFICADOR: (w5; aviso (minuto 5) antes de la llegada o navegador que necesita tomar la decisión, eg.: hacer una vuelta; notar dado cuando está llegado); OSCILADOR: (); Banda: (); IMPRESORA: (mapa); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); Teléfono: (tr); UIP: (); WA: ().

R50 GPS (para examinar áreas geográficas). [Navegación de Trimble [co no japonés?], El ministerio del instituto geográfico de la encuesta sobre la construcción, asociación de Japón sector de la construcción titulado el artículo de los topógrafos 1992 del "descubre los satélites" NK]

- OTD: ACCESO: (); ARTISTA: (paladio); CÁMARA: (paladio); CARRO: (); COMPOSICIÓN: (paladio; Miburi de Yamaha); ENTRETENER: (); "M": (); MAÑANA: ("notifica" si el usuario no está fuera de la cama basada en la localización de la persona (paladio, calor del cuerpo)); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (el tipo oscilador diferencia según la localización del paladio); Teléfono: (tr); UIP: (); WA: ().

"Diagrama del picosegundo de la base (GPS)"

El 1:1 "Reino Unido" de la pieza del diagrama = la computadora de tierra de 1A (GPS) picosegundo (memoria) = el transmisor de tierra del 1B (GPS) picosegundo = el satélite 2 (receptor = computadora (memoria) = transmisor) de = el receptor de tierra 3 picosegundos = computadora del picosegundo de la tierra 4 (del portable) (memoria) = 5 convertidor de señal del software (permite/selecciona programas/sistemas/funciones) = 6 = 7 hizo salir.

Pieza 1A del diagrama - ésta es una extensión de la parte 4:
Computadora de 4 picosegundos = transmisor 4A/receptor de tierra = 8 "M" = 9 transmisores/receptores = 10 otros "M" = 11 transmisores/receptor

Detalles del diagrama: Tierra picosegundo (GPS) 1 - 1B: tiene "Reino Unido", uno o más "exhiben", "cp"
- el analyzation/el determiner de qué funciones pueden ser controladas puede estar en la parte 2 (en satélite) y o la parte 4 (en la tierra) y o 7 ("M" para ahorrar el espacio en 1 y 2)
- una línea se puede también extraer de 1A a 5
-4A determina qué necesidades de ser transmitido a 7 "M"
-6 hacer salir: ver los usos.
. - 9/10/11: monitores y o controles las acciones del GPS de la tierra; para la capacidad adicional (base de datos, funciones, conexión a otros sistemas de la hospitalidad).

OTD para "el diagrama del picosegundo de la base (GPS)"
Unidad de tierra portable del picosegundo (1 y o 1A y o 3 y o 4 y o 5 y o 6 y o 7), el sistema de tierra se puede integrar con uno o más del siguiente: acceso; cojín del aire; notificador; balance; básico; punto de ebullición; carro; cc; carácter; palmada; %composition; d; fecha; distancer; educ; egh; entretener; ejercicio; fd-hdd; flotador; fs; juego; interactivo; localizador; micrófono; módem; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; oscilador; UIP; portable; pp; impresora; RCP; alejado; cuenta; analizador de %sound; discurso; teléfono del SP; synth; tds; teléfono; inclinación; juguete; tr; Reino Unido; uq; vc; analizador visual; vr. + ver todo el archivo 3E.

unidad de 2 satélites: el sistema se puede integrar con uno o más del siguiente: acceso; básico; punto de ebullición; fecha; distancer; fd-hdd; fs; interactivo; localizador; multiusos; UIP; pp; alejado; cuenta; tds; teléfono; juguete; tr; Reino Unido; vc; analizador visual.

8 picosegundos "de M" se pueden integrar con uno o más del siguiente: acceso; cojín del aire; notificador; balance; básico; punto de ebullición; carro; cc; carácter; palmada; %composition; d; fecha; distancer; educ; egh; entretener; ejercicio; fd-hdd; fs; juego; interactivo; localizador; micrófono; módem; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; oscilador; UIP; pp; impresora; RCP; alejado; cuenta; analizador de %sound; discurso; teléfono del SP; synth; tds; teléfono; inclinación; juguete; tr; Reino Unido; uq; vc; analizador visual; vr.

El ^ hecho salir 7 consiste en el siguiente: el producto puede exhibir solamente/cierta información transmite/de la difusión/música según el país y las leyes de Derechos de Autor aplicables en vigor; interruptor con./desc. (el

sistema funciona solamente completamente/parcialmente/en absoluto según la división); mecanografiar las noticias de los datos; base de datos; música; mapas que están disponibles para el acceso [eg.: el usuario no necesita pedir los mapas necesarios; dependiendo del código de identificación del usuario, serán dados mapas aplicables y o la información {eg.: datos de tierra sobre almacenes...}]; sintetización del sonido, eg.: volumen, bajo, agudo; regionalización del sistema [selecciona la radio, TV y otro difunde aplicable a la localización y a los gustos del usuario, eg.: "Pi"; el acento puede southernized cuando está utilizado en los E.E.U.U. del sur]; el sistema permite la encaminamiento del teléfono entrante y saliente y de otras transmisiones vía el más barato y o los modos/las líneas/los sistemas más eficientes/más aplicables; velocidad del sistema y o de la salida; permiso especial necesario (eg.: de "m" o del supervisor (jefe) antes de las ciertos funciones/datos disponibles en ciertas zonas); capacidad de decir en voz alta y o de recibir transmisiones (eg.: tener acceso con ciertos #s del teléfono)

Función adicional para la parte 7:

Antirrobo: Los programas del usuario donde los artículos pueden estar y si se mueven sin la desactivación correcta del sistema de código responden ^by: alarma del sonido, entrando en contacto con seguridad vía el aire o el alambre, llegando a ser non-operational. ^for útil: coches, bicis, estereofonias, barcos, computadoras...

- tiene todas las funciones del "distancer" según lo utilizado en sus operaciones antirrobo (véase las limaduras anteriores de la oficina de patentes.)
- artículo de la pista después de robado

Picosegundo (GPS) 'Distancer:

todas las funciones del distancer en limaduras anteriores pueden ser substituidas usando uno o más sistemas del GPS simultáneamente.

- Dependiendo del uso, el tamaño del GPS necesita ser reducido y los gobiernos necesitan permitir mayor señalar del perno de la exactitud de la localización.
- También ver que solicitud de patente del "distancer" del kn archivó tarde 1993 en Moscú.

d sin cuerda y celular de 3E-010: la distancia aproximada de las demostraciones del transmisor así que del usuario es menos probable conseguir cortada. Y o da la advertencia vía luz y o audio cuando está acercando a límites externos. Ver el archivo ampliado. MOVIDO AL ARCHIVO AMPLIADO

3E-030 GPS utiliza el Info de la trayectoria viajó:

El GPS identifica las d móviles que colocan y o hace un mapa de sus recorridos. ¿Demasiado obvio para la patentabilidad?

. - Sistema de navegación mundial (GPS) conjuntamente con el teléfono celular.

- Usos:

--Los cálculos del costo de negocio de millas viajaron; la trayectoria del recorrido pudo integrar con el otro Info (DB, calendario de acontecimientos) (automáticamente) conecta que viajan lazo (de los segmentos) con qué propósito.

--El `sigue qué entregas/escoger sube fueron hechos y cuando (W5).

-

Encargado de registro del GPS: no pierde de vista el travele de las trayectorias:

Usos: para la oficina recaudatoria que las necesidades de saber las millas y o encaminan viajaron y cuando y donde parado durante cu3anto tiempo, reduce la necesidad de la custodia de registro manual.

- el usuario pudo afinar en el Info sobre su parada cuando viajó la parada se hace ahorro de afinar millas y de donde y a donde.
- para los taxis, cada vez que el pago es etiquetas de registro recibidas del encargado del GPS la ocurrencia.
- el sa estudia los sonidos hechos w5 - > DB
- esta invención se combinó con 3E-020 viejo
- Búsqueda de palabra clave: "gps o g.p.s." y "trayectoria" ~11 del recorrido y ("base de datos" o pista o pistas o seguimiento)

Todos o la mayor parte de siguiendo existen.

La primera sección de cada invención cubre qué existe. Ha seguido por el Info mezclado con muchas piezas que pueden tener algunas invenciones únicas.

R116 existe: todos o sobre todo. El GPS (sistemas de navegación mundiales) localiza la posición de carros. Este Info usado para ajustar horario de operación del plan. $10,000/truck. Marzo de 93 X.

- OTD: ACCESO: para ganar la información; CARRO: ; Exhibición ("S"): ; FS: ; "M": ; Paladio: localizado en vehículos móviles; PP/MP: ; MQ/UQ: ; MULTIUSOS: (diverso paladio de cada carro le hace a diverso usuario (internar el sistema de cada carro lo yuxtapone en relación a otros carros para el análisis/la visión por cada conductor); diversa gente puede obtener la información); NOTIFICADOR: (cuando el carro sale la ruta necesaria, hurto alerta/que remonta); OSCILADOR: ; IMPRESORA: ; %REMOTE: ; CUENTA: (patrones del recorrido); TDS: ; Teléfono: ; UIP: (de cada carro/conductor); Reino Unido.

R127 [boleto de tren de viajero de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en puerta del boleto. JR (ferrocarril de Japón)]. También copiado al "acceso", "cuenta", "pista".

La alarma antirrobo del coche R89 memoriza la posición del coche [eg.: conseguir N para el distancer usado para los coches] el 29 de agosto de 92 NK

C84 = "teléfono" = "notifica" a dueño si se mueve el coche (ilegal) (más W5 (vía C84/PS/GPS)

- El navegador de coche de R193 GPS da comandos verbales de dirigir el conductor. 2 de noviembre de 92 NK

. - movido al "picosegundo" 6.96

- > R202 GPS activado por voz. Sanyo 19 de abril de 93 NK

- movido al "picosegundo" 6.96

Picosegundo = sistemas de colocación (paladio ("GPS", "Distancer", "localizador"))

oooooooo

reloj de 3E-100 GPS: El reloj tiene funciones del GPS. Exhibición: Tiene tirón hacia fuera el revelar de la pantalla. O puede proyectar el mapa sobre cualquier superficie semi-plana en día o la tarde. O el usuario utiliza un agujero del pío del ojo que demuestre mucho en un poco espacio (eg.: como la lente del microscopio)

ventas de 3E-080 GPS: Salidas

3E-110 cayó. Obvio.

GPS del basculador 3E-120: ¿Existe?

- cantidad de las medidas de metros activaron cada día. Guarda un registro semanal/anual.
- otra forma de nuestra invención de la recompensa del podómetro. Da distancia del punto de destinación (recompensas de ofrecimiento de la cafetería).

instructor del sistema de colocación 3E-140:

Dice a usuario qué cómo cuando donde y o porqué (w5) deben mover acto responder y o piensan. Ejemplos:

- Instructor del juego: qué se mueve debe/se podría hacer para jugar a ajedrez, va, Othelo, inspectores, juegos al aire libre... El instructor del juego puede también ser su socio.

los juegos de %-ball, GPS dirigen la bola contra la persona, e.g.: para un fútbol de la persona, ping-pong, etc.

- otros sensores (sa): la ayuda determina la naturaleza de la situación.
- confía en el uip y la base de datos de movimientos/de acciones/de patrones de flujo para los juegos/las acciones aplicables.

localizador de 3E-180 picosegundo (GPS): el sistema le ayudará a encontrar el artículo dirigiéndole a él. E.g.: gato perdido que no vendrá en sus el propio. ¿Obvio?

- también utiliza otros sensores: olor, sonido; pista, reconocedor visual

3E-210 "localizador" y "Distancer", eg.: Localizaciones de [gente, animales y artículos termógenos (las máquinas, ennegrecen los objetos coloreados que calientan para arriba más que el ambiente en el sol)] identificado por los sensores del calor (cualesquiera hechos nunca por Takenaka Engineering Co, Japón). Las localizaciones exactas se pueden determinar por el análisis de sensors/PS múltiple de modo semejante de: receptores múltiples de la radiofrecuencia que identifican objetos según lo explicado en estos papeles.

+ 3E220: SISTEMAS QUE UTILIZAN ""/"DE LOS SISTEMAS DE COLOCACIÓN TELECONTROL": Diagrama: 1other|2c \ 3tr \ 4rc = 5md \ 6other los = 7M \ 8function \ 9other

Funciones adicionales del picosegundo:

o-GL = localizador del GPS: identifica la localización del "paladio". El sistema más grande puede adaptarse a la localización del paladio. OTD: GPS

programación de la información de usuario del o-GUIP = del GPS: GL puede también ayudar a compilar los datos para el "UIP". OTD: GPS

Programación del localizador del o-GLP = del GPS. Las funciones aplicables se accionan según la localización del MD. OTD: GPS

Tagger de GT = del GPS: El sistema sigue los movimientos de W5 del MD. OTD: GPS

El anotar del GS = del GPS. Puede "anotar" los datos de /compile/calculate para el ^ del UIP: funciones de la tarjeta de crédito/de la tarjeta de débito; características del comportamiento (correlativos con qué ocurrió en tales veces). Cargas para viajar en las carreteras, espacio del aire/del mar, tiempo pasado en ciertas localizaciones (bibliotecas). GMA. Consigue su from^ del Info: cualquier otro GPS relacionó la función, "Reino Unido", "UIP". OTD: GPS

Acceso de o-GA = del GPS: El transmisor del MD se identifica de el de otros MD y objetos. Con el código transmitido aplicable, el MD y o su to^ principal del "acceso" del aumento del usuario: la localización física, entrada en porciones de una computadora, maneja ciertas tareas. OTD: GPS

Analizador del movimiento de o-GMA = del GPS: Compila y analiza los movimientos, eg.: las distancias/las localizaciones viajaron, las velocidades, sincronizaciones (longitud del recorrido, inmóvil pasada tiempo); CROMATOGRAFÍA GASEOSA. OTD: GPS

O-GB = GPS "balanceador". Si la función es generada por el ^ "británico" del "telecontrol" 's: Opción #1: el usuario selecciona que los ajustan están adentro dentro de la rejilla del área. Opción #2: Ajusta automáticamente. Opción #3: Ajusta hasta que el usuario sea feliz (los movimientos del sistema/los ángulos/fluctúan/alteran hasta que el usuario presione el botón para que el modo/la situación/el elemento deseados se congelen mientras que es en ese momento. OTD: GPS, oscilador, notificador, alejado.

relojes de la computadora del o-Casio que actúan como compás y dan la temperatura. Mencionado en "semanario de Nikkei" el 28 de febrero de 94 P. 23.

2D-050 localiza la dirección del objeto vía: Sonido/cámara. indicador constante de la dirección 2D-060: El sistema portable señala continuamente al objeto deseado sin importar a donde el sistema portable de u w se mueve.

. % de OTD esta pieza de N () +

Monitor inteligente -2E251: (hace/no sigue el paladio)

Notificador móvil de la localización del teléfono -3E010: (t = sistema del paladio = de los gps)

cancelador del ruido del teléfono de -3E040 3E041: (hace/no selecciona los sonidos emitidos de las fuentes w o del paladio del wo)

Verificador del contenido -4E020 y de la fecha: (cuando el paladio es por donde (w5) según lo seleccionado c = 4E020 coloca ocurrencias)

Palillo teledirigido -5E020 con el interruptor: (funciones (diferentemente) en ciertas zonas)

El uno mismo del sistema -5E080 analiza la mejor síntesis para la acústica del sitio/del pasillo: (analizador del sistema de los stereo=pd=gps)

Venda sin hilos de la música -5E090: (funciones (diferentemente) en ciertas zonas)

las perforaciones Alerter, 7G052 del PVC de -7G050 7G051 doblaron el notificador llano: (funciones (diferentemente) en ciertas zonas)

El explorador del canal -9G220 salta las estaciones que tienen anuncios publicitarios: (funciones (diferentemente) cuando es portable el sys=scanner está en ciertas zonas, eg.: cuando en diversas ciudades, el sistema coge (automáticamente) los canales de diferenciación y el sistema de diferenciación (pantalla) (las estaciones))

- "Bill"

satélite interactivo 4C070: ¿Obvio?

El satélite obra recíprocamente con el Info que recibe de comunicar unidades auxiliares.

- Los expedientes molieron los movimientos y las funciones del comportamiento de cualquier objeto móvil en la tierra dentro de cualesquiera pocos metros cuadrados. Recibe transmisiones de la gente, animales, coches. Este aspecto funciona como el sistema existente.

- Analiza la función o el comportamiento del objeto (para el UIP). En golondrina de mar el cerebro del satélite puede hacer los comandos de respuesta apropiados basados en lo que él aprende/knows/UIP (su inteligencia o la del satélite en jefe de la computadora o de la persona).

- las funciones según donde la persona viaja en el planeta, invención son usadas por la persona/el animal. El dispositivo recibe transmisiones del satélite, diciendo a dispositivo su localización dentro de un metro o así que (la tecnología existe)

- D: mudanza siendo (persona, animal) = c (sensores, picosegundo) = tr/rc = satélite/M.

Función: expedientes de las subsistencias en cuanto a las localizaciones del recorrido de la persona con las duraciones en cada "zona". Se puede atar a los vehículos o cualquier producto o animal

fijación a cualquie objeto

- Relacionado con 5A-580

+ "pista".

-

Usos:

- el movimiento/el cambio ocurrió - > alarma accionada/movent y o cambio demostrado en la exhibición/otras funciones.

- el GPS incluye tecnologías además de ésas que usan los satélites.

-

Identifica la localización del paladio (vía "GPS", "distancer"). El picosegundo puede entonces "anotar" la localización de /calculate con la ayuda posible de C/del M. del paladio. Para los detalles ver: "distancer"; "GPS"; "localizador".

- el navegador de o-C88 GPS (coche) da comandos verbales de dirigir el conductor. 2 de noviembre de 92 NK.

D: remote=c88

- O-Viaja el monitor: demuestra donde está el usuario; donde no ir.

- Demostraciones de la exhibición: M = el ~ alejado "" del ~PD~ " de "T " del usuario exhibe" /does el siguiente:

- Paladios: altitud, compás y dirección actual del recorrido del paladio, barómetro, temperatura; noticias (flashes de títulos; informes comunes); advertencias a no viajar en ciertas zonas (túnel a continuación, o la otra causa de la recepción pobre para la comunicación; peligro de la contaminación)

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

"Diagrama del GPS de la base"

Diagram el 1:1 "Reino Unido" de la parte = la computadora de tierra de 1A GPS ("C") (memoria) = el transmisor de tierra del 1B GPS = 2 el receptor de tierra del satélite (receptor = computadora ("C") (memoria) = transmisor) = 3 GPS = la computadora del GPS de la tierra 4 (del portable) ("C") (memoria) = 5 convertidor de señal del software (permite/selecciona programas/sistemas/funciones) = 6 = 7 hacen salir.

Diagram la parte 1A - ésta es una extensión de la parte 4:

Computadora de tierra de 4 GPS ("C") = transmisor 4A/receptor = 8 "MFH" = 9 transmisores/receptores = 10 otros "MFH" = 11 transmisores/receptor

Detalles del diagrama: Tierra GPS 1 - 1B: tiene "Reino Unido", uno o más "exhiben", "cp"

- el analyzation/el determiner de qué funciones pueden ser controladas puede estar en la parte 2 (en satélite) y o la parte 4 (en la tierra) y o 7 ("MFH" para ahorrar el espacio en 1 y 2)
- una línea se puede también extraer de 1A a 5
-4A determina qué necesidades de ser transmitido a 7 "MFH"
-6 hacer salir: ver los usos.
. - 9/10/11: monitores y o controles las acciones del GPS de la tierra; para la capacidad adicional (base de datos, funciones, conexión a otros sistemas de la hospitalidad).

Los E.E.U.U. patentan no: 4894662 4899285 4924402 4949089 5070537 5087919 5119341+-Extender debajo del agua 4719469 4384293 4445118 4550601 4599620

OTD para "el diagrama del GPS de la base"

Unidad de tierra portable del GPS (1 y o 1A y o 3 y o 4 y o 5 y o 6 y o 7), el sistema de tierra se puede integrar con uno o más del siguiente: acceso; cojín del aire; notificador; balance; básico; punto de ebullición; carro; cc; carácter; palmada; %composition; d; fecha; distancer; educ; egh; entretener; ejercicio; "C"; flotador; fs; juego; interactivo; localizador; micrófono; módem; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; oscilador; uip; portable; pp; impresora; RCP; alejado ("R"); cuenta; analizador de %sound; discurso; teléfono del SP; synth; tds; teléfono ("T"); inclinación; juguete; tr; Reino Unido; uq; vc; analizador visual; vr.

unidad de 2 satélites: el sistema se puede integrar con uno o más del siguiente: acceso; básico; punto de ebullición; fecha; distancer; "C"; fs; interactivo; localizador; multiusos; uip; pp; alejado ("R"); cuenta; tds; teléfono ("T"); juguete; tr; Reino Unido; vc; analizador visual.

8 GPS "MFH" se pueden integrar con uno o más del siguiente: acceso; cojín del aire; notificador; balance; básico; punto de ebullición; carro; cc; carácter; palmada; %composition; d; fecha; distancer; educ; egh; entretener; ejercicio; "C"; fs; juego; interactivo; localizador; micrófono; módem; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; oscilador; uip; pp; impresora; RCP; alejado ("R"); cuenta; analizador de %sound; discurso; teléfono del SP; synth; tds; teléfono ("T"); inclinación; juguete; tr; Reino Unido; uq; vc; analizador visual; vr.

+ diagrama 1A de " Distancer ": la transmisión 2. del transmisor 1.GPS (sistema de navegación mundial) (memoriza la localización anterior) = al satélite de la vieja/nueva localización = el satélite 3. dice a sistema su nueva/vieja localización = la respuesta 4.

Notas del diagrama 1A de "Distancer":

- parte 1: la memoria es ^in: A - parte movible; "M" físicamente a parte de la parte basada en los satélites y movible, de la transmisión de A o del satélite = "M" = transmisión a A/satellite/other "M".

--Tiene determiner de la transmisión de los "pp": reloj que regula la frecuencia de la transmisión; transmisión también activatable por = usuario que afina en botón/detector = transmisión de movimiento significando el movimiento/cualquie ocurrencia (sistema conseguido mojado, perdido, dañado, robado) = determiner del analizador = de la transmisión. Memoriza la localización anterior con respecto a sus otros puntos (distancers: receptor/transmisores del sistema) de referencia.

- parte 2: los gobiernos más exactos permiten que el GPS establezca claramente localizaciones exactas, más útil este producto será.

- el 3:3 de la parte transmite = 1 receptores = 1 receptores = transmite a 1 computadoras = responde; 3 transmite de = la computadora "M" 3 físicamente a parte la respuesta de 1 y 3 = 4

- parte 4: audio vía los auriculares de los altavoces, corded o sin cuerda

diagrama 2A de +Distancer: 1. el transmisor transmite = 2. que el receptor analiza el cambio en la localización del transmisor debido al análisis de la transmisión de radio de = respuesta 3. disparadores.

Notas del diagrama 2A de Distancer:

- parte 1: tiene determiner de la transmisión de los "pp": reloj que regula la frecuencia de la transmisión; transmisión también activatable por = usuario que afina en botón/detector = transmisión de movimiento significando el movimiento/cualquie ocurrencia (sistema conseguido mojado, perdido, dañado, robado) = determiner del analizador = de la transmisión. Memoriza la localización anterior con respecto a sus otros puntos (distancers: receptor/transmisores del sistema) de referencia.

- el 3:2 de la parte transmite = 1 receptores = 1 receptores = transmite a 1 computadoras = responde; 2 transmite de = la computadora = la respuesta 2

La pieza "GPS" incluye todo el "Distancer". El "GPS" incluye; pero, "Distancer" excluye (salvo especificación de lo contrario) el uso de una exhibición que demuestra los mapas para los consumidores así que pueden encontrar su manera a un punto específico más allá de 1 kilómetro.

- para los detalles ver las nuestras limaduras anteriores con las oficinas de patentes y la otra información en esta limadura. (Este archivo es una consolidación 12.93 de archivos: y \ distancer; y c \ distancer)

Usos:

- siempre que dos o más porciones se separan más allá de cierta distancia programada, la pieza del receptor alarmará.

- Guantes que son separados más allá de distancia deseada.

- Restricter del movimiento: los niños que viajaban más allá de distancia deseada, animales domésticos, animales salvajes, ex-convicts guardaron dentro de cierto radio.

--la respuesta en Distancer Diagrams 1A, 2A es: señal = altavoz = emisión audio (instrucciones verbales y o cuidado, alarma); señal = descarga eléctrica/altavoz que da ^inaudible sano incómodo a los seres humanos.

Hurto: oficina y electrónica casera; los almacenes que demuestran modelos de la exhibición sin los alambres - saber que algo fue levantado antes de que usted descubra a persona que camina hacia fuera la puerta y después que funciona abajo de la calle; descubrir si es su coche se está tomando que (las alarmas no son buenas si usted no puede ver el coche de la ventana) le da hora de entrar en contacto con a policía en un minuto. Alarmas si las ventanas o las puertas parte más allá de cierta distancia (otro adminículo al ladrón de la hoja). /

Hurto misceláneo: trabajar/envía del artículo de las causas no la alarma que se puede coger más adelante por la policía cuando ella tiene más adelante bastantes receptores; si el dueño no allí, receptor entra en contacto con a policía, etc. //

Verborrea: puesto la detrás/entonces "esto se está robando"; la voz del dueño o del padre dice "vuelto a casa", o si entonces van demasiado lejos, da el sonido del "alimento", eg.: ./del abrelatas de poder

Técnico: reducir la batería del tamaño enviando pulsos ocasionales. Puede funcionar encendido una frecuencia de la FCC o del juguete. Relativamente barato producir. El tamaño pequeño permite que sea ocultada dentro de ladrones foiling del equipo - puede también ser construido como pedazo disfrazado de./del equipo

Usos del juego: los pedazos necesitan ser puestos en la distancia correcta de ciertos otros pedazos (resultados en sonidos queridos o indeseados como confirmación). Juego al aire libre: si un amigo está más allá de gama (vida real también). Usted sabe si alguien se está acercando (vida real también). /

Usos misceláneos: envía el aviso si la máquina remota no se está realizando según plan. Parte movible en la cosa o coche usted es siguiente: dice a detective despertar y comenzar a seguir después de una breve pausa.

Monitor auto de la velocidad: señal única de la fijación al vehículo - los receptores de la calle pueden coger electrónicamente los reductores de velocidad, ésos que toman vueltas ilegales (un vandalismo más propenso de la cámara y tiene problema de la visibilidad, etc.). /

Trazalíneas de la gente: insertar el transmisor en el coche de la persona, el monedero, el etc. Siempre que se vayan recibiendo la máquina indica la hora de salida y la vuelta. Ver si la persona es honesta al preguntar cuándo estaban hacia fuera. Para los esposos que se miran, encargados que pasan mucha hora fuera de la oficina

Futuro: Monitor vía la recepción de los satélites - movimiento de observación del mundo.

El transmisor comienza a transmitir sobre la separación, eg.: de la tarjeta de crédito de la carpeta. carpeta del monedero. M indica si el elemento que vaga es semi o muy lejano. TM: Vagabundo. ALETA

- atado al monedero del dinero de una mujer es un transmisor; se ata al bolso receptor. Si el monedero se roba nunca, el receptor del bolso alarmará porque ha parado el recibir de señales del transmisor del monedero.

. Estrategias de búsqueda de la patente:

- palabras claves posibles: distancia--, alarma--, movimientos-- (moviéndose...), separat-- (separarse....), alerta--, receiv--, transmitir--

- estrategia posible de la palabra: (alarma-- o alarma--) + (movimientos-- o distancia-- o separat-- o salir-- o [va más allá]) + (recibir o transmitir)

- si nada aparece de la búsqueda de la palabra clave, después búsqueda por clasificaciones.

- Relacionado con la patente de los E.E.U.U.: 5056106. Mide la distancia entre tres porciones en kilómetros; un dispositivo de radio.

Conocer la localización del transmisor. Un número de diversos receptores identificarán la localización [zona del `].

Separar los productos (relacionados)

Diagrama: 1other/2c \ 3tr \ 4rc = 5md \ 6 [otro \ lente] = 7 [M \ elemento] \ 8function del registrador \ de la cámara \ 9 que es visto

La o-Cámara sigue a persona marcada con etiqueta:

La "cámara" captura solamente la gente/los objetos 9 si son /are que no usa un MD 5 [paladio o dispositivo móvil]. La cámara sigue 9 movimientos cerca: cámara que pesca con caña/activar la otra cámara más cercano a mover 9.

- Quién la cámara mira: Los intrusos indeseados de A] estarían sin el código necesario de su MD 5; Gente particular de B] con las transmisiones aplicables de su MD 5.

--por lo tanto miró más de cerca vía localizaciones de /M. de la "exhibición" de la cámara = del protector de querido/indeseado: 9 personas/objetos/animales pueden también ser via^ detectado: sensores para el calor, vibración, los paneles piezosensibles (como caminatas/se sienta de la persona), micrófonos (que cogen cualesquiera [sonidos particulares o inusuales (analizador de sonidos)]

- OTD: D (esta N - sobre diagrama) =

"Mandar la cuenta" 2, cámara 6, registra 8, imágenes sobre (vídeo móvil, película del cine; todavía película; memoria de "c" (digital)). 8Access; cojín 5Air; Básico; 5C; 58Composition; 7Date; 8Display; Entretener; GPS; Interactivo; 6Microphone; 6Mouse; 67MP; 67MQ; 7Multi-user (vigilante, sistema que controla de la persona); 5Notifier; 6OSC; 56Portable; 67PP; 5printer; 5Remote; 7Score; 5Speech; 57UIP; 57UK; 57UQ.

regulador del telecontrol de la muñeca de CMD-10 de o-58 Casio.

o-58 balancean automáticamente altavoces, y dan vuelta a la pantalla de la TV, según la posición del reloj.

o-57 también tiene el anillo del teléfono solamente en el cuarto que usted es provechoso localizado. 7 - también recepcionista/su equipo. 8 - teléfono del usuario.

o-58It también activa luces

objetos necesarios de o-58Locates. El objeto necesario es 8, que tiene poseer "tr/rc", "c".

--

La cámara ajusta a la localización del paladio: 5 videocámaras; 5Cameras;

O-Juegos (el usuario del "localizador" sabe tan 5W sobre sus compañeros 1enemies/1team mientras que juega dentro o al aire libre [el juego no limitado a jugar solamente delante de la computadora, 7 M es la computadora central

Las o-Temperaturas van up/down según ^: el in/# del paladio del sitio de la gente allí también/el tipo de temperatura que prefieren al igual que en la memoria de sistema para PD/what del usuario está "Reino Unido" en el "paladio" 's "telecontrol".

o teléfono N usando el GPS en el GG \ 1G

o--este archivo 3E-220 copiado para mejorar el archivo 1.95 de N.

Ver el archivo 3E para cualquier información adicional sobre el GPS, el paladio, el picosegundo, y materias relacionadas.

Picosegundo, paladio ("GPS", "Distancer", "localizador")

Cambio correcto de la parte del MD - > paladio; ¿GPS, distancer, localizador? - > picosegundo (que coloca el sistema)

PALADIO \ (MD): Dispositivo de colocación/dispositivo movible. Según la posición del paladio según lo determinado por el otro TR/RC, la localización del paladio es resuelta. El sistema del picosegundo puede utilizar la localización del paladio para hacer lo que quiere según el software usado, algunos de estos usos sigue:

Otro \ 2c \ 3tr \ 4rc = 5pd \ 6other del 1:1 de Diag los = 7M \ 8function \ 9other

- GEN de OTD: "c" de 5 (almacenes W5, datos recuperados de ninguno de estos otros sistemas del analyzation del GPS en esta limadura). La cantidad de 1 \ 1A \ 2 unidades es ilimitada.

5: "/"/"de la ""del tds (reloj) exhibición " = de " c " = " del tr rc".

- OTD #1: 8 puede ser bastante pequeño atar a la persona/al animal/al objeto móviles, llevado a cabo en bolsillo/bolso; hecho en parte de/ató a otro device^ portable: computadora, calculadora, cadena dominante, joyería, bolso, vehículo, hospitalidad portable (radio, Cd, magnetófono, TV).

- OTD #2: 5678Access; 6 puertas/cerradura/llave; cojín 15Air; 578Artist; 15689Basic; 1256789C; 156789Cart; 578Composition; 578Date; 1256789Display; 58Entertain; 23 satélites (satélites del GPS); 5GPS; 578Interactive; 5678Microphone; 5Mouse; 578MP; 578MQ; 578Multi-user; 1234578Notifier; OSCILADOR 158; Portable 15689; 578PP; 9Printer; 1 telecontrol 5 8; Cuenta 2578; 124578Speech; 2578UIP; 2578UK; 578UQ.

5 se pueden poner en: bolsillo, monedero, bolso, estante, piso, coche; usado en la muñeca, cintura, tobillo vía correa con el sujetador (venda de reloj).

- OTD: #4: 1:1 de Diag otro|2c \ 3tr \ 4rc = 5md \ 6other los = 7M \ 8function \ 9other

Los siguientes son las funciones para el diagrama del MD. Para los detalles adicionales en cómo funciona cada uno de estas categorías de producto, ver las limaduras correlacionadas separadas de las descripciones de producto para estas categorías de producto, cada tal número del producto es una opción separada del producto/de la función:

- usos del ejemplo: comienzo/funciones de la función de a] según la localización del usuario (cuando el usuario está cerca de ella); b] El MD es un control "alejado" que deja el sistema de control del usuario; el sistema de c] desarrolla su "UIP" y sabe un mejor W5 para funcionar (automáticamente girándose en cierto tiempo puesto que el usuario está allí el 80% del tiempo cada día en aquel momento).

__nes con o sin la TV activada acercándose de type MD; 5 > 7 contadores electrónicos; Hospitalidad electrónica; joyería electrónica 5; 8 luces de inundación siguen MD/moving person9; dispensadores 8Food (la máquina expendedora da el alimento libre para enderezar el MD); 5 tabletas escritas mano de la entrada de la imagen; 5 auriculares (puede también escuchar la música, las noticias, el uso como 6 "WA", los audífonos w "notificador"); 5 productos interactivos de los controles del MD: 8television, dispositivos de entrenamiento 8computer, realidad 8virtual; 5 controles 8Intercoms; regulador 5Joystick; 8Jukeboxes; OSCILADOR 8 (laboratorios del aprendizaje de idiomas (eg.: registradores de cinta para la lengua)); 8 encendiéndose: los reguladores, equipo del estudio, accesorios se dirigen y uso de la oficina; 5 plumas ligeras; relojes 8Lighter (relojes de tabla con los alumbradores de cigarrillo); 8 máquinas del masaje; 6/8Microphones; 5 ratón - dispositivo punteagudo de la computadora; sistemas del acompañamiento 8Musical - Karaoke; centros 8Music; 8Music computadoras - sintetizadores; metros 8Noise; sistemas de la llamada 78Nurse; equipo 8Office: (abrelatas de la puerta, seguridad ("acceso")); combinadores de los divisores 8Optical; sistemas 18Paging: personal/público; 8Projectors; sistemas de direcciones 18Public: general/móvil/portable; 8Radios - novedad; equipo 18Radiocommunication; 8Refrigerators; 8Robots (para los juguetes, entusiastas de la manía; excluye el trabajo de asamblea); 8 sistemas de entrada de discurso; 8Speaker - megafonía; 8Speakers; luces

8Street; relojes 6Stop; 8Studio equipan; máquinas 8Tape: microcassette, detección de la voz; 8Telecommunications; 8 televisiones (sus pantallas, volumen, triple y otro sonido/representación visual/modulaciones/controles de las multimedias); 8 juguetes; 8 TV - Interactivo: sistemas de conferencia; sistemas de teléfono; 8 juegos video; Vídeo 8: accesorios de la cámara, corrigiendo las máquinas, generadores video del efecto: eg., ajusta la lente según la localización del paladio; Correo de voz: dice a llamador Info con referencia a la localización del paladio/qué usuario está haciendo allí como "Reino Unido" en el "telecontrol"; 6 8 Walkietalkie: localiza a usuario, realza la recepción/la transmisión mejor conociendo la localización del usuario - distancia de las disminuciones entre el transmisor y el receptor.

El estado de ánimo de persona que usa el paladio, puede efectuar cómo un mejor usuario de los servicios del picosegundo (via^: UIP).

- Determinación del estado de ánimo del usuario: El usuario del paladio puede ser juzgado según su humor/sensaciones/psicología vía cualquier sistema sabido que pueda medir para tal ^ relacionado de las indicaciones: Química de la piel, vibración, moneda eléctrica, temperatura; UIP que predice según cómo el usuario podría sentir: esa hora, cualquie de los elementos W5 que efectúan a usuario.

Notas adicionales del paladio:

- Cuando/cómo el paladio transmite: La función deseada atribuida al usuario de PD/its se puede iniciar/by^ continuo/parado/alterado: "Reino Unido" del "telecontrol" (que presiona simplemente/uno de los botones); PD/its "telecontrol" puede continuamente/intermitentemente (vía explosiones sincronizadas) "tr" uno o más tipos de señales (que señalan la identidad del usuario del paladio/de funciones deseadas).

--si la frecuencia del "tr" es limitada ("tr" vía infrarrojo, después usuario puede necesitar estar cerca/tiene rc" de la cara "picosegundo" del paladio "(sistema de colocación) (pudo necesitar hacer su botón empujar cuando se desea el "tr").

. - impermeabilizar: funciones debajo del agua sin la generación de descarga eléctrica. Eg.: botones/hoja del diafragma del uso de las llaves que cubre los botones y la permisión en agua.

12.95 Patentes de los E.E.U.U. del disco del babero = "picosegundo"

- kilovatio: gps o (ajuste global que coloca el sistema del ajuste

- Los E.E.U.U. patentan = "picosegundo": 5470233 peatón de seguimiento - caminata oculta de la gente de las ayudas; sistema de navegación 5467282; + instrumento de la posición 5461387 y de la goniometría; Método y sistema de la localización de 5450329 vehículos; señal de 5440491 sistema que transmite de la pseudo gps en una estación base; sistema de navegación 5438337; Sistema de diagnóstico del golf de 5434789 GPS; 5420795 gps de los recipientes; localización de ++ 5418537 de los vehículos que falta, Timble Navigation, Ltd [está esto una copia posterior de KN?]; sistema de seguridad 5334974-personal; Información acústica de la navegación

5331602 y del salto; advertencia anticolisión 5325302 = "nr"; + 5119341 gps que extienden a los usos subacuáticos (KN relacionados archivados más adelante, llamado algo tienen gusto del "suplemento del GPS ")

. --5414432 5477458 5477228 5475395 5471218 5459763 5459473 5459401 5450344 5450329 5448773 5434787 5434574 5430656 5422816 5408238 5390124 5379224 5373298 5344105 5341301 5337243 5334986 5283743 5276451 5272483 5270936 5266958 5265025 5257195 525982

reloj de 3E-100 GPS: El reloj tiene funciones del GPS.

- Exhibición: Tiene tirón hacia fuera el revelar de la pantalla. O puede proyectar el mapa sobre cualquier superficie semi-plana en día o la tarde. O el usuario utiliza un agujero del pío del ojo que demuestre mucho en un poco espacio (eg.: como la lente del microscopio)

2E-240 obvio.

2G7-C8 GPS (sistemas de navegación mundiales) localiza la posición de carros. Este Info usado para ajustar horario de operación del plan. $10,000/truck. Marzo de 93 X.

---

el Info compatible/aplicable es tr entre el mfh y el carro vía el "teléfono"

D: c8=tel~remote

Mapa de la base de datos del terreno general:

- el sistema utiliza los mapas basados en los satélites que demuestran la localización de edificios, de caminos y de obstrucciones en la región. Esto juntada con el GPS (o relacionada) que demuestra la localización del usuario.
- el software puede analizar la altura de edificios y otros obstáculos de mejorar el sistema de la guía para corresponder con localización de los usuarios la' y adaptación o instrucción correspondiente necesaria.

. - el mapa existente de Sandbourne demuestra los esquemas de edificios. - cortar y pegó y corrigió esto de 3E-010 en junio de 99.

profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos basados en la posición para cada partes del cuerpo. Ver las páginas principales de la descripción.

El sistema analiza siempre que cualesquiera uno o más objetos/pieza se muevan en lo referente a cualesquiera uno o más objetos/piezas. Los ^determines del análisis: cómo, cuando, donde, porqué, qué se movió. Ejemplo: modelo de PYX15 de los ^Sony.

Ver Parts& y archivar 3E para los detalles.

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- Existe: El sistema de navegación activado por voz da instrucciones a través de los altavoces del coche.

Eclipsar por Fujitsu diez, 19600 Vermont sistema de pesos americano, Torrance, CA 90502.

CARACTERÍSTICAS MENOS IMPORTANTES QUIZÁ:

Diagrama: A/A/A/A = tr = computadora (B (paladio)) = tr = A/A/A/A...

Notas sobre D: El múltiplo (a) recibe (b) transmisiones de la onda de aire. Si se calibra hay solamente un (a) instalado y o en condiciones operables (capaces de recibir [B] "s señala sin obstáculo) entonces se distancia. Si el múltiplo (a), sistema conoce la localización de uno o más (b). (B) movimientos de s los" pueden ser supervisados, ser analizados y ser convertidos según el fabricante y o la programación de usuario. Ver los detalles en "Distancer" para los detalles.

- OTD: acceso; % del cojín del aire; básico; % del carro; la exhibición ("S") demuestra la localización y o la distancia [B] de 's; "C"; % [B] del flotador; GPS;

% interactivos; "M"; % de la mañana; pp y P.M. (en qué posiciones [B] adentro debe ser notificar el usuario y u otro dispositivo; cómo [B] "las transmisiones de las posiciones de s" deben ser procesadas y ser analizadas y en golondrina de mar activar y o desactivar posiblemente las funciones en los dispositivos dichos u otros); % multiusos; notificador; oscilador; movimiento de [B] para el uip; diagramas de la impresora: [B] 'posiciones de s en un cierto plazo; % del telecontrol ("R"); cuenta; % de la inclinación; uq; analizador visual (sentidos para: cambios en la localización [o cualquie movimiento] vía su ojo de la cámara); vr.

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- "Facturación.

SECCIÓN del picosegundo - quizá menos importante:

- el picosegundo puede entonces "anotar" la localización de /calculate con la ayuda posible de C/del M. del paladio.

- Para los detalles ver: "distancer"; "GPS"; "localizador".

- el navegador de o-C88 GPS (coche) da comandos verbales de dirigir el conductor. 2 de noviembre de 92 NK.

D: remote=C88

- O-Viaja el monitor: demuestra donde está el usuario; donde no ir.

- Demostraciones de la exhibición: M = el ~ alejado "" del ~PD~ " de "T " del usuario exhibe" /does el siguiente:

- Paladios: altitud, compás y dirección actual del recorrido del paladio, barómetro, temperatura; noticias (flashes de títulos; informes comunes); advertencias a no viajar en ciertas zonas (túnel a continuación, o la otra causa de la recepción pobre para la comunicación; peligro de la contaminación)

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- Subpartes: Picosegundo-Límite: funciones de límites por la localización del sistema; Picosegundo-Localizar: utiliza la localización para hacer cálculos necesarios, ajusta a las necesidades del u (uip); Picosegundo-Zona: las capacidades de u/sys son limitadas/efectuadas por su localización - ver KN, "ranurador": localiza el then= recupera el data= necesario para esta subparte.

+ Picosegundo-Zona: El movimiento físico de U/de R acciona señales adicionales.

Este sistema de diferenciación puede las funciones de la "inclinación" de la co-función w que crean la mayor diversidad del movimiento (reacciones/acciones). El movimiento hecho por el jugador puede representar (uno o más jugadores en juego) (principalmente para la versión de WA de N, o la Picosegundo-Zona se aplica a la porción de R de sistema de N; % localización física del jugador: las necesidades de ser cambiado para u más con eficacia al juego del triunfo (que desempeña su papel en juego), jugador pueden girar mientras que guarda su establo de las piernas (en granangular), u se sienta, solamente su posición cambian un poco como tuercen su cintura, o mueven el dispositivo portable (pedazo del juego) con sus manos/brazos; multa - adaptación de la localización provechosa, eg.: vía el GPS no actual)

--La Picosegundo-Zona agrega la dimensión adicional a la inclinación. Eg.: la señal #1 de a] creó cuando el palillo está en la posición del mediodía y en la esquina correcta muy delantera del sitio, la señal #30 de b] creó cuando el palillo en los mismos ajustes de la posición y de la llave del mediodía, es 0.5 metros más alto y 1 metro a la izquierda del centro del sitio, c] el mismo #b del anuncio a menos que el interruptor en una llave cambiara - > causa la señal #120.

--Picosegundo-Zona = "inclinación": funciones como la invención de KN adoptada por Yamaha, en que cualquier movimiento del cuerpo/el movimiento de la inclinación genera señales. +VR

ADAPTAR la SECCIÓN - quizá menos importante:

Iguales que SE ADAPTAN, MODIFICAN para requisitos particulares, ADAPTAN.

- U o (C/U) el administrador selecciona a que el modo del UIP será utilizado/deseado.

+ ver los VAGOS: Analizador del comportamiento. Nombre para los VAGOS cambiados al UIP.

- ANALIZADOR VISUAL: el "analizador" = asigna el código uip-basado de características a las imágenes señaladas = tales códigos es cerca utilizada (cad) manipular/proceso/corrige las imágenes atadas a los códigos = a los resultados en las imágenes outputted/texto/sugerencias/datos técnicos mientras que u pidió/quiere (uip) = estos datos outputted (poder) tener códigos de características = así que tal salida puede ser alterada (como anterior).

- Interruptor existente relacionado de "TDSW":

Brainmaker 2 - (versión profesional), p.76. [Funciones existentes de N: Da a PC capacidades humanas tales como encontrar golpeteos en sus datos y aprendizaje a partir del pasado.]: UIP-pista.

- Software interactivo que trae a persona muerta más allá del respaldo de la personalidad en la computadora: U pregunta el sistema - > el sistema de c "analiza" todas las preguntas 1000+ y respuestas en su DB en las sensaciones/las opiniones/los comandos/las peticiones/etc de la persona muerta - > U siente un poco más en el

país por la persona muerta de w semi "que obra recíprocamente" más allá de declaraciones/de respuestas (de la opción múltiple).

--utiliza el software de lengua que es autor, y el otro interruptor interactivo del entrenamiento computarizado.

--UIP doble: el sistema es UIP en sastres de ese sistema su respuesta a la situación del u (las sensaciones, parental/dirección necesitan, etc). Éste es un ejemplo del UIP doble o el UIP interactivo, en ese sistema y U ambos se adapta el uno al otro.

- Control remoto de la patente 5357427 de los E.E.U.U. de los pacientes de riesgo elevado que usan la inteligencia artificial: Las preguntas al paciente son = elegido usando AI ("analizador", el "uip") = basado en la respuesta del paciente...

- quitar el archivo/los datos de c basada en su "cuenta baja": crear menos alboroto (para el uip- el "analizador" a funcionar, dejó a programador mejor ver esencial (para la modificación)).

- el UIP antes fue titulado pi (información personal).

"Mandando la cuenta": las cuentas del sistema por tiempo utilizaron/"tenido acceso" para el servicio general/el grado a los cuales el servicio fue adaptado a u - según lo medido cerca: época del total o uso/hora adaptados de fijar a sastre del sistema a U = uip-adapta.

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo + la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen". Subpartes:

- Algoritmo de UIP-DB:

--Algoritmo del interruptor: "busca" para qué needed= de los elementos para el compilation= después organiza datos (vía lógica confusa) en el form= usable UIP-Adaptan.

---Notas: Búsquedas: vía los "cuestionarios", "vagos", "pista". Organización de los archivos del DB: la información recogida sobre usuario se puede insertar en uno o los archivos múltiples según los cuales los archivos puedan utilizar la información. Entonces UIP-Adaptar las búsquedas que los archivos ellos necesitan para mejorar a sastre. O más trabajo se puede requerir para que UIP-Adapta encuentre la información necesaria. Ejemplo: "Cuenta de los vagos de los accesos" - el DB compila datos para demostrar cómo el accessor es interno del rated= si el good= cambiante de las estancias del grado del accessor uip-adapta/"el acceso del permiso del regulador del acceso".

- Ver el analizador de la base de datos del analizador contento que traslapa UIP-DB.

- los VAGOS de los accesos también seleccionan lo que quieren los usuarios:
el access=ba puede "buscar"/"corrige" la información para el accessor. Ésta es una forma de UIP-Adapta. Ahorra el tiempo del usuario.

--también utiliza el interruptor del Internet que las "búsquedas" "señalaron" las noticias/el otro material que aparece después WWW.

--Los VAGOS saben que lo que quiere el accessor "experimentar" W5 = uip-adaptan.

--Ver: "artista" "cortado y goma"; "corregir"; "búsqueda"; palabra clave "que busca"; "uip-adaptar". + "predecir que" de que es un subconjunto UIP-Adapta que. "Guía": "Guía" del "juego" que dirige a jugador según UIP-DB del jugador.

- Ver el archivo 2E - generador de la solución/generador de la idea.

- las cuentas del `se hacen y se almacenan en uip-DB

- 'Programar el grado a el cual el sistema altera el itself= por el shift= anotado en el comportamiento del usuario.

- Los sastres/reaccionan del sistema al humor del usuario. Diversos humores del user= (influencia de la ayuda) dan lugar a diversos códigos de comando en sistema que controla. Una forma de UIP-Adapta el ajuste al comportamiento del usuario.

. Analizador del cursivo A2-170: el interruptor estudia lo que escribe o dibuja el usuario.

. Diagrama: el usuario = (los sensores del `) = compila archivos en el then= del comportamiento del usuario compara esos archivos con los archivos pre existentes para juzgar el tipo del comportamiento asignable al usuario por medio de un sistema del then= del sistema de sonorización del software concluye asignando un perfil del comportamiento para el sistema del user= puede continuar encendido reaccionando según lo señalado por el analizador del comportamiento.

- Determina los tipos y los grados del behavior= de la persona según lo que se programa el sistema al seek= y los analiza.

Analizador del riesgo de los VAGOS: determina la ocasión prevista del occurrence= señalado vía cuenta.

. Ejemplos se anota de qué:

- "Tener acceso" al analizador del comportamiento: determina ocasiones que el usuario es un usuario ilegítimo.

- La capacidad de las habilidades del usuario anotó.

- Ocasión del usuario de hacer un error, o de la ejecución hasta la cuenta señalada.

. Cómo las cuentas de usuarios se hacen, ver: uip; uip-DB; analizador; tuvieron acceso a vagos; limadura del usuario (y sus jefes y compañeros de trabajo y sistemas de seguimiento) hacia fuera o entrando en las formas/los cuestionarios interactivos automatizados que desarrollan un perfil de la personalidad del usuario;

- anotan al usuario más allá del funcionamiento (uip-DB) (como en un gráfico)

- el 'analizador calcula la reacción del usuario en cada scenario= típico del caso vía funcionar con el tipo posiblemente existente softwares del panorama del negocio, usada posiblemente por los hombres de negocios que intentan inspirarse estrategias empresariales y o aprender cómo el negocio funciona y los efectos de la toma de decisión del negocio...

. Los comportamientos analizaban: La personalidad/los elementos sicosociológicos, historias, riesgos analizaba. La persona:

- creatividad [ver el artículo sobre el aumento de creatividad]

- valor a la compañía: habilidades; confiabilidad; velocidad del trabajo; su historia del trabajo

- habilidades sociales: capacidad para que ellas consigan junto con amigos; pares; compañeros de trabajo; profesores...

- cualquie otro normal o perfiles psicologicos o sociológicos anormales

. Predecir: Analizando los diversos determinantes/causas para la personalidad o el moods= del usuario [actual/previsto] vía el ba= predecir puede estimaba los probables panoramas futuros/cómo los sistemas se pueden adaptar mejor para el usuario.

- el `anota las ocasiones para diversos comportamientos futuros del usuario.

BVA: "Analizador de la voz del comportamiento". Estudios de sistema las características del comportamiento de humano, de animal, o el organismo que es estudiado.

. GUÍA-VAGOS: La guía ajusta al tipo comportamiento de usuario. Ranuran a la gente/a los usuarios en una de 100 categorías del comportamiento, eg.: cerebral y directivo y atento al detalle;

. - llano o maestría y o tipo lengua en programa de la guía (porción de) uip-se adaptan por consiguiente; el grado de temas/de archivos se ajusta.

. - la 'guía determina el tipo necesidades/prefers= del material/usuario de la educación le enseña.

- 'dirigir el proceso de aprendizaje del usuario de las pistas [predice]/el curve= y se ajusta.

- el sistema determina a usuario del apuro está teniendo: entonces trae las herramientas/ayuda por consiguiente. Apuro determinado vía: pausas en actividad del usuario en el punto en programa del interruptor; número y tipo preguntas del usuario; cuenta pobre de u en su: cuestionarios/funcionamiento.

- progreso del usuario del monitor en el aprendizaje, eg.: Palmadita 4812125 de los E.E.U.U.

. Usos de la guía:

- usuario que usa el sistema como forma del su del comportamiento/comprobación/de la otra terapia médica, tgh:

- entrenamiento u para modificar su comportamiento [conseguir los resultados más cercano por a qué u puede el want= según lo determinado uip-adaptan]:

. Cuenta: Determina los tipos y los grados del comportamiento de la persona, según lo que se programa el sistema buscar y analizar.

. Etnología: El estudio de animales. El comportamiento animal es a menudo similar a el del comportamiento de seres humanos. Eg.: leer pájaros del `del artículo del economista del `los' lo hacen, abejas lo hacen' en la edición del 30 de agosto de 97.

. Diagramas - UIP: u = c = interruptor = DB - > el sistema adaptó a los usuarios.

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo + la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado.

CONCLUYE ESTE ARCHIVO: PICOSEGUNDO MISCELÁNEO

ESTO CONCLUYE ESTA CARPETA DEL LOCALIZADOR PARA LAS DESCRIPCIONES CENTRALES

Archivo: Introducción/unidad central de las características

M = ordenador central

Formar del otro ordenador del autopista de la información de la partición de la computadora/central. El producto conecta con la computadora central ("C") vía. Esta parte puede ser sinónima con la pieza "computadora", o el "cerebro", o el "analizador":

. - autopista de la información, alambre, módem, teléfono ("T") (móvil, o por el alambre óptico o de cobre), o tipo de radio frecuencia.

. Opción de la transmisión en circuito del ordenador central ("C") (para tareas más complejas). Eg.: el producto electrónico consigue la información de la cual derivar salida (crear los efectos deseados tales como hospitalidad, instrucciones, datos). Base de datos almacenada en "M" (también). En-Línea-Transacción-Proceso. Pieza de la autopista de la información. En diagramas, "M" se puede substituir por: "C" o "cerebro".

- Ver: 1] "cerebro": la característica del sistema se adapta según circunstancias. 2] Literatura actual y futura en el Internet, el World Wide Web, las redes de ordenadores, y cuaesquiera otros temas relacionados (que pueda tener diversos nombres en el futuro).

DIAGRAMA: el 1m "C" = tr (transmite) = 2computer = 3function/4data para el software de 2

- Descripción central del producto = marco principal "C" de #1. (anfitriones el servicio de M) = #2.

. --#2 tiene (mínimo 500 megabytes) la memoria, softwares más y bases de datos [más complejos que la descripción central = #1 del número del producto] para las funciones de #1.

El DIAGRAMA DETALLA la parte #1: D (este KN) [dispositivo separado - marco no principal]: = exhibición ("S") (demostraciones menú, cuenta); "C"; pp y P.M. (cómo #1 obra recíprocamente con #2 en transmitir/que recibe, cómo #1 y o #2 puede controlarse, cómo crear y o utilizar el pi); Reino Unido (cómo obrar recíprocamente con #2); %educ; %portable con todo puede obrar recíprocamente con #2 dondequiera que sea #1; #2 hizo salir - > receptor de #1 - > "C" - > impresora; se calcula/se tabula % de la cuenta usando #2; carro (permite interacciones alternativas con "M", da bases de datos adicionales, los softwares para otras funciones); el usuario oye "discurso" el resultar de interacciones entre #1 y #2; teléfono ("T"); teléfono del SP; tr; MES; %fs; las interacciones #1 y #2 permiten el uq y o el mq; acceso; carácter; telecontrol ("R") para activar #1 - interacción #2; notificador; %tilt; cojín del aire; multiusos; analizador de %sound; alarma de %morning; "facturación"

El DIAGRAMA DETALLA la parte #2: [ordenador principal]: = %date; %tds; el usuario oye "discurso" el resultar de interacciones entre #1 y #2; teléfono ("T"); teléfono del SP; tr; MES; %fs; cm; + soluciona el problema de #1 que carece bastante memoria, base de datos importante, tiempo de reacción de las velocidades

- Diagrama: % de #1 calcula/tabula datos y los envía a - > #2 (#2 calcula/tabula la cuenta de #1 y o la salida deseada por #1 - > los datos enviados a #1 - > los procesos #1 por consiguiente (activa/desactiva la función, demostrada en la exhibición ("S"), la impresora); "mandando la cuenta".

El DIAGRAMA DETALLA la parte #3: para "M" que obra recíprocamente con el uip: (los softwares de #1 y de #2 y las bases de datos y las funciones, deciden a cómo recoger los datos para la base de datos del uip según los pp y o la P.M.

. --eg.: la actividad del usuario [manera en la cual #1 recibe la información sobre usuario tal como el usuario de las funciones seleccionado y su manera del uso] se analiza según los objetivos, objetivos que son cómo analizar de tal colección el 'de datos puede ser útil para el uip, aunque a veces el objetivo para tales puede ser cuestionable dependiendo del nivel sofisticado de #1 y o de #2, no obstante esperanzadamente tales datos por lo menos estarán disponibles en una cierta forma ser de un cierto uso si necesitan ser dibujados encendido después de la colección - > analizador.

#1 y #2 SE APLICAN A LOS SERVICIOS proporcionados por M de servicios de hospitalidad y o de portadores de las telecomunicaciones eg.: AT&T, KDD, cable y sin hilos, Sprint, MCI, Compuserve, Google.com, Yahoo.com, MyTube.com, MySpace.com, y otros portales de Internet.

--Creativo obrar recíprocamente con otras computadoras (bases de datos, softwares), sus amigos mientras que en la localización inmóvil y o en tránsito.

---eg.: uno o más #1 selectos de los menús de diversas opciones (programas y o softwares y o características y u otros modos). El tipo de interacción está en la golondrina de mar efectuada.

--El UIP de cualquier uno o más del #1 (y o sus usuarios) efectúa el tipo de "opción" puesta en la operación.

. ---Las "opciones" pueden ser seleccionadas recibiendo (incluso si está en conflicto) señales múltiples. Las señales pueden ser de 1ra opción la "opción" seleccionada consciente por los usuarios, 2da opción su UIP. El software del m determinará el mejor "opciones" según: la mejor "opción" que resolverá tanto de los elementos que abarcan la "opción deseada" como sea posible. Los usuarios pueden anular M de usar el UIP y o las "opciones" seleccionadas por el otro #1 y o sus usuarios, en la determinación de "opciones".

- Los datos son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador

Notas para M: la separación de leído más adelante en #1 y #2 son más para presentar propósitos, y para ayudar a la visión desde qué perspectiva ocurren las posibilidades mencionadas. Es las interacciones/sinergia entre #1 y #2 que sean normalmente la llave crucial a entender la partición de "M".

MISCELÁNEO:

- la vieja definición de "M" incorporado a 1992 era "máquina". Éstos serán encontrados en solamente números limitados del producto con la letra "A" en la primera a los espacios del número del producto.

-1st m=internet=2nd el m/el otro M.

- Mayo utiliza la tecnología de Echelon Corp, que trabaja en traer una inteligencia común a todas las clases de dispositivos electrónicos. Wall St. Journal, el 19 de junio de 1995, p.R28.

. Ordenador del autopista de la información/central. El producto conecta con la computadora central ("C") vía. Esta parte puede ser sinónima con la pieza "computadora", o el "cerebro", o el "analizador":

. - autopista de la información, alambre, módem, teléfono ("T") (móvil, o por el alambre óptico o de cobre), o tipo de radio frecuencia.

- D: el 1m "C" = tr = 2computer = 3function/4data para el software de 2

- Descripción central del producto = marco principal "C" de #1. (anfitriones el servicio de M) = #2.

. --#2 tiene (mínimo 500 megabytes) la memoria, softwares más y bases de datos [más complejos que la descripción central = #1 del número del producto] para las funciones de #1.

- Pieza #1 de OTD: D (este KN) [dispositivo separado - marco no principal]: = exhibición ("S") (demostraciones menú, cuenta); "C"; pp y P.M. (cómo #1 obra recíprocamente con #2 en transmitir/que recibe, cómo #1 y o #2 puede controlarse, cómo crear y o utilizar el pi); Reino Unido (cómo obrar recíprocamente con #2); %educ; %portable con todo puede obrar recíprocamente con #2 dondequiera que sea #1; #2 hizo salir - > receptor de #1 - > "C" - > impresora; se calcula/se tabula % de la cuenta usando #2; carro (permite interacciones alternativas con "M", da bases de datos adicionales, los softwares para otras funciones); el usuario oye "discurso" el resultar de interacciones entre #1 y #2; teléfono ("T"); teléfono del SP; tr; MES; %fs; las interacciones #1 y #2 permiten el uq y o el mq; acceso; carácter; telecontrol ("R") para activar #1 - interacción #2; notificador; %tilt; cojín del aire; multiusos; analizador de %sound; alarma de %morning; "facturación"

Opción de la transmisión en circuito del ordenador central ("C") (para tareas más complejas). Eg.: el producto electrónico consigue la información de la cual derivar salida (crear los efectos deseados tales como hospitalidad, instrucciones, datos). Base de datos almacenada en "M" (también). En-Línea-Transacción-Proceso (TP). Pieza de la autopista de la información. En diagramas, "M" se puede substituir por: "C" o "cerebro".

- Ver: 1] "cerebro": la pieza del sistema se adapta según circunstancias. 2] Literatura actual y futura en el Internet, el World Wide Web, las redes de ordenadores, y cuaesquiera otros temas relacionados (que pueda tener diversos nombres en el futuro). 3] "facturación".

. - Subpartes: M-DB; M-UIP; M-Pista. M es básicamente extensión de las capacidades encontradas en la parte "C".

Extremo de esta sección de la pieza de "M"

Archivo: Introducción de las características/programas de Manuf

PROGRAMAS DE LA P.M. = DEL FABRICANTE

El fabricante programa e instala las funciones con programa de gestión del producto antes de venta. El software se puede modificar para requisitos particulares por el fabricante/el usuario.

DIAGRAMA: carro del software - > memoria = C (computadora del `) = función del software (usuario de las ayudas)

- OTD: El fabricante proporciona un menú de posibilidades en la forma de papel del librete o de la exhibición ("S"); % del usuario pueden seleccionar de uno o más sistemas de menú/formatos, cada uno que activa funciones similares o diversas; el usuario comunica con el sistema y consigue la regeneración en formato crudo o sofisticado; mismo o las versiones relacionadas del producto puede ser vendido en diversos precios según la variación de la programación incorporada en el dispositivo por el fabricante, en tales casos incluso simple o los cambios cosméticos se pueden realizar para justificar el precio alto más; puede funcionar con "C"; Reino Unido; carro (personalmente las características programables pueden ser alteradas, ser agregadas a, o ser cambiadas de otra manera insertando diversos cartuchos del software, y la P.M. responde por consiguiente); el usuario puede reprogramar software en el dispositivo y o (otro dispositivo); acceso (solamente ésos con contraseñas pueden alterar los pp o la P.M.); % del uip (el usuario decide cómo recoger, lo recupera, se convierte, lo almacena, lo corrige, y o utiliza de otra manera la base de datos del uip); el usuario puede comunicar con un "carácter" en la "exhibición" [si está utilizado] al programar, eg.: el carácter habla preguntando se quiere qué selección de menú; pp vía la chapaleta, o % del distancer, o % del localizador; multiusos (puede trabar hacia fuera a la otra gente de su programación); pp vía el telecontrol ("R"); interfaces de sistema con el programador vía el "notificador" que informa al programador alrededor: qué pasos fueron programados y acaban de recibens el sistema, que las partes del programa son en un modo dominante en un momento dado, los menús; % de la inclinación; % del cojín del aire pueden los pp; % del color significa estado de cualquier programación, el canal de interconexión entre el programador y el sistema; % del analizador de sonidos (dependiendo de los sonidos externamente generados, el sistema podrá mejor incitar el usuario/a programador sobre cómo el dispositivo pudo ser programado, y o utilizado); % de la mañana. "Corregir".

- Ver el "cerebro".

. - Los programas del fabricante cómo el "ranurador" localiza then= recuperan el data= necesario para el uso señalado.

- "Facturación"

Archivo: Introducción/micrófono de la característica

"MICRÓFONO"

Introducción: Esta pieza está conectada a menudo con el analizador de sonidos.

micrófono direccional de ++ 1C-110-MICROPHONE

El micrófono localiza la dirección de fuentes sanas. Entonces focos en esas áreas para mejorar su capacidad de coger qué está ocurriendo.

- La dirección está situada como cómo los oídos humanos funcionan. La diferencia de tiempo que un sonido alcanza cada oído (micrófono) significa el sonido de la dirección general está viniendo de. Es más duro identificar dirección de los sonidos' cuando un oído se cierra completamente apagado.

. Ideas de la extensión:

- Imaginarse una robusteza amistosa con el ser humano como calidades. ¿Qué ocurrencias pudo su foco del amigo de la invención encendido, entonces pensar alrededor, y responde? ¿Cómo sobre un analizador visual, analizador del olor, analizador de la vibración, analizador de sonidos, o analizador del ambiente? Integrar los aspectos múltiples, creando un efecto sinérgico. Ejemplos:

--La abertura o el closing automática de las ventanas basadas en condiciones atmosféricas.

---También hoy en día, los edificios dejaron adentro el aire fresco en el edificio en las horas ideales. En verano que deja adentro un aire más fresco en la noche cuando las temperaturas son un exterior más fresco, esto ahorra energía y ayuda al ambiente.

--Los sensores populares de la humedad instalan tubos el agua a las plantas potted.

- Nuestro analizador de sonidos determina la naturaleza de un arsenal de sonidos. El analizador de sonidos entonces ayuda al expediente del micrófono apenas los sonidos que caben dentro de los parámetros de qué necesidades de ser oído.

. Usos:

- ™ de los oídos de la madre: La madre sabe donde en casa aquí está el niño. El analizador de sonidos interpreta y señala sonidos felices del griterío (basado en sus patrones de la onda acústica) y la señala en el estado de qué está sucediendo.

- La invención interpreta cualquier tipo de sonido, después notifica el estado de qué está sucediendo. Lo suyo sistema de seguridad automatizado para una forma de vida más segura.

- El analizador de sonidos' determina los tipos de sonidos que necesiten ser registrados, y de piedras de afilar adentro por consiguiente. Puede ser que [parcialmente] bloquee [la O.N.U] frecuencias sanas deseables, permitiendo mayor foco en frecuencias señaladas.

- El transmisor portable es usado por el usuario, después el "mic" intentará dirigir su grabación sobre todo en la dirección de los transmisores y o de las fuentes sanas.

. - útil en circunstancias numerosas, por ejemplo cuando usted no quiere el sonido del rizado del "mic" que frota contra la ropa mientras que en etapa, el etc.

. - este sistema puede substituir a veces el "mic portable" usado por la gente.

. - el usuario puede controlar manualmente qué micrófonos serán activados también

- más de un "mic" puede recibir sonidos, según la localización de la fuente sana, y la programación de usuario

. - Usos: teatro; producción del cine; la herramienta en análisis por ejemplo en comportamiento de la compra al por menor como persona camina sobre almacén y o cuando usted no desea atar el "mic" a la persona. El dispositivo puede difundir los sonidos, de alguna manera relacionados donde está o no está la persona, a e.g.: los sonidos se pueden seguir los pasos de la persona y oír algunos pies detrás del caminante.

- Eco: uso como impedimento del juguete, de la broma o del ladrón registrando y difundiendo los sonidos de una persona como caminan alrededor

. - D: Micrófono: alejado ("R"); pp; P.M.; interactivo; juguete; todos; juego; hospitalidad; synth; portable; la impresora demuestra gráficos de la actividad...; mfh; punto de ebullición; alerter; oscilador; vc; cuenta; carro; cp; uq; acceso; uip [cómo los movimientos/alteran del mic su sonido que coge capacidades]

- relacionado con el producto 1C-290

. - existe: los micrófonos que son sastre diseñaron para los sonidos de la distancia.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-2.97 www.qpat:

- (microphon) y (dirección with9 (ajustar el movimiento alteran)

- 2.97:4586195 encontrado palmadita de los E.E.U.U. 5473701 483599 5243660 387736='track

tipo Alterator del micrófono 1C110A: El tipo mic se cambia/se activa según el tipo necesidad. El cambio se realiza automáticamente [control humano del wo] = cuando el determines= del analizador ['sa] otro tipo mic será más eficaz para la situación.

- el mic múltiple puede ser el presente [todo el simultaneously= de funcionamiento con el sa [sobre todo] que escucha el determinado para ser el más aplicable.

TIPO ALTERATOR del MICRÓFONO de ++ 1C110A: El tipo mic se cambia/se activa según el tipo necesidad. El cambio se realiza automáticamente [control humano del wo] = cuando el determines= del analizador ['sa] otro tipo mic será más eficaz para la situación.

- el mic múltiple puede ser el presente [todo el simultaneously= de funcionamiento con el sa [sobre todo] que escucha el determinado para ser el más aplicable.

AMPLIFICADOR de SONIDOS del MICROSCOPIO 2D-300:

Amplificar los sonidos hechos de muestras de organismos en pequeños ambientes cautivadores, eg.: Platos de Petri, envases para los insectos. Oído por los científicos.

- D: mic miniatura (borra hacia fuera sonidos externos: barreras de sonidos, 2D-281) = aumentador de presión = oscilador de volumen de los sonidos

INFORMACIÓN DE CARÁCTER GENERAL - copiada de IMI&8 en 2.97

. - El usuario puede jugar la grabación trasera parcialmente o en totalidad según: pp, P.M., el tipo de información (audio o %other) necesario por el usuario u otro, efectos audios deseados, etc; sonidos entrantes procesados según los pp o la P.M., eg.: sintetizador, "chapaleta; "chapaleta" para iniciar funciones.

. - OTD: puede centrarse solamente en la fuente sana principal la ayuda no hacer caso de sonidos ambientales indeseados [existe por lo menos en parte vía el mic direccional]; el micrófono ("mic") está situado dentro de producto, o es externo; básico; portable (el micrófono sin hilos externo ("mic") transmite incorpora sonidos al receptor, cuyas señales son interno transmitido al convertidor de señal, y o sintetizador, y o registrador, etc); micrófono externo con pilas ("mic") en cp; vc; cuenta (eg.: exhibición ("S") o demostraciones de la aguja cómo se están recibiendo los sonidos); integrado con el receptor acústico de %motion; %composition; analizador de sonidos - según el tipo sonido, sistema: los actos como la chapaleta, solamente sonidos de tipos particulares se reciben y o se registran y o se procesan.

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- Subpartes: Mic-Filtro: cancelación sana.

. No. de la palmadita de los E.E.U.U. El str de la búsqueda - (sonido o ruido) cancelación del ajuste - el babero 9.94 mucho N, leyó apenas.

--microteléfono de Ruido-cancelación 5341420; Ruido 5329593 que cancela el micrófono; 5268965; receptor de cabeza 5182774 de la cancelación del ruido; 5140640.

AMPLIFICADOR de SONIDOS del MICROSCOPIO 2D-300:

Amplificar los sonidos hechos de muestras de organismos en pequeños ambientes cautivadores, eg.: Platos de Petri, envases para los insectos. Oído por los científicos.

- D: mic miniatura (borra hacia fuera sonidos externos: barreras de sonidos, 2D-281) = aumentador de presión = oscilador de volumen de los sonidos

MISCELÁNEO: + se recibe el sonido y o procesado diferentemente según uip-adaptar/carro. Usos: juego; uip-adaptar; pista.

+ el micrófono/los datos convertidos a digital que representan el sonido está generalmente = partes esenciales del analizador de sonidos.

- D: 1 sonido = 2 mic = 3 c (convertidor de señal) = 4 function/5 de registración "C" [analizador de sonidos] = producción 6 osc/7 de carro (cintas, discos de cassette)

Extremo del micrófono

Archivo: Introducción de la característica/alarma de la mañana

"FUNCIÓN DE LA ALARMA DE LA MAÑANA"

Características comunes (piezas) a los sistemas de alarma diversos de la mañana:

+ el "ACCESO" = cualquier función necesaria para tener acceso a un sistema puede ser la acción requerida para desactivar la alarma de la mañana. Una cierta dificultad se puede requerir de user= para despertar mentalmente/estimularlos en un estado despierto (mientras que "entreteniéndolos" durante el proceso).

El "ARTISTA" = crea "imágenes correctas" para desactivar.

"INTERACTIVO" desactivar = el usuario de las cosas puede hacer:
- Jugar al "juego" correctamente, o ganar.

"NR" = sistema hace todos los tipos de declaraciones wakening hasta desactivado. El usuario puede seleccionar a que las grabaciones del oscilador ellas oirán. Comunica vía: OSCILADOR, S, vibración.
- Si el sistema de alarma está en el sitio diferente del bed= "notificador", por ejemplo sus altavoces se atan con alambre al dormitorio.

PC/computadora: El soporte solamente o los sistemas de la PC se puede también utilizar para despertar a usuarios de maneras únicas. Se diseñan para ser dejadas encendido, al igual que cada vez más la práctica.

despertador del código de la mañana 3A28A: Hacer alerta afinando en la combinación necesaria a la alarma del silencio. Exhibe la nueva combinación cada mañana.

VUELTA CON./DESC.: Para apagar a usuario de la alarma debe afinar en código. El código puede siempre ser igual o diferente. El código pudo aparecer en la pantalla. Tal acción (concentración) puede ayudar a wakefulness.
- la alarma espera cierto plazo antes de alarma del principio otra vez
. Leído más adelante: el remote%; exhibe tiempo, la comunicación escrita, el etc; "C"; pp; P.M.; Reino Unido; fecha; el tds%; el interactive%; educ; juguete; todos; juego (el usuario juega a un juego verbal para despertar); ejercicio - conseguir a gente moverse alrededor para despertar; portable; t; punto de ebullición; alerter; oscilador; vc; egh; el score%; tgh; md; carro (de combinaciones, de declaraciones, de preguntas, y de otros softwares); "T"; SP "T"; uq; mq; el access%; uip (- utilizado para generar preguntas apropiadas de un muestreo grande de preguntas posibles - la información muy importante del uip se empareja con el tipo información, las preguntas que los psicólogos dicen pueden ayudar a despertar a gente)
- Palmadita de los E.E.U.U.: 5189648.
- requiere a usuario mover el "ratón" o "r" en patrones de: complejidad, "interactivo", "hospitalidad", "humor".

ALARMA INTERACTIVA de la UNIDAD CENTRAL 3A281: La "computadora" indica las nuevas ideas interesantes cada mañana que se diseñan para ayudar a la persona a despertar, después hace preguntas. El sistema puede estar en el país, o con tal que como un servicio de gente automáticamente de la llamada por el "teléfono" con una grabación previa de antemano.

- relacionado con 3A-280. En lugar una unidad central llama a suscriptor para despertarlo y obra recíprocamente con ella en diverso formato cada vez.

- hace las preguntas, declaraciones asombrosamente de los estados (puede ser basado en el tipo suscriptor y cualquier Info disponibles sobre ellas, eg.: qué indican voluntariamente o basado en la experiencia de la computadora del comportamiento de los suscriptores con sí mismo en "T".

- OTD: el remote%; exhibe tiempo, la comunicación escrita, el etc; "C"; pp; P.M.; Reino Unido; fecha; el tds%; el interactive%; educ; juguete; todos; juego (el usuario juega a un juego verbal para despertar); "mic"; ejercicio - conseguir a gente moverse alrededor para despertar; portable; t; punto de ebullición; alerter; oscilador; vc; egh; el score%; tgh; md; carro (de declaraciones, de preguntas, y de otros softwares); "T"; SP "T"; uq; mq; el access%; uip (- utilizado para generar preguntas apropiadas de un muestreo grande de preguntas posibles - la información muy importante del uip se empareja con el tipo información, las preguntas que los psicólogos dicen pueden ayudar a despertar a gente)

contenido %-4E020 y fecha Verfier: (cualquie mencionado) de ocurrencias.

- uso con código de área (de 900) o servicio de 976 prefijos - el sistema (sistema) carga automáticamente a llamador en su cuenta de teléfono.

CANALIZACIÓN VERTICAL 3A282: La alarma desactiva solamente cuando la persona se levanta de cama. Funciones vía el uso de "sensores especiales".

Consigue a gente encima y fuera de la cama de TURNING de alarm's de apagado sobre la persona que se levanta de cama.

- la alarma detecta a persona que se levanta vía disparar de la luz laser (señalada en cierta dirección)

- la función del snooze, después de lo cual el levantamiento es solamente manera de desactivar la alarma.

encima del número de snooze-alarma funciona posible antes de que ella deba despertarse.

- El usuario decide antes de la mano, número de épocas que el snooze puede ser activado antes de que tal función no se pueda hacer para trabajar = entonces solamente manera de apagar la alarma esté vía salir de la cama

- OTD: las exhibiciones miden el tiempo, comunicación escrita, etc; "C"; pp; P.M.; Reino Unido; fecha; el tds%; el interactive%; educ; juguete; todos; juego (el usuario juega a un juego verbal para despertar); ejercicio - conseguir a gente moverse alrededor para despertar; punto de ebullición; alerter; oscilador; vc; egh; el score%; tgh; md; carro (de combinaciones, de declaraciones, de preguntas, y de otros softwares); "T"; SP "T"; uq; mq; el access%; el pi%; vagos; access=ba.

RELOJ de TIEMPO NATURAL 3A0300: mientras que viaja la persona, el reloj cambia longitudes en el planeta, sabe automáticamente tiempo apropiado según el sol con o sin ver el sol; (consigue cualquiera: tiempo real y o las zonas horarias artificiales - que son similares con todo diferentes a partir de la hora local verdadera). Si esto puede ser construida, ideal para los usos comerciales en industria aeronáutica, el etc.

- también dice a usuario la longitud, latitud, altitud, lecturas del tiempo
- puede coger señales de los satélites que envían señales a todas las partes del planeta vía el sistema de navegación mundial, que permite actual que el receptor conozca su paradero específico en el planeta dentro de algunos metros.

. - contenido 4E020 y fecha Verfier: (cualquie mencionado) de ocurrencias.

ALARMA del VIAJERO 5A980: según las zonas horarias seleccionadas, se activan los modos correspondientes de la alarma. Por ejemplo: ¿en? país, usted necesita despertar en la hora local del 7:30, y en la hora local del 7:50 en el otro país puesto que la segunda localización está más cercano al trabajo que requiere menos tiempo de recorrido.

- para los relojes, los relojes de recorrido, personal y ordenadores portátiles

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

ALARMA de 1B080 DANGLY: Despertar en la hora untada a los sonidos de una criatura haciendo estallar hacia fuera sobre su cama. Ejemplo: la criatura puede sonar, hablar, caer pedacitos del agua. Ésta es una forma de "notificación". O el ventilador sopla sobre usuario, el etc.

- Las ayudas se levantan por mañana.

Algo viene colgando abajo de arriba. Quizá algo retorcido, borroso, ruidoso, screamy...

Detalles técnicos: las salidas pudieron variar cada mañana. Desactiva cuando el peso de la cama se reduce.

- El venir de techo (quizá vía la cuerda retractable), o de artículo se lanza hacia fuera (con o sin la cuerda) de eyector cerca de la cama. El usuario apunta el eyector a deseado colocado.
- Hace sonidos al hacer estallar hacia fuera y o mientras que cuelga, eg.: vía sonidos mecánicos (campana) o electrónicos.
- Los sonidos pueden venir a partir de dos localizaciones y comienzos un segundo antes de que el dispositivo hace estallar hacia fuera.
- Diseñado para el consumidor creativo adicional
- puede caer un poco líquido en la hora untada; o algo más de la gota (dispositivo de zumbido que comienza a zumbar inmediatamente; o comienzo después de algunos minutos; o después de que toque calor humano [no puede dejar a persona lanzarlo de cama])
- desactivar saliendo de la cama (buena manera de levantarse), o por el panel en cabecera.

. Leer más adelante: PP; P.M.; Reino Unido; fecha; interactivo; juguete; juego; hospitalidad; ejercicio; portable; alerter; carro (diversos dispositivos a hacer estallar hacia fuera, sonidos).

la MAGIA 1B110 ABOTONA la ALARMA de la MAÑANA: Apagar la alarma por la combinación correcta conmovedora de botones en el plazo de 3 segundos. Exhibir combinaciones necesarias de las demostraciones de la "pantalla" las nuevas cada mañana. Las ayudas despiertan la cabeza soñolienta.

- En la hora untada, exhibición del reloj ("S") demuestra las combinaciones necesarias para ser afinado adentro para desactivar el reloj. Las ayudas de proceso hacen la alarma principal soñolienta.

- era 1A-4) despierta el juego:

Hacer las actividades de siguiente u otras unas de los sobre despertar para apagar la alarma. El trabajo requerido despertará a usuario.

- Juegos: perforar los botones en la orden correcta según ciertos comandos o pautas. Puede cambiar o llegar a ser más difícil a tiempo.

- pues los botones se tocan, hay un sano (diferente para cada botón)

- Las instrucciones de las maneras diferentes se transportan al durmiente:

--primero es sano que alerta a usuario - este sonido puede intensificarse en 30 segundos o seguir siendo constante, apaga cuando el juego se juega correctamente o bien bastante (arriba bastante cuenta)

Juego #1:

las demostraciones de la exhibición ("S") que abotona se deben presionar y en qué orden; entonces la exhibición ("S") puede problema de las instrucciones de repetición repetidamente hasta que el usuario solucione (hace se requiere qué). Eg.:

--el usuario tiene 9 [3 filas de 3 llaves cada uno (o más)] llaves en pequeño tablero dominante; las demostraciones de la exhibición ("S") que afina se deben presionar y en qué orden poniendo un número en la caja de cada llave en la exhibición ("S"). El tablero dominante plástico sigue siendo igual diario, con todo los números en las cajas de presentación que representan las llaves del individuo y la orden en las cuales deben ser presionados cambian aleatoriamente cada día.

- todas las características de 1B-111 son mergeable con este producto.

- Cerradura interactiva:

La persona traba o abre el dispositivo usando las características de la desactivación de la alarma de la mañana. Puede utilizar para ganar la entrada, el etc.

- la manera de la cual los botones se deben afinar adentro para desactivar la alarma (pp, P.M.).

- OTD/: alarma de la mañana; exhibición ("S"); pp; P.M.; Reino Unido; fecha; tds; interactivo; básico; juego; entretener; ejercicio; punto de ebullición; oscilador; discurso; carro; UIP.

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

- Ver: despertador del código de la mañana 3A28A

ALARMA de la MAÑANA de la DEMOSTRACIÓN del CONCURSO 1B111: Desactivar la alarma contestando a las preguntas correctamente. El humor de la vigilancia de las causas de las preguntas.

- Alarma interactiva de la pregunta: - el dispositivo pide preguntas del usuario, y respuestas del usuario mecanografiando en la información sobre el tablero dominante. La exhibición ("S") demostrará qué tecla necesita ser pulsada para seleccionar, eg.: sí, no, blanco, azul, rojo, pequeño, grande, los etc en contestación a preguntas tienen gusto: "usted ahora ve 14 coches en esta exhibición ("S")...", o "cuál es su favorito de estas opciones del color" o "usted prefiere perros pequeños o grandes", etc.
- las preguntas se diseñan psicologicamente para hacer que el durmiente piensa en patrón para apresurar su estado el despertar, y consiguen su curiosidad
- las preguntas se almacenan en el microchip por los 2 años próximos (reemplazables comprando cartuchos adicionales con preguntas)
- otras versiones pueden tener características interactivas: la pantalla de la TV pide y responde a las preguntas, eg. dice que "despertar la cabeza soñolienta, la respuesta es incorrecto!". El sistema interactivo utiliza el lector especial y discos del CD-ROM; o aplicaciones otros sistemas automatizados.
- esto y otras alarmas de la mañana se pueden desarrollar cerca o el uso TM: Alarmas de la mañana; Morning Alarm(s), Inc; Alarmas creativas de la mañana

Cada llave no puede ser diverso haber coloreado con todo tener ninguì□n número o ponerlo letras (las razones: deja a tablero dominante del uso del usuario para diversas opciones; mantiene el tamaño del dispositivo pequeño; hace que el usuario piensa), con todo otras versiones tienen uno o más sistemas de llaves con número o ponen letras a las impresiones.

DETALLES ADICIONALES DE LA MAÑANA:

Hay un botón en la parte inferior del dispositivo que puede apagar la alarma si el usuario no puede desactivar el sistema vía el método del juego.

El usuario querrá naturalmente evitar esto y tomar el desafío de dejar la máquina despertarlos. Requerido probablemente por estándares electrónicos del gobierno occidental.

- El tablero dominante es una unidad separada que comunica a la unidad principal vía ("R") control alejado.
- El usuario tiene opciones sobre la manera que las preguntas de los cartuchos se tratan él, eg.: dificultad, número de preguntas cada mañana.
- Códigos: fecha
- Cerradura interactiva:

La persona traba o abre el dispositivo usando las características de la desactivación de la alarma de la mañana. Puede utilizar para ganar la entrada, el etc.

- si el usuario la despierta entonces es innecesario desactivar la alarma jugando al juego. Las desactivaciones unas de los del despertador de la mañana se pueden también utilizar hacia fuera de otros archivos, eg.: la canalización vertical.

. Leído más adelante para 1B111:

El dispositivo puede ser parte de otras características de producto, eg.: radio, opciones de tipo standard de la alarma. El sonido de la alarma pudo variar cada mañana. Desactiva cuando el peso de la cama se reduce. Códigos: básico; exhibición ("S"); pp; P.M.; Reino Unido; interactivo; educ; juguete; juego; hospitalidad; portable; "M"; oscilador; vc; egh; pruebas de la cuenta (como de bien usuario hizo adentro los últimos juegos. ; enseñar al carro (otro); RPC; PC; uq; acceso; UIP; carácter.

ALARMA FELIZ de la MAÑANA 1B050: Los sonidos subconscientes y los mensajes puestos en palabras se emiten en el tiempo de la alarma a energizan y ponen a persona en un marco de la mente positivo. Ésta es una forma de "notificación".

- Alarma personalizada: Expedientes de usuario sus los propios pep encima de la voz para conseguirles uno mismo para arriba por mañana. Las voces y o los cuadros se pudieron proporcionar por el fabricante. Detalles técnicos: las salidas pudieron variar cada mañana. Desactiva cuando el peso de la cama se reduce; o cuando es ua de los se ejecuta la otra desactivación de la alarma de la mañana funciona en nuestros otros archivos, eg.: la canalización vertical.
- Utilizar la voz de los fabricantes, de la madre, del amigo, de los jefes (gran regalo del jefe), o de la otra persona con voz temerosa.
- Puede comenzar a jugar música o tiene una característica de la alarma antes de que se active la característica de voz registrada. Se activa la voz si persona cualquiera: [no sale de la cama (debido al sensor de la cama)], o mejorar - la persona no desactiva el dispositivo.
- Cada día de la semana puede tener una diversa voz saliente - éste está para la variedad
- El dispositivo desactiva automáticamente después de que se acabe la voz, o no más de 60 segundos. Razón: la persona puede despertar y casa de la licencia antes de que la alarma vaya en.... (característica obvia)
- impresora (las impresiones un nuevo mensaje interesante cada mañana - microchip tiene memoria para tales datos por los 10 años próximos, después la información es el comenzar repetido el 11mo año) - usuario de las ayudas de la curiosidad despiertan, los cartuchos para tales diversos tipos de mensajes disponibles - según los gustos del comprador del usuario o del regalo.

. Leído más adelante: Básico; exhibición ("S"); pp; P.M.; Reino Unido (ajuste del tiempo de la alarma, ajuste del tiempo actual); fecha; interactivo; juguete; hospitalidad; el "mic" (para la voz de la grabación), o el dispositivo puede tomar los mini cassettes clasificados estándar para que otros envíen a usuario para la diversión; Cuenta (el número de épocas al mes la "voz" tuvo que adelantarse (el usuario no apagó el dispositivo a tiempo)); el carro (cartucho del software) para la música, tipos de alarma suena (eg.: campana de iglesia, cuerno del tren, etc); RPC; cp; mq; uip; vagos.

NOTIFICADOR QUE EMPAREJA del HUMOR 1B051: Despertar a usuario puesto las ayudas del modo en el tipo humor deseado para el usuario. Las peticiones de usuario, o el sistema predice que el tipo usuario del mood= será entrenado en para ese día.

- Eg: los días del fin de semana tienen notificador menos áspero; la agenda del negocio del día del usuario [conocido vía el sistema que analiza el calendario del usuario en c] correlaciona el tipo de los fósforos del humor del tipo usuario de w del notification= tan de día.
- Eg: el día próximo del usuario está sobre todo sobre la motivación de su personal de ventas, por lo tanto el humor creado está: el elevar, juntado con el oscilador se relacionó con la gente de motivación de las ventas [según lo encontrado en el estilo típico de la motivación de esa cultura para tales ocurrencias].

1B060 CAMA TOSSER: Las ayudas consiguen a usuario para arriba por mañana inclinándolas de la cama o del futon (cama japonesa) en el tiempo de la alarma.

Dispositivo móvil puesto debajo de cama/de futon. Formar de la "notificación".

- el primer usuario oye la alarma (en qué hora pueden apagar este dispositivo, con todo pueden quererlo como su ayuda para levantarse)

Detalles técnicos: las salidas pudieron variar cada mañana. Desactiva cuando el peso de la cama se reduce.

- puede vibrar o inclinar a persona de cama
- puede actuar solamente si la persona no está fuera de cama en 1 - 10 Min.
- Un tablón puede doblar debajo del colchón para sacudir hacia fuera a la persona que intenta despertar
- Las medidas de seguridad están verdad en el lugar. El oeste tiene directrices terminantes sobre salud y seguridad.
- OTD:

Juguete; portable; t; oscilador; vc; cuenta.

6B260 USUARIO DIDN" T DESPIERTO: si la persona no ha despertado (evidenciado por su caminar a través de la puerta del sitio (el disparar de la luz laser); el caminar sobre sitio; el etc.) el padre o el compañero de cuarto entra al sitio de la persona y los despierta.

- si está activado tan: también dice si la persona ha salido del sitio (incluso si puede ser que tengan ya casa izquierda sin ser visto).
- OTD: VAGOS; Movimiento "sensor".

la GRABACIÓN 6B280 De PROPIA VOZ del USUARIO DESPIERTA a UNO MISMO:

anuncia en propia voz, "tiempo del usuario de despertar" el etc. que habla en su "micrófono", usuario puede hablar con sí mismos en usuario de la manera puede saber los sacudirá fuera de cama. Puede también incorporar voz de la otra gente tal como su jefe, madre o padre la griterío en ellos. Formar de la "notificación".

+ <3> 4C050-MOR. PENSAMIENTOS MÁGICOS DE LA MAÑANA

Explorar las maneras agradables e interesantes de despertar. Estimular su mente creativa para despertarse de mejores maneras que las alarmas o las radios que resuenan que le traen en un nuevo día. ¡Cómo sobre la

recepción de una declaración o de una pregunta interesante que le dirijan de su estado el dormir a uno de tener un emocionante acercarse a la vida.! Enarbolar el interés del durmiente es una manera más buena de incorporar el nuevo día. La noción de "despertar en el derecho de la cama" es transformada por el lema de la invención de "despertar en el estado de ánimo adecuado".

- La programación de la información de usuario sabe sobre el usuario basado en su prueba de personalidad en línea de la diversión. Los resultados de la prueba se utilizan para diseñar declaraciones y preguntas probablemente para despertar a la persona de la manera adecuada mejor para su personalidad. El usuario tiene una mejor ocasión de comenzar llenada de la energía creativa que hace uno emocionado para despertar.

--Una ventaja simultánea es cómo la invención es una gimnasia del cerebro que mantiene la mente joven. La elasticidad del cerebro es consolidada por el pensamiento creativo inspirador. Los estudios pudieron probar el pensamiento creativo las alzas de la invención de la persona de cierta manera como una taza de café, o un desafío emocionante.

. Ideas de la extensión:

- Cómo la invención puede procesar las respuestas del usuario. Ejemplo: Una respuesta de voz baja del decibelio puede significar la somnolencia, de que es contestada por a ser pedido hablar para arriba.
- Agregar el componente de despertar a las grabaciones de voces apasionadas. Este solo efecto agregado puede sinergizar con otras ventajas de la invención.
- Las declaraciones o las preguntas seleccionadas se diseñan para consolidar las partes de la mente y del alma para los efectos señalados. Grabaciones del ejemplo: "Alimentar su cuerpo e importar con calidad", "aprender amar otros", "Maria, es hora de salir de su caja", "mencionar un plan emocionante que usted tiene para el hoy".
- Amigo interactivo: Formas imaginativas de una invención o de un "compinche interactiva" para una persona en cualquie aspecto de su vida. Qué ayuda podría una persona recibir: ¿la sensación mejor, llegado a estar más alerta, aumenta productividad, tareas completas el tiempo, el etc?
- Amaestrador del animal doméstico de la mañana: Los sonidos emitidos se diseñan para atraer su animal doméstico en cama. Los animales domésticos aprenden venir al oír este sonido, con el refuerzo de su convite o comida dada después de la notificación agradable.

--Animales domésticos de enseñanza que despiertan a menudo a gente demasiado temprano: Los animales domésticos pueden aprender eventual que despertar a gente para el alimento antes del sonido del animal doméstico, no le traerá el alimento anterior.

. Alarma interactiva de la unidad central: La computadora indica las nuevas ideas interesantes que cada mañana que se diseñan para ayudar a la persona a despertar, pedir a preguntas. El sistema puede ser un sistema de alarma casera. O, con tal que como servicio de la gente automáticamente de la marca con los mensajes previos, adaptados a los intereses del usuario. El usuario incorpora la información sobre sí mismos de las preguntas del sistema, un mejor sistema que permite del interno para hacer o para pedir declaraciones provocativas (vía la programación de la información de usuario: el sistema se adapta al comportamiento del usuario). Formar de la "notificación", "hospitalidad".

Unir dos números del producto 3A. 3A-281-042001
- relacionado con 3A-280. En lugar una unidad central llama a suscriptor para despertarlos y obra recíprocamente con ellos en diverso formato cada vez.
- hace las preguntas, declaraciones asombrosamente de los estados (puede ser basado en el tipo suscriptor y cualquier Info disponibles sobre ellas, eg.: qué indican voluntariamente o basado en la experiencia de la computadora del comportamiento de los suscriptores con sí mismo en "T".
- OTD: el remote%; exhibe tiempo, la comunicación escrita, el etc; fd-hdd; pp; P.M.; Reino Unido; fecha; el tds%; el interactive%; educ; juguete; todos; juego (el usuario juega a un juego verbal para despertar); micrófono; ejercicio - conseguir a gente moverse alrededor para despertar; portable; t; punto de ebullición; alerter; oscilador; vc; egh; el score%; tgh; md; carro (de declaraciones, de preguntas, y de otros softwares); "T"; SP tel.

<3, SORPRESA de la MAÑANA de 2> 4C100: Despertar por la mañana en la hora fijada por la alarma. Cualquier número de diversas cosas puede suceder cada mañana. Tener un cambio en alarma puede ser de mérito, puesto que la gente tiende no oír/para responder a las alarmas comunes.
. - el usuario no sabe ocurrirá qué tipo de alarma
- la estela de la muestra sube: sirenas; gritos para la ayuda (con chillón verdadero); gotas del aterrizaje del agua en la cabeza; descarga eléctrica suave; zumbador suave (eg.: en almohadilla o en el colchón debajo de las hojas); el animal relleno que entra un frenesí (sonidos, movimientos, y o saltos, jiggles, zumba); animal que se arrastra hacia el ser humano (movimientos hacia calor) y zumba a persona, separa la poca agua o la otra sustancia molesta (jalea, grasa) o pica a persona un poco....
- las grabaciones salvajes del VCR jugaron en la pantalla
- formar de la "notificación".

<3, SONIDO de la ALARMA de 2> 4C110: Consigue más ruidosamente y más ruidosamente hasta que se apague. Ambo el nivel de decibelio va encima de a tiempo, más los sonidos del golpeo, del etc que pueden necesario no tener un mayor nivel de decibelio pero suena psicologicamente más ruidosamente - todo el éste guarda el subir hasta que la alarma apagara.
- trabajos con otras funciones de sistema de alarma también.
- ver 4C120
- formar de la "notificación".

Smooch de la mañana de <2> 4C120: En el principio, la alarma es amistosa - para la buena psicología. Solamente si esto no trabaja el volumen u otros elementos comienzan a acosar si la persona no está para arriba a tiempo.
- ver la forma 4C110 de "notificación", "TGH".

¿<3, 1? > ALARMA del "COMPOSITOR 4C-200":

- el usuario debe componer una consonancia particular para desactivar la alarma
- el sonido de la alarma se puede también componer en unidad por el usuario (mejor que la audiencia apenas un zumbador estándar)
- especialmente comercial a los aficionados a los hobbys musicales

IDEAS del PRODUCTO de la COSECHADORA 4C-050-10300Q. Unir dos números del producto 3A. alarma interactiva de la unidad central 3A-281-042001: "C" indica las nuevas ideas interesantes que cada mañana que se diseñan para ayudar a la persona a despertar, pedir a preguntas. El sistema puede estar en el país, o con tal que como servicio de gente automáticamente de la llamada por "T" con la grabación previa de antemano.

- relacionado con 3A-280. En lugar una unidad central llama a suscriptor para despertarlo y obra recíprocamente con ella en diverso formato cada vez.
- hace las preguntas, declaraciones asombrosamente de los estados (puede ser basado en el tipo suscriptor y cualquier Info disponibles sobre ellas, eg.: qué indican voluntariamente o basado en la experiencia de la computadora del comportamiento de los suscriptores con sí mismo en "T".
- OTD: el remote%; exhibe tiempo, la comunicación escrita, el etc; fd-hdd; pp; P.M.; Reino Unido; fecha; el tds%; el interactive%; educ; juguete; todos; juego (el usuario juega a un juego verbal para despertar); micrófono; ejercicio - conseguir a gente moverse alrededor para despertar; portable; t; punto de ebullición; alerter; oscilador; vc; egh; el score%; tgh; md; carro (de declaraciones, de preguntas, y de otros softwares); "T"; teléfono del SP;

SORPRESA de la MAÑANA 4C-100: Despertar por la mañana en la hora fijada por la alarma. Cualquier número de diversas cosas puede suceder cada mañana.

. - el usuario no sabe ocurrirá qué tipo de alarma
- la estela de la muestra sube: sirenas; gritos para la ayuda (con chillón verdadero); gotas del aterrizaje del agua en la cabeza; descarga eléctrica suave; zumbador suave (eg.: en almohadilla o en el colchón debajo de las hojas); el animal relleno que entra un frenesí (sonidos, movimientos, y o saltos, jiggles, zumba); animal que se arrastra hacia el ser humano (movimientos hacia calor) y zumba a persona, separa la poca agua o la otra sustancia molesta (jalea, grasa) o pica a persona un poco....
- las grabaciones salvajes del VCR jugaron en la pantalla
- formar de la "notificación".

ALARMA "INTERACTIVA" de la MAÑANA de $$ 3E-060: El teléfono de la computadora ("T") indica nuevas ideas interesantes cada mañana. La interacción se diseña psicologicamente para ayudar a la persona a despertar. El usuario necesita contestar a preguntas correctamente. Gente de las llamadas de sistema vía el

teléfono en el tiempo deseado cada mañana. El usuario selecciona el tipo de avisos de la mañana de su teléfono casero del botón ("T"). 3A-281.

- Las llamadas de servicio de T U, o U llama el servicio (c).

- el UIP determina el tipo preguntas: ("MQ") preguntar a usuario. El UIP estudia acciones anteriores del usuario (el día/la semana antes) (vía análisis de su tema y o palabras claves de las acciones hechas por el usuario en su "c").

- "Educ": mecanografiar las preguntas diseñadas para educar u; la información recibida por u (en sesiones anteriores) vía el modo de la difusión de la pregunta o de información de el sistema = esperanzadamente recordado por u, así que u puede entonces contestar a la pregunta relacionada más adelante (Forzar u a recordar es también una forma de despertar cerebral.

- Clientes de la facturación para este servicio vía: cuenta del teléfono; 900 números/M=T: (u llama el número 900 = selecciona tiempo que quieren ser despertados = u consiguen llamada más adelante en ésa tiempo untado); venta u (P.C.) el interruptor/el carro (cartucho del `)/el sistema del hardware.

- D: u = T (teléfono del `) = m (tds=when para llamar u; pide u q (uip, "cuenta" para determinar respuesta correcta).

- Estrategia de búsqueda de la patente: (mañana o despierto o interactivo) y alarma.

- No. de la patente de los E.E.U.U.: 4573804+ Olor-despiertan el despertador 4497582 4617525 4180810 3903514 4047377 4059830 4070697

. - U también despierto con el otro sistema (sistema) que sinergiza w (con) este KN:

--Dir N (invención) de A o de B que salpica gotas del agua en u para ayudarles para despertar.

. --otros existentes esa gente de la ayuda de N/kn (novedades) despiertan, eg.: KN para disparar la luz laser como una sale de cama [no trabajar mucho en este 3ultimo KN].

- OTD D: U = este ~ C (computadora del sistema de N (sistema) del `) =

ACCESO (activar características); VAGOS (basados en el funcionamiento/las respuestas del u); CARRO; EDUC; M; MIC (discurso); MULTIUSOS; NR; OSCILADOR; Banda; Q; CUENTA (respuestas del u a las preguntas planteadas por el sistema); ESTADO; TDS (reloj para la alarma); T; UIP; UQ; CUENTA.

- el sistema aumenta la creatividad del u, considera el documento sobre proceso creativo del pensamiento. Funciones planteando las preguntas cuyas características (UIP) se diseñan despertar u (según su uip).

- Ver: despertador del código de la mañana 3A28A; alarma interactiva de la unidad central 4C050

- formar de la "notificación".

El DESPERTADOR R181 MUERDE LA MANO de la cual botón de empujes para darle vuelta. [no necesito N que requiera solamente la combinación apagar, comprobar quizá para saber si hay reloj que "electrocutes" a usuario del etc?] 29 de noviembre 93 NK

- formar de la "notificación".

LOS SIGUIENTES son alarma de la mañana y despiertan elementos de la idea del producto de sistema de IMI&8:

Diagrama: sensor/uk = despertador = oscilador

- OTD #1: D¯(esta parte) =

% de 3A-140 de la alarma del bebé

% de la alarma de 1B-080-200000001 Dangly: Despertar en la hora untada a los sonidos de una criatura haciendo estallar hacia fuera sobre su cama.

% de 1B-110-100000001 de la combinación de la alarma de la mañana: En el reloj untado de la hora la exhibición demuestra las combinaciones necesarias para ser afinado adentro para desactivar el reloj. Las ayudas de proceso hacen la alarma principal soñolienta.

% de 1B-111-200000001 de la alarma interactiva de la pregunta; alarma interactiva de la unidad central 3A-281; despertador del código de la mañana 3A-28A

canalización vertical 3A-282.

"Notificador": todos los elementos diferentes para notificar a una persona dentro del contexto de alertar a persona sobre una alarma.

% de 5A-310 del reloj del mundo

% de A1-240 Windows interactivo y cortinas

interruptor de 5A-460 Touchless para activar o para desactivar características de la alarma o del reloj

% de 4C-200 de la alarma del compositor

% de 4C-210 de la alarma del artista:

- OTD #2: exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; tds; el interactive%; juguete; básico; entretener; los microphone% y los synth% a crear deseado despiertan los sonidos que substituyen el zumbador o la campana estándar; punto de ebullición; oscilador; el speech%; vc; el cart%; cp; uq; el pi%; carácter; cojín del aire (el usuario entra la actividad requerida el suyo, y el cojín del aire transmite al juez de la alarma que decide si la actividad correcta fue entrada para desactivar la alarma; puede también ser utilizado para cambiar tiempo, tiempo de la alarma, y otras características; el mismo cojín del aire se puede utilizar para otras tareas con excepción para del despertador).

- "Facturación"

MISCELÁNEO:

. "Analizador del comportamiento": la función del despertar [alarma] uip-se adapta para despertar al usuario según el perfil del comportamiento del usuario.

+ motivador del trabajo:

"Motivador del trabajo" de la alarma" de la mañana ". Fuerza a usuario a comenzar su trabajo el tiempo por mañana:

El usuario debe ser el utilizar su (normal (el trabajo)) el software en un normal/una falta "señalada" del manner= de hacer esto (durante el minuto 30) acciona la alarma. "Sigue" las acciones de usuario en computer= que "se analizan" para la conveniencia.

- Otros valores: Una forma de empleados de motivación a trabajar más difícilmente por la mañana, o las que trabajan en el país para conseguir los resultados rápidamente wo que esperan alrededor. La carencia de la motivación es telecommuters comunes de la razón necesita la presión de un jefe en el trabajo, a pesar de todas las inconveniencias y pérdida a la libertad. Por lo tanto, una demanda grande de los que son serios sobre el trabajo de hogar.

- "Trampas": los reattempts del usuario para utilizar el interruptor (software del `) pueden stave correctamente temporalmente apagado el alarm= hasta tal hora que la "cuenta" no empeore.

. Ejemplos: El usuario debe: activar (y "interactivo" con) cualquier programa "señalado" o la función del interruptor (sobre cierta duración del tiempo (interrupción del wo)). Eg.:

- tener acceso a su caja del email en las horas "señaladas".

- el acceso "señaló" partes de World Wide Web, eg.: las vistas, utilizan ciertos motores de la búsqueda y o las palabras claves, los informes de noticias diarios leídos e información (recogidos automáticamente por Search Engine anterior).

- hacer calls= "señalado" del teléfono vía el sistema "seguido" del "teléfono".

- someter/"corregir " = los informes/los resultados "señalados" (al supervisor).

. D posterior leída: U = este ~ del sistema de N (motivador/"perseguidor" del trabajo del usuario) C = TENER ACCESO AL ANALIZADOR // EDIT // EDUC // de // del ARTISTA de // que la CUENTA MULTIUSOS // de // del RANURADOR de la banda de // del OSCILADOR de // NR // (programa) // R // BUSCA y que REACCIONA LA PISTA de // TDS // T (teléfono) del `// del SENSOR de // (cómo el usuario "maniobra" a través de sistema) // UIP (qué se requiere de usuario; el tipo de trabajo que lo hacen "se analiza" para uip-DB).

Una reacción similar se puede requerir del usuario en otras circunstancias. Los ejemplos incluyen cuando el analizador determina a usuario puede ser: perezoso [inactivo mientras que en la computadora debido a la carencia de mecanografiar]; punto bajo en [nuevas] ideas que se convierten; el sistema pregunta la autenticidad del usuario [ver la pieza del acceso].

ACARICIAR a la estrategia de búsqueda de la palabra clave:

- alarma y (mañana o (ajuste del wak para arriba))
- alarma y (combinación o contraseña)
- alarma y (psycholog o diversión o juguete o gam o cabrito o niños)

RELOJ del SONIDO 3A290: substituye el reloj del coo del coo haciendo los sonidos interesantes cada hora en la hora. Tipo de "notificador".

- Opciones sanas: pájaros que cantan; risa [por el adulto bastante normal, bebé risueno; monedas que caen en el banco guarro]; "dong del ding"; el sonar verdadero o artificial del pájaro del coo del coo; trueno y lluvia; [perro del grito; sirenas]; el silbar; porción de pedazo musical clásico; etc. Cada hora tiene quizá diverso tipo sonido.
- puede ser programado para hacer los sonidos salientes registrados por el usuario; o el usuario selecciona de selecciones preprogramadas.
- puede comprar los discos para los pedazos adicionales de los sonidos
- puede pedir un tiempo exacto (siempre que el usuario quiere) cerca: ("R") control alejado; presionar el botón en el reloj; las manos que aplauden o el otro sonido; disparar una luz laser; etc.

ROBUSTEZA INTERACTIVA de la ALARMA 3A1080: La robusteza del juguete encuentra y despierta el durmiente. El transmisor atrae la robusteza del "descortezamiento". Gran idea del regalo para los últimos compañeros de trabajo de levantamiento.

- El usuario usa y o duerme con el transmisor de la tenencia de la correa. Jugar las alarmas de la robusteza o despierta a persona - que encuentra que el usuario y "ladra" o que suena. Bueno para la operación del solo sitio (en futuro, la robusteza puede entrar a otros cuartos también. Substituye su animal doméstico, como un gato que despierta a dueño para arriba por la mañana para su desayuno.
- Alarma del oso del peluche: duerme en cama con usted, y hace ruido reservado en el principio, después hace una raqueta de ruido y quizá de movimientos hasta apagado. Tiene opción del snooze.
- OTD: alejado ("R"); pp; P.M.; Reino Unido; fecha; el interactive%; juguete; básico; portable; punto de ebullición; el alerter%; vc; carro (tipo generaciones de los sonidos, cómo actuará la robusteza); cp; acceso; el pi%; palmada.

PATENTES: búsqueda demanda abstracta y principal 1.74-2.97 www.qpat de los E.E.U.U. del kilovatio: str -2.97: ((estela with5 para arriba) o mañana) y alarma

- La palmadita de los E.E.U.U. encontró 2.97: solamente uno y ella aparece una copia de la grabación 6B280 de propio uno mismo de las estelas de la voz del usuario para arriba: Despertador de la patente 5369797-Radio de los E.E.U.U. con el magnetófono/el registrador desprendibles.

Finales de la alarma de la mañana

Archivo: Introducción de la característica/medios multi

MULTI-MEDIA

. 1 audio: "oscilador; "t " %; "teléfono " % del SP. Representación visual 2: "s"; "notificador"; "impresora". -3 piel: Estímulo hecho a la piel: vibración (corresponde al golpe de la música o de la voz hablada; masaje; la acupuntura se relacionó; el estímulo sexual automatizado incluye qué se llama cybersex); estímulo eléctrico suave a la piel. -4 emisión del olor.

- GEN: via^ "interactivo": "telecontrol", "Reino Unido", "gps"

- D1 (dibujo #1): 1audio/2visual/3skin/4smell=5C~6pd=7m=8gps. 5C: incluye opcional: "t"; "s"; "mic"; "carro".

- D2 (dibujo #2): [=c~ "interactivo " " artista" (Reino Unido; pantalla táctil; telecontrol)] = =c de la "composición" (computadora) (corrige el via^: pp/mp (los coordenadas/las cosechadoras/sinergizan (los datos/las señales))) = sistema del tr = de display/M/other (c/tel) /osc/ "telecontrol" ("cojín del aire")

- Las imágenes/las películas/los anuncios/música/programas sanos se ajustan según: adaptarse; bva; banda. Ejemplos: las ciertas secciones/escenas/las frecuencias/las imágenes sanas (colores) son en corregido/hacia fuera.

- El sistema recibe y demuestra en S, TV/cable/Video/other milímetro (medios multi) "entretiene".

- los olores o-C92 se emiten para emparejar escenas en películas. 22 de febrero de 93 NK

Dibujo: telecontrol ("R") (teléfono) = c92

- Ver el "cerebro": la característica del system se adapta según circunstancias. "Facturación"

. Lugar de reunión electrónica: Mejora en la patente 5347306 de los E.E.U.U.: El ~ de "C" animó el lugar de reunión electrónica para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = ACCESO = [cualquier otra condición que se deban cumplir para tener acceso deseó la función] (necesaria para cada participante (usuario) para ensamblar) banda de // del oscilador de // del ANALIZADOR de // ((qué, donde, porqué, cuando y cómo) funciones de sistema cómo/w5 como (según adaptarse-tailor/pr/k)) el NOTIFICADOR deseado de // EDIT (acciones/declaraciones/respuestas del usuario) // (cuando u (el usuario) se pide para responder o debe notar ocurrencias señaladas) (comunicador sano saliente) (comunicación verbal) (programa informático) (cómo cada u (usuario) "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según usuario) // r (teledirigido) (el dispositivo del control/de comunicación del u) RANURADOR de // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (usuario) el envío/que recibe a usuarios están/w5 (qué, donde, porqué, cuando y cómo) de ESTADO de // de la CUENTA de // de la situación) (de cada usuario) (de: cada usuario/sus acciones) // tds (característica) de la estampilla de fecha del tiempo // t (telecomunicaciones) (cómo "obra recíprocamente" cada usuario w: otros usuarios/m) PISTA de // (progreso/cambios de cada usuario) // [adaptarse/"multiusos" = (cada sistema de los usuarios = de las experiencias/de las manijas diferentemente = según el interruptor adaptar-adaptado único del u)] // "artista" // "composición" // "educ": cada usuario = "obra recíprocamente" = aprende de o enseña a otro = usuario (de diversa manera = adaptarse) // "carro" // "M".

- "Tuvieron acceso a los VAGOS (analizador del comportamiento)": El sistema busca elementos del comportamiento inusuales del usuario en parámetros siguientes: Cómo el accessor (con referencia a) programa

el interruptor; los tipos de usuario de las opciones del milímetro (medios multi) seleccionan, eg.: selecciones de opción del color y del "oscilador".

. Otro: -3 piel: Estímulo hecho a la piel: vibración (corresponde al golpe de la música o de la voz hablada; masaje; la acupuntura se relacionó; el estímulo sexual automatizado incluye qué se llama cybersex); estímulo eléctrico suave a la piel. -4 emisión del olor.

- GEN: via^ "interactivo": "telecontrol", "Reino Unido", "gps"

- D1 (dibujo #1): 1audio/2visual/3skin/4smell=5C~6pd=7m=8gps

5C: incluye opcional: "t"; "s"; "mic"; "carro"

- D2: [=c~ "interactivo " " artista" (Reino Unido; pantalla táctil; telecontrol)] = =c de la "composición" (computadora) (corrige el via^: pp/mp (los coordenadas/las cosechadoras/sinergizan (los datos/las señales))) = sistema del tr = de display/M/other (c/tel) /osc/ "telecontrol" ("cojín del aire")

- Las imágenes/las películas/los anuncios/música/programas sanos se ajustan según: adaptarse; bva; banda. Ejemplos: las ciertas secciones/escenas/las frecuencias/las imágenes sanas (colores) son en corregido/hacia fuera.

- El sistema recibe y demuestra en S, TV/cable/Video/other milímetro (medios multi) "entretiene".

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Dibujo: telecontrol ("R") (teléfono) = C92

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- Lugar de reunión electrónica: Mejora en la patente 5347306 de los E.E.U.U.: El ~ de "C" animó el lugar de reunión electrónica para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" =

- TENER ACCESO (necesitado para cada participante (usuario) ensamblar) AL ANALIZADOR de // ((qué, a adonde, porqué, cuando y cómo) funciones de sistema cómo/w5 como (según adaptarse-tailor/pr/k)) el RANURADOR deseado de la banda de // del oscilador de // del NOTIFICADOR de // EDIT (acciones/declaraciones/respuestas del usuario) // (cuando piden responder o debe notar el usuario ocurrencias señaladas) (comunicador sano saliente) (comunicación verbal) (programa informático) (cómo cada usuario "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según usuario) // r (teledirigido) (el dispositivo del control/de comunicación del u) // (cada participante/su comunicaciones, encaminadas diferentemente a otras = según: quién (usuario) el envío/que recibe a usuarios están/w5 (qué, donde, porqué, cuando y cómo) de ESTADO de // de la CUENTA de // de la situación) (de cada usuario) (de: cada usuario/sus acciones) // tds (característica) de la estampilla de fecha del tiempo // t (telecomunicaciones) (cómo "obra recíprocamente" cada usuario w: otros usuarios/m) PISTA de // (progreso/cambios de cada usuario) // [adaptarse/"multiusos" = (cada usuario = sistema de las experiencias/de las manijas diferentemente = según el interruptor adaptar-adaptado único del u)] // "artista" // "composición" // "educ": cada usuario = "obra recíprocamente" = aprende de o enseña a otro = usuario (de diversa manera = adaptarse) // "carro" // "M".

- "Tuvieron acceso a los VAGOS (analizador del comportamiento)": El sistema busca elementos del comportamiento inusuales de usuarios en parámetros siguientes: Cómo el accessor (con referencia a) programa

el interruptor; los tipos de usuario de las opciones del milímetro (medios multi) seleccionan, eg.: selecciones de opción del color y del "oscilador".

¿Qué usted se imagina cuando la característica Multi-Media se ofrece? ¡Entonces hacer que el sistema lo adapte a sus deseos!

Archivo: Introducción de la característica/multiusos

MULTIUSOS

Cada usuario puede ser reconocido diferentemente, y tiene funciones adaptadas a ellas. Esto traslapa las piezas del UIP.

- `Usos interactivos/del juego: tratan diferentemente, y pueden obrar recíprocamente por consiguiente a los usuarios con las invenciones, [en juegos].

- El sistema se diseña especialmente para los usuarios múltiples. Cada usuario puede tener diversas funciones del ^software que se puedan activar para el ^them. el ^ ' principal programador 'necesita ^password especiales al ^program principal y o a las funciones centrales. Cada usuario tiene ^password el identificarse y el accionar de funciones aplicables. Principal programador ^can: limitar el grado del acceso en sistema; y o trabar hacia fuera la gente/otro parcialmente/enteramente de los sistemas; y o monitor y analizar su actividad, y o los resultados. - Patentes de los E.E.U.U.: str: adj9 múltiple (gente o usuario)

- "Acceso": cada accessor tiene procedimientos de acceso de diferenciación [que ayudan distinguir entre los usuarios], y los protocolos de la seguridad, y los "VAGOS de los accesos (analizador del comportamiento)". Dibujo: "acceso" (cada usuario tiene diferente part/pi = "C" (reconoce a usuario (vía su "acceso")) = los permisos que las funciones dentro de cualquier parámetro/alteran a usuario se adaptan = función

- Para Techies: acceso; cojín de %air; carro; carácter; las demostraciones de la exhibición ("S") que el usuario está utilizando el sistema, y pueden demostrar el ^menus diseñado para el usuario particular; "C"; M; P.M.; cada usuario recibe señales personalizadas del notificador que las señala de otras; adaptarse: (cada usuario causa tipos de diferenciación de recuperación, almacenaje, tabulación, análisis de adapta datos; y adaptar los datos se utilizan según pp/mp para cada usuario particular); pp; anotar y o tds (característica de la estampilla de fecha del tiempo) para cada usuario.

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- (Automáticamente) distingue entre diversos usuarios vía: el "acceso" (la contraseña del r=tr, llave - llaves de diferenciación dentro del mismo sistema de la amo-cerradura, carro (cartucho) del software del `de u, tr (transmite) (frecuencia de pulsación) con (con) el usuario), se adapta - el sistema "analiza" quién el usuario es

por su funcionamiento/características del comportamiento, carro (cartucho) del software del `(del usuario), tr (transmite) con (con) el usuario.

. Otro: "Corregir": se adapta a cada usuario. "Ranurador": localiza (vía adaptar-adaptar) el then= recupera el data= necesario de eg.: adaptar-DB (base de datos) para mejorar el sistema del sastre (adaptar-adaptar) a las necesidades del u. Facturación.

- Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen". Eg.: cada usuario tiene llave de diferenciación (interruptor) para utilizar ciertas características.

DIAGRAMA: "acceso" (cada usuario tiene diferente part/pi = "C" (reconoce a usuario (vía su "acceso")) = las funciones de los permisos dentro de cualquier parámetro/alteran a usuario uip = función

OTD: acceso; cojín de %air; carro; carácter; la exhibición ("S") demuestra qué usuario está utilizando el sistema, y puede demostrar el ^menus diseñado para el usuario particular; "C"; M; P.M.; cada usuario recibe señales personalizadas del notificador que las señala de otras; uip: (cada usuario causa tipos de diferenciación de recuperación, almacenaje, tabulación, análisis de los datos del uip; y los datos del uip se utilizan según pp/mp para cada usuario particular); pp; anotar y o tds (matriz de la fecha del tiempo del `) para cada usuario.

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- (Automáticamente) distingue entre diverso u vía: "acceso" (la contraseña del r=tr, llave - llaves de diferenciación dentro del mismo sistema de la amo-cerradura, carro (cartucho del `) de u, tr (transmite) (fq de pulsación) w (con) u), uip - el sistema (sistema) "analiza" quién u es por su funcionamiento/características del comportamiento, carro (de u), tr w U.
- "Corregir": se adapta a cada U.
. - "Ranurador": localiza (vía uip-adaptar) el then= recupera el data= necesario de eg.: uip-DB para mejorar el sistema del sastre (sistema) (uip-adaptar) a las necesidades del u.
- Un código (acceso, marca de agua del EL (electrónico) "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen". Eg.: cada u tiene llave de diferenciación (interruptor) para utilizar ciertas características.
- "Facturación"
- Adoptar la identidad de a [juego del `] cuando es necesario: Cada entidad puede tener etiquetas de uno o más identidades multiusos las' que pueden/no se pueden reconocer cerca y o los controles de acceso de puente.

FINAL DE MULTIUSOS

Archivo: Introducción/notificador de la característica

NOTIFICADOR

Las búsquedas del sistema y o interpretan los acontecimientos que se deben notificar al usuario.

notificador 2D190-NOTIFIER adaptado a las necesidades de comunicación del usuario:
Notifican a los usuarios sobre acontecimientos importantes de una forma los retenes de ese mejor su atención. Las notificaciones apuntan lo que sea de los sentidos principales del usuario: sonar, avistar, sentir [comunicar vía la vibración], el olor, %taste.

- Las luces aparecen en los lugares señalados [en tablero de la rociada de la pantalla de ordenador/del coche] qué mejor atención del retén.

- Notificador del soplo del cuerno (del coche): Cuando el cuerno de coche [de otra persona] está soplado, programan buscar tales frecuencias sanas, y hacen a los locutores/auricular del coche un notificador ruidoso adicional al usuario.

. Notifican al usuario en el estado de cualquier situación. La otra gente apuntada y o esos próximos puede ser alertada también por las partes de los sonidos, luces; palabras exhibidas; aviso audio del discurso.

- el beeper sin hilos portable se puede llevar/usar cerca: usuario/persona apuntada. D: función/sistema = c = n = tr sin hilos (transmite) = N. portable.

- D: c=tr/rc= " exhibición " /osc/ [tr al otro producto (dispositivo de alarma)]color (que destella/cambiante) de /light.

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- oscilador: El volumen de sonidos ajusta según el nivel (pre) de nivel de sonido existente en el ambiente de la calle/de otros sonidos electrónicamente generados (el sistema de la advertencia de la voz de la palmadita no 3298010 de los E.E.U.U. (nr) cuyo volumen de la salida ajusta según sonido externo existente). (El "analizador de sonidos" determina: el nivel/el tipo volumen/sonido necesitó; cancelación del sonido (cualesquiera) necesaria.). Palmadita verdadera de los E.E.U.U. # muy limitado.

- Subpartes: NR-problema; NR-estado.

- No. de la patente de los E.E.U.U.: 4823245 colores de adición a las luces eléctricas: cambiar en ligero actúa como tipo de NR: el tipo luz del color señala: "estado", "cuenta", eg.: el nivel de peligro o de atención necesitó.

- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (El nivel "de"/"de la cuenta estado" efectúa el tipo de cambio del color encontrado en S/el nr (notificador) de cualquier producto/sistema; eg.: 7G)

- "Facturación": para el tipo nr (notificador) deseado y cómo se notifica u.

Alarma video -1C-170:

Una representación visual y o de respuesta audible entra efecto cuando el anillo siguiente: la puerta, teléfono, alarma del reloj, contador de tiempo del alimento, partido va encima de la calzada de la vivienda.

+ qué necesita la atención y porqué (W5) demostrado por cómo "se corrigen" las imágenes. Ver el "artista" = el "estado". Ejemplo: el icono para recibir el email llega a ser rojo mientras que recibe el correo, y el verde cuando está listo para ser leído. El valor consiste en crear alboroto menos textual en el S.

- "Cuenta": El grado de urgency= según lo medido por el score= da lugar a diverso tipo de señal generado de notificador.

+ PREDICE cómo u (usuario) se debe "notificar mejor": Diversas circunstancias pueden pedir formas de diferenciación de notificación.

- patentabilidad: ¿otros están utilizando tal sistema en una versión simple, aunque no patentados?
- Ejemplos: Cuando es el usuario: en área ruidosa (el oscilador es más ruidoso); en el camino (el oscilador se acciona contra la pantalla que representa el mensaje de los nr); repartiendo w otro proceso de la emergencia o de la "notificación" en ese entonces (la ocurrencia más bajo anotada notifica u 2 horas más adelante); las situaciones con más arriba las "cuentas " = tienen formas "señaladas" de diferenciación de "notificación"; tiempo/tds: cuando ocurre el problema puede tener "cuenta la diferenciación"; (Qué, donde, cuando, porqué y cómo) el occurred= W5 y cómo "predicen" al usuario "reacciona" a él (según W5 de la ocurrencia/o de la situación del usuario en ese entonces).
- "se anota" cada ocurrencia. Notificaciones anotadas más altas se dan más peso. Vía: ""/oscilador (comunicador de las imágenes del `saliente sano) ese se destaca más (que otros mensajes (del nr); siendo demostrado/colocó antes de otras "notificaciones"/de mensajes cuáles tienen cuentas más bajas. (Los mensajes se pueden anotar para la importancia/la pertinencia).
- u de las "pistas": paradero/las acciones (W5) = entonces "corrigen" sí mismo según lo "señalado".
- ocurrencias anotadas más altas que "no son reaccionadas" por al u= tienen la señal de notificación "encaminada" a otra: u/sistema.

Otro:

- El beeper sin hilos portable se puede llevar/usar cerca: usuarios/persona apuntada. Dibujo: =c de la función/del sistema (computadora) = N (invención) = sin hilos tr = N. portable.
Dibujo: c=tr/rc= " exhibición " /osc/ [tr al otro producto (dispositivo de alarma)]color (que destella/cambiante) de /light.
- Ver el "cerebro": la característica del system se adapta según circunstancias.
- oscilador: El volumen de sonidos ajusta según el nivel (pre) de nivel de sonido existente en el ambiente de la calle/de otros sonidos electrónicamente generados (el sistema de la advertencia de la voz de la palmadita no 3298010 de los E.E.U.U. (notificador) cuyo volumen de la salida ajusta según sonido externo existente). (El "analizador de sonidos" determina: el nivel/el tipo volumen/sonido necesitó; cancelación del sonido (cualesquiera) necesaria.). Palmadita verdadera de los E.E.U.U. # muy limitado.
- Subpartes: notificador-problema; notificador-estado.

- No. de la patente de los E.E.U.U.: 4823245 colores de adición a las luces eléctricas: cambiar en ligero actúa como tipo de notificador: el tipo luz del color señala: "estado", "cuenta", eg.: el nivel de peligro o de atención necesitó.

- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en s ()/notificador de la pantalla de ordenador de cualquie producto/sistema; eg.: 7G).

- "Facturación": para el tipo notificador deseado y cómo notifican al usuario.

Alarma video -1C-170: Una representación visual y o de respuesta audible entra efecto cuando el anillo siguiente: la puerta, teléfono, alarma del reloj, contador de tiempo del alimento, partido va encima de la calzada de la vivienda.

+ qué necesita la atención y porqué (W5 (qué, donde, porqué, cuando y cómo)) demostrado por cómo "se corrigen" las imágenes. Ver el "artista" = el "estado". Ejemplo: el icono para recibir el email llega a ser rojo mientras que recibe el correo, y el verde cuando está listo para ser leído. El valor consiste en crear alboroto menos textual en el S.

- "Cuenta": El grado de urgency= según lo medido por el score= da lugar a diverso tipo de señal generado de notificador.

+ "predice" cómo los usuarios deben "ser notificados mejor": Diversas circunstancias pueden pedir formas de diferenciación de notificación.

- Patentabilidad: ¿otros están utilizando tal sistema en una versión simple, aunque no patentados?

- Ejemplos: Cuando es el usuario: en área ruidosa (el oscilador es más ruidoso); en el camino (el oscilador se acciona contra la pantalla que representa el mensaje del notificador); el ocuparse (con) de otro proceso de la emergencia o de la "notificación" en ese entonces (la ocurrencia más bajo anotada notifica a usuario 2 horas más adelante); las situaciones con más arriba las "cuentas " = tienen formas "señaladas" de diferenciación de "notificación"; tiempo/tds: cuando ocurre el problema puede tener "cuenta la diferenciación"; (Qué, donde, porqué, cuando y cómo) el occurred= W5 y cómo "predicen" al usuario "reacciona" a él (según W5 (qué, donde, cuando, porqué y cómo) (qué, donde, porqué, cuando y cómo) de la ocurrencia/o de la situación del usuario en ese entonces).

- "Se anota" cada ocurrencia. Notificaciones anotadas más altas se dan más peso. Vía: ""/oscilador (saliente sano comunicador) de las imágenes ese se destaca más (que otros mensajes (del notificador); siendo demostrado/colocó antes de otras "notificaciones"/de mensajes cuáles tienen cuentas más bajas. (Los mensajes se pueden anotar para la importancia/la pertinencia).

- U de las "pistas": paradero/acciones (W5 (qué, donde, porqué, cuando y cómo))= entonces "corrige" sí mismo según lo "señalado".

- Ocurrencias anotadas más altas que "no son reaccionadas" por al u= tienen la señal de notificación "encaminada" a otra: usuario/sistema.

- No. de la patente de los E.E.U.U.: 4823245 colores de adición a las luces eléctricas: cambiar en ligero actúa como tipo de notificador: el tipo luz del color señala: "estado", "cuenta", eg.: el nivel de peligro o de atención necesitó.

el BEEPER 3A200 DEMUESTRA ESTADO: Ahora saber la naturaleza de la materia que le están emitiendo un sonido breve y agudo alrededor.

Si se acciona la alarma o cualquier otra emergencia sube el beeper de la persona se enciende automáticamente. Código/tipo del beeper (eg.: mecanografiar la señal o la luz o la naturaleza de las demostraciones de la exhibición de la palabra ("S") ['estado] del problema, por ejemplo: tres emite un sonido breve y agudo medios que su abuela está pidiendo ayuda)

- Uso: para dificilmente de la gente de la audiencia (sorda), los padres magníficos, saben que es mealtime cuando la persona está en el jardín, o arriba.

. - verificador del contenido 4E020 y de la fecha: (cualquie mencionado) de ocurrencias.

3A600 OÍDO ALERTER: Notifica a persona cuando y porqué se quieren. El sistema reservado guarda la paz para otras. También, los usuarios de audífonos y los auriculares saben que les están llamando; oye "T" y el timbre, alarmas.

- Receptor del auricular del mando a distancia: Alerta a portador de auriculares o de la prótesis de oído que están queridas. Usos: "T" o timbre, más fácil llamar alguien en otra localización, la alarma del reloj, el etc.
- dejar a persona con los auriculares/la prótesis de oído saberlos son queridos presionando su ("R") dispositivo de control alejado que funcione encendido radiofrecuencias.
- quizás usted no sabe donde están en casa, frente, lado o patio trasero. La griterío para ellos es ofensiva, agotadora y quizás ineficaz (puesto que los ancianos oyen generalmente mal con o sin un legado de la audiencia), dificil (especialmente para el marido y la esposa que son ambo viejos, y la persona que es llamada debe gritar de nuevo a aseguran a investigador que pueden parar el mirar alrededor...)
- ahorra de tener que salir de asiento (incluso si la otra persona está en el mismo sitio)
- incorpora No. 3A-620
- OTD: alejado ("R"); exhibición ("S") (qué le están pidiendo); "C", pp; P.M.; Reino Unido; fecha; básico; "mic" (magnifica sonidos exteriores); portable; punto de ebullición; alerter; cp; palmada.

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias

NOTIFICADOR LIGERO SILENCIOSO 3A820: La luz que destella alerta a usuario antes de que el modo sano active. No disturba otros. Usos: "T", timbre, alarma del reloj, detectores de humos sensibles a la cocina de menor importancia o humo de tabaco.

- las señales de alarma para la atención por la luz que destella (esta porción existe), si no desactivado mientras que en modo que destella ligero, el modo sano golpean con el pie adentro

- el modo ligero inicial se diseña para la gente que prefiere la tranquilidad para (teléfono, campana de puerta, alarma (una advertencia momentos antes que el nivel requerido de humo se alcanza (según las disposiciones gubernamentales) en las cuales tiempo la porción audio debe encenderse) - esto es buena para la gente que quema a menudo cosas, fuma muchos cigarrillos en un partido, un etc y quisiera una cierta hora del aviso de una manera apacible.

- encenderse en sitio o algu□n otro bulbo puede destellar

NOTIFICADOR ALEJADO 4A300: Alarmas portables del paginador del usuario cuando ha ocurrido la ocurrencia deseada. Usos: El marido está conduciendo a casa sin perder una llamada del teléfono, diciendo a esposa cuándo tener comida lista. Notifica cuando cualquier máquina ha logrado tarea. Etc.
Patente copiada posterior de los E.E.U.U.: 5444444 Nr de vehículos de entrega de llegada

SOBRE LA TERMINACIÓN DE CUALQUIER PROCESS/TASK, el dispositivo envía el mensaje que indica el hecho vía: las señales sonoras/los códigos al paginador mecanografían el dispositivo; módem al teléfono/al contestador automático que salen de señal sonora/del mensaje verbal.

Usos:

- cocinar el contador de tiempo se está apagando y notificará a usuario dondequiera que puede ser que sean
- el esposo es expulsión de su ranura del estacionamiento de la compañía para el hogar
- el tiempo ha conseguido mejor/peor
- el guarda están llamando los cabritos: ir a casa; ir en alguna parte....
- despertar el servicio
- pares con el beeper/el paginador/el teléfono móvil/el reloj grande para el bolsillo, monedero, muñeca/Walkietalkie/...
- OTD: "R"; "S"; "C"; pp; P.M. Reino Unido; el mouse%; fecha; tds; el interactive%; todos; el toy%; el game%; "mic"; synth; portable; sst; el printer%; el mfh%; punto de ebullición; alerter; oscilador; vc; el score%; el cart%; cp; acceso; el pi%.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

OÍDO de la COCINA 5A380: el audio magnifica (o realza/altera) el sonido de los sonidos de cocinar así que el cocinero sabe está progresando el alimento.

- Esto puede ser un arte, especialmente para ciertos alimentos. El cocinero sabe si es tiempo: calor reducir/del aumento, revuelven adentro el agua/el líquido/la mantequilla/después el ingrediente, el etc. dependiendo de: cómo las burbujas líquidas gruesas están sonando, el alimento es el crackling, friendo sonidos, el etc.

- alarmar los disparadores con incluso la indirecta más leve del humo (retén él a principios de). Esto es un producto separado también.

Marcas registradas posibles: Oyente de la cocina, cocina audio, ayudante de la cocina, nariz de la cocina/olor + "analizador de sonidos" (nr para cualquie tipo de sonido) = verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip).

MISCELÁNEO:

. producto relacionado 2D-180:

- Enviar la señal al portador significando: su tiempo de la comida; teléfono "T"; alguien está abajo para usted...

. Las búsquedas del sistema y o interpretan los acontecimientos que se deben notificar al usuario. Agrupaciones de la palabra clave:

- notificar: alarma de la alarma del notificador [atención del retén]
- analizar: determinar las búsquedas

. Notifican al usuario (alertado) en cuanto a el "estado" de cualquier situación. La otra gente apuntada y o esos próximos puede ser alertada también por códigos de los sonidos, luces; palabras exhibidas; aviso audio del discurso; impreso. Todas las notificaciones se pueden también mantener memoria con la época de la ocurrencia que es hora y fecha estampadas. Notifica (W5 - qué/cómo/porqué/donde/cuando) la acción: (ha sido (por usuario/sistema) /may necesario completed/is ocurre - advirtiendo.

D: tr/sensor = computadora = oscilador/exhibición

. Piezas del notificador: estado: busca ciertos acontecimientos; formas especiales de hacer la notificación; notifica cuando se intenta el acceso incorrecto.

PATENTES: búsqueda demanda abstracta y principal 1.74-2.97 www.qpat de los E.E.U.U. del kilovatio:
str -2.97 de TÍTULOS solamente: notificar o notificador

- La palmadita de los E.E.U.U. encontró el 2.97:5444444 Nr de los vehículos de entrega de llegada

str -2.97: (notificar la alarma del notificador) with15 (la búsqueda reacciona el estado interactivo determina identifica el aviso realiza el retén)

. Piezas del notificador:

- estado: busca ciertos acontecimientos
- formas especiales de hacer la notificación

OTD #1: Detalle: Los códigos usados para significar un significado (tal como un código Morse), o el aviso exhibido o audio se pueden cambiar por el usuario. Los códigos pueden ser una combinación de sonidos, de luces, de avisos audios, de etc - cuanto mayor es la mezcla posible de elementos, mayor es el número posible de fácil recordar y entender códigos.

- El usuario en cualquier lengua de las peticiones de las idiomas programadas exhibidas, y puso en palabras avisos audios. Debajo están los ejemplos para la pieza del "notificador" enumerada en el papel principal de las" piezas ".

OTD #2: D: Esta parte =

Notifica cuando: tener acceso permitido o negado (alarmas/alerter); alerter; todos; carro; carácter; %clap al notificador (con./desc.) del control; exhibición; entertain/md (manera de la cual se hacen las notificaciones); fd-hdd (memoriza funciones del notificador); elemento del juego; interactivo; M (M decide a cuando/cómo/donde/porqué una notificación puede/será hecho); MES; %morning; receptor acústico del movimiento; %mouse (notifica la acción W5 se ha terminado); mp/pp (tipo del sastre de la notificación); mq (notifica cuando hay un mq); (estado de) multiusos; oscilador; UIP (el pi adapta el tipo de sistema % de la notificación (w o ayuda del wo de M); impresora (imprime la notificación); alejado (controles cómo funciona el notificador); (el notificador demuestra estado de) analizador de la comunicación del analizador/score/%speech/%sp tel/%synth/%tds/%tel de %sound (W5)/%tgh/%tr/%uk (W5)/%vc/visual; utilizado en un %toy/%vr; (presencia de) uq; "mandando la cuenta".

MODOS DE NOTIFICACIÓN:

- Interruptor intermitente: cada combinación de flashes tiene diverso código significando el significado correspondiente, eg.: Código Morse.

- Notificador audio: El sistema dice a usuario el estado de la situación dando señales sonoras cifradas, y o poniendo en palabras la explicación del estado. El usuario oye del altavoz del sistema, o del paginador. beeper único 3A-200-042006: Ahora saber la naturaleza de la materia que le están emitiendo un sonido breve y agudo alrededor.

- OSCILADOR: el usuario puede programar el tipo de sonidos salientes o de comandos verbales

. - Notificador de la sombra: Las sombras de la luz señalan estado: puede demostrar las formas, puntos, líneas, números, letras, palabras, flechas...

- Encender el notificador del cambio: Los códigos siguientes también significan la información: cambios en colores de la luz (eg.: laser, bulbos estándar, neón, pequeñas luces en el dispositivo, etc)

- Tipo notificador de los sonidos: Tipos de sonidos, eg.: diverso agudo o bajo o volumen; tipo animal (pájaro, perro, maullido del gato, bebé...). Esto necesita normalmente trabajar con otros modos del notificador.

. - Paginador de la joyería: el paginador tiene gusto del dispositivo que puede estar en la forma de joyería notifica a persona. El mismo dispositivo puede ser un dispositivo teledirigido también:

. - Notificador ligero silencioso: La luz que destella alerta a usuario antes de que el modo sano active. No disturba otros. Usos: teléfono, timbre, alarma del reloj, detectores de humos sensibles a la cocina de menor importancia o humo de tabaco.

- Anuncia la información en cualquier lengua. Programas del usuario que lengua. El tiempo se da en militares (eg.: 23:00) o am/pm (11:) tiempo 00pm. 3A-820-042005

. Estado: Alertar a usuario si el sistema no se está utilizando correctamente, o podría llevar a la situación peligrosa, o si el peligro pudo ser actual.

PATENTES: búsqueda demanda abstracta y principal 1.74-2.97 www.qpat de los E.E.U.U. del kilovatio:
str -2.97 de TÍTULOS solamente: notificar o notificador
- La palmadita de los E.E.U.U. encontró el 2.97:5444444 Nr de los vehículos de entrega de llegada
str -2.97: (notificar la alarma del notificador) with15 (la búsqueda reacciona el estado interactivo determina identifica el aviso realiza el retén)

Extremo de la sección principal del NOTIFICADOR

Archivo: Introducción de la característica/nr (notificador) CatchAttention

NOTIFICADOR: EL NOTIFICADOR DE LAS MANERAS PUEDE CONSEGUIR LA ATENCIÓN

3A590 MEJORAN AUDIO: permite que el usuario oiga la alarma cuando walkman que usa:
dispositivo de alarma de la fijación al sistema del auricular o del walkman (las alarmas externamente funcionadas del normal son menos eficaces cuando los auriculares que usan)
- el auricular cualquier recibe códigos del transmisor de la alarma externa; o amplifica todas las o alarma o los sonidos ruidosos o los sonidos ciertas frecuencias
- durante la función especial del sonido/de la alarma la otra programación del funcionamiento se pudo apagar previamente o rechazar más bajo automáticamente.

WALKMAN de ++ 2D-170/NOTIFICADOR de la EMERGENCIA del TELÉFONO MÓVIL:
Cuando el cuerno sopla, el cuerno envía ciertos códigos que sean leídos por el walkman. El interno del walkman alerta inmediatamente a usuario en el acontecimiento el cuerno o el otro sonido importante necesita el transporte. Alerta al usuario siempre que sean enganchados o que obran recíprocamente con algo, o a alguien vía un dispositivo de las telecomunicaciones; y cuando hay una posibilidad del oscilador.
- tr a WA (caminata del `alrededor) vía: sonido, rf, infrarrojo, el wire%
- D: walkman/WA (caminata del `alrededor) = mic (analizador de sonidos) = sonido = oscilador (comunicador sano saliente del `) = analizador (determina el código apropiado para el tipo "notificación" necesitó) < - c = tipo problema/situación/emergencia
- KN: ¿ver 2D-180 y 4E070 y KN (invención) en directorio temprano de G?
- Estrategia de búsqueda de la patente: heaphone+ y (el emergenc o el notif o la alarma o advierten)
- No. de la palmadita de los E.E.U.U.: ¿5205291 5197098 +? 4827458
- utiliza después de KN: 2D-180, 2D-190.
- OTD D: U = este ~ C (computadora del sistema de N (invención) (auriculares) del `) =

TENER ACCESO (nr limitado al acceso de u w (con)); ANALIZADOR (que los sonidos necesitan para dar lugar a nr); AP (tipos de NR: campana del teléfono o de puerta o alarma u otros anillos del elemento; alarmas: fuego, peligros relacionados de la fábrica, escapes químicos); CARRO; M; MIC; MES; RATÓN; MULTIUSOS; NR; oscilador (comunicador sano saliente del `); Banda; Picosegundo (funciones (mejores) en localizaciones señaladas); Q (u pide la naturaleza del sistema (sistema) del nr); R; RANURADOR (el sistema encamina señales del nr a los auriculares del u); CUENTA (que las ocurrencias son más importantes/peligroso que otras = U oyen/ven la cuenta de /gets, o ninguÌ□n nr (notificador) si la cuenta es demasiado baja); SENSOR (peligro, eg.: fuego, detectores de movimiento); ANALIZADOR de SONIDOS (2e251); ESTADO (u notificó cuando la ocurrencia/el peligro es no más una edición grande (entonces u puede volver de nuevo a actividad/a trabajo anteriores en la compañía); U (oídos de u); UIP; UQ; ANALIZADOR VISUAL; VR; WA.

2B120 ALERTER:

Notifica a más vieja gente de emergencias vía señales sonoras. Parte del sistema de la prótesis de oído, o usado alrededor de cuello.

- muy similar a: 3A-590, 3A-600

En tiempos de emergencia, la prótesis de oído oye y envía la alarma ruidosamente bastante para conseguir la atención del usuario. Absolutamente objeto de valor. Puede ahorrar una vida. Apaga cuando es desactivado por el usuario que oye la alarma, o después de 10 segundos. La alarma se encenderá otra vez por diez segundos hasta tres veces a menos que el usuario (quién es esperanzadamente consciente) la apague.

Tipo emergencias: su esposo mayor presiona su botón porque están teniendo una emergencia, teléfono está sonando en otro sitio o interior la casa, campana de puerta, humo en la cocina para tener comida del forgotton en la sartén, etc.

Técnico: el dispositivo se puede también usar alrededor del cuello, muñeca, insertada como parte de mecanismo del reloj... El dispositivo responde solamente a: ciertas frecuencias de la onda; o ciertas transmisiones de radio que actúan como receptor de radio

- existe: el usuario presiona el botón en la joyería y la radio del dispositivo transmite al dispositivo que entonces marca hacia fuera en el teléfono para limpiar

. Notas al pie de la página: pp; P.M.; todos; interactivo; micrófono; portable; au; alerter del punto de ebullición; oscilador; vc; cp.

la IMAGEN 3C410 EXPLICA el SIGNIFICADO De la ALARMA:

Programas del usuario qué las "imágenes" o la información se desea para cada ajuste de alarma, o tipo de "notificación". <3>

+ "corregir" (automáticamente) determina lo que "se utiliza"/tipo oscilador (comunicador sano saliente de las imágenes del `) para representar la notificación señalada.

+--el uip/el ba= da instrucciones corrige en cómo a las imágenes del create=.

--las diferencias sutiles en imagen (subconsiously) son notadas por el usuario que es alertado.

+ la patentabilidad debido a la dimensión agregada de la información se asoció al "notificador". ¿Con todo es esto obvio?

. Exhibición de alarma especial del reloj:

Cambios del reloj "S" electrónicamente según:

el tipo de alarma deseó. Los ejemplos "van a la escuela", a la estación, al tipo día de fiesta, al etc.

- Una diversa imagen se puede hacer a partir de cada hora a diario o a la semana... El sistema memoriza una gran cantidad de representaciones visuales.

. - la exhibición puede demostrar los artículos que necesitan ser recordados, eg.: fechas de nacimiento de la gente; citas; cosas a hacer

--el sistema puede apenas surgir tales artículos sin la petición, o el usuario debe pedir tal información

- [relacionado con 5A-99: cambiar la imagen que aparece en cara del dial. Carácteres ASCENDENTES de diversas razas, de animales, de gráficos, de la selección de color para cualquie pintura seleccionada, de plantas, de políticos, de lemas, del etc.

. - cuadro representado vía: lcd, vga, cambios manuales, final del etc. de 5A-99]

- representa los sonidos conectados con el tipo imagen

. --eg.: si la escuela se cierra en 3pm, el usuario puede todavía tener o cuadro móvil de salir de la escuela con propio "zumbador especial" del reloj que repliega el closing de la campana de escuela...

O se combinó sin. 3C-411:

Ver su personaje de dibujos animados preferido moverse mientras que habla el tiempo.

. - el sistema del botón de la prensa entonces dejará a usuario oír y considerar el tiempo. La característica audio es opcional.

. - el tiempo se puede escribir en las palabras, números, el formato del reloj...

. - el dispositivo puede diseñar su propio personaje de dibujos animados

. - los cartuchos dejan a usuario cambiar el tipo de programación: historietas, cómo se da el tiempo, calendario de cita...

. - D: tds (matriz de la fecha del tiempo del `) = c (reloj, reloj (de la muñeca)) = s (alternatable)

OTD: "R"; "S"; pp; P.M.; Reino Unido; fecha; tds; interactivo; juguete; todos; juego; portable; punto de ebullición; SP; alerter; oscilador; vc; egh; cuenta; tgh; carro; md; cp; uq; uip; carácter.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1977-1.97 www.qpat:

- (reloj o reloj) y alarma y (imagen o cuadro) y (el cambio o el cambio o altera o altera o alterna)

--palabras claves: notificar o notifica son las patentes buenas, pero traídas 1000+. También: representar, los soportes para, significando

+ el ANILLO 2D-241 CONSIGUE MÁS RUIDOSAMENTE CADA ANILLO SUCESIVO: hasta el teléfono se coge. Para los teléfonos normales también.

- D: llamada entrante - > t (contador de anillo (tds)) - > oscilador (increaser del volumen vía medios electrónicos o mecánicos).

- similar a KN anterior (invención) donde la alarma consigue más ruidosamente hasta su apagado. Ver KN en pieza de la "mañana" en un archivo IMI.

+ NR: hasta que u desactive la alarma = el oscilador consigue más ruidosamente y ruidosamente/sonido continúa cambiando de cierta manera = c (banda).

¿- Planear en la mudanza de esto a la pieza del "teléfono"?

El RELOJ R114 VIBRA en vez de alarma audio ruidosa. Para la gente sorda, y de radio de DJ. ACCESO de agosto de 93 X.: el reloj es un receptor del transmisor; BALANCE: de acuerdo con el paladio del reloj; CÁMARA: controla la dirección de la cámara; CARRO: ; Exhibición ("S"): ; "M": ; MAÑANA: ; Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: controla estereofonia; Teléfono: el teléfono de los controles/tiene pequeño reloj del interior del teléfono ("T"); Reino Unido: ; WA.

- movido a "NR" 6.96

EXTREMO DE ESTE ARCHIVO DEL NOTIFICADOR

Archivo: Introducción/notificador de la característica

ARCHIVO DE NOTIFER

Los siguientes son elementos del notificador movidos desde IMI&8 2.97:

ALARMA: M; - 3A-362-042003 volumen alerta Increaser: Cuando no ha respondido el usuario a tiempo, la alarma del sistema aumento en volumen gradualmente hasta un punto. Entonces la alarma apagará, y reactiva otra vez en diez o más minutos.

PAGINADOR: 3A-600-042004 oído Alerter: Notifica a persona cuando y porqué se quieren. El sistema reservado guarda la paz para otras. También, los usuarios de audífonos y los auriculares saben que les están llamando; oye el teléfono y el timbre, alarmas.

NOTIFICADOR ALEJADO 4A-300-042005: Alarmas portables del paginador del usuario cuando ha ocurrido la ocurrencia deseada. Usos: El marido está conduciendo a casa sin perder una llamada del teléfono, diciendo a esposa cuándo tener comida lista. Notifica cuando cualquier máquina ha logrado tarea. Etc.

- el sistema se gira cuando la persona viene dentro de cierta distancia (quizá 1 metro). Mayo o mayo no desactivar cuando la persona deja el radio de 1 metro.
- Notificador alejado - reconocedor y activador (rama de la localización del "notificador")

NOTIFICADO CUANDO LEJOS: Notificarse de la situación incluso si usted no está cerca del dispositivo - también actúa como teledirigido:
anillo Alerter del teléfono del coche 4A-35-042006: ¡Si usted está fuera de coche y el teléfono no es expedición de llamada, coger la llamada! El teléfono transmite en señal de radio a su receptor (joyería/paginador) que suena/las alarmas/las señales sonoras, permitiendo que usted consiga al coche. La radiofrecuencia pasa a través de las paredes, y trabaja hasta una distancia determinada por la fuerza del transmisor.
- El receptor puede tener función que transmite que diga a llamador a través de su teléfono: 1) "se sostiene por favor, yo está viniendo coger el teléfono", 2) para llamarle en el número del teléfono que usted es el más cercano a la hora de la llamada, 3) contestador automático/servicio tomar un mensaje.

% leyeron más adelante: D: Esta pieza de N (notificador): (el sistema notifica (sistema de u/other)) =
Monitor inteligente -2E251: (la cámara se mueve en la respuesta, flash de las luces (para la atención del protector de seguridad)
Notificador móvil de la localización del teléfono -3E010: (señales sonoras, luces)
canceladora del ruido del teléfono de -3E040 3E041: (nr de u (notificador) cuando su voz se está bloqueando vía: incongruence en lo que coge cada mic, especialmente el un usar del u)
Verificador del contenido -4E020 y de la fecha: (cuando está colocado)
Palillo teledirigido -5E020 con el interruptor: (modo de las demostraciones en el cual se está utilizando R (`teledirigido))
las perforaciones Alerter, 7G052 del PVC de -7G050 7G051 doblaron el notificador llano:
- "Facturación"

Los E.E.U.U. PATENTAN [disco de 12.95 baberos] = "NR": str: notificar o notificador o alarma. Patentes de los E.E.U.U.: 5477635 5451934 5408518

Archivo del extremo "NR&"
Archivo: Introducción/orden y sincronización de la característica

ORDEN Y SINCRONIZACIÓN/O Y T

Estudios el patrón de las ocurrencias del acontecimiento. Los VAGOS (analizador del comportamiento) pueden a veces también ser provechosos en tener sentido de los patrones. Estudio de sistema de ayudas de la ORDEN y

de la SINCRONIZACIÓN la situación total. A menudo una orden y una sincronización señaladas de ocurrencias ocurre, causando el sistema señalado reacción. El software de la orden y de la sincronización se programa generalmente para reaccionar al patrón de acontecimientos externos.

Los EJEMPLOS siguen:

- los VAGOS del `(analizador del comportamiento) estudian la orden y la sincronización para concluir en la naturaleza del activity= entonces cualquier reacción señalada para acordado a tal tipo de actividad.

--La orden y la sincronización seguidas para un in= de la rotura se empareja contra el DB del comportamiento del analizador para el incidents= relacionado que concluye con (con) una cuenta para la ocasión de ella que es ilegítima, o cabiendo otro patrón del comportamiento.

+ secretario 4E020: registra cada ocurrencia de cualquier acontecimiento asociado (con) a un KN.

CALCULADOR DEL PATRÓN: analiza la pedido y la sincronización del events= dando por resultado la capacidad del sistema: predecir que las ocurrencias futuras/entienden qué se está encendiendo (aplicable para los VAGOS (el analizador del comportamiento), desarrollo del DB)

- Ejemplos: Dirige a usuarios en el aprendizaje de cuando son los más productivos de tareas señaladas. Como: cuando tienen la ráfaga más grande de la escritura (el sistema sigue el número de kilobytes que mecanografían durante la semana). Los usuarios pueden realizar que son más productivos por las tardes en que están libres de las interrupciones del teléfono del negocio. La orden y la sincronización pueden también analizar la proximidad del tiempo (TDS) a las citas y o cualquier otra activities= convertido a digital (y analizable) que reacciona en las conclusiones sobre qué efectos ambientales ayudan a inducir al usuario del comportamiento quiere.

. Funciones señaladas con./desc. de manera señalada, en la reacción a la orden y a la sincronización señaladas de ocurrencias: el acceso permitió; corregir ocurre; multiusos hace el sistema ajustar por consiguiente; notificador; las búsquedas y reaccionan; pista [acontecimientos de los estudios más cuidadosamente].

OSCILADOR - COMUNICADOR SANO SALIENTE

Introducción: El comunicador sano saliente del altavoz señala a usuario cuando una función dentro del dispositivo ocurrió vía: señales sonoras, sonidos, discurso humano previo, y música.

el SONIDO SALIENTE de ++ 6J070 AJUSTA Al TIPO OCURRENCIA: Facilita la manera de la cual los oyentes pueden oír. El proceso sano saliente se altera para maximizar la comprensión. Ver 6J070

El OSCILADOR = los sonidos de UIP-TAILOR se componen en tal way= en cuanto a facilitan comunicaciones más eficaces o más específicas.

VAGOS = BVA: ajusta sonidos a las preferencias del comportamiento del usuario del fósforo [wo u (usuario) que es consciente de la uip-adaptación].

. --BVA: (sistemas más sofisticados (que pueden ser controlados vía el reconocimiento vocal/(simboliza "y o ") tienen uip de U) modularán sus sonidos salientes (declaraciones, señales sonoras verbales) a la frecuencia que puede mejorar (psicologicamente) el fósforo U según el uip).

- los patrones de sonidos se dirigen a gente específica, para no disturbar otras:

. --multiusos (cada usuario [dispositivo de %separate y o su parte] tiene poseer las combinaciones del oscilador de sonidos únicos a ese usuario particular, así que este usuario/dispositivo sabe que tal comunicación a ella está solamente para him/%it y en golondrina de mar que responde a los propósitos particulares separados del analizador del oscilador.

CRIBADOR PRINCIPAL de los SONIDOS del TELÉFONO 4A140/del OSCILADOR: defiende hacia fuera ciertas frecuencias exteriores que sean indeseadas, eg.: alta echada, en grandes cantidades. Dejamos uno mejor oír alarma de los sonidos/NR deseado. Uno puede escuchar o no escuchar la música simultáneamente.

- hace tan (automáticamente) según: uip (del programa/de u) de la "hospitalidad"
- Cribador del programa de la hospitalidad: 9G-220: las pantallas/seleccionan del sistema (sistema electrónico) (tales ocurrencias indeseadas/queridas)

MISCELÁNEO: El "oscilador Uno mismo-que apunta R223" gira automáticamente según la música y el tamaño del sitio. Vencedor 29 de julio de 92 JT

. Los sonidos y el texto vía el oscilador pueden ser alterados: corregir y el synth puede substituirse.

- cuando vía el modo audio, el sintetizador de la pieza y corregir puede inter-ser substituido.

SIMULADOR del MOVIMIENTO 2D-040: Los sonidos siguen las localizaciones cambiantes del usuario. Los sonidos aparecen empezar con los altavoces delanteros, y van a los altavoces traseros en una cierta manera. Hace que el usuario los siente están apresurando adelante (la versión sana del efecto visual real).

. - el efecto puede ser algo suave, para no torcer la música del usuario demasiado

. - este sistema mayo o mayo no ser mencionado en la literatura de las ventas del producto. Cuando el usuario oye realmente, tendrán la sensación del movimiento, y prefieren esto a otros modelos en el piso de las ventas.

- algunas de las maneras que la síntesis funciona:

ciertas partes de la música que son ideales para este efecto sonoro, eg.: los golpes a la música sienten como están pasando cerca.

+ "pista": mientras que camina u (=ps) = movimiento "sensor" = "analizador" = oscilador (ajusta donde/cómo se hacen los sonidos.

. - este KN es subconjunto de balanceador.

AJUSTADOR AUDIO del teléfono C42: Cuando los anillos del teléfono ("T"), los productos de la hospitalidad que son utilizados en ese entonces automáticamente más bajo en volumen. DIBUJO: C42 = tel~c~remote

OSCILADOR GENERAL =

Comunicador sano saliente:

. - D1: c (computadora) del `(fuente sana) = tr (transmite) = señal a la estereofonia del generador de sonidos = del altavoz del tr=

. - D2: estado de tr/sensor/mechanical y o analizador del apuro = señal al generador = al altavoz de los sonidos

. - OTD: Control de volumen (ajustable según los pp, la P.M., la base de datos y o el uip; el usuario pre-seleccion (el volumen de sonidos del altavoz del modo de %standard)); la exhibición explica porqué, cuando, será %where, %how, están siendo qué sound/%speech, y o fue hecha; pp y o tipo sounds/%speech de la P.M. deseado según el tipo señal (relacionada con: función del dispositivo, % acción de usuario, %pi); Reino Unido; %date (significa tiempo, la alarma con el OSCILADOR); %interactive; %entertain; synth; "M" señala el tipo función del oscilador; + c (computadora) del `['analizador] = oscilador indica - > estado/(simboliza "y o ") cuenta.

el oscilador transmite sus señales salientes (sounds/%speech) vía el generador de sonidos - > amplificador - >: altavoz, teléfono ("T"), teléfono del SP, tr, MES, transmisión del alambre -- en golondrina de mar tales señales se pueden convertir a un altavoz en el otro extremo, eg.: los sonidos anuncian en otro sitio 100 metros de ausente).

. --uip-adaptaron el tipo sano sounds/%speech de los controles de la preferencia generado; receptor acústico de %motion;

. --carro (posibilidades de sound/%speech; funciones alternativas en el dispositivo que puede accionar la función del oscilador).

- %notifier; %osc recibe las señales iniciadas por el cojín del aire, el telecontrol ("R"), el artista, el vr y o el analizador de sonidos; auriculares (para uno o dos oídos, para que uno o más gente oiga simultáneamente, %or en diversas horas)

El DISCURSO = habla con el usuario en su lengua a través de altavoz. Los convertidos señalan de usuario y o de sistema a jugar del discurso previo y o suenan. El sonido generado puede estar de los pedazos que se repiten como un pedazo de los sonidos, o encadenado junto por el sistema. Ejemplo: da instrucciones, o los estados "estado".

- D: mic = sonido al convertidor de señal = al analizador del computer~sound = al tr (transmite) = función

. - Ha habido las ocasiones limitadas donde esta pieza del "discurso" fue utilizada obviamente incorrectamente en el desarrollo pre 1996 de la invención, y donde el "reconocedor de la voz" se debe haber utilizado en lugar

de otro. Si el lector es inseguro que la definición aplica, la definición correcta del oscilador se aplica naturalmente.

- o-VC = control de volumen: el usuario pre-seleccion el volumen de sonidos del altavoz. --D: perilla/botón = tr = c (computadora) del `(regulador) = amplificador = oscilador
- los elementos audios del o-the del "balance" son incluidos.
- tipo del ruido o-C59: el sistema activo de la cancelación del ruido reduce ruido indeseado, eg.: tráfico. Aspectos originales - 1: utilizar los auriculares, 2: utilizar mientras que escucha el sistema/el walkman de la música. UIP/PR puede también bloquear/modula sonidos.
- O-Auriculares: (Cuerda retractable del auricular del walkman C98. Sony dibujo del 14 de marzo de 92 NK: telecontrol/tel=C98).
- o-C102 TV transmite audio a las estereofonias sin los alambres. [Sony 7 de diciembre de 92 NK].

ANALIZADOR del UNO MISMO de la ACÚSTICA 5E080: El sistema audio se ajusta a cada situación. La estereofonia emite sonidos diferentemente según las calidades acústicas del cuarto, tales como su tamaño, y tipos de materiales reflexivos sanos. Ver que es poseer el archivo.

OSCILADOR ECTION - Quizá menos importante:

- El volumen de sonidos ajusta según el nivel (pre) de nivel de sonido existente en el ambiente de la calle/de otros sonidos electrónicamente generados (el sistema de la advertencia de la voz de la palmadita no 3298010 de los E.E.U.U. (nr) cuyo volumen de la salida ajusta según sonido externo existente). (El "analizador de sonidos" determina: el nivel/el tipo volumen/sonido necesitó; cancelación del sonido (cualesquiera) necesaria.). Palmadita verdadera de los E.E.U.U. # muy limitado.
- Subpartes: Oscilador-Nr; Oscilador-Info; Oscilador-Sonidos: música.
- "Corregir": cortes/sonidos del synth.
- Dibujo de OTD: u (usuario) = este ~ relacionado c (computadora del sistema del audio N (invención) (sistema electrónico) del `) =

CARRO (sonidos convertidos a digital; interruptor audio); COMPOSICIÓN (); (Relacionado audio) EDUC (); M (DB de sonidos convertidos a digital); MIC (); MES (sonido convertido a digital tr); +OSC (); Banda (funciones del oscilador); Picosegundo-Zona (); Q (); R (palillo teledirigido 5E020); SENSOR (del movimiento) (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL DE %SOUND (); ESTÉREO (); SYNTH (); TDS (cuando ciertos sonidos fueron generados; % de los lazos en cualquie ocurrencia (2E251) w (con) cualquie sonido generado (por el oscilador)); u (usuario) (oyente, compositor audio); UIP (uip-DB (base de datos del `) de sonidos convertidos a digital); UQ (); (Relacionado audio) VR (); WA (tipo audio funciones del walkman).

- "Facturación": para el tipo/la cantidad de sonidos

% existe: Los labios móviles hablan el tiempo. Vendido vía una imagen más aguda 94-95.

. Ayuda para la audiencia - deteriorada: similar a Braille. Se marcan los elementos difíciles señalados de los sonidos (nr, oscilador (señal sonora, un volumen más alto)).

- uso: programa de la "hospitalidad" de los convertidos; discurso vivo = "analizador de sonidos" = oscilador

. Acceso: El OSCILADOR se utiliza para sacar respuestas "señaladas" del "accessor.

OTRO:

Comunica: con la persona. Adapta la forma de comunicación según lo señalado, eg.: estilo, contenido, volumen.

. Usos: da las señales verbales/de la señal sonora que transportan la información al usuario ("cuenta" del producto en algún momento); hospitalidad (música, radio); alarma/cuidado (señales sonoras/aviso puesto en palabras).

- El volumen de sonidos ajusta según el nivel (pre) de nivel de sonido existente en el ambiente de la calle/de otros sonidos electrónicamente generados (el sistema de la advertencia de la voz de la palmadita no 3298010 de los E.E.U.U. (notificador) cuyo volumen de la salida ajusta según sonido externo existente). (El "analizador de sonidos" determina: el nivel/el tipo volumen/sonido necesitó; cancelación del sonido (cualesquiera) necesaria.). Palmadita verdadera de los E.E.U.U. # muy limitado.

- Subpartes: Oscilador-Notificador; Oscilador-Info; Oscilador-Sonidos: música.

- "Corregir": cortes/sonidos del synth.

- Para el dibujo de Techies: usuario = este ~c relacionado del sistema del audio N (invención) (computadora) = CARRO (sonidos convertidos a digital; interruptor audio); COMPOSICIÓN; (Relacionado audio) EDUC; M (ordenador central) (base de datos (DB) de sonidos convertidos a digital); MIC; módem (sonido convertido a digital tr); +OSC; banda (programa informático) (funciones del oscilador); Picosegundo-Zona; Q; R (palillo teledirigido 5E020); SENSOR (del movimiento); ANALIZADOR DE SONIDOS; ANALIZADOR DE LA REPRESENTACIÓN VISUAL DE %SOUND; ESTÉREO; synth (sintetizador de los sonidos); TDS (cuando ciertos sonidos fueron generados; % de los lazos en cualquie ocurrencia (2E251) con (con) cualquie sonido generado (por el oscilador)); usuario (oyente, compositor audio); adaptarse (uip-DB (base de datos) de sonidos convertidos a digital); UQ (el usuario hace preguntas del sistema); (Relacionado audio) VR; wa (caminata alrededor) (el tipo audio walkman funciona).

- "Facturación": para el tipo/la cantidad de sonidos

% existe: Los labios móviles hablan el tiempo. Vendido vía una imagen más aguda 94-95.

. Ayuda para la audiencia - deteriorada: similar a Braille. Se marcan los elementos difíciles señalados de los sonidos (notificador, oscilador (comunicador sano saliente) (señal sonora, un volumen más alto)).

- Uso: programa de la "hospitalidad" de los convertidos; discurso vivo = "analizador de sonidos" = oscilador

. Acceso: el oscilador (comunicador sano saliente) se utiliza para sacar respuestas "señaladas" del "accessor".

. El comunicador sano saliente demuestra ese estado de la situación. Puede también adaptar su forma de comunicación a un mejor juego los usuarios.

- Subpartes principales: Estado; Sastre.

. Palabras claves: sonido: oír, escuchar, los altavoces [omitir a locutor (del ser humano)]

. Otro: Sastre: ajustar, alterar, adaptarse, único (los sonidos). Comunicar: implicar, indicar vía una señal audible. Estado: notificar, alertar, alarmar, anotar, la situación, precisar, atención (de qué necesidades), ocurrencia, hacer enterado.

PATENTES DE LOS E.E.U.U.: Búsqueda demanda abstracta y principal 1.74-2.97 www.qpat de los E.E.U.U. del kilovatio:

-3.97 estrategias: ((altavoz sano) with3 (sastre del estado único)) no (ser humano de la persona)

--Las patentes de los E.E.U.U. encontraron que el 2.97:4115932 enseña a la fonética; el oscilador de 4272176 cámaras (comunicador sano saliente) indica estado; Canceladora del ruido de 5239578 t. 5592588 método y aparato para el tratamiento de señales audio digital orientado al objeto usando una cadena de los objetos de los sonidos. ¿5451712? Concentrador de +5596649 sonidos para selectivamente recoger sano y concentrar y transmitir el sonido recogido - un "concentrador mejorado de los sonidos". Carpeta protectora = oscilador de 5379024 carteristas. Las clasificaciones de patente incluyen: 84/626

EXTREMO DEL OSCILADOR

Archivo: Categoría/del animal doméstico puerta del animal doméstico no/introducción y general del animal doméstico

PIEZA DEL ANIMAL DOMÉSTICO DEL `- INVENCIONES ANIMALES GENERALES

Contenido para las invenciones relacionadas del animal doméstico:

. Introducción

. La puerta del animal doméstico consigue animales domésticos limpiar sus patas: ver las demandas para las características interesantes; más un archivo misceláneo en esta carpeta.

. Piezas

. Subpartes

. Ampliarse

. Patentes

profesor particular del movimiento 3E061: A imientos, eg.: no saltar para arriba en gente o tablas; o cc

6J030-Pet. ™ del calentador de la casa de per erano sobre la entrada del animal. Obvio.

. Misceláneo:

- Mayo tiene una puerta de balanceo para reduc

- La puerta es bastante reservada así que el anir el aviso. La puerta todavía permite un poco de aire (el ai cas) en puerta.

- D: El movimiento "sensores" detecta el movimiento/la respiración/el calor del animal que causa el cambio repentino en temperatura - > activa - > calentador. El "sensor" detecta el movimiento - > sobre la salida del animal - > desactivando la HVAC.

- Fuente de calor de: electricidad/solar.

+ 6J031-Pet. ™ del monitor del collar de perro:

Supervisa las señales del cuerpo de animales. Busca los síntomas físicos que el analizador asocia a la condición del perro.

- ™ del perseguidor de la salud del animal doméstico: Anota la posibilidad del animal que tiene una edición de salud posible. Notifica a dueño cuando la cuenta se acerca a cierto punto.

- El analizador del comportamiento del `utiliza este ™ de la regeneración del animal doméstico para ayudar a determinar el estado de la psique del animal doméstico en aquel momento. La invención también dibuja

asociaciones entre las cuentas del cuerpo, y los comportamientos que se pueden seguir por otros sensores. E.G.: ciertas señales pudieron sugerir que el perro tenga sediento o hambre, haciendo la invención reaccionar dispensando el agua y o el alimento.

. El ™ del monitor de la casa de perro puede ser más práctico cuando se desea una invención abultada del collar, y o los modos de seguimiento de la salud adicional.

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. Monitor de los sensores:

- patrones de respiración; temblor [el pequeño animal de la demostración de las vibraciones es frío]; jadeo excesivo [el animal doméstico de las demostraciones del analizador de sonidos del `es demasiado caliente]; golpe de corazón [vía analizador de sonidos].
- los sensores del `se pueden colocar en las paredes y piso/consolador, y o el collar.

7J5-Pet. ™ del monitor del collar de la pulga: Las pulgas son Coaxed™ en un compartimiento claro minúsculo en el collar con medios creativos. Por ejemplo: olores, como los olores sexuales de la pulga que atraen el sexo opuesto. El dueño puede ahora comprobar más fácilmente cuando su animal tiene pulgas, antes de que continúen criando.

- La nota, animales domésticos se pudo haber descontaminado recientemente, y se rasguña de los fleabites anteriores. El rasguño de un animal doméstico puede no significar una presencia de la pulga, como esta invención.
- Los compartimientos de la pulga se substituyen fácilmente, generando el rédito de ventas adicional.

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El 'sensor sabe la presencia de pulgas cerca:

. El dispositivo atrae y atrapa pulgas. Ésta es una manera de ver si un animal doméstico/un perro ha cogido pulgas a principios de antes de la infestación importante del animal doméstico y u otros animales domésticos o su hogar. El dispositivo notifica inmediatamente a dueño del animal doméstico sobre la infestación.

- D: la pulga va = sensor = analizador = notificador señalados.

. - las pulgas pueden no necesitar necesario ser atrapado, ellas apenas necesitan tocar un sensor. El sensor sabe su presencia vía: buscar el cualquie producto químico o la otra actividad de la pulga.

- una versión más simple puede simplemente tener una trampa con la ventana clara para que el usuario compruebe visualmente para saber si hay pulgas.
- los dueños pudieron refrenarse de dejar su acercamiento de los perros otros perros sin tales collares. La presencia de tal collar se puede saber automáticamente por el dueño vía distancer que analiza el dispositivo que busca otro collar que emite vía la información sin hilos que identifica su existencia. Especialmente útil en las comunidades cerradas donde tales dispositivos se pueden recomendar o requerir para ganar eficacia.

7J6-Pet. Limpiar el ™ del indicador del animal doméstico:

El collar demuestra cuando el perro fue lavado por último. Puede hacerlo más fácil hacer que alguien del hogar sepa cuándo lavar el perro. Hay menos necesidad de una discusión - las demostraciones del collar que el perro necesita lavar el ™.

. El sensor notifica cuando el perro fue lavado por último con un champú específico. Los collares se pueden incluir gratuitamente con la botella del champú del perro. Solamente un champú se asocia al sensor del collar.

. Las maneras opcionales el dueño pueden ser notificadoas que es el tiempo de la colada:

- El pequeño contador de tiempo electrónico comienza sobre contacto con un ingrediente del champú. Notifica cuando es hora de lavar el ™ del perro vía una pequeña luz roja que destella. La luz se puede situar en el collar, o una notificación se puede enviar a la computadora del dueño.
- Una versión más barata pudo apenas necesitar uno activar el contador de tiempo. Uno necesita quizá introducir un código de la botella del champú que activa el contador de tiempo - después un nuevo collar será necesario y puede ser obtenido solamente consiguiendo la botella y el collar del champú combinados.
- Sensor general del olor de cuerpo.
- Ingredientes específicos del champú que son cambio inodoro o discreto de la fuerza químicamente después de que un plazo del sistema, activando el sensor. Esto puede dar lecturas más exactas al sensor.
- El sensor del olor busca olores de cuerpo.

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- Demostraciones cuando animal doméstico bañado por último o cuando el collar consiguió realmente mojado. Cualquier dueño reajusta el collar manualmente; u ocurre automáticamente.

3C-460-083005 que raspa a Warner: Sonidos de los perros del descortezamiento iniciados por el "sensor sano", el timbre, o la alarma de ladrón. Liberar de mantenimiento. La patente similar existe.

Cuando la persona incorpora una premisa la grabación de sonidos de iniciados de descortezamiento, aunque no puede haber perro. Puede ser activado vía: persona que dispara la luz laser al entrar en la tierra fuera del edificio, o al entrar en o cerca de la puerta principal.

. - el sistema es tal que suena como: el perro está viniendo más cerca (hasta un punto), siendo acortado por alguien y después llevado un lugar más distante...

. --hecho cambiando volúmenes y o vía altavoces múltiples

. - cuando el sistema oye perros verdaderos el raspar fuera de las premisas, su sistema raspará consecuentemente. Esta grabación reaccionaria de la corteza puede ser del tipo diseñado para pacificar el perro verdadero (algo que raspa es hostil mientras que otras son apenas dejar otros saber allí son un perro, de una manera amistosa)

. --Esto y otros aspectos crean las características del tener perros de protector verdaderos.

. - la literatura de las ventas dice: tener muchas de las ventajas en tener un perro, sin las inconveniencias

- puede también hacer las grabaciones de sonidos de voces humanas con o sin el perro el descortezamiento, eg.: "quién es él" registrado en la voz del residente. Si el dispositivo de un sensor del ladrón demuestra el ladrón

todavía está intentando acceder, después el sistema dirá más adelante, eg.: "salir o llamaré a policía", y entonces el sistema pudo marcar realmente a la policía.

- OTD: "R" (puede el audio con./desc.); combinado con sistemas de seguridad más complejos; pp; P.M.; Reino Unido; fecha; interactivo; todos; "mic"; punto de ebullición; alerter; oscilador; vc; cuenta; tgh; cp; mq; uip.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1977-1.97 www.qpat:

- perro y corteza y (sensor o altavoz o timbre)

- patente muy similar: Sistema de alarma simulado perro del descortezamiento de los E.E.U.U. 4571583. Archivo 1984.

Puerta del animal doméstico: Reduce seguido en fango haciendo espera del animal doméstico en la estera matosa antes de que la puerta pueda estar abierta empujado. Ver en "mí" carpeta.
Archivo: Animal doméstico/piezas del animal doméstico

Piezas interesantes del animal doméstico - versión práctica corta

El ANALIZADOR = analiza qué animal doméstico está haciendo y necesita. El analizador dice a sistema cómo reaccionar a la situación.

El ASOCIADO = asociando semejanza nivela entre las situaciones múltiples. Ejemplo: el analizador del comportamiento predice que el animal doméstico quiere venir en cuando el sensor determina el animal está apenas fuera de la puerta.

VAGOS = analizador del comportamiento. Analiza el comportamiento del animal doméstico

El ™ CONTENTO del ANALIZADOR = analiza el contenido cualquier cosa.

El COORDINADOR = coordina diversas partes del sistema en el trabajo junto.

El ™ de DISTANCER = señala siempre que cualquier dos piezas se separen o vengan juntas. Ejemplo: el collar del animal doméstico tiene un transmisor que dé el acceso al animal doméstico cuando está a una yarda (un metro) de la entrada.

EDUCA = sistema educa el animal doméstico. Ahorra el tiempo del dueño.

El ™ = la educación de EGH consigue instrucciones más duras del ™ ajustan al nivel de la habilidad del animal doméstico.

ENTRETENER = animal doméstico que la invención es también una forma de hospitalidad. Se utiliza como forma de hospitalidad.

¡La PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = ajusta automáticamente la invención del animal doméstico para ser respetuosa del medio ambiente!

EJERCICIO = también utilizado como forma de ejercicio para el animal doméstico y o el dueño.

JUEGO = también utilizado como forma abstracta de un juego del animal doméstico.

El GPS = el sistema de navegación mundial determina la localización del animal doméstico.

El ™ de la GUÍA = dirige animales domésticos así que pueden aprender algo.

INTERACTIVO/INTERACTIVO = el sistema obra recíprocamente automáticamente con los animales domésticos según lo programado.

El ™ = el sistema MULTIUSOS se diseña especialmente para los usuarios múltiples.

El ™ = el dueño del NOTIFICADOR consigue notificados cuando el animal doméstico necesita su atención.

El ™ de la ORDEN y de la SINCRONIZACIÓN = el sistema reacciona a la orden y a la sincronización del comportamiento del animal doméstico.

OSCILADOR = comunicador sano saliente. Los altavoces emiten sonidos.

PREDECIR que el ™ = el sistema predice cómo el animal doméstico se comportará. De acuerdo con cómo el analizador del comportamiento estudió la historia del comportamiento del animal doméstico.

REACCIONAR el sistema del ™= reacciona a la ocurrencia según lo programado.

CUENTA = el estado del funcionamiento del animal doméstico.

SENSOR = sensor. Detecta el comportamiento del animal doméstico vía muchos medios. Los sensores son los ojos y oídos del analizador.

BUSCAR y REACCIONAR el ™ = las búsquedas del sistema señalados los comportamientos del animal doméstico, que internan causas una reacción automática.

El ™ del ANALIZADOR de SONIDOS = analiza el tipo sonido. Distingue entre diversos perros por sus cortezas. Puede anotar un perro raspa basado en los criterios como perros encoleriza o felicidad.

MARCAR el ™ con etiqueta = él marca con etiqueta entonces sigue los movimientos geográficos de los animales domésticos.

El SASTRE = el sistema se adapta a una mejor función para los propósitos señalados.

PISTA = acciones de las pistas o de los monitores del sistema del usuario, o sistema.

TRANSMITIDO = las señales electrónicas envían sin hilos o de otra manera vía centenares de medios posibles.

™ del UIP = ™ programado de la información de usuario. El sistema utiliza la información recogida sobre las necesidades del animal doméstico o de usuario. Entonces mejora servicios ellos mejor adaptándose a la situación.

La VIBRACIÓN = la vibración generada por el dispositivo comunica con el animal doméstico. El animal doméstico puede también ser comunicado con por otros medios como el comunicador sano saliente.

El ™ VISUAL del ANALIZADOR = determina cambios en el comportamiento del animal doméstico vía la cámara.

W5 = cuando/donde/cómo/porqué/qué. Ejemplo: El analizador del comportamiento del animal doméstico determina cuando, donde y porqué raspó.

ZONA = área de A cierta con límites definidos.

Para los detalles ver que las piezas detalladas archivan y sus archivos relacionados

Archivo: Animal doméstico/subpartes

PIEZAS DEL ANIMAL DOMÉSTICO DE LA DIVERSIÓN

Introducción:

Los animales domésticos y los dueños quieren gozar el encontrar de maneras de conseguir adelante y de ser felices juntos. Las invenciones pendientes del animal doméstico de la patente ayudan a enseñar los animales domésticos a un mejor comportamiento. Supervisan y refuerzan su buen comportamiento. Las características automatizadas dan a dueños más hora de perseguir manías personales, el etc.

Los animales domésticos aprenden entender señales de comunicación básica:
. Cada sonido distintivo es inaudible al oído humano, pero los perros pueden distinguir mejor sus sonidos únicos, que las voces humanas que pueden ser más duras para que los animales domésticos descifren.
. Los perros correlacionaron cada sonido por qué sucede cuando él lo oye. Hay millares de ejemplos posibles. Sonar "A" se oye cuando ocurre la acción "#1". Los sonidos señalados se emiten otra vez, cada vez que ocurren las acciones correlacionadas. Acciones del ejemplo:
- Sonar "A" ocurre cuando el perro se hace para sentirse bien, e.g.: alabanza, o conseguir un convite agradable.
- El sonido "B" ocurre cuando el perro aprende traer.
. Los animales domésticos prefieren el recibir de la comunicación por los sonidos, que recibiendo descargas eléctricas suaves como castigo. ¡Utilizar su pensamiento creativo para imaginarse nuevas maneras de crear a animales domésticos y a dueños más felices.!

Más:
. Su creatividad ilimitada pudo ser inspirada mejor imaginándose un perro estupendo que usted desea jugar con. ¡Es un perro que usted tiene todavía encontrarse.!
. Las invenciones pueden trabajar para todos los animales domésticos, pero son mejores para las especies listas del perro que son impacientes aprender.

Las piezas interesantes siguen
¡Montar su imaginación.!

ANALIZADOR/VAGOS DEL COMPORTAMIENTO =

Las invenciones creativo se adaptan al comportamiento único de un animal doméstico. Hace esto primero analizando los patrones de comportamiento del animal doméstico. Después las cuentas del software cómo es bueno o malo el comportamiento de un animal doméstico se basa en lo que quiere el dueño del animal doméstico. El analizador del comportamiento tiene una gama creativa ancha de sensores que observen las acciones del animal doméstico.

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Comportamiento de los estudios de los animales/relación entre su w= de los comportamientos su "estado médico". Utiliza análisis del comportamiento como forma de Animal-Educación.

COLLAR del `=

¡Bastante flojo el collar, se puede atar a cualquier surtido ancho de invenciones miniaturizadas del animal doméstico.!

Una invención agarrada ayudará a educar animales domésticos para practicar buenos comportamientos. ™ del implante del control del animal doméstico: El todo o una parte de la invención puede implantar en el cuerpo del animal doméstico [apenas debajo de la piel]. Por lo menos el sensor, recompensando, y o castigando las partes de las invenciones sería implantado. El implante comunica con las otras piezas atadas al exterior de carrocería, o comunica con las piezas localizadas a otra parte afuera [en la casa].

. También ver los usos en subparte del Juego-Collar: con aplicaciones en vida real y juegos video.

COMUNICADOR del `/OSCILADOR (comunicador sano saliente) =

™ del comunicador del animal doméstico. Comunica con los animales domésticos vía señales audios, electrónicas, alimento, olores, el etc. El comunicador da instrucciones generalmente los animales domésticos en qué hacer.

Algunas de las maneras creativas que un collar del animal doméstico comunica con el animal doméstico:

El animal doméstico se entrena para reconocer los sonidos u otras señales, enviados por el dueño o vía métodos automáticos de la reacción.

. Ventajas opcionales:

- Un mejor control del aumento sobre el animal doméstico, e.g. cuando el animal doméstico es gama de audiencia exterior de la voz del dueño.
- El ™ del regulador del animal doméstico ha preestablecido el menú incluyendo: sonidos previos, voces humanas, vibraciones, olores (del alimento, del sexo, o cualquier cosa el animal doméstico se entrena para

responder a). Hay incluso sonidos previos de los perros cargados del programa informático, de que es diseñado ser facilmente comprensible por el animal doméstico.

- El dueño sin hilos transmite sonidos específicos al animal doméstico en cualquier distancia diversa.

- Es un hecho, animales mejores distingue entre los sonidos especializados para el ™ de los animales domésticos, que las palabras comunes habladas en una lengua humana. La invención educa animales domésticos para correlacionar sonidos específicos a diversas cosas que el dueño habitual transporta. Las invenciones son también ideal para el discurso deteriorado. El transmisor audio se ata al collar. El comunicador del collar se activa cerca:

- El analizador del comportamiento del `pudo realizar las necesidades del animal doméstico que eran comunicadas con. ¡Por ejemplo su compañero del animal doméstico acaba de volver a casa, y es hora de jugar.! Esto era analizada por la función del GPS de la invención que sabía los animales domésticos están viniendo más cerca, pero no han venido cerca bastante saber que el otro es próximo. Ha sido dos horas desde que podrían jugar. En la reacción a la llegada del primer perro, la invención transmite una señal al otro perro. Esto da lugar al sonido para "vuelto a casa" al animal doméstico que gozaría el jugar.

. Las formas creativas de comunicación que el collar emite el ™ pudieron incluir: "viene aquí", el "alcance", "consigue el periódico", "alimento está listo", "quiere jugar con un juguete?". ¡Dejar su imaginación tomar vuelo en conjeturar a montones de opciones.! La fuerza teledirigida de cada dueño de la familia tiene una variedad leve en el sonido (como un acento personalizado), así que el perro sabe qué miembro de familia está comunicando con ellas. Ver la invención relacionada 7G020.

. Opción: la voz del dueño previo es emitida por el ™ del collar

. Ideas de la extensión:

¡- Imaginarse que una lista de gente interesante de las tareas podría tener gusto de su perro, gato o aún un cerdo miniatura de la diversión aprende hacer.!

A6-12-Pet-Comm. ™ de acoplamiento del llamador

Ha preprogramado sonidos para tentar el interés del animal. Habla en su lengua que usted es amistoso e impaciente encontrarse. Hacer las llamadas de acoplamiento con los pájaros, ranas, grillos, gatos, perros, otros pequeños animales peludos.

Opción: tipo animal y o propósito del programa

Opción: Aparato de lectura del registrador: Cuando el viajar a la máquina exóticos de las tierras y o si usted no sabe el tipo pájaro, al mono, del etc. registra su voz y la amplifica de nuevo a ellos. El "mic direccional" coge sobre todo los sonidos distantes que vienen de fuente acentuada.

- Versión subacuática para los pescados, y los delfines del mamífero.

- Comunicador del animal doméstico: ¡Obrar recíprocamente con sus animales domésticos caseros a las nuevas alturas!

Animales domésticos quizás ciertos hasta la fecha menos populares en el hogar responderán bien realzando su renombre como animales domésticos.

- Marcas registradas: El llamador animal, animal habla, la charla animal, llamador del pájaro, comunicador del animal doméstico.

"Componer": El OSCILADOR para los animales puede también juntarse como instrumento musical que mezcla diversos sonidos. Los sonidos se pueden incorporar a la máquina con el otro musical que crea sonidos, o sean una opción agregada a una máquina musical.

A1-110-Pet-Comm. ™ animal del comunicador

comunica en los sonidos animales que crean efectos específicamente deseados en animales. Por ejemplo puede hacer un animal de la seguridad parar el raspar o llegar a ser agresivo si el peligro es percibido por la persona que controla la máquina. Enseñar a los pájaros a hablar, cantar. Puede inducir a animales que tengan menos o más hambre, sensación menos sola, agujereado, cansado, tímido, agresivo, rápido y antipático. Utilizar apenas para la diversión. Diversión animal, transmisor animal, hombre de la charla, película hablada de la película hablada. Inducir o reducir el comportamiento sexual.

B7-010-Pet-Comm. ™ electrónico del silbido del perro: solamente los perros pueden oírlo.

- Presionar el botón, y el perro o el otro animal viene del jardín. Ahorrarse el apuro de ir afuera a gritar para, o el silbido del soplo para el perro.
- El dispositivo se puede utilizar para comunicar con otros animales:

--animales enjaulados para los laboratorios que estudian el comportamiento animal, eg.: ciertos sonidos les dicen que es hora de la comida y o que trae el animal a cierto lugar, al etc.

- el receptor con su altavoz se puede también usar por el animal. ¡Llamar el animal donde nunca en la jaula, jardín, o salvaje es!
- puede funcionar con el transmisor que es un dispositivo de control de "R"
- el transmisor tiene opciones para diversos tipos de sonidos: los sonidos se pueden registrar por el fabricante; registrado por el usuario
- "distancer": Las demostraciones de "S" hasta dónde el animal está lejos de transmisor (pueden también demostrar si está viniendo el animal más cerca, más lejos

- Puede utilizar métodos más manuales del dispositivo teledirigido del dueño.
- Más TM: ™ del transmisor de la voz del dueño del animal doméstico
- La comunicación señalada de la invención del collar del `se puede accionar por cualquier acontecimiento, e.g.: registrar el animal doméstico de información que es hora de volver a casa

--El `notifica el animal doméstico para evitar los peligros señalados cogidos por un sensor o un analizador de sonidos. E.G.: el tráfico de coche suena, o las luchas de perro envían señales de peligro de acariciar. La

invención pudo dirigir el animal doméstico a cualquier para calmar abajo un pedacito, un hogar de vuelta, un etc.

- El dueño puede evitar tener que levantar su voz.

. Animal doméstico del entrenamiento: dar las recompensas del alimento cuando el animal doméstico obedece señales de la voz. Los sonidos del OSCILADOR del collar (comunicador sano saliente) pueden difundir mientras que el dueño está en la vecindad. La mayor distancia entre el perro y el dueño se crea con el proceso de aprendizaje del animal doméstico.

- Arriba estaban 7G020-Pet, y 9G160-Pet. Nuestras otras invenciones se amplían sobre esta idea básica de maneras específicas, por lo tanto 7G020 es una introducción a las invenciones relacionadas usando el concepto 7G020.

- `UIP: las búsquedas del sistema y reaccionan según lo señalado.

- Usos: cuando el perro es que falta/no visible, el dueño puede llamar el animal doméstico (perro, gato, etc); cuando el animal es malo, el dueño puede lanzar (perforación/humano inaudible) sonidos dolorosos/comandos verbales - tales sonidos salientes (osc) se cogen de los controles del micrófono/del dueño de (u) del dueño su r para jugar en previo/en de los sonidos el animal doméstico (del oído) (collar)

- el dueño puede enviar otros estímulos a animal/al ser humano vía r: agrado/modos eléctricos/vibratorios desagradables.

--el rc en organismo puede ser cabeza plantada de in/on o cualquier parte del cuerpo.

- unidad de respuesta del EL: retransmite la voz del dueño/la señal del dueño

el sistema del "localizador" de +-via dice a u donde está el organismo.

- D: dueño (u) = r (s, k, mic, banda) = onda de aire tr (ondas de radio) = rc = c = generador de pulso del oscilador/EL - > generación/vibrador - > emisor de la vibración/del olor/ajuste del collar.

Info repetido: invención relacionada 9G160 - transmitir los mensajes verbales al animal doméstico en la localización distante vía teledirigido al collar del animal doméstico. El perro puede ser entrenado para escuchar el altavoz del collar. Las ayudas traen el perro cuando están más allá de llamar distancia, o el dueño elige no gritar. El perro requiere el entrenamiento utilizar el sistema.

9G160. OTD:

- La mayor parte de 9G160 fue movido a 7G020. El número de la invención dememphasized, y se convirtió en parte de la subparte de la Animal-Comunicación en 9/2006.

- El dueño pudo ser supervisión [casa] vía sistema del acceso de la seguridad', y para el perro si no ven un problema. Las ayudas guardan a vecinos más felices de quejarse por la contaminación de ruido.

- La computadora [personal] crea, corrige y almacena los sonidos, junto con saber cuándo y porqué un collar debe emitir un ™ de los sonidos. Trabaja con [universal] los mandos a distancia, de que puede ser programado conectándolo para arriba con la computadora [vía las señales infrarrojas].

- útil con los animales domésticos múltiples, puesto que ambos oyen el mismo silbido y pueden aprender las mismas respuestas. Cada perro pudo incluso tener diverso modo sano el conseguir de ellas para hacer algo.

- Tipo identificación: R232
- Unidad de respuesta del EL: retransmite la voz del dueño/la señal del dueño: R233
- D: humano u = mic/k = tr = rc = oscilador/c (memoria de sonidos)

el CONTROL = el dueño del `controla el animal doméstico vía señales electrónicas. Las señales incluyen: ™ del comunicador, vibraciones, etc. sanos salientes.

Sistemas EDUCATIVOS = electrónicos del `del animal doméstico de entrenamiento. El entrenamiento repetidor apoyado por la regeneración positiva y negativa ahorra el tiempo del dueño del animal doméstico.

B7-060-Pet-Ed. El ™ del moderador del perro guarda fácilmente su perro de la tracción en su correo. El transmisor reduce la agresión del perro. Tener y asustado su abuela, hija o hijo joven no podrán controlarlo deben él ver otro perro femenino, darles el olor del animal doméstico para tomar adelante y girarse cuando es necesario. El olor y o los sonidos se diseña para hacer el perro (o el otro animal) más controlable. Controlarlo: venir oler el dispositivo con el olor (y o sonido) (que los toma lejos de, eg.: el perro femenino en el calor [tiempo cuando está listo para tener sexo con los perros del muchacho])

- estudios científicos de la necesidad que demuestran: un perro masculino puede ser atraído lejos de un perro femenino oliendo algo en la mano del dueño, eg.: olor de la carne (carne no verdadera), sonidos, etc. O por lo menos que esto diferenciará grande en controlar un perro masculino en esta situación.
- puede también disuadir animales con las frecuencias sanas particulares esas los mayo o mayo para no ser audible a los seres humanos.

Notas al pie de la página:

- Hace el sonido y olores para excitar el gato solo, perro, pájaro.
- Opción: modelos más costosos pueden incluso responder por el sonido o el olor al sonido o a la vibración del animal doméstico contra la máquina.
- Técnico: trabajos mejor con los sonidos del gato y del perro y las interacciones del olor.
- Haciendo publicidad: ¿"bajo en las galletas animales? ¿", o "animal doméstico en dieta? ¡", entonces enseñarles a los trucos en lugar de otro ofreciendo olores del animal doméstico! ¡Garantizado para menear la cola de su animal doméstico!
- OTD: Todos; "R"; pp; P.M.; Reino Unido; comportamiento del usuario [vagos]; educ; juguete; juego; hospitalidad; portable; sst; m; punto de ebullición; alerter; oscilador; vc; cuenta; tgh; enseñar; carro (olores, sonidos); cm; uip.
- ver: B7-011

B7-011-Pet-Ed. ™ canino del amaestrador de la agresión: Enseña absolutamente a perros a raspar. Modifica otros comportamientos.

- Alerter del perro: el dispositivo transmite el sonido en la frecuencia audible solamente al perro (no seres humanos) y les induce a que raspen.
- las ayudas entrenan a perros, también consiguen la acción del perro si son o inconscientes de problema (eg.: no detectan que una persona es alguien perro que el dueño no tiene gusto - el dueño puede secretamente botón)
. - activado por control de "R"
. - el altavoz del receptor se coloca en el collar de perro; o alrededor de la vivienda y de áreas próximas afuera
. - otras frecuencias pueden silenciar el perro, gato, pájaro u otros animales (si tales frecuencias son desconocidas por los científicos, después considerar dar a producto un dispositivo de la grabación que deja el expediente de usuario tales sonidos) - sin embargo necesitamos saber el tipo de sonido que induzca el descortezamiento (visitar la biblioteca, hablan con muchos veterinarios, y si usted intenta difícilmente bastante, la información interesante se pudo conseguir).
- el mismo dispositivo puede dar sonidos para hacer el siguiente: inducir al animal que venga; darles el placer
- los sonidos pueden distraer animales
- (no traducir: este producto incluye la descripción de #6B-05).
. Enseña al animal a ser más/menos (por el nivel señalado): agresivo o el contrario, eg.: no raspando; seguir a dueño, eg.: no tirar tanto en el correo; sentarse; espera; ser amistoso (a la persona señalada); si no cooperativa; inducir al animal que venga; dar el placer; los sonidos pueden distraer animales de: comportamiento [destructivo] que hacían anterior; la corteza, juego, sueño, sexual [no] compañero, sea más o menos amistosa.
- El dispositivo del OSCILADOR transmite el sonido [oscilador] en la frecuencia audible solamente al perro (no seres humanos) y los induce: modificar su comportamiento. Objeto de valor en eso esto: no molesta a gente; [cierta] gente no debe saber que un sistema de comportamiento [para los animales] es en funcionamiento.
. - (incluye la descripción de 6B-050, de B7060)
- los estímulos al animal incluyen cualquier estímulo del kn, eg.: la descarga eléctrica, estímulos positivos/negativos de los sobornos del alimento (experimentos de Pavlov), envió al animal (cerebro/oídos).
- los 'vagos determinan al pasado del animal/a interno del comportamiento actual del patterns= sugieren/educan al animal o a usuario. Ejemplos:
--qué (sonidos) había señalado las reacciones del comportamiento en animal
--vago-DB: demuestra qué opciones aparecen trabajar mejor, ésa es las demostraciones del menú qué animal de los comportamientos es más probable tomar encendido después de presionar el K= correcto cuál representa los estímulos correspondientes al animal.
. --otd: DB-adaptar = vago-adaptar; tener acceso [el comportamiento correcto del animal les da cualquier recompensa que los haga felices, eg.: alimento, estímulo positivo del fq; carencia de los resultados del acceso en el contrario (castigo)].

OTD: dispositivo de los programas del usuario para emitir el tipo appearst del perro de las frecuencias del sonido para reaccionar mejor a.

Todos; "R"; "S"; pp; P.M.; Reino Unido; fecha (ciertos últimos comportamientos de la grabación); interactivo; educ; juguete; juego; hospitalidad; ejercicio (animales de las causas a ejercitar, e.g.: para conseguir el alimento); portable; índice de inteligencia; mfh; punto de ebullición; SP; alerter; oscilador; vc; cuenta; enseñar; carro; cp; acceso; uip. Ver 1C-121 relacionado en archivo de la subparte del animal doméstico.

¿<4, 3, $? > 3C070-Pet-Ed. Los gatos y los perros perdidos del ™ del reflector del animal doméstico pueden guardar animales ausentes del otro sexo vía onda de aire especial y o emisiones químicas.

Cuando su gato o perro femenino, el etc va fuera de este dispositivo: disuadir los perros masculinos ausentes o hacer a hembra interesada menos en los varones de sus especies. ¿Publicar qué olor acariciará lleva que rechazará otros animales, pero no abusará del animal doméstico que emite el olor?

. esto se pudo hacer cerca:

--dispositivo que emite un olor (eg.: poner el collar del animal).

. --suplemento dietético (no un producto electrónico)

--el dispositivo que da hacia fuera suena no fácilmente audible a los seres humanos (con todo no hace los animales que oyen esto demasiado loco

- objetivo: diseñado terminantemente reducir relativo a la conducta a la agresión o al interés sexual; o rechazar simplemente a parásitos.

- los parásitos incluyen: todos los animales domésticos (del campo común); animales salvajes y perdidos; insectos (del vuelo), eg.: moscas y mosquitos.

. - los estudios científicos necesitaron demostrar métodos y seguridad eficaces máximos al ser humano y a los organismos no humanos que necesitaban la protección.

. - se utilizan otros medios de disuadir el perro: descarga eléctrica suave (necesitar un cierto acceso al animal a través de la piel tan: el dueño corta un poco de piel apagado en la parte inferior del cuello, o un pedazo del metal está doblado para tocar constantemente la superficie de la piel...). Ver un KN más viejo,

- el repulsivo se pudo también atar a su collar.

. --si están en el patio trasero, necesitando guardar hacia fuera cuaesquiera animales masculinos el hacer furtivamente en jardín.

+-may sea dispositivo portable usado por la gente que él lleva para mantener animales ausentes también

- existe: productos para guardar animales adentro, como las cercas electrónicas.

- utilizar la misma idea de guardar el animal adentro, también

- D: envase del olor = dispensador del olor = (= la disensión controlada EL = c = el locator~uip~ = dispensa cuando en el contacto w o acercar a los animales señalados/las situaciones señaladas people/w5 (eg.: 9am y 5pm; cuando el sistema de la seguridad está en modo de la alarma).

- Notas al pie de la página: "R"; P.M.; todos; ejercicio que camina el perro; portable; sst; punto de ebullición; alerter; oscilador; vc; tgh; m; carro; cp; uip.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1977-1.97 www.qpat:

¿- (animal de animal doméstico) y (disuadir o disuade la disuasión o? (asusta apagado) o rechazar) y (el sonido o la emisión o emite o collar o sexo)

- éste es un campo apretado de patentes.

- Patentes de los E.E.U.U.: La estera 4780706 cuando está caminada encendido hace la disuasión del sonido; 5103769 5214411 4969418 4097607 4890580 440725 4763604 4748938 5529019

7J4-Pet-Ed (número de la invención). ™ del moderador de la corteza de la comunidad (nombre de la invención).

La invención reduce la contaminación de ruido. Ayuda al bordón que raspa entre los perros sabidos. Los perros en una vecindad, o la comunidad residencial pudieron todo el desgaste la invención agarrada. Los perros del descortezamiento reciben señales del collar, siempre que entren en la misma zona que otro perro del descortezamiento. Las señales suaves ayudan a educar animales domésticos para no raspar en uno a.

. Función: El ™ del distancer sabe automáticamente cuándo collares cuaesquiera dos o más especiales están dentro de gama. El malestar suave se da al perro cuando el A. el ™ del analizador de sonidos del collar oye el descortezamiento, y también cuando B. que el ™ sin hilos del distancer dice está cerca de otro perro del descortezamiento. Un perro próximo del descortezamiento que no usa un collar atado al sistema accionará el ™ del analizador de sonidos, pero nada sucede, pues el ™ del distancer no reconoce el otro perro.

. Misceláneo:

- Puede ayudar a inhibir perros agresivos, pues raspan generalmente al acercarse. El animal doméstico puede ser educado para refrenarse de los perros que raspan en él.

- El perro va absolutamente sin la recepción de una señal. Cuanto mayor es la distancia entre los perros, mayor es la diferencia en decibelios del descortezamiento son necesaria evitar conseguir una señal.

. Ideas de la extensión:

- Lazos de la invención adentro con qué otros tipos de ™ de los moderadores de la corteza. Existe actual: inaudible sano que disturba a los seres humanos se envía siempre que el perro de un su o vecino raspe durante demasiado tiempo.

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- Opción: Solamente uno o más perros en cualquier tipo de zona tendrían sus cortezas refrenadas [después de que un número del sistema de segundos], permitiendo que por lo menos un perro raspe [algo libremente] por un plazo señalado.

- Si los perros múltiples están en la misma familia: la invención no se refrenaría de todos los perros del descortezamiento al mismo tiempo. Esto es porque los perros tienen una buena razón para raspar. La invención marca los perros con etiqueta que raspan en uno a.

- En la reacción al comportamiento señalado del animal doméstico, el collar emite el ™: choques eléctricos de menor importancia, buenos o malos olores, o vibraciones.

- Más marcas registradas: ™ del moderador de la corteza de la vecindad. Es más fácil caminar su ™ del perro

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- Diagrama: choque dado al animal doméstico (cuando no responde correctamente) = piel del tacto de los alambres del collar del perro (los alambres gruesos doblan abajo a través de la piel - pequeña bola en piel de los tactos del final) = collar (u otros collares existentes que dan a animales domésticos choque). Esto también tenida gusto por el dueño del animal doméstico que consigue frustrado con el animal doméstico.

++ $$ 9G170-Pet-Ed. ™ del amaestrador de la señal del animal doméstico:

La invención entrega automáticamente a las señales positivas o negativas del animal doméstico de reforzar buen comportamiento. El analizador del comportamiento del animal doméstico sabe cuándo el animal doméstico está practicando buen o mal□n comportamiento.

. Tipos de señales:

- El ™ del dispensador del alimento del collar da recompensas.
- El animal doméstico se educa para asociar ciertos sonidos, vibraciones, y u olores como una alabanza o regan o. Las señales se asociaron a bueno o se da el mal□n comportamiento (por el dueño, o por medios automatizados) cuando se recompensa el animal doméstico (por ejemplo con una galleta), o cuando está reganado verbalmente. Esas señales se experimentan más adelante como positivas o negativas, con o sin una galleta o un regan o.
- Opción pasada si el otro ™ de las señales del animal doméstico no trabaja: frecuencias sanas desagradables; o descarga eléctrica suave; u olores desagradables en una cantidad demasiado pequeña que se olerá por los seres humanos.

. Misceláneo:

- La educación del `consigue un ™ más duro: La cantidad o la intensidad de la señal se puede fijar para aumentar hasta que el animal doméstico reaccione por consiguiente.
- El ™ programado de la información de usuario adapta su dirección a lo que sabe el animal doméstico ya, y necesita aprender después. La educación consigue más difícilmente mientras que proceden las lecciones. Animal doméstico que ™ del analizador del comportamiento consigue la entrada de su entrada del ™ y del dueño de los sensores del animal doméstico, después adapta la educación dirigida por consiguiente.
- ™ de Scolder del animal doméstico del mando a distancia: Un regan o directo del dueño, puede dañar la relación importante entre el animal doméstico y su dueño. Puede ser mejor que la regeneración negativa venga de una invención neutral.

. Ideas de la extensión:

- Versiones comprables y costosas con más opciones.
- Amaestrador del animal doméstico para el ™ físicamente deteriorado. Cómo la vista deteriorada, o la gente encuadernada de la silla de rueda puede entrenar y comunicar con sus animales domésticos.
- Maneras a los animales domésticos verdaderos y de la comodidad para los buenos comportamientos.

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Enseña al animal a comportarse vía el donante de estímulos positivos y negativos cuando el animal exhibe comportamientos positivos o negativos. Eg.: dar la energía negativa (descarga eléctrica) cuando el perro es demasiado agresivo. Estímulos positivos: sonidos calmantes.

¿Patentable? - interruptor aty.

- existe?: el dueño decide activar choque. Parte de 9G160.

¿. - existe? choque negativo para perseguir cuando no para el raspar de cierto parámetro del tiempo de w/in. Tener probablemente esta N en los archivos de papel.

. - Sensaciones desagradables/agradables dadas al animal según el refuerzo positivo/negativo de Paslov.

- las unidades de tr/rc colocaron atado a través de perro:

. --oídos/cabeza/nariz/cuello/localizaciones superiores de la espina dorsal abajo a e incluyendo la cola/las patas/bajo áreas laterales.

usos del o-ejemplo:

-1] el dueño ordena al perro que se siente, jugar, rodar, traer... de cierta manera - > el dueño k en el tipo acción de r requerida por el animal doméstico - > los rc de r de la posición del tr del animal doméstico de las partes del cuerpo del animal doméstico en relación a sus otras piezas en golondrina de mar que r sabe la acción del animal doméstico (eg.: es que se sienta o que camina) - > si el perro es bueno - > no o sensación positiva de la unidad en animal doméstico/si el malo del perro, sensación del choque al animal doméstico.

--acciones y localización del perro de los jueces del sistema vía el sistema del "distancer" utilizado por cada unidad en animal doméstico y en el R. del dueño.

-2] uso #1 del uso] para analizar comportamiento del animal/del ser humano/del organismo (insecto, organismo micro).

- ventaja: malo para que dueños castiguen los animales domésticos con sus manos, interno que hace animales domésticos mistrust a sus dueños.

- esta invención aparece relacionada a muchas otras invenciones del animal doméstico.

- El `dirige el animal doméstico [vía TGH].

- Para los animales domésticos múltiples en vecindad en iguales/programa de entrenamiento/la invención similares: multiusos sabe automáticamente que más de un animal doméstico es próximo [el `distancer/' picosegundo] y cómo adaptarse a cada animal doméstico. Las señales to/from un animal doméstico, no se confunden con otros animales domésticos, e.g.: los estímulos de la liberación y de los sonidos del olor no se utilizan.

++ 5J041-Pet-Ed. Enseñar a los animales domésticos a no molestarle para el ™ del alimento

El ™ de las señales del animal doméstico se transmite antes de hora de la comida. Los animales domésticos se educan para asociar la presencia de la señal a contar con el alimento. En un cierto plazo, los animales domésticos pueden aprender que eso el engatusamiento del dueño para el alimento es insustancial hasta después

de que las señales comenzaran. Los animales domésticos que todavía engatusan a sus dueños pueden ser menos insistentes. Los animales domésticos pueden aprender no molestar a dueños para el ™ del alimento.

- El ™ de la sincronización de la señal del animal doméstico es accionado por la persona cuando son alimentación posterior. Registrar los controles que el animal doméstico señala cuando se activa el alimentador automatizado del alimento de animal doméstico.

- Orden y sincronización del `: La señal del animal doméstico modela el ™: las señales múltiples del mismo o del diverso tipo, pueden ser más eficaces cuando se transmiten cronológicamente en el mismo patrón cada hora de la comida. Una ventana del tiempo entre la primera señal y la alimentación, deja animales domésticos ir a sus dueños antes de hora de la comida.

- Las horas de la comida adicionales pueden ser adoptadas, así que el animal doméstico es menos probable asociar la hora a hora de la comida.

- TM: Los dueños de las ayudas paran el alimentar de animales domésticos del ™ de la tabla. Conseguir más paz antes del ™ de la hora de la comida del animal doméstico. No dejar el animal doméstico dictar cuando puede comer el ™. Acariciar el ™ del sistema de control de peso

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. Las variaciones en el ™ de los patrones de la señal del animal doméstico pueden simbolizar diversos panoramas para el animal doméstico.

- Una hora de la comida de las demostraciones del patrón de sonidos se está acercando, pero no espera que al dueño esté allí, pues el dispensador automatizado del alimento está entrando la operación - dando por resultado la sensación del animal doméstico quitada menos de su dueño.

Los olores se emiten para efectuar comportamientos señalados. Enseña a animales domésticos a no incomodar a dueños para el alimento hasta después de que el olor se emita una vez o dos veces al día.

- diverso ™ de las señales del animal doméstico incluye: ciertas luces que se apagan encendido (o); o cualquier otro cambia en el ambiente que puede ser controlado vía la automatización [casera].

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- muy relacionado a un producto en el archivo de "A" que también funciona mientras que un dispositivo que atrae animales haciendo el acoplamiento llama

- OTD: el dispositivo de los programas del usuario para emitir el tipo perro de las frecuencias del sonido aparece reaccionar mejor a.

Todos; "R"; "S"; pp; P.M.; Reino Unido; fecha (ciertos últimos comportamientos de la grabación); interactivo; educ; juguete; juego; hospitalidad; ejercicio (animales de las causas a ejercitar, eg.: para conseguir el alimento); portable; "M"; punto de ebullición; SP; alerter; oscilador; vc; cuenta; enseñar; carro; cp; acceso; uip.

¿. - cansado del gato meowing para el alimento? Al lado del tipo olor, el gato sabe cuándo tiene una ocasión de conseguir el alimento. El dueño entrena al gato no haciendo caso de todos los maullidos excepto en la hora untada.

- Otras maneras de entrenar animales el hora: nivel ligero (lámpara del control); oscilador (de los sonidos "señalados" muy probablemente para efectuar el animal doméstico).

--motivar [no] el comportamiento sexual. Por ejemplo a [de] atraer.

- El tipo y el grado de olor alteraron según: otros olores tales como olores del organismo [según lo determinado por el analizador/el motivador del olor]; grado de cambio deseado del comportamiento; el organismo de la distancia es de fuente del olor.

. Repetido algo:

Enseña a los animales señalados las respuestas o las acciones del comportamiento según hora. Ejemplos: cuando su hora de ser alimentado, mientras que los animales domésticos pueden ser extremadamente agresivos y pueden funcionar desde el comportamiento docto que les da el alimento basado en su agresividad. Si un olor se requiere antes de mano, después el animal doméstico realizará que su agresividad no les da ninguì□n alimento. El amo todavía proporciona el alimento después de que se haya emitido el olor, así que los animales domésticos recuerdan quién está tomando realmente el cuidado de él. El olor puede también recordar el amo que es hora de la comida.

. debe dominar para no ser el hogar, el alimento de las alimentaciones del dispositivo 15 minutos después de la hora untada. Del soporte los dispositivos de alimentación automatizados del alimento solamente existen.

. solamente las pequeñas cantidades de olor son necesarias ser olidas por los animales. Esto permite una pequeña cantidad de fuente del olor a dura por años. Si se emiten los olores del bajo volumen, el dueño puede ser notificado por el sonido [oscilador]. El oscilador puede juntarse con el lanzamiento del olor para entrenar a los animales domésticos vía dos modos que ocurren simultáneamente.

. TM: Oler el ™ accionado del dispositivo de entrenamiento del animal doméstico, ™ interactivo del motivador del comportamiento del olor.

-5J041 y 5J0411 son relacionados

El `ENTRETIENE = hospitalidad electrónicamente conducida para el animal doméstico y o su dueño.

5J0412-Pet-Enter. La hospitalidad llega a ser más realista emitiendo el ™ correspondiente de los olores

. El ™ del emisor del olor del juguete del animal doméstico crea un impacto más grande con el animal doméstico. El olor pudo ser emitido cuando el ™ del sensor de la vibración del juguete lo determina se está jugando con.

- Diversos olores pueden emanar según cuando y con cómo [W5] se juega.

- La invención adapta sus funciones para el usuario, el animal doméstico y o el uso.

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. Ver 5J041 relacionado: ™ del emisor del olor de la película: Los olores y otros estímulos se emiten para la gente según cualquier criterio.

PROTECCIÓN DEL MEDIO AMBIENTE/EP DEL `=

El ™ del collar de la protección del medio ambiente supervisa comportamiento del animal doméstico. Analiza el comportamiento del animal doméstico, después las guías él para aprender un mejor comportamiento. Más ideas son necesarias hacer este trabajo.

. Ejemplos del ™ de los controles de comportamiento del animal doméstico:

- Animales domésticos del bordón de las ayudas de la caza o de asustar la vida salvaje en peligro [esa vuela en su patio trasero].

- Cambios en la química de sangre del animal doméstico con cuaesquiera otras funciones asociadas del cuerpo que ocurran cuando practican ambientalmente señalado comportamiento antipático. Se busca la protección de la patente como los veterinarios pueden proporcionar mejores pistas en los mecanismos internos del cuerpo atados a los comportamientos en el futuro.

- Analizadores y sensores del `: analizador de sonidos, analizador visual, analizador del comportamiento.

- Monitores del ™ del implante de la protección del medio ambiente del animal doméstico vía los sensores in/outside el cuerpo del animal doméstico.

`GPS =

El ™ del GPS del animal doméstico sigue sus localizaciones cambiantes, y reacciona por consiguiente.

7J-07-Pet-GPS. ™ de la guía del GPS del animal doméstico

Automáticamente perros de guías adonde caminar.

- Llamar su ™ del hogar del animal doméstico: el animal doméstico consigue la comunicación para volver a casa, cuando el dueño presiona un botón. La invención da positivo y las señales negativas basadas en la dirección el perro están caminando.

- Guía de la trayectoria: permanecer en una trayectoria estrecha para no vagar en área undesignated. El más futuro de la trayectoria, mayor es el choque suave dado al perro.

. El alambre subterráneo puede señalar los límites deseados (existe sin el GPS). Tal cableado usado para el perímetro de una yarda sin una cerca; esto advierte que el perro con una señal suave se acerquen al alambre.

- debe perseguir la trayectoria cruzada cualquier manera [tal como varón que persigue a un perro femenino], el perro puede volver detrás a casa sobre el alambre sin el castigo, puesto que sobre la existencia, se desactiva el modo del castigo hasta que el perro consiga dentro de la zona otra vez.

- ™ del profesor de la trayectoria del animal doméstico: Puede enseñar a un animal doméstico a viajar en varias ocasiones vía una misma ruta enviando señales positivas, quizá cuando están dentro de 5 grados de la dirección correcta. El perro podría ser mensajero de clases, por ejemplo en emplazamientos de la obra grandes, o donde los caminos no se construyen en zonas ambientalmente sensibles.

- Juego del `para la gente basada en idea general. ™ direccional del juego de la señal: da la señal del "verde" cuando una persona está consiguiendo más cerca, y el "rojo" al caminar en una cierta dirección indeseable. El ganador es la persona que consigue a la destinación primero.

- Las trayectorias se pueden dirigir para ir guías las derecho, torcidas, semicirculares, del etc. alrededor de los obstáculos grandes basados en ™ visual basado en los satélites del analizador del GPS'.

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- se dan las transmisiones positivas cuando el animal doméstico está caminando dentro de 15 grados de la trayectoria correcta, y se dan las señales negativas si caminan más de 25 grados de la trayectoria señalada.

- Nuestras invenciones relacionadas diverso animal doméstico son ideales para los perros como un Sheppard alemán elegante. La fuerza también trabaja con los gatos, criaturas del agua como: delfines, vacas, cerdos, cordero, cabras, pájaros, reptiles, gusanos, etc.

. Ideas de la extensión:

- Invenciones que se adaptan a las necesidades señaladas.

- Mientras que una lista de tipos de los sonidos, de olores y de otras señales vía el collar podría ser obvia; las situaciones que accionarán reacciones automatizadas pueden ser exploradas. ¿Bajo qué circunstancias pudo un animal doméstico ser pedido tomar una trayectoria, o desviarse de la que están prendido?

. ™ del regulador del movimiento:

- sobre el sistema que identifica el movimiento de la persona y o el animal en zonas indeseadas emite sonidos desagradables adentro y o fuera de la gama del ser humano (este 3ultimo es preferred) de audiencia para disuadir la corriente y o las repeticiones futuras de la entrada (el moldeado psicologico también)

- animales quizás ciertos del tamaño se quieren para ser guardados fuera de una sección de un parque zoológico abierto (uno sin las paredes)

- animales domésticos de enseñanza donde no ir, qué a no hacer: e.g., evitar ciertas secciones de la casa, jardín; no funcionar hacia fuera la puerta principal...

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. Animales de la Animal-GPS-Zona = del confinamiento; sigue sus movimientos. Patentes de los E.E.U.U.: Receptor +5460124 para un sistema animal electrónico del confinamiento. [Esto es una interferencia mi KN # 1C-120 y 1C121]. Su patente publicó el 24 de octubre de 1995. Primero presentamos nuestro uso 10/1993 pero caducó. +5408956 método y aparato para los animales que controlan con el cercado electrónico. 4.95 publicados. Viejo número 1C-121. ™ de la guía del GPS del animal doméstico:

- El tds del sistema puede activar automáticamente la notificación al perro [si el dueño no puede llamar el animal doméstico w/in trasero el marco de tiempo señalado].

- El dueño y o el analizador automatizado puede supervisar las localizaciones cambiantes del animal doméstico, y reacciona por consiguiente.

- los terratenientes que quieren guardar a gente incorrecta del territorio, usuario pueden tener ("R") el control alejado u otro dispositivo para desactivar el sistema cuando están en la esta "zona indeseada"; gobiernos, compañías, etc que quieren inhibir sin embargo para no restringir seres indeseados de zonas; mantener la tierra

libre de muchos animales o gente del apisonamiento por razones biológicas; conseguir los animales ausentes en vista de las desventajas de cercas

. Inhibir el comportamiento animal con funciones de 1C-120.

- Ap: el controlar: palomas y otros pájaros indeseados en la ciudad, la granja, el etc; la dirección en la cual se induce a los animales que entren o no entren, permanecer, no permanecer; ratas y otros roedores; hacer que el animal doméstico los pájaros reduce sus sonidos vocales

Notas al pie de la página: alejado ("R"); exhibición (tipo de las demostraciones del sonido por decibelios, el etc); pp; P.M.; Reino Unido; todos; "mic"; portable; punto de ebullición; alerter; oscilador; vc; cuenta; tgh (hace sonidos para ahogar hacia fuera el tipo de maÌ□n ruido); carro; cp; uq; uip.

- Patentes de los E.E.U.U.: Receptor +5460124 para un sistema animal electrónico del confinamiento. [Esto es una interferencia mi KN # 1C-120 y 1C121]. Su patente publicó el 24 de octubre de 1995. KN archivó 10.93.

3C-040 abre la puerta del animal doméstico para el perro o el gato que busca in/out to/from jardín. O el sistema pudo responder simplemente a la corteza del animal o meow o rasguñar o empujar. El sistema no pudo también permitir la operación en ciertas horas...

la GUÍA del `= hace señas animales para hacer algo, para aguantar el aburrimiento de permanecer puesto, o para ir en alguna parte. Ejemplos:

- El analizador del comportamiento estudia el comportamiento del animal doméstico, después le induce a que se comporte de una diversa manera más deseable.

- El ™ del inductor del collar del animal doméstico emite: señales u olores que castigan maÌ□n comportamiento mientras que recompensa buen comportamiento.

- Dar los animales domésticos qué él quiere. E.G.: Alimento; o las señales el animal doméstico que su dueño a que [esperanzadamente] acarician, está disponible o quisieran que el animal doméstico viniera.

- confía grandemente en funciones Animal-Educativas (de otra subparte)

LA BÚSQUEDA DEL `Y REACCIONA =

™ amistoso del encuentro del perro: La señal de la invención dice a perro que la nueva persona es buena quién pudo dar una galleta. Esto ahorra mucha hora y vergulenza. El collar de perro busca una señal positiva. La invención reacciona a una buena señal comunicando un ™ amistoso de la señal al perro.

- Solamente el dueño sabe y puede cambiar qué señala transmitido por el visitante al collar del animal doméstico, comunicará al perro, que el encuentro es amistoso.

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El collar busca la emisión de la frecuencia de la gente señalada que usa un transmisor. Dice a perro que tal gente nueva para el perro es amistosa.

- para guardar a gente fraudulenta de abusar del sistema funciones de cada sistema en diversos códigos. Las señales tienen contraseñas del acceso que puedan ser cambiadas [por el dueño].
- D: persona = receptor del transmisor = del collar = notificación [ese collar reconoce a tal portador].

Fondo general Info en invenciones del animal doméstico:

Maneras de modificar el comportamiento de, y o de comunicación con los animales domésticos, animales. Muchos dirigen animales a los comportamientos deseados práctica.

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Palabras claves:
- Enseñar: el tren, da instrucciones, educa, demuestra
- Modificarse: alterar, cambiar, ver que enseñar a control de la influencia de la sección inducir reducen acentúan
- Animal doméstico: animal, perro, gato, pájaro
- 'Obrar recíprocamente: UIP-Adaptar
- Comportamiento: comportarse el aullido del grito del maullido de la corteza cantan [pájaro] la psicología sana

Diagrama: Animal = sensores/oscilador/funciones que interconectan o animal de w = computadora que obran recíprocamente [enseña/modifica comportamiento/uip-adapta] = regulador humano posible

- Str #1: TÍTULOS buscados 2.97 en qpat: (animal doméstico del gato del perro) y (modificarse alteran, cambian, ven que enseñar a control de la influencia de la sección inducir reducen acentúan enseñan al tren, dan instrucciones, educan, demostración se comportan aullido del grito del maullido de la corteza cantan a sistema eléctrico sano programa de los programas informáticos)
- Str #2:
(gato del animal de animal doméstico del perro) y (el comportamiento se comporta comando sano de la corteza) y (modificar el cambio alteran control de la influencia inducen reducen acentúan)
--NINGUNA BÚSQUEDA HECHA
- OTD D: ~ de U = del animal doméstico C = ACCESO [el animal puede activar características señaladas vía: cómo su comportamiento empareja los parámetros del programa del interruptor de los vagos] ANALIZADOR de // [determina el sistema w5 debe reaccionar (al animal)] VAGOS de // [comportamiento] del animal de los estudios // EDUC [enseña a animales: el nuevo comportamiento, advierte o castiga contra el comportamiento señalado] // [cada animal doméstico/usuario tiene los propios los comportamientos o las reacciones deseados programados de animales] las BÚSQUEDAS MULTIUSOS de // de la CUENTA de la banda de // del OSCILADOR de // NR [advierte o castiga animales domésticos] // [] [] // [acumula el número de los animales de buenos o malos comportamientos] y REACCIONA [al comportamiento del animal] el SENSOR de //

[colocado sobre animal. Busca el animal: divulgar (analizador de +sound), golpe de corazón (demostrando el entusiasmo o la tensión), análisis de la sangre y cómo correlaciona con el comportamiento o la salud animal, siendo] PISTA despierta o dormida de // TDS [] // [] // UIP [induce animales en sistema del behavior= ha determinado es lo que quiere el usuario/el dueño de animal].

Las invenciones y las piezas del animal doméstico del `se aplican especialmente a los animales domésticos y a los animales que pueden ser domesticados. Tiene usos para la gente, eg.: niños desordenados, o adultos mentalmente deteriorados. También los trabajos con cualquier otro organismo [de mudanza], e incluso las robustezas que tienen sensores/pueden educarse [basado en las señales/regeneración de las invenciones del animal doméstico].

FINAL DE LAS SUBPARTES DEL ANIMAL DOMÉSTICO

Archivo: Notas del animal doméstico/de la puerta del animal doméstico

NOTAS DE LA PUERTA DEL ANIMAL DOMÉSTICO DEL BOSQUEJO MUY ÁSPERO. VER LAS ACTUALIZACIONES EN PUBLICACIONES POSTERIORES. Los códigos y las abreviaturas usados probablemente no se aplican a nuestros glosarios.

El analizador del `/el sensor de movimiento visuales determina if/when un animal doméstico es en la posición correcta para comenzar/continuar y o extremo del proceso de la limpieza.

Opción movible de la limpieza de Astroturf: {un cierto tipo de encabezamiento aquí}. Limpiar el Doormat del animal doméstico de la pata con Astroturf, o una manta cierre-enganchada. El alfombrado se construye sobre los círculos e.g. los 3cm (el 1/2') en diámetro. Los círculos pueden dar vuelta lentamente, limpiar las patas.
. El perro tiene acceso a una rampa. La rampa apunta para arriba hacia la tapa de una aleta del perro.' La rampa bloquea el acceso.
- Cuando el perro consigue más cercano a la casa, su peso puede hacer la rampa levantar en la parte posterior. La rampa llega a ser horizontal, y ahora es una plataforma plana, extendiendo hacia fuera de la tapa de la aleta del perro'.
--O el perro sube simplemente sobre una plataforma plana en el primer lugar. (es decir ninguna rampa).
- El aire se puede lanzar, debido al peso del perro. El aire lanzado hace la plataforma descender lentamente.
- Mientras que la plataforma desciende, el carpeting de la hacer girar-rueda comienza a trabajar.
--El mecanismo de giro funciona en el lanzamiento del aire comprimido, o por la batería.

- Mientras que la plataforma desciende, resbala sobre un cierre en la aleta del perro.' Una vez que la aleta es unlocked el perro puede entrar.

--Alternativo, la aleta sigue abierta y el perro puede entrar, pues pronto la plataforma está bajo bastante, de modo que esté bloqueando no más la puerta.

--La plataforma levanta y llena de aire, sólo cuando el perro camina en él cuando él sale la casa.

. Un Astroturf o una cerradura de combinación alfombrada ("acceso)". La aleta está realmente en la forma de una rueda (vemos la parte del círculo que se pega fuera de la casa, como la rueda de giro en el precio tenemos razón [demostración de la TV en los E.E.U.U.]).

- Hay dos (o tres) círculos alfombrados de lado a lado.
- El animal doméstico tiene que resbalar las ruedas hacia abajo con sus patas. Éste es cómo ella limpia sus pies.

--Hay también una alfombra delante de la aleta del animal doméstico, limpiar los pies traseros.

- Cuando las ruedas se han dado vuelta quizá 180 grados, la puerta está abierta para el acceso.

--La rueda podría también ser non-circular, (como las ruedas de un tanque).

--El torneado de las ruedas podría producir un sano [comunicador sano saliente] del `(música, o maullidos).

. Una alfombra se puede hacer de un Astroturf plástico claro.

- El animal doméstico puede ver la luz debajo de la estera, que se mueve alrededor. [Gato] intenta atacar el movimiento, y por lo tanto limpia sus pies.

. La alfombra puede tener un mound móvil debajo de la superficie.

- Como si un ratón funcionaba debajo de la alfombra, el gato ataca el mound'. móvil.

. El animal doméstico camina sobre una estera circular que tenga una pared redonda, con una segunda pared externa.

- La pared externa sigue siendo inmóvil, pero la pared interna y el piso circular de la estera hacen girar lentamente.
- El animal doméstico guarda el dar vuelta para intentar y para hacer frente a la pared de la casa. Él no puede entrar todavía, porque la pared interna está bloqueando la aleta del animal doméstico.
- La pared externa no bloquea la aleta del animal doméstico.
- El animal doméstico limpia sus pies dándose vuelta en la estera.
- Eventual, tener acceso al animal doméstico usado para incorporar el dispositivo se ha dado vuelta hacia la casa, de modo que el animal doméstico ahora tenga acceso a la aleta del animal doméstico.

--El dispositivo se podía diseñar para parecer un castillo redondo, o alguì□n otro edificio familiar

La misma idea podía tomar la forma de la rueda de giro de un hámster. El animal doméstico tiene que caminar alrededor interior que una rueda alfombrada hasta la entrada se une a la aleta del animal doméstico.

. Whack-uno-Topo del animal doméstico'. Hay una alfombra delante de una aleta del animal doméstico. Hay nueve pequeños agujeros que hacen una formación cuadrada (3x3).

- Hacia fuera a partir del uno de los agujeros, un bocado aparecerá. El animal doméstico no sabrá qué agujero aparecerá el bocado.

--El bocado puede hacer estallar hacia fuera rápidamente de los agujeros, después desaparece, hasta finalmente él todavía miente en la tapa de un agujero, así que el animal doméstico puede tomarla fácilmente.

- El animal doméstico buscará juguetónamente para el bocado y limpiará simultáneamente sus pies.

. Laberinto del animal doméstico. El animal doméstico tiene que maniobrar con vestíbulos finos para conseguir a la aleta del animal doméstico, y esperanzadamente las patas son limpias para entonces.

. Escalera para limpiar las patas: Las escaleras de Astroturf de las subidas del animal doméstico entonces maniobran abajo de una diapositiva alfombrada escarpada hacia la aleta del animal doméstico

. Animal doméstico de la bola de bowling: El animal doméstico camina abajo de un carril minúsculo del bowling, y los golpes sobre los pernos absorbentes en él son manera a través de la aleta.

- Una variación podía ser a

. Piano del animal doméstico. Las llaves del piano se hacen de un material suave (es decir espuma de poliestireno). Las llaves del piano hacen camino a la aleta del animal doméstico.

- El animal doméstico juega una canción, pues ella camina sobre la imitación [las llaves del piano hacia la aleta del animal doméstico, y limpian simultáneamente sus pies debido a los terrones suaves de la llave del piano.

La etiqueta especial en el collar del animal doméstico acciona el contador de tiempo en que el sensor determina soportes del animal doméstico en la estera por la puerta del animal doméstico. El acceso de la puerta requiere la etiqueta.

- El contador de tiempo comienza a emitir un sonido breve y agudo [notificador del '] después de que el comienzo del período y del animal doméstico de la pausa a mezclarse en puerta de la estera y del rasguño antes de puerta abra. La superficie de la estera se podría poner en superficie de la puerta para limpiar las patas delanteras si el animal doméstico rasguña la puerta.

. El dispositivo desprendible de la rueda de ardilla cubierto con la superficie alfombrada se podría poner delante de la puerta, que comienza a moverse cuando el animal doméstico se coloca en ella.

- Funciona por tiempo predeterminado antes de parar y de abrir la puerta.

- El mismo tipo de dispositivo podría ser puesto dentro de puerta y ser accionado cuando el animal doméstico entra en la puerta. La rueda de ardilla funcionaría por tiempo del sistema para limpiar las patas del animal doméstico antes de apagar y de permitir que el animal doméstico entre en el sitio.

. Arandela robótica del piso. En vez de vacío robótico, cómo sobre arandela robótica del piso.

- Podría utilizar tipo limpiador de la fregona y del resplandor el' que no requiere el enjuague.

- Tendría cepillado, fregando la acción.

- Limitar la acción a un sitio con la barrera capaz de la posición, sensor del `, preprogramando. El limpiador volvería a la localización el comenzar o colocaría el sensor capaz del `para parar y para permitir que el piso se seque.

. El perrito sea Ronronear-hecho limpio/de la pata/abajo/Dog-gone de las patas suciedad

El perrito se mueve alrededor en el doormat exterior, puerta del perrito

da el acceso y reacciona por una toalla como la tela que cae sobre el umbral.

- El perrito funciona a través de la puerta del perrito y secado apagado.

- Las patas son limpias y la piel se limpia/se seca [de elementos de la lluvia o del exterior].

- Puede programar reaccionando a la lluvia [activar basado en el colector exterior de la lluvia.]

. La estera encendido dentro de la puerta recoge la suciedad adicional de las patas del perrito y alerta a mama que el perrito está en la casa.

- La mata de interior se puede programar con la voz de la mama, cuando es lluviosa hacia fuera el perrito mate de interior del comando de la voluntad a permanecer así que la mama puede venir comprobar las patas.

- El doormat de moda para emparejar décor nadie sabrá nunca que es un dispositivo de la perrito-limpieza.

- Cuando la mama está hacia fuera mata de interior puede ser programada para decir el perrito limpiar sus patas así como alabanza cuando el perrito frota en la mata.

. Sobre la pata acertada la mata de limpieza elogia el perrito.

. La sensibilidad de matas de interior y al aire libre puede ser cambios basados en condiciones atmosféricas.

- El día asoleado toma solamente uces par de trapos en el día mate, lluvioso dura para que el perrito consiga resultado deseado.

- Puede estar programa-por reaccionar a la condición de la yarda o a la previsión metereológica.

. Cuando la mata al aire libre es activada por el agua del perrito tira hacia fuera para limpiar entre los dedos del pie del perrito.

. La materia de interior tiene hairdryer como affecto y seca las patas del perrito.

. La abertura de la puerta del perrito se puede alinear con la tela absorbente para limpiar el perrito mientras que ella camina a través.

. El secador de pelo tiene gusto del dispositivo en el acceso del perrito.... como los secadores cuando usted saca de una colada de coche... el perrito es perfectamente seco al entrar en el área viva del hogar.

. Acceso Heated de la puerta del perrito para el tiempo frío.

. La puerta del perrito puede también ser cerrada y requerir el perrito sonar la campana para venir adentro.

- Con usar la misma habilidad como sea necesario para sacudir el perrito puede golpear ligeramente el timbre.

- La mama viene dejar el perrito adentro y cerciorarse de el perrito es limpio.

- La mama podría abrir la puerta del perrito por el telecontrol dondequiera adentro de la casa.

En vez de sonido del timbre el mensaje podía parecer a mama de la pantalla de la TV, déjame por favor adentro.'

. La entrada de la puerta tiene sensores para decir si los objetos extranjeros se traen dentro y fuera de la casa.

- Nada de exterior viene adentro y nada interior sale.
- Don' t vuelve a casa encontrar sus zapatos el flotar en la piscina.
- Ningunas criaturas de la sorpresa que viven en su hogar.

ANILLO DEL BAÑO DE .THE

. No querer perseguir Fido (animal doméstico) abajo para un uso del baño el anillo del baño y hacer que el baño mide el tiempo de la diversión y fácil.

- Llenar el tubo cubierto de tela del jabón preferido, engancharlo encima de la manguera y de la llamada Fido.
- Fido es limpio después de funcionar a través del tubo varias veces.

--Ningu□n lío o queja para la mama, Fido (animal doméstico) consigue ejercicio y limpia al mismo tiempo.

--Se siente bien a Fido... como un masaje del perrito....Fido será emocionado para el día del baño.

--Tan fácil los cabritos podrían dar a Fido un baño.

. IMPULSO SCOOPER:

- Ninguna necesidad de tomar el pooper-scooper en caminatas más.
- El ningu□n llevar alrededor de los excrementos del perrito mientras que hacia fuera y alrededor.
- El comedor del impulso rueda junto con usted.
- El perrito toma el cuidado del negocio y el comedor del impulso limpia.
- Usted nunca toca impulso o aún tiene que parar el caminar....el comedor del impulso (heces) alcanzará cuando está hecho.
- Mano teledirigida o determinada en el piloto automático.
- El comando come que el impulso' activará a comedor del impulso.
- Cuando se hacen las caminatas sellaron el bolso se expulsan para la disposición de la basura.
- Cada uno es feliz, el perrito consigue la caminata y la mama no tiene que limpiar.

--Las ciudades están haciendo cumplir retiro de caída... nunca consiguen multadas

. ¡Compinche del telecontrol de FETCHER TV!

. ¡Perder el telecontrol otra vez! Apenas gritar el alcance mi telecontrol'.

- Fetcher y telecontrol programados para obrar recíprocamente junto.
- Fetcher sabe siempre donde está y puede rodar a él y traer el telecontrol detrás.
- Fetcher reacciona basado en las palabras claves habladas.
- Fetcher puede también almacenar los telecontroles mientras que es parado.
- Fetcher recordará sus programas del favorito TV y le recordará cuando están prendido.

--El aspecto de Fetcher puede ser el de una estatua artística.

. La solución blanca de la cerca de piquete

. Poner los sensores suaves de la cerda a lo largo del lado del hogar y crear una trayectoria que conduzca a la puerta con la entrada del animal doméstico. Una cerca muy baja (es decir altura de un gato medio) funcionará con la misma longitud y creará un pasillo con el edificio que actúa como la otra pared.

- El animal doméstico aprenderá que el acceso será concedido solamente si camina el animal doméstico la longitud entera del camino'.

- Para los propósitos del entrenamiento, el dueño podría comenzar con una longitud más corta petway (camino) y después agregar el suelo adicional/el cercado mientras que el animal doméstico aprende.

--Obviamente, esta idea es pesadamente dependiente en el hogar que tiene por lo menos una pequeña cantidad de espacio al lado de la puerta del animal doméstico.

- Podría incluso haber los arcos que el dueño podría ajustar a la altura del animal doméstico que pasa el petway'.

- Las cerdas limpiarán las patas del animal doméstico y los arcos secarán la piel/limpian la ruina como camina el animal doméstico debajo.

. Acariciar la idea una robusteza, algo como aspirador automático del Roomba', pero éste hará los rastros sutiles del olor para que los animales domésticos sigan, bastante débiles esa gente
no puede olerlos. Será como aromatherapy para los animales domésticos, y algo guardar
interesaron cuando dentro los pegan.

. La idea de la pausa una cuchara del termómetro de la taza de café, así que gente sabe para detenerse brevemente antes de beber si la bebida es demasiado caliente.

. Puerta del sonido de la puerta-HOLL del animal doméstico y del animal doméstico de la voz. ¡Una idea multimillonaria del dólar! Apenas para la diversión sería muy cómica si la puerta del animal doméstico haría sonidos tales como limpiar con un chorro de agua de un tocador como el animal doméstico iba exterior o una voz diciendo que estaré detrás' u hola cada uno yo está detrás!'

- Este dispositivo podía ser registrable a la música, a la voz o a los sonidos. El almacén del animal doméstico suministraría los pedacitos adicionales de los sonidos para la venta y los soportes lógico inalterable registrables. Este dispositivo debe darle capacidades para registrar su propio decir de la voz no está hacia fuera de largo' ni no viene a la derecha detrás para un convite' ni no olvida limpiar sus patas' que usted debe poder jugar su música preferida, el artista de la canción o el musical. Ésta podía ser diversión sin fin para cada uno.

--Más para la seguridad agregada usted puede agregar un sonido del carillón de puerta si usted quiso saber si usted es animales domésticos acaba de ir afuera o se volvió adentro.

Puerta única del animal doméstico - removedor de la suciedad de la pata

. El sistema/la unidad consistiría en tres porciones: material de interior de la estera (suave, absorbente con los sensores discretos), puerta del animal doméstico con la exhibición del LCD, y al aire libre estera (cerdas cortas en la superficie para quitar la ruina, bandeja-como parte inferior con el sistema para lanzar la pequeña cantidad de agua para las patas de la limpieza)

- Los' sensores en ambas esteras responderían al peso del animal doméstico, opción para fijar el peso de animales domésticos múltiples

--La necesidad de fijar el peso mínimo para evitar que las ardillas/las mofetas entren en la casa o los sensores reconoce la forma/la estructura de su animal doméstico

-' Salidas y el entrar del control de sensores

--El' sensor sigue si un animal doméstico está al aire libre, cuánto tiempo ha estado hacia fuera y exhibe la información para el dueño.

--El' acceso se puede programar para permitir que el animal doméstico salga a veces solamente, los comandos y/o las canciones se podrían utilizar para señalar al animal doméstico que es hora de salir y cuando es hora de venir adentro

--La puerta puede no dejar el animal doméstico hacia fuera ocasionalmente, pero permitirá siempre que el animal doméstico entre el hogar de nuevo

--La puerta no se abrirá durante los vientos extremos o las lluvias poderosas

- Los' sensores en puerta responden a los niveles de la presión barométrica/de la humedad y lanzan una cantidad uniformemente distribuida de agua bajo superficie del cepillo de la estera al aire libre para la limpieza de la pata cuando es que llueve o que nieva y las patas son probables ser fangosas.

- Puede ser utilizado para los propósitos del entrenamiento

--La voz preprogramada puede publicar una serie de comandos en los intervalos well-timed (sentarse, mentir, estancia) de acariciar; los sensores pueden determinar si el animal doméstico está siguiendo el comando por la distribución del peso corporal

--El dueño tiene opción para registrar comandos/mensajes en su propia voz.

--Usar el sonido con el sistema podría ser el impedimento para las ardillas/las mofetas - voz normal, nada que asustaría el animal doméstico, apenas un animal salvaje que no se utiliza a oír una voz humana. Por ejemplo, el sistema se puede programar para un perro de 15 libras. Si un animal de 5 libras estuviera en la estera al aire libre, el sistema diría en una voz monótona, usted no es Fido.' en varias ocasiones hasta el animal deja la estera Cuanto más de largo el animal doméstico espera frenéticamente, caminan más alrededor y quitan la suciedad de su pata. Al principio no hay tiempo de espera, después aumenta en un cierto plazo.

- Tener cuidado sobre el cambio del tiempo de espera. El animal doméstico puede intentar entrar cuando la puerta es cerrada, golpeó su hocico, y no como usar la puerta

- Mayo quiere tener solamente una forma para que el animal doméstico gane la entrada. Si hace lo que ha supuesto a la puerta se abre cada vez. La consistencia es la fundación del entrenamiento animal.

Excepto la puerta del animal doméstico - removedor de la suciedad de la pata: Considerar las cerdas suaves' que el animal doméstico tendría que aprender patinar sus patas a través para ayudarles en la limpieza. Aquí está un par otras ideas, si el precio no era una consideración (usted dicho al libre flujo la creatividad), para este mercado de un extremo más alto que usted mencionó que la puerta del animal doméstico está dirigida:

. Spritzer variable de la entrada (rociador) - tener puerta del animal doméstico configurada con poco rociadores a lo largo de la circunferencia interna de la puerta del animal doméstico se enganchan que hasta una variedad de cartuchos conectables del spritzer del sistema. - El dueño puede (cartuchos de la compra) fijar el spritzer para rociar la de-pulga, de-piojos, de-hacen tictac mecanografiar la sustancia para los animales domésticos al aire libre que cogen y traen en el hogar a variedad entera de parásitos del parásito. Cuando el animal doméstico pasa a través de la puerta consiguen varias explosiones del aerosol a lo largo de la longitud de su cuerpo.

-- El Spritzer se puede fijar para rociar fragancia en animal doméstico para ayudar con el olor del animal doméstico quizá para cuando las huéspedes están viniendo de visita dirigirse.

. Acariciar la unidad de la combinación del Doormat de la puerta, donde el doormat tiene sensores adentro él para realizar una variedad de funciones. El doormat se puede conectar vía ondas de radio a la puerta del animal doméstico a la cual tiene una exhibición de keypad/LCD comunicar entre los dispositivos combinados por ejemplo:

- El Doormat puede servir como escala no perder de vista el peso del animal doméstico (puede alertar el dueño a cualquier cambio importante en peso, épocas pudo necesitar ver a un veterinario).

-- El dueño puede ajustar la estera para detectar el tamaño particular del animal doméstico del animal que está buscando actual la entrada a través de la puerta del animal doméstico. Así la función de la escala del doormat puede también actuar como rasgo de seguridad, donde es no permite que la puerta del animal doméstico resbale abierto (o abrir), en el caso que el peso es demasiado drástico diferente que programado peso (aceptado) de los animales domésticos del dueño. Para no permitir otro animales domésticos de la vecindad, roedores, y animales más grandes (seres humanos) para tener acceso a la casa del dueño (apenas porque limpiaron sus pies en la puerta).

-- El Doormat puede servir la función según lo mencionado en el ejemplo a la señal sonora el dueño cuando el animal doméstico se coloca en él, de modo que un dueño pueda venir cheque animal doméstico antes de la entrada.

Ideas materiales adicionales de la estera de puerta:

. El doormat del soplador del piso se puede hacer de la estera similar a la cocina industrial esteras, que tienen un manojo de agujeros en la estera de goma (aunque los agujeros en animal doméstico la estera de puerta tendría que ser una poco más pequeña en diámetro) - poder

todavía incorporar el aspecto suave de las cerdas en este diseño.

-- Debajo de la estera tener cierta clase de sistema del soplador del aire poco jet del aire rociadores que libremente se mueven/rodillo (en bolas o tales de pista) debajo del superficie de la estera, y que tienen pequeños sensores que puedan detectar dónde la presión está en la estera (y así donde cada pata está situada en la puerta estera), y de que rodar debajo de cada pata para distribuir una explosión aire concentrado (no demasiado fuerte lastimar el animal doméstico, pero soplado bastante a desalojar la suciedad, fango, agua, la nieve que pudo haber acumulado en las patas) - una vez que se ha soplado cada pata 3 veces, la estera comunica al animal doméstico la puerta para resbalar abierto (o abrir), y el animal doméstico se concede la entrada.

-- Las explosiones del aire debajo de cada pata también ayudarían al animal doméstico a mover las patas alrededor en de la estera de la limpieza.

. Tomándole medida más lejos cuál es el tipo ideal de superficie del doormat que podría la mejor ayuda en la limpieza de cada uno de los muchos tipos de condiciones de la pata . Aero- doormat- de la bandeja del gel por ejemplo, en la NASA utilizaron un tipo de aero- gelificarse, que puede ser la sustancia porosa y fuerte, que ella utilizó como papel matamoscas para coger el stardust- que si la consistencia del gel puede ser ajustada para tener en cuenta los animales (quizás incluso seres humanos) al paso encendido y limpiar sus patas (zapatos). - El gel poroso semipermeable (quizá similar a esas criaturas pegajosas del cabrito, que se hacen fuera de alguno gelatinosas material parecido a la goma, donde pueden ser lanzadas en una ventana y la criatura pegará y trabajará lentamente su manera abajo de la ventana hasta el juguete recoge bastante polvo y suciedad en su sustancia semi pegajosa, y necesita para ser lavado apagado).

-- La aero- estera del gel podía actuar como papel matamoscas a la suciedad, fango, agua, nieve, pero obviamente no tan pegajoso que el animal doméstico conseguiría pegado en él. Si la aero- estera del gel estaba del ness poroso correcto, podría atrapar todos los tipos de suciedad y de agua y permiten que la pata (zapato) tire libremente con a affecto de limpieza.

-- La aero- estera del gel se puede encajonar en una variedad de niveles inferiores, de que ayudar en la función y la reutilidad autolimpiadores de la estera. Para ejemplo:

--La aero- estera del gel puede reclinarse sobre un tipo bandeja del tamiz del metal (como a Tamiz del espagueti, un manojo de pequeños agujeros a los cuales permitir solamente el líquido pasar a través), y debajo de la bandeja del tamiz del metal puede haber un segundo acodar que actúa como una bandeja del cubo de hielo. Que agrega solamente pares avanza a poquitos profundizado a la estera.

-- La bandeja del tamiz del metal tiene componentes de la calefacción construidos dentro de ella que acariciar la pieza de la puerta keypad/LCD de la unidad combinada puede seleccionar y activar.
-- Cuando la aero- estera del piso del gel llega a ser suficientemente llena de suciedad y regar, el componente de la calefacción/las bobinas puede ser activado (la seguridad sabia, puede activarse solamente cuando ninguì□n animal doméstico o persona se está colocando en la estera), y qué necesidad de alcanzar solamente un cambio leve en su calefacción concentrada para derretir la aero- sustancia del gel en su forma líquida, que entonces pasa con debajo el tamiz metal la bandeja, entrando el más futuro por debajo la formación de la capa del tray, donde la aero- poder (heated) del líquido del gel recongeal en ella es la forma del gel cuando el elemento de calefacción automáticamente apagan en minutos del x.
-- La bandeja del tamiz del metal se puede levantar del bastidor de estera de puerta y es rocas del fango de la suciedad que el contenido se puede desechar de la bandeja, y el aero- gel (estera recongealed) se puede levantar de su bandeja de congelación (que debe flotar en el agua que también pasó a través del tamiz bandeja, pero que no congeló en la temperatura ambiente la poder del agua ser dejar hacia fuera vía el enchufe tapado con corcho o de desplazamiento (como exceso del agua del refrigerador del pecho de hielo después de la comida campestre de un día). Este proceso permite iguales aero- gel que se utilizará y reutilizado muchas veces.
-- Los aero- tipos múltiples del gel pudieron necesitar ser creado para extremadamente ambientes calientes/fríos.

Kit fácil de la puerta del animal doméstico de la instalación para coger el polvo y la suciedad
- Pasos del animal doméstico a través de la puerta del animal doméstico y del túnel circular o recto atado del diámetro de 2, 4 o 6 pies
--El túnel evita que el tiempo inclemente alcance adentro
--El animal doméstico camina encendido y puede ser rodeado por la tela permanentemente cargada del polímero que atrae la suciedad, el polvo, la pelusa y otras partículas como un imán.
--La tela coge exceso de polvo y de suciedad de las patas y de la capa del animal doméstico.
--En el extremo del túnel, el animal doméstico camina en su jaula del animal doméstico (la jaula puede coger animales perdidos también)
--Mientras que el animal doméstico camina en su jaula del animal doméstico, los anillos de una campana o los flashes o las estancias de una luz encendido (o hace los tres) para convocar al dueño así que lo pueden examinar el animal doméstico para saber si hay exceso de suciedad.
--La jaula sostiene el animal doméstico hasta que el dueño aparezca en la escena
--La jaula puede ser grande y no debe alarmar el animal doméstico, puesto que puede sostener el agua y el alimento.

CONCLUYE ESTA SECCIÓN DE LAS NOTAS DE LA PUERTA DEL ANIMAL DOMÉSTICO DEL BOSQUEJO ÁSPERO

Extensiones creativas en ideas de la invención del animal doméstico
Entradas de la innovación
IdeaSpringboard.org

Qué acaricia puede conseguir de nuevas invenciones salvajes:
. Los animales domésticos aman el alimento, el amor, el juego, y la exploración. ¿Qué invenciones pudieron dar animales domésticos qué aman? Esta buena inspiración para que maneras creativas entreguen lo que aman.

Qué dueños podrían querer de su invención mágica del animal doméstico de los genios:
. El animal doméstico creativo se ocupa, especialmente si el animal doméstico es solo. ¡Imaginarse los juguetes.!
. Un dueño del animal doméstico que vive en una isla tropical tiene un animal doméstico inusual. ¿Cómo obran recíprocamente?
. Una persona perjudicada ama su perro o gato. Pero la persona puede ser deteriorada físicamente, visualmente o audiblemente. ¿Cómo gozan creativo el evitar de su desventaja? ¡Son así que envuelto para arriba con su animal doméstico, olvidan su inhabilidad.!
. ¿Cómo pueden los animales ayudar a la protección del medio ambiente? ¿Qué puede ser que él haga al vagar alrededor de con./desc. un correo?

Animal doméstico Comings y Goings: ¿Qué diversión pudo el animal doméstico ser hasta?
¿- A o desde dónde?
¿- Cómo viajado?
¿- Cómo el dueño creativo piensa de porqué es el animal doméstico que viene o que va?
¿- Por qué el dueño quiere el animal doméstico en alguna parte?
¿- Qué puede, es o sucederá?
¿- Qué tipo de juguete o de adminículo pudo el animal doméstico tener?
¿- Cuándo el animal doméstico está viniendo o va? Día, noche, cuando el animal doméstico pudo estar en calor.

Maneras nuevas para que animales domésticos y seres humanos comuniquen:

- Una manera de divertirse más.

- Una nueva manera de enseñar su animal doméstico a un truco. ¿Qué podía ser una diversión o un truco educativo del animal doméstico?

Horsing alrededor:

¿- Cómo el animal doméstico quiere jugar, y con qué?

¿- Cómo pudo el juguete electrónico mágico sorprender y excitar positivamente el animal doméstico?

¿- Qué podía el animal doméstico aprender del chisme interesante?

- Puede aparecer un chisme impar a una perspectiva de la persona, pero los animales domésticos son curiosamente razonables si pueden reírse cierto con él.

"Lupulización de la subsistencia. Juego más allá de la zona que usted acaba de pensar adentro.!" de Steven Kays.

Archivo: Animal doméstico/palmadita del animal doméstico

INVENCIONES DEL ANIMAL DOMÉSTICO - BÚSQUEDA DE LA PATENTE DE LOS E.E.U.U.

opción de la pregunta de la búsqueda de www.USPTO.gov:

abst/(communicat$ o talk$ o instruct$ o educat$ o train$ o teach$ o track$ o behav$ o restrict$ o bark$ o meow$ o signal$) Y abst/(owner$ o master$ o human$ o person$ o gente) Y TTL (animal doméstico o gato o perro o animales domésticos o gatos o perros o animal$) Y espec. (collar$ o usado o usa) Y espec. (electr$

Más palabras claves para diversa búsqueda: radio o computer$ o software$ o program$ o RF o radio$

Las patentes de los E.E.U.U. - se amplía sobre nuestras piezas especificadas:

Animal-VAGOS del ':

-6.650.243 indicador del afecto del animal doméstico.

- Los cambios del estudio en pupilas del ojo a (ayuda) determinan el comportamiento del animal doméstico, e.g. pupila que la dilatación sugiere el entusiasmo posible, o cambio en la zona debida encender el cambio.

6.424.727

Sistema y método de autorización animal de la identificación y de la transacción del animal usando patrones del diafragma

El `Animal-Comunica: Dispositivo de entrenamiento de 6.799.537 animales domésticos [telecontrol del dueño usado para castigar el perro al raspar]. Extracto abajo.

`Animal-GPS: Collar de 6.720.879 animales incluyendo el dispositivo del seguimiento y de la localización; 6.850.151 dispositivos para localizar/que no pierde de vista objetos, animales o a personas

Animal-Zona del `: Sistema de señalización de 6.064.308 RF y sistema para el lugar que controla de animales usando iguales

`Animal-UIP: Tazón de fuente de 6.318.291 animales domésticos con medios de notificar a un dueño del animal doméstico que el tazón de fuente es vacío

Patentes más relacionadas de los E.E.U.U.:

Dispositivo de entrenamiento de 6.799.537 animales domésticos [telecontrol del dueño usado para castigar el perro al raspar]
Con tal que sea un dispositivo de entrenamiento del animal doméstico que abarca una sección de recepción sin hilos usada por un animal doméstico, la sección de recepción sin hilos incluyendo una unidad de voz, una unidad de recepción sin hilos, una unidad de la detección, una segunda unidad microprocesadora, una segunda unidad de exhibición, una unidad de la vibración del motor, una unidad de poca intensidad de alto voltaje de la descarga, y una unidad del decodificador, y una sección sin hilos de la transmisión se sostuvieron por un dueño. En un caso del animal doméstico que raspa continuamente, el dueño puede activar la sección sin hilos de la transmisión para controlar la sección de recepción sin hilos para jugar un mensaje registrado para ordenar el animal doméstico parar el raspar o si arriba haber fallado, incluso activa la unidad de la vibración del motor para generar la vibración en el animal doméstico o la unidad de poca intensidad de alto voltaje de la descarga para generar de poca intensidad de alto voltaje para aplicarse en el animal doméstico para parar el descortezamiento.

Collar electrónico 5.815.077 para los animales de situación y de entrenamiento
Un dispositivo para localizar y entrenar a un animal incluye un transmisor de mano y un montaje de collar electrónico de múltiples funciones que se usarán por el animal. El montaje de collar electrónico incluye un receptor para recibir señales del transmisor. Un microprocesador conectó con los procesos del receptor las señales y está conectado con un receptor acústico, un sensor de los sonidos, un estimulador del electroshock, y un sensor de movimiento montado en el collar. El transmisor puede programar el montaje de collar y ordenarlo en una de varios modos o funciones para localizar y entrenar al animal. En la situación o el modo más sano, el receptor acústico emite sonidos humano audibles para indicar la localización del animal. En un modo de

entrenamiento, el sensor de los sonidos detecta cuando el animal está haciendo ruidos indeseables, tales como descortezamiento, y el microprocesador hace que el estimulador entregue un choque al animal para el control del descortezamiento. En otro modo del entrenamiento, el sensor de movimiento detecta si el animal está en una posición punteaguda y el microprocesador, el receptor acústico, y la recompensa del estimulador el animal con un tono o aplica un choque por consiguiente. Hasta ahora, tal combinación de hardware y las funciones no se han proporcionado en un solo montaje de collar.

Monitor del collar de la pulga - collar 4.350.122 de la interceptación del insecto de la patente de los E.E.U.U.: A no [la invención es básicamente apenas este extracto - está sin atracciones del olor, o recepticals visibles y reemplazables]. Extracto: el collar venenoso de la interceptación de la pulga para los perros y los gatos está bajo la forma de miembro del collar o del accesorio del collar que tiene hendiduras oscuras en él. Las hendiduras están cubiertas con o contienen una sustancia pegajosa que atrape y sostenga cualquier pulga que la inscribe. Las pulgas de tal modo se atrapan y se matan sin poner en peligro los animales domésticos en los cuales se utiliza el collar, y sin las personas que sujetan que entran en contacto con el animal doméstico a los venenos dañosos.

TERMINA ESTA SECCIÓN RELACIONADA ANIMAL DOMÉSTICO DE LAS INVENCIONES

SUBPARTES DE S DE LA FUNCIÓN DE LA PREDICCIÓN'

¡Utilizar nuestra solicitud de patente Masterminded de mejorar sus ideas de la invención! Aprender cómo es más rápido y más fácil autorizar que intentando evitar esta solicitud de patente. Llamar (+1) 707-428-5000 www.LicenseItToday.com

Info misceláneo:

. - mejor desarrollar cómo "mandar la cuenta" el customers= después de jugar al "juego " = usuario (jugador) = sube con nuevas ideas.

. Tipos de predicciones. Cómo el sistema se adapta a los deseos previstos del usuario:

- hacer las "imágenes" que predice que el usuario quiere. "Artista": cómo el artista generará "imágenes" y cualquier obstáculo.
- movimientos sí mismo según lo predicho: "distancer", "picosegundo", "picosegundo-zona"
- "corregir"/querer el material "corregido"
+ cómo el usuario quiere "ser entretenido"; o jugarse con (kn) los "juegos"
- Predice donde los objetos perdidos pudieron estar. Localizador: búsqueda para encontrar objetos (perdidos). Uso con el "localizador".

+ cómo el usuario quiere despertar por mañana: alarma de la "mañana". Eg.: las alarmas de la mañana del día laborable diferencian a partir de mañanas del día de fiesta.

- utilizar (iguales) producto (del kn) diferentemente: "multiusos".

+ cómo notificarse mejor: "notificador". Diversas circunstancias pueden pedir formas de diferenciación de notificación.

- El diseño mejorado incluye a usuario mejorado que interconecta, eg.: inclusión de características deseadas, facilidad de empleo, retiro de las trampas de software (donde el usuario no puede volver fácilmente al menú principal, o no entiende cómo proceder al punto deseado). Éste es también un tipo de interruptor del cad [diseño automatizado]; y "adaptarse".

Otro:

- querer sus preguntas contestadas; y prediciendo qué preguntas harán.

- cómo cualquier cosa bien puede ser w5 "encaminado"

- querer el siguiente ejecutado en el diseño de producto (del kn) para un mejor uso: "estado"; "cuenta"; "nr"; y el resto de partes IMI y de las subpartes; y todo el KN.

- Ver la "guía": instructor del juego 2J02: cuál "predice" el tipo movimientos que será: apreciado por el jugador; jugado por el jugador opuesto. De acuerdo con UIP-DB (que fue compilado sobre cada juego jugado).

- 'Juego: u (usuario) asigna perfiles del comportamiento a los "carácteres" del juego....explicación necesaria; saber cuándo/donde (w5) necesidad del "nr" de ser colocado; el uip (ayudas) desarrolla el "perfil del comportamiento" del "carácter".

. Dibujo de OTD: U = "predice" (qué u quiere, o qué ocurrirá (en el ambiente; uip-adaptar) el ~ C = TENER ACCESO (cómo el pirata informático se comportará, ba=access) A LOS VAGOS de // del ANALIZADOR de // del ARTISTA de // (qué imágenes u tiene gusto) () (cómo el acto del usuario/"reaccionará"; un sistema psíquico o del taro automatizado del interruptor (software del `) que considera el comportamiento del u; ver el interruptor del taro de KN (invención) probablemente en CUENTA del directorio A) // (cómo presentar la información/el material de la manera por el que el usuario incurra en mayores cargas, eg.: da a más del cliente de la información puede querer) el OSCILADOR MULTIUSOS de // EDIT (predice quién quiere u el material corregido) // EDUC (predice que qué prueba pedir/cómo u se realizará en el session= "educativo" del interruptor y se adapta por consiguiente) // (predice diferentemente según el usuario) // o NR (la mejor manera NR debe alertar u) las BÚSQUEDAS de // de la CUENTA de // del RANURADOR de // Q () // R (`teledirigido) () // de la Picosegundo-Zona de la banda de // () // () () () y REACCIONA () la PISTA de // TDS () // T () // del ANALIZADOR de SONIDOS de // del SENSOR de // () () () // el UIP () ANALIZADOR VISUAL DE // () // VR () // WA ().

- Str de la búsqueda de la patente: predecir y (software o computadora o programa).

--Patentes de los E.E.U.U.: 4141548 aparatos del juego para el uso conjuntamente con la visión de un deporte de espectador.

. Predice algoritmos:

- dibujo de la descripción: el usuario [con sus necesidades sabidas por el sistema] = k/sensor/las funciones adaptó para el usuario = el analizador [vagos, sastre, uip-DB].

- paso 1 - recogida del Info: Uip-DB (base de datos del `) = analizador recoge/estudia los datos aplicables [según lo medido por la cuenta] = a la predicción señalada señalada.

- paso 2 - prediciendo: las características [vagos] de los usuarios y del sistema/de la situación en los cuales el usuario interconectará son compared= con las conclusiones analizadas [cuentas correspondientes de w] para: panoramas típicos del caso del múltiplo que pueden ocurrir [al sistema/al usuario]; qué puede ocurrir incluso después se ha adaptado el sistema/(simboliza "y o ") usuario dirigido correctamente. - > esto lleva al sistema que predice mejor el scenarios= probable así que el sistema puede incluso mejorar 'sastre/guía.

- paso 3A - adaptación del sistema al usuario: las funciones de sistema ['programas/interfaz/forma de obrar recíprocamente] se corrigen/se alteran [mejor] para emparejar el perfil de usuario.

- Y o paso 3B - características particulares usuario-sistema de educación/rectoras: esas características que necesitan el ajuste [según lo dictado cerca predijo el analizador] se alteran. Ver la guía, educarla.

- el paso 4 - analiza cómo [con eficacia] el usuario está obrando recíprocamente con el sistema: capacidad del usuario de la cuenta de utilizar el sistema [vía: cuestionario; errores hechos por el usuario; vagos; con cómo el usuario de los resultados está consiguiendo de cerca el fósforo [uip-DB (base de datos del `) de u y o de sus necesidades; qué u pidió; qué u consigue o quiere normalmente (históricamente (en otros sistemas))] = el sistema re-se adapta [tantas veces cuanto sea necesario].

- paso el 5% - mejora en curso de la adaptación - algoritmo de la lógica confusa: las necesidades del u cambian de vez en cuando = analizador necesitan: la actualización predice y adapta.

. --es decir: mientras que el sistema mejora la respuesta del u del itself= puede ser mejor, pero aún no ideal= en este caso el analyzes= adicional del sistema después re-se adapta. Si las necesidades de usuario y todas las circunstancias nunca cambiadas, sistema pudieron haber desarrollado eventual las fórmulas para la mejor manera puede adaptarse. Sin embargo, puesto que el mundo está sobre cambio perpetuo, las nuevas predicciones y la adaptación están en curso. Para reducir las dificultades para el usuario haciendo frente a un sistema constantemente cambiante, que puede requerir [algunos] volver a aprender del sistema, el usuario puede limitar la adaptación cambiante al grado deseado [por u].

- D: El sistema se adapta to= cómo predice que puede el usuario:

- Las funciones/las ventajas de predicen: anticipar; concluir; conjetura; pronóstico; conjetura; deducir; juez; presumir; psych hacia fuera; conjetura; pensar; prever [el futuro]; asimiento

ACCESO =

- predice el "acceso frustrado": vía cortar; dificultades encontradas por los accessors legítimos.

- Acceso: la fabricación del acceso más fácil/harder= según el acceso de la cuenta asigna a accessor.

VAGOS = peligro o dificultades en usuario de w que obra recíprocamente. Es decir las ocasiones para cualquier tipo usuario del daño pueden incurrir en y o recibir. Los tailorings usuario/sistema se dirigen lejos de áreas problemáticas potenciales [al grado de predijeron que la cuenta una ocurrencia tan negativa es probable]:

- producto alquilado: qué daños el usuario puede hacer:

. –por lo tanto el sistema sugiere un modelo que sea menos probable ser dañado, porque su menos valioso, o más robusto, o más capaz de adaptar al usuario.

- corporación se emplean cerca: questionnares de los estudios del empleado; patrones anteriores; compañeros de trabajo; clientes [quién interconectaron a empleado de w (con)].

- las compañías subcontrataron para hacer el trabajo señalado:

La CÁMARA = predice que cámara del interno de las acciones/del movements= del objeto de la blanco sigue más rápidamente los cambios del objeto. Eg.: enfocan o las cacerolas donde predicen a la persona [w5] para moverse.

- especialmente útil si hay lentes limitadas disponibles, y sistema (sistema electrónico) debe dar prioridad a qué necesidades de ser seguido/analizaba visualmente.

BASE DE DATOS - qué predicen aplicaciones de prever el futuro:

en la edición está no sólo la exactitud de la información usada para predecir, pero [los sistemas/el usuario] la opción de cuál a utilizar en el proceso de la predicción; la propensión estimada del usuario de actuar/reacciona debido a las circunstancias:

- Astroglogy: usuario de los estudios/fecha de nacimiento del sistema, o fabricación [del final]; qué planetas/constelaciones son o gobernarán [cuando el sistema debe ser utilizado].

. Medios de comunicación: sabido para influenciar el comportamiento del usuario.

- Propaganda, eg.: McDonald's que hace publicidad de la publicidad excesiva de hamburguesas descontadas, puede inducir más al usuario que piense en hamburguesas o el alimento relacionado, material tan corregido con las hamburguesas [cerca de tiempo de la comida], puede conseguir una mejor respuesta de usuario durante tales campañas publicitarias.

- Acontecimientos de noticias: Ejemplos: cambios en indicadores económicos, precios de las acciones, o tarifas de interés general; guerras.

. Misceláneo:

- VAGOS de: usuario; acontecimientos. Analizando los diversos determinantes/causas para la personalidad o el moods= del usuario [actual/previsto] vía el ba= predecir puede estimaba los probables panoramas futuros/cómo los sistemas se pueden adaptar mejor para el usuario.

- Ver el UIP: El sastre necesita la información; su proceso de analizar cómo adaptar es muy relacionado.

- Qué la otra gente [compañeros de trabajo] siente alrededor: el usuario; sucesos actuales [que pueden efectuar el humor del otro usuario o agenda o las necesidades]. Predecir también analiza los questionnares de la gente.

- Patrones de tiempo.

. --temperatura; humedad; percipitation; presión atmosférica; vientos; iones; etc.

. --patrones actuales/típicos por épocas aplicables del año/de predicciones del meterologist.

. --influencias del ejemplo en usuarios: mecanografiar el tiempo y su influencia encendido si los usuarios son más probables permanecer adentro o al aire libre; efecto sobre la nerviosismo o el nivel de energía [menos del usuario en caliente y humedad].

. - música/sonidos oídos por los usuarios en: fondo [de donde están obrando recíprocamente con usar del sistema predecir]; antes qué usuario oído, u oirá más adelante; frustración causada por los sonidos unliked [de la construcción], o música.

EDIT =

- 'Imágenes de los sastres [texto] para el usuario.
- Predice qué contenido puede necesitar más probablemente el usuario: información anotada.

La EDUCACIÓN = el sistema del predicted= de la curva de aprendizaje del usuario entonces reacciona cerca: guía por consiguiente; progresivamente haciendo el material más desafiádor o el complejo [tgh].

Juego del ~ de la experiencia del ~ del ejercicio del ~ de la HOSPITALIDAD =
predice qué satisfará el humor del usuario en los sastres futuros señalados del times= por consiguiente.

La GUÍA = predice faltas potenciales o apuros [del usuario].

INTERACTIVO = forma de adaptación interactiva basada en se predice qué.

El MIC = predice qué necesidades de ser w5 registrado.

La MAÑANA = predice el tipo de day= próximo con el tipo el emparejar de la alarma. Eg.: si el usuario despierta siempre en 8am cada jueves, con todo olvidó fijar la alarma el pasado miércoles, notificará último miércoles o Thur que una alarma no fue fijada.

MULTIUSOS =

- predice [delante de tiempo] qué usuario puede utilizar el system= w5
- acordando al patrón quién está utilizando del sistema del sistema w5= predice cómo adaptar el sistema.

NOTIFICADOR/ALARMA DE LA MAÑANA =

- predice el tipo de notificación que conseguirá los mejores resultados: la mayoría de la atención, crea el humor deseado en usuario.
- predice si la notificación es necesaria, vía: estado o cuenta de ocurrencias y o usuario y su situación.

+ ORDEN Y SINCRONIZACIÓN =
- basado en la orden y la sincronización del sistema del occurrences= predice resultado de: el qué usuario o el otro sistema puede hacer.
- la orden y la sincronización de los efectos de sistema/functions= se adaptan a un mejor fósforo qué predicción sugiere.

El OSCILADOR (comunicador sano saliente) = predice cómo adaptar su sonido a: humor del usuario del fósforo [deseado]

El paladio (dispositivo de colocación, GPS) = predice que la persona w5 u objeto se moverá, y donde puede terminar para arriba

. Cómo predice: estudiando la combinación del objeto:

- vagos: porqué se movió/hizo lo que hizo w5= por lo tanto cuando predecir reconoce el repeated= [similar] de los patrones que predice w5 del movimiento del objeto.

. Reacciones basadas en cambios previstos en el movimiento/la función: - 'siguiendo: esas formas de seguimiento más aplicables a las acciones de w5 del objeto pueden ser iniciadas. Eg.: cámaras aplicables, micrófonos, sensores, notificación de los protectores de seguridad humanos.

Q = los VAGOS (analizador del comportamiento del `) pueden predeterminar una lista de preguntas potenciales planteadas por [usuario] = acelerando el tiempo que toma para conseguir respuesta al usuario.

R = el menú [en la pequeña pantalla portable] = demuestra más fácilmente que ésos el usuario del predicts= del sistema de las opciones puede ser en mayor necesidad de.

El RANURADOR = predice donde el usuario puede tener gusto de tenerlo los uno mismo encaminados en sistema.

La PANTALLA = predice que el tipo de color y o de usuario de la tipografía puede preferir.

BUSCAR y REACCIONAR = predice qué necesidades de ser buscado, y o cómo reaccionar

El SASTRE = las predicciones hicieron basado en las necesidades del usuario [`previsto].

Piezas/términos similares: Necesidades de usuario; Predecir; Sastre; Guía; UIP-Emerger.

EL FINAL DE PREDICE

FUNCIÓN DE LA BANDA (PROGRAMACIÓN)

PROGRAMACIÓN DEL INTERRUPTOR:

- Sistemas de la generación de la idea:

- los interruptores (se programa parcialmente) alcanzan metas deseadas.

Software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, - indicadores, etc.

- el uip de la función deseada es el matched= w (con) uip de elementos/de ingredientes/de productos químicos/de elementos de diferenciación del alimento = dando por resultado fórmulas de los ingredientes que pueden (mejor) alcanzan meta deseada.

--las características de la meta son tied= vía uip = a las características de ingredientes disponibles/sabidos o (KN) sistema.

+ partes importantes: UIP-Adaptar, 7G050, banda, Pista-Analizar (analiza para cuál es el mejor de seguir = DB), inspirándose el interruptor, 2E010 20 30 40 50 softwares de la receta.

EJEMPLOS:

1] desarrolla un nr (notificador del `) = alertando la presencia de sales/(simboliza "y o ") los ácidos/los elementos peligrosos = in/for: líquidos/polvos/contacto de la superficie.

2] El otro 7G050.

3] El sistema del interruptor (sistema electrónico) puede ayudar simplemente a u ofreciendo posibilidades sugeridas: fórmula/equipo/fuente de información (material de referencia,) en línea/tipo de las fuentes experimenta.

4] UIP-Adaptar = UIP-DB: ajusta a las necesidades del u.

5] La constitución necesitó en resinas plásticas/metales/la cubierta del producto ("cm", el "cp") o piezas, porque = tolerando niveles señalados de: el estirar, doblez, tirando = dentro de ambientes señalados de la variación (extremo): temperaturas, luz, abuso, desgaste excesivo, plazo del uso del elemento (edad de N).

6] Estrategia de búsqueda de la patente: software y (fórmulas o receta o ingrediente)

7] Farmacéutico: ingredientes que se convierten para las drogas; ideas para la investigación.

8] El software diseñó simultáneamente ayudar a investigadores aumenta su (relacionado sociológico, psicologicamente) creatividad: KN

DIAGRAMA: "Banda": el interruptor (con referencia a) se programa = según lo controlado por el UIP; el programador puede ayudar a dirigir/interruptor del control.

. Dibujo de OTD: u (usuario) = este ~ c (computadora del sistema de N (invención) (sistema electrónico) (interruptor que sugiere fórmulas) del `) =

ACCESO (); ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS (); Banda (); Q (); RANURADOR (); +SCORE (dado a cada aspecto = atado a cada elemento de: ingredientes de la meta y del potencial); SENSOR (7G050); ESTADO (); TDS (cuentas de retraso de tiempo en conseguir efecto del nr (notificador del `)); PISTA (historia (producto químico/alimento) de los experimentos anteriores conducidos cerca: u, cuerpo de organización, DB, m); U (investigador, estudiante = "educ"); UIP ().

- D1: u (usuario) = k = c (interruptor, carro, %uip)

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro".

- (Uno de) U puede ser un informático calificado, que programa el sistema (sistema electrónico) según funciones deseadas.

- OTD D2: U = banda (función de los sastres para) = ~ c (computadora del `) =

ACCESO (w5); ANALIZADOR (cómo piensa); BALANCE (oscilador controlado en términos de w5); CEREBRO (); C (); %CAMERA (); CARRO (cambios de la banda almacenados sobre el carro; % del carro es sí mismo banda); %COMPOSITION (); %DISTANCER (); %EDUC (tgh, w5 Info retratado); %GPS (); K (golpes de teclado de diferenciación para las situaciones de diferenciación: w5, multiusos, carro, acceso, uip, analizador juzga capacidad de u y la hace más duro o más fácil utilizar por consiguiente); M (banda almacenada en m; m (automáticamente banda el otro n/part según: analizador, uip); %MIC (cómo los filtros suenan); MES (); RATÓN (k); MQ (qué preguntas suben según w5; analizador); MULTIUSOS (); NR (); OSCILADOR (); Picosegundo (); Q (); R (); CUENTA (cómo cuenta guardada); %SENSOR (para qué sentido/búsqueda de los sensores = cómo datos de proceso); ANALIZADOR de %SOUND (); ANALIZADOR VISUAL DE %SOUND (); %SPEECH (multiusos); ESTADO (cómo estado compilado, uip); %STEREO (); %SYNTH (); %TDS (); %T (); tr (transmite) (los controles w5 de las transmisiones cualesquiera/de datos); UIP (los datos w5 compilaron/procesado (analizado)); UQ (mq); ANALIZADOR de %VISUAL (); Los VR% (); %WA ().

- "Corrigen": las funciones (interruptor) que pueden alteraron/influenciado efectuado por cómo "corregir" las pantallas/la capacidad del u de los límites de hacer tan; "acceso"; cómo buen u se ha comportado "corregir " = los " VAGOS".

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: +programmed (banda)/utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".
- "Facturación": cuentas para qué/cómo u programa el interruptor.

VER: las funciones de los PP y de la P.M. (que pueden ser separadas) para los detalles, uip-adaptaron la banda, interruptor, el c%. En forma del verbo: programación. Forma del sustantivo: el programa informático; (con referencia a) programable. La banda es un subconjunto de pieza del "interruptor" [software] para el software. % de la idea de los sistemas de la generación:

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"Banda": el interruptor (con referencia a) se programa = según lo controlado por el UIP; el programador puede ayudar a dirigir/interruptor del control.

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- "Facturación": cuentas para qué/cómo u programa el interruptor.

PROGRAMAS del FABRICANTE [cambiados a la banda 9.97]: El fabricante programa e instala las funciones con programa de gestión del producto antes de venta.

. - "Acceso"/alarma del pisón: El sistema "busca" (con referencia a) la programación inusual/desautorizada del interruptor.

PROGRAMAS DEL FABRICANTE:

instala las funciones con programa de gestión del producto antes de venta.

- D: carro del software - > memoria = c = función del software (usuario de las ayudas)

- OTD: El fabricante proporciona un menú de posibilidades en la forma de papel del librete o de la exhibición ("S"); % del usuario pueden seleccionar de uno o más sistemas de menú/formatos, cada uno que activa funciones similares o diversas; el usuario comunica con el sistema y consigue la regeneración en formato crudo o sofisticado; mismo o las versiones relacionadas del producto puede ser vendido en diversos precios según la variación de la programación incorporada en el dispositivo por el fabricante, en tales casos incluso simple o los cambios cosméticos se pueden realizar para justificar el precio alto más; puede funcionar con "C"; Reino Unido; carro (personalmente las características programables pueden ser alteradas, ser agregadas a, o ser cambiadas de otra manera insertando diversos cartuchos del software, y la P.M. responde por consiguiente); el usuario puede reprogramar software en el dispositivo y o (otro dispositivo); acceso (solamente ésos con contraseñas pueden alterar los pp o la P.M.); % del uip (el usuario decide cómo recoger, lo recupera, se convierte, lo almacena, lo corrige, y o utiliza de otra manera la base de datos del uip); el usuario puede comunicar con un "carácter" en la "exhibición" [si está utilizado] al programar, eg.: el carácter habla preguntando se quiere qué selección de menú; pp vía la chapaleta, o % del distancer, o % del localizador; multiusos (puede trabar hacia fuera a la otra gente de su programación); pp vía el telecontrol ("R"); interfaces de sistema con el programador vía el "notificador" que informa al programador alrededor: qué pasos fueron programados y acaban de recibens el sistema, que las partes del programa son en un modo dominante en un momento dado, los menús; % de la inclinación; % del cojín del aire pueden los pp; % del color significa estado de cualquier programación, el canal de interconexión entre el programador y el sistema; % del analizador de sonidos (dependiendo de los sonidos externamente generados, el sistema podrá mejor incitar el usuario/a programador sobre cómo el dispositivo pudo ser programado, y o utilizado); % de la mañana. "Corregir".

- Ver: "Cerebro", "facturación".

. - Los programas del fabricante cómo el "ranurador" localiza then= recuperan el data= necesario para el uso señalado.

Final del programa

Archivo: Introducción de la característica/el preguntar

PREGUNTAS:

Usuario que hace preguntas de la invención. El sistema que hace preguntas del usuario así que ella pueden adaptarse mejor a las necesidades de la persona.

- Ver el "cerebro": la característica del system se adapta según circunstancias.
- Cuestionario: utilizado por el tem del sistema para entender mejor a usuario para: adaptar-DB (base de datos), adaptar-adapta, access=BA (analizador del comportamiento). Esto es algo una diversa parte de los otros aspectos de las otras partes de esta partición general.

Dibujo: =c del usuario (computadora) (mq); usuario (U (el usuario hace preguntas del sistema)) = C.

- "Corregir": los controles mecanografían respuestas/preguntas permitidas.
- "Facturación": paga por la pregunta

. Patente de los E.E.U.U. [disco 12.95]. Str: (pedir o investigan o buscan o deseo) y pregunta.

- Patentes de los E.E.U.U.: 5473367 5420926 5369566 5363433 5361200 5341499 5299121.

. Respuestas correctas del fraude/funcionamiento apropiado:

- Preguntas de contestación para las cuales el sistema/el ser humano [programador] no está seguros es poco éticos, y posiblemente conforme a la revocación privilegios de acceso de la licencia' [a la invención], y pérdida posible de [derechos del `al revendedor (del nuestro derechos de propiedad intelectual)]. Se relaciona con: los éticas, honradez, validez, confianza, castigo, multas, cargos criminales, y/o encarcelamiento.

--La característica del contrato de licencia del `tiene desacuerdos entre los partidos relacionados con esta invención manejada en la manera estándar por la asociación americana del arbitraje en la provincia del licenciador/las jefaturas del condado.

- Sugerir las respuestas que pudieron estar [algo] correctas puede ayudar: el licenciador de la ruta asoció y/o adaptó características; confusión de la causa (pérdida de simplificación); llevar a usuario faltar-a entender una respuesta posible "inspirada" con una respuesta efectiva. Las precauciones [en corregir respuestas/reacciones] necesitaron.
- Responsabilidad del límite de la educación (instrucciones escritas)/del contrato de licencia del `[debe] al concesionario cuando las respuestas o cualquier otra característica trabaja incorrectamente [excepto según lo causado por el fraude de el cual apenas el instigador fraudulento que pudo ser afiliado con el concesionario, es responsable].
- El control de calidad [relacionado] de seguimiento del `publica [no puede ser la prueba completa/confiado encendido] y no es probablemente la responsabilidad del concesionario primario/original. Todos los usuarios deben tener muy cuidados siempre, a pesar de aseguramientos [verbales] que todos estarán bien. Gracias.

SECCIÓN de Q - quizá menos importante:

Ver U (el usuario hace preguntas del sistema) y las funciones del mq (el fabricante hace preguntas del usuario para adaptarlo) para los detalles.

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- Cuestionario: utilizado por el sistema para entender mejor a usuario para: adaptar-DB (base de datos), adaptar-adapta, access=BA (analizador del comportamiento). Esto es algo una diversa parte de los otros aspectos de las otras partes de esta partición general.

Dibujo: =c del usuario (computadora) (mq); usuario (U (el usuario hace preguntas del sistema)) = C.

- "Corregir": los controles mecanografían respuestas/preguntas permitidas.
- "Facturación": paga por la pregunta

. Patente de los E.E.U.U. [disco 12.95]. Str: (pedir o investigan o buscan o deseo) y pregunta.

- Patentes de los E.E.U.U.: 5473367 5420926 5369566 5363433 5361200 5341499 5299121.

PIEZAS TELEDIRIGIDAS DE "R "-

(Este archivo que no se confundirá con la R-carpeta para las mejoras en invenciones existentes.)

COJÍN 3A580 [AIRE]: ("R") tableta alejada de la entrada de la imagen. Proyecta las imágenes de los usuarios sobre cualquier uso blanco de la pared, de la pantalla de película, de "C", del etc.: agrupar las presentaciones, jugando van o ajedrez, etc.

- Proyectar las imágenes sobre la pared para las presentaciones, jugando ajedrez, el etc. escriben sobre el pequeño cojín portable que agranda la proyección sobre cualquier superficie plana blanca. El cojín transmite al proyector inmóvil que exhibe sobre casi cualquier superficie plana blanca.
- Más versátiles que los proyectores viejos.

. Escribir sobre la tableta movible portable que internan exhibiciones en una forma mucho más grande sobre la pantalla. Para las clases, los conciertos, el etc. da a escritor más flexibilidad.

- Quizá: puede también reflejar mensajes contra la cubierta de nube para: publicidad, encontrando la persona perdida, el etc.
- técnico: tiene los alambres o ("R") control alejado para encender el dispositivo de dispensación
- funciones bien con 3A-57
- juegos del juego en la pared con; puede demarcar líneas en piso
- OTD: alejado ("R"); exhibición ("S"); pp; P.M.; Reino Unido; ratón; el date%; el interactive%; todos; hospitalidad; portable; impresora; "M"; punto de ebullición; cuenta; carro (softwares [gráficos, modos de transmisión, etc], colores); cp; carácter.
- otros participantes (eg.: los estudiantes) pueden escribir (las preguntas, los comentarios, participación).

TECLADO del LASER 3A751: cada luz laser interrumpida por el dedo, el etc crea el mismo sonido como si la llave fuera golpeada por el dedo.

- el "palillo del laser" (un laser dirigido por el usuario) señalado en el laser "cuerdas" puede interceptar en una cierta frecuencia de tal modo que substituye la necesidad de disparar los 3ultimos lasers con el artículo no translúcido.

PLUMA MÁGICA del AIRE 3A790: Los movimientos ("R") de la pluma alejada se transmiten a "C". Hacer los movimientos en el aire o en cualquier superficie plana.

- Todos los movimientos se almacenan en "C" que dibuje según su movimiento.
- el sistema analiza cada movimiento, que puede también señalar comandos al dispositivo, eg.: girar, apagado, el volumen del aumento, "hacen esta función", el etc
- expedientes las formas que dibuja en memoria. Una imagen se pudo crear sobre el papel, la otra se almacena en el dispositivo separado que supervisa los movimientos de la pluma en lo referente a su estación principal, y sabe qué movimientos están en el modo de escritura y cuáles son no-escritura que se mueve en aire al nuevo punto en el papel
- hace música/el sonido mientras que la pluma se mueve (tiene interruptor con./desc.)
- funciona vía la utilización del dispositivo del distancer
- OTD: alejado ("R"); exhibición ("S"); "C"; pp; P.M.; el interactive%; educ; juguete; básico; juego; hospitalidad; "M"; punto de ebullición; oscilador; cuenta; md; carro (cómo cada movimiento será interpretado en color o gráficos; sonido sintetizado); cp; carácter.

5A460 El INTERRUPTOR de TOUCHLESS: Activar cualquier función solamente bloqueando la luz laser del interruptor con su dedo. Ideal para los cocineros con las manos mojadas que funcionan los hornos microondas o que contestan a los teléfonos del altavoz; equipo sanitario del hospital; etc.

Utilizado en las máquinas por los doctores que necesitan mantener sus manos esterilizadas durante operaciones. Las amas de casa con sus manos sucias y mojadas en la cocina pueden ahora utilizar su "T" y otros adminículos con mayor facilidad.

. Disparando la mano a través de las luces laser, su acto dominante correspondiente como si esté presionado en telclado numérico normal. Para la gente que no puede tocar llaves:

- científicos, doctores: no puede desensibilizar las manos
- artistas, gente de cerámica, gente que cocina en la cocina y otras con las manos sucias
- activar el sistema accionando el interruptor con el pie o el codo
- cuando se activa la llave, el usuario oye que un sonido o una luz que se coloca ese interruptor fue activado {como conseguir un tecleo cuando la tecla se pulsa suficientemente lejos adentro}
- cada llave pudo emitir el diversos sonido/luz como un telclado numérico de "T"

O combinado con el número 3A-753 del producto interrumpiendo a usuario apropiado del laser puede generar cualquier señal electrónica deseada. El mismo laser que es interrumpido en códigos puede: utilizarse para generar comandos más específicos, eg.: dar vuelta a la luz específica con./desc., girar la TV después seleccionar los canales

- en esta idea, cada laser se podía substituir por un botón

ARTISTA del LASER 5A490: este dispositivo del arte del laser registrará los movimientos de la pluma (cuando en modo activo) en "C", que es entonces tranferible sobre el papel, la lona, los plásticos, el etc vía la impresora o el segundo laser que transfiere las imágenes creó ya sobre centenares de tipos superficiales.

Técnico:

- método #1: pluma que emite los golpes del laser que reciben la pantalla, que registra los lasers recibidos. Estas grabaciones se pudieron demostrar sobre otra pantalla, impresión constantemente activa hacia fuera (las demostraciones cada movimiento como se están haciendo, eg.: con el trazador).
- método #2: según el movimiento de los expedientes de mano del dispositivo "C" (vía: tipo dispositivo del ratón con el rodillo en piso, el alambre, los detectores de movimiento) donde va el dispositivo de mano cuando active.
- diversos modos activos pueden generar diversas intensidades, colores, las anchuras del movimiento, el etc

DISPOSITIVO TELEDIRIGIDO de la COMPUTADORA A9-03:

Girar y hacer las funciones básicas ausentes. Puede optar hacer que las letras aparezcan mucho más grandes también. Grande mientras que come el desayuno con la familia, haciendo el algo más, queriendo reducir tiempo lejos de la pantalla de ordenador peligrosa, el etc.

GUANTE del LASER 6B970: Cada dedo emite la luz laser. Las señales de cada laser accionan música al tocar el "sensor". Cada uno "sensor portable separado" crea para poseer sonidos, eg.: tambores, otras pistas previas de sonidos. Guante también usado para las funciones que activan de otros productos usados en una distancia.

MISCELÁNEO:

- Cada "sensor" crea diversos efectos sonoros encontrados en los teclados musicales electrónicos.
- Laser de los dedos cuando el objeto llamativo (receptores) crea sonidos señalados. El usuario puede sintetizar y o alterar el tipo de sonido creado cuando el laser golpea el receptor. El dispositivo vía el cual conseguir diversos sonidos del mismo dedo y del mismo receptor puede estar: dispositivo separado; dispositivo en la parte superior externa del guante; otro receptor de el cual recibe código del dedo del laser en el cual el código pudo ser luces con./desc. en ciertas combinaciones, eg.: tres flashes de la luz son crear campanas
- el dispositivo del laser puede ser una extensión de los dedos
- el laser de cada dedo puede tener diverso efecto en el mismo receptor

- ciertos modos del receptor pueden generar pedazos musicales enteros (eg.: para el respaldo)
- comercialización: decir, "crear un grupo musical entero todo en la aislamiento de su sitio ([quizá] sin el tacto de un botón)"
- capacidades del producto simplificadas: el tipo dispositivo del guante envía los lasers de cada dedo. Cada dedo crea un diverso sonido cuando alcanza el receptor. En modelos más avanzados, cada dedo puede crear más de un sonido transmitiendo en más que una forma.
- en lugar de ser un guante, dispositivo podía ser una caja. Cuando sale la luz, transmite la mayoría/todo el sitio, así que el receptor puede fácilmente recibir señales.
- también utiliza el número 6B-971-500000001 del diseño
- para activar el laser en dedos de la versión del guante: el dedo toca el pulgar, la otra superficie dura, o trasero de la mano o de la palma extensamente abierta.
- usos: es un dispositivo de control de "R" (véase "telecontrol") a activar y o para controlar la música, composición de música, la comunicación de "C", cosas abiertas, eg. puertas
- OTD: "S"; "C"; pp; P.M.; Reino Unido; tds; el interactive%; juguete; básico; el game%; entretener; "mic" (para el sintetizador); synth; portable; el printer%; ch; au; "M"; punto de ebullición; oscilador; "balanceador"; vc; el score%; md; carro; sintonizador del teléfono; teléfono del SP; tr; MES; cp; cc; carácter; distancer (las transmisiones del laser de la persona se interpretan diferentemente según su distancia de la otra mitad de distancer; receptor acústico del movimiento; localizador; "telecontrol"; notificador; inclinación; composición; cojín del aire (el usuario señala luces al sensor del cojín del aire).
. - "Inclinación": controla las funciones del sistema
- copiado a 5E020 en 8.95.

RETRANSMISOR TELEDIRIGIDO 6B971:

Para tener más libertad movimiento y sentarse alrededor de un cuarto, el control de "R" envía mensajes al receptor y también al retransmisor. El retransmisor está en una diversa posición del cuarto, así que si la distancia del transmisor del control de "R" al receptor se bloquea, el retransmisor en otra localización del sitio puede recibir y después en golondrina de mar transmite al receptor principal.
- OTD: "telecontrol"; básico; punto de ebullición; oscilador; "T"; tr; MES; cp.

teléfono del ALTAVOZ del CONTROL 1G06 vía teledirigido. Dial vía el reloj.

- El usuario habla hacia fuera palabra especial (o "palmadas") para activar el "teléfono del altavoz" (para las llamadas que van de in/out). Llamadas de salida: después de que se gire el teléfono ("T") (iguales como si el receptor se escoja encima de), el usuario presiona los botones en su dispositivo de control "alejado" que haga las ondas necesarias señale (el sonido, se enciende...) para marcar hacia fuera el número deseado.

¿- patentable?

- D1: k = t = reloj (muñeca Controller/GPS/Watch/R/alejado [k=access] /osc de Casio

- D2: Reino Unido = c~t = oscilador

Producto de R121 ACTIVATE/CONTROL ("estereofonia") disparando uno o más luces laser. ¿[Sony? , Agosto de 93 yarda, agosto de 93 frecuencia intermedia]

- OTD: ACCESO: (); ARTISTA: (); BALANCE: (); CÁMARA: (); CARRO: (); PALMADA: (); COMPOSICIÓN: (); Exhibición ("S"): (); ENTRETENER: (); FS: (); "M": (); MAÑANA: (); Paladio: (); PP/MP: (); MQ/UQ: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); IMPRESORA: (); TELECONTROL ("R"): (); CUENTA: (); ESTEREOFONIA: (); SYNTH: (); TDS: (); Teléfono: (); UIP: (); Reino Unido: (); WA: ().

La CÁMARA R123 DETECTA los movimientos de ojo del usuario, marco del visor es donde el globo del ojo está mirando. [Canon, 17 de enero de 93 yarda]

los movimientos de +-eye controlan productos. Las posiciones del ojo representan diversas señales.

- OTD: ACCESO: (los movimientos de ojo activan el acceso); ARTISTA: (movimientos de ojo hechos arte); CÁMARA: (); CARRO: (); PALMADA: (también controla el producto/puede ser hecho conjuntamente con los movimientos de ojo (la mayor palmada múltiple y o los códigos del movimiento de ojo crea un mayor "teclado" de los comandos (letras/llaves) vía el aire); Exhibición ("S"): (véase qué fue entrada en c); "M": (); %PD: (la posición también influencia el significado de cada código); PP/MP: (); MQ/UQ: (); MULTIUSOS: (el sistema distingue entre los diversos globos del ojo/vocals de diversa gente); NOTIFICADOR: (); OSCILADOR: (); IMPRESORA: (); TELECONTROL ("R"): (estos otros ("R") controles ALEJADOS pueden también controlar todas las o algunas características de sistema); CUENTA: (); Teléfono: (comunicar vía el teléfono); UIP: (el sistema mejor entiende cómo el usuario se mueve los ojos); Reino Unido: ().
- D: los puntos donde el ojo mira < - movimiento de ojo = sensor (cámara - > eye la bola) = analizador = c
- útil en realidad virtual

TECLADO CONTROLADO del OJO TOUCHLESS de ++ R123-1: La cámara detecta los movimientos mientras que el ojo mira cada letra a bordo. Sobre el ojo que para en cada cuadrado (representa dominante), se crea la señal como si la tecla fuera pulsada manualmente. Poner la cabeza en anteojos o apoyarla dentro de la vista del sensor del movimiento de ojo. Usos: deteriorado físicamente; higiene (control de Touchless); carencia del espacio; realidad virtual. Controla todas las llaves de teclados estándar.

- las llaves adicionales se pueden agregar para, eg.: el señalar que las dos llaves siguientes paradas en deben ser consideradas presionado simultáneamente (mirada en la llave simultánea #1 - > la llave de alt #2 - > F3 la llave #3).
- dependiendo de control (constante) del ojo de los requisitos técnicos/u, el plazo para que el ojo pare en cada llave se fija (vía la banda de la frecuencia intermedia o del u).

- las ayudas si la posición del zócalo de ojo es estable de cierta manera, así que el movimiento de ojo tiene punto de la referencia así que el sensor sabe se mueve el ojo.
--una versión más sofisticada del "analizador visual": el sistema (sistema electrónico) busca la cara de u (vía el reconocimiento de la imagen de cualquie u humano o particular, eg.: vía características faciales - > sabe donde están los ojos. En golondrina de mar, cuando la cabeza se mueve, el sistema acomoda. El sistema sabe el cambio en el ángulo de los efectos principales cómo el ojo necesita moverse para ver los cuadrados (cualquier punto de la visión).
- D: qué ojo ve (el tr da su localización a c) = el sensor de los ojos = del movimiento = analizador = C. visuales.

"ACCESO" = "R": Cualquier método de la generación de señal electrónica se puede utilizar como requisitos para las contraseñas. Eg.: cualquier "R" o "K" KN (invención) también se utiliza para generar (en único una manera) las señales, que se interpretan posteriormente como contraseñas.

RESTRICTOR del RATÓN 4J050: La facilidad en ratón de mudanza se restringe como sistema de dirección. Los movimientos del ratón son más duros de maniobrar cuando entra en área indeseable. Movido para encaminar la sección de la parte en 5.06.

MOVIMIENTO del CUERPO 5E050 = "R": La manera de la cual el usuario toca/se mueve en asiento/sofá/muebles/el chisme = esization del "synth " del sonido = de la memoria/del altavoz/del juego detrás.
- grado a el cual el elemento/la parte se exprime el grado a el cual el volumen/base/triple... va hacia arriba o hacia abajo.

5E070 VÍA el oscilador del MODO del u VERBAL del CONTROL: Aplaudir o hacer los comandos verbales de alterar/sintetizar los sonidos que son detrás jugado/compuesto/generado/sintetizado. Puede funcionar durante la difusión del sonido también.
. - 1 "mic" de = analizador 2 sonidos = registrador 3. 2 coge solamente en los sonidos vocalized o de la "palmada" y no lo deja ser registrado.

1G140 5A-710 "ARTISTA" = TELCLADO NUMÉRICO del LASER: Sintonizador del laser: disparar la luz para el número específico querido. La invención tiene 100 o más lasers (para 0 a 9, encendido, de...). Ver las últimas limaduras de la patente.
- esta N copió a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verla para las actualizaciones.
- Usos: hay diversos canales 10+ en cuál puede funcionar a través (sus dedos), y de tal modo pega códigos del laser. Cada código pegado que generaba la señal (como pp/mp) al efecto deseó imagen (en c la "exhibición")

- se mueve la manera (objeto/mano /finger) (dentro del campo del laser) determina la salida gráfica. Puede dibujar; seleccionar los símbolos gráficos y arrastrarlos incorporando la otra señal (el pedal/la prensa del pie otro botón/mantiene el ratón/tiene dedo localizó dentro de cierta posición dentro del campo del laser).
- D: laser tr (transmite) = rc del laser = "sensor" (trayectoria ligera de los sentidos if/when/where fue interrumpido (por el dedo) = c (analizador; carro; banda) = s/printer/osc (hace música según las señales hechas (c lleva a cabo la memoria del audio)

la profundidad de +-the en la cual el objeto (dedo) penetra en el campo (luces laser) tiene uno o más de los efectos siguientes: se interpreta la anchura del objeto como siendo más ancho más profundamente va adentro; el color altera por grados de cortinas; para el arte de 3 dimensiones, la profundidad se transporta en el pedazo final (arte) (surcos más grandes/cortaron áreas, eg.: haciendo el modelo de la topografía de la montaña).

+--sin embargo la profundidad del dedo se puede substituir por el nivel de sensores piezosensibles.

--tener muchos lasers cerca de uno a, y en: una colocación más alta y más baja, permite características agregadas.

+-placing que un objeto en el campo (laser) determina: (códigos para) el edificio de su réplica, en: plásticos, arcilla, metal, madera...

--ver que el dispositivo de proyección de imagen tridimensional N que desarrollé probablemente en los directorios anteriores de A o de B. Este dispositivo hizo el objeto tridimensional también.

--puede tomar cuadros de la "cámara" del objeto, conseguir los códigos para su reproducción.

--D: sensores (cámara; laser tr (transmite) = rc = sensor) = c (computadora) del `(uk/s/printer) = máquina que hace salida deseada

- puede alterar el by^ del resultado el corregir, teniendo banda estándar.
- también útil para la gente físicamente deteriorada (control pobre del movimiento de la mano de w)

NUEVA IDEA a partir de 1998: Las partes del cuerpo (del ser humano) - controlar R (`teledirigido) según cómo él se toca/%moved. Ejemplos:

- lóbulos o lengüeta de oído: (VR) = el analizador = interpreta las ondas cerebrales humanas para cómo mueven a tales partes del cuerpo (consciente por el usuario)

+ PROFESOR PARTICULAR del MOVIMIENTO 3E061: Dirige a usuarios para mejorar sus movimientos, eg.: Enseña los usuarios a cómo controlar remotamente los dispositivos electrónicos.

- El dispositivo es también una forma [vr] de teledirigido.
- Adentro localizado dir de I en fecha el julio de 2000.

PARAPLEGIC TELEDIRIGIDO. Usando los movimientos del cuerpo como medios por los cuales de controlar otros objetos:

- Cada diversa posición de las piezas de la invención se puede interpretar como señal de diferenciación del comando. Esto es similar a la invención de Miburi de Yamaha o al guante existente de la música por el que las

posiciones de cuerpo de diferenciación accionen sonidos de diferenciación. Algo que teniendo un uso para la generación de los sonidos, el usuario de a [semi paraplegic] puede hacer algo como lengua de muestra. Por ejemplo:

--cada solo movimiento se interpreta como letras para mecanografiar en texto en una computadora; o marcando un número de teléfono; o sistema de torneado de a [función específica de] con./desc.

--otros movimientos pueden ser palabras de uso general como, "y", "sí", "en [activar el dispositivo]", "OFF", "más ruidosos", etc.

- relacionado con las piezas: +R, + " inclinación ", K, "ratón".

el NOTIFICADOR MÓVIL de la LOCALIZACIÓN 3E010 la invención informa al usuario cuando su dispositivo es alrededor acercarse a un bolsillo de la transmisión pobre. Los sistemas actuales demuestran a veces el nivel de receptividad que sale del usuario que tiene que conjeturar qué dirección necesita el usuario para moverse para recuperar buena receptividad. La invención proporciona esta dirección.

FINAL DE TELEDIRIGIDO

R/TELECONTROL - archivo: R&

Controlar las funciones electrónicas [sin hilos].

General:

. Es decir sistema de controles del usuario remotamente o en el sistema. Activar o desactivar todos o las funciones señaladas. Muchas maneras creativas de funciones que controlan.

. Teledirigido: activar, desactivar cualquier dispositivo y sus operaciones sin el tacto de la unidad principal. Hecho sobre todo vía el telclado numérico portable, dibujando: =tr= del k=c (exhibición) [producto que es controlado].

Otros modos de control opcionales:

Interruptor del laser, chapaleta, exhibición proyectada interactiva, ratón teledirigido, etc. Ver el archivo separado para los detalles, eg.: Parts&.

Palillo teledirigido -5E020 con el interruptor: ampliado en el archivo REG20.

Los terminales sin hilos -5E090 conectan con el sistema central.

% "corrigen": funciones del r de los límites. "Inclinación"

- Cada apretón genera señales al dispositivo de control. Eg.: 4G010

- Existe: Ratón sin hilos y pluma del aero- dúo del laboratorio creativo; el sensor infrarrojo sigue los movimientos del ratón o de la pluma en tridimensional.

- Ver 3C-290 animoso: Cómo el objeto se juega con las señales correspondientes de los disparadores. Los "sensores múltiples" se pueden activar [simultáneamente] según el grado de la presión y o las áreas del objeto fueron manipuladas.
- Existe: El guerrero del hombre de ala, deja a usuario k (teclado) (el carácter del "juego" "). Ver: "Ciencia popular", edición de sept. del 1996, P. 6.

DIAGRAMA: 1uk~2display~ convertidor 3osc = 4c = 5signal = 6tr/6rc (vía la radio/el alambre) = convertidor 7signal = 8c = 9 (el producto sigue comando deseado).
Notas de D - OTD: asimiento 48 en sus datos de la memoria para el acceso; carro 4; carro 8; cp; tableta de la entrada de +1 imágenes; pantalla táctil del 1/2; paladio del +4% el +8% (el resto del sistema del picosegundo está situado fuera de la unidad de control " alejada " 12345 (restringida no no necesario a 89); el "telecontrol" "flota"; 4 /5 fs; el game%; 48 M; el 4% mic + (control de la activación de la voz); 48 MESes; mañana 4; ratón 4; 48 pp/mp/mq/uq; 48 multiusos; notificador 48; oscilador 48 + (señales sonoras cuando: se presionan/se activan los interruptores; los sistemas deseados activan/desactivan; cada tipo ocurrencia puede tener sonidos/melodías únicos), "notifica" vía el oscilador encajona del malfuncionamiento; portable 12345; cuenta 2; teléfono de 4 tel/sp; 48 tds; el 48% uip; 48 vc; El 12345% WA.

OTD 1: Las distancias de transmisión para las transmisiones de la radiofrecuencia redujeron según las regulaciones locales del uso (retransmisores del uso). Puede estar en cualquier forma/función dual/atado como ^ de la combinación: collar, reloj, reloj, pulsera, correa (hebilla de correa), anillo dominante, paginador del bolsillo, "cojín del aire", vidrios de %eye, anillos de %ear, %hat, venda de %head, %shoes, accesorio del bolso de la carpeta/del monedero (o insertado en esto), %umbrella (manija; barra para el "tr"), coche, bicicleta, %ring, computadora (cuaderno, organizador), instrumento del teléfono, atado a (puerta, pared, muebles (silla, sofá, tabla, cama). Es impermeable y puede incluso ser sumergido en el agua sin descarga eléctrica posible.
D: ~c (británico) alejado = tr/rc = función

OTD 2: Algo del below se puede diseñar solamente para los controles limitados (activación/desactivación) si hay una gama limitada de accionar posible de las señales de control deseadas en el diseño final. En este caso controls/pp simples/complejos se dirigen vía otros medios (botones/teclado/+ el regulador alejado del sistema del sistema de pesos americano del Co del vencedor que trabaja w (con) 13 tipos de unidad audiovisual).

CHAPALETA: aplaudiendo o silbando, el usuario activa el sistema. Para operaciones más complejas, las palmadas y o los silbidos o cualquier otra combinación del sonido acciona la función correspondiente. Sistema de la activación de la voz también. Ver el ^: Piezas, archivo de la "chapaleta" para los detalles.

MISCELÁNEO:

. % de la exhibición proyectada interactiva: La exhibición se proyecta sobre cualquier superficie plana. El usuario obra recíprocamente con la exhibición bloqueando la luz que va del dispositivo a la superficie plana. Esto genera códigos por cómo se efectúa el reflejo de luz. 3C-660-000000

. % de la cerradura interactiva: El diálogo correcto activa la cerradura. Usos: los estudiantes pasan la prueba antes de poder activar sistemas deseados como las TV y las estereofonias; información diversa y cambiante se puede requerir del acceso que busca de la gente especial en premisas. 3A-891-042005

. % de la pluma mágica del aire: Los movimientos de la pluma alejada se transmiten a la computadora. Hacer los movimientos en el aire o en cualquier superficie plana. Cada diverso movimiento crea una diversa señal. (Paladio) 3A-790-042004

Activador del collar: Exprimir cualquier acoplamiento para activar la función correspondiente. Presionando dos o más acoplamientos aumenta simultáneamente el número de códigos de transmisión posibles. A6-010-022001

. Ratón teledirigido: Un ratón sin hilos con todas las funciones estándar de otros ratones de la computadora. 3C-670-000000

. % del activador del teléfono: Puede ser activado por la línea del teléfono. El llamador hace uno del siguiente:
- mecanografía adentro el código ("acceso") en su cojín estándar del teléfono para activar/desactiva el dispositivo y o sus funciones
- la computadora del mando a distancia envía señales más complejas
- puede también conseguir retroactúan de sistema, eg.: estado. El regulador (persona o dispositivo) decide cuál si cualquier acción para tomar.

. % del sensor infrarrojo: Detecta calor del cuerpo. Si la luz del sol o el cambio de la temperatura ambiente gradualmente, entonces sistema puede no hacer caso normalmente de tales frecuencias infrarrojas buscando solamente cambios rápidamente generados y o trabajando conjuntamente con otros tipos de sensores que juzgan el movimiento.

. % del sensor de la cámara: Compara las imágenes en pantalla anterior con la nueva pantalla para cualquier cambio en cada pequeña parte de la imagen. Los cambios causan una activación de la señal significando el tipo de cambio, eg.: el por ciento del grito que cambió; el nuevo color o forma del cambio; velocidad en la cual el objeto se movió dentro del campo visual de la cámara.

. % del sensor de la imagen: Activar cuando ciertas imágenes se demuestran a la cámara o al explorador. Ejemplos: símbolo impreso eg. clave de barras; bola única del ojo de cada persona (el centelleo en cierto patrón se puede también utilizar como una característica separada para comunicar en código Morse, el etc).

. % del sensor ligero: Los cambios de los sentidos en luz midieron cerca: presencia o carencia de la luz, o más exacto la cantidad de luz; frecuencia de la luz, eg.: color; duración y o tiempo en los cuales la luz fue generada.

Activador magnético: La presencia de un imán que toca, o no tocando dentro de algunos milímetros o del cm, activa y o desactiva. El tipo de diferenciación imanes u otros dispositivos que emiten otras fuerzas eléctricas da diversos comandos según el este activador. Un activador puede tener la capacidad de transmitir uno o más diverso tipo señales.

. % del sensor de la vibración: Detecta la vibración, eg.: si la persona es que camina o que se sienta en el sensor; o señales de la vibración de los sentidos que vienen de a otra parte.

. % del sensor del olor: Detecta diversos elementos según su olor, eg.: plástico, gente particular, animales, alimentos, bacterias, hongos, productos químicos, suciedad, contaminación, humo, perfume.

. Sensor de la combinación: Se activa la función deseada cuando cualquier uno o más de los sensores en esta parte "alejada" se activan.

. % del sensor de la respiración: Soplar su respiración en el sensor en combinaciones del deseo. Trabajos con el sensor del olor, no permitiendo eg.: respiraciones del ajo o del alcohol; o puede ser activado solamente si el sistema puede distinguir entre diversa gente, eg.: masticación de cierto tipo de goma o de alimento. Jueces también para la presión de la boca y o de la velocidad del viento.

. % del sistema teledirigido del peligro para el medio ambiente: Para los artículos que necesitan ser activados en el frío extremo y o los ambientes calientes, y o ésos donde hay el alto polvo y o la arena y o la humedad u otros artículos que pueden interferir con un mecanismo normal del interruptor, eg.: en sauna, regiones de la tormenta de desierto, Siberia. 1C-100-083003

TECLADO/INTERRUPTOR DEL LASER: Activar cualquier función solamente bloqueando la luz laser del interruptor con su dedo. 3A-751-042003 5A-460-042004 5A-710

Disparar la luz que genera códigos para controlar casi cualquier producto electrónico. Los lasers pueden ser acentuados hacia usuario según lo controlado por el ^: remote~pd (lasers de los pp del usuario a ser 10 cm sobre la localización del paladio; el usuario ve las luces en la pared y sabe dónde pegar el laser deseado (llave).

- D: D1: diodo láser = c (computadora del `) = exhibición/oscilador. D2: la distancia del transmisor = del aire del laser = el receptor = el sensor = c = los controles del laser desearon el producto según el código generado por el usuario. D3: igual que D2 excepto allí no es ninguna "distancia del aire" entre el transmisor del laser y el receptor del laser. La huelga de la necesidad de usuario solamente la luz y el sensor cerca del transmisor del laser sabe que fue pegado en alguna parte (vía detrás a mano reflejado luz/el objeto)

Las luces laser se pueden también dirigir hacia fuera en espacio abierto (se dirigen los lasers (los pp) así que el usuario puede las funciones de control de cualquier producto de su asiento preferido wo (fuera) que necesita cualquier aparato (alejado). Dibujo: Transmisores del laser = (la persona puede disparar cualquier luz aquí w el "código deseado ") = receptores = sensor = c = control del laser del producto deseado.

+ "oscilador" (señal sonora: mismo o diverso sonido según el código/laser) se hace cada vez usuario: el laser de las huelgas/(simboliza "y o ") genera código reconocible.

+-User puede controlar (Reino Unido) la colocación de los lasers vía ^: =pd "alejado " (tan los lasers pueden ser cerca donde él se sienta). Elimina la necesidad de llevan el dispositivo de control "alejado" físico.

- ejemplo: el "teléfono" es uno del ^ de los usos: grande para la gente rica en cocina que quiere hacer llamada saliente del teléfono de altavoz con las manos sucias; artistas y escultores de la arcilla; científicos y doctores que no deben de-esterilizar sus manos

Lista parcial de otros productos que un "telecontrol" puede controlar:

Contestadores automáticos; Contadores de tiempo audios; Lectores de clave de barras - escritores; Máquinas de facturación; Prismáticos; Accesorios del equipo de la difusión; Calculadoras: productos más que también actúan como calculadoras; Videocámaras; Cámaras; Sistemas de tarjeta; Estereofonias del coche; CD; Alarmas del reloj; Fabricantes de café; Cocinas; Dictáfonos; Goniómetros; Carillones de puerta; Teléfonos de la puerta con o sin la TV; Máquinas de elaboración; Contadores electrónicos; Tambores electrónicos; Hospitalidad electrónica; Joyería electrónica (sonidos según el tipo señal del teclado del laser); Instrumentoes de viento electrónicos; Memorizers electrónicos; Traductores electrónicos; Equipo de la aguafuerte; Facsímil; Reflectores; Dispensadores del alimento; Juegos; Calibrar-tensión o presión; Guitarras eléctricas; Tabletas escritas mano de la entrada de la imagen; Auriculares; Audífonos; Productos interactivos: televisión, dispositivos de entrenamiento de computadora, realidad virtual; Intercomunicadores; Regulador de la palanca de mando; Máquinas tocadiscos; Laboratorios del aprendizaje de idiomas (eg.: registradores de cinta para la lengua; Laser: aplicado equipar, medición, ajustando; Iluminación: los reguladores, equipo del estudio, accesorios se dirigen y uso de la oficina; Plumas ligeras; Relojes más ligeros (relojes de tabla con los alumbradores de cigarrillo); El marcado equipa; Máquinas del masaje; Micrófonos; Microscopios; Módems;

Máquinas de moldear; Ratón - dispositivo punteagudo de la computadora; Sistemas musicales del acompañamiento - Karaoke; Centros de música; Computadoras de la música - sintetizadores; Metros de ruido; Sistemas de la llamada de la enfermera; Mobiliario de oficinas; Combinadores ópticos de los divisores; Sistemas de radiobúsqueda: personal/público; Sacapuntas de lápiz; Proyectores; Sistemas de direcciones públicos: general/móvil/portable; Teléfonos públicos; Radios - novedad; Equipo de la comuncación por radio; Refrigeradores; Teledirigido; Robustezas (para los juguetes, entusiastas de la manía; excluye el trabajo de asamblea); Scissors eléctrico; Solar; Nivel de sonido y instrumentos llanos de la vibración; Sistemas de entrada de discurso; Locutor - megafonía; Altavoces; Luces de calle; Parar los relojes; El estudio equipa; Máquinas de cinta: microcassette, detección de la voz; Telecomunicaciones; Televisiones; Termómetros; Máquinas expendedoras de billetes; Dispositivos que miden el tiempo: relojes, relojes principales, relojes de tabla, relojes de recorrido, relojes, relojes del juego; Cepillos de dientes - eléctricos; Tacto que detecta los paneles; Juguetes; Sistemas de la traducción electrónicos; Trípodes; TV - Interactivo: sistemas de conferencia; sistemas de teléfono; Máquinas de escribir; Máquinas expendedoras; Juegos video; Vídeo: accesorios de la cámara, corrigiendo las máquinas, generadores video del efecto; Correo de voz; La voz que sintetiza equipa; Walkietalkie.

OTD para el interruptor/el teclado (usos del laser del teléfono...): ACCESO; BALANCE; CARRO; PALMADA; "Composición" = teclado del laser (5a-710) = teléfono; EXHIBICIÓN (demostraciones W5 de qué está sucediendo); EDUC (puede reprogramar (los pp) qué cada laser representa (para la generación de señal; EGH); ENTRETENER; EJERCITAR (dial cuando es mojado: en sauna, cuando sea mojado, mientras que en la máquina que activa); FS; MD (oscilador); M; MAÑANA; PP/MP; MQ/UQ; MULTIUSOS; NOTIFICADOR; OSCILADOR; IMPRESORA; ALEJADO; CUENTA (longitud/coste de la llamada; tabulación del UIP); TELÉFONO DEL SP; sintonizador del laser (5a-710) = ESTEREOFONIA; SYNTH; TDS; Teléfono; JUGUETE; UIP; Reino Unido; WA; ["Código": cada laser se puede pegar como el "código Morse" que genera 100 el tipo posible señales de cada laser; la combinación de códigos de cada laser puede ser (para tres luces laser 100 por 100 el tiempo 100). El código total (hecho a partir de 1 o más laser) hace tan el control deseado, eg.: los modos con./desc./del cambio/etc. "acceso" son también activatable vía código.]
- Para la historia de este desarrollo de producto ver: 5A-710, la otra N (invención) en otras limaduras, solicitud de patente archivó en Ucrania (el noviembre de 1992).

+ JOYERÍA TELEDIRIGIDA 3A-1070: Producido por Casio (reloj teledirigido: ¡modelo CMD10) después de mi limadura inicial de esta idea! Reloj con funciones teledirigidas. Controla sistemas de la hospitalidad, trabajos del etc. con la mayoría de los sistemas teledirigidos de la hospitalidad. Tiene más botones teniendo en cuenta más comandos.
- ahorra de tener que encontrar y o llevar un dispositivo alejado
- preservar el espacio, dispositivo pudo tener solamente algunos de los interruptores importantes
¡- desgaste alrededor de la opción del cuello!

- diseñado para los sistemas diversos, o vendido con los sistemas
joyería del o 4A-230: funciones como teledirigidas.
- anillo de oído, anillo, pedazo del collar, hebilla de correa, reloj, venda principal. Insertar las opciones teledirigidas estándar del dispositivo dentro para: televisión, radio, Cd, cinta, expediente, vcr.
- nota: preguntar a agente de patente si estos productos son obvios.
. joyería teledirigida 4A-235: controlar la robusteza (casera/el anuncio publicitario)

% DEL CUERPO DEL REGULADOR DEL MOVIMIENTO: ¡Incorpora el "Miburi" lanzado por Yamaha después de mi limadura de esta idea! Juguete del bailarín: Crear las señales como usted baila. Los movimientos del bailarín pueden ser convertidos en un arsenal infinito de diversas señales (como pp/mp). Ejemplo: La mudanza de la pierna izquierda puede generar sonidos de campanas o de tambores. Cada zona del cuarto en el cual el usuario mueve la pierna izquierda, crea una diversa señal, según el área (picosegundo). La historia considera: B7-120-022001
- Otros productos de la realidad virtual que crean señales según los movimientos del cuerpo (guantes).
- "Picosegundo": Según cerca qué dispositivos se están moviendo (baile). Eg.: si están cerca de un bloque (que transmite o que recibe señales) entonces los zapatos o el bloque hará un diverso sonido. Eso se pone los bloques donde usted quiere, estos bloques crea "zonas sanas".
OTD: Todos; alejado; exhibición; pp; P.M.; Reino Unido (sonidos deseados); interactivo; juguete; juego; hospitalidad; micrófono; ejercicio; portable; sst; punto de ebullición; SP; oscilador; vc; egh; cuenta; md; carro (sonidos); cp. Para el uso de interior o al aire libre

% del ACTIVADOR B7-121 de MULTI-SOUND: La posición de cada objeto (palillo/juguete) genera la señal única apropiada (en la golondrina de mar que hace el sonido). Sonidos posicionales del ejemplo para el aeroplano del juguete: ascensión, descendiendo, volando arriba o sonido bajo, alerta cuando el plano enemigo se acerca. También para las muñecas; coches que apresuran, esquinas de torneado del juguete; ciencia. Posibilidades sanas infinitas.
- Para los automóviles del juguete, muñecas, robustezas
Técnico: señales (emisiones de sonidos determinadas cerca): las alturas, y el grado se fue o endereza de transmisor, grado a las cuales abotonan se clava (o efectúa el volumen, o dependiendo de la posición hecha muescas en del botón el tipo real sonido emitido)
83
- El más el uno entra en una dirección, cuanto mayor es el grado de cambio, o después de cierta distancia la señal (el sonido o la música puede cambiar totalmente).
- La señal (sonido) cambia por el ángulo del dispositivo, eg.: el aeroplano del juguete hace diversos sonidos que sacan y que aterrizan; también para los coches y los carros del juguete; barcos en el agua móvil.
el mayor arsenal de +-for de la generación de señal posible por la "posición", usuario puede Reino Unido (simultáneamente; botones deseados).

OTD: Todos; alejado; exhibición; pp; P.M.; Reino Unido (sonidos deseados); interactivo; juguete; juego; hospitalidad; micrófono; ejercicio; portable; sst; punto de ebullición; SP; oscilador; vc; egh; cuenta; md; carro (sonidos); cp; distancer; chapaleta.

% de C16. La CÁMARA DETECTA los movimientos de ojo del usuario, marco del buscador de visión es donde el globo del ojo está mirando. [Canon, 17 de enero de 93 yarda]

los movimientos de +-eye controlan productos. Las posiciones del ojo representan diversas señales.

- OTD:

ACCESO: (los movimientos de ojo activan el acceso); ARTISTA: (movimientos de ojo hechos arte); CÁMARA: (); CARRO: (); PALMADA: (también controla el producto/puede ser hecho conjuntamente con los movimientos de ojo (la mayor palmada múltiple y o los códigos del movimiento de ojo crea un mayor "teclado" de los comandos (letras/llaves) vía el aire); EXHIBICIÓN: (véase qué fue entrada en c); M: (); %PD: (la posición también influencia el significado de cada código); PP/MP: (); MQ/UQ: (); MULTIUSOS: (el sistema distingue entre los diversos globos del ojo/vocals de diversa gente); NOTIFICADOR: (); OSCILADOR: (); IMPRESORA: (); TELECONTROL: (estos otros mandos a distancia pueden también controlar todas las o algunas características de sistema); CUENTA: (); Teléfono: (comunicar vía el teléfono); UIP: (el sistema mejor entiende cómo el usuario se mueve los ojos); Reino Unido: ().

. - este N# estaba en el dir del RR retitulado al dir de R en 8.94, pero desarrollado anterior.

CONTROL de AIRE 1G01 (LER): Teledirigido.

- Generador de señal: posición de la mano (objeto (llevado a cabo a mano)) en lo referente al sensor determina la señal. Esta señal se puede entonces interpretar de cualquier manera deseada.

--puede tener posiciones 100+ reconocibles.

--applications^: torneado con./desc.; alteración del ángulo de la pantalla (CRT); ajuste del sonido (balance; "balanceador"; triple; bajo...); estaciones cambiantes de tv/cable; actúa como control "alejado".

- más de un mano/objeto puede ser utilizada. Diversos objetos pueden reflejar las señales (luz) del tr diferentemente al receptor, por lo tanto creando diversas señales resultantes.

--algunas señales se pudieron crear solamente usando dos o más manos/objetos.

- Ajustar llano (de salida deseada) según la posición de la mano en lo referente al sensor.

- Usos: niveles de producción de la luz (el brillo de la luz cambia mientras que la mano mueve su distancia), del sonido (decibelios), del etc.

--el jugar de la música (tambores/%key (tablero) s del juego en aire sin el tacto cualquier cosa)

- para determinar en qué punto debe accionar la mano/el objeto que alcanza el sensor, el sensor, las opciones incluyen: las respuestas del sensor a la mano/al objeto del punto del armario vienen; otra señal simultánea (pedal del pie) determina en qué punto y cómo la mano/el objeto (de mudanza) debe accionar la señal.

- D: mano/object=sensor=c=output (luz)

- marcas: Control del deseo.

TELEDIRIGIDO MINÚSCULO:

. - tiene uno o más botones

. - puede ser usado como joyería, eg.: anillos de oído

. - puede ser pegado sobre: tarjetas de la identificación, libros, puertas, escritorios, sillas del brazo...

. - mayores partes están quizá en un microchip

TELEDIRIGIDO MINÚSCULO ACTIVADA CHAPALETA:

- el mando a distancia pudo conseguir presionado/aplastado. El tal presionar de botones no será reconocido a menos que las 1ras palmadas del usuario, silbidos, etc en una combinación sola o compleja.

. --después de eso 5 - 30 segundos se dan un plazo para entrar sobre los botones

JEFE TELEDIRIGIDO:

- puede desactivar otro teledirigido diseñado para el mismo sistema.

- también parte de un juego de guerra

el SISTEMA 5E-04 RESPONDE A CIERTOS SONIDOS: cuando está oído, el sistema:

1] expediente/sintetiza según lo programado.

2] "notifican" (las emergencias)

] función 3 (si no) según lo programado

4] misceláneos: dar vuelta a las luces con./desc.; cerradura/puertas abiertas/sistema de las puertas safes/el

+5] %: activa las funciones unas de los enumeradas en cualquiera del N. archivado de Kays. Mecanografían las funciones activadas dependiendo del tipo de sonido.

- D1: (Paso 1: monedas de la sacudida en bolsillos; Paso 2: memorizado; 3: usuario "pp" cómo #1 debe "ser sintetizado"; 4: el usuario sacude monedas de casi cualquier manera dentro de la gama del mic; 5: expedientes del "mic"; 6: aparato de lectura.

- D2: sonido externamente generado - > analizador del mic = de sonidos = c (cart/m) = notificador/mic (sistema de grabación/synth).

. - el "analizador de sonidos" es "pp" para buscar solamente los sonidos similares a la entrada original del sonido deseado que se seleccionará. El sistema debe no hacer caso de otros sonidos.

Sonido = "mic" = analizador = memoria = función de los sonidos

- incorpora funciones del sistema de "Hanauta" de Rolando (el ritmo del tarareo crea el tempo para la guitarra u otros sonidos)

- Reloj de la transmisión de datos de Timex: conseguir Info (citas) de "c" vía (infrarrojo). Picosegundo 95.

MISCELÁNEO:

. Distancer teledirigido: solamente zona funcional cuando está dentro, o del exterior del detalle

. - Los productos enumeraron en la edición de la "ciencia popular" 4.94, de la página 66.

DIAGRAMA: Telecontrol ("R") = cosas a dar vuelta con./desc./control vía el "telecontrol":

. Regulador alejado del 1:1 del DIAGRAMA ("R") = 2 transmisión de "Reino Unido" = 3 = receptor 4 = función 5 = 6 transmisión de la computadora ("C") = 7 = 8 "M" = 1A "telecontrol"

. DIAGRAMA 2 (mergeable con el diagrama 1): 1 = 2 = 3 = 8 "M" = 1A/7 = 5 = 6. Nota: 1A no se puede conectar con 5 o 6.

. LAS NOTAS DEL DIAGRAMA 1&2 SIGUEN:

1: General: Las funciones "alejadas" pueden aplicarse. Puede incluir"/el "de la exhibición de la computadora/del analizador/de la memoria "notificador".

- OTD: acceso; el telecontrol ("R") es un tipo de cojín del aire; alerter; todos; balance; carro; cc; carácter; cm; color; cp; cr; fecha; exhibición ("S"); distancer; "C"; flotador; "mic"; %mo; mañana; receptor acústico del movimiento; ratón; P.M.; mq; multiusos; notificador; oscilador; portable; pp; impresora; RCP; cuenta; teléfono del SP; synth; tds; teléfono ("T"); inclinación; juguete; tr; Reino Unido; uq; vc; vr; activación/control posibles con o sin el "telecontrol" vía: 1 - pedal del alimento con uno o más palancas/botones, 2 - expresar la activación (la "chapaleta")

el o "telecontrol" se puede atar físicamente/construir-sobre uno o más del siguiente: mirar para la muñeca, collar, tobillo, correa del brazo; teléfono ("T") con ("R") el regulador alejado (el teléfono está con la cuerda/sin cuerda [radio, celulares]); sombrero/venda principal; zapatos; bolso; carpeta grande; paginadores comunes; pluma; collar; anillo; pulsera; linterna; panel de control del coche; panel de control de sistema de la hospitalidad (estereofonia, VCR, TV, cable, juego video); cadena dominante; trabar el sistema (en o cerca de una cerradura, facilita el control con./desc./otro de artículos necesarios al entrar o saliendo)

. --(se puede también construir como solamente estando ("R") un dispositivo de control alejado):

o-2: "Reino Unido": ^via de las funciones de controles del usuario: llaves

o-3/7: transmisión vía: "tr"; "MES"; luz infrarroja; frecuencia celular del teléfono ("T"); otras radiofrecuencias; %distancer: cada zona tiene poseer la función posible/real; la "palmada" = controla la función 5: ésta puede ser una manera adicional de la cual al control

- la transmisión puede estar a cualquier receptor, este receptor en golondrina de mar transmite a cualquier localización cercana o distante (el "telecontrol" del usuario en #A del sitio = transmite = receptor = retransmisión = función; las ayudas solucionan problemas en las gamas limitadas para infrarrojo).

o-5: Uno o más de las funciones posibles que pueden funcionar adentro por separado y o junto en cualquier combinación. Funciones:

- Radio/TV/VCR/VTR/karaoke/stereo (CD, MIDI, expedientes, cintas): seleccionando la estación, "vc", synth, viendo los canales múltiples simultáneamente, cambiando cómo se oye el audio (vía los auriculares/los altavoces).

--Horno: microonda, eléctrica, gas; Automóvil que cocina el contador de tiempo 3C-141

- Sistema de alarma de ladrón (eg.: activación/desactivación; volumen de ajuste del sonido de la alarma; otras características). Para el coche; hogar; oficina; fábrica; etc.

- Teléfono: · Puede también marcar hacia fuera en el teléfono del altavoz: en este caso si hay posibilidad técnica del error, el sistema indica el número marcado y pregunta si éste está el correcto #, entonces el usuario señala sí/no.

--tiene un cojín separado (""/"del telecontrol cojín del aire") con el cojín del dial para hacer llamadas del teléfono ("T"), "mic", el altavoz (puede también oír a través de los auriculares)

--contestador automático del teléfono: oír los mensajes entrantes, hacerlos/cambio el mensaje de salida (de cualquie localización por supuesto)

- Abrelatas de la puerta/más cerca: desplazamiento; elevador; fijación/abrir puertas; refrigerador; armarios; la pequeña puerta diseñó para dejar en animales domésticos (no querer los animales domésticos perdidos que vienen adentro también); puertas/tapas para la disposición de basura. Saber quién está en la puerta w (con) "wa"

- El tocador rasante, gira el golpecito de agua, el calor/el agua fresca o cualquier otro líquido/producto químico/sólido (metal, la piedra)

- Vuelta de las luces con./desc./cantidad del cambio de la luz (luces para: sitio, escritorio, garage, jardín, seguridad, luces del punto/de inundación); cambiar la luz del color; programa cuando es con./desc./cambio.

- Calentador/aire acondicionado

- Computadora: ahorra tiempo de tener que sentarse al lado de la computadora ("C") que lo espera para estar listo al girarse; olvidó apagarlo y ya no sentándose - ningu□n problema; controla la impresora: # de copias quiso, activando el alimentador de la hoja/del sobre; el fotocopiar

- Paginador: transmite al sistema que en páginas/llamadas de la golondrina de mar "notifica" a personas. Cada código consigue diverso partido. La recepción de la persona puede conseguir mensaje simple o complejo ("Vladimir le quiere") recibido solamente por el partido señalado/otros partidos también.

- Sistema de la identificación: la transmisión del código del usuario señala su ^in resultante de la identidad: "acceso"; fijación/abrir cualquier cosa; "tds" (el sistema del sacador del tiempo que señalaba # las horas trabajó, cuando el comenzar "alejado"/acabamiento de las señales del trabajo = de la computadora ("C") memoriza = tabula los cheques = las impresiones (cheques, informes de la paga sobre su tipo actividad).

- juegos interactivos (juegos video)

- Selector interactivo de la estación (para la "estereofonia") 1C-180

alarma audio-visual del "sensor" de %-Remote: 1c-250. parte posterior del juego cuaesquiera ocurrencias extrañas.

- Ratón 6B-920 del mando a distancia

guante 6B-970 de %-Laser

- "Cojín del aire"

- Oído Alerter 3A-600: Notifica a persona sin disturbar otros

- Activador ligero 3A-730: las luces se giran donde-nunca se toma el "telecontrol" (entonces puede apagar automáticamente cuando las áreas de salida)
- Notificador alejado (usuario siempre que la ocurrencia deseada haya ocurrido en ("R") la localización alejada) 4A-300 de las alarmas

o-5 OTD: teniendo el "acceso" en algo (puerta, uso del normal/de la línea interurbana del teléfono); alerter; todos; %artist; balance; carro; cc; composición; fecha; exhibición ("S") (datos: noticias, TV, arte); educ; entretener; "C"; flotador; fs; juego; interactivo; el sistema se puede también controlar por el uso estándar de sus botones para mismo y o las llaves adicionales ("Reino Unido") = las funciones; md; 5 pueden sí mismo ser un "M"; micrófono; MES; mañana; receptor acústico del movimiento; ratón; P.M.; multiusos (cada ("R") control alejado tiene diversa identificación el señalarse del otro /users "alejado"; notificador; oscilador; recoge/analiza/memoriza disemina (exhibición) la información del UIP, la aconseja (eg.: horóscopo, terapia (TGH)); portable; pp; impresora; RCP; cuenta; sonido el analyzer%; el speech%; teléfono del SP; synth; tds; teléfono ("T"); juguete; uq; vc; vr.

o-6: Computadora ("C"): analiza/memoriza/controla la función 5. También consigue controlado/datos de "M"

o-8: "M": puede mejorar la función de la ayuda 5 (eg.: el "M"' "pi" adapta la función 5 para los usuarios)

- la parte opcional 1A de 1: Information/PI/commands alimentado en el "telecontrol" (el tipo de respuesta de "M" ^may: ser necesario; influencia; obrar recíprocamente con el "telecontrol".

RETRANSMISOR ("R") DEL CONTROL ALEJADO:

- la transmisión puede estar a cualquier receptor, este receptor en golondrina de mar transmite a cualquier localización cercana o distante (el "telecontrol" del usuario en #A del sitio = transmite = receptor = retransmisión = función; las ayudas solucionan problemas en las gamas limitadas para infrarrojo).

("R") REGULADOR ALEJADO - BALANCEADOR DEL ALTAVOZ:

Sistema de equilibrio 8B-110 y 1C-290 del altavoz automático: el "telecontrol" dice el sistema de sonido vía su transmisión (tr), la localización del "telecontrol", en golondrina de mar que los altavoces balancean su sonido así que la persona con el "telecontrol" oye sonidos de todas las direcciones en cercano-balance.

O-Misceláneo: teledirigido puede también estar en su reloj o cualquier ("R") control alejado. Para la "estereofonia". Técnico: el "telecontrol" puede ser incluido/omitido de sistema. El transmisor puede estar en infrarrojo (en este caso los cambios en frecuencia ligera significan distancia), radiofrecuencia, distancer. [Extremo de la sección movido desde 2E 3.95]

OTD: El telecontrol contiene poca luz que identifique su localización (puede ser automatically/pp activado cuando su obscuridad).

- Bola que se rueda en la plataforma sensible que también tiene botones adicionales separados. Actúa como "ratón" para la computadora ("C"). El fabricante es Spaceball. Vio en el 15 de marzo de 94 el "Brutus" publicado en Japón.

- Dispositivos tales como el producto de "Miburi" que desarrollé y que lancé más adelante por Yamaha; más otros mecanismos de control relacionados (guantes) usados en realidad virtual.

- Mecanismo de control según lo utilizado en el walkman WMWX88 de Sony.

. VENTILAR EL COJÍN = ("R") tableta alejada portable de la entrada de la imagen. Datos o comandos de entradas del usuario en el cojín portable. El cojín entonces transmite señales a la unidad baja que en golondrina de mar hace la función ordenada. 3A-580-042004

- D: 1 k = telecontrol 2 ("R") = 3 tr (transmite) = 4 ("C") 5 bajos tr = 6 "S/8 distancer"/7 funcionan de "M"/%9

- OTD: 246 "S"; artista del 7% (las imágenes del diseño para la proyección de la pared, creando el arte temporal que puede permanecer proyectaron en la pared por minutos o años, tales imágenes se pueden también girar alrededor como los proyectores de película circulares de la diapositiva, tales imágenes pueden ser: direcciones, advertencias, reloj de tiempo, arte móvil); 124568 básicos; carro 48; 245 cc; ch; carácter 6; el 7% [composición (el cojín del aire tiene funciones de un sintetizador electrónico del teclado y del sonido; opción en la estereofonia separada - sistema del aparato de lectura 7 de altavoz); y esto se puede hacer conjuntamente con artista, el usuario crea y o controla las generaciones de sonido con efectos visuales]; cp; distancer del 9% (el distancer activará, desactiva, y o hace señales según su "localización" en lo referente a otras piezas del distancer y o a la unidad principal); cojín portable 4 y almacén de la unidad principal, proceso (corregir), y mantener sus memorias; 7 impresión, proyecciones sobre la superficie externa (pared, grito) vía luces; para las presentaciones del grupo, jugando van o el ajedrez, los etc; 7 altavoces.

- "R" y "Reino Unido" y "K" se pueden substituir por el otro R (`teledirigido) puede ser w substituido (con) Reino Unido, y viceversa (dependiendo del uso). Ver "K" para los detalles.

. C16. La cámara detecta los movimientos de ojo del usuario, marco del buscador de visión es donde el globo del ojo está mirando. El enero de 93 X. u (usuario) "tiene acceso" de su c = "M". Dibujo: C16=tel~remote

. C21. El beeper puede enviar mensajes escritos vía la radio; terminal portable sin hilos. 29 de diciembre de 93. Dibujo: c (computadora) del `(C21) = tel~remote

. Palabras habladas convertidos del sistema C79 en palabras legibles en la computadora ("C"). Tales palabras habladas pueden también K (sistema de control). 14 de marzo de 92 NK. Dibujo: C79 = tr = C.

. Productor "sano" de Seiko relacionado con mis limaduras anteriores. Este ("R") cronómetro alejado del control tiene funciones de edición para el VCR y los sistemas de la música (CD). Las ventas comenzaron 3.94 (la publicidad comenzó 2.94).

Juego teledirigido -2D-150: Las unidades del jugador "obran recíprocamente" w (con) las unidades del otro jugador vía el "cojín sin hilos del aire". No usos del juego también.

- "Facturación"

+-R (modo del "acceso") = C = controla funciones deseadas:

La mayor parte de las funciones usadas para acceder según lo descrito en esto o cualquier otra N, pueden también ser una forma de control de R. La idea que es que la generación de señales es el factor inventivo = una vez esas señales está en el sistema = el sistema los interpreta según lo programado.

Ejemplos: cada imagen creada corresponde a diversa función, tal como dibujo de un círculo gira el sistema, y vueltas de una rociada él apagado, y una flecha delantera larga --> lleva u la pantalla o archivo o función o interruptor siguiente, o una flecha delantera corta - > mueve el cursor a la izquierda - como con las llaves de flecha en los teclados estándar.

- Existe: la imagen entró las tabletas, los cojines de rasguño de la computadora (que ahora substituyen ratones de c (computadora del `)).

- Estudiar todo el KN (invención) y las partes con las piezas del "acceso", eg.: 4E030

% de las patentes de los E.E.U.U.: estrategia de búsqueda: control alejado del ajuste [tiene vario mil patentes]

DISPOSITIVO DE CONTROL ALEJADO DE LA MUÑECA ("R"): Usos (controles vía "R"):

. computadora 7K-010 ("C") (PC)

- dar vuelta a la computadora con./desc. ("C") /printer/other periférica

--seleccionar deseó el interruptor (software del `) deseado, y o el archivo específico. Puede programar el reloj mientras que va para arriba elevador a la oficina.

--pedir cierto Info ser hablado/ser impreso mientras que el usuario está lejos de sistema

. teléfono 7K-020 ("T"):

- activar el teléfono del altavoz ("T"); contestar a la llamada/al dial cualquier dial del número/de la velocidad (la memoria)

- marcar con etiqueta adelante: el sistema vuelve a dirigir llamadas al teléfono ("T") que usted es el más cercano, el anillo real identifica con eso para quién es la llamada (véase N relacionada (la invención) con diferente #)

. paginador 7K-030:

- recibe/envía los mensajes - > que se pueden ver en la exhibición y o - > retransmitido a C (por el alambre/la radio) - > "exhibido"/impreso/almacenado en memoria de (R/separate C).

. 7K-040 médico:

- C=R tiene sensores que supervisen a paciente. Los síntomas se almacenan y se analizan en el ~ c (computadora de R (`teledirigido) del `) (físicamente a parte de R). Los análisis compilados se envían al sistema (c) para la supervisión. Alarmas de C si el paciente aparece tener apuro.

. laboratorio 7K-050:

- controlar los dispositivos electrónicos

. aplicaciones misceláneas 7K-060:

- dar vuelta a las luces con./desc. (al entrar/que deja a casa/la oficina)

- sistemas de control de aire de los controles, ajustando a: 1] presencia de cualquier persona;] el múltiplo 2 mira el trabajo adicional de los medios necesario (eg.: aire acondicionado)

- la estereofonia, TV, vcr, horno (microonda), estufa, prepara el baño, consigue la agua caliente comenzada.

- expresar la activación, presionando los botones, modo de la activación de la voz comienza

. seguridad 7K-070:

- trabar/abrir la puerta: sitio, coche

- identifica quién está saliendo adentro y por el código de transmisión. Una forma de "perforación en el reloj" --saber donde está el portador del reloj dentro de las premisas (PS)

- sistema de intercomunicación: oír quién sonar en la puerta (vía el teléfono del altavoz ("T")), entonces presionar R (`teledirigido) para abrir/puerta abierta que deja en/hacia fuera de la persona.

. diseño de empaquetado 7K-080:

- hay botones con símbolos y números. Eg.: teléfono ("T"); bombilla; puerta.

- puede ser el as^ gastado: reloj, collar, pulsera de tobillo/reloj, correa alrededor de cualquie accesorio del cuerpo o parte, eg.: cuello, brazo, pecho, cintura, pierna, dedos, dedos del pie; desgaste en pelo vía: perno o correa; anillo de oído; % del pegamento a pelar

Versión de la pantalla táctil [ahorrar el espacio y permitir las funciones numerosas, demostrando solamente los botones necesarios.]

OTD PARA el ARCHIVO 7K:

. La batería puede ser 1 o más año.

. El término "control" en esta sección del producto puede incluir uno o más del siguiente:

- dar vuelta con./desc.;

- ajustar la función según el UIP del R lo más cerca posible al dispositivo (para R próximo múltiple: el sistema aproxima un modo de operación probablemente para ser conveniente a todos/la mayor parte de la gente con su R). El R lleva un código que se identifica del otro Rs.

- hacer la función deseada realizar por el producto (electrónicamente controlado) aplicable tal como uno o más del following^: % de aumento/disminución la intensidad (volumen, la frecuencia), tienen uno o más de las funciones posibles controladas...

. Diagrama: el usuario = (R ([tr/rc] = ("R") dispositivo de control alejado = C)) = producto electrónicamente controlado = deseó la función.

SECCIÓN de "R" - quizá menos importante:

Chapaleta, etc. Ver el archivo separado para los detalles, eg.: Parts&.

Dispositivo único de -5E020 R: ampliado en el archivo REG20.

Los terminales sin hilos -5E090 conectan con el sistema central.

% "corrigen": funciones del r de los límites.

- "Inclinación"

- Cada apretón genera señales al dispositivo de control. Eg.: 4G010

- Existe: Ratón y pluma sin hilos de AeroDuet del laboratorio creativo; el sensor infrarrojo sigue los movimientos del ratón o de la pluma en tridimensional.

- Ver 3C-290 animoso: Cómo el objeto se juega con las señales correspondientes de los disparadores. Los "sensores múltiples" son activatable simultáneamente según el grado de la presión y o las áreas del objeto fueron manipuladas.

- Existe: El guerrero del hombre de ala, deja u k (el carácter del "juego" "). Ver: "Ciencia popular", edición de sept. del 1996, P. 6.

Final de la descripción alejada de la parte

RUTA/RANURADOR

El sistema analiza las necesidades de usuario y las encamina a los puntos señalados en sistema o donde ha ligado.

7J11 FÁCILES VUELVEN A CONECTAR:

Los llamadores consiguen a menudo disconnected al ser transferido o después estando en asimiento. O durante tiempos de asimiento largos, el llamador puede necesitar tomar otra llamada o dejar el teléfono. El sistema en estas circunstancias pone la derecha del llamador detrás donde estaban cuando el llamador con la identificación de llamador presiona su botón para volver a marcar.

- Si la persona consigue disconnected y marca de neuvo detrás, el sistema (vía la identificación de llamador) encaminará llamada al mismo número de extensión dentro del sistema de teléfono grande si la línea de extensión está libre. El llamador consiguió encaminado alrededor vía recepcionistas, después no sabe la extensión que consiguieron conectados con. Entonces conseguido disconnected, pueden marcar de neuvo. Para cualquie suscriptor o dentro de organizaciones gigantescas, eg.: gobiernos, sistemas micro de Sun.

Detalles: el llamador y el recipiente pueden [intento] seguir [abajo] el otro partidos anteriores para volver a conectar, y para terminar llamada.

- Categorías de la telefonía a volver a conectar [canales/segmentos/frecuencias específicos/software]: satélite; gps; Internet; computadoras conectadas [internas]; comunicaciones sin hilos [sistemas de seguridad].

- Telecomunicación TM: Estancia conectada; Volver a conectar; Fácil volver a conectar; La extensión vuelve a conectar.

ALCANCE de EXTENSIÓN de la INVENCIÓN - los ejemplos embarullados siguen %:

[las piezas seccionan #1]: U (usuario de esta invención) = funciones aplicables [de la telefonía] del ~ C (CPU) de la invención [] =

[Sección #2 de las piezas]: TENER ACCESO (al control de seguridad) [prevenir el acceso ilegal, trabajos con los usuarios autorizados, identificación de la reconexión solamente de llamador marcó llamadas con etiqueta] el NOTIFICADOR MULTIUSOS de // [diversa reconexión ofrece disponible] // [todos los números del teléfono en la llamada notificada (de una desconexión) y cualquie otro Info disponible sobre la llamada o el llamador)] la banda de // del OSCILADOR de // [] (programación) [] // PS-ZONE [de la llamada códigos de área del teléfono detrás solamente, prefijos, códigos postales señalados] // BUSCA y REACCIONA [las búsquedas vía las cuales consiguió disconnected lo que significa posible, eg.: siguiendo] // T (telefonía) [] // SEGUIR [] // UIP (usuario Info que programa); WA (caminata alrededor) [para los teléfonos móviles y la telefonía].

Secciones 1 y 2 interactivos.

MISCELÁNEO: Esta sección de la pieza del ranurador era previamente número del producto: ranurador de 3G050 (t).

. - la calidad cifra <3.5, 3, usos de 2>-the "T" en un sistema importante de t.

El sistema también reencamina u (usuario que originó la llamada/la investigación/el uso) dentro de usos siguientes:

1] Autopista de la información (Internet): u puede volver a poner de donde se fueron apagado. Ayuda a la resaca de u (canales, programas, canales, DB, m). Ver puntos más bajos.

2] Señal: Software/disco compacto: (dentro c) de la carretera o del u de información del propio.

3] Buscador material relacionado:

- (sobre la reconexión) el sistema permitirá que considerar/consiga de u relacionado (uip del material anterior experimentado/el uip de u (para ese uso)) material/datos. Los puentes/los hallazgos del "analizador" relacionaron el material para u vía: uip del material anterior y subsecuente, eg.: palabras claves, categorías sujetas, (geográficas/localizaciones sujetas).

- s de los #s de las extensiones/teléfono del teléfono de la demostración del t/c o de los localizadores relacionados del material de los datos.

- el sistema no pierde de vista los u más allá de la investigación/de la actividad (referente al material/al uso particulares, o todo el material estudiado por U (dentro de ciertos marcos de tiempo).

- la "cuenta" se utiliza en la determinación de validez del material relacionado. Si hay un anuncio publicitario o line/pr está ocupado, tal conseguirá una cuenta más baja de a correspondientemente (levemente), según la longitud anticipada de la interrupción (determinada vía: uip del abastecedor del servicio/Info; cómo es u ocupado; época del plazo para el proyecto del u).

- el "analizador" clasifica y organiza archivos del material vía: palabras claves; códigos que etiquetan (archivados) el material; uip; cuenta; estado; tds; acceso; fuente de material (que el DB/m/u/cliente/interruptor o material del directorio o del archivo del interruptor originado de o se apunta).

- la tecnología de las aplicaciones tiene gusto del Search Engine de la tela de yahoo que encuentra otros sitios similares a esos usuario encontrado.

4] Continuar de donde otro u se fue apagado. (Compañero de trabajo) puede permitir que u subsecuente continúe actividad como si 2do u: sabe ya que todo el 1r u sabe, o 2do u consigue historia del material del 1r u, después continúa de donde 2do u se fue apagado.

] el sistema 5 recuerda el tipo modo/canal de tr anterior, eg. tipo: portador interurbano (t), línea de t, fq de radio. Las ventajas incluyen: ahorra el dinero y el tiempo que vuelven a poner que el teléfono # es el más barato marcar de neuvo vía qué portador interurbano, eg.: Plan de llamada del círculo del MCI que da mayores descuentos a particular teléfono # ' s.

6] La sincronización de vuelve a conectar:

- Cuando el sistema/k de la blanco tiene más/pocos anuncios publicitarios (9G220); más o menos de interruptor/de banda/de los clientes deseados/empleados (deseados).

- La hora más barata. El sistema "analiza" el modo más barato/mejor del tr (para la inicial/todo el tr). Retransmite/vuelve a conectar en otro la más barato/mejor modos, eg.: la hora más barata según cargas de t o del m; cuando la blanco sys/m/t se equipa mejor para manejar la interacción (eg.: 9am a 5pm - zonas horarias de la blanco, debido a la presencia de sus personales).

el 7%] Identifica las ocurrencias siguientes - un mejor u que ata con el Info/el sistema.

- cuáles son los vehículos de salida siguientes (si después de u faltó su conexión): aeroplanos, autobuses, trenes... "Analiza" el tiempo de espera para las conexiones y los balances con tiempo de recorrido, eg.: si el viajar mañana toma el medio sistema del tiempo de recorrido sugiere que u pasa noche en el hotel, y (con referencia a) - comenzar día del recorrido.

- cable/programas en línea (películas, conciertos) (uip/petición del u que empareja).

el 8+%] Si no puede volver a conectar al punto anterior (t #/programa/datos) el sistema compensará cuál es después el mejor o mejor. Eg.: conseguir reencaminado al supervisor de la persona (vía t); el movie/db después mejor (según lo determinado por el uip de u/movies/db).

9] El transmisor se identifica y se permite que consiga marcado con etiqueta, así que el receptor puede seguir el transmisor a pesar de: cambios en canales, problemas, interrupciones, el etc.

- Cambio de canales por el transmisor: El sistema sigue a proveedores de servicios/t de las extensiones, que cambian su localización en un cierto plazo. Eg.: VOA (voz de América) intentado para combatir el equipo de atasco de radio comunista de la onda corta cambiando sus canales de la difusión, enseguida después de decir a oyentes cambiar su dial/canal (de radio). W esta N, el sistema del receptor cogerá (inaudible/no -) código visible del transmisor (prestatario de servicios) y (automáticamente) el cambio acanala (en el código del tiempo dice) = u puede experimentar poco o nada de interrupción.

- también se aplica a: salida móvil del teléfono de la gama, o conseguir a la recepción pobre; programas que son vendidos a los proveedores de servicios alternativos (según lo programado para el futuro); organizaciones que cambian sus números del teléfono o números de extensión, eg.: el co se mueve a la nueva provincia, o la persona consigue promovida al trabajo/a la función de diferenciación.

10] Pista - sigue/reencamina a cualquier transmisión/dato de la telecomunicación.

11] conexiones/encaminamientos de la frecuencia de las tarifas de la "cuenta" se hacen a partir de un punto al siguiente.

- Valores: en t - las compañías pudieron alterar sus directorios de negocio que daban la mayor mención a tales departamentos. El "anotar" hecho vía: cuentas de la llamada/de la conexión; longitud del tiempo por la conexión; rédito del dólar por llamada o para todas las llamadas (reencaminadas). Empleados que encaminan las llamadas que se reencaminan demasiado a menudo otra vez (vía cuenta), se enseñan para dar mejor conexiones correctas en futuro, o aprender el directorio de negocio del co mejor.

12] "que siguen" de las encaminamientos usadas para convertirse: UIP; mejorar (interruptor, libro) los manuales/los directorios educacionales;

- ACCESO (procedimientos); Banda (interruptor); Q ().

13] El sistema "sigue" mientras que continúa (con referencia a) encaminando transferencia de la comunicación/de datos tantas veces tan solamente cerca necesarias pero limitadas: c extensible (memoria, interruptor, otras circunstancias).

- El sistema desarrolla la historia/el registro/uip para cada comunicación y o combina la registración con la comunicación anterior del investigador/u (las tentativas en). Valores: convertirse uip = una mejor comunicación de la ruta.

- Las partes del cuerpo (del ser humano) - controlar R según cómo él se toca/%moved. Ejemplos: cursor de la computadora de control de los movimientos de ojo.

REEMPLAZABLE: Uno o más de piezas siguientes son generalmente w reemplazable para los propósitos de la extensión de la solicitud de patente de N:

1] La blanco señala - la información/la comunicación queridas: milímetro de banda del interruptor (conectable vía telecomunicaciones); cada número o extensión de teléfono (con el hardware/interruptor de ese lado); DB (conectable vía telecomunicaciones).

2] Usos del modo de la comunicación: ruta; reencaminar; conectar; proceso de tener el "acceso", eg.: el conseguir en el sistema (vía contraseña); llamada (señalar teléfono # o extensión); el sw%; el pr%; t; r el 3%] Para los usos que anotan - decidiendo lo que (el w5%) necesita ser encaminado (el w5%): "cuenta"; "estado"; uip; analizador; cerebro; multi-user%; tds; representación visual el analyzer%; DB; "sigue".

OTD D1: U = este ~ del ~ C del sistema de N (ranurador) T =

ACCESO (punto de acceso señalado de /routes u function/sw/additional de las "pistas"); ANALIZADOR (se hace la encaminamiento w5); FACTURACIÓN; CARRO (encaminamiento de los controles; el carro tiene datos a los cuales la encaminamiento se pueda hacer); M (); MES (); MULTIUSOS ("pistas" cada u); Picosegundo ("pistas": u, portable N); ANALIZADOR de SONIDOS ("pistas" similares/el mismo sonido en diversos épocas o lugares); ESTADO (); TDS (); T (); TR (sin hilos); U (persona que intenta comunicar o conseguir la información o utilizar el sistema); WA ().

+ RETARDO del TELÉFONO 3G010: la comunicación entrante de la carretera de calls/t/information (con referencia a) se encamina cuando u/sys no responde (apropiadamente) o no contesta (coger t cerca: dar o contestador automático).

- Esta invención bien desarrollada en el archivo ii \ 3g010

¿? MONITOR INTELIGENTE 2E251: Aspectos de diferenciación de las rutas del sistema de 2E251 (que el "sensor" /analyzer debe compartir la información w que: c/sw/guard. O, "pistas" que se mueven/bandido que camina durante minutos/meses (cuando el bandido hace estallar dentro y fuera de gama del sensor 2E251's.)

PASOS EN (CON REFERENCIA A) LA ENCAMINAMIENTO:

-1. - Señal para marcar - > lugares/diales de U: llamada/(tentativas) c a comunicación de c.

-2. - el contacto hizo

-3. - los códigos del uip/de la identidad de ambos lados de la comunicación son tr y rc al lado de ambos lados. Permisión: "siguiendo", CID.

-4. - de este punto ramifica en dos direcciones posibles:

4T (telefonía). - el llamador consigue disconnected, o desea marcar de neuvo de nuevo a la misma extensión. Acción del llamador: botón para volver a marcar especial de las prensas de a]. O, b] si la llamada no era sistema de la llamada pasada hecho, registro de los cheques del llamador de su t=c a identificar teléfono # marcó/tds/código de la llamada hecho. El sistema entonces (automáticamente) marca mismo teléfono # marcado antes reencamina a la extensión señalada, o el sistema marca simplemente directo a la extensión específica, puenteando, teléfono points/# del intermediario.

4C (comunicación de computador a computador no verbal). - C del u encuentra donde estaban w/in: carretera de m/Info antes (en cualquie ocurrencia anterior señalada) vía la señal del software (cuya memoria está en los u/c) del prestatario de servicios.

- de los aspectos pasados o la mayoría de uso general de: interruptor (en c) del telecontrol/el u es lo que surge primero/más fácilmente en el menú de computadora del u, al igual que ya común en softwares, el tiempo del u de ahorro.

OTD D: U (T = C) = este ~ del sistema de N () C =

CONTESTADOR AUTOMÁTICO (puede ser una extensión de t #); BALANCE (); FACTURACIÓN; BVA (cuenta - > uip - > tag~route = t); CID (); CONFERENCIA (ruta a una o toda la conferencia anterior; el sistema fijó automáticamente las audioconferencias para el mismo u en las horas predesignadas (que en memoria de c)); FS (puede la extensión de t #); JUEGO (m = milímetro "hospitalidad"); DE RECUPERACIÓN DE LA INFORMACIÓN (); K (); M (); P.M. (); MULTIMEDIAS (); MULTIUSOS (cada u tiene diferenciación: CID/uip/acceso); NOTIFICADOR (causa de una desconexión de t, eg.: el otro partido colgó para arriba, o sistema desconectado accidentalmente); NOTIFICACIÓN DE LA LLAMADA () %; PORTABLE (t); Banda (); +ROUTER (); S (); CUENTA (); ANALIZADOR DE SONIDOS (); ESTÉREO (); SYNTH (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); CORREO DE VOZ (); MODULADOR DE LA VOZ (); VR % (); WA % ().

USOS DE LA TELEFONÍA - MISCELÁNEOS:

- El sistema marcará cualquier comunicación con etiqueta telecommunicated electrónica/data/mm, y da posiblemente métodos/las estrategias adicionales para el receptor para volver a conectar/el transmisor del hallazgo.
- No usos de la telefonía, eg.: encaminamiento dentro del sistema de la computadora.
- Problemas: Ver el anillo Delayer del teléfono 3G010. ¿La cooperación con el teléfono co puede permitir mejor el seguir entre la mayoría de los tipos de sistemas del teléfono?

¿Puede ser hecho?

Existe: Los recipientes pueden volver llamadas a los números que faltaron; identificación de llamador

- Misceláneo: El recipiente pudo mantener su línea libre de llamadas entrantes afinando en la computadora que sienten que eran disconnected.
- ventaja incremental minúscula; hay 700 # ' s, email.
- cómo hace el sistema conocen al llamador consiguieron desconectado: el llamador o el receptor tiene que presionar algunos botones, eg.: "consiguió cortado". Puede ser puesto desde provechoso ya estar en el negocio del teléfono.

--si el receptor presiona el botón, éste (mejor) permite que el llamador vuelva.

- Tipo función del PBX de memoria. Cómo saber quién es si llamador no vía el PBX - integrar con la identificación de llamador (CID).
- el llamador inicia la llamada de vuelta.
- el teléfono del receptor envía la señal (a m) del llamador/teléfono co indicando su número de extensión.

--pudo necesitar controlar todo el sistema de los sistemas w/in del teléfono del PBX.

--no necesitaría (todo el esto) la red de teléfono de w/in uno, eg.: cada llamada está a un número de extensión.

- redial: incluso si no está desconectado.
- ejecutado fácilmente. Los expedientes del hardware cómo el remendar fue hecho, después éste pueden replegado.

OTD D2: T/C =

ACCESO (); ANALIZADOR (identificación de llamador; el sistema sabe cómo la llamada entrante fue reencaminada, por lo tanto marcar de neuvo hecho posible (vía memoria también)); FACTURACIÓN; CARRO (localización, extensión del receptor); M (encaminamiento de la llamada); MIC (); MULTIUSOS (distingue entre diversas extensiones, teléfono # ' s de recipientes); NOTIFICADOR (anillos de t); OSCILADOR (); Banda (encaminamiento); Q (permite al usuario o a programador: reencaminar la llamada; estudiar las organizaciones de los patrones de la llamada (dentro)); S (); ANALIZADOR de SONIDOS (sonidos de los convertidos vía el synth para hacer más apelar); ESTADO (); SYNTH (); TDS (w5 de llamadas); T (); UIP (comportamiento de la encaminamiento de la llamada para cada llamador, cada recipiente); WA (t).

- D1: llamador = t/c= compañía telefónica = (centralita telefónica de t en)/c = T. del co del recipiente.

Estrategia de BÚSQUEDA de la PATENTE para KN: ranurador de la llamada 3G050:

- str CD del babero 8.94: rerout de la llamada

--kilovatio misceláneo: desconexión, redial

- Str APS 69 ' - 78 ': (teléfono o llamada) y (el rerout o vuelve a conectar o reallocat). Palabras claves: programa informático

- No. de la palmadita de los E.E.U.U.:

-- 3479464; 3553373; 5255315

--de + dispositivo 5239571 radioteléfonos capaz automáticamente de volver a conectar una línea de comunicación anormalmente terminada: sin embargo extensiones no mencionadas en extracto.

PATENTES de los E.E.U.U. [disco de 12.95 baberos] para la "ruta":

- kilovatio: ruta, encaminamiento, señalada punto/lugar, interactivo, software, programa, computadora

- str:

- Patentes de los E.E.U.U.: 5416835 de AT&T 5274643 5473595 5473267 5469432 5469078 5467452 5448485 5426738 5404525 5404055 5369680 5335269 5311501 5477536 5475813 5475598 5473598 5461624 5461611 5450578 5426427

El SISTEMA ENCAMINA u/otros sistemas/programas a los datos/ (db)al programa señalado/al otro punto de contacto (número del teléfono). La "ruta" está a un cierto grado que un subconjunto de "corrige". "Corregir" es un subconjunto de UIP. Sin embargo, algunos aspectos de la "ruta" son alcance del UIP exterior. "Buscar y substituir" 5G061 (interruptor, etc de la dislexia) se está traslapando a veces con el alcance de la "ruta", eg.: la "ruta" proporciona los datos necesarios para la búsqueda y substituye la función del interruptor. "Buscar y substituir" es un tipo de "corrigen" la partición.

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

El interruptor corrige hacia fuera [sexual - las imágenes explícitas]. (Bloquea TCPIP fluye). Sus empleados supervisan la tela de la autopista de la información, actualizaciones se envían al usuario que entonces no puede "tener acceso" a ciertas vistas.

--Software de Surfwatch, de Surfwatch Software, Inc., avenida de 105 Fremont., #F, altos del Los, CA 94022. Tel. 800 458-6600.

- "Facturación": cuentas para qué/cómo "se encamina" u

ENCAMINAMIENTO DEL PROGRAMA DE LA HOSPITALIDAD +-3G050 (CON REFERENCIA A): El sistema encaminará a usuario a otros (relacionado/mejor) programas, eg.: de acuerdo con el UIP de u/programs.

- detalles en la partición del corregir.

PIEZAS TELEDIRIGIDAS:

. Ver el aire 3A580 rellenar: ("R") la imagen alejada entró la tableta. Proyecta las imágenes de los usuarios sobre cualquier pared blanca, pantalla de película,

. Ver el teclado del laser 3A751.

. Ver el aire mágico 3A790 encerrar: Los movimientos ("R") de la pluma alejada se transmiten a "C".

. 5A460 el interruptor de Touchless.

. artista del laser 5A490: este dispositivo del arte del laser registrará los movimientos de la pluma (cuando en modo activo) en "C".

. guante del laser 6B970:

. Teclado controlado de Touchless del ojo de ++ R123-1:

. "Acceso" = "R": Cualquier método de la generación de señal electrónica se puede utilizar como requisitos para las contraseñas. Eg.: cualquier "R" o "K" KN también se utiliza para generar (en único una manera) las señales que se interpretan posteriormente como contraseñas.

. La cámara R123 detecta los movimientos de ojo del usuario, marco del visor es donde el globo del ojo está mirando.

. restrictor del ratón 4J050: La facilidad en ratón de mudanza se restringe como sistema de dirección.

movimiento del cuerpo 5E050 = "R":

DISPOSITIVO TELEDIRIGIDO de la COMPUTADORA A9-03:

Girar y hacer las funciones básicas ausentes. Puede optar hacer que las letras aparezcan mucho más grandes también. Grande mientras que come el desayuno con la familia, haciendo el algo más, queriendo reducir tiempo lejos de la pantalla de ordenador peligrosa, el etc.

RETRANSMISOR TELEDIRIGIDO 6B971:

Para tener más libertad movimiento y sentarse alrededor de un cuarto, el control de "R" envía mensajes al receptor y también al retransmisor. El retransmisor está en una diversa posición del cuarto, así que si la distancia del transmisor del control de "R" al receptor se bloquea, el retransmisor en otra localización del sitio puede recibir y después en golondrina de mar transmite al receptor principal.

- Existe: reflector del espejo permitiendo a transmisiones circundar las paredes.
- OTD: "telecontrol"; básico; punto de ebullición; oscilador; "T"; tr; MES; cp.

teléfono del CONTROL 1G06 [ALTAVOZ] vía teledirigido. Dial vía el reloj.

- El usuario habla hacia fuera palabra especial (o "palmadas") para activar el "teléfono del altavoz" (para las llamadas que van de in/out). Llamadas de salida: después de que se gire el teléfono ("T") (iguales como si el receptor se escoja encima de), el usuario presiona los botones en su dispositivo de control "alejado" que haga las ondas necesarias señale (el sonido, se enciende...) para marcar hacia fuera el número deseado.

¿- patentable?

- D1: k = t = reloj (muñeca Controller/GPS/Watch/R/alejado [k=access] /osc de Casio
- D2: Reino Unido = c~t = oscilador

Producto de R121 ACTIVATE/CONTROL ("estereofonia") disparando uno o más luces laser. ¿[Sony? , Agosto de 93 yarda, agosto de 93 frecuencia intermedia]

- OTD:

ACCESO: (); ARTISTA: (); BALANCE: (); CÁMARA: (); CARRO: (); PALMADA: (); COMPOSICIÓN: (); Exhibición ("S"): (); ENTRETENER: (); FS: (); "M": (); MAÑANA: (); Paladio: (); PP/MP: (); MQ/UQ: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); IMPRESORA: (); TELECONTROL ("R"): (); CUENTA: (); ESTEREOFONIA: (); SYNTH: (); TDS: (); Teléfono: (); UIP: (); Reino Unido: (); WA: ().

5E070 VÍA el oscilador del MODO del u VERBAL del CONTROL: Aplaudir o hacer los comandos verbales de alterar/sintetizar los sonidos que son detrás jugado/compuesto/generado/sintetizado. Puede funcionar durante la difusión del sonido también.

. - 1 "mic" de = analizador 2 sonidos = registrador 3. 2 coge solamente en los sonidos vocalized o de la "palmada" y no lo deja ser registrado.

1G140 5A-710 "ARTISTA" = TELCLADO NUMÉRICO del LASER:

Sintonizador del laser: disparar la luz para el número específico querido. La invención tiene 100 o más lasers (para 0 a 9, encendido, de...). Ver las últimas limaduras de la patente.

- esta N copió a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verla para las actualizaciones.
- Usos: hay diversos canales 10+ en cuál puede funcionar a través (sus dedos), y de tal modo pega códigos del laser. Cada código pegado que generaba la señal (como pp/mp) al efecto deseó imagen (en c la "exhibición")
- se mueve la manera (objeto/mano /finger) (dentro del campo del laser) determina la salida gráfica. Puede dibujar; seleccionar los símbolos gráficos y arrastrarlos incorporando la otra señal (el pedal/la prensa del pie otro botón/mantiene el ratón/tiene dedo localizó dentro de cierta posición dentro del campo del laser).
- D: laser tr = rc del laser = "sensor" (trayectoria ligera de los sentidos if/when/where fue interrumpido (por el dedo) = c (analizador; carro; banda) = s/printer/osc (hace música según las señales hechas (c lleva a cabo la memoria del audio)

la profundidad de +-the en la cual el objeto (dedo) penetra en el campo (luces laser) tiene uno o más de los efectos siguientes: se interpreta la anchura del objeto como siendo más ancho más profundamente va adentro; el color altera por grados de cortinas; para el arte de 3 dimensiones, la profundidad se transporta en el pedazo final (arte) (surcos más grandes/cortaron áreas, eg.: haciendo el modelo de la topografía de la montaña).

+--sin embargo la profundidad del dedo se puede substituir por el nivel de sensores piezosensibles.

--tener muchos lasers cerca de uno a, y en: una colocación más alta y más baja, permite características agregadas.

+-placing que un objeto en el campo (laser) determina: (códigos para) el edificio de su réplica, en: plásticos, arcilla, metal, madera...

--ver que el dispositivo de proyección de imagen tridimensional N que que desarrollé probablemente en los directorios anteriores de A o de B. Este dispositivo hizo el objeto tridimensional también.

--puede tomar cuadros de la "cámara" del objeto, conseguir los códigos para su reproducción.

--D: sensores (cámara; laser tr = rc = sensor) = c (uk/s/printer) = máquina que hace salida deseada

- puede alterar el by^ del resultado el corregir, teniendo banda estándar.
- también útil para la gente físicamente deteriorada (control pobre del movimiento de la mano de w)

Extremo del ranurador

'S [PANTALLAS DE ORDENADOR]

EXHIBICIÓN ESTACIONAL 4A420: según la estación, "S" cambia automáticamente aspecto para resolver el tema de la estación. Los gráficos de las exhibiciones y o los mensajes verbales y o anuncian saludos verbales apropiados.

- Relacionado con la aduana americana popular de adornar almacenes según el día de fiesta próximo, es el día de fiesta serio o no. Tales decoraciones se demuestran a las ventas del aumento.

R39 #1: LCDS PLEGABLES. #2: Exhibiciones hangable de la pared fina. Monocromo/color. [#1: Casio Micronics Co. #2: Sharp Corp., NEC 4 de julio de 92 NK]

- OTD: ACCESO: (escribir en (firma) algo con el dedo particular sobre la pantalla: el sistema identifica/seeks^: anchura del dedo, temperatura del cuerpo (puede permitir los parámetros la diferenciación de la temperatura que consideran el efecto del tiempo sobre la temperatura del dedo); se aplica a las pantallas plegables/no plegables/a los paneles sensibles; la marca puede/no se puede ir para que el usuario considere en la tableta sensible (s) cuando están haciendo su impresión sobre la tableta. ARTISTA: (véase R39-10: Arte del dedo); CÁMARA: (tomar el cuadro (almacenado digital - > alterar la imagen vía "artista"); CARRO: (); COMPOSICIÓN: (dobleces/curvas de la pantalla según el tipo application^: el componer/que toca del musical los instrumentos); ENTRETENER: (colores de la diversión en "s"); K: (la pantalla se convierte en el cojín dominante ("k") [ahorra el espacio], es bastante robusta tomar a la mano los movimientos dominantes (sin "s" que es movido hacia atrás por cualquier cosa con excepción de la estructura de la consolidación de la pantalla); NOTIFICADOR: (); OSCILADOR: (); Banda: (tipo sistemas de la combinación de color en "s"; otros efectos alterables estándar sobre "s"); IMPRESORA: (); Picosegundo: (); Q: (); S: (); WA: (walkman; equipo electrónico portable (ahorra el espacio para ""/"de s k").

el PROYECTOR 2G23-C108 PROYECTA imágenes de objetos sólidos en una exhibición ("S"). Fuji-Xerox. El 8 de sept. 92 yarda (diario de Yomiuri, Tokio).

D: c~c108=tel=c~c108. Transmitir deseó el elemento quiso ser proyectado vía el teléfono ("T").

Extremo de la pantalla

BUSCAR Y REACCIONAR =

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- Efecto marcado con etiqueta 7J08 de la cascada: Las piedras de afilar del sistema adentro en un sonido específico, entonces cancelan otros sonidos que estén fuera de la gama. Esto hace el clarificante sano deseado, con menos ruido de fondo. El sistema reacciona cuando ocurre la acción marcada con etiqueta. Piedras de afilar adentro en cualquier cosa que efectúa los sentidos del hombre cinco. el analizador contento, corrige, busca y reacciona, reconocedor sano, sastre, analizador visual.

. - Lista de reacciones a los sonidos en el archivo 2BQ. SA - > reacción - > función modificada para requisitos particulares.

TÉRMINOS: cada término puede ser ampliado y o también ser llamado siguiendo:

. Búsqueda: sensor; sentido; detectar; determinar la existencia o la ocurrencia de la situación o del elemento; visión [vía cámara]; vagos; %db; mic; picosegundo; predecir; [cuando] anotar el 'estado/tds [se ha alcanzado]; %tilt; %uip; vibración; analizador visual.

. Reaccionar: cómo responde el sistema; qué ocurre posteriormente; reacción automática; ....resultados en...; un acontecimiento o una ocurrencia acciona una reacción.

. Disparador: qué búsqueda está buscando; el occurrence= que comienza la cadena del events= a llevar a la reacción del the=.

La PORCIÓN de la BÚSQUEDA - OTD D (dibujo): QUÉ PUEDE ACCIONAR UNA REACCIÓN:

U/personal de seguridad = este ~ c (computadora de los sistemas de N (invención) ('reacción) del `) = accionando efectos [la lista larga sigue]:

ACCESO: el cortar; violación; el accessor deseado busca el acceso [ilegítimo].

CUENTA/FACTURACIÓN: u excede la línea de crédito; no hace la cuenta de paga oportuna

CARRO: responde según el tipo carro usado

PALMADA: R (`teledirigido) - > respuesta deseada

DANZA: mamíferos que se mueven en patrones indeseables.

DISTANCER: patrón específico del movimiento: según lo medido por el analizador o vagos visuales.

EDIT: cómo algo fue alterado

EDUC: como de bien learned= del estudiante según lo determinado por su "cuenta"; a qué sistema (electrónico)/estudiante del sistema eligió enseñar/aprender.

EGH: algoritmo para cómo se levanta el estudiante

EJERCICIO:

JUEGO %: algoritmo para el comportamiento del jugador

MD/HUMOR: humor de u

MAÑANA: reacciona si u (usuario) no se despierta/sale de cama/lo hace "alarma señalada" de la acción (pronto después)

RECEPTOR ACÚSTICO DEL MOVIMIENTO: cómo movimientos del organismo [w5], según lo analizado cerca: "sa"/analizador visual/analizador de la vibración. Ejemplos:

- el 'organismo entra en/sale zona o la puerta del way= de la entrada se abre/se cierra
- la ausencia del presence= del organismo hace el sistema cerrar o entrar un modo de las energías bajas.
- el 'analizador de la vibración busca las vibraciones que: ser indeseable, sugerir la actividad ilegítima [rotura adentro, dirección indeseada del sensor del dispositivo w].

MULTIUSOS: quién está utilizando el sistema (sistema electrónico) w5

MILÍMETRO/MULTIMEDIAS: cómo "obra recíprocamente" u w milímetro

NOTIFICADOR: el tipo de sistema de la alarma/del notificador recibe

OSCILADOR: qué sistema oye w5

PREDECIR: Predice qué necesidades de ser buscado, y o cómo reaccionar.

PS-ZONE:

Q: mecanografiar la pregunta

R: cómo r fue utilizado; qué funciona w5 activado

RANURADOR: cómo u eligió ser o fue encaminado

S: VA (analizador visual del `) < - qué persona era visión/petición/W. "que obraba recíprocamente".

CUENTA:

SENSOR: sa; olor; movimiento (infrarrojo, vibración); va

ANALIZADOR DE SONIDOS:

ESTADO:

SYNTH: cómo los sonidos fueron sintetizados cerca: el comandante de u/del sistema/de la fuerza/uip-adapta

T: sa

TDS: w5

TGH:

INCLINACIÓN: cómo el sistema fue utilizado o controlado

JUGUETE: con cómo está jugado

PISTA: acciones w5 de la persona vista

UIP: El UIP-Acceso, UIP-BA, UIP-Corrige, UIP-DB, UIP-Ranurador, UIP- Tailor+, UIP-Pista: mecanografiar u; cómo el sistema fue adaptado

ANALIZADOR de +VISUAL: qué ocurrió

EL VR% Y WA: cómo "obró recíprocamente" u

LAS REACCIONES DEL `INCLUYEN:

. función señalada modificada para requisitos particulares a la situación.

. A1-240 Windows interactivo y cortinas: Programas del usuario

- str de la palmadita: (ventana o cortina) y (near5 automáticos se abren) y sensor

. ¿Copiado? Patentes de los E.E.U.U.: regulador oculto automático fotosensible 5532560: sus cambios del nivel ligero de detección de las cubiertas de la demanda fuera del cuarto, eg.: no hace caso de la iluminación interior en la noche.

- Más viejas patentes de los E.E.U.U.: Ventana responsiva de 4506137 temperaturas

- patentes relacionadas de los E.E.U.U.: Exposición de 5170418 radiografías

. Cosas que se abren/(parcialmente) cercano según la "designación": gabinetes; puerta (calzadas); cajones; obturadores (ventanas de protección, otros objetos del viento y tiempo inclemente); (animal/organismo) jaulas/envases

- se abre/cierra cualquier cosa que el "detector de la ocurrencia" detecta y necesita respuesta correcta: ver el "sa", "nr", eg.: peligros químicos (escapes) - > cierre de las puertas.

- (vehículo (azotea)) ventanas (cuando está parqueado/conducido)

- entrada: presencia de accessor: "tener acceso"

JUGUETE del ACTIVADOR de los SONIDOS 3C481: El accionar del sonido en un objeto acciona sonidos en otros objetos. Puede crear reacciones en cadena multi. El sonido musical de un dispositivo puede accionar otros pedazos para seguir; dependiendo de cómo se activa el pedazo inicial. Detalles en el archivo 3C481.

DIAGRAMA DE OTD:

U = este ~ del sistema de N (invención) (sistema electrónico) (las "búsquedas y reaccionan") C = TENER ACCESO (las búsquedas si se ha resuelto el procedimiento de acceso correcto - > dan el acceso/el nr), (los piratas informáticos de las búsquedas - > "reacciona") ARTISTA de // (el tipo de las búsquedas de la "imagen" u desea (vía el uip, qué u (usuario) k, el va) al "drenaje" - > "dirige el CARRO de // de la CUENTA de // del ANALIZADOR" de u por consiguiente) // (analiza que de cualquier ocurrencia ha ocurrido - > "reacciona" según lo "señalado" por tipo la ocurrencia (w5)) (las búsquedas qué pueden ser/deben "ser mandadas la cuenta" - > el cliente de las facturas) (contiene el interruptor/el DB útiles para las "búsquedas y reacciona") Picosegundo-Zona MULTIUSOS de la banda de // del OSCILADOR de // EDIT (las búsquedas las "imágenes" - > reacciona vía imagen alterada) // EDUC (las búsquedas qué estudiante puede/debe aprender = las búsquedas/"analizan" el tipo (uip) de banda del interruptor para enseñarle que = da instrucciones a estudiante) // (las búsquedas qué deseos correctos/de u está utilizando sistema = uip-adaptan el sistema para ese usuario) // NR (búsquedas ocurrencias "señaladas" - > "reaccionan" vía modo/% del "nr" el otro modo) // (las búsquedas cuando el oscilador se debe decretar - > oscilador emiten el sonido) () // (localización del u de las búsquedas - > "reacciona") // Q (búsquedas qué información u puede querer para saber; búsquedas cómo contestar a las preguntas del u. Reacciona vía el donante de la información deseada) // R (`teledirigido) (las búsquedas de los controles y reaccionan las funciones %) la CUENTA de // del RANURADOR de // (las búsquedas/"analizan" cómo encaminar - > las rutas) (búsquedas w5 a la cuenta - > las cuentas) // + la PISTA de // del ANALIZADOR de SONIDOS de // del SENSOR (las búsquedas para que qué detecte - > "reacciona") (búsquedas qué sonidos a coger - > "reaccionan") (búsquedas w5 a la pista - > "reacciona": estructura uip-DB ()/nr) // UIP-DB (base de datos de la base de datos del `del `) (""/"de las búsquedas reacciona" = W5: para tabular/para utilizar) el ANALIZADOR VISUAL de // (las búsquedas "imágenes" - > "reacciona") // VR (búsquedas qué puede ser útil para generar ""/"de la hospitalidad interacción" - > crean la "interacción "señalada"").

- Ver: "Buscar y reaccionar": " el then= señalado de las ocurrencias "de las búsquedas 7G "reacciona" por consiguiente. "Access'" "sensores - producto químico": solamente la presencia de "señaló" el acceso del permiso de los productos químicos. "Acceso = VAGOS"

VER: "Access'"= " notificador", que es un subconjunto "de búsqueda y reacciona": Los usuarios legítimos/ilícitos (kn) del sistema (sistema electrónico) causan una "reacción".

"Buscar y reaccionar": " el then= señalado de los productos químicos/de las ocurrencias "de las búsquedas 7G "reacciona" por consiguiente. "Access'" "sensores - producto químico": solamente la presencia de "señaló" el acceso del permiso de los productos químicos.

EXTREMO S&R
""/"DE LOS ANALIZADORES DE SONIDOS RECONOCEDORES SANOS"

Contenido para los archivos del analizador de sonidos:
. Info general
. Coordinador del analizador de sonidos
. El analizador de sonidos ofrece la lista

Sistemas de reconocimiento sanos. Ver + ' partición del sintetizador.

2A-18 SABEN CUÁNDO ALGUIEN SE ESTÁ ACERCANDO, aunque no pueden saber que se están midiendo. Medir las comprobaciones para sonidos familiares eg.: mecanografiar o cualquier conducción de automóviles en la calzada. Repetidor ¿información?
- mecanografiar o cualquier acercamiento del patrón del paso (salida) [los estudios demostración incluso que el oído humano puede descifrar entre la gente según sus patrones de la caminata]; hacer los perfiles psicologicos en patrones de la caminata correlacionado con otros datos para importante o relacionado con la seguridad posiciones
- si alguien ha despertado y caminando alrededor (en sitio, conveniente, casa); provechoso para vivo en las enfermeras que cuidan para los ancianos sin tuvieron que despertarlos .....
. Usos: cuando está viniendo el jefe o cualquier cliente; seguridad (notifica de approacher; puede registrar pasos con poca memoria el almacenaje y las ayudas guardan el expediente de quién vino adentro y salieron cuando la gente piensa su caja fuerte puesto que no hay cámara cuya cinta requiere el cambio y almacenes grandes).
- Ver las patentes de los E.E.U.U. en la identificación de la localización/del tipo de fuente sana.

ANALIZADOR de SONIDOS 3A630: ¿Información repetidor? Identifica tipo y dirección del sonido. Si oye un tipo particular de sonido, actuará por consiguiente. Eg.: oye el fuego (sin embargo

la alarma de humo funcionó incorrectamente) y marca a policía con previo mensaje; oye el gato meow y abre la puerta del gato/del perro.

¿Información repetidor?

- Para la audiencia - deteriorada y ciencia, etc.
- Analizador de sonidos: Dice el tipo de sonido y de donde estaba generado. Usos: las ayudas que oían - deterioró tales entienden gente del timbre que llama sus nombres, etc; ciencia.
- el dispositivo separado tiene exhibición ("S") de la cual demuestre el tipo/el volumen el sonido creó si no puede ser discernido por el usuario, eg.: Anillo de "T", fuego motor, alarma de humo. Los audífonos no ayudan normalmente adentro identificando la dirección del sonido, por lo tanto el dispositivo puede señalar a dirección de la fuente sana
- analizador de sonidos: puede ser la unidad totalmente separada de la audiencia la ayuda, y o usado alrededor de cuello, muñeca, mantuvo el bolsillo, monedero...

ANALIZADOR de la VOZ 5A880: dice a usuario que era el altavoz del comportamiento del modo en mientras que habla, o deja el mensaje en el contestador automático.

- el usuario puede optar tener análisis en el comando de botones
- relacionado con 5A-940
- . - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (la mejora del DB), monitor inteligente 2E251)
- el "bva", los "vagos", uip-DB de u apuntó.
- Ver: analizador de la voz 6B830

5A910 que EL NIVEL ADICIONAL DE INFLEXIÓN de la VOZ necesitó alcanzar puntería. El nivel adicional necesario puede ser basado en lo que sintetizando equipar las necesidades de hacer, o cómo el cantante con solamente su necesidades naturales de los medios de hacer alteraciones

- bueno para la educación de la música

ANALIZADOR de la VOZ 6B830: analiza un comportamiento de la persona o del animal, personalidad vía su voz

- el sistema de reconocimiento vocal del sistema identifica el tipo de pronunciación para las palabras particulares, eg.: "amor", "felicidad", "esmero", "mi esposa"... Esto permite al sistema ayudar a juzgar psicología del altavoz referente a tales.

- el sistema pudo comparar los tonos totales y el otro sonido del usuario
frecuencias, usando esto como base, entonces viendo cómo el importante
las palabras comparan con la línea baja.
- trabajos en diversas idiomas
- reconocimiento vocal que es absolutamente complejo, quizá con el bloque
los diagramas para la tecnología existente satisfarían la oficina de patentes,
entonces esa sección de la tecnología mejora más adelante después nuestro
el producto podía ser comercial.
- si una mejor información es necesaria, la persona que es estudiada puede contestar
las preguntas sobre sí mismos, y toman el otro estándar psicologico
pruebas. Estos datos se utilizan con el antedicho para mayores resultados.
- algunos usos adicionales: solucionar las causas penales usando "T"
las grabaciones, la tensión y el tipo de tensión para las palabras claves pudieron
ayuda; etc.

OTD:
"S"; "C"; pp; P.M.; Reino Unido; fecha (cuando ocurrieron las conversaciones); usuario
beh; educ; todos; "mic"; portable; índice de inteligencia; impresora; au; t; "M"; punto de ebullición;
alerter; oscilador; vc; cuenta; carro (para las palabras claves deseadas según
mecanografiar el estudio); cp; uq; mq; acceso; uip.

"MIC APUNTADO 6B850": los expedientes suenan solamente deseados. La salida
los sonidos pasan a través de un convertidor que en golondrina de mar transmita adentro
frecuencia diferente la mayor parte de de sonidos de alrededor, de tal modo
reducción de sonidos externamente indeseados
- ésos sin una frecuencia sana pueden crear aislamiento
convertidor que no puede oír
- hablar sobre el megáfono o el otro dispositivo en las frecuencias que no pueden
ser oído por los seres humanos, como los Walkietalkie excepto las aplicaciones normales
sonidos, eg.: los que se pueden oír solamente por los perros... y con
radiofrecuencias

6B870 CUANDO EL SEMÁFORO OYE los neumáticos y la luz screeching para todos
el otro tráfico dirigido está actual en: verde, cambiará
color al amarillo; rojo, permanecerá en rojo.
O sobre la policía o las sirenas de la ambulancia, de la audiencia por consiguiente
tráfico directo de la ayuda para el conductor de la emergencia. El sistema identifica
localización de la sirena inminente

83

Problema: algunos conductores aceleran en las luces ámbar; sobre qué
el destellar luces amarillas o rojas; o un cuarto color.

¿? GRITO 6B890 PARA la "policía", "fuego", "doctor" sobre seguro
los decibelios y el sistema marcarán automáticamente el número del teléfono para la ayuda
83
¿- existe? hablar hacia fuera conocido de la persona o de la compañía deseada, o verbalmente
hablar hacia fuera el número del teléfono querido, y el dispositivo marcará para usted

+ <3, 3, 3, IDENTIFICADOR de 3 SONIDOS de $> 1C251:
Reconoce e identifica el tipo sonido hecho en el ambiente.
Para la seguridad, el etc. se relacionó con los sistemas de reconocimiento vocal, excepto
analizan sonidos más allá de patrones de discurso. Este general
lazos de la invención a muchas otras invenciones del subconjunto.
- Identifica (analizador de sonidos) - > las señales cuando hay cualquiera
sonidos particulares que son de interés vía su identificación
sistema.
- El método del sistema de la identificación incluye:
--reconociendo sonidos familiares y etiquetándolos tales, eg.: abertura
de puertas (puede el TDS), reconocer en eran qué pasos de la dirección
oído (yendo o viniendo de puerta y del TDS por consiguiente).
Reconoce aberturas vía 1C250's el movimiento "sensores" también.
--- identifica a persona por los productos uces de los de nuestros archivos
A, B, C.
--ciertos sonidos pueden accionar reacciones como si fuera un crimen
confiada, o una emergencia ocurrió - eg.: sonidos del vidrio
fractura/corte; fuego (sistema de detección de reserva); golpeo de la puerta;
fuego; metal del corte...
---se notifica la seguridad
- sobre el reconocimiento de ciertos sonidos las acciones siguientes de la máquina
puede ocurrir: sonido de los resultados biológicos de la ocurrencia del elemento adentro
máquina que hace algo, eg.: donante del producto químico, cambiando
temperatura...; confusión excesiva de un animal enjaulada o descortezamiento,
resultados en una cierta acción que pacifica, eg.: dando música, alimento...
+-See 1C250 para la extensión en este uso del N. de este sistema

incluye: sistema de seguridad que analiza alejado 1C250. sonido 1C250's
el analizar/que identifica modos se aplica a esta N, eg.: cómo su
"analizador" (para el sonido funciona).
- Nota al pie de la página: exhibición ("S"); "C"; pp (eg.: para los tipos de sonidos a
buscar y responder a apropiadamente); P.M.; fecha; tds; interactivo;
todos; "mic"; synth; impresora; "M"; punto de ebullición; alerter; vc; cuenta; carro;
teléfono ("T"); tr; MES; fs; RPC; uq; mq; acceso; uip (de individuos
o las funciones de la organización).
- D: sonidos - > mic = analyzer~c (base de datos de los sonidos) = m/nr (del `del notificador)/
respuesta (oscilador/video/tv/s).

ANALIZADOR de la VOZ 1C300:
El software analiza la voz de una persona para
características más psicologicas que el detector de mentira de la voz.
Versiones más simples pueden detectar a gente relaxed y tensa, eg.:
estes 3ultimo pueden hablar con una echada más alta o una rapidez. Llamadas entrantes
se marcan con etiqueta para las características del llamador. Llaves del receptor de la llamada
en cualquie información adicional sobre llamador, eg.: voz, gama de edad
(cuando es legal). Existe: llamadas encaminadas dentro de Canadá por código de área
(Las llamadas de Quebec van a los altavoces franceses). Ventaja: ventas para grande
las operaciones de la televenta pudieron aumentar el 2% cuando son psicologicas
las características del llamador y del vendedor se emparejan. Sin embargo, esto
el sistema puede aparecer extraño a ésos con excepción de psicólogos.
- "Analiza" características psicologicas. Usos del ejemplo:
las investigaciones del teléfono del cliente ("T") se encaminan a la persona de las ventas que
las mejores características de los fósforos del tomador disponible de la llamada.
- Acordando a las frecuencias de la voz de la persona, sistema analiza
el tipo de comportamiento que pueden tener. Este sistema se puede utilizar adentro
conjunción con la intuición de una persona también, para: la policía trabaja
cuando el llamador llama (eg.: policía para la emergencia; cuando el co recibe
llamadas - su sistema de correo de voz (contestación elaborada del teléfono ("T")
la máquina, los etc) dan prioridad a los llamadores según cómo los "ricos ellas
sonido "
- las cortes no escuchan a menudo las opiniones que la gente tenía alrededor a
voz de la persona, al menos un sistema más objetivo (sin embargo no
perfecto) puede ser provechoso
. - utiliza los productos 6B-830, 1C-301

- D: La sección de siguiente en < [] > copió de 1C-301 en 2.95:
< [sonido "analizador": 1C-300; sonido - > "mic" - > sonido a la señal
convertidor - > las señales de sonido se pelan (emparejado) contra una base de datos
para determinar encima qué tipo suena fueron escogidos - > cogido suena
ser (predeterminado/"analizado", por el interruptor para) cómo son ser
processed^: los sonidos u deben hacer mientras que cantan a
canción particular (cada nota de la canción que requiere diverso sonido);
mecanografiar u (uip de las características de la voz del u (la capacidad de la gama de los sonidos));
sonidos externos (instrumentals, fuera del tráfico el sonido
el "analizador" (pudo" no hacer caso) - > cogidos los sonidos es marcado con etiqueta por el interruptor
(consecuentemente) ^: si el sonido hace o no empareja; hasta dónde
el sonido diferencia de sonido (deseado); las señales de sonido correctas] >
- > ""/"" del notificador/mfh/(desarrollo de) uip/etc del oscilador
- las altas versiones templadas podían ser fabricación costosa, así que primera
versión barata. Eg.: u (usuario) = llama vía la línea = el mfh (la base de datos del teléfono de los sonidos, "analizador")
identificador/analizador de los sonidos de +-See 1C251, y 1C250 para la extensión encendido
este N.
- D: analizador de las voces = de sonidos (del ser humano) = c (carro)
-6.96:
. Patentes de los E.E.U.U. - disco de 12.95 baberos:
- str: (voz o discurso o charla) (analy o estudio o estudios)
y (behav o persona o gente o psycholog)
- Patentes de los E.E.U.U.: dirección del comportamiento interactiva 5377258; 5285685
Actitud percibida...

+ <3, 3, 3, 4> 1C-301
GUÍA DE LA VOZ DE LA DIVERSIÓN: ¡Gozar el aprender cantar, o mejorar la pronunciación de nuevas idiomas.! El analizador único de la voz de la idea sugiere qué aspectos de la necesidad de la voz del estudiante ayudan. Pasos en una forma que puede trabajar:
1. Primero la invención lista aprende que cuál está en la gama posible de la voz de la persona después del individuo hace su mejor en vocalizing una lista de palabras.
2. La invención crea un perfil de la gama vocal de la persona. El Info se almacena en su base de datos.
3. En las lecciones, toma las palabras que almacenó, después las sintetiza, modificado para requisitos particulares al potencial de la voz del usuario.
4. La persona hace su mejor para emular a los sonidos sintetizados.

5. El sistema entonces re-sintetiza los sonidos aumentando el volumen en esos aspectos del sonido que necesiten la especial atención.

6. ¡A tiempo mejoran a la persona que canta y o que habla sin tener que pagar a profesores particulares costosos!

Identifica que expresan la corrección de la necesidad de los elementos - > dando ejemplos audios. El dispositivo se adapta listo al usuario produciendo sonidos dentro de las características físicas únicas de la voz del usuario. Es más barato y más eficaz que instructores humanos.

Instructor de la voz: Aprender cantar, o mejorar la pronunciación de nuevas idiomas. Identifica que expresan la corrección de la necesidad de los elementos - > dando ejemplos audios. El dispositivo se adapta listo al usuario produciendo sonidos dentro de las características físicas únicas de la voz del usuario. Es más barato y más eficaz que instructores humanos.

Guía vocal: analiza a persona que canta y da sugerencias. Puede también ser "la hace en el país usted mismo" = "se enseña a cantar!"

--o el sistema puede ajustar automáticamente los sonidos que necesitan alteraciones según la programación de la máquina o de usuario (UIP).

- un sintetizador ("synth") que entra operaciones sobre base automática o semiautomática. El sistema identifica qué sonidos están fuera de frecuencias deseadas (vía (=) ^: el uip, base de datos, mfh, c (interruptor), carro) y sintetiza por consiguiente.

- se aplica siempre una persona habla, vivir vía el amplificador, o sobre el dispositivo de la grabación, eg. para: contestador automático del teléfono ("T"), haciendo discursos, la producción del audio-vídeo y o corregir registrada (eg.: puesto sobre las videocámaras)

+Keep en mente, cuando un profesor demuestra a estudiante cómo cantar, la voz del profesor será siempre diferente del estudiante. Este sistema puede crear sonidos más cercano a lo que pueden crear las cuerdas vocales del estudiante - por lo tanto un instructor más útil.

- appl: enseñar a la gente con problemas del discurso

Lo que sigue era número del producto: 5A-91. El nivel adicional de inflexión de la voz necesitó alcanzar puntería. El nivel adicional necesario puede ser basado en lo que equipa la sintetización necesidades de hacer, o cómo el cantante con solamente sus necesidades naturales de los medios de hacer alteraciones

- bueno para la educación de la música

LO QUE SIGUE ERA el NÚMERO 1C-150 del PRODUCTO.

Las deficiencias en el discurso de una persona se corrigen. Muestras de problemas solucionados: difícil entender acentos regionales al viajar en una diversa zona del dialecto; tardamudeo; debilitación de discurso causada siendo sordo; etc.

- las alteraciones pudieron abordar el todo o una parte de la deficiencia. Por ejemplo quizás un cambio en el tono o el solo bajo puede realzar el sonido saliente

- el usuario habla en un dispositivo en una voz baja, después el amplificador eliminará parcialmente la voz viva

- el sistema es aplicable en el teléfono ("T") y funciones portables
- el sistema pudo también actuar como prótesis de oído (recordar: se realza la patentabilidad cuando la suma iguala más que sus piezas)

OTD: "C"; tds (dejamos persona "cuenta" su progreso); entretener; au; "M" (para muchas otras idiomas); las alarmas cuando el sonido consigue también malo, o el usuario pueden hacer una comprobación para cualquier serie de sonidos (algo como encanto llega software, el sistema puede comprobar siempre todo hecha (hablado), o comprobar por la página (período de 5 minutos), o la palabra (un sonido)); exhibición del sistema ("S"); pp; P.M.; Reino Unido; todos; "mic"; synth; portable; mfh; oscilador; vc; cuenta; tgh; carro; cp; uq; uip; carácter; vr; palmada.

D #1: USUARIO = cuerdas vocales (sonido humano) 1 = "mic " 2/"sensores " 3 = sonido ~ " C" del "analizador " 4 (1C-300) (carro) - > sugerencia para u 5 - > u recibe sonidos 6/el "notificador " 7 en cuanto a their^: "estado " 8 (calidad de su sonido (según lo considerado en "s")); osc8 (c->speakers) da sonidos correctos; "impresora".

NOTAS DE D #1:

1: características/potenciales de la cuerda vocal del usuario de los estudios del sistema (sistema electrónico) vía: analizador de mic/k = de sonidos = uip/sw (carro); u=c=uip. La base de datos más allá de 1.000 estudiantes y de su progreso en el aprendizaje es utilizada por uip/"analizador" en la determinación de la mejor manera de la cual el estudiante puede aprender/progreso. Profesor/tipo cuerdas vocales (tipo físico del doctor/del estudiante k: la forma, tamaño, tipo suena (según lo determinado por el ser humano y k = c (computadora del ') = la base de datos/el uip)

2: el tipo "mic" pudo emparejar el tipo uso (tipo cuerdas vocales del estudiante) para mejorar el tipo choque del fósforo del hardware/interruptor y la prueba "mic" del agua.

3: "Sensor": (colocado en piel por la nuez de Adán, Detectando - > analizando vibraciones/el fieltro de la vibración por el sistema (puesto cerca de u).

4: Sonido "analizador": 1C-300; el sonido - > "mic" - > sonido al convertidor de señal - > las señales de sonido se pelan (emparejado) contra una base de datos de determinar encima qué tipo sonidos fue escogido - > cogidos los sonidos es (predeterminado/"analizado", por el interruptor para) cómo son ser processed^: los sonidos u deben hacer mientras que cantan una canción particular (cada nota de la canción que requiere diverso sonido); mecanografiar u (uip de las características de la voz del usuario (la capacidad de la gama de los sonidos)); sonidos externos (los instrumentals, fuera del tráfico el "analizador sano" (pudo" no hacer caso) - > cogidos los sonidos son marcados con etiqueta por el ^ del interruptor (consecuentemente): si el sonido hace o no empareja; hasta dónde el sonido diferencia de sonido (deseado); las señales de sonido correctas - >

5: las sugerencias se pueden dar a u cerca: explicación en la exhibición ("S"); tomando la voz de la persona y ajustándola por el sintetizador a la forma desean algo al estudiante para hacer su propia voz: cogido el sonido

marcó con etiqueta por su calidad + cómo podría ser mejorado + la gama potencial de u (uip) + efecto psicologico deseado vía el oscilador/el "notificador": Uno-relaja o B-eleva sonidos que calman/que elevan de u w (con) si el analizador de sonidos determina u para ser energía baja Uno-tensa o B-desmotivada/de sad/w - > el sonido del oscilador.

- los sonidos a fomentar desearon los efectos sonoros utilizados mezclándose en tales características dentro de los ejemplos mejorados para cómo el sonido correcto debe ser hablado (eg.: la nota musical D se puede dar de una manera triste o feliz sin comprimising el sonido correcto (la echada...); efectúa el sonido y o el contenido de la palabra durante modo/avisos educacionales vía el oscilador/S.

6: el usuario de los avisos del sistema a corregir/responde. Cuando u revisa el sonido para el tipo particular aviso/en secuencia del sistema = el sistema sabe al sonido particular de las búsquedas a las señales en cronológico/consecutivo ordenan.

7: u continúa haciendo el sonido con o sin la "notificación" (como banda (por u)). El sistema hace/no para (incitar a usuario). Modos del "notificador": luz que destella (el tipo de diferenciación luz significa diverso significado, eg.: el tono debe ser más alto/más bajo. La voz" de las demostraciones de "S (gráfico) debe ser modulada. U se da la opción para la audiencia/considerar modulaciones sugeridas.

- Misceláneo: todo el sistema de los sonidos w/in (puede ser) convirtió a las señales de "c". U/el instructor puede alterar el sistema para mejorar las necesidades de usuario del fósforo, eg.: determinación de la gama vocal del usuario; volumen; mecanografiar los programas educativos.

PATENTES de los E.E.U.U. - disco de 12.95 baberos:

- str: (voz o discurso o charla) y (analy o estudio o estudios) y (la música o canta).
- Patentes de los E.E.U.U.: 5287789 aparatos del entrenamiento de la música.

+ SONIDO 3C-650-000007 QUE RECONOCE el sistema para la audiencia - deteriorada (sordo):

El sistema dice a usuario qué tipo de sonido se genera. Dice a usuario esta información.

- Si el sistema no está seguro sobre el tipo ocurrencia, puede anotar las ocasiones los sonidos son de tipo ocurrencia #1, o #2, o #3, permitir que el usuario mejore el tipo sonido de la conjetura. Esto se puede juntar con otros' sensores para mejorar la comprensión.

++ <3 o 4> 4C150 MEJORÓ EL ANALIZADOR DEFECTUOSO de SONIDOS:

Analizar las máquinas del coche para el tipo defecto existe. Esta mejora cubiertas: análisis por el ordenador central vía la línea telefónica; analizar condiciones del cuerpo humano, eg.: respiración (existe: tentativas para convertir los sonidos del cuerpo a digital humano para el análisis, aunque quizá después de que nosotros desarrolló esta invención cerca de 1993).

- hacer vía t, analizan condiciones del cuerpo humano, eg.: respiración. Existe para muchas máquinas. Pero es tal existencia médica de los usos, eg.: como se muestra en mitad del canal de descubrimiento de la televisión la primera de Marzo de 1995.

- D1: u->k->1c (llaves en: mecanografiar la máquina/el problema (características) =2 (sonido) "analizador".

--notas: el interruptor 1=Sys (software del `) tiene opciones del menú) - >s/printer->u lee/oye mecanografiar el problema. sonidos 2=compares de los sonidos entrantes (búsquedas sonidos particulares para el análisis según qué u pide el sistema para ayudar a trabajar encendido solucionar) los sonidos preexistentes de w (con) de: comúnmente el funcionar incorrectamente suena (para el tipo parte/problema/situación (u o sistema (analizador de sonidos)) el aparecer ser problema (potencial)/publica (para la investigación).

- existe: muchos productos que analizan para el sonido de la máquina; utilizado para comprobar problemas en motor de coche.

- D: Este sistema de N (invención) (sistema electrónico) = ACCESO ()/+ANALYZER ()/C ()/CÁMARA ()/CARRO ()/PALMADA ()/ COMPOSICIÓN ()/S ()/EDUC (aprender w5 el fall de los productos y w5 ellos son reparado/rectificado)/M ()/MIC de la base de datos (utilizar diferente tipos dependiendo del)/MQ de las tareas (ganar datos para mejorar analizar)/MULTIUSOS (para u de diferenciación (usuario) y o los productos que son estudiado, eg.: cada u puede estar de diverso experto técnico (especialistas, principiantes))/NOTIFICADOR (w5 salió mal)/OSCILADOR ()/banda (cómo analizar,)/Q de la base de datos (al "educ" o determinar mejor el tipo problema)/R ()/CUENTA (para que "analizador" o u vea "estado" de situación)/SENSOR ()/+SOUND ANALIZADOR ()/TDS ()/T ()/UIP ()/ ANALIZADOR VISUAL (vía principal similar, el sistema (sistema electrónico) mira problema vía la "cámara" = analiza problema).

- Movido desde: analizador de la reparación 1G13:

escucha los sonidos que entonces se analizan. Los usos son ilimitado e incluir:

el funcionar incorrectamente del equipo por ejemplo: vehículos en un telecontrol localización (la diagnosis de w, usuario puede entonces ser dada instrucciones qué ellos pudo intentar reparar en la localización, después de hablar con persona en el código de explicación manual alejado del final/de la lectura del sonido exhibición/impreso del analizador, o usuario en la computadora de la vista ("C") puede dar instrucciones con explicaciones gráficas)

- animales; la respiración/cuerpo señala (golpe de corazón/sangre
las señales eléctricas de la presión/del cuerpo) y o el otro cuerpo inducido
sonidos (para la diagnosis médica).
- D: sensor/analizador de sonidos = c (computadora del `) = tr/tel = c/mfh/speaker (oído cerca oyente)
--la computadora del analizador de sonidos ("C") puede alterar
los sonidos/el análisis así que ellos del sonido pueden ser comprimidos/transmisibles
en vía TR/TEL que ha limitado gamas de sonido/de otro
posibilidades de la transmisión.
- esto es probablemente una vieja N
3J160 reparación Alerter: El "analizador" busca sonidos indeseables y
otras ocurrencias en then= del sistema "notifican" cuando/de que la reparación puede ser
necesario (en futuro).
- Utiliza: seguridad alejada 1C250 que analiza el sistema: Búsquedas del sistema
entonces "analiza" uno o más ocurrencias (sonido, los cambios de la representación visual)
entonces "notifica".
- Utiliza KN anterior (invención) (el dir de B, de C, de E?) cuyo "analizador de sonidos"
determina la naturaleza del problema.

MICRÓFONO del MICROSCOPIO 2D-280:
Identificar los pequeños sonidos que son hechos.
- los expedientes, analizan y los expedientes de las subsistencias de sonidos
- el "mic" (s) se puede colocar en los puntos deseados vía ratón de la computadora "C",
etc
- los pequeños sonidos pueden ser hechos que la causa minúscula de los organismos,
cambios químicos, etc. Estos datos más grabaciones de otra
los cambios pueden ayudar para la diagnosis
--comprobaciones para: cambios en la visión y todo el otro de tipo standard
comprobación
- D: sonido = analizador del mic = de sonidos [vagos [de organismos]] = sonido
lupa/registrador sano/memoria sana/oscilador = respuesta sana

SELECTOR de los SONIDOS de ++ 2D-281: El sistema selecciona hacia fuera el sonido particular
las frecuencias así que el usuario pueden magnificar los sonidos deseados para el análisis.
Usos: detectives que llevan hacia fuera sonidos indeseados del fondo
mejor oír la voz o las acciones del bandido; etc.
. (borrando hacia fuera el otro tipo sounds/fq) el usuario puede mejorar tan el foco encendido

sonido deseado (para el estudio).

-2D-280; analizador de sonidos

. Usos:

+ reduce el alboroto en la computadora: analizando sonidos mejor mirando solamente el gráfico de los patrones deseados de sonidos.

. --seguridad - bandidos de cogida; el sistema responde (automáticamente) sobre ciertos sonidos de la audiencia (analizador de sonidos).

. Existe: dispositivos de cancelación sanos, que funcionan de alguna manera adentro conjunción con el tipo dispositivo del walkman.

. Dibujo: frecuencias sanas = analizador del mic = de sonidos - > rutas solamente sonidos deseados (por el uip del sonido característico/la frecuencia sana)

- datos múltiples de las búsquedas a llegar la conclusión sobre la situación, vía: analizador de sonidos/código visual/uip/bva del analizador/del "acceso" - > respuestas del notificador/sistema a la situación.

. - corte y movido desde: 2D-320 - Molde sano externo:

Los sonidos indeseados en el teléfono "T" son bloqueados por el transmisor.

--Los sonidos generados en una distancia se bloquean tanto cuanto sea posible.

--¿existe? uso para otros tipos de micrófonos.

. --el usuario puede pedir que esta opción entre efecto (especialmente si es seguro las distorsiones sanas ocurren en modelos anteriores cuando esto activan al molde)

. Aislamiento de cada tipo de los sonidos: el interruptor representa hacia fuera todo el diferente gráficamente sonidos. Las maneras se aíslan:

- misceláneo: orden y sincronización; estudios del analizador del comportamiento sonidos.

- picosegundo-zona: localización de la fuente sana. Eg.: micrófonos múltiples demostración cuál fue pegado con el first= de los sonidos y comparado con tiempo diferencia otros micrófonos escogidos encima de sonidos. Resultados adentro identificando la localización del sound= esta zona es atada por el interruptor a tipo de los sonidos como forma de distinguirla del otro sonido fuentes.

- múltiplo que aísla funciones: la ayuda múltiple de los sensores aclara cuaesquiera discrepancias o messiness en señalar una fuente sana o tipo de otro sonido.

.- representando gráficamente: las características de un tipo de los sonidos pueden diferenciar de otros sonidos, por ejemplo por orden y la sincronización, echada, volumen, bajo, triple...

- comienzo y conclusión: cada fuente puede tener un diverso comienzo y tiempo de parada.

. - correlaciones con el no-sonido que aísla funciones: 1] múltiplo colores en las transparencias que se traslapan, cuando son todas junto el aislamiento no es como fácilmente descifrable [a desnudo sentidos del ser humano] hasta separado.] el ángulo 2 de la cámara considera diversas cosas según a lo que ha señalado; se relaciona con micrófonos direccionales de los cuales coger predominante el sonido qué ha señalado y en la distancia deseada. 3] diferentes el patrón de sonidos puede ser descifrable por el ear= humano sin embargo las computadoras necesitan entrenar del suplemento; eg.: el jugar de diversas consonancias adentro la misma canción, o diversa gente que habla simultáneamente de radio.

SONIDOS INDESEADOS DEL AMBIENTE DEL BLOQUE DE LA AYUDA RG210 VÍA:

- iguales que 3E040, 3E041.

Cancelación del ruido (sonidos externos constantes del sistema uip (no voces) y las bloquea de "t" 's mic; broche de presión en embudos baratos al mic - señalado al altavoz, este embudo se puede girar hacia la mudanza altavoz.

- D: dispositivo electrónico (voz del SP t) = del mic = del embudo = del altavoz

+ el RECONOCEDOR de la VOZ R54-1 DISTINGUE entre el múltiplo Altavoces: El espectrograma de la voz de cada persona se trata diverso cerca sistema. Solamente ésos con las impresiones particulares de la voz pueden tener acceso o controlar las funciones particulares. Usos: entrada de puerta; uso de sistema electrónico (todos o ciertas funciones pueden ser restricto).

- MULTIUSOS: (el sistema reconoce diversos altavoces, y función diferentemente incluso si las mismas palabras son habladas por diferente gente, eg.: coge en sus acentos regionales/varón/hembra voces); NOTIFICADOR: (); OSCILADOR: (); Banda: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: ().

- aplicaciones R52, eg.: R52-1. Ejemplo: solamente cierto entrante las voces/los sonidos son reconocibles en términos de tipo sistema;

+--una de ventajas incluye: el enangostar abajo es de qué usuario

de 'parámetros acceso de los estrechos interno SA (analizador del system= de sonidos del `) de sonidos necesarios
asociado a cada palabra. Si no más de par en par parámetros para cada uno
la función de control sería necesaria para la gente con discurso de diferenciación
patrones.
. ---Es decir: limitando sonidos potenciales para ser reconocible
interno que reduce errores potenciales incorrectamente reconociendo dos
sonidos similares/signals+ como uno del otro.
---diversas regiones de un país pueden tener parameters= de diferenciación
el tener en cuenta acentos regionales.
- hermana del cabrito de las subsistencias de usar su dispositivo del EL.
- impresiones de la voz determinadas vía los u: opción de discurso de la velocidad/de la palabra/
% de palabras del tiempo están en ciertas zonas/el general % del fq del tiempo
cierto fq se habla en relación al otro fq - hay algo
consistencia entre los valles y las montañas (del gráfico del fq) por
altavoz (u).

TIPOS Y "REACCIONES" DE LOS SONIDOS:

+ sonidos/acontecimientos que accionan reacciones

Necesidad: invenciones creativas de la búsqueda de la patente insertadas aquí. Búsqueda
todos los tipos de acontecimientos se supervisan que. Un extensible muy grande
¡área!
. Agua/líquidos:
- Derramándose: agua/productos químicos (líquidos) de: fregadero; bañera;
envase químico del laboratorio [7G]
- agua corriente oída de: (metálico/pvc) instalación de tubos; grifos;
corrientes; ríos; líneas de la playa: de los océanos o de los lagos; fuente también
identificado como teniendo un desbordamiento.
- Salpicar el agua: significar indeseado posible: nadador o
ahogamiento (por el joven); intruso; animal salvaje (zorro, estimado, felino
cazador (gato, tigre de la sacudida); agua que fluye adonde no debe, eg.:
en el sótano, abajo pasillo o piso (del laboratorio); quizá algo de agua
hacia fuera salpicado envase; excesivamente - alto (océano) agita (oye
acercamiento de elevación/que se estrella de las ondas).
- Precipitación: lluvia, nieve, el granizo, (niveles inusuales de) contaminación
- Goteo o el escaparse de: techo, envase, pipas, otra
inundación.

- levantamiento/que cae del agua más allá de llano "señalada". Eg.: relleno: tina (del baño); los tanques. Oye cambios en sonidos del eco. Trabaja w otro (presencia de la humedad) "sensores".
- Contenido líquido instalado tubos: "detecta" cambios en la constitución de líquido transportado, eg.: cómo es el líquido grueso (espeso), o si los objetos (arena) están viajando dentro.

. Peligros naturales:

- Vientos: trueno; tornados (útiles para la localización ellos en telecontrol áreas; también utilizar el "va").

--Las respuestas dan advertencias para proteger contra: El soplar del viento a través de ventana en el edificio que pudo estropear. Al aire libre vistas de la construcción (especialmente durante la construcción "señalada" fases). Cuándo mover objetos importantes (del arte en museo).

- Misceláneo: fuego; termitas (que comen el edificio); terremotos (sensor de la vibración - existe).

. Producto químico de los peligros: archivo 7G

sonidos (inusuales) de la quema/que reacciona de los productos químicos (más allá de parámetros sanos "señalados"). Peligro químico indeseable

sonidos: quema; el hacer estallar; el burbujear; el agrietarse de los productos químicos (que están endureciendo al punto de desempate).

- también acciona los sensores para: olor [humo de señalado productos químicos]; vibración [equipo que golpea fuera de control/que cae de estante].

. Analizador de las acciones = del comportamiento de la gente:

cualquier acción [inusual] cogió por la pista; sensor; inusual 'tener acceso al proceso; acontecimiento inusual anotado por vagos. Eg.:

- pasos: el caminar o funcionamiento cerca o "picosegundo-zonas señaladas"; busca los patrones que caminan que caen en/de sonido señalado perfiles. Ejemplos: pasos desconocedores de las búsquedas (puede ser un miembro del no-personal cuyos patrones de la caminata no se colocan). Diferente la gente tiene patrones únicos de sonidos de la caminata.
- abertura de: sobres, cajas (de la cartulina)
- Voces: (persona humana, particular) voces indeseables, eg.: griterío; (bebé) griterío; el hablar ruidosamente; el pedir ayuda
- rompiéndose e introduciendo (véase un KN más viejo)
- necesidad de importar la lista completa de imi aquí.
- para la extensión ver: vagos

+ grita para la ayuda. Eg.: alta echada de la voz de la mujer arriba
'decibelio señalado, y o en el de alta frecuencia asociado comúnmente
con no-broma grita para la ayuda. Especialmente útil en vestíbulos y
lejos de fuentes posibles de otros sonidos y bromas ruidosos, como
estacionamientos del coche. Hace que el personal de seguridad siente más cómodo
patrullando alrededor, puesto que él puede no tener tiempo para conseguir a su
arma o notificador sin hilos a pedir ayuda.
. Sonidos animales: rasguño (por el animal: gato, perro) de la alfombra/
muebles; vocalizaciones animales: descortezamiento, el meowing, gojeando,
grito.
. El Clanking o tacto de cuaesquiera materiales sólidos: metal, pvc, madera,
piedra, cartulina
- abertura o envase/puerta/caja fuerte/ventana cerrados.
- tapas: cajas; asientos de tocador (ambos tacto, encolerizando a esposa)
- pedazos que se enclavijan: pedazos duros que se traban en uno a (donde
se diseñan para caber), eg.: guarnición masculina del pedazo en hembra
pedazos/zócalos
+ cerraduras: inserción/eliminación de llaves; marca/k (correcta)
combinaciones. Las cerraduras y las llaves se pueden diseñar para accionar único
sonidos [de cómo del metal tintineos comúnmente]. Substituye la necesidad de alambres
para trabarse o puerta (que se puede cortar).
--'Seguir las funciones mientras la persona esté en sitio: a partir de tiempo ellas
abrir el tiempo del to-> de la puerta que cierran la puerta o cerrar con llave [la puerta pudo
cerrar con llave automáticamente cuando se cierra automáticamente sobre entrada].
- Puertas: el golpear de la persona/campana de puerta; ins de la rotura; puertas que se abren o
cierre (cerrándose de golpe).
--Respuestas: Enseñar a la gente (niños) a no cerrar de golpe las puertas cerradas.
- El Screeching/rasguño de sustancias duras: bisagras; sólidos
resbalando a través de otro sólido (piso, tapa contraria, pared); mudanza
punto de conexión (que necesita la grasa); fricción.
- Nuevos productos o edificios (bajo construcción): El SA (analizador de sonidos del `) busca cualesquiera
suena indicativo de apuro, eg.: construcción o estabilidad pobre.
Eg.: equipo industrial o rascacielos grandes.
. Funciones del instrumento electrónico:
- "teléfono": señal para marcar (oída a través de sitio); señal de comunicando
- "K": el mecanografiar en llaves de: "c"; "kn"; el otro EL (electrónico) "n"; "señalado"
patrones de mecanografiar (véase un KN más viejo)

- Tipos señalados de: música; altavoces difundidos (eg.: Gualterio Cronkite); parásitos atmosféricos (de: radio, pobres del canal de la difusión de TV conexión, o no siendo conectado con una cualquie manera); ciertos tipos del tarareo. Ver el "OSCILADOR" de cualquier KN: siempre que uno de ellos genere sonido - > sa - > nr.

--los padres pueden seguir siempre que sus niños jueguen electrónico 'hospitalidad, eg.: estereofonia, televisión, VCR.

- alarmas: el tocar la bocina del coche del automóvil; alarmas del hurto de coche; (edificio) alarmas; otras alarmas del hurto.

- Los "notificadores" de otros productos se oyen

. Dibujo de OTD: U/personal de seguridad = nr/osc = ~ c (computadora del "SA" (KN) del `) = Por causado sonido/""/"" del sensor/"del oscilador nr" (cuando ocurre el problema) = ACCESO (acceso negado); CARRO (carro insertado/quitado); nr (notificador del `) (); Picosegundo-Zona (entidad (no hizo) entrar en zona); R (`teledirigido) (si (no) utilizado (correctamente)); RANURADOR (manera de la encaminamiento - > sonidos "señalados"); CUENTA (fue excedido/o no encontrado); SENSOR ((no) activado); ANALIZADOR de SONIDOS (sistema del respaldo si el otro (tipo de) SA (analizador de sonidos del `) no funcionamiento); ESTADO (algo es incorrecto o undesirable); TDS (asignación excedida del parámetro/del plazo/del uso del tiempo); T (anillos).

. Accidentes misceláneos:

- Sonidos que hacen estallar. De: el hacer estallar del globo; ebullición líquida (gruesa) (demasiado rápido; o ebulliciones encima y quemaduras que accionan el olor "sensor"); el soplar del neumático auto; explosiones (de la bomba); cambios en la presión de aire el causar haciendo estallar o explosiones; latas de estallido u otra (metálico /envases sólidos del plástico).

- Objetos que caen: basura, material de la vista de la construcción, material de almacenaje (en estante).

--valor: advierte contra peligros adicionales, después de que la primera caída tenga observado.

+ topando o inclinando sobre objetos. Peligros/problemas de la causa si caen abajo/consiguen empujados: Artículos que son calientes o con la llama; o reacciones químicas peligrosas de la causa (el derramarse de los productos químicos (también mucho) sobre uno a); trastorna el proyecto o la diagnosis de investigación. (Calefacción, fundición, producto químico (incineración)) hornos; agua caliente calentadores; calefacción de gas. Radiactivo nuclear u otro (tenencia) productos. Los organismos de vida (peligrosos) se escapan o consiguen atrapados adentro (sobre dado vuelta) jaula/envase, eg.: dañoso bioengineered

microorganismos.

- Incidentes relacionados misceláneos: el dispositivo (electrónico) del EL consigue desenchufado de zócalo de la fuente de la corriente eléctrica. Roturas del vidrio. Caída de los objetos a la tierra el que él bajó de pudo no haber caído sin embargo.

Causado por terremoto (pero no el rumbling causado cerca: carros, cerrando de golpe la puerta). Alguien dispara en algo.

. Vehículos: movimiento: tren inminente [el notificador de reserva encajona la existencia La puerta de la pista camino-RR no baja vía medios tradicionales], coches, (screeching) roturas; sonidos del apuro mecánico (véase kn anterior); cuerno que sopla (el sonido de otro cuerno magnificado, considera kn anterior). Objetos/envases que necesitan la atención inmediata después de que se hayan empujado durante el transporte, eg.: vivo organismos, derramamientos). Aceite de goteo (de la transmisión) (después de él ha ido debajo de nivel deseado).

REACCIONES DEL `CUANDO OCURREN LOS SONIDOS SEÑALADOS:

Notificador: "nr" activado. Alarmas: usuario próximo; seguridad personales; supervisor (del empleado); iniciados/events= de las "cuentas" para el "perseguidor".

. Reacciones:

. - Alivia problema. El sistema responde automáticamente a: evitar/reducir al mínimo el peligro/el apuro; para el apuro. Qué responde es cualquier el sistema (sistema electrónico) que generó el apuro, o el sistema eso está presente aliviar el apuro; en el 3ultimo caso dos sistemas más pueden (no) estén conectados el uno al otro así como al "sa" = sistema de la respuesta.

- Reacciones comunes:

. --el sistema relacionado reacciona al problema señalado según lo señalado.

D: problema - > sonido - > sa - > el sistema (sistema electrónico) responde.

. --apaga el sistema/la función que causan ruido. O corta corriente fuente.

. --gira el sistema/la función para solucionar la causa del ruido.

. --"oscilador" = "nr": tan la gente o la seguridad cerca puede responder (en persona; activando o desactivando el esto/el otro sistema relacionado)

. --activa la canceladora de los sonidos: reducción de ruido audible. El "SA" es un mejor capaz de camuflar sonidos cuando sabe qué necesita ser cubierto; el sistema se aplicó mejor a las situaciones donde "señaló"

los sonidos indeseables ocurren con frecuencia.

--cierra/abre la ventana, en acontecimiento de: cambios en el tiempo (lluvia),

fuego, accidente químico (véase el archivo 7G). Ver: A1-240.

--ver la parte imi: buscar y reaccionar

. Ocurrencias que accionan el OSCILADOR:

. - en otras palabras: Sonidos y reacciones buscados del oscilador de los nark:

- persona de imposición - > el nr acciona sonidos de: perro del descortezamiento [temprano

el kn, y ahora existe también]; sirena.

- vecinos ruidosos - > nr: oscilador que les dice ser reservado

. Ver el GPS.

-3C090 Distancer sano:

Instrumentos musicales que juegan junto el cambio sus sonidos

según cómo está cercano o lejano se mueven desde uno a.

D sin cuerda y celular de -3E-010: las demostraciones aproximan distancia

. Sonidos del fondo que efectúan cómo funciona el altavoz: OSCILADOR

compensa fondos ruidosos cerca: impulso de su volumen;

compensando esas frecuencias sanas del oscilador que se traslapan

ruido ambiental cerca: cambio de tales sonidos traslapados en

diversas frecuencias (similares), o aumento de su volumen.

- ver KN relacionado (invención) en el speakerphone.

MISCELÁNEO:

+ el tipo sonido depende de cómo responderá el sistema. Búsquedas de cada sistema (sistema electrónico)

uno o más sonidos "señalados".

+ el "analizador" estudia/"anota" cómo los sonidos/los acontecimientos múltiples

ocurrir (en la manera señalada: orden, echada, longitud de tiempo, de

cierta dirección o picosegundo-zona), cambios en la imagen percibida (va).

Esto se junta con cómo uno o más otro (kn) "de los sensores"/

los "analizadores" determinan las naturalezas (del múltiplo) del

ocurrencias.

. --El notificador " o el sistema de la respuesta entra siempre que/si del efecto

los sonidos "señalados" no ocurren (en la orden/la frecuencia correctas/

el patrón/la duración/o la otra forma).

. Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña a principiantes de lengua a pronunciar

nuevas palabras. Está en propio archivo.

. TheShotSpotter: identifica la localización de tiros dentro de un radio de la milla, y abajo a un área del pie 20-30. Crimen reducido en Los Ángeles. Ver San Francisco Chronicle. 13 de abril, página B5. [Relacionarse esto con la identificación de localizaciones de cualquier sonido señalado.]

+ PROFESOR de la NOTA MUSICAL 7J09: (este número combinado con número sobre 1C301):
Los estudiantes enseñaron a cómo distinguir bueno de malas notas de los sonidos.
- El sistema demuestra que (en gráfico que) hasta dónde su (instrumental/vocal) sonido es del nivel ideal. Ven el cambio mientras que alteran el sonido/la voz.
- El examen/el juego' prueba a estudiantes, anotando' sus resultados.
- Cuanto mejor es el sistema de reconocimiento sano (VA), mejores son los resultados.
- (Otro) amaestrador sano: Enseña usuario como a qué cosas suena, eg.: estudiantes de medicina que necesitan interpretar los sonidos del cuerpo [respiración]. Los sonidos únicos a un estudiante/a un paciente particulares se escuchan, y después se sintetizan para demostrar como qué diversas dolencias sonaría.
--Si el doctor es incierto en cuanto a cómo deben interpretar un sonido particular, puede ser que almacenen los patrones de sonidos de la persona cuando son sanos. El sistema siguiente alteraría los sonidos bajos normales para representar enfermedades señaladas.
- Los sonidos para las máquinas [vehículos] se alteran para demostrar el tipo enfermedad.
- Las ventajas sobre simplemente almacenar toda la enfermedad diversa suenan sin la alteración:
- el usuario puede entrar sonidos normales y ver cómo puede ser que cambien.
- el número de sonidos de la fuente y cada uno de sus formas posibles de alteración pueden ser demasiado grandes.
- el nivel de imprecisión de una síntesis puede ser tal que el fabricante que advierte sin embargo al cliente, puede ser menos impaciente sintetizar cuidadosamente sonidos diversos. Si el sonido se sintetiza sobre el terreno, puede haber una mayor tolerancia a falta de exactitud, mientras haya una cierta semejanza vaga del sonido correcto.
- 'Educa a gente en el aprendizaje de cómo interpretar sonidos.
- Piezas: egh, educ, uip, oscilador, sensor

SINTONIZADOR 7J10: El sonido del sistema analiza las máquinas o el normal/el sonido bajo del instrumento [del musical]; entonces demuestra cómo suena cuando en el estado calumniado correcto o en señalado. Eg.: Cuando un sintonizador profesional ha templado su piano; el usuario almacena los sonidos para cada llave en sistema [como los ideales]. El sistema puede no sólo repetir los derechos sino analizarlos para hasta dónde de sonidos mal de un instrumento del sonido. El sistema puede sugerir lo que y o en qué dirección se pueden alterar cualesquiera palancas o adminículo para alcanzar señaló los sonidos. El sistema siguiente anotará el sonido nuevamente llegado. Esto es un poco como jugar al juego de encontrar algo, y las pistas que el usuario

consigue son verde, amarillo o rojo dependiendo de si el usuario está haciendo las correcciones en el modo/la dirección correctos.

- Piezas: analizador de sonidos, egh, educ, oscilador, synth

Extremo del archivo del analizador de sonidos

SECCIÓN DEL ANALIZADOR DE SONIDOS =

Los siguientes son elementos sanos del reconocimiento:

D: mic/sensor = computadora = función/exhibición/oscilador

- OTD #1:

alarma audio-visual alejada del sensor 1C-250-4000000002: Si el usuario oyó un sonido extraño en otra parte de la vivienda, el sistema jugará ocurrencia trasera. Micrófono y o foco de la cámara en la dirección de la fuente sana. Un trabajo más simple de los modelos sobre modo audio solamente.

identificador de los sonidos 1C-251-500000002:

Señales cuando hay cualquier sonido particular que sea de interés vía su sistema de identificación.

- El método del sistema de la identificación incluye:

--reconociendo sonidos familiares y etiquetándolos tales, eg.: la abertura de puertas (puede el TDS), reconoce en qué pasos de la dirección fueron oídos (yendo o viniendo de puerta y del TDS por consiguiente)

analizador de sonidos 3A-630

"Representación visual sana": puede ser que sea hecho técnico factible para que los sonidos sean convertidos en las imágenes para los propósitos de la ayuda identificar mejor los sonidos.

UIP: el sistema memoriza últimos sonidos y su importancia correspondiente

5A-460 "telecontrol" (esos elementos en esto que no generan el sonido, eg.: el presionar del botón): funcionar las funciones sin la generación de sonidos para disturbar el proceso que analiza sano

- OTD #2: exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; tds; básico; micrófono; el synth%; el portable%; el printer%; M%; punto de ebullición; oscilador; balanceador; discurso; vc; el score%; carro; cp; uq; mq (en la ayuda determinar el tipo sonido, eg.: la información de usuario según lo seleccionado del menú proporcionado por el sistema según las mejores posibilidades que determina comparando el último sonido con la base de datos para el análisis sano, puede ayudar a diagnosis); UIP; carácter; localizador (el sistema puede combinar el análisis del sonido con la localización del artículo de generación sano o del otro artículo) %; notificador.

- Analizador de la voz K210-5A-880: dice a usuario que el altavoz del comportamiento del modo estaba adentro mientras que dejaba el mensaje.

- Ver KN, eg.: lo que sigue pudo ser N duplicado (invención) de arriba, identificador de los sonidos 1CE251, analizador de la voz 1CE300, instructor de la voz %1CE301, analizador defectuoso de sonidos 4C150, "BVA".

- Si el analizador de sonidos es la selección up/handle [del proceso (fácilmente)] el sonido particular incapaz ("fq") - > los convierte al fq particular (según tipo general (onda de aire) de fq original - > el sistema del interno tiene cierta idea general "análisis" del sonido entrante fq/signal y de procesos por consiguiente.
-2D-050 localiza la dirección del objeto vía: Sonido/cámara.
Selector de los sonidos -2D-281: El sistema selecciona hacia fuera frecuencias sanas particulares
- "Facturación"
- D: mic/sensor = "C" = función/exhibición/oscilador. Ver Parts& para los detalles.
- Ver el "cerebro".

Otro: Los analizadores de sonidos (término según lo utilizado popular por otros) miden el sonido. El sonido de Meyer en Berkeley tiene sistema de Sim. Sr. K una característica "SA de las' invenciones' de y s - el analizador de sonidos" no distingue necesario entre los reconocedores y los analizadores sanos.
- Reconocedores sanos: dice cuáles es el sonido, eg.: reconocimiento de discurso.
. - Prótesis de oído de la patente 4689820 de los E.E.U.U. responsiva al interior de la señal y al exterior de la gama de frecuencia audio = [acción asociada (con) al sonido - > sa (analizador de sonidos) = reacción ['usuario del notificador]].

STR DE LA BÚSQUEDA DE LA PALMADITA: Muchas patentes relacionadas valiosas. Palabras claves:
+-set 1: el sonido, acústico, interventor, oye u oye, escucha, Microphon
+-set 2: el analyz, perno prisionero (estudio), compar, compar, investigat, scrutiniz, determina, cuenta o las cuentas o el anotar, monitor, intervención

- seguridad, protector; patrulla
- alertar, notificar
- extraño, inusual, peligro, crim, advertir, fuera de lo común
- actividad, movimiento, movimiento, cambio, caminata, extranjero, rotura

SECUENCIAS DE PALABRA:
- #1 determinado adj11 #2 determinado
. - (sonido o intervención o monitor y (analyz o estudio o estudios) y (criterios o designat o estrecho o parámetro)
palabras de +-key para el "analizador de sonidos": (sonido o audio) y (sensor o analyz)
- números de clase de la palmadita?:
+ patentes de los E.E.U.U. (más recientes solamente) a partir del disco de 12.95 baberos:
la rotura de cristal acústica de Dirección-detección 5471195 que detectaba el sistema = "pista" = los acontecimientos (ilícitos) w5 del nr del sistema (sistema del ') (notificador del ') ocurrió; Simulador de ambiente de 5467401 sonidos usando una simulación de computadora y un método de analizar un espacio de los

sonidos; La muñeca 5458105 usada anti-ronca aparato para detectar roncar...; 5452364 sistema y método para supervisar fauna: tiene tres micrófonos para ("analizador de sonidos"); El sistema de 5450524 verificaciones de la contraseña basado en una diferencia de (audio) "anota": compara sonidos hablados....; Detector de movimiento 5450060; Fuente sana 5444443 que determina el sistema; Sistema de medida de 5418758 distancias = "distancer"; El sistema de alarma 5414409 para detectar una señal audio cuando ocurre la fractura de cristal [era esta patente archivada después de la limadura anterior de la patente de KN?); Sistema 5395123 para marcar una voz de canto y exhibición de un resultado marcado para una máquina del Karaoke: compara la voz de canto con los datos de voz estándar de canto.... [era esta patente archivada después de la limadura anterior de la patente de KN?]; Detector acústico pasivo del tornado 5355350 y método de detección; 5381485 sistemas sanos activos de los sistemas de control y de reproducción de sonidos; 5448221 aparatos duales de la alarma para la supervisión de la persona bajo arresto domiciliario: suena audible fuera de alarma amonestadora de la gama si la persona excede"/"" de las "zonas" = "del distancer/"de los gps pista". 5400011 método y aparato para realzar el audiocontrol alejado en sistemas de seguridad; Punto de la colisión de 5478077 objetos que detecta el aparato = ""/"del distancer localizador"; Sistema de reconocimiento de discurso 5471557 que utiliza una red de los nervios.

EXTREMO DE ESTA SECCIÓN DE SOUND-ANALYZER.
ANALIZADOR DE SONIDOS - COORDINADOR

+ ver a coordinador del sensor: analiza el tipo múltiple sensores, eg.: sa con el analizador visual para saber mejor la naturaleza de la situación.
- Ver a coordinador del sensor para mayores detalles.

. Localización de la fuente sana: GPS. Zona de la fuente sana considerada.
- eg: el distance= cuanto posterior es cuanto más bajo el sonido se espera, por el que el analizador calcule el nivel de decibelio real emitido.
- eg: los sonidos que funcionan incorrectamente se analizan que acuerdan su distancia del micrófono.

. Fuentes sanas múltiples:
- 'zona también usada para calcular las fuentes sanas múltiples [que emiten sonidos simultáneamente]. El SA puede también distinguir fuentes sanas buscando los patrones de diferenciación de sonidos [esperados de fuentes de diferenciación, eg.: incluso el tipo sonido del zone= del wo (fuera) puede señalar la zona de la fuente sana].
- eg: los sonidos similares se interpretan diferentemente según su zona:
--los sonidos de romper el vidrio de áreas de ventana, o el equipment= cercano de la prueba se interpretan diferentemente.

--el caminar suena la entrada cercana, o ventana, o laboratorio, o cámara acorazada de la seguridad.

COORDINADOR DEL ANALIZADOR DE SONIDOS DEL FINAL
SA/ANALIZADOR Y SUBPARTES DE LOS SONIDOS =

Éste es archivo: SA-IMI

ACCESO =
- D: (el sounds->analyzer-> requerido accede).

BALANCEADOR =
- D: ('las capacidades de la grabación del micrófono según la posición del usuario se ajustan vía: sonido [el 'localizador determina (cambiando) la localización de creaciones sanas] - > mic - > el analizador de sonidos - > memoria - > se puede repetir vía el oscilador.

BVA =
- (voz - >)/C (base de datos del bva de los sonidos; interruptor; analizador).

CÁMARA =
- (lens->database de las imágenes (caras; productos) - analizador del >sound (tipo sonido de la imagen w de los fósforos (con) (esperado, necesitado))).

CARRO
- (base de datos; acceso).

Ritmos del detalle de la PALMADA = de las búsquedas

COMPOSICIÓN =
- (KN voz instructor N) FECHA ()/S (tipo de exhibiciones sonido; resultado del análisis, de la cuenta, del estado)

DISTANCER = el sistema (sistema electrónico) compensa la distancia de la cual la fuente sana emana; el sistema funciona solamente cuando el sonido viene dentro de cierta distancia o zona.

LOCALIZADOR =

el tipo sonido analizaba ayudas determina la localización de u o se opone, eg.: si hay cinco (diferente) los objetos (EL), el tipo sonido; ayudas (distinguir entre ellos)

M = los asimientos/"analiza" la base de datos de sonidos

MULTIUSOS =
el sistema distingue entre diversos u o sonidos - > acceso o dando por resultado la función asociada (las opciones)

NOTIFICADOR () =

ORDEN Y SINCRONIZACIÓN DE ++ =
El 'analizador de sonidos = el analyzer= del comportamiento sigue la pedido y la sincronización del sounds= para analizar si los sonidos están de comportamiento/de ocurrencia señalados.
. - Una versión extendida de las palabras de la multi-sílaba cogió por la voz que reconocía sistemas. Esto no compromete probablemente la patentabilidad para este aspecto del analizador de sonidos, puesto que la invención aquí es más multidimensional.
. Ejemplos:
- eg: ningul□n grito anterior o de siguiente de la risa o del discurso no-serio para la ayuda.
- eg: el sonido del carro siguió golpeando o el caer de objetos peligrosos, puesto que es probable están siendo movidos por la humanidad. Aunque tales podrían ayudar a acciones posibles designadas del hurto si estuvieron confiada después de horas del trabajo.
- patrones misceláneos de cualquie tipo: patrón que camina; zonas en las cuales los sonidos ocurren consecutivamente; para los objetos de caída [un sonido de la explosión entonces una gota, contra una explosión suave del equipo de laboratorio entonces un sonido de la gota].
- eg: los sonidos similares repetidos pueden implicar los movimientos repetidores, eg.: embalando o desempaquetando las cajas/las latas similares.
. - eg: el animal en comienzo de la jaula [siendo transportado, o después de trauma] con el howling= ruidoso siguió por características de los sonidos serios de la dolencia.
- patrones del sonido w/in la secuencia sana sí mismo: duraciones o pausas de cada aspecto; echada; bajo; triple; volumen; inclinación de las curvas del sonido, jaggedness/desigualdad; cómo los patrones de diverso aspecto se relacionan el uno al otro.
. Dibujo de OTD: u (usuario) = este sistema de N [patrones: pedido y sincronización de los sonidos = del ~ c (computadora del sa] del `) =
TENER ACCESO () AL CARRO de // de los VAGOS de // () () // EDIT () // EDUC (enseña a la naturaleza de u del sonido basada en su patrón) // MULTIUSOS (las "búsquedas y reaccionan a diversos sonidos para cada u)

Picosegundo-Zona de la banda de // NR () // (cómo el sistema responde a los patrones de sonidos) // (patrón las fuentes sanas de diversas localizaciones", eg.: la fuente sana se mueve a la izquierda en sitio, o el sa sigue la CUENTA inminente de // Q () // de los pasos) (cómo es similar un sonido está a un patrón sabido de sonidos (para el tipo de actividad potencial del hurto)) // BUSCA y REACCIONA (según el patrón del sonido) los SENSORES de // (los sensores múltiples determinan mejor el tipo de patrones del sonido y de otras perspectivas) // TDS (posibilidades de la duración, comienzo, parada, pausas sanos) // +TRACK (el 'seeks= entonces sigue patrones señalados) // UIP (adaptación de: buscar y reaccionar. Uip-DB (base de datos del `) = vagos;) ANALIZADOR VISUAL multiusos de // () // VR (u con la audiencia pobre puede determinar mejor 'entretiene la naturaleza (alterada) del sonido) // WA (usado por el protector de seguridad).

OSCILADOR =

- analizador del osc->sound del u; notificador

PP =

- qué sistema (sistema del `) debe buscar y cómo procesar resultar (los datos/las conclusiones)

Q =

- (u pide w5 acerca de los sonidos/de las ocurrencias (atados a los sonidos), eg.: quién hizo qué, porqué y cómo cuando ocurrió el sonido #55)

CUENTA = ocurrencias de las medidas w5.

SENSOR =

- (detectando para las ayudas de los elementos adicionales "analizar" la situación; tipos del sensor: calor; vibración; producto químico; del "sensor")/

El SP teléfono = mic coge sonidos vía ondas de aire = el sistema de la vigilancia

La PISTA = analiza el occurrences= de los sonidos entonces "reacciona" según lo programado.

UIP =

- más sonidos recogieron o sobre de una base de datos (sana) más grande del u-> en u; el sistema (sistema del `) sabe responder basado en uip del u (la base de datos de sonidos)

ANALIZADOR VISUAL =

- analizador de sonidos (de los trabajos w (con) en la determinación: "análisis"; cuenta; estado; w5)

PIEZAS DEL ANALIZADOR DE SONIDOS DEL FINAL.

CUENTA

Diagrama: entrada de datos/sensor = "C" = hecho salir (tr, "S", oscilador)

- La diferenciación "anota" y las secundario-cuentas son labelable por el "artista" = (color) "designador". Facilita la comprensión del espectador de la cuenta, reduciendo alboroto en la pantalla.
% "del acceso": Ver: "Tuvieron acceso a los VAGOS (analizador del comportamiento)" = "cuenta": Cada uno de los archivos accesibles tiene un grado de la cuenta.
- el sistema de sonorización también se anota para: capacidad de guardar hacia fuera a piratas informáticos; facilidad de manejo; cómo es bueno adaptar-está adaptando; felicidad del usuario. recompensa 1G22 generada por el nivel anotado del uso.

Pieza #1 de OTD: ^via demostrado estado "S", luces, sonidos, impresión hacia fuera, notificador. Peticiones de usuario que tipo cuenta que desean y que pueden tipo sistema de los pp de sonorización deseado. ^includes del estado que determinan si es el sistema: en, que la función es en funcionamiento, hasta dónde en la operación está apagado, cualquier problema, y o los resultados (éxito, falta; mecanografiar, eg.: cantidad, calidad, manera); el número de épocas un acontecimiento particular ocurrió (algo dentro del sistema y o algo afuera en el ambiente (tal como sonidos, o algo o alguien que da un comando al dispositivo).
- OTD: el carro determina el tipo cuenta y cómo está presentado; el tipo cuenta determina el tipo carácter, y qué, cómo, porqué funciona el carácter; aplaudir para conseguir estado dado por más ^notifier; fecha; anotar demostrado en la exhibición ("S"), vía notificador, el etc; confía en "C" y su memoria, y %M; % del micrófono ("mic") - > analizador - > generador de señal - > función (notificador); P.M.; multiusos (cada usuario consigue diversa cuenta); Los datos son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador. Tablero de la cuenta (del juego) (sistema).
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- Subparte: Función Cuenta-Alt: cambio de las causas que anota en la función del sistema (sistema del `); CUENTA-UIP: desarrolla el DB del UIP; Cuenta-Apuro: determina si algo está fuera de parámetros deseados, para: tener acceso (mientras que u utiliza el sistema), nr.

Característica importante - solamente esta sección quizá menos importante:

- D: entrada de datos/sensor = "C" = hecho salir (tr, "S", oscilador)

- Pieza #1 de OTD: ^via demostrado estado "S", luces, sonidos, impresión hacia fuera, notificador. Peticiones de usuario que tipo cuenta que desean y que pueden tipo sistema de los pp de sonorización deseado. ^includes del estado que determinan si es el sistema: en, que la función es en funcionamiento, hasta dónde en la operación está apagado, cualquier problema, y o los resultados (éxito, falta; mecanografiar, eg.: cantidad, calidad, manera); el número de épocas un acontecimiento particular ocurrió (algo dentro del sistema y o algo afuera en el ambiente (tal como sonidos, o algo o alguien que da un comando al dispositivo).
- OTD: el carro determina el tipo cuenta y cómo está presentado; el tipo cuenta determina el tipo carácter, y qué, cómo, porqué funciona el carácter; aplaudir para conseguir estado dado por más ^notifier; fecha; anotar demostrado en la exhibición ("S"), vía notificador, el etc; confía en "C" y su memoria, y %M; % del micrófono ("mic") - > analizador - > generador de señal - > función (notificador); P.M.; multiusos (cada usuario consigue diversa cuenta); Los datos son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador. Tablero de la cuenta (del juego) (sistema).
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- Subparte: Función Cuenta-Alt: cambio de las causas que anota en la función del sistema; CUENTA-UIP: desarrolla el DB del UIP; Cuenta-Apuro: determina si algo está fuera de parámetros deseados, para: tener acceso (mientras que u utiliza el sistema), nr.
- No. de la palmadita de los E.E.U.U. Str de la búsqueda - cuenta (electrónica o programa) - disco 9.94 del babero. Aparato de enseñanza electrónico 5122062. Correspondencia del método y de los medios 4038525 (interruptor).
- "Corregir": determina cómo la "cuenta" debe ser compilada = ser interpretada = ser utilizada (por el sys/U%)

No. de la palmadita de los E.E.U.U. Str de la búsqueda - cuenta (electrónica o programa) - disco 9.94 del babero. Aparato de enseñanza electrónico 5122062. Correspondencia del método y de los medios 4038525 (interruptor).
- "Corregir": determina cómo la "cuenta" debe ser compilada = ser interpretada = ser utilizada (por el sys/U%)
- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en S () del `/nr (notificador de la pantalla del `) de cualquie producto/sistema; eg.: 7G)
- "Facturación": cuentas para qué/cómo u consigue "cuentas pedidas".
- R127 [boleto de tren de viajero de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en puerta del boleto. JR (ferrocarril de Japón)].
--También copiado al "acceso", "Bill", "picosegundo", "cuenta", "pista".
- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en S ()/Nr de la pantalla del `de cualquie producto/sistema; eg.: 7G)
- "Facturación": cuentas para qué/cómo u consigue "cuentas pedidas".

- R127 [boleto de tren de viajero de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en puerta del boleto. JR (ferrocarril de Japón)].

--También copiado al "acceso", "Bill", "picosegundo", "cuenta", "pista".

- La diferenciación "anota" y las secundario-cuentas son labelable por el "artista" = (color) "designador". Facilita la comprensión del espectador de la cuenta, reduciendo alboroto en la pantalla.

% "del acceso": Ver: "Tuvieron acceso a VAGOS" = a la "cuenta": Cada uno de los archivos accesibles tiene un grado de la cuenta.

- el sistema de sonorización también se anota para: capacidad de guardar hacia fuera a piratas informáticos; facilidad de manejo; cómo es bueno uip-está adaptando; felicidad del usuario.

Recompensa -1G22 generada por el nivel anotado del uso.

SISTEMAS DE SEGURIDAD - IMPEDIMENTOS DEL CRIMEN

El DETECTOR del LADRÓN EMITE SONIDOS del DESCORTEZAMIENTO sobre intruso de la audiencia: sistema de alarma de la paranoia 3A-180: envía la risa cínica de un "payaso listo" sobre entrada ilegal. Otros mensajes: las sirenas entonces "salen con sus manos en la cabeza"; fractura del vidrio como si haya otra tuerca en premisas; perros; "hey usted viene aquí", las "manos encima de usted está bajo detención"; sonidos no verbales extraños; perros cósmicos extraños; cualquier cosa (sonidos, etc) engranó especialmente psicologicamente a asustar el semi-paranoico y o ésos en las drogas durante el robo con allanamiento de morada; etc. Efectos audios/visuales demostrados disuadir a ladrones: exhibiciones del laser, declaraciones en la luz que aparece en las paredes, televisiones que se giran con una película/un vídeo.

- la exhibición puede seleccionar para demostrar al ladrón: el sistema de información ha cogido el Info en ladrón eg.: su altura, peso, raza, cuadro de la cara, el ladrón del etc. dijo la información se almacena en distante, irrecuperable, o fuente secreta, o policía "C". Ladrón mayo o mayo no ver su propia cara. Quizá cámara/sensores ocultados en cualquie número de maneras. La salida a audio selecto/a la representación visual del ladrón demostrados asustar a menudo psicologicamente/disuade o reduce a ladrón del tiempo vaga en premisas.

el SISTEMA de ALTAVOZ 3A-210 TIENE SONIDOS el venir de direcciones cambiantes: el ladrón oye: dueño que camina alrededor de premisa, de condenaciones verbales [suena como el dispositivo o la persona de la grabación un pedacito lejos apagado], de la policía que rompe la ventana para acceder y otros sonidos para hacer a ladrón por lo menos sentir más nervioso.

SONIDO 3A-370 DEL PERRO del DESCORTEZAMIENTO sobre el sonido o de la persona que camina encima de la calzada (cuando se cruza la línea del laser). El sonido realista consigue en los segundos que significan el perro está más ruidosamente más cercano a puerta principal.

- mientras que la persona camina alrededor fuera de la estancia el perro que el descortezamiento los sigue por los sonidos que emiten de diversos altavoces.
- tipo de cambios del descortezamiento del perro (eg.: consigue más enojado, con o sin el volumen de sonidos consiguiendo más ruidosamente)
- grande para la gente que quiere la protección de hogares, pero sin los problemas de cuidar para el animal.
- el usuario puede tener pequeña caseta de perro vacía adentro detrás de la yarda americana grande, al lateral (tan posiblemente visible de puerta de entrada lateral del jardín)

-3C-460-083005 que raspa a Warner: Sonidos de los perros del descortezamiento iniciados cerca sensor de los sonidos, timbre, o alarma de ladrón. Estar libre de mantenimiento vivo del perro.

RECEPTOR ACÚSTICO del RELOJ 3A-520: fabricación de todos los tipos de sonidos: risa, sirenas, alarmas, avisos verbales (registrados por el fabricante o el usuario), etc

- control del H-volumen
- H-radio, TV, jugador del CD tamaño pequeño futuro

REFLECTOR de los SONIDOS 5A-220: cada uno de los sonidos del intruso (eg.: pasos, apertura de armarios, fractura del vidrio...) se registran y se juegan de nuevo a espectro y ayudan a disuadir a ladrón.

- tener el convertido de la opción del Karaoke sus sonidos en otros

6B-38 SOBRE ÁREA QUE ENTRA cerca de la puerta principal (el detector de movimiento detecta a persona), o, el carillón de puerta de sonido, sistema anuncia algo en palabras, o sonidos (eg.: música). Pueden indicar, el nombre de la familia, la compañía, hola, el fabricante del etc. o el usuario puede registrar el aviso saliente.

+ puede registrar el mensaje del timbre el sonido de la persona

EXTREMO DEL ARCHIVO DE LA SEGURIDAD

Archivo: Introducción/sensores de la característica

SENSORES

Sentidos para las señales. Sentidos para uno o más estímulos diversos (simultáneamente, vía diversos sensores). Eg., búsquedas: ¡vibraciones o movimientos de la gente, del calor, del contacto químico, del etc!

. Las notas "notifican" la continuidad de la situación (señales) y o de cambios. Sentidos para uno o más simultáneamente diverso/por lo tanto de los estímulos (si un tipo de "sensor" se acciona otros se comprueba para (verificar si el "sensor inicial" era válido; para la mayor profundidad del análisis). Los sensores incluyen:

- Calor: Sentidos para los cambios en el calor causado por la gente que entra en áreas/que cambia localizaciones dentro de áreas.

- Vibración/presión: Jueces cuando un objeto de la persona es próximo vía las vibraciones y o la presión aplicada a los sensores piezosensibles (puertas de abertura de las esteras). Los paneles de piso: observa la presión cuando está caminado encendido, localiza la colocación de la persona.

- Sonido - > "Mic" - > "analizador" /sound "sensor" de sonidos (de cualquie tipo, eg.: sonido del cierto decibelio o gama de frecuencia) - > "C".

. Otro: picosegundo (el sistema de colocación tiene gusto del GPS) que detecta para el paladio (dispositivo de colocación). El disparar de las luces laser. "Analizador visual". Dibujo: "sensor" (se reciben diversas señales (buscado para)) > tr > >c del receptor (computadora) > respuesta analizada > deseada (impresora fs de /s/ del "notificador"). Magnético: el dispositivo que es detectado tiene un imán que sea posición se siga en sitio. Sensor de movimiento: la cámara memoriza los pixeles en área y las notas si los cambios se realizan más allá de cierto nivel. Programa (pp, P.M.) para que sistema busque cambios limitados. "Distancer".

- General: el tipo de señales recibidas puede identificar las características de "U" /subject/subject que es analizado. Actuar como sensores que buscan demostrar de las señales: movimiento; cambios en la química, temperatura, cantidad, tamaño, frecuencia (de la ocurrencia; de las ondas (magnéticas)); etc. Ciertos patrones pueden señalar "U particular" (gente), y por lo tanto actúan como tipo de "acceso" (cuando los patrones particulares de señales se reciben, las funciones de sistema según cualesquiera "se adaptan").

- Para Techies 1: acceso; básico; carro (cartucho del software del `) (diversas señales se buscan para el >c (computadora) > respuesta analizada > deseada ("notificador"); todos según el tipo programa (accionado cerca) en el carro); >c del "sensor" (computadora) > s; investigación científica/educ: aprender las características para USER/subjects apuntado; el "sensor" puede "flotar"; "interactivo": según el tipo señales, el sistema responde por consiguiente; mañana; mp/pp: cómo el sistema con el "sensor" reaccionará; multi-user^: adaptarse; cada ocurrencia de señales (entrantes) es "tds"; t: llaman por teléfono al usuario (las emergencias) cuando las características del fósforo de las señales de la ocurrencia deseada (adaptarse); Reino Unido: cómo el sistema debe responder a las señales; U (el usuario hace preguntas del sistema); vc (del notificador).

- Para el dibujo de Techies: usuario = ~c del "sensor" (computadora) =
ACCESO; ANALIZADOR; CEREBRO; carro (cartucho del software del `); MULTIUSOS; notificador; oscilador (comunicador sano saliente); banda (programa informático); picosegundo (el sistema de colocación tiene gusto del GPS); q (el usuario y o el sistema se hace preguntas); r (teledirigido); CUENTA (tarifas las señales del sensor recibidas); SENSOR (el "analizador" compara las señales recibidas de otros "sensores"); ANALIZADOR DE SONIDOS; ESTADO; tds (característica) de la estampilla de fecha del tiempo (registros cuando (w5 (qué, donde, porqué, cuando y cómo)) ocurrir); PISTA (el sensor de movimiento sigue/las pistas); EL VR%.

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- Subparte: Sensor-Movimiento: "analiza" el movimiento del cuerpo (del ser humano), funciones puede ser limitado/efectuado (para el USUARIO) según donde está el cuerpo.

- No de la palmadita de los E.E.U.U. referente a los sensores de movimiento humanos: Cámaras de seguridad de 5327233 muebles; Alarma audible 5271416 para la detección del movimiento usando el transductor bimodal; Dispositivo 5143086 para medir y analizar los movimientos del cuerpo humano; porción Pie-actuada 5139261 del regulador del juego de ordenador como palanca de mando.

--estrategia de búsqueda: [kilovatio 9.94 del babero (localización o posición o paradero) y sensor y (cuerpo o persona o humano o animal). Localización 5307277 que detecta el aparato; Animal ultrasónico que rechaza el aparato el 5214411%; Sensor para detectar el paso de una persona o de un animal en un campo visual 5196826; Método y aparato para estimar una posición de una blanco 5130934; Tipo sensor de 5166533 triangulaciones de la distancia para los objetos móviles con (con) la ventana que forma medios; Localizador para un cuerpo móvil [considera el movimiento angular] 5122960.

- Sensores químicos: la reacción química (entre cuaesquiera dos señalados/productos químicos solicitados) - > reacción causa los nuevos productos químicos solicitados - > reacción química de los disparadores con (con) el sensor químico - > envía la señal al sistema = al analizador/al notificador. (Sensores químicos usados adentro) campo 7G050 de invenciones.

. - Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

. - "Facturación": cuentas para qué/cómo el system coge.

. Los E.E.U.U. patentan el disco de 12.95 baberos: % del str: sensor y (ser humano o persona)

. Coordinador: + combinación de los analizadores que detectan el cambio/la presencia de ocurrencias. Como un cerebro humano con sentidos múltiples, los analizadores múltiples del sensor del sistema pueden analizar mejor cuál es W5 de suceso (qué, donde, porqué, cuando y cómo). La combinación de sensores múltiples da más ángulos para una mejor perspectiva.

. El GPS/el sa (analizador de sonidos)/los otros analizadores de la ocurrencia = C:

- Qué ocurre W5 (qué, donde, porqué, cuando y cómo). Los cambios relacionados con el movimiento se entienden mejor. Eg.: qué usuario/elemento que es observado está haciendo W5 (qué, donde, porqué, cuando y cómo), como caminar o hablar o mecanografiar en una zona particular.

. Analizador = SA visuales: cualquiera cambia sensible vía analizador visual [y sonidos asociados]. Para la extensión ver: va.

. PARA el diagrama de TECHIES: Usuario = este ~c del sistema de la invención [sensores múltiples] (computadora) =

Las BÚSQUEDAS MULTIUSOS de // de la CUENTA de // del RANURADOR de // de la Picosegundo-Zona de la banda de // del oscilador de // del notificador de // // del CARRO de // de los VAGOS de // del

ANALIZADOR de // del ACCESO (W5 (qué, donde, porqué, cuando y cómo) de las funciones del accessor) (sensores múltiples que son analizados) (ANALIZADOR del COMPORTAMIENTO) (cartucho del software del `) (comunicador sano saliente) [el 'micrófono coge en sus sonidos] (programa informático) // ((qué, donde, porqué, cuando y cómo) se encamina el elemento W5/la información [el flujo]) (diversos sensores/las ocurrencias son pesados diferentemente por el analyzer-> que determina diversas conclusiones sobre la naturaleza de la situación) y REACCIONAN (las ocurrencias [alteradas]) SENSOR de // (sonido, visión, olor, vibración, temperatura (calor del cuerpo)) la PISTA // de // tds (característica) de la estampilla de fecha del tiempo ('orden y sincronización = cuenta) // del ANALIZADOR de SONIDOS de // adaptan (que los sensores se anotan y cómo) el ANALIZADOR de la REPRESENTACIÓN VISUAL de //.

- Sensor-Movimiento: "analiza" el movimiento del cuerpo (del ser humano), funciones puede ser limitado/efectuado (para el USUARIO) según donde está el cuerpo.

. Ejemplos del sensor de movimiento: Magnético: el dispositivo que es detectado tiene un imán cuya posición se siga en sitio. La cámara memoriza los pixeles en área y las notas si los cambios se realizan más allá de cierto nivel. Puede buscar cambios limitados, eg.:

- Los paneles de piso: observa la presión cuando está caminado encendido, localiza la colocación de la persona

. Otro: Luz laser que dispara. "GPS", "PICOSEGUNDO", "PISTA". Sensores del calor (del cuerpo). Nuestra pata de la puerta del animal doméstico. Una invención más limpia permite el acceso después de que el animal doméstico moviera las patas en la estera suave de la cerda para el plazo del sistema basado en el contador de tiempo del sensor de movimiento.

. El sensor nano de la tecnología = funciona con el analizador contento: Nanomaterials incluye: los materiales microscópicos y supereficientes que pudieron plantear riesgos para la salud deben ellos entrar en los pulmones o la piel. Se utilizan en suplementos dietéticos, la protección solar, topes del coche, la ropa y las luces del estadio de Jumbotron; hacen materiales de construcción más fuertes y pueden luchar el cáncer.

- El acceso del `se puede dar/negar basado en el analizador contento = la reacción. Ver la ciudad de Berkeley en las regulaciones de California y del gobierno de los E.E.U.U. [propuestos] - nuestra invención también marca con etiqueta (con otras moléculas/RIFIDS/etc = para seguir. Las reacciones basadas en la presencia de moléculas nanas se pueden identificar vía el sensor/los VAGOS (analizador del comportamiento) (del elemento efectuado, eg.: sienten o actúan diferentemente en el patrón asociado a tal exposición). Uso de proteger vida y tierra contra los agentes contaminadores - formar "de la protección del medio ambiente.

Archivo: Introducción/software de la característica

Softwares. Algunos/todo el función son interruptor (software) controlado () con./desc./alterado de la vuelta (función/efecto deseados cambio) vía = usuario (banda/k) funciones del sistema (vía su interruptor). =c de k (teclado) (computadora) = interruptor (software) (carro). Las mejoras del interruptor (software) pueden ser hechas disponibles (por el fabricante).

- Ver el "cerebro".

- Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el interruptor (software) puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

. - Para el dibujo de Techies: c (computadora) (interruptor) = ACCESO; ANALIZADOR; CEREBRO; CARRO (cartucho del software del `); EDIT; k (teclado); M (ordenador central); MULTIUSOS; +PR; q (el usuario y o el sistema se hace preguntas); r (teledirigido); RANURADOR; tds (característica de la estampilla de fecha del tiempo); PISTA. Superación de altos costes programados injustificados del interruptor (software), eg.: debido a la carencia del mercado para los usos específicos: Las versiones simples pueden ser utilizadas cuando los costes para programar no justifican. Desarrollar (cáscara) los paquetes estándar del interruptor (software) que pueden ser (fácilmente) altered/pr para los usos diversos (por la mayoría de la u).

- "Facturación": cuentas para qué/cómo el usuario utiliza el "interruptor".

. - el interruptor requiere HW (hardware) encontrado en "c" (computadora).

SECCIÓN del interruptor (software) - quizá menos importante:

Algunos/todo el función son interruptor (software) controlado () con./desc./alterado de la vuelta (función/efecto deseados cambio) vía = usuario (banda/k) funciones del sistema (vía su interruptor). =c de K (teclado) (computadora) = interruptor (software) (carro). Las mejoras del interruptor (software) pueden ser hechas disponibles (por el fabricante). Ver el "cerebro".

- Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el interruptor (software) puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

. - Para el dibujo de Techies: c (computadora) (interruptor) = ACCESO; ANALIZADOR; CEREBRO; carro (cartucho del software del `); EDIT; k (teclado); M (ordenador central); MULTIUSOS; +PR; q (el usuario y o el sistema se hace preguntas); r (teledirigido); RANURADOR; tds (característica de la estampilla de fecha del tiempo); PISTA.

. Superación de altos costes programados injustificados del interruptor (software), eg.: debido a la carencia del mercado para los usos específicos: Las versiones simples pueden ser utilizadas cuando los costes para programar no justifican. Desarrollar (cáscara) los paquetes estándar del interruptor (software) que pueden ser (fácilmente) altered/pr para los usos diversos (por la mayoría de la u).

- "Facturación": cuentas para qué/cómo el usuario utiliza el "interruptor".

. - el interruptor requiere HW (hardware) encontrado en "c" (computadora).

FUNCIÓN VISUAL SANA

Las funciones inventivas convierten el sonido a los efectos visuales, y a la representación visual a los efectos sonoros. Una forma de efecto.

D1: convertidor de la cámara = de señal = "C" = generador = oscilador de los sonidos
D2: convertidor del mic/del sensor = de señal = "C" ("cerebro" ("analizador")) = texto/códigos/exhibición/printer/tr.
- No. de la palmadita de los E.E.U.U.: 4260229 imágenes visuales que crean de los movimientos del labio; Síntesis 4278838 del discurso del texto impreso; estetoscopio de la representación visual 5213108. juguete y método de ++ 5314336 que proporcionan el representante de la salida audio del mensaje óptico detectado por el juguete. La palmadita publicó 5.94 al individuo. ¿Esta pieza visual sana del analizador archivó la invención primero?

CALEIDOSCOPIO MUSICAL 3A762: según las luces y o las formas consideradas, se crean ciertos sonidos. Las luces/las formas se pueden generar vía medios electrónicos puros o los más viejos métodos. Éste es un efecto que es una reacción a a [la acción de la entidad del juego del `.]
- relacionado con 3A-760: música basada en la entrada visual. Diversos colores vistos crean diversos sonidos/música.
- las porciones audios y visuales tienen interruptores con./desc.

JUGUETE del CONVERTIDOR del SONIDO de la REPRESENTACIÓN VISUAL A1-140:
Hacer la música moviendo a lector óptico sobre las representaciones visuales en el papel, CRT, el arte que se puede diseñar para accionar ciertos sonidos para el lector. La persona elige velocidades del movimiento y dirección de al revés y o los movimientos laterales. Puede utilizar en cualquier otro objeto tal como piel del animal, escritorios, alfombras, hojas, secciones especiales de periódicos quisiera que la gente oyera la música para la diversión de él o como promoción (estes 3ultimo se pueden hacer en cualquier otra superficie, plana o de otra manera).
- "analizador visual de sonidos"

ARTE SANO 2B090: Convertir los sonidos en formas y colores (de dos dimensiones) interesantes. Programa cómo un sonido se convierte en un arsenal infinito de gráficos posibles. [Las imágenes del `del juego del `] también bailan vivo a la consonancia del usuario del sonido generada.

+ imágenes de w que obran recíprocamente (con): La manera de la cual el usuario obra recíprocamente audially image= de w da lugar (vivir) a corregir de la imagen. Formas de interacción. La imagen baila según los u:
--movimientos del cuerpo [ver el analizador del movimiento del cuerpo de KN (invención) en directorio de "J"].
--uso del ratón [palillo de alegría de los kn]
--sonidos [puestos en palabras] creados por el u= en analizador de sonidos.
--ba= que acciona cualesquiera sensores/comando del associated=.

--'imágenes creadas por resultados del u= en imágenes adicionales = vía:
'Artista; Corregir; OSCILADOR.

Usuarios múltiples que hacen sonidos en unísono: cada usuario puede ayudar al orchistrate que las imágenes totales crearon. El sistema pudo también seguir las calidades únicas de la voz de cada usuario (sa) así que cada multiusos tiene sus sonidos tratados como fuentes únicas, eg.: imágenes múltiples que sobreponen las imágenes del otro usuario.

. ¡- Finalmente la combinación electrónica del consumidor del sonido con la creación de los artes visuales! ¡Convertir los sonidos en arte! Según echada, volumen.... la pantalla desarrolla los colores y las líneas que entran en direcciones correspondientes. Desarrollar el arte que se desarrolla cronológicamente durante minutos en uno o más cuadros, o el arte que es inmediato como en cámara inmóvil de la vida. Imprime sobre impresiones negras/del blanco o de color. ¡Modelos anteriores requieren discos ser llevados los distribuidores autorizados/las tiendas especiales para procesar!

. - las 'imágenes pueden ser impresas.
Opciones: El fabricante proporciona los instrumentos especiales fácilmente identificables por la máquina para guardar abajo de costes.
- requiere software fantástico colorido interesante también
- producto portable interesante para los cabritos cuando caminan alrededor de exterior.
- el usuario puede seleccionar en qué modos visuales quieren los sonidos convertidos, eg.: colores, tipos de formas (2.o o 3D, cuadrados, cubos, burbujas, etc)
- cartuchos
- este producto también incluye descripciones del producto 1B-88
Generador del holograma del audio:
- acordando al sonido/a la música hecha y al tipo el programa dentro del software usado, de los gráficos y de otras imágenes ológráficas se crean según el sano (como el sistema de sonido que efectúa la despedida de un rayo laser - en la golondrina de mar que hace gráficos interesantes en una pantalla de dos dimensiones)
- el usuario puede programar a su independiente de los efectos visuales del sonido también
- sonidos y música y voces en arte abstracto, representaciones visuales de los convertidos. Alterar, sintetizar los sonidos en gráficos deseados. Efecto: colores; el tamaño, selecciona si usted quiere muchas pequeñas piezas o pocas piezas; contraste; brillo; tamaño total; número de copias múltiples (elegir si son interpretaciones idénticas, similares o extensamente diversas de la misma fuente audio); mecanografiar las tintas, métodos de impresiones de la fabricación
- ser además popular cuando la realidad virtual llega a ser más popular. Grande para los músicos que quieren las interpretaciones gráficas de sus trabajos - pueden demostrar ambos de lado a lado.

ACCESO:

- acceso móvil correcto del image=: u (usuario) puede considerar cómo sus sonidos están generando requerido (las 'imágenes), permitiendo un mejor control sano. La representación visual de sonidos es más fácil para que u calibre y haga cualquier corrección necesaria. Copiado al acceso en 1.97]
- el "seguimiento" de cambios en sonido/imágenes = crea señales con los usos para: 1] que usaba la misma pista juntó el nuevo editing= de w (con) que creaba nuevos imágenes/sonidos.] almacenaje 2 en cartucho: una llave usada para el acceso.

Dibujo de OTD: U/Output = este ~ c (computadora del sistema de N (sistema del `) [que crea imágenes vía sonido] del `) =
CARRO de // de los VAGOS de // del ANALIZADOR de // del ARTISTA [] [] [] [] // EDIT [] // EDUC [coordinación de la representación visual para sonar modos, usando nuevas partes del cerebro. Creatividad cada vez mayor.] La CUENTA MULTIUSOS de // del RANURADOR de // Q [] // R [] // de la Picosegundo-Zona de la banda de // del OSCILADOR de // [] // NR [] // [] [] // [] [] [] // BUSCA y REACCIONA [] el ANALIZADOR VISUAL de // UIP [] // de la PISTA de // TDS [] // T [] // del ANALIZADOR de SONIDOS de // del SENSOR de // [] [] [] [] // VR [] // WA [].

OTD:

. - opción: cada vez que reaparece el mismo sonido, el efecto visual pudo nunca ser exactamente igual; conectable al teléfono ("T"); tomar los cuadros de efectos, o los almacenes en memoria de "C" y puede ser impreso sobre la impresora de color; puede desarrollar la música generada interesante de "C" para los grandes efectos especiales sobre el dispositivo; Códigos: Alejado ("R"); todos; exhibición ("S"); c; P.M.; pp; Reino Unido; interactivo; juguete; juego; hospitalidad; "mic"; portable; sst; impresora; "M"; punto de ebullición; oscilador; vc; cuenta; md; carro; cp; carácter. "Inclinación".

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:
- (música sana) y (el convertido altera movimiento) y (cuadro de la imagen)
--el color trae 700 patentes. patentes de la danza 3000.

CALEIDOSCOPIO de los SONIDOS 2B091: Los cambios de la visión según sonidos en el ambiente. Cada sonido se convierte diferentemente según se presionan qué botones.
- incorpora 2B-090 en su producto
- caleidoscopio: según sonidos, un tipo de efecto del caleidoscopio se genera por cualquier usuario mira. El mismo objeto en la vida real, mirada con las miradas electrónicas del caleidoscopio diferentes según el sonido generó. Tiene chisme de la visión del ojo con la correa alrededor de la cabeza. Una forma temprana de realidad virtual.
--esta característica se relaciona con 3C-230

- /OTD: exhibición ("S"); "C"; pp; P.M.; Reino Unido; %interactive; juguete; básico; entretener; "mic"; portable; impresora; punto de ebullición; carro. "Inclinación"

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- caleidoscopio

- eran 52 o patenta tan títulos vagos de w (con). No leyó la mayoría.

CALEIDOSCOPIO 2B092 CON FUNCIONES MISCELÁNEAS:

La "pantalla" cambia según cualquier uno o más de siguiente:

--OTD D (dibujo): U = este ~ del sistema de N (sistema del ') [] C =

TENER ACCESO [nivel de acceso del u] AL ANALIZADOR VISUAL de // [] de la banda de // del CARRO de // de los VAGOS de // del ARTISTA de // [w5 u corrige sus imágenes] [] [] [] // de la CUENTA MULTIUSOS de la Picosegundo-Zona [] [del juego] [] // VR [] // WA [].

--'inclinar en qué caleidoscopio o su R se coloca.

--este 2B092 1r concebido en 1.97.

MECANISMO de CONTROL VISUAL del AUDIO 5E03: El analizador Sonido-Visual básico solamente.

- En otras palabras: Cambiando el elemento visible, el sonido es alterado/sintetizado por consiguiente.

- Cada color o completada caja genera diversos sonidos/música.

- Mientras que escucha la música/el múltiplo 2.o del sonido o los objetos (tridimensionales) 3D se efectúan por consiguiente (pulsar o vibrar al ritmo, al color del cambio, al tamaño, a la posición, al ángulo según el volumen/triple/bajo).

. --Eg., cada uno del siguiente es representada por diverso objeto: volumen, triple, base, echada, cada uno del diverso ritmo que crea los elementos, voz del cantante (puede también ser analizado en sus elementos).

- El usuario entonces puede tocar el objeto (2.o o 3D) para alterar los resultados del sonido. Eg.: hay vocals del hombre y de las mujeres, y el usuario toca (en una de las maneras posibles múltiples) el objeto púrpura redondo que representa la voz = el resultado de la mujer: la voz de la mujer cambia según cómo fue tocada.

D: tipo 1sound = 2computer = 3display/4 [objeto alterado según el tipo de los sonidos hecho salir/deseado]

Notas de D: 1: estereofonia/oscilador/altavoz; sonido real creado. 2: analizador de uk/remote/mic/sound. 3 "" "interactivos"/"de la exhibición exhibición".

- OTD: cada objeto se puede numerar o titular según su uso/función.

- las maneras en las cuales el objeto representativo se puede programar/controlar para realizar los cambios deseados: longitud del tiempo tocada; dirección del tacto; velocidad del tacto; intensidad del tacto (luz o tacto duro); tipo de tacto del objeto (dedo, palillo, "telecontrol", pedal del pie, cambios en "danza".

- TM: Música plana (hoja). Sonidos del drenaje.

CONCLUYE ESTE ARCHIVO DE SOUND-VISUAL PARA ESTE USO DE LA PALMADITA

SOUND-VISUAL =

Convierte señales de sonido a los efectos visuales; y efectos visuales a las señales de sonido.

D1: convertidor de la cámara = de señal = computadora = generador = oscilador de los sonidos

D2: mic/sensor = convertidor = computadora = exhibición/printer/tr de señal

- OTD #1:

Los siguientes son visuales sonar la conversión, y el sonido a los elementos de sistema visuales de conversión; esta categoría se pudo también de vez en cuando también escribir "sonido visual" o el "visual sano".

ARTE SANO 2B-090: ¡Convertir los sonidos en formas y colores interesantes! Programa cómo un sonido se convierte en un arsenal infinito de gráficos posibles.

caleidoscopio de los sonidos 2B-091-200000001: Los cambios de la visión según sonidos en el ambiente.

analizador de sonidos 3A-630

O "composición": todos los elementos diferentes para: crear los sonidos que están en golondrina de mar convirtió a los gráficos; o versa de la visa que toma sonidos y que los convierte en imágenes gráficamente corregidas según los sonidos sintetizados.

O-Nuevo elemento: Convertir las imágenes en sonidos, eg.: jugador de registro, jugador CD del laser, transmisiones de fax. Los sonidos creados se pueden procesar a través del sintetizador de los sonidos y programar para crear los sonidos deseados según las imágenes entradas por la cámara, el explorador, o el otro sensor, etc.

Nuevo elemento: el sonido recibido por el micrófono y o el otro sensor puede también coger cualquier frecuencia de la onda y convertir a otros sonidos audibles a los oídos humanos, o en las imágenes.

O "artista": los sonidos se han convertido ya en imágenes correspondientes como explicado en la "Sonido-Visión", estas señales se pueden entonces controlar por el usuario (eg.: vía el ratón, la llave en puesto, programando) para crear las imágenes deseadas. Inversamente, las visiones creadas vía "artista" se pueden utilizar por la "Sonido-Visión" y la "composición" para generar sonidos.

- OTD #2: exhibición; fd-hdd; pp; P.M.; Reino Unido; el toy%; básico; entretener; micrófono; synth; punto de ebullición; oscilador; balance; discurso; vc; el md%; carro; cp; movimiento el sounder%; alejado; notificador; cojín del aire (las transmisiones son audios que en golondrina de mar se convierten en la representación visual; o las transmisiones son visuales que están en la golondrina de mar convertida en audio); representación visual el analyzer% (útil no como generador de la alarma salvo especificación de lo contrario, sino en el sistema de ayuda que se dirige).

Es "analizador visual" y el "Mic" interpreta imágenes en datos: redacta la descripción de lo que ve/oye; el otro sistema de códigos ("cerebro") puede utilizar para procesar ("cerebro") imágenes/sonidos. La manera de

interpretar transferencias entre la representación visual (imágenes) y sano (oscilador) controlado cerca: software (banda), analizador.

SECCIÓN VISUAL SANA del ANALIZADOR - quizá menos importante:

D1: convertidor de la cámara = de señal = "C" = generador = oscilador de los sonidos

D2: convertidor del mic/del sensor = de señal = "C" ("cerebro" ("analizador")) = texto/códigos/exhibición/printer/tr.

- No. de la palmadita de los E.E.U.U.: 4260229 imágenes visuales que crean de los movimientos del labio; Síntesis 4278838 del discurso del texto impreso; estetoscopio de la representación visual 5213108.

juguete y método de ++ 5314336 que proporcionan el representante de la salida audio del mensaje óptico detectado por el juguete. La palmadita publicó 5.94 al individuo. ¿Esta pieza visual sana del analizador archivó la invención primero?

-6B580 (movido desde allí): Convierte voz al texto; o texto a la voz.

Opción del jugador de registro: Las claves de barras de la lectura u otros códigos relacionados a generar desearon sonidos, música, el etc. Esta faceta se anima para la solicitud de patente, con todo los porcentajes del beneficio para esta faceta son ya reservados para otro partido.

. --Incluso un nuevo tipo de jugador de registro de la diversión con el alimentador de la rueda o de hoja pudo ser utilizado. Propósito: controlar la velocidad en la cual se reciben los datos

. --El sistema pudo poder leer códigos en muchas velocidades, con todo sondea solamente los datos en el sonido deseado. En este caso, el lector debe ser diseñado para ciertos códigos.

. - Las palabras de las exploraciones, entonces los hablan del oscilador. También, las palabras puestas en palabras se convierten en forma digital y se corrigen de cualquier manera deseada, eg.: la búsqueda del interruptor y substituye.

. - También: u (usuario) habla - > mic - > oyó las palabras convertidas en el texto - > "analizador" = las palabras convertidas a digital las exploraciones del texto del sistema (sistema del `) vía (la búsqueda de la palabra del interruptor - que trae el texto/cerca oraciones o párrafos para arriba correspondientes; uip-DB; "analizador" capaz de determinar los niveles de aplicabilidad/de importancia de palabras/de situaciones próximas (según lo ocurrido en el ambiente, eg.: los sonidos, los acontecimientos "seguidos") = sistema hacen salir el texto y la otra información (similares) a qué operador humano de las búsquedas/de las necesidades del sistema (pero no puede haber sabido anterior, debido al uip). 83

. - (este solo producto es una combinación de los diseños 1B-58 y 1B-60)

Grande para: los cabritos, las persianas, las que estén demasiado ocupados leer pueden apenas dejan el explorador leer (incluso por el alimentador de hoja de papel) y hacer lo que hacen sin sentarse, eg. conducción, etc.

OTD 83

. - Los actos algo tienen gusto de un jugador de registro a partir de las 2.a superficies.

. - OTD: "S"; "C"; pp; P.M.; Reino Unido; educ; juguete; hospitalidad; "mic"; portable; "M"; punto de ebullición; oscilador; vc; cartucho (para el tipo la voz deseó, eg.: seleccionar de diversos personalidades, acentos...); cp. OSCILADOR - "inclinación"

Explorador luminescente de O: como explorado uno o más colores ligeros, sonidos, música se emiten en la manera que corresponde al artículo que es explorado. Cambiar el artículo que es explorado y conseguir diversas luces, sonidos. Explorar las palabras del papel, cuadros; hojas; piedras; azulejo; tela; caras; etc.

. - mercados: juguete, parte del producto

. - exhibiciones: diversos gráficos según el artículo que es explorado. Puede convertir los cuadros que son explorados en algo diferente.

. - El dispositivo de la manera del UIP realiza sus cambios, eg.: en formas más simples más grandes, más azul y verde, cambiar todos rosados a etc. anaranjado 83

. ¡- Grande para los cabritos! Pueden caminar alrededor de su sitio que se divierte creativo magnífico....¡cuántos otros productos en su sitio podrían ser tan imaginativos!

. - El explorador envía la luz y o las ondas acústicas (no no necesario audibles a los oídos humanos) y entonces dependiendo de cómo despide de nuevo al dispositivo, los estímulos apropiados (luz, sonido, la música...) para el usuario, se crea;

. - este producto fue combinado con el producto 6B-60

- OTD: Todos; "S"; "C"; P.M.; pp (los tipos de efectos desearon de cualquier explorador ve, eg.: las superficies brillantes pueden crear una luz más blanca o más de oro...); Reino Unido; interactivo; juguete; hospitalidad; ejercicio; portable; sst; índice de inteligencia; impresora (imprime gráficos, color, el etc según qué fue explorada - el impreso es la reacción, como la luz que es la reacción como arriba); punto de ebullición; oscilador; vc; egh; cuenta; carro (tipos de reacciones que pueden ser creadas y de cómo); RPC (para la parte principal del producto); cp; uq.

Analizador de sonidos: el micrófono coge de cualquier módulo externo [microteléfono del teléfono, micrófono en la computadora [personal]. El marco principal con el SA tiene mayor capacidad de analizar.

- el sensor ajusta según la calidad del aire, eg.: el sonido consigue humedecido en humedad alta
- separa hacia fuera otros sonidos [que no quieren ser analizado] [por los patrones siguientes de sonidos (indeseados)].

El GPS permitió el dispositivo de los sonidos: Zona del analizador de sonidos de los controles/de los disparadores del acontecimiento. El SA puede seguir el sonido. Puede marcar el sonido con etiqueta buscando [los patrones similares de sonidos] venir en diversas horas y/o de otras localizaciones. Cualquier actividad rastreable de la localización/gps, accionará la señal [comunicable] señalada como el sonido, la vibración, la luz, el etc. señalados apresura señales del disparador, eg.: conducción de la música para la conducción de la carretera.

6B580 (movido desde allí): Convierte voz al texto; o texto a la voz.

Opción del jugador de registro: Las claves de barras de la lectura u otros códigos relacionados a generar desearon sonidos, música, el etc. Esta faceta se anima para la solicitud de patente, con todo los porcentajes del beneficio para esta faceta son ya reservados para otro partido.

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. --El sistema pudo poder leer códigos en muchas velocidades, con todo sondea solamente los datos en el sonido deseado. En este caso, el lector debe ser diseñado para ciertos códigos.

. - Las palabras de las exploraciones, entonces los hablan del oscilador. También, las palabras puestas en palabras se convierten en forma digital y se corrigen de cualquier manera deseada, eg.: la búsqueda del interruptor y substituye.

. - También: u habla - > mic - > oyó las palabras convertidas en el texto - > "analizador" = las palabras convertidas a digital las exploraciones del texto del sistema vía (la búsqueda de la palabra del interruptor - que trae el texto/cerca oraciones o párrafos para arriba correspondientes; uip-DB; "analizador" capaz de determinar los niveles de aplicabilidad/de importancia de palabras/de situaciones próximas (según lo ocurrido en el ambiente, eg.: los sonidos, los acontecimientos "seguidos") = sistema hacen salir el texto y la otra información (similares) a qué operador humano de las búsquedas/de las necesidades del sistema (pero no puede haber sabido anterior, debido al uip).

. - (este solo producto es una combinación de los diseños 1B-58 y 1B-60)

Grande para: los cabritos, las persianas, las que estén demasiado ocupados leer pueden apenas dejan el explorador leer (incluso por el alimentador de hoja de papel) y hacer lo que hacen sin sentarse, eg. conducción, etc.

. - Los actos algo tienen gusto de un jugador de registro a partir de las 2.a superficies.

. - OTD: "S"; "C"; pp; P.M.; Reino Unido; educ; juguete; hospitalidad; "mic"; portable; "M"; punto de ebullición; oscilador; vc; cartucho (para el tipo la voz deseó, eg.: seleccionar de diversos personalidades, acentos...); cp. OSCILADOR - "inclinación"

-

Explorador luminescente de O: como explorado uno o más colores ligeros, sonidos, música se emiten en la manera que corresponde al artículo que es explorado. Cambiar el artículo que es explorado y conseguir diversas luces, sonidos. Explorar las palabras del papel, cuadros; hojas; piedras; azulejo; tela; caras; etc.

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. - exhibiciones: diversos gráficos según el artículo que es explorado. Puede convertir los cuadros que son explorados en algo diferente.

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. ¡- Grande para los cabritos! Pueden caminar alrededor de su sitio que se divierte creativo magnífico....¡cuántos otros productos en su sitio podrían ser tan imaginativos!

. - El explorador envía la luz y o las ondas acústicas (no no necesario audibles a los oídos humanos) y entonces dependiendo de cómo despide de nuevo al dispositivo, los estímulos apropiados (luz, sonido, la música...) para el usuario, se crea;

. - este producto fue combinado con el producto 6B-60

OTD: Todos; "S"; "C"; P.M.; pp (los tipos de efectos desearon de cualquier explorador ve, eg.: las superficies brillantes pueden crear una luz más blanca o más de oro...); Reino Unido; interactivo; juguete; hospitalidad; ejercicio; portable; sst; Índice de inteligencia; impresora (imprime gráficos, color, el etc según qué fue explorada - el impreso es la reacción, como la luz que es la reacción como arriba); punto de ebullición; oscilador; vc; egh; cuenta; carro (tipos de reacciones que pueden ser creadas y de cómo); RPC (para la parte principal del producto); cp; uq.

CONCLUYE ESTE ARCHIVO DE SOUND-VISUAL PARA ESTE USO DE LA PALMADITA

Archivo: Introducción/estado de la característica

ESTADO

Determinación del estado de una situación

Esta característica puede anotar el funcionamiento, una función, o la situación de un usuario. Iguales que "cuenta".

- Estado del producto ("cuenta"). Dibujo: =c de k (teclado) (computadora) = S (la pantalla demuestra las señales del "notificador" de la "cuenta"/)

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- Para el dibujo de Techies: usuario = ~c del "estado" (vía determinado estado/sobre la determinación de los controles de sistema del "estado" después de piezas por consiguiente) (computadora) = ACCESO; ANALIZADOR; CEREBRO; CÁMARA; CARRO (cartucho del software del `); %EDUC (tgh (la terapia consigue más difícilmente)); M (ordenador central); MIC; módem; RATÓN; mq (el fabricante hace preguntas del usuario para adaptarlo); MULTIUSOS; NOTIFICADOR; oscilador (comunicador sano saliente); banda (programa informático); picosegundo (el sistema de colocación tiene gusto del GPS); q (el usuario y o el sistema se hace preguntas); CUENTA (cuenta que mantiene proceso alterado); SENSOR; synth (sintetizador de los sonidos); ADAPTARSE; U (el usuario hace preguntas del sistema).

- Subparte: El estado "corrige": alterar el sistema según el estado de las situaciones ("acceso = VAGOS (analizador del comportamiento) "); Estado-adaptarse: desarrollar el DB; Estado-Notificador: notifica para las ocurrencias inusuales.

- "Corregir": Determina cómo la función del "estado" controló/utilizado.

. - Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corregido"/copió. Ver: "Tener acceso", "corrigen".

- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en s ()/notificador de la pantalla de ordenador de cualquie producto/sistema; eg.: 7G)

- "Facturación": cuentas para qué/para cómo peticiones de usuario "estado".

SECCIÓN del ESTADO - quizá menos importante:

- Estado del producto ("cuenta"). Dibujo: =c de k (teclado) (computadora) = S (la pantalla demuestra las señales del "notificador" de la "cuenta"/)

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hace preguntas del usuario para adaptarlo); MULTIUSOS; NOTIFICADOR; oscilador (comunicador sano saliente); banda (programa informático); picosegundo (el sistema de colocación tiene gusto del GPS); q (el usuario y o el sistema se hace preguntas); CUENTA (cuenta que mantiene proceso alterado); SENSOR; synth (sintetizador de los sonidos); ADAPTARSE; U (usuario).

- Subparte: El estado "corrige": alterar el sistema según el estado de las situaciones ("acceso = VAGOS (analizador del comportamiento) "); Estado-adaptarse: desarrollar el DB; Estado-Notificador: notifica para las ocurrencias inusuales.

- "Corregir": Determina cómo la función del "estado" controló/utilizado.

. - Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corregido"/copió. Ver: "Tener acceso", "corrigen".

- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en s ()/notificador de la pantalla de ordenador de cualquie producto/sistema; eg.: 7G)

- "Facturación": cuentas para qué/para cómo peticiones de usuario "estado".

'PIEZA DEL SINTETIZADOR

Contenido para los archivos del sintetizador:

. Info general

. Archivo a leer más adelante

. Coordinador del sintetizador

Aprender que es más rápido y más fácil autorizar que intentando evitar esta solicitud de patente. Llamar (+1) 707-428-5000 www.LicenseItToday.com

LUPA del SONIDO de la CALLE 5A270: El sistema del coche magnifica sonidos exteriores mientras que la estereofonia es funcionando. Reduce accidentes posibles.

- Sistema de los programas de usuario que se activará mientras que juega o no juega la música, radio. La lupa puede/puede no cortar música en el sonido del tiempo se amplifica según sistema, volumen de sonidos o la programación de usuario. - aplicable especialmente para: oyendo - deterioró, los como quienes jugar música ruidosamente pero debe bajarla para oír el exterior

- "analizador de sonidos": magnificar/estudio cualquier efecto del sonido/del oscilador

. --verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

(necesidades más trabajo) VOCES del CONVERTIDO 5A900 en los de las cuales crear las sensaciones: la pasión, la amistad, la energía, la inteligencia, la impaciencia y la expectativa que el oyente realiza su pozo del trabajo (los estudios demuestran que el discurso a la gente en ciertos tonos de la voz tiende a crear mejores resultados del trabajo de ellos)

REFORZADOR de la VOZ A1-430: "mejor sano". M realza su voz cuando en "T", usando las características previamente registradas de la voz de los p que las transportan cuando su voz debido a las emociones pobres es menos deseable, o más fácilmente, selecciona de opciones del cambio de imagen de la voz de "C" afinando o poniendo en palabras la petición. Oír para poseer la voz en otras veces usted mismo de alzar moraleja. Mezclar la máquina de la terapia. E, S, yo, TT, HH, BP, ató a "T", "C".

- La demostración de los estudios su voz es más agradable cuando los sonidos anteriores oídos son agradables. Tener llamadas que sean importantes o difíciles hacer: las ventas, hablan con el jefe, padres, enfermo/pariente terminal enfermo (eg.: ¿tiene el SIDA) y el miembro de familia conservador algo no hablar con pero necesitan su animar para arriba? Escuchar los sonidos, o las voces (con o sin música). BP, E, S, TT, HH, contra, autobús, LL, W2. Mezcla con la máquina de la terapia. Compañero de la voz.
- cierto oscilador (palabras, "humores", el "entertainment% - defendido: "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (sistema del `) (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

8B330 SEGÚN EL TIPO USO, VOZ de la PERSONA SE CAMBIA por consiguiente, eg.: su voz para anunciar el plano está lista para el embarque, el plano es atrasado (la frustración, o la cólera en la voz del locutor que tiene miedo de ser atacado con cólera de pasajeros y que en golondrina de mar es semi hostil en voz como protección - ésta es malas), etc.

El SISTEMA R57-2 SINTETIZA EN NUEVOS HUMORES para expresar grabaciones: De menú, seleccionar qué sensaciones usted quiere expresado. La pista existente de sonidos de la voz de la persona se sintetiza por consiguiente.

SYNTH (altera la voz de la persona según el tipo situación del comportamiento que pueden estar adentro, eg.: tensionado, impaciente comprar la mercancía, engañosa); Esta función del synth trabaja como los modos del "artista" de esta N general, eg.: vía menú seleccionar cómo usted quiere datos existentes sobre la persona alterada, sobre k en uno o más opciones. - D: k (u selecciona del menú de opciones, eg.: la persona será: enojado/astuto/se relajó/apasionado)/pista de sonidos de la persona (la copia de las estimaciones verdaderas de la voz/c (computadora del `) mecanografía voz vía (el analizador visual/uip/bva (aunque ningu□n rec ocurrió de voz real si fue restringido por la ley) = analizador = genera la voz (estimada) de la persona).

- TDS ()/T ()/UIP ()/VISUAL ANALIZADOR ()/VR%/WA ().
- utiliza 57-1: intenciones/funciones similares, aunque se substituyen los modos audios y visuales.

Los sistemas automatizados con bastante memoria pudieron almacenar todos los sonidos en el synthesization predeterminado por el tipo ocurrencia. Sin embargo, los productos con una gran variedad de sonidos, o de fuentes sanas fuera del sistema se beneficiarán del synthesization.

- Las fuentes exteriores de sonidos incluyen: Internet; cartuchos; el sistema de sonidos coge [vía el micrófono] y sintetiza.

Para ésos con el problems= auditivo según el tipo del u el sistema del problem= altera los sonidos del oscilador:
- las palabras/frases problemáticas/ciertas se alteran (para el oyente) vía su que es señalado diferenciando: frecuencias sanas ("synth"); altavoces: estados del altavoz del sexo opuesto señalados porción de texto; luces que destellan u otros sonidos (c=osc) cuando se están oyendo las palabras señaladas (oscilador).
- los sonidos de los convertidos de la manera similar a (KN) cuál oye entonces traducen palabras al otro oscilador del then= del languages= = oído por los oyentes.
- D: U (altavoz) - > analizador del mic = de sonidos = c (DB para cómo las palabras pueden sonar) = oscilador - > U (oyente).
- Ver" el texto el "del "artista corregir" (para los disl3exicos).

Ver: conjetura 2D-220 el juego de los sonidos: en la partición del "juego".

Ver el ANALIZADOR del UNO MISMO de la ACÚSTICA 5E080: Los productos relacionados existen probablemente - pero su grado de traslapo en esta invención es confuso. El uno mismo del sistema analiza la mejor síntesis para la acústica del sitio/del pasillo.

POSICIONADOR del ALTAVOZ 5E010:

Los principiantes u otros de las ayudas de la invención determinan la mejor colocación de sus altavoces sanos. Esto es una invención similar pero diversa. Utiliza ""/"del distancer GPS" para cuando el sistema analiza donde los altavoces deben ser colocados.

Provechoso para:
- determinación de las vendas con frecuencia nueva en las nuevas localizaciones
- distancia de altavoces de uno a en lo referente a tamaño/a dimensiones del tipo del sitio de construcción de la superficie del sitio (acústica (el despedir de sonidos)) es el via^ resuelto: medidas manuales/que afinan adentro del Info; electrónicamente determinado via^: "distancer", herramientas de medición de la distancia electrónica (comúnmente disponibles en almacenes de hardware al por menor).
. - gente como quien para hacer a menudo ajustes a la acústica de su sitio (siente como usted tiene un nuevo sistema estéreo, y o nuevo sitio, para la mayor variedad).

Diagrama: 1tr = 2frequency despide de la pared = de 3receiver = de 4computer = de 5display/6printer/7speaker y o de balance/8 otro.

OTD para D:

3access; cojín 2air; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (las unidades separadas del "tr" del lugar en ubicaciones claves del sitio/de la localización (esquinas) del sitio - ésta demuestran perímetros deseados/importantes, después el otro 1 " tr" medios = 4 " computadora", junto determina la distancia real); %interactive; locator1; 4mfh; %4mic; 4multi-user; 4notifier; 4osc; 4pi; portable; 4pp; 4remote; sonido analyzer%4; 4stereo; 4synth=analyzer (efectos de los synth alterables según la acústica del sitio (causada por el tamaño, la estructura, el tipo música); 4uk; 4uq; 4vc; el 4vr%; %4wa.

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U.:

Ninguna N relacionada (invención) encontrada, con todo bajo impresión puede ser que exista.

analizador del uno mismo de la acústica 5E080: ()

- str babero 8.94: (analyz del ajuste del uno mismo) y audi.

--analyz del ajuste del uno mismo = 1 respuesta

- str APS 69 ' a 8.92: ((automático o uno mismo) adj3 (ajustar o analyz)) y (audi o música)
- kilovatio: sonido

DIAGRAMA: Este N sistema () de sonidos de sitio/c (computadora del analizador del `) = ANALIZADOR (); CARRO (); M (); MIC (); MULTIUSOS (); OSCILADOR (); Banda (); ANALIZADOR DE SONIDOS (); SYNTH (); UIP ().

DIAGRAMA #2 DE OTD: Este ~ del sistema de N (invención) (sistema del `) () C = ACCESO (); ANALIZADOR (donde colocar altavoces, cómo fijar los ajustes (electrónicos) del EL del oscilador (según lo determinado por el analizador)); AP (estéreo); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (manera de: 1] grabó de antemano el fabricante registrado música (CD, cinta,)/2] u de la memoria usando su sistema que compone, = determina cómo el sistema sano del ajuste del oscilador se debe analizar); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (los altavoces del oscilador = el analizador del mic = de sonidos = el sistema ajusta cómo el oscilador puede hacer mejor ir saliente); MQ (para los gustos del usuario (más o menos bajo, uip)); MULTIUSOS (cada u tiene poseer ajustes preferred); nr (notificador del `) (cuando el sonido se puede mejorar más lejos); OSCILADOR (); Banda (); Q (); R (); CUENTA (estudios del analizador de sonidos cómo el buen sonido está vía diversas circunstancias: w5); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (analizador); DISCURSO (); ESTADO (analizador); ESTÉREO (); SYNTH (); UIP (); UQ (); VR (); WA ().

$$P CORRELADOR 5E090: En dir de I en fecha el julio de 2000.

Ejemplo: Venda sin hilos de la música: El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades portables múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. Mayor portabilidad, libertad, sonido que hace la experimentación, una grabación más barata.

- Música del grupo: Hay una unidad principal que obra recíprocamente con las unidades "alejadas" llevadas a cabo por los participantes, creando (jazz del grupo, el foro educativo)
- D: r (compositor) = tr/rc = analizador (carro, compositor, m) = oscilador

Los sonidos y el texto vía el oscilador pueden ser alterados: corregir y el synth puede substituirse.
- cuando vía el modo audio, el sintetizador de la pieza y corregir puede inter-ser substituido.
--es decir todas las funciones en la pieza del corregir, pueden tener un modo audio correspondiente vía el oscilador, que en golondrina de mar pueden no sólo ser corregidas [por ejemplo para el texto o la imagen] pero también tal contenido se puede alterar vía el sintetizador.

Factores que pueden accionar y o influenciar el synthesization:
- el humor del usuario, según lo determinado por vagos. Los sonidos se señalan para crear la sensación deseada en usuario.

PIEZAS DEL SINTETIZADOR:

. ACCESO: el usuario debe [manualmente] altera el sonido que oyen para acceder. El acceso tiene un parámetro general en el cual permitan el acceso. Éste es algo difícil poner en el suelo como contraseña, o dar instrucciones otras.
. ANALIZADOR: El sistema determina cómo al mejor sintetizar los sonidos, según: vagos, uip, limitaciones de los sonidos que intenta alterar, limitaciones de las capacidades del sintetizador.
. ARTISTA: Hace sonidos para emparejar el tipo arte. Ver el analizador sonido-visual.
. VAGOS (analizador del comportamiento): Fósforo del sonido qué usuario tiene gusto.
. CUENTA: Derechos de la paga a esos artistas cuyos se utilizan sonidos.
. CARRO para: sonidos; sintetización de los programas informáticos. El usuario es honorarios de derechos mandados la cuenta para usar software de sintetización.
. COMPOSICIÓN: El sistema sintetiza la música para el tipo señalado de composición.
. ANALIZADOR CONTENTO: Analiza el contenido de los sonidos convertidos a digital - > este Info usado para determinar mejor cómo los sonidos pueden ser sintetizados.

. COORDINADOR: Tareas/funciones/metas múltiples coordinadas. Ejemplos:

- diversos elementos se anotan para su valor en señalar cómo algo debe ser sintetizado. Los elementos incluyen: vagos; formar de la educación deseada; cómo mejor dirigir a usuario; la sintetización suena para los multi-usuarios que escuchan el sistema simultáneamente.

. BASE DE DATOS de: sonidos almacenados; métodos de synthesization; características del usuario para los vagos.

. EDIT: Como la sintetización, se alteran los sonidos. La sintetización es una forma de corregir o de alterar el contenido [sano] para los resultados señalados. Ver para corregir para los detalles.

. EDUCATIVO: El sintetizador intenta educar a usuario. % de los ejemplos:

7J09: Amaestrador sano:

- Enseña usuario como a qué cosas suena, eg.: estudiantes de medicina que necesitan interpretar los sonidos del cuerpo [respiración]. Los sonidos únicos a un estudiante/a un paciente particulares se escuchan, y después se sintetizan para demostrar como qué diversas dolencias sonaría.

--Si el doctor es incierto en cuanto a cómo deben interpretar un sonido particular, puede ser que almacenen los patrones de sonidos de la persona cuando son sanos. El sistema siguiente alteraría los sonidos bajos normales para representar enfermedades señaladas.

- Los sonidos para las máquinas [vehículos] se alteran para demostrar el tipo enfermedad.
- Las ventajas sobre simplemente almacenar toda la enfermedad diversa suenan sin la alteración:
- el usuario puede entrar sonidos normales y ver cómo puede ser que cambien.
- el número de sonidos de la fuente y cada uno de sus formas posibles de alteración pueden ser demasiado grandes.
- el nivel de imprecisión de una síntesis puede ser tal que el fabricante que advierte sin embargo al cliente, puede ser menos impaciente sintetizar cuidadosamente sonidos diversos. Si el sonido se sintetiza sobre el terreno, puede haber una mayor tolerancia a falta de exactitud, mientras haya una cierta semejanza vaga del sonido correcto.
- 'Educa a gente en el aprendizaje de cómo interpretar sonidos.

. EGH (la educación consigue más difícilmente): Las formas de sonido consiguen cada vez más difíciles para que el oyente reconozca [como parte de proceso educativo].

. ENTRETENER: Jugar los sonidos agradables. Humor señalado del usuario de la blanco [para elevar, o la motivación].

. JUEGO electrónico: Los sonidos de cada jugador se sintetizan para el tipo situación.

. GUÍA: Eg.:

- El sistema identifica que el tipo usuario de los sonidos es más débil [en la identificación para (los 'propósitos educativos)].

- Las aplicaciones se anotan en su capacidad [semi-manually] sintetizan los sonidos para los resultados señalados.

- Enseña usuario a cómo cantar mejor vía analizador de sonidos. Sintetiza la voz baja normal del usuario para demostrar los ejemplos para de cerca cómo puede ser que suene. Esta invención se prepara a otra parte.

Sintonizador -7J10: El sonido del sistema analiza las máquinas o el normal/el sonido bajo del instrumento [del musical]; entonces demuestra cómo suena cuando en el estado calumniado correcto o en señalado. Eg.: Cuando un sintonizador profesional ha templado su piano; el usuario almacena los sonidos para cada llave en sistema [como los ideales]. El sistema puede no sólo repetir los derechos sino analizarlos para hasta dónde de sonidos mal de un instrumento del sonido. El sistema puede sugerir lo que y o en qué dirección se pueden alterar cualesquiera palancas o adminículo para alcanzar señaló los sonidos. El sistema siguiente anotará el sonido nuevamente llegado. Esto es un poco como jugar al juego de encontrar algo, y las pistas que el usuario consigue son verde, amarillo o rojo dependiendo de si el usuario está haciendo las correcciones en el modo/la dirección correctos.

. INTERACTIVO: Durante la interacción, los sonidos se sintetizan según lo señalado. La manera de los efectos de la interacción del usuario cómo se sintetizan los sonidos [por ejemplo vía vagos].

. MEDIOS MULTI: Cada oyente consigue sus sonidos sintetizados diferentemente, aunque son quizá uno de millares de clientes. Los medios incluyen: Internet.

. MULTIUSOS: El perfil del comportamiento de cada usuario, da lugar a sus diversos sonidos de la audiencia [por vagos].

. NOTIFICADOR: El tipo de notificación da lugar a diversa síntesis de sonidos. Eg.: las emergencias tienen un sonido más ruidoso y echada más alta.

. ORDEN Y SINCRONIZACIÓN:

- Diversos elementos del pedazo de los sonidos se cortan y pegar para alcanzar resultado señalado. Eg.: los primeros 5 segundos de la 3ro pista (las pistas múltiples se juegan que crean simultáneamente sonidos orquestrados totales) se juegan en el medio de la pista de sonidos para el uso particular.

. - Decide cuando, si y en qué orden [cualquiera] suena se juegan.

. OSCILADOR (altavoces): Los sonidos se sintetizan para considerar la dinámica acústica [límites] de los altavoces para maximizar los sonidos señalados. Eg.: El bajo se baja para los altavoces baratos; y si los mismos sonidos se desean para ser oídos por diversa gente pero con diversos altavoces de la calidad o los ambientes que escuchan; sintetizador tomarán en cuenta esto.

. PREDECIR: El analizador de sonidos predice cómo el sonido del sistema/de la máquina/del dispositivo/del organismo orgánico sonará. Tal sonido previsto representaría una ocurrencia señalada que el sistema se diseña para buscar. Sobre tal ocurrencia el sistema responde según lo programado, eg.: notificando a usuario o haciendo una cierta [reparación relacionada] función.

. Picosegundo-Zona: Síntesis basada en la localización [del oyente].

. PREGUNTA: Respuestas usadas para determinar mejor cómo sintetizar.

. REACCIONAR: El sistema reacciona a las ocurrencias según lo programado. Una de las reacciones puede ser el sonido sintetizado, eg.: tipo de notificación.

. CUENTA: La síntesis es influenciada por la cuenta de ocurrencias señaladas.

. LAS BÚSQUEDAS Y REACCIONAN: El sistema busca sonidos señalados, y reacciona con los sonidos [sintetizados] correspondientes. Ejemplos:

- Sistema de seguridad. Sobre el analizador de sonidos que determina ocurrencias señaladas tener gusto de la persona que camina alrededor durante horas cerradas, o el sonido de la fractura de cristal, sistema generará sonidos [asustar lejos o confundir al ladrón potencial]. Esta invención escrita antes de 1998.

- Estudio del comportamiento del organismo: el analizador de sonidos sobre la audiencia señalada suena como llamadas de acoplamiento generará sonidos correspondientes para determinar cómo el organismo reaccionará [por su creación de los sonidos].

. ANALIZADOR DE SONIDOS: ver la partición.

. INCLINACIÓN: controles del usuario cómo el sintetizador funciona por la inclinación. Permite mayor flexibilidad. Tiene un valor de la hospitalidad, puesto que es diversión a utilizar. Uso para componer música.

. UIP-Adaptar: estudiar a usuario; y sintetiza sonidos para cubrir sus necesidades.

. W5: Diversos acontecimientos determinan cómo se sintetizan los sonidos. Eg.: - Cuando: los sonidos para la notificación durante una situación marcada con etiqueta como emergencia son un triple más ruidoso y más alto. - Cómo: si un dispositivo se utiliza incorrectamente, se crea un efecto levemente irritante [como notificación].

Otros detalles de Techie:

Diagrama: fuente sana (mic/tr) = convertidor de señal = "C" (Reino Unido, P.M., pp, carro) = memoria/amplificador/parte posterior = oscilador del juego

- /OTD: Los sonidos originales y sintetizados almacenados en memoria y se pueden repetir; el sintetizador induce al oyente y o a usuario en el estado de ánimo deseado, ayudándoles generalmente a sentirse bien sobre lo que oyen (el pi selecciona sonidos para hacer la sensación del usuario feliz, soñolienta, o relajado); "C" (memoria, base de datos de sonidos y softwares de la sintetización); los efectos de Reino Unido, y de %mouse cómo se sintetizan los sonidos (usuario seleccionan del menú que permite que el usuario oiga los esloganes de cómo cada elemento de los sonidos puede sonar, y después seleccionan las preferencias para la composición y o el pi); %interactive (según cómo y o qué usuario activa en sistema, las señales de sonido sintetizadas responden por consiguiente, eg.: el tipo #9 o #10 de la acción de usuario causa el tipo de los sonidos #8); M para el mayor sonido que sintetiza posibilidades (el usuario puede hacer compras para los sonidos deseados para la memoria de sistema); balance; discurso (los sonidos vocalized alterados según el sintetizador, sintetizador son ordenados por las señales en respuesta a las acciones de usuario/a los comandos); vc (pueden ser los pp o la P.M. alterados; ciertos tipos de los sonidos pueden automáticamente ser más ruidosos o más suaves que otros sonidos para ese ajuste del volumen); %score; md; carro para cómo los sonidos pueden ser sintetizados; los sonidos de %synthesized se pueden enviar sobre el teléfono ("T"), teléfono del SP, tr, MES; los controles de %pi cómo los sonidos pueden ser sintetizados (pi determinan a usuario prefieren la base baja, por lo tanto utilizan una base

más profunda en la sintetización); % de los modos de sintetización controlados por el "telecontrol"; la manera de la cual se sintetizan los sonidos se demuestra vía notificador; % de los efectos de la inclinación cómo se sintetizan los sonidos; %product conecta con un dispositivo separado que sintetice los sonidos para su usuario; composición

- relacionado con otros números del producto: pluma mágica del aire 3a-790-042004 (synth de los controles de dispositivo); viajero de la realidad virtual %6b-630; instructor de la voz %1c-301; pluma multicolora de la aventura 1c-310 (en vez de dar hacia fuera la tinta, el synth decide sobre sus el propio vía los pp y o la P.M. cuando y cómo alterar los sonidos del locutor)
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- Subparte: Synth-Adaptarse: el synth se adapta a la banda, eg.: uip/carro para conseguir una mejor respuesta en u, como tener más sonidos twanging para las audiencias meridionales de los E.E.U.U., y sonidos nasales para Massachusetts, o sonidos brevemente acortados para NY o las aplicaciones empresariales, y sonidos infantiles para el U. joven.
- "Corregir": Determina cómo synth de los sonidos.
. - Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro)" corregido/copiado. Ver: "Tener acceso", "corrigen".
- "Facturación": cuentas para qué/cómo el synth del sistema se pide para funcionar.
- Patente 5368308 de los E.E.U.U.: Corriente de los sonidos registrados rotos en los segmentos entonces reordenados = "Synth": sonidos reordenados (según: k/uip) = alcanzar efecto sano/psicologico deseado.
- Patentes de los E.E.U.U.: str: synthez y sonido

CONCLUYE ESTE ARCHIVO DEL SINTETIZADOR PARA ESTE USO DE LA PALMADITA

Archivo del SINTETIZADOR: Synth&

sintetizador del sonido del juguete 3C401:

. el sistema funciona como un sintetizador de los sonidos: detecta los sonidos creados por el agua y hace sonidos relacionados por consiguiente.

--un método posible está para que el dispositivo escuche en cierta frecuencia y emitir en otra frecuencia, de tal modo sus propias generaciones de los sonidos no internarán crean los sonidos que son interno sintetizado; es decir, su "mic" estará atentos solamente sonidos del agua, no de los sonidos de sus altavoces
- posibilidades sanas de la salida: los ecos del agua, tal eco pueden ser como si estuviera en una barranca pequeña o grande, botella grande, playa...; o, el sonido se puede magnificar simplemente más ruidosamente con o sin los cambios por ejemplo al triple, base...; no los sonidos del agua se pueden también generar...; el recharacterization de cogido suena: la alteración del pájaro común suena al comportamiento exótico del pájaro (canto), tomando la tensión (alta echada) del perro que raspa así que suena como el descortezamiento amistoso.

. - uso de amplificar sonidos del vapor que es hecho en una sauna

. - tiene "mic" que lo haga/no sintetice el sonido

- OTD: "S"; "C"; pp; P.M.; Reino Unido; fecha; interactivo; juguete; todos; hospitalidad; "mic"; synth; punto de ebullición; alerter; cuenta; md; uip; carácter.

SECCIÓN de SYNTH - quizá menos importante:

Los "PP" y o la "P.M." selecciona el programa de sintetización y cómo procesa sonidos; micrófono ("mic").

- D: fuente sana (mic/tr) = convertidor de señal = "C" (Reino Unido, P.M., pp, carro) = memoria/amplificador/parte posterior = oscilador del juego

- /OTD: Los sonidos originales y sintetizados almacenados en memoria y se pueden repetir; el sintetizador induce al oyente y o a usuario en el estado de ánimo deseado, ayudándoles generalmente a sentirse bien sobre lo que oyen (el pi selecciona sonidos para hacer la sensación del usuario feliz, soñolienta, o relajado); "C" (memoria, base de datos de sonidos y softwares de la sintetización); los efectos de Reino Unido, y de %mouse cómo se sintetizan los sonidos (usuario seleccionan del menú que permite que el usuario oiga los esloganes de cómo cada elemento de los sonidos puede sonar, y después seleccionan las preferencias para la composición y o el pi); %interactive (según cómo y o qué usuario activa en sistema, las señales de sonido sintetizadas responden por consiguiente, eg.: el tipo #9 o #10 de la acción de usuario causa el tipo de los sonidos #8); M para el mayor sonido que sintetiza posibilidades (el usuario puede hacer compras para los sonidos deseados para la memoria de sistema); balance; discurso (los sonidos vocalized alterados según el sintetizador, sintetizador son ordenados por las señales en respuesta a las acciones de usuario/a los comandos); vc (pueden ser los pp o la P.M. alterados; ciertos tipos de los sonidos pueden automáticamente ser más ruidosos o más suaves que otros sonidos para ese ajuste del volumen); %score; md; carro para cómo los sonidos pueden ser sintetizados; los sonidos de %synthesized se pueden enviar sobre el teléfono ("T"), teléfono del SP, tr, MES; los controles de %pi cómo los sonidos pueden ser sintetizados (pi determinan a usuario prefieren la base baja, por lo tanto utilizan una base más profunda en la sintetización); % de los modos de sintetización controlados por el "telecontrol"; la manera de la cual se sintetizan los sonidos se demuestra vía notificador; % de los efectos de la inclinación cómo se sintetizan los sonidos; %product conecta con un dispositivo separado que sintetice los sonidos para su usuario; composición

- relacionado con otros números del producto: pluma mágica del aire 3a-790-042004 (synth de los controles de dispositivo); viajero de la realidad virtual %6b-630; instructor de la voz %1c-301; pluma multicolora de la aventura 1c-310 (en vez de dar hacia fuera la tinta, el synth decide sobre sus el propio vía los pp y o la P.M. cuando y cómo alterar los sonidos del locutor)

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- Subparte: Synth-Adaptarse: el synth se adapta a la banda, eg.: uip/carro para conseguir una mejor respuesta en u, como tener más sonidos twanging para las audiencias meridionales de los E.E.U.U., y sonidos nasales para Massachusetts, o sonidos brevemente acortados para NY o las aplicaciones empresariales, y sonidos infantiles para el U. joven.

- "Corregir": Determina cómo synth de los sonidos.

. - Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro)" corregido/copiado. Ver: "Tener acceso", "corrigen".

- "Facturación": cuentas para qué/cómo el synth del sistema se pide para funcionar.

- Patente 5368308 de los E.E.U.U.: Corriente de los sonidos registrados rotos en los segmentos entonces reordenados = "Synth": sonidos reordenados (según: k/uip) = alcanzar efecto sano/psicologico deseado.

- Patentes de los E.E.U.U.: str: synthez y sonido

COORDINADOR del GRUPO de la MÚSICA de S del NIÑO 5E090'

Extracto

La invención mejora unísono entre jugadores y cantantes. Es el componente y el sintetizador centrales para los jugadores múltiples de juguetes musicales. Sintetizan cada instrumento musical y o al cantante individualmente para ayudar a crear mejor todo alrededor de música. Tiene usos para la música adulta del principiante y del profesional que juega el mercado también. Muchas otras características.

Una variación del Karaoke.

Detalles

Las calidades de diversas versiones de la invención dependen del precio.

El mercado de blanco incluye:

- Padres con difícil controlar a los niños, que necesitan la hospitalidad dentro durante el tiempo lluvioso. Más para los niños que necesitan ser entretenidos mientras que siendo controlados, y menos para los cabritos que aprenden seriamente la música seria (el pequeño por ciento del mercado para los instrumentos electrónicos baratos).

- Jugadores más en la experimentación con diversos instrumentos que aprendiendo jugar cualquie muy bien. La gente está demasiado ocupada actualmente dominar apenas un instrumento, cuando hay tan muchas opciones interesantes alrededor.

- Compradores costosos del sintetizador: Esta característica es construida en el aspecto del uso a las que:

1] quiere ahorrar en costes laborales de emplear un sintetizador vivo para trabajar los controles

2] quieren demostrar a miembros del grupo qué jugador necesita mejorar [puesto que sistema demostrarían cuáles son los problemas con jugar sin ser críticos o la selección en un jugador. En este caso el producto sería más ideal para "quiere ser profesionales" en regiones de donde no hay muchos otros músicos a escoger para hacer una venda.

Comercialización:

- Enseña a niños a trabajar en grupos.
- Fomenta creatividad
- Los padres mejoremos el control los niveles de sonido de todos o de instrumentos del ruido (subsistencias los cabritos más camorristas en control)
- El jazz profesional y otros músicos pudieron incorporar simplemente esta característica opcional en sus sintetizadores.

El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. Corrige averías de jugadores vía:

1] usuario delinea a cierto jugador cuyo se reduzca sonido [porque necesitan jugar pero el grupo no los quiere]; eg.: su sonido o estilo es demasiado preocupante para otros jugadores.

] el sistema 2 (sistema del `) "analiza" (analizador de sonidos) cómo cada jugador juega entonces = ajusta el oscilador [altavoz] por consiguiente, eg.: sonidos de los cortes que exceden parámetros sanos de la frecuencia.

El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades (portables) múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. Mayor portabilidad, libertad, sonido que hace la experimentación, una grabación más barata.

- Mercado limitado: apunta a jóvenes - el mercado grande, "quiere ser ejecutantes", los profesionales no necesitan ni utilizan a personal sano profesional.
- el sistema puede también ser un acompañamiento (necesitar a pocos jugadores); no limitado a la fijación/a alterar su música pobre.
- la pieza del tratamiento de señales es qué haría esto patentable
- puede reducir al volumen de jugadores particulares.
- "cojín del aire"

Otros usos: cualquier N/parte portables del sistema de N.

- "juego": cada jugador conectó vía (radio) el tr con la C. central.
- "c portable": cuadernos
- t = sistema principal de t (sistema del `) recepcionista (automático) (de w, KN relacionado)

Terminología:

- unidades externas: las unidades móviles/portables que están conectadas con el sistema central (c=brain) vía (radio) el tr.

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U. para 5E090. Venda de la música: ()

- No. de la palmadita de los E.E.U.U.: Stringless piano-toca eléctrico... %636035; aparato de control Movimiento-controlado de tono musical [Miburi de Yamaha?] 636035.

. - sir APS 69 ' a 8.92: :

--No. de la palmadita de los E.E.U.U.: palmadita del diseño: D245,197 1977 portable, instrumento musical del teclado electrónico, teledirigido, sin hilos

. ---esta palmadita encontrada vía mala estrategia de búsqueda: (sin cuerda o sin hilos) y (música o venda)

- S: esta N es una versión sin hilos de 5E080.

- Str APS 79 ' a 82.': (sonido o música) y (analyz o analys)

- kilovatio: el perno prisionero del audi [estudio] corrige

- No. de la palmadita de los E.E.U.U.: ¿+? Instrumento musical electrónico 5063820 que ajusta automáticamente un funcionamiento dependiendo del tipo de jugador.

Usos adicionales: El sistema ajusta al funcionamiento de la mal calidad (según lo medido vía: "cuenta", uip, vagos) cerca: degradación/cortando elementos/modos menos deseables, o "encaminándolos", o "corrigiéndolos".

. OTD D (dibujo): U = este ~ del sistema de N (coordinador - correcciones, coordinador de la venda de la música 5E090) C =

EDUC (da mejor/una información del principiante más pertinente/entrenamiento); MULTIUSOS (el correlador balancea uso entre varias personas que usan el sistema (simultáneamente)); Banda (); RANURADOR (se encaminan las señales/el punto bajo asociado los archivos "cuentas" del w= = (corregido) por consiguiente); CUENTA (cuenta usada para señalar qué correcciones de las necesidades/alteraciones w5); ANALIZADOR de SONIDOS (sonidos pobres/indeseables del "synth" al grado controlado cerca: uip/coordinador).

+ también ver el archivo: Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones usados.

< (3.5-pat, 2.5 mk), 3.5>

- OTD D2: (Múltiplo) u (usuario) = unidad externa/este ~ c (computadora del sistema de N (invención) (sistema) del `(5E090) del `) =

ACCESO (); ANALIZADOR (cómo obra recíprocamente cada unidad externa w y o la central c); ARTISTA (fabricación del arte del grupo - cada u tiene poseer la unidad que agrega al arte del grupo, eg.: 1] cada jugador dado solamente ciertos colores/formas/modos de escritura/los plazos - en cuál para hacer lo que (arte, el

compose%) él desea.); BALANCE (los promedios/consideran del sistema cada localización de u/player.); CEREBRO (determina son qué piezas externas: comparativamente más importante para las funciones señaladas que consideran (w5); para comunicar w (con) que partes del sistema, eg.: unidades externas #2 y #99 y c central; volumen audio que se oirá por cada u; volumen audio que debe ser generado (a la otra u) por cada unidad externa); C (cada unidad externa puede asumir el control (muchos de) las funciones de c central (computadora del `) vía: tener acceso, consenso de la otra unidad externa (su u), tds (franja horaria) de esa unidad, uip/cuenta = "juego": quién está ganando el juego); CÁMARA (); COMPOSICIÓN (palillo 5E020, Yamaha Miburi); + COORDINADOR (5E090); DISTANCER (); EDUC (que aprende el terminal); K (); M (); MQ (); MULTIUSOS (c central distingue entre diversas unidades externas vía: acceso/uip/analizador); CUENTA (juego, uip que se convierte); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (sin hilos, celular, infrarrojo); U (jugadores, receptores de servicios/de transmisiones (la unidad externa puede ser (bastante) voz pasiva)); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

. - OTD D3: [(Cada uno) la unidad externa tiene tales funciones) (que efectúan el sistema entero) según lo enumerado en piezas siguientes]: C (5E090) =
ACCESO (); %ANALYZER (); ARTISTA (); BVA (); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); NR (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

. OTD D: U = este ~ del sistema de N () C =
=

. ANALIZADOR:

. VAGOS (analizador del comportamiento):

- los padres de niños ingobernables pueden poner mayores humidificadores en sus instrumentos. Inversamente, los niños que son tímidos pueden hacer sus instrumentos hacer para destacarse más.

. CARRO:

. COMPOSICIÓN:

. COORDINADOR:

. BASE DE DATOS: características [del undesirable] de cada multiusos [jugador].

. DISTANCER: el más futuro [trasero] el más ruidoso el sonido de los instrumentos [si el sonido convertido a digital va del instrumento al sintetizador y entonces de nuevo al altavoz del instrumento]

. EDUC: aprender cómo hacer música

. EGH (la educación consigue más difícilmente):

. ENTRETENER:

. GUÍA: da instrucciones a usuario en cuál es incorrecto con su jugar de la música [individualmente y o como grupo]

. INTERACTIVO:
. MEDIOS MULTI:
. MULTIUSOS:
. NOTIFICADOR:
. OSCILADOR (altavoces):
. PREDECIR:
. Banda (programa):
. Picosegundo-Zona:
. PREGUNTA:
. TELEDIRIGIDO:
. REACCIONAR:
. Anota a jugadores
. Las BÚSQUEDAS y REACCIONAN a los buenos/malos sonidos
. ANALIZADOR DE SONIDOS:
. ESTADO: en cuanto a la calidad o el alojamiento necesario para cada jugador
. SINTETIZADOR:
. PISTA: demuestra a progresista de cada jugador [durante las semanas]
. USUARIO: jugador
. UIP-Adaptar: cómo los sonidos sintetizaron
. VR (realidad virtual):
. WA (caminata alrededor):

Karaoke %
% tiene representaciones visuales de:

Archivo: Introducción/estado de la característica

ESTADO

Determinación del estado de una situación

Esta característica puede anotar el funcionamiento, una función, o la situación de un usuario. Iguales que "cuenta".

- Estado del producto ("cuenta"). Dibujo: =c de k (teclado) (computadora) = S (la pantalla demuestra las señales del "notificador" de la "cuenta"/)

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- Para el dibujo de Techies: usuario = ~c del "estado" (vía determinado estado/sobre la determinación de los controles de sistema del "estado" después de piezas por consiguiente) (computadora) = ACCESO; ANALIZADOR; CEREBRO; CÁMARA; CARRO (cartucho del software del `); %EDUC (tgh (la terapia consigue más difícilmente)); M (ordenador central); MIC; módem; RATÓN; mq (el fabricante hace preguntas del usuario para adaptarlo); MULTIUSOS; NOTIFICADOR; oscilador (comunicador sano saliente); banda (programa informático); picosegundo (el sistema de colocación tiene gusto del GPS); q (el usuario y o el sistema se hace preguntas); CUENTA (cuenta que mantiene proceso alterado); SENSOR; synth (sintetizador de los sonidos); ADAPTARSE; U (el usuario hace preguntas del sistema).

- Subparte: El estado "corrige": alterar el sistema según el estado de las situaciones ("acceso = VAGOS (analizador del comportamiento) "); Estado-adaptarse: desarrollar el DB; Estado-Notificador: notifica para las ocurrencias inusuales.

- "Corregir": Determina cómo la función del "estado" controló/utilizado.

. - Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo el sistema/el programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corregido"/copió. Ver: "Tener acceso", "corrigen".

- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en s ()/notificador de la pantalla de ordenador de cualquie producto/sistema; eg.: 7G)

- "Facturación": cuentas para qué/para cómo peticiones de usuario "estado".

SECCIÓN del ESTADO - quizá menos importante:

- Estado del producto ("cuenta"). Dibujo: =c de k (teclado) (computadora) = S (la pantalla demuestra las señales del "notificador" de la "cuenta"/)

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hace preguntas del usuario para adaptarlo); MULTIUSOS; NOTIFICADOR; oscilador (comunicador sano saliente); banda (programa informático); picosegundo (el sistema de colocación tiene gusto del GPS); q (el usuario y o el sistema se hace preguntas); CUENTA (cuenta que mantiene proceso alterado); SENSOR; synth (sintetizador de los sonidos); ADAPTARSE; U (usuario).

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- "Facturación": cuentas para qué/para cómo peticiones de usuario "estado".

'PIEZA DEL SINTETIZADOR

Contenido para los archivos del sintetizador:

. Info general

. Archivo a leer más adelante

. Coordinador del sintetizador

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LUPA del SONIDO de la CALLE 5A270: El sistema del coche magnifica sonidos exteriores mientras que la estereofonia es funcionando. Reduce accidentes posibles.

- Sistema de los programas de usuario que se activará mientras que juega o no juega la música, radio. La lupa puede/puede no cortar música en el sonido del tiempo se amplifica según sistema, volumen de sonidos o la programación de usuario. - aplicable especialmente para: oyendo - deterioró, los como quienes jugar música ruidosamente pero debe bajarla para oír el exterior

- "analizador de sonidos": magnificar/estudio cualquier efecto del sonido/del oscilador

. --verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

(necesidades más trabajo) VOCES del CONVERTIDO 5A900 en los de las cuales crear las sensaciones: la pasión, la amistad, la energía, la inteligencia, la impaciencia y la expectativa que el oyente realiza su pozo del trabajo (los estudios demuestran que el discurso a la gente en ciertos tonos de la voz tiende a crear mejores resultados del trabajo de ellos)

REFORZADOR de la VOZ A1-430: "mejor sano". M realza su voz cuando en "T", usando las características previamente registradas de la voz de los p que las transportan cuando su voz debido a las emociones pobres es menos deseable, o más fácilmente, selecciona de opciones del cambio de imagen de la voz de "C" afinando o poniendo en palabras la petición. Oír para poseer la voz en otras veces usted mismo de alzar moraleja. Mezclar la máquina de la terapia. E, S, yo, TT, HH, BP, ató a "T", "C".

- La demostración de los estudios su voz es más agradable cuando los sonidos anteriores oídos son agradables. Tener llamadas que sean importantes o difíciles hacer: las ventas, hablan con el jefe, padres, enfermo/pariente terminal enfermo (eg.: ¿tiene el SIDA) y el miembro de familia conservador algo no hablar con pero necesitan su animar para arriba? Escuchar los sonidos, o las voces (con o sin música). BP, E, S, TT, HH, contra, autobús, LL, W2. Mezcla con la máquina de la terapia. Compañero de la voz.

- cierto oscilador (palabras, "humores", el "entertainment% - defendido: "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (sistema del `) (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

8B330 SEGÚN EL TIPO USO, VOZ de la PERSONA SE CAMBIA por consiguiente, eg.: su voz para anunciar el plano está lista para el embarque, el plano es atrasado (la frustración, o la cólera en la voz del locutor que tiene miedo de ser atacado con cólera de pasajeros y que en golondrina de mar es semi hostil en voz como protección - ésta es malas), etc.

El SISTEMA R57-2 SINTETIZA EN NUEVOS HUMORES para expresar grabaciones: De menú, seleccionar qué sensaciones usted quiere expresado. La pista existente de sonidos de la voz de la persona se sintetiza por consiguiente.

SYNTH (altera la voz de la persona según el tipo situación del comportamiento que pueden estar adentro, eg.: tensionado, impaciente comprar la mercancía, engañosa); Esta función del synth trabaja como los modos del "artista" de esta N general, eg.: vía menú seleccionar cómo usted quiere datos existentes sobre la persona alterada, sobre k en uno o más opciones. - D: k (u selecciona del menú de opciones, eg.: la persona será: enojado/astuto/se relajó/apasionado)/pista de sonidos de la persona (la copia de las estimaciones verdaderas de la voz/c (computadora del `) mecanografía voz vía (el analizador visual/uip/bva (aunque ningu□n rec ocurrió de voz real si fue restringido por la ley) = analizador = genera la voz (estimada) de la persona).

- TDS ()/T ()/UIP ()/VISUAL ANALIZADOR ()/VR%/WA ().

- utiliza 57-1: intenciones/funciones similares, aunque se substituyen los modos audios y visuales.

Los sistemas automatizados con bastante memoria pudieron almacenar todos los sonidos en el synthesization predeterminado por el tipo ocurrencia. Sin embargo, los productos con una gran variedad de sonidos, o de fuentes sanas fuera del sistema se beneficiarán del synthesization.

- Las fuentes exteriores de sonidos incluyen: Internet; cartuchos; el sistema de sonidos coge [vía el micrófono] y sintetiza.

Para ésos con el problems= auditivo según el tipo del u el sistema del problem= altera los sonidos del oscilador:
- las palabras/frases problemáticas/ciertas se alteran (para el oyente) vía su que es señalado diferenciando: frecuencias sanas ("synth"); altavoces: estados del altavoz del sexo opuesto señalados porción de texto; luces que destellan u otros sonidos (c=osc) cuando se están oyendo las palabras señaladas (oscilador).
- los sonidos de los convertidos de la manera similar a (KN) cuál oye entonces traducen palabras al otro oscilador del then= del languages= = oído por los oyentes.
- D: U (altavoz) - > analizador del mic = de sonidos = c (DB para cómo las palabras pueden sonar) = oscilador - > U (oyente).
- Ver" el texto el "del "artista corregir" (para los disl3exicos).

Ver: conjetura 2D-220 el juego de los sonidos: en la partición del "juego".

Ver el ANALIZADOR del UNO MISMO de la ACÚSTICA 5E080: Los productos relacionados existen probablemente - pero su grado de traslapo en esta invención es confuso. El uno mismo del sistema analiza la mejor síntesis para la acústica del sitio/del pasillo.

POSICIONADOR del ALTAVOZ 5E010:

Los principiantes u otros de las ayudas de la invención determinan la mejor colocación de sus altavoces sanos. Esto es una invención similar pero diversa. Utiliza ""/"del distancer GPS" para cuando el sistema analiza donde los altavoces deben ser colocados.

Provechoso para:
- determinación de las vendas con frecuencia nueva en las nuevas localizaciones
- distancia de altavoces de uno a en lo referente a tamaño/a dimensiones del tipo del sitio de construcción de la superficie del sitio (acústica (el despedir de sonidos)) es el via^ resuelto: medidas manuales/que afinan adentro del Info; electrónicamente determinado via^: "distancer", herramientas de medición de la distancia electrónica (comúnmente disponibles en almacenes de hardware al por menor).
. - gente como quien para hacer a menudo ajustes a la acústica de su sitio (siente como usted tiene un nuevo sistema estéreo, y o nuevo sitio, para la mayor variedad).

Diagrama: 1tr = 2frequency despide de la pared = de 3receiver = de 4computer = de 5display/6printer/7speaker y o de balance/8 otro.

OTD para D:

3access; cojín 2air; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (las unidades separadas del "tr" del lugar en ubicaciones claves del sitio/de la localización (esquinas) del sitio - ésta demuestran perímetros deseados/importantes, después el otro 1 " tr" medios = 4 " computadora", junto determina la distancia real); %interactive; locator1; 4mfh; %4mic; 4multi-user; 4notifier; 4osc; 4pi; portable; 4pp; 4remote; sonido analyzer%4; 4stereo; 4synth=analyzer (efectos de los synth alterables según la acústica del sitio (causada por el tamaño, la estructura, el tipo música); 4uk; 4uq; 4vc; el 4vr%; %4wa.

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U.:

Ninguna N relacionada (invención) encontrada, con todo bajo impresión puede ser que exista.

analizador del uno mismo de la acústica 5E080: ()

- str babero 8.94: (analyz del ajuste del uno mismo) y audi.

--analyz del ajuste del uno mismo = 1 respuesta

- str APS 69 ' a 8.92: ((automático o uno mismo) adj3 (ajustar o analyz)) y (audi o música)

- kilovatio: sonido

DIAGRAMA: Este N sistema () de sonidos de sitio/c (computadora del analizador del `) = ANALIZADOR (); CARRO (); M (); MIC (); MULTIUSOS (); OSCILADOR (); Banda (); ANALIZADOR DE SONIDOS (); SYNTH (); UIP ().

DIAGRAMA #2 DE OTD: Este ~ del sistema de N (invención) (sistema del `) () C = ACCESO (); ANALIZADOR (donde colocar altavoces, cómo fijar los ajustes (electrónicos) del EL del oscilador (según lo determinado por el analizador)); AP (estéreo); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (manera de: 1] grabó de antemano el fabricante registrado música (CD, cinta,)/2] u de la memoria usando su sistema que compone, = determina cómo el sistema sano del ajuste del oscilador se debe analizar); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (los altavoces del oscilador = el analizador del mic = de sonidos = el sistema ajusta cómo el oscilador puede hacer mejor ir saliente); MQ (para los gustos del usuario (más o menos bajo, uip)); MULTIUSOS (cada u tiene poseer ajustes preferred); nr (notificador del `) (cuando el sonido se puede mejorar más lejos); OSCILADOR (); Banda (); Q (); R (); CUENTA (estudios del analizador de sonidos cómo el buen sonido está vía diversas circunstancias: w5); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (analizador); DISCURSO (); ESTADO (analizador); ESTÉREO (); SYNTH (); UIP (); UQ (); VR (); WA ().

$$P CORRELADOR 5E090: En dir de I en fecha el julio de 2000.

Ejemplo: Venda sin hilos de la música: El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades portables múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. Mayor portabilidad, libertad, sonido que hace la experimentación, una grabación más barata.

- Música del grupo: Hay una unidad principal que obra recíprocamente con las unidades "alejadas" llevadas a cabo por los participantes, creando (jazz del grupo, el foro educativo)
- D: r (compositor) = tr/rc = analizador (carro, compositor, m) = oscilador

Los sonidos y el texto vía el oscilador pueden ser alterados: corregir y el synth puede substituirse.
- cuando vía el modo audio, el sintetizador de la pieza y corregir puede inter-ser substituido.
--es decir todas las funciones en la pieza del corregir, pueden tener un modo audio correspondiente vía el oscilador, que en golondrina de mar pueden no sólo ser corregidas [por ejemplo para el texto o la imagen] pero también tal contenido se puede alterar vía el sintetizador.

Factores que pueden accionar y o influenciar el synthesization:
- el humor del usuario, según lo determinado por vagos. Los sonidos se señalan para crear la sensación deseada en usuario.

PIEZAS DEL SINTETIZADOR:

. ACCESO: el usuario debe [manualmente] altera el sonido que oyen para acceder. El acceso tiene un parámetro general en el cual permitan el acceso. Éste es algo difícil poner en el suelo como contraseña, o dar instrucciones otras.
. ANALIZADOR: El sistema determina cómo al mejor sintetizar los sonidos, según: vagos, uip, limitaciones de los sonidos que intenta alterar, limitaciones de las capacidades del sintetizador.
. ARTISTA: Hace sonidos para emparejar el tipo arte. Ver el analizador sonido-visual.
. VAGOS (analizador del comportamiento): Fósforo del sonido qué usuario tiene gusto.
. CUENTA: Derechos de la paga a esos artistas cuyos se utilizan sonidos.
. CARRO para: sonidos; sintetización de los programas informáticos. El usuario es honorarios de derechos mandados la cuenta para usar software de sintetización.
. COMPOSICIÓN: El sistema sintetiza la música para el tipo señalado de composición.
. ANALIZADOR CONTENTO: Analiza el contenido de los sonidos convertidos a digital - > este Info usado para determinar mejor cómo los sonidos pueden ser sintetizados.

. COORDINADOR: Tareas/funciones/metas múltiples coordinadas. Ejemplos:

- diversos elementos se anotan para su valor en señalar cómo algo debe ser sintetizado. Los elementos incluyen: vagos; formar de la educación deseada; cómo mejor dirigir a usuario; la sintetización suena para los multi-usuarios que escuchan el sistema simultáneamente.

. BASE DE DATOS de: sonidos almacenados; métodos de synthesization; características del usuario para los vagos.

. EDIT: Como la sintetización, se alteran los sonidos. La sintetización es una forma de corregir o de alterar el contenido [sano] para los resultados señalados. Ver para corregir para los detalles.

. EDUCATIVO: El sintetizador intenta educar a usuario. % de los ejemplos:

7J09: Amaestrador sano:

- Enseña usuario como a qué cosas suena, eg.: estudiantes de medicina que necesitan interpretar los sonidos del cuerpo [respiración]. Los sonidos únicos a un estudiante/a un paciente particulares se escuchan, y después se sintetizan para demostrar como qué diversas dolencias sonaría.

--Si el doctor es incierto en cuanto a cómo deben interpretar un sonido particular, puede ser que almacenen los patrones de sonidos de la persona cuando son sanos. El sistema siguiente alteraría los sonidos bajos normales para representar enfermedades señaladas.

- Los sonidos para las máquinas [vehículos] se alteran para demostrar el tipo enfermedad.
- Las ventajas sobre simplemente almacenar toda la enfermedad diversa suenan sin la alteración:
- el usuario puede entrar sonidos normales y ver cómo puede ser que cambien.
- el número de sonidos de la fuente y cada uno de sus formas posibles de alteración pueden ser demasiado grandes.
- el nivel de imprecisión de una síntesis puede ser tal que el fabricante que advierte sin embargo al cliente, puede ser menos impaciente sintetizar cuidadosamente sonidos diversos. Si el sonido se sintetiza sobre el terreno, puede haber una mayor tolerancia a falta de exactitud, mientras haya una cierta semejanza vaga del sonido correcto.
- 'Educa a gente en el aprendizaje de cómo interpretar sonidos.

. EGH (la educación consigue más difícilmente): Las formas de sonido consiguen cada vez más difíciles para que el oyente reconozca [como parte de proceso educativo].

. ENTRETENER: Jugar los sonidos agradables. Humor señalado del usuario de la blanco [para elevar, o la motivación].

. JUEGO electrónico: Los sonidos de cada jugador se sintetizan para el tipo situación.

. GUÍA: Eg.:

- El sistema identifica que el tipo usuario de los sonidos es más débil [en la identificación para (los 'propósitos educativos)].

- Las aplicaciones se anotan en su capacidad [semi-manually] sintetizan los sonidos para los resultados señalados.

- Enseña usuario a cómo cantar mejor vía analizador de sonidos. Sintetiza la voz baja normal del usuario para demostrar los ejemplos para de cerca cómo puede ser que suene. Esta invención se prepara a otra parte.

Sintonizador -7J10: El sonido del sistema analiza las máquinas o el normal/el sonido bajo del instrumento [del musical]; entonces demuestra cómo suena cuando en el estado calumniado correcto o en señalado. Eg.: Cuando un sintonizador profesional ha templado su piano; el usuario almacena los sonidos para cada llave en sistema [como los ideales]. El sistema puede no sólo repetir los derechos sino analizarlos para hasta dónde de sonidos mal de un instrumento del sonido. El sistema puede sugerir lo que y o en qué dirección se pueden alterar cualesquiera palancas o adminículo para alcanzar señaló los sonidos. El sistema siguiente anotará el sonido nuevamente llegado. Esto es un poco como jugar al juego de encontrar algo, y las pistas que el usuario consigue son verde, amarillo o rojo dependiendo de si el usuario está haciendo las correcciones en el modo/la dirección correctos.

. INTERACTIVO: Durante la interacción, los sonidos se sintetizan según lo señalado. La manera de los efectos de la interacción del usuario cómo se sintetizan los sonidos [por ejemplo vía vagos].

. MEDIOS MULTI: Cada oyente consigue sus sonidos sintetizados diferentemente, aunque son quizá uno de millares de clientes. Los medios incluyen: Internet.

. MULTIUSOS: El perfil del comportamiento de cada usuario, da lugar a sus diversos sonidos de la audiencia [por vagos].

. NOTIFICADOR: El tipo de notificación da lugar a diversa síntesis de sonidos. Eg.: las emergencias tienen un sonido más ruidoso y echada más alta.

. ORDEN Y SINCRONIZACIÓN:

- Diversos elementos del pedazo de los sonidos se cortan y pegar para alcanzar resultado señalado. Eg.: los primeros 5 segundos de la 3ro pista (las pistas múltiples se juegan que crean simultáneamente sonidos orquestrados totales) se juegan en el medio de la pista de sonidos para el uso particular.

. - Decide cuando, si y en qué orden [cualquiera] suena se juegan.

. OSCILADOR (altavoces): Los sonidos se sintetizan para considerar la dinámica acústica [límites] de los altavoces para maximizar los sonidos señalados. Eg.: El bajo se baja para los altavoces baratos; y si los mismos sonidos se desean para ser oídos por diversa gente pero con diversos altavoces de la calidad o los ambientes que escuchan; sintetizador tomarán en cuenta esto.

. PREDECIR: El analizador de sonidos predice cómo el sonido del sistema/de la máquina/del dispositivo/del organismo orgánico sonará. Tal sonido previsto representaría una ocurrencia señalada que el sistema se diseña para buscar. Sobre tal ocurrencia el sistema responde según lo programado, eg.: notificando a usuario o haciendo una cierta [reparación relacionada] función.

. Picosegundo-Zona: Síntesis basada en la localización [del oyente].

. PREGUNTA: Respuestas usadas para determinar mejor cómo sintetizar.

. REACCIONAR: El sistema reacciona a las ocurrencias según lo programado. Una de las reacciones puede ser el sonido sintetizado, eg.: tipo de notificación.

. CUENTA: La síntesis es influenciada por la cuenta de ocurrencias señaladas.

. LAS BÚSQUEDAS Y REACCIONAN: El sistema busca sonidos señalados, y reacciona con los sonidos [sintetizados] correspondientes. Ejemplos:

- Sistema de seguridad. Sobre el analizador de sonidos que determina ocurrencias señaladas tener gusto de la persona que camina alrededor durante horas cerradas, o el sonido de la fractura de cristal, sistema generará sonidos [asustar lejos o confundir al ladrón potencial]. Esta invención escrita antes de 1998.

- Estudio del comportamiento del organismo: el analizador de sonidos sobre la audiencia señalada suena como llamadas de acoplamiento generará sonidos correspondientes para determinar cómo el organismo reaccionará [por su creación de los sonidos].

. ANALIZADOR DE SONIDOS: ver la partición.

. INCLINACIÓN: controles del usuario cómo el sintetizador funciona por la inclinación. Permite mayor flexibilidad. Tiene un valor de la hospitalidad, puesto que es diversión a utilizar. Uso para componer música.

. UIP-Adaptar: estudiar a usuario; y sintetiza sonidos para cubrir sus necesidades.

. W5: Diversos acontecimientos determinan cómo se sintetizan los sonidos. Eg.: - Cuando: los sonidos para la notificación durante una situación marcada con etiqueta como emergencia son un triple más ruidoso y más alto. - Cómo: si un dispositivo se utiliza incorrectamente, se crea un efecto levemente irritante [como notificación].

Otros detalles de Techie:

Diagrama: fuente sana (mic/tr) = convertidor de señal = "C" (Reino Unido, P.M., pp, carro) = memoria/amplificador/parte posterior = oscilador del juego

- /OTD: Los sonidos originales y sintetizados almacenados en memoria y se pueden repetir; el sintetizador induce al oyente y o a usuario en el estado de ánimo deseado, ayudándoles generalmente a sentirse bien sobre lo que oyen (el pi selecciona sonidos para hacer la sensación del usuario feliz, soñolienta, o relajado); "C" (memoria, base de datos de sonidos y softwares de la sintetización); los efectos de Reino Unido, y de %mouse cómo se sintetizan los sonidos (usuario seleccionan del menú que permite que el usuario oiga los esloganes de cómo cada elemento de los sonidos puede sonar, y después seleccionan las preferencias para la composición y o el pi); %interactive (según cómo y o qué usuario activa en sistema, las señales de sonido sintetizadas responden por consiguiente, eg.: el tipo #9 o #10 de la acción de usuario causa el tipo de los sonidos #8); M para el mayor sonido que sintetiza posibilidades (el usuario puede hacer compras para los sonidos deseados para la memoria de sistema); balance; discurso (los sonidos vocalized alterados según el sintetizador, sintetizador son ordenados por las señales en respuesta a las acciones de usuario/a los comandos); vc (pueden ser los pp o la P.M. alterados; ciertos tipos de los sonidos pueden automáticamente ser más ruidosos o más suaves que otros sonidos para ese ajuste del volumen); %score; md; carro para cómo los sonidos pueden ser sintetizados; los sonidos de %synthesized se pueden enviar sobre el teléfono ("T"), teléfono del SP, tr, MES; los controles de %pi cómo los sonidos pueden ser sintetizados (pi determinan a usuario prefieren la base baja, por lo tanto utilizan una base

más profunda en la sintetización); % de los modos de sintetización controlados por el "telecontrol"; la manera de la cual se sintetizan los sonidos se demuestra vía notificador; % de los efectos de la inclinación cómo se sintetizan los sonidos; %product conecta con un dispositivo separado que sintetice los sonidos para su usuario; composición

- relacionado con otros números del producto: pluma mágica del aire 3a-790-042004 (synth de los controles de dispositivo); viajero de la realidad virtual %6b-630; instructor de la voz %1c-301; pluma multicolora de la aventura 1c-310 (en vez de dar hacia fuera la tinta, el synth decide sobre sus el propio vía los pp y o la P.M. cuando y cómo alterar los sonidos del locutor)
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- Subparte: Synth-Adaptarse: el synth se adapta a la banda, eg.: uip/carro para conseguir una mejor respuesta en u, como tener más sonidos twanging para las audiencias meridionales de los E.E.U.U., y sonidos nasales para Massachusetts, o sonidos brevemente acortados para NY o las aplicaciones empresariales, y sonidos infantiles para el U. joven.
- "Corregir": Determina cómo synth de los sonidos.
. - Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro)" corregido/copiado. Ver: "Tener acceso", "corrigen".
- "Facturación": cuentas para qué/cómo el synth del sistema se pide para funcionar.
- Patente 5368308 de los E.E.U.U.: Corriente de los sonidos registrados rotos en los segmentos entonces reordenados = "Synth": sonidos reordenados (según: k/uip) = alcanzar efecto sano/psicologico deseado.
- Patentes de los E.E.U.U.: str: synthez y sonido

CONCLUYE ESTE ARCHIVO DEL SINTETIZADOR PARA ESTE USO DE LA PALMADITA

Archivo del SINTETIZADOR: Synth&

sintetizador del sonido del juguete 3C401:

. el sistema funciona como un sintetizador de los sonidos: detecta los sonidos creados por el agua y hace sonidos relacionados por consiguiente.

--un método posible está para que el dispositivo escuche en cierta frecuencia y emitir en otra frecuencia, de tal modo sus propias generaciones de los sonidos no internarán crean los sonidos que son interno sintetizado; es decir, su "mic" estará atentos solamente sonidos del agua, no de los sonidos de sus altavoces

- posibilidades sanas de la salida: los ecos del agua, tal eco pueden ser como si estuviera en una barranca pequeña o grande, botella grande, playa...; o, el sonido se puede magnificar simplemente más ruidosamente con o sin los cambios por ejemplo al triple, base...; no los sonidos del agua se pueden también generar...; el recharacterization de cogido suena: la alteración del pájaro común suena al comportamiento exótico del pájaro (canto), tomando la tensión (alta echada) del perro que raspa así que suena como el descortezamiento amistoso.

. - uso de amplificar sonidos del vapor que es hecho en una sauna

. - tiene "mic" que lo haga/no sintetice el sonido

- OTD: "S"; "C"; pp; P.M.; Reino Unido; fecha; interactivo; juguete; todos; hospitalidad; "mic"; synth; punto de ebullición; alerter; cuenta; md; uip; carácter.

SECCIÓN de SYNTH - quizá menos importante:

Los "PP" y o la "P.M." selecciona el programa de sintetización y cómo procesa sonidos; micrófono ("mic").

- D: fuente sana (mic/tr) = convertidor de señal = "C" (Reino Unido, P.M., pp, carro) = memoria/amplificador/parte posterior = oscilador del juego

- /OTD: Los sonidos originales y sintetizados almacenados en memoria y se pueden repetir; el sintetizador induce al oyente y o a usuario en el estado de ánimo deseado, ayudándoles generalmente a sentirse bien sobre lo que oyen (el pi selecciona sonidos para hacer la sensación del usuario feliz, soñolienta, o relajado); "C" (memoria, base de datos de sonidos y softwares de la sintetización); los efectos de Reino Unido, y de %mouse cómo se sintetizan los sonidos (usuario seleccionan del menú que permite que el usuario oiga los esloganes de cómo cada elemento de los sonidos puede sonar, y después seleccionan las preferencias para la composición y o el pi); %interactive (según cómo y o qué usuario activa en sistema, las señales de sonido sintetizadas responden por consiguiente, eg.: el tipo #9 o #10 de la acción de usuario causa el tipo de los sonidos #8); M para el mayor sonido que sintetiza posibilidades (el usuario puede hacer compras para los sonidos deseados para la memoria de sistema); balance; discurso (los sonidos vocalized alterados según el sintetizador, sintetizador son ordenados por las señales en respuesta a las acciones de usuario/a los comandos); vc (pueden ser los pp o la P.M. alterados; ciertos tipos de los sonidos pueden automáticamente ser más ruidosos o más suaves que otros sonidos para ese ajuste del volumen); %score; md; carro para cómo los sonidos pueden ser sintetizados; los sonidos de %synthesized se pueden enviar sobre el teléfono ("T"), teléfono del SP, tr, MES; los controles de %pi cómo los sonidos pueden ser sintetizados (pi determinan a usuario prefieren la base baja, por lo tanto utilizan una base más profunda en la sintetización); % de los modos de sintetización controlados por el "telecontrol"; la manera de la cual se sintetizan los sonidos se demuestra vía notificador; % de los efectos de la inclinación cómo se sintetizan los sonidos; %product conecta con un dispositivo separado que sintetice los sonidos para su usuario; composición

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- Patentes de los E.E.U.U.: str: synthez y sonido

COORDINADOR del GRUPO de la MÚSICA de S del NIÑO 5E090'

Extracto

La invención mejora unísono entre jugadores y cantantes. Es el componente y el sintetizador centrales para los jugadores múltiples de juguetes musicales. Sintetizan cada instrumento musical y o al cantante individualmente para ayudar a crear mejor todo alrededor de música. Tiene usos para la música adulta del principiante y del profesional que juega el mercado también. Muchas otras características.

Una variación del Karaoke.

Detalles

Las calidades de diversas versiones de la invención dependen del precio.

El mercado de blanco incluye:

- Padres con difícil controlar a los niños, que necesitan la hospitalidad dentro durante el tiempo lluvioso. Más para los niños que necesitan ser entretenidos mientras que siendo controlados, y menos para los cabritos que aprenden seriamente la música seria (el pequeño por ciento del mercado para los instrumentos electrónicos baratos).

- Jugadores más en la experimentación con diversos instrumentos que aprendiendo jugar cualquie muy bien. La gente está demasiado ocupada actualmente dominar apenas un instrumento, cuando hay tan muchas opciones interesantes alrededor.

- Compradores costosos del sintetizador: Esta característica es construida en el aspecto del uso a las que:

1] quiere ahorrar en costes laborales de emplear un sintetizador vivo para trabajar los controles

2] quieren demostrar a miembros del grupo qué jugador necesita mejorar [puesto que sistema demostrarían cuáles son los problemas con jugar sin ser críticos o la selección en un jugador. En este caso el producto sería más ideal para "quiere ser profesionales" en regiones de donde no hay muchos otros músicos a escoger para hacer una venda.

Comercialización:

- Enseña a niños a trabajar en grupos.
- Fomenta creatividad
- Los padres mejoremos el control los niveles de sonido de todos o de instrumentos del ruido (subsistencias los cabritos más camorristas en control)
- El jazz profesional y otros músicos pudieron incorporar simplemente esta característica opcional en sus sintetizadores.

El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. Corrige averías de jugadores vía:

1] usuario delinea a cierto jugador cuyo se reduzca sonido [porque necesitan jugar pero el grupo no los quiere]; eg.: su sonido o estilo es demasiado preocupante para otros jugadores.

] el sistema 2 (sistema del `) "analiza" (analizador de sonidos) cómo cada jugador juega entonces = ajusta el oscilador [altavoz] por consiguiente, eg.: sonidos de los cortes que exceden parámetros sanos de la frecuencia.

El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades (portables) múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. Mayor portabilidad, libertad, sonido que hace la experimentación, una grabación más barata.

- Mercado limitado: apunta a jóvenes - el mercado grande, "quiere ser ejecutantes", los profesionales no necesitan ni utilizan a personal sano profesional.
- el sistema puede también ser un acompañamiento (necesitar a pocos jugadores); no limitado a la fijación/a alterar su música pobre.
- la pieza del tratamiento de señales es qué haría esto patentable
- puede reducir al volumen de jugadores particulares.
- "cojín del aire"

Otros usos: cualquier N/parte portables del sistema de N.

- "juego": cada jugador conectó vía (radio) el tr con la C. central.
- "c portable": cuadernos
- t = sistema principal de t (sistema del `) recepcionista (automático) (de w, KN relacionado)

Terminología:

- unidades externas: las unidades móviles/portables que están conectadas con el sistema central (c=brain) vía (radio) el tr.

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U. para 5E090. Venda de la música: ()

- No. de la palmadita de los E.E.U.U.: Stringless piano-toca eléctrico... %636035; aparato de control Movimiento-controlado de tono musical [Miburi de Yamaha?] 636035.

. - sir APS 69 ' a 8.92: :

--No. de la palmadita de los E.E.U.U.: palmadita del diseño: D245,197 1977 portable, instrumento musical del teclado electrónico, teledirigido, sin hilos

. ---esta palmadita encontrada vía mala estrategia de búsqueda: (sin cuerda o sin hilos) y (música o venda)

- S: esta N es una versión sin hilos de 5E080.

- Str APS 79 ' a 82 ': (sonido o música) y (analyz o analys)

- kilovatio: el perno prisionero del audi [estudio] corrige

- No. de la palmadita de los E.E.U.U.: ¿+? Instrumento musical electrónico 5063820 que ajusta automáticamente un funcionamiento dependiendo del tipo de jugador.

Usos adicionales: El sistema ajusta al funcionamiento de la mal calidad (según lo medido vía: "cuenta", uip, vagos) cerca: degradación/cortando elementos/modos menos deseables, o "encaminándolos", o "corrigiéndolos".

. OTD D (dibujo): U = este ~ del sistema de N (coordinador - correcciones, coordinador de la venda de la música 5E090) C =

EDUC (da mejor/una información del principiante más pertinente/entrenamiento); MULTIUSOS (el correlador balancea uso entre varias personas que usan el sistema (simultáneamente)); Banda (); RANURADOR (se encaminan las señales/el punto bajo asociado los archivos "cuentas" del w= = (corregido) por consiguiente); CUENTA (cuenta usada para señalar qué correcciones de las necesidades/alteraciones w5); ANALIZADOR de SONIDOS (sonidos pobres/indeseables del "synth" al grado controlado cerca: uip/coordinador).

+ también ver el archivo: Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones usados.

< (3.5-pat, 2.5 mk), 3.5>

- OTD D2: (Múltiplo) u (usuario) = unidad externa/este ~ c (computadora del sistema de N (invención) (sistema) del `(5E090) del `) =

ACCESO (); ANALIZADOR (cómo obra recíprocamente cada unidad externa w y o la central c); ARTISTA (fabricación del arte del grupo - cada u tiene poseer la unidad que agrega al arte del grupo, eg.: 1] cada jugador dado solamente ciertos colores/formas/modos de escritura/los plazos - en cuál para hacer lo que (arte, el

compose%) él desea.); BALANCE (los promedios/consideran del sistema cada localización de u/player.); CEREBRO (determina son qué piezas externas: comparativamente más importante para las funciones señaladas que consideran (w5); para comunicar w (con) que partes del sistema, eg.: unidades externas #2 y #99 y c central; volumen audio que se oirá por cada u; volumen audio que debe ser generado (a la otra u) por cada unidad externa); C (cada unidad externa puede asumir el control (muchos de) las funciones de c central (computadora del `) vía: tener acceso, consenso de la otra unidad externa (su u), tds (franja horaria) de esa unidad, uip/cuenta = "juego": quién está ganando el juego); CÁMARA (); COMPOSICIÓN (palillo 5E020, Yamaha Miburi); + COORDINADOR (5E090); DISTANCER (); EDUC (que aprende el terminal); K (); M (); MQ (); MULTIUSOS (c central distingue entre diversas unidades externas vía: acceso/uip/analizador); CUENTA (juego, uip que se convierte); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (sin hilos, celular, infrarrojo); U (jugadores, receptores de servicios/de transmisiones (la unidad externa puede ser (bastante) voz pasiva)); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

. - OTD D3: [(Cada uno) la unidad externa tiene tales funciones) (que efectúan el sistema entero) según lo enumerado en piezas siguientes]: C (5E090) =
ACCESO (); %ANALYZER (); ARTISTA (); BVA (); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); NR (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

. OTD D: U = este ~ del sistema de N () C =
=

. ANALIZADOR:
. VAGOS (analizador del comportamiento):
- los padres de niños ingobernables pueden poner mayores humidificadores en sus instrumentos. Inversamente, los niños que son tímidos pueden hacer sus instrumentos hacer para destacarse más.

. CARRO:
. COMPOSICIÓN:
. COORDINADOR:
. BASE DE DATOS: características [del undesirable] de cada multiusos [jugador].

. DISTANCER: el más futuro [trasero] el más ruidoso el sonido de los instrumentos [si el sonido convertido a digital va del instrumento al sintetizador y entonces de nuevo al altavoz del instrumento]

. EDUC: aprender cómo hacer música

. EGH (la educación consigue más difícilmente):

. ENTRETENER:

. GUÍA: da instrucciones a usuario en cuál es incorrecto con su jugar de la música [individualmente y o como grupo]

. INTERACTIVO:
. MEDIOS MULTI:
. MULTIUSOS:
. NOTIFICADOR:
. OSCILADOR (altavoces):
. PREDECIR:
. Banda (programa):
. Picosegundo-Zona:
. PREGUNTA:
. TELEDIRIGIDO:
. REACCIONAR:
. Anota a jugadores
. Las BÚSQUEDAS y REACCIONAN a los buenos/malos sonidos
. ANALIZADOR DE SONIDOS:
. ESTADO: en cuanto a la calidad o el alojamiento necesario para cada jugador
. SINTETIZADOR:
. PISTA: demuestra a progresista de cada jugador [durante las semanas]
. USUARIO: jugador
. UIP-Adaptar: cómo los sonidos sintetizaron
. VR (realidad virtual):
. WA (caminata alrededor):

Karaoke %
% tiene representaciones visuales de:

- palabras a la música
- visiónes escénicas
- gráficos que demuestran la cuenta de cada jugador/cantante

Canto:
- cada cantante tiene poseer el micrófono; y tratado en gran medida como otra entrada de los sonidos tener gusto de un instrumento musical

Archivo: Características de la introducción/teléfono de las características
TELECOMUNICACIONES

Contenido para los archivos de Telecomm:
. Características
. Secciones de la canceladora del ruido
. Más

FUNCIONES DE LAS TELECOMUNICACIONES

Este archivo: T. También ver el archivo IMIT. Página de siguiente movida desde 2G.
("T") SISTEMAS de las VENTAS 2G24

Sistemas vía los cuales para aumentar ventas (vía la telefonía):

^ del ACCESO: dan los clientes selectos los códigos de acceso que los encaminan (vía t) por consiguiente (a los puntos/a la gente/al correo de la base de datos/de voz/a la música preferred/osc/mm. Esto se encuentra en la C (computadora y analizador del `) y quizá el otro directorio.

MACHINE^ DE CONTESTACIÓN: llamadas entrantes manejadas según: uip/bva

^ del ARTISTA: imágenes gráficas hechas por el remitente (vendedor) para emparejar el comportamiento/uip/cid del llamador

^ del BALANCE:

BVA^: u (el usuario tiene gusto de un cliente) selects/pr qué oyente oye mientras que están en asimiento
CID^: Las ventas history/UIP del llamador hacen estallar en s (la pantalla interactiva del `con el menú adaptado) (según lo deseado)
^ DE LA CÁMARA (LENTE): el vendedor puede señalar la cámara a los artículos/a la gente/a otra que se desean para ser vendida, así que la otra persona en línea puede ver/oye
CART^:
- Adaptación del sistema a cada u (el usuario tiene gusto de un cliente) (uip): cada empleado/agente, (vendedor,)/cliente (llamador) del empleado del servicio de atención al cliente, consigue el carro que los efectos/los controles cómo el T/milímetro/sistema de las ventas obra recíprocamente con ellos.
--los similares se pueden también hacer vía: u (el usuario tiene gusto de un cliente) = k en el acceso = c (base de datos del uip)
--usos: los viajantes de algunas ventas necesitan más o menos energizándose de su sistema; algunos necesitan un programa informático más amistoso (pr)

CONFERENCE^: comunicaciones interactivas de la pantalla táctil,

2G24-1 interactivo en funciones del asimiento: Mientras que el oyente está en asimiento de la telefonía, pueden seleccionar para oír uno o más del siguiente: mecanografiar la música, información (sobre productos/servicios), ajustar el volumen de sonidos o las funciones de la sintetización.
- HOLD^: mientras que en asimiento el usuario puede seleccionar (de menú) al hear^ (/interact con): música, Info sobre productos particulares/servicios (para la venta), noticias, o aire muerto (silencio).
--controles hechos vía k actual/adicional (telclado numérico de t)

VOZ MAIL^:
- el uip/el cid de las ayudas del llamador determina con quién necesitan para hablar (pudo reducir al mínimo el tiempo necesario para estar pasado en correo de voz para encaminar proceso su llamada)

Usos para este 2G24 general N:
- ventas de la telefonía (milímetro)
- adaptando el sistema a u (usuario) que abre una sesión/llama, for^: información, servicios (contrato interactivo tal como juegos), películas, programas educativos.
- servicio de atención al cliente (en el ")^ de Japón "Ogyakusama Gosoudan Sentaa: adaptando la ayuda dada a los usuarios para la reparación, mantenimiento, vueltas, cómo funcionar el equipo.

Debajo de movido desde K \ 2K - teléfono

archivo 2K: Telecomunicaciones especiales. La mayoría de la N (pedazos del producto) fue movida encima a "IMIT2". Ésta es la lista de mis ideas del teléfono ("T") desarrolladas hasta 1.94 no movida a IMIT2.
¿Limitado a las mejores ideas de N (invención)?
-6.96: Ko desarrolló otro archivo que incluyó toda la N relacionada teléfono, por lo tanto más grande que este archivo. ¿Aunque las ideas del teléfono de KN fueron copiadas quizá (no movido) al archivo de IMIT, después ampliado allí?

Introducción: Mejoras comenzadas a partir del 23 de febrero de 94:
Este archivo también se aplica al ^: todos los tipos de instrumentos del teléfono ("T") (caseros, oficina, profesional), multimedias (vídeo, cable, teléfono video), audio interactivo/representación visual/datos (correo de voz, juguetes, hospitalidad), comunicación sin hilos (picosegundo (GPS), Walkietalkie, paginadores).

Para sobretodo el teléfono viejo ("T") N (invención) ver el archivo Y \ D. No leí con la descripción entera de cada N en el archivo de Y \ de D para hacer este archivo de T-E. Este archivo fue cambiado del 19 de febrero de 94 Y \ D a KN \ K2, después aumentado sobre eso. Toda la N (invención) comienza w (con) "2", después dos dígitos es N # archivo de w/in K2. Para la historia mirar para arriba el producto por los dígitos siguientes en N #, aunque nueva N semi-relacionada puede no tener una historia, eg.: K2-5A-700 existió mucho antes, yo agregó K2-5A-701 (véase el dígito pasado "1")
- El archivo 5G tiene nuevo teléfono N

Encontrar la mayoría del teléfono ("T") N (invención) en: Y \ D. Algunos en GG \ 1G (archivo combinado de la "categoría-todo-copia" del teléfono ("T") w (con)).

2K1-4A-310 impermeabilizan el teléfono ("T") ("T"): caja fuerte para el uso en ducha/baño, u otros lugares mojados (incluso si está sumergido totalmente en el agua).
D (DIBUJO): tel~remote = c/tv/vcr/stereo/radio

palabras mecanografiadas convertido 2K2-5A-890 al audio:
Eg.: Discurso sordo a las persianas: como llaves de la persona sorda en las palabras sobre el tablero dominante del dispositivo, el altavoz emite los sonidos de las palabras. Usos para otras situaciones también.
D (DIBUJO): uk/remote = mfh~c (los fósforos reconocieron las palabras w (con) sus sonidos) = oscilador/exhibición
- Reino Unido y deja otros escuchar. TR vía ^: Teléfono ("T"); radio. Almacén en contestador automático del teléfono ("T"); C; sistema de las "multimedias".

- D (DIBUJO): contestador automático de uk/mic=C (synth (dechado) /cart) =tr=tel/tel/Walkietalkie/correo de voz/multimedias/otra

- usos: software (para los programadores; deja a usuarios oír datos deseados; los usuarios pueden Reino Unido para hacer sonidos también) para de todas las clases (teléfono, JUEGOS, JUGUETES, ARTISTA (presentación de multimedias; SYNTH de la c da diversos voces/sonidos a cada objeto de CHARACTER/sounding); COMPOSICIÓN (cuando el usuario quiere la voz de otra de base de datos de los sonidos, ellos Reino Unido para las palabras/el tipo deseados altavoz/modulación); TDS: los sonidos (voces, sonidos) van al OSCILADOR en el tiempo de desired/pp; EXHIBICIÓN: presionar la palabra en la pantalla y oír el sonido (que aprende nuevas idiomas); UIP: el synth es utilizado por el programador/el mfh para crear los sonidos para efectuar la persona/a audiencia apuntadas de la manera deseada según el perfil del comportamiento del oyente/deseó objetivo (el producto particular de la compra, consigue a usuario hacer algo más)

- OTD: la manera "ratón" se mueve sobre effects^: modulación sana, menú; P.M.; pp; vc; Voz K212-5A-900 sintetizada para los propósitos apuntados

2K3-4A-1 tiempo Info: el mensaje de salida de la máquina también indica la temperatura actual y u otras condiciones atmosféricas en voz de la computadora ("C"). Mantiene la sensación de la máquina que es más viva como y operacional. La máquina se puede atar con alambre al termómetro al aire libre. Eg.: "hola, éste es Juan, deja por favor su mensaje, tiene un día agradable, la temperatura actual es 61 grados aquí es la señal sonora"

Técnico: el usuario presiona el botón especial que indica donde quieren el tiempo dado para su mensaje de salida.

anillo Alerter del teléfono del coche 2K4-4A-35: ¡Si usted está fuera de coche y el teléfono ("T") no es expedición de llamada, coger la llamada! El teléfono ("T") transmite en señal de radio a su receptor (joyería/paginador) que suena/las alarmas/las señales sonoras, permitiendo que usted consiga al coche. La radiofrecuencia pasa a través de las paredes, y trabaja hasta una distancia determinada por la fuerza del transmisor.

- El receptor puede tener función que transmite que diga a llamador a través de su teléfono ("T"): 1) "se sostiene por favor, yo está viniendo coger el teléfono", 2) para llamarle en el número del teléfono que usted es el más cercano a la hora de la llamada, 3) contestador automático/servicio tomar un mensaje.

- Ver el teléfono LISTO 3G010 SONAR DELAYER. En I& (en fecha el julio de 2000).

discurso sordo 2K5-5A-89 a las persianas: como llaves de la persona sorda en las palabras sobre el tablero dominante del dispositivo, el altavoz emite los sonidos de las palabras. Usos para otras situaciones también.

BALANCEADOR de la VOZ del teléfono 2K6-A2-140 ("T"): mezclar el corrector de la mente de w (con), selector de la música, CD personalizado. Demasiado o demasiado poco de cierta terapia del sonido de la necesidad del fq. M escucha voz entrante y la su saliente. Conseguir la terapia mientras que ur en asimiento o cuando usted pide él o golpea con el pie adentro (quizá - si usted quiere) cuando es necesario basado en su voz saliente, o cuando el encargado del co juzga apropiado. Entrar el Info personal para activar. Puede también aumentar sensaciones de la seriedad, control de calidad, éxito...

INVERSOR de la VOZ 2K7-A4-72B: la voz de la persona de registro, entonces adminículo se repetirá en revés. ¡Los sonidos apenas tienen gusto del altavoz con todo de las palabras no identificables! Como broma, decir a persona que usted los registró que hablaban en su sueño, incluso anuncio, "esto es su voz". Si la persona no es su amante se preguntarán cómo usted los oyó el hablar en su sueño, y puede ser que incluso pierdan el sueño que intenta imaginar los asuntos.

funciones de control del teléfono 2K8-1C-102-083009 ("T"): el activar: teléfono de altavoz, control de volumen para la voz entrante o saliente, botón del asimiento
Se aplica a las versiones existentes de este producto:
- Direcciones del desarrollo de la patente: encontrar las patentes existentes para los productos básicos y atar ("R") la característica alejada del control. Entonces demostrar cómo este ("R") mecanismo de control alejado se pudo considerar patentable.
Esta ("R") adición alejada del control hace el siguiente: da vuelta con./desc.; efectúa el nivel de operaciones como (la intensidad [tal como volumen, brillo...])
- Notas al pie de la página: alejado ("R"); exhibición; computadora ("C"); pp; P.M.; Reino Unido; fecha; todos; punto de ebullición; alerter; oscilador.

el volumen de controles del oyente 2K9-4C-080-000000 de registrado o vive información (que es el usuario que afina adentro dice a remitente en línea del teléfono alzar automáticamente su volumen - no requiere el equipo complicado del oyente, apenas cierta llave del sacador en el cojín dominante del teléfono ("T")

proceso de la identificación de llamador 2K (desconocido anterior de N):

PROGRAMACIÓN DE LA INFORMACIÓN DE USUARIO DE LA TELEFONÍA

Las llamadas entrantes en redes importantes se marcan con etiqueta según la identificación de llamador. El programa encamina llamadas según la información tabulada en el llamador. Los usos diversos, cuando están utilizados correctamente, se demuestran alzar beneficios de la compañía.

Telefonía de las ventas

Los números nacionalmente des divulgación de las ventas del teléfono encaminan automáticamente llamadas más valiosas a la gente apropiada de las ventas.

La programación de muchas opciones dejó llamadas entrantes ser marcada con etiqueta según lo necesitado. Ejemplos:

Encaminan a los llamadores de códigos de área más ricos del teléfono, y los prefijos tridigitales siguientes del número de teléfono a mejores viajantes de las ventas. También, el número de teléfono del llamador es emparejado contra números de teléfono de últimos llamadores, o bases de datos que describen la mayoría de los números de teléfono por toda la nación por ejemplo por tamaño de compañía. Encaminan a los llamadores preferidos al personal con mejores habilidades de las ventas, que se pueden también entrenar mejor en el tipo necesidades del llamador.

La telecomunicación norteña encamina ya llamadas en Canadá a los bilingües según la región del llamador. En los E.E.U.U. podemos emparejar las llamadas que vienen de regiones particulares tales como California o el sur, con el personal entendido en los dialectos y la perspectiva mental del llamador. Esto se demuestra facilitar informe.

Telefonía de la ayuda de la tecnología

Las llamadas de clientes con las mejoras de una compra de la historia del software se encaminan a un mejor personal entrenado. Las llamadas de clientes difíciles, o las regiones como Nueva York se encaminan al personal con "habilidades duras del teléfono". Verbal y de comunicación de datos puede también ser encaminado según el número de registro de usuario, afinado en el principio. Los llamadores difíciles pueden también ser guardados en el extremo del que que espera más de largo.

R&D Multi-Media futuro de la telefonía

La información de usuario que programa las rutas llama para proveer de personal quién mejor fósforo las presentaciones visuales y del comportamiento del cliente, eg.: código de vestimenta. Los estudios también demuestran a gente con características físicas particulares como mensurable por la computadora ("C"), se atraen más a ciertos tipos físicos.

Los resultados de la investigación extensa sobre la programación de la información de usuario de la telefonía están disponibles. Otros sistemas desarrollados por S t e v e n K una y s están siendo utilizados por Baby Bells y el NTT.

Sobre movido desde K \ 2K - teléfono 1.97:

3A360 que suena "T": ¡presionando los botones crean los sonidos que agregan a la diversión creativa de la llamada del hogar/de la oficina "T"! Grande para los adolescentes y los adultos creativos.
- El uso para preparar para arriba, los compañeros de trabajo de activación, los artistas, los inventores, los viajantes de las ventas, la gente triste, enferma o aburrida con aclamaciones en fondo, los etc. consiguen fluir creativo sano de los jugos.
- Dispositivos para desarrollar excusas para conseguir del teléfono. Sonidos: campana de puerta (excusa para, "oh tengo que ahora ir"); sonido de otra llamada de "T" que suena en la segunda línea; sonido del tecleo en esperar de llamada; registrar sus propios sonidos sobre microprocesador, [eg.: la mamá que dice "viene por favor abajo y me ayuda"; el perro/el gato que raspaba para para ser caminado o para ser alimentado o dejó hacia fuera; sonidos falsos del apuro de "T" en la línea .....]
- los expedientes de usuario poseen efectos sonoros
- puede iniciar en el principio de la conversación para ganar comienzo interesante a la conversación, esté alguien con excepción de se
- Sonidos de la naturaleza del h: monos juguetones; pájaros; sonidos de la selva; lluvia;
- Sonidos de la broma del h: bebés tontos; bebés risueños; bebés gritadores; oraciones extrañas cortas de la risa, del etc; ¡la voz de la señora gorda salvaje "bien conseguí ahora conseguir del teléfono, hablo con usted más adelante! " 'etc.

anunciador del anillo de 3A361 "T": sonidos únicos: música, campanas de iglesia, sonidos del pájaro, monos que juegan, bebé que grita, sonido verbal del mayordomo que indica el "teléfono" o .....
Palabras claves: "T", adorna = (decorativo y o decoración), juguete, diversión, novedad

acelerador del volumen del anillo de 3A362 "T": cada anillo sucesivo consigue más ruidosamente. Alerta a los que no pudieron oír el anillo. ENCIMA de la característica en la activación y selecciona volúmenes. La aceleración sana pudo estar en el solamente un o cada anillo sucesivo.
- el usuario puede seleccionar los sonidos alternativos que substituyen el anillo

- la continuación del sonido relacionado de sonido pudo continuar después de cualquier contestador automático escogido encima de llamada

anunciador de 3A1181 "T": Pone en palabras o exhibe el nombre del llamador, usando tecnología de la identificación de llamador. Utiliza las bases de datos del usuario o de la compañía de "T".

"T" anuncia verbalmente el número del nombre o de "T" del llamador. Hay los modelos actuales que el número de "T" del llamador "T" # y nombre (el teléfono se debe programar para convertir de llamador a su nombre correspondiente). "T" (dependiendo de área) puede saber ya el número de "T" de llamador.

- OTD: exhibición ("S"); "C"; puede almacenar 1000's de los números de "T" y de los nombres usted o "T" co da para cada número de "T" (una forma del nombre de conexión con número es cómo "T" co enumera el nombre de ese co con el libro de "T"; los modelos futuros pueden decirle mucho más sobre el llamador: mecanografiar el negocio, el grado de solvencia, # los empleados...); alerter; vc; el score%; md (evitar a gente que usted no quiere, eg.: Los abogados de "T" pudieron ser requeridos llamar solamente de ciertos números identificables de "T"); el sistema dice si ésta es la 1ra vez tal número llamado nunca antes.

- OTD: exhibición ("S"); "C"; pp; P.M.; Reino Unido; el mouse%; fecha; el tds y analiza últimas características/tendencias de llamadas entrantes/salientes anteriores; básico; "mic"; el synth%; impresora; "M"; alerter (eg.: nuevo llamador); oscilador; vc; cuenta (el usuario puede clasificar cuánto tienen gusto de tales y de tal número); carro; "T"; SP "T"; tr; MES; fs; cp; uq; mq; "tener acceso" en base de datos; uip; carácter; palmada.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias

localizador del Walkietalkie 3A1280: conocer la localización del otro partido en su exhibición ("S").

Demostración: distancia y punto a la dirección.

- OTD: alejado ("R"); exhibición ("S"); "C"; pp; P.M.; Reino Unido; el date%; el tds%; juguete; básico; el game%; hospitalidad; "mic"; synth; ejercicio; portable; el printer%; "M"; punto de ebullición; SP; alerter; oscilador; vc; el egh%; el score%; carro (las capacidades del software solamente - qué tipos de usuario de la información quieren saber sobre el otro usuario, basado en posibilidades tecnológicas actuales - la diferencia aquí son que tales funciones están vendidas por separado como cartuchos insertables del software); "T"; SP "T"; tr; MES; el fs%; RPC; uq; mq; acceso; el pi%; carácter.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias

4A010 tiempo Info: el mensaje de salida de la máquina también indica la temperatura actual y u otras condiciones atmosféricas en voz de "C". Mantiene la sensación de la máquina que es más viva como y

operacional. La máquina se puede atar con alambre al termómetro al aire libre. Eg.: "hola, éste es Juan, deja por favor su mensaje, tiene un día agradable, la temperatura actual es 61 grados aquí es la señal sonora" Técnico: el usuario presiona el botón especial que indica donde quieren el tiempo dado para su mensaje de salida.

4A310 cuarto de baño sin cuerda "T": regar la prueba, flotadores y es seguro de descarga eléctrica.
- caja fuerte para el uso en ducha/baño.
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Descarga eléctrica no posible; prueba del agua; puede ser sumergido en el agua
- OTD: el remote%; el display%; fd-hdd%; pp; P.M.; fecha; el interactive%; todos; "mic"; portable; punto de ebullición; SP; alerter; el osc%; vc; el score%; tr; MES; fs; RPC; "T"; SP "T"; flotador; cc; notificador cuando el teléfono suena (puesto que el agua de la ducha puede ser demasiado ruidosa).

anillo Alerter del teléfono de la joyería 4A330: Donde usted está nunca en su vivienda, el "T" que suena activará su joyería/aparato que le notifican del sonido.

Técnico: "T" transmite en una frecuencia (eg.: frecuencia del juguete). El receptor (que usted lleva) sonar/alarma sobre la recepción de la señal que viaja a través de las paredes hasta cierta distancia. Distancia determinada por la fuerza del transmisor.
- "T" puede también sonar normalmente, simultáneamente
- Receptor en: Anillo, pulsera, collar, paginador que mira el aparato, prótesis de oído, y o vidrios.

anillo Alerter del teléfono del coche 4A350: ¡Si usted está fuera de coche y "T" no es expedición de llamada, coger la llamada! "T" transmite en señal de radio a su receptor (joyería/paginador) que suena/las alarmas/las señales sonoras, permitiendo que usted consiga al coche. La radiofrecuencia pasa a través de las paredes, y trabaja hasta una distancia determinada por la fuerza del transmisor.
- El receptor puede tener función que transmite que diga a llamador con su "T": 1) "se sostiene por favor, yo está viniendo coger el teléfono", 2) para llamarle en el número del teléfono que usted es el más cercano a la hora de la llamada, 3) contestador automático/servicio tomar un mensaje.

llamada automática 5A050 detrás: si el llamador deja su mensaje, la máquina puede llamar detrás número y dejar el mensaje en la voz del dueño del contestador automático indicando que desean que salieron de un

mensaje. Esto es diferente del modelo actual que requiere a usuario ser hogar para llamar detrás inmediatamente.

- Números del almacén de mayo de cada uno que llamaron y hung-up (éste está ya en existencia)
- dice a persona que ha llamado en último plazo seleccionado, "usted ha llamado otra vez y usted no está dejando su número, cómo puedo hacer el contacto, deja por favor su mensaje"

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

sintonizador del laser 5A710: disparar la luz para el número específico querido. La invención tiene diez lasers (para 0 a 9)

- gran novedad
- grande para la gente rica en cocina que quiere hacer llamada saliente del teléfono de altavoz con las manos sucias; artistas y escultores de la arcilla; científicos y doctores que no deben de-esterilizar sus manos

Ver el producto 5A460. (Nota al traductor: la oración anterior se debe traducir al texto)

5A720 supervisa el número de llamadas y longitudes de la conversación entre ciertos departamentos. Una base de datos de "C" puede demostrar todos los tipos de gráficos para los propósitos diversos, eg.: qué departamentos pudieron necesitar moverse más cercano a otros (durante o sin cualquie reestructuración corporativa), los planes futuros, viendo los valores y los flujos de departamentos, el etc.

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

- Cribador del programa de T/hospitalidad: 9G-220: las pantallas/seleccionan del sistema (sistema electrónico) (sistema electrónico) (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)
- copiado a 9G220 en 8/95

> dispositivo del teléfono 7A040 que está también con un teledirigido. - movido a T 1.97

Teléfono del espacio A1-040: El microteléfono flota en aire sobre base de "T", vía fuerzas magnéticas.

- OTD: básico; punto de ebullición (energía en microteléfono); transmite vía ondas de aire entre el microteléfono y la base de "T"; vc; alarmas si el microteléfono va también lejos de base de "T"; "T"; teléfono del SP; tr; el mo%; el fs%; cp.

Mensaje de salida personalizado A1-500: Dejar un mensaje especial para la gente particular, tal como decir a amigo que usted está llegando tarde. Ejemplos: puerta principal, contestadores automáticos de "T". La otra gente consigue su mensaje estándar.

- el contestador automático del teléfono da el mensaje personalizado según el número de teléfono del llamador. El usuario preprograma la máquina antes de dejar "T". Para la investigación de la llamada, ve número del teléfono de llamador actual y lo selecciona a partir del dos a veinte diversos mensajes de salida. Preprogramar la máquina apenas para darle el nombre de la persona cuando su número del hogar o del trabajo surge. Personalidad múltiple, las muchas usted, que es hogar. TT, E, S, contra, autobús.

- diversos llamadores también identificables por su afinar en los códigos especiales que se identifican. La máquina puede no incitar para tales códigos - el llamador debe interrumpir el mensaje de salida con sus códigos.

Teléfono A2-310 ("T") REGIONALIZER: el llamador oye el acento y la música populares para su región de país, según código de área del teléfono mientras que pasa a través de correo de voz o en asimiento. Si el empleado disponible w (con) ese acento toma llamada (quizás el número central transfiere llamadas a la misma región de país en donde el empleado allí toma llamada).

. - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (sistema electrónico) (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

cribador de la llamada 6B020:

Las llamadas de cierta gente son tomadas automáticamente por el contestador automático de "T". El sistema reconoce a llamadores por su número del teléfono usando tecnología de la identificación de llamador. Las llamadas de la otra gente suenan de manera normal en "T".

- El sistema de identificación del llamador da a ciertas llamadas entrantes del teléfono (basadas en su teléfono ninguì□n) la grabación del contestador automático de "T". Identificación de llamador: el sistema responderá al número del teléfono del llamador como el usuario programó:

- el teléfono nunca suena cuando usted recibe llamadas de gente indeseada (da siempre un mensaje a ésos que usted desea no hablar con, de modo que usted no tenga que incomodar el coger de "T" o el comprobar para ver el número del teléfono de llamador en "S". deja a usuario coger "T" en otras veces con menos riesgo de discurso a la persona que ella desea evitar)

- da diversos mensajes a ciertos números del teléfono que llaman adentro

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- tiene opción por el que el usuario incluso no tenga que oír el mensaje del llamador si el usuario desea al dispositivo de programa tales. Eg.: el llamador piensa que se está registrando su discurso; o el dispositivo registra con todo el oyente necesita utilizar llaves adicionales para recuperar estos mensajes menos deseables (deseados y mensajes indeseados se almacena en diversos lugares)

- Al recibir otra llamada en "T", la onda de radio, el etc la primera, o en segundo lugar entrante llamada exhibe su número del teléfono, la identificación del llamador, el etc. permitiendo que el receptor elija contestar a la llamada.
- Debe llamar sea indeseado, el receptor puede optar tener comunicación entrante manejada por un contestador automático de "T" o un dispositivo relacionado. O para mantener cosas simples, cualquier llamada por contestar va automáticamente al contestador automático.
- OTD:

Los mensajes indeseables se pudieron borrar automáticamente después de una hora o después de usuario cogieron "T", que sucede nunca más adelante; Códigos: todos; "S"; pp; P.M.; Reino Unido; fecha; interactivo; "mic"; synth; "M"; oscilador; vc; carro; acceso.

identificación avanzada del teléfono 8B170: Saber más sobre con quién usted está hablando. Ejemplo: su dirección y a quién el número del teléfono es mencionado, etc.
- se aplica si el otro partido le llamó, o usted los llamó. Conseguir más Info sobre partido que usted llamó sin incluso la necesidad activar la campana de su teléfono; apenas entrando base de datos usando su número del teléfono
- Identificación del receptor: saber si "T" que usted está marcando es un celular/"T móvil" y o si está siendo llamada remitida y o el número o el tipo línea del teléfono del teléfono a los cuales la llamada está siendo llamada remitida.
- los recipientes pueden optar por tal información que no se dará hacia fuera
- H [las disposiciones gubernamentales pueden no permitir todos los aspectos de la idea, dependen del país]
- también aprender arriba y el número siguiente sobre el número del teléfono que usted marcó, o del teléfono que le marcó: el nombre en el cual "T" es mencionado, su dirección, cuando el servicio de "T" comenzó, cuaesquiera quejas importantes contra la compañía, estado de la compañía - por ejemplo si ha archivado para la bancarrota.
- también aprender: cuántas llamadas hicieron de ese número que día
- OTD: "S"; "C"; pp; P.M.; Reino Unido; tds; básico; au; "M"; discurso; vc; cuenta; carro; teléfono del SP; (también identifica los números del teléfono para los módems, y los faxes); uq del cp; mq; acceso; uip; multiusos; notificador

Teléfono de la libertad B7-020: Hablar con sus amigos dondequiera que usted sea. Estar libre de tener que llevar o tocar cualquier cosa.

Todas las operaciones de "T" ordenaron por el sistema de reconocimiento verbal simplificado.
- Activar y desactivar "T", eg.: señal para marcar, y dial usando nuestra tecnología de la "chapaleta".
- "T" con controles sin cuerda de "R":

El número del dial de su dispositivo a disposición sin tener que coger "T". La persona que usted alcanza sonará en sus altavoces que substituyen el sonido del sistema de la hospitalidad, guardando cualquier representación visual en la pantalla. El receptor de los sonidos está en el regulador de "R".

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- rechaza automáticamente el nivel audio de la televisión, o apaga audio totalmente (este aspecto puede ser obvio)
- actúa como intercomunicador con otros cuartos también
- el dispositivo también suena al conseguir una llamada de "T"

OTD:

Todos; "R"; "S"; pp; P.M.; Reino Unido; interactivo; educ; juguete; juego; hospitalidad; "mic"; synth; portable; sst; punto de ebullición; alerter; oscilador; vc; tgh; carro (para: opciones de sintetización sanas, eg.: un cartucho puede cambiar el género de su voz para reírse con los amigos); "T"; teléfono del SP; fs; RPC; cp; uq; acceso; chapaleta.

localizador de la llamada 1C-291: <3, 1, 1, 4> para la gente que pasa mucha hora en diversas partes de la oficina. Anillos del teléfono ("T") en ciertos patrones, señalando para quién es y cómo es urgente. Las llamadas para el anillo de la persona solamente en el teléfono ("T") están los más cercanos a.

- Seguidor del teléfono: El teléfono ("T") suena para el usuario en el teléfono ("T") lo más cerca posible a la localización de la persona.

. - Relacionado con el producto 1C-290.

- el sistema se simplifica para el uso fácil. Por ejemplo: las transferencias del teléfono ("T") se limitan a los teléfonos particulares dentro de la oficina/del lugar; cuando llega la llamada entrante, puede indicar en nombre de la exhibición ("S") o la llamada de la persona está para

- Usos: este sistema se limita en uso a ciertos tipos de oficinas donde está la gente a menudo lejos de sus escritorios dentro de un área general. Cabe estilos particulares del trabajo de oficina, no se significa para cada uno.

el tiempo de +-saves de tener que tener algún otro conseguir su teléfono ("T")

identifican a la persona de +-needed vía:

--diversos anillos del teléfono ("T") pueden también aplicarse en cuanto a para quién está la llamada, o diversas melodías cortas

--la importancia de la llamada puede dar lugar al anillo más ruidoso o al otro significar

--los locutores pudieron anunciar para quién es la llamada....

--luces que destellan particulares

--la exhibición en la pared o la otra localización cerca del teléfono ("T")

- el sistema puede después de substituir el uso de los beeperes, sistemas de radiobúsqueda

Usos:

- dicen el recepcionista para quién la llamada está, después transfieren la llamada poniendo en código correcto qué transferencias llaman automáticamente a la sección del co donde la persona trabaja; en golondrina de mar el sonido, el etc señalados se emana señalando para quién es la llamada. La persona aplicable o cualquier persona puede tomar la llamada (pero la interrumpe a pocas personas si la gente acaba de conseguir las llamadas ellos mismos), si la llamada no se contesta, después el correo de voz registra el mensaje del llamador (el sistema de contestación automatizado existente del teléfono ("T"))

oficina u hogar de +-for: el teléfono ("T") suena solamente en el sitio donde está la persona, no disturbando otros. El sistema reconoce la presencia de la persona por su transmisor. Este transmisor puede tener muchas otras funciones para los sistemas que identifican donde están dentro de una vivienda, según otras características en producto archiva A, B, y la C.

+-improvements en el anillo de diferenciación de llamadas entrantes pudo ser patentable puesto que fue dicho que verbalmente existe el anterior. Eg. quizá patentable: el aviso verbal de la llamada entrante/del recepcionista dijo de llamada entrante.

- Notas al pie de la página: alejado ("R"); exhibición ("S"); "C"; pp; P.M.; Reino Unido; fecha; todos; "mic"; synth; "M"; alerter; oscilador; vc; cuenta; teléfono ("T"); teléfono del SP ("T"); tr; MES; fs; RPC; uq; acceso; uip; carácter; chapaleta; distancer.
- Str de la palmadita: teléfono y (anillo near9 (seguir o locat o identificación o único)).
- Patentes de los E.E.U.U.: 5491746

amplificador de la transmisión del teléfono 3C510 ("T"): se amplifica <3.5, 4, voz del altavoz 2>, así que él no necesita hablar ruidosamente, disturbando otros.

- Provechoso para hablar sobre materias confidenciales también.
- El sintetizador puede ajustar voces de discurso del punto bajo que suenan tan normales en el nivel de decibelio normal.
- ninguì□n tal producto existente parece alrededor
- D: Este sistema de N (invención) (sistema electrónico) =

ACCESO ()/ANALIZADOR (determina cómo el sonido es oído mal por el receptor (t))/BALANCEADOR (teléfono del SP)/BVA ()/C (computadora y analizador del `) ()/CÁMARA (teléfono video)/CARRO (opciones del synth)/COMPOSICIÓN ()/s (pantalla interactiva del `con el menú adaptado) ()/MIC ()/MQ (si pueden los sistemas "analizador" de t aparecen significar el receptor tienen llamada de la audiencia t del apuro, sistema (sistema automatizado del `) ask/nr u, u (usuario) entonces deciden a si suben su volumen de salida (eg.: después de preguntar al recipiente que pudo ser de otra manera también tímido pedir mayor volumen de transmitiendo u) MULTIUSOS (cada u (usuario) (tr/rc u) puede preferir (automáticamente) mayor (a cierto nivel) sonido saliente)/NOTIFICADOR ()/OSCILADOR ()/banda ()/Q ()/R (`teledirigido vía la interacción accesible) ()/SONIDO ANALIZADOR ()/DISCURSO ()/SP teléfono ()/el ESTADO (calidad del teléfono tr)/SYNTH ()/TDS ()/T ()/UIP ().

- OTD: "S" (eg.: demuestra decibelios de su voz); pp; P.M.; Reino Unido; tds; básico; "mic"; synth; portable; el printer%; au; punto de ebullición; oscilador; balance; discurso; vc; el score%; el tgh%; md; el cart%; teléfono del SP; teléfono; cp; mq; acceso; el pi%; carácter; multi-user%; el cc%; el remote%.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1977-1.97 www.qpat:

- (telephon o teléfono) y (control del volumen near/5) y micrófono
- esto es una búsqueda difícil en títulos de esa patente es demasiado amplia en este campo.

Ranurador de la llamada: + <3, 3> 4C090

De acuerdo con los sonidos del comportamiento de la persona en "T", eg.: el tono, sistema dirige a llamador a la persona aplicable (eg.: psicología del llamador de los fósforos con voz de los representantes de las ventas (vive o la máquina) y el patrón del comportamiento. Alza ventas. También defiende hacia fuera llamadas indeseadas en la trampa del correo de voz, el etc.

. - La eficacia del sistema es marginal, con todo las ventajas marginales pueden tener beneficios totales para las operaciones grandes del teléfono, eg.: empresas de venta por correo. Este sistema (sistema electrónico) no es perfectamente eficiente, con todo más eficiente que ninguì□n sistema relacionado.

- Relacionado con: 5A-880-04200A voz "analizador": dice el usuario que el altavoz del comportamiento del modo estaba adentro mientras que hablaba, o dejar el mensaje en el contestador automático.
- el usuario puede optar tener análisis en el comando de botones
- relacionado con 5A-940

+ para versiones más baratas de N: el sistema identifica simplemente a gente cerca si ella tiene echada alta-baja (que representa la tensión/personalidades tolerantes). el sistema (sistema electrónico) puede considerar si el llamador es masculino/hembra. Los llamadores relaxed que emparejan que w (con) relajó a recepcionistas pueden ayudar a clientes verdaderos.

- T D: llamador - > el oscilador da a voz el usuario que pide pronto para indicar verbalmente número de extensión (u podría puentear el sistema (sistema automatizado del `) por k en la extensión #) - > analizador de la voz (uip que marca con etiqueta) - > llamada encaminada al tomador de la llamada que empareja (uip marcado con etiqueta en cada tomador de la llamada) - > la comunicación de voz comienza.
- el sistema empareja a llamadores de los códigos de área de diferenciación del teléfono también (oído existe en Quebec). Las llamadas de códigos de área tales como ésos de los E.E.U.U. meridionales profundos son mejores emparejadas con relaxed y o los altavoces meridionales de los E.E.U.U. Las llamadas de Nueva York mejoran quizá para los tomadores aprisa de pensamiento de la llamada.
- T D: ranurador de la llamada 4C090 = ["=" conecta con cada uno de todas las piezas capitalizadas abajo] TENER ACCESO (al sistema de la banda; el sistema (sistema electrónico) trabaja solamente para las llamadas de ciertos códigos de área); CONTESTADOR AUTOMÁTICO (); BVA (); CID (encendido última identificación de llamador desarrollada uip teléfono # una mejor llamada de las rutas iguales # otra vez - ver KN anterior); CARRO (); CONFERENCIA (); MIC (); MULTIMEDIAS (); MULTIUSOS (); NOTIFICADOR (); NOTIFICACIÓN DE LLAMADA (); PORTABLE (); Banda (); R (`teledirigido vía la interacción

accesible) (); +ROUTER (); S (); CUENTA (); ANALIZADOR DE SONIDOS (); SYNTH (adapta la llamada del tomador de la llamada al tipo del comportamiento del llamador (bva, el uip)); UIP (); K (); CORREO DE VOZ (); MODULADOR DE LA VOZ.

+ <3or4, 3 o retardo de respuesta del teléfono de 4> 4C160:
Si la persona no puede conseguir fácilmente al teléfono a tiempo, pueden enviar la señal que dice a llamador "espera por favor, yo está viniendo al teléfono".
- la señal se puede generar cerca: sistema de reconocimientos vocales; el presionar del botón que está conectado vía el alambre, o teledirigido; uso de la palmada; o todas las llamadas se manejan con tal aviso cuando el sistema sabe que el usuario está en el país
- el llamador oye la voz o la grabación viva
- el mismo principal se aplica a la otra N cuando una del u (usuario) no puede responder/contestación/reacciona rápidamente bastante, eg.: campanas de puerta, paginadores.
- el reconocimiento vocal, usuario que indica al sistema de t (sistema automatizado del `) para satisfacer se sostiene
- D: llamada entrante = t [c, oscilador, anillos del teléfono] = r (controles de u cuando no puede conseguir al teléfono)

campanero del teléfono de la aislamiento de +++ 2D-240: El usuario notificó reservado al recibir una llamada entrante en la noche. El usuario lleva a cabo la unidad portable que vibra o emite el sonido del bajo volumen. El sonido o la vibración consigue más intenso cada anillo hasta que responda el usuario.

Para no disturbar otros, cuando el receptor de los anillos del teléfono "T" solamente se notifica vía: vibrador del bolsillo que vibra mientras que el teléfono "T" suena; dispositivo portable de sonido que no es demasiado ruidoso; beeper en el reloj.
. - el usuario tiene poseer número del teléfono, o es identificado por el llamador (que afina los códigos para el partido de recepción deseado) o por el recepcionista si está utilizado en oficina; o el usuario tiene poseer número del teléfono; etc
- Ap: capaz de recibir llamadas de última hora sin disturbar otros que duermen; puede conseguir las llamadas/los mensajes mientras que investiga qué bandidos incumbir, sin el bandido sabiendo que se están mirando; beeperes; cuando el fax (del detalle) recibió - (código del remitente k/identificación de llamador del llamador) - > los avisos del sistema (sistema electrónico) - > el nr (notifica cuando está señalado) U.
- luces que destellan (existe en industria musical?)/nr u del vibrador
- D: llamador = t = línea del teléfono = t (caja particular de la voz o código k del "acceso" del llamador) = tr (transmisor) = rc (del portable) (llevado a cabo por u) = nr.
El anillo -2D-241 consigue más ruidosamente cada anillo sucesivo

+ el anillo 2D-241 consigue más ruidosamente cada anillo sucesivo: hasta el teléfono se coge. Para los teléfonos normales también.

- D: llamada entrante - > t (contador de anillo (tds)) - > oscilador (increaser del volumen vía medios electrónicos o mecánicos).

- similar a KN anterior (invención) donde la alarma consigue más ruidosamente hasta su apagado. Ver KN en pieza de la "mañana" en un archivo IMI.

+ NR: hasta que u (usuario) desactive la alarma = el oscilador consigue más ruidosamente y ruidosamente/sonido continúa cambiando de cierta manera = C (la computadora y el analizador) (banda) del `.

- copiado a "NR" 6.96. Planear en la mudanza de esto a la partición del "teléfono".

mecanismo de caída anti 3D-020:

Ejemplo #1: cuando el usuario toma el receptor también lejos del teléfono accidentalmente, dos cosas suceden:

1] un sonido y o señales ligeras. D: t = tr (transmisor) = rc (sentidos que debilitan la señal) = nr.

2] porciones de la cuerda se hieren para arriba dentro del dispositivo, lanzándola lentamente (eg.: la cuerda eléctrica común enrolla para arriba en máquinas del vacío).

Ejemplo #2: cuando un dispositivo va también lejos del enchufe eléctrico debido a la longitud limitada de la cuerda eléctrica, eg.: para los aspiradores, los cortacéspedes de césped eléctricos, los secadores de pelo y otros artículos portables.

Archivo 3G:

[N tiene no usos de T también]. Primeros cuatro N (invención) fueron cambiados de 2G al dir 3G en 8.94. En este archivo, todo el uso de las palabras: el teléfono, teléfono, taxi de la telefonía se substituya por "T".

Movido: anillo Delayer de 3G-010 T: Para las situaciones donde puede tardar el tiempo para que uno conteste al teléfono, el llamador puede no oír el sonido durante algún tiempo (durante cuál comenzará el teléfono del receptor a alertar el receptor de la llamada entrante).

- esta N copiada a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verlo para las actualizaciones.

- esta invención amplió 6.95, considera Reg10

- copiado para mejorar el archivo 1.95 de N (invención)

contadores de tiempo audios 3G-020: el sistema se puede programar vía TR/TEL, y puede enviar la alarma y otros datos vía TR/TEL.

D: contador de tiempo = tr/tel = tel/c/mfh del usuario

centros de música 3G-030/computadoras de la música - sintetizadores/"estereofonia": incluir un "teléfono". Puede hablar vía mic del sistema y el oscilador. "Synth" su/otras voces/sonidos/música.

robustezas 3G-040 (para los juguetes, entusiastas de la manía; excluye el trabajo de asamblea): el mayordomo de la robusteza trae a usuario el when^ del teléfono ("T"): suena; comandos del usuario (vía su ""/"del telecontrol palmada").
- D: R (`teledirigido vía la interacción accesible) = dispositivo del rc = del uno mismo = t móviles

> 3G050 llamada Rerouter: Ésta adentro ampliados 6.95, entonces se convirtió en pieza de IMI& en 8.95. Si la persona consigue disconnected y marca de neuvo detrás, el sistema (vía la identificación de llamador) encaminará llamada al mismo número de extensión dentro de la operación grande del teléfono si la extensión está disponible. El recipiente pudo mantener su línea libre de llamadas entrantes afinando en la computadora que sienten que eran disconnected.
- Sobre todo para las ventas y las operaciones del servicio de atención al cliente con la gente numerosa todo capaz de manejar la llamada entrante. Llamada reencaminada vía CID. Si el sistema (sistema electrónico) no puede determinar una desconexión [llamar sin embargo el receptor pudo k el hecho], el sistema (sistema automatizado del `) intentará reencaminar cuando la llamada se revisa plazo determinado de w/in, eg. 1 a 100 minutos. O el sistema intentará siempre reencaminar a la misma persona (para los propósitos con excepción de ser disconnected, eg.: familiaridad de ambas partes con uno a).
- T D: llamador (CID) - > reconocedor de CID - > la encaminamiento del analizador = de la llamada = la llamada conectaron (llamador = recipiente)
- Esta invención se amplió en REG10, REG20, REG30.

Extremo de este archivo: este N (invención) fue seleccionada para las mejores y transferida a los archivos GE y GG, y que eran interno movido a otros archivos.
Archivo 3G (3G-T) del extremo

respuesta inmediata del teléfono 4E-050 ("T"): El dueño del contestador automático, que consigue sus mensajes, ahorró de tener que anotar el número del teléfono de llamador que dejó el mensaje. Otras características confusas explicadas como mínimo en este N.
Sistemas del contestador automático del correo de voz/teléfono. Después de oír el mensaje cogido por el usuario, el usuario puede hablar inmediatamente su respuesta (vuelve la llamada del llamador original) y el sistema dirigirá su grabación al llamador.

- teléfono # de la persona que dejó el 1r mensaje: el sistema puede facilitar saber el teléfono del llamador ("T") # vía, #1 usando la identificación de llamador, marca de neuvo simplemente al # que llamó a usuario él/#2 de este sistema ha almacenado teléfono # de llamadores importantes, y el usuario "Reino Unido" deseó simplemente código para encaminar el mensaje de respuesta detrás
- hacer sure a persona que usted quiso consiguió el mensaje, sistema pedirá que la persona que oye este mensaje, reclame características interactivas adicionales, vía decir (oscilador): #1 "después de que oigan este mensaje por favor presionan/dial (el número 7) en su teléfono ("T") para confirmarle recibió el mensaje" (el remitente del mensaje recibirá su mensaje si no podría ser entregado correctamente para cualquier razón); #2 "si usted quisiera oír este mensaje otra vez, presionan por favor (8)"; #3 "si usted quisiera registrar una respuesta presiona por favor (9)"...
- En otras palabras, ahorra tiempo/molestia: ahorra de tener que anotar notas sobre la llamada, consiguiendo su teléfono #, intentando alcanzar haciendo otra llamada, etc.

--el usuario del sistema de contestación puede elegir repetir el mensaje hecho por el 1r llamador para familiarizar el receptor de la etapa siguiente en la comunicación sobre cuál la respuesta está - ahorre de tener que tener que explicar la respuesta (similar a la correspondencia de negocio de contestación simplemente escribiendo en la letra que usted recibió y enviando los asuntos detrás)

3E-070 el sistema de los equipo y programas de computación deja a usuario seleccionar el más barato y o el mejor modo de comunicación según su localización (proximidad al mejor modo de transmisión, al portador más barato). Puede también apenas estar una computadora ("C") en la línea servicio informativo. Existe en Japón para la opción del portador interurbano del teléfono.

producto del teléfono 1G02 ("T"): el llamador entrante habla con el recepcionista/el correo de voz = "mic" = analizador de la voz = la computadora ("C") = llamada se dirige a la persona que puede la mejor ayuda el llamador según el llamador (uip, necesidades) = el synthesization del receptor se cambia levemente al uip del llamador del fósforo.

- b previamente archivado, eg.: Directorio de C.
- ejemplo: los sonidos agudos de llamadores se emparejan a esos mejores capaces de u (tomadores de la llamada) de trabajar con la gente encadenada tensionada/alta. Los sonidos graves de los llamadores entrantes emparejados con más emocional/sometieron/relajaron a tomadores de la llamada.

arpa del laser 1G03: Cerca de la reproducción del teléfono anterior N del laser de KN

- Adelanto en el sintetizador del primer sonido del mundo desarrollado por Thermin (SP) en los años 30. Poner la mano entre dos barras para determinar las dos piezas que abarcan el sonido (eg.: tono y bajo). Su problema no sabía exactamente dónde poner el dedo. Solución: utilizar las luces laser coloreadas según lo utilizado en teléfonos del laser.

- D: tr (transmisor) = rc = "sensor" = C (computadora y analizador del ') = osc/s (exhibición) /c (generación = memoria = aparato de lectura/estereofonia de la música)
- OTD:
ACCESO: (); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); MFH: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); UIP: ().

¿$$? 1G23 ESPECIALMENTE (plataforma de la ayuda del ingeniero): Usar la identificación de llamador: Las llamadas entrantes se procesan según quién está llamando. Señalan y se procesan a los llamadores según muchos criterios. + movido, entonces ampliado, entonces archivado debajo de la lista APLUS40, entonces para ser ampliado y para ser rearchivado más a fondo.

2G8-C18. Teléfono ("T") y contestador automático: llamadas de los relais a los paginadores; o, dice "espera al momento para ésos que toman baños". Antes de 92 frecuencia intermedia. D: c18 = c~tel~remote

2G9-C19. Atonta/da una sacudida eléctrica a gente que le hace llamadas de acoso. Enero de 93 frecuencia intermedia y X.
D: c19 = remote~tel

2G10-C22. Respuestas del teléfono del altavoz cuando el recipiente dice "hola". 1 de noviembre de 93 FRECUENCIA INTERMEDIA.
D: c22 = c~remote~tel

sintonizador retrasado extensión del teléfono 4J040: El sistema marca número de extensión del teléfono después de que el receptor coja. Ahorra de tener que esperar el sistema para coger entonces marcan en la extensión. Usos: Internet, bases de datos lentas de acceso o interruptor.
Al marcar un teléfono u otras llaves numéricas del número o de la llave del punto (en Internet, etc) en gran número después para de retraso de tiempo señalada cuando la extensión u otros movimientos dominantes adicionales u otras ocurrencias se desean para ser enviados/suceder simplemente, de su (alcanzando hacia fuera) sistema
- Ventajas: ahorra tiempo, permitiendo que u haga una cierta otra tarea mientras que sys/sw se consigue a los deseos del punto u (usuario).
- Puntos deseados: internet address particular, vista de WWW, extensión del teléfono, consiguiendo el sistema para hacer algo (donde u piensa más rápidamente que el sistema hace en términos de saber las instrucciones de k necesarias).
- D: u (usuario) = k = t/c = tr/rc = t/c/m (interruptor, DB, Internet) = gente/clientes publicitarios/otros/"gps".
- D: u = k = t/c = tr/rc = cualquiera de below:

ACCESO (); ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS (); Banda (); Picosegundo-Zona (); Q (); R (`teledirigido vía la interacción accesible) (); RANURADOR (); ANALIZADOR DE SONIDOS (); ESTADO (); TDS (); T (); PISTA (); U; UIP (); ANALIZADOR VISUAL (); VR (); WA ().

CONTESTADOR AUTOMÁTICO PERSONALIZADO 1B-010-032003: el receptor programa el contestador automático de teléfono para dar hacia fuera diversos mensajes, según el número de identificación del teléfono del llamador,

- producto muy relacionado en el archivo A6.
- (Los dispositivos especiales existen que permiten que el receptor sepa el número del teléfono del llamador.)

El receptor puede entrar tan el hogar del llamador y trabajar números del teléfono, y da apenas llamadas del trato especial de esos números.

Posibilidades del trato especial: diversos mensajes de salida (más agradables o más negocio tener gusto, etc); cuando una llamada viene del número deseado del teléfono que el beeper del contestador automático puede entrar en contacto con a dueño del contestador automático o el dueño pudo conseguir una llamada del contestador automático con haber registrado o voz cifrada/sonido que indicaba que un mensaje del número deseado del teléfono fue recibido, después el receptor puede llamar la máquina y conseguir el mensaje, o la máquina puede dar el mensaje al dueño; las llamadas de números deseados son llamada remitida a la localización del dueño (el teléfono #1 llama llamada de las transferencias del teléfono #2, después del teléfono #2 automáticamente al teléfono #3 puesto que ésta es una llamada tan importante).

- para el dispositivo estadístico de los propósitos guarda los expedientes de todas las llamadas entrantes para las oficinas.

Notas al pie de la página:

- diversa longitud del dispositivo del tiempo puede registrar mensajes entrantes.

CÓDIGOS: todos; número del teléfono de las exhibiciones que viene adentro o siendo marcado; pp; P.M.; Reino Unido; fecha; interactivo; micrófono; synth; portable; mfh; vc; cuenta; arat; teléfono del SP; RPC; cp; uq; pi; carácter.

RECEPCIONISTA del teléfono A6-14: Para el hogar: cuando usted coge el teléfono, dice automáticamente hola, en de voces posibles. También tiene sobre la opción del paseo donde el usuario puede optar utilizar su voz verdadera.

Para las pequeñas empresas: Dejarnos las empresas pequeñas excepto en diez de millares de dólares para una secretaria si hay poco más que hacen que el teléfono permitiendo para el objeto de valor grande de la imagen del co en negocio. El teléfono dice nombre de compañías y entonces cualquier mensaje suplemental según la declaración del llamador, eg.: "un momento por favor, le conectaré", "él apenas estoy bajando del teléfono, yo

conectaré a le", a usuario del etc. tengo su voz por horas de la secretaria o del amigo en declaraciones, después 2325
botón derecho de las prensas del hombre de negocios según voz deseada. También útil cuando la secretaria está el vacaciones, enfermo o hacia fuera en diligencia o almuerzo - no necesitar aparecer como oficina para dos personas.

EXTREMO DEL ARCHIVO DE LA PIEZA DEL TELÉFONO (CARACTERÍSTICAS)
RUIDO QUE CANCELA LA SECCIÓN II

CANCELADORA del RUIDO del TELÉFONO 3E041 - versión seleccionada del ambiente: Muchas patentes relacionadas existen. Cancela los sonidos indeseados que caen fuera de frecuencias vocales humanas vía el filtro.

El oyente en el otro extremo no oye sonidos inusualmente altos o graves, eg.: sonidos piercing del piso de la fábrica. El sistema identifica las características únicas de la voz del usuario para evitar conflicto con los sonidos similares de fuentes secundarias.

EL SONIDO MECANOGRAFÍA ANULABLE: crujir el papel; automóvil o tráfico peatonal (de cierta dirección); máquinas (fábrica, impresora); conversaciones de otros teléfonos (el micrófono en la primera boquilla dice otras boquillas activas no hacer caso de los sonidos entrados de la primera boquilla, eg.: por decibelio); sonidos que emanan fuera del cuarto (hay micrófonos colocados afuera). Sonido de otros teléfonos (hechos por el mismo fabricante).

REDUCCIÓN DE LA INHABILIDAD DEL TELÉFONO DEL ALTAVOZ DE PERMITIR EL DISCURSO SIMULTÁNEO Y ESCUCHAR: Conversaciones múltiples del teléfono del altavoz que suceden simultáneamente: difusiones del locutor en ciertas frecuencias extrañas diferentes de la voz viva cogida por el micrófono. Ninguna prueba de la viabilidad.

RECONOCIMIENTO VOCAL - versión avanzada de esta invención: Cuaesquiera sonidos que no se programen para la voz que reconoce software, eg.: tiene vocabulario enorme, y si hay una pausa o una dificultad o haber hablado sano irreconocible, notifican al usuario. ¿Ahora presentar el uso, licencia más adelante cuando los costes de fabricación caen?

USOS: Walkietalkie; intercomunicadores (en las entradas ruidosas de la calle); teléfonos de la paga; trabajo en mismo el ambiente de ruido, donde estaría dispuesto el usuario a tomar medidas inusuales, eg.: máscara del

desgaste; sonidos de registro en memoria: llamadas del pájaro, conferencia; gritos del bebé (monitor de la madre); teléfono del altavoz; teléfono estándar; teléfono sin cuerda y celular (tráfico de los bloques, viento, motor de coche). Comunicación (verbal) todo de dos vías. Grabación/comunicación unidireccionales, eg.: reconocimiento vocal, grabación audio.

REDUCCIÓN SANA DEL CONFLICTO: Evitando la cancelación de los sonidos deseados debido a la inhabilidad del sistema de distinguir entre los sonidos deseables e indeseables: Colocan sensor encendido o cercano garganta ()/boca de la vibración; hablar en la taza, la taza es una máscara sobre cara, o rodea el micrófono; reconocen a las frecuencias sanas del altavoz (tiene memoria para los "multi-usuarios") vía: programación del usuario o del fabricante; el "analizador de sonidos" del sistema ayuda al usuario mejor a identificar qué tipo de sonidos indeseables es similar a las frecuencias que son habladas; altavoz enseñado a evitar hablar en frecuencias sanas potencialmente en conflicto; un cierto conflicto de sonidos se permite, sistema bloquea simplemente los sonidos que son disímiles más allá de cierta gama, tal como cerca: gamas o distancia de frecuencia del micrófono o del volumen; el sistema busca comúnmente la repetición de sonidos, eg.: refrigerador ruidoso; tecnología existente para los dispositivos de la cancelación del ruido, eg.: compañía en Chicago que ayudó a Tokio para copiar nuestro ruido del tipo del ruido que cancelaba el sistema de teléfono principal. Registrar en sistema los ruidos indeseados.

- El usuario puede saber si su venda del sonido de la voz no se está bloqueando unknowingly parcialmente: para comprobar si el sistema trabaja, el usuario sabe hablar, después juega la grabación trasera para oír para cualquier sonido que falta. Si los sonidos faltan, el sistema demuestra a usuario (vía Q) qué modos de la obstrucción necesitan la re-alteración.

MISCELÁNEO:

- D: para los diagramas también ver 3E040.
- U k en cómo el sistema (sistema electrónico) selecciona el fq querido. Con todo toda la gente habla en áspero la misma anchura de banda. ¿40 Hertz a 10 kilociclos - es lo que el teléfono co admiten a altavoces?
- El Mic colocó la ventana exterior, ésta sabe qué sonidos golpearon el sistema (sistema automatizado del `) primero.

. 1G21: Los permisos del walkman seleccionaron sonidos ser oídos por el usuario. Cualquier sistema se diseña para que al portador oiga todos los sonidos ambientales más música sin disturbar otros. O, el sistema vía el ruido que cancela tecnología permite que las frecuencias sanas seleccionadas sean oídas por el portador. También, la forma particular del paso de aire frecuencia de mejores permisos del oído a cierta suena con los métodos sabidos, el factor único que es la combinación con el walkman. Existe: Canceladora del ruido conectada con el walkman.

. El walkman permite capacidad de oír sonidos en el ambiente. El mic del sistema permite que el usuario oiga otros (su discurso, sonidos generales, sonidos importantes: el sonido del teléfono, la campana de puerta, los desplomes, los etc.) esto permiten al usuario oír música sin disturbar otros.

. - Esta N (invención) se pudo haber archivado anterior por Kays, quizá una ramificación de un N.

- D1: analizador de sonidos (selecciona sonidos señalados como banda por u (usuario) (el ruido que cancela tecnología/la forma acústica del paso de aire al oído permite mejor ciertos sonidos de la frecuencia), eg.: teléfono que suena) - > C (computadora y analizador del `) = oscilador/wa/"estereofonia" (portable).

- relacionado con 1G09: Los sonidos seleccionados están cancelados.

. iguales que arriba, si existe tal micrófono, después éste no serían patentables. El paso inventivo está en el mic.

. La canceladora de los sonidos de Lexus bloquea sonidos constantes.

- problema: cómo hace frecuencias indeseadas cambiantes de este bloque del sistema. Causa de retraso de tiempo: milisegundos probablemente. Con todo si usa el filtro, no hay de retraso de tiempo.

+-exists: el teléfono mic bloquea ya ciertas frecuencias. Todo el mics por el bloque fq de la naturaleza. Para la patentabilidad, necesidad de solucionar este problema, eg.: en la localización del ruido indeseado de la combinación w (con) (cogida vía el 3ro mic).

- si el sonido indeseado es constante: el retraso de tiempo no será tal edición.

+ también ver el archivo: Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones usados.

CONCLUYE ESTE RUIDO QUE CANCELA EL ARCHIVO, PARA ESTE USO DE LA PALMADITA CANCELADORA del RUIDO del TELÉFONO 3E040 - VERSIÓN SELECCIONADA de la GAMA:

[Teléfono] Las canceladoras del ruido existen en mercado en diversas formas.

LLAMAR POR TELÉFONO CON EL RUIDO SELECCIONADO CANCELADO cuando más allá de distancia señalada. Resultados en menos interferencia sana; reduce al mínimo el sonido externo en conflicto cogido por el teléfono del altavoz, y sistemas que controlan de la voz humana. Cómo trabajos: Micrófono parabólico; o, los micrófonos múltiples determinan fuente sana, eg.: el mic exterior apunta el ruido de la calle, retraso de tiempo de la causa de los cálculos.

Distinción cerca de sonidos distantes: diferencia de tiempo entre tres-más los micrófonos, como cómo un par de oídos juzga la dirección y la distancia sanas.

MISCELÁNEO: puede apagar la función si los altavoces necesitan ser más futuros de tel. Mic cogen vía fuerza de señal también. También construir las paredes o las tazas acústicas obvias alrededor del micrófono. "Se notifica" el altavoz cuando comienzan a acercarse a límites de la distancia del micrófono. El sistema pudo "notificar" al usuario de la presencia de sonidos externos, especialmente si no están cancelados. Demuestra el

nivel de decibelio de todas las fuentes sanas identificadas por su distancia del micrófono, tipo sonido (analizador de sonidos).

PROBLEMAS: no saber "cómo" de éstos divulgar las ideas de la canceladora. Campo apretado: divulgar la cancelación en los coches, planos, el tipo sano. Las compañías del teléfono son grandes y agresivas. Es fácil pensar encima de esta invención. Con un micrófono parabólico torpe, así que considerar otras opciones también. Ecos de las paredes del sitio. Esto no intenta solucionar la inhabilidad para que los teléfonos del altavoz oigan y hablen simultáneamente, pero reduce tales sonidos externos que causan este conflicto.

Estos dos teléfono general N (invención) 3#'s: ayuda en la mejora:
- "analizador de sonidos"
- ""/"del discurso voz": las ayudas del sistema (sistema electrónico) mejores entienden qué locutores humanos están diciendo, borrando hacia fuera los sonidos indeseados/interferencia.

MISCELÁNEO:

Micrófono portable: acortado sobre la cabeza; el usuario puede todavía oír vía altavoz algo que el auricular que puede ser como insecto en oído.

Advertencia: estas canceladoras del ruido pueden tener uso militar indeseable para los dispositivos de fastidio. No estamos interesados en militares.

DIAGRAMA #2 DE OTD: Este ~ C del sistema de N (invención) (sistema electrónico) (canceladoras 3E040 y 3E041 del ruido de T) (computadora y analizador del `) =
CEREBRO (el sistema sabe dónde localizan al oyente del altavoz (los sensores, picosegundo, mics múltiple)); C (); CÁMARA (monitor inteligente 2E251: focos del mic en actividades/sonidos señalados); CARRO (interruptor: cómo sistema del control); COMPOSICIÓN (expedientes más de sonidos señalados (en conciertos, discursos); EDUC (aprender disecar sonidos); M (la base de datos de los sonidos para el "cerebro" = sistema sabe procesar sonidos (ambientales) emparejándolos DB de w (con)); MES (comunicación verbal convertida a digital); RATÓN (control: mic (que son más activos), cómo sonidos procesados); MQ (); MULTIUSOS (el discurso trata cada u (usuario o concesionario) diferentemente); Banda (cada sitio en la vivienda tendría sonidos indeseados de diferenciación, por lo tanto la banda de cada sitio es diferente (multiusos para las localizaciones de diferenciación (contra para u) de diferenciación)); CUENTA (las notas cuando los sonidos deseados fueron cancelados demasiadas veces = posteriormente sistema serán menos probables cancelar tales frecuencias, en golondrina de mar sonidos que más indeseados se pudieron permitir = hacer vía "cerebro"); SENSOR (cualquie movimiento del cuerpo = localización del u); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (sonidos = cerebro cifrados = (con referencia a) el transmitir de los sonidos señalados (banda))); DISCURSO (el sistema reconoce voces de u particular (usuario o concesionario) =

hace/no afila con piedra más en su discurso. "bva"); ESTÉREO (u oye altavoces en estereofonia); SYNTH (); TDS (el sistema hace todo posible apresurar tiempo de la palabra hablada a la transmisión al oyente (reducir en caulquier momento el retraso)); T (); tr (transmisión) (); u (usuario o concesionario) (locutor, oyente); UIP (todo el ajuste deseado diferencia por el usuario. Los ajustes son determinados por el UIP, eg. El UIP busca los ajustes para: gama de frecuencia de discurso normal del u, sonidos ambientales indeseados); UQ (); VR (sonidos (ambientales) entrantes de las búsquedas del sistema del vr ciertos solamente para el sistema del vr al proceso/alteran); WA (el sistema de t (teléfono del SP, sistema del receptor de cabeza de t) ajusta según la localización móvil del u).

MISCELÁNEO:

- los límites puestos en señales entradas (más allá de sonido) incluyen: infrarrojo; radiofrecuencias; t móvil; el sistema del etc. (sistema electrónico) juzga la distancia de la cual se envían tales señales (vía el aire, el alambre (CID, "acceso")).
- ambo canceladora Ns de t.
- utilizar la tecnología del filtro del provecho, en este caso es no patentable. La patente tendría que estar en el micrófono, no el tel.
- existe, si mucho ruido de fondo, teléfono del SP es menos probable cortarme.
- Mic parabólico: excluye área deseada exterior del ruido. ¿Difícil tener cierta distancia radial, contra el mic que es acentuado en un punto? Éste es el modo pasivo. Esto rechaza sonidos desde (el sonido no consigue en el mic).
- tiene experiencia w (con) tel.
- Modo activo: combinar el teléfono existente del mic w (con) podría ser patentable.
- cabina del teléfono: necesitar hablar solamente 1m m a el 10cm del mic. Distanciarse las ayudas del analizador en que los sonidos ambientales (indeseados) pueden ser difíciles de distinguir.
- mucho trabajo hecho en electrónicamente el tratamiento de ruido de w (con): el analizar, cancelando, etc.
- la porción del tratamiento de señales de estos el teléfono N (invención) no es necesario difícil ser inventiva.
- teléfono celular: eliminar el ruido del camino del fondo. Podía ser sonidos constantes o no-constantes.
- la combinación de mics especial existente del teléfono w lo y otros no incomodan (con) que puede existir.
- existe. Sistema del localizador que utilizan el análisis triangular para la posición de determinación. Utilizan el EL tr (electrónico), luz (las vigas tiraron hacia fuera y cogieron en diversas localizaciones), o sonido. Por lo tanto el modo sano es aplicable para determinar la localización de la fuente sana y compra este localizador de sonidos disponible.

% de 4E070: Walkman con el micrófono al ambiente exterior: El usuario oye qué se está encendiendo alrededor de él, mientras que en la misma hora, no disturbando a otras que no pueden oír la música del usuario.

- Uso: tener un walkman sin los problemas asociados a no poder oír qué se enciende alrededor de usuario, eg.: campana de puerta, anillo del teléfono, alarma. Sistema para u que quieren oír la música/los sonidos/news/tv demuestra/etc wo (fuera) que disturba otros.
- esto es probablemente un NK antes de 95 (y antes de 4E070) en diferente N #.
- sonar en sitio - > mic ("analizador de sonidos"; canceladora existente del ruido (tipo sano)) - > wa (estereofonia, walkman, m (oscilador), TV o radio o VCR u otro difusión) ~c.

CASCO de la MOTOCICLETA R40 con la cancelación del ruido y la estereofonia de la música. [J&M Corp, 1415 cereza de S sistema de pesos americano, Tucson AZ 85713 los E.E.U.U. picosegundo 4.94]

- vr; con el picosegundo el oscilador altera por la localización; el sistema está con o sin el casco (solamente tipo aparato/del walkman sistema audio como en las arcadas de juego, el vr, el hogar la "estereofonia")
- las réplicas/alteran los sonidos que son necesitados por el usuario (sonidos del danger^ eminente: neumáticos screeching, desplomes, alarmas (notificador, policía).
- D: externo sonido = sonido analizador = ruido canceladora = synth = oscilador notificador (vía oscilador luz (que destella)/s)
- OTD:

ACCESO: (); CÁMARA: (analizador visual ("notificador" para las emergencias)); CARRO: (); COMPOSICIÓN: (consonancia en sonidos/frecuencias seleccionados para (smorgasbord de sonidos)); ENTRETENER: (); K: (r); MFH: (); MAÑANA: (anula sonidos indeseados, pero el not^: alarmas, teléfono o campana de puerta, perro del dueño raspando); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); Picosegundo: (sonidos de las cancelaciones/juegos/sonidos del synth según la localización); Q: (uip: el usuario del estado emocional quiere, después basado en la respuesta y el uip del usuario del usuario/de la situación deseada (qué elementos (los sonidos) ayudaría para llegar el efecto deseado)); S: (); CUENTA: (el tipo suena (su cuenta del comportamiento del analizador de sonidos; tds); SYNTH: (); Teléfono: (tr); UIP: (véase "q"); WA: (sistema portable en: walkman; casco; maleta/bolso).

LASER T: Los sonidos de la cocina u otras localizaciones que vienen a cualquier altavoz D se pueden programar para tener menos efecto en el micrófono si está a una distancia seleccionada (como programable por el usuario).

--Los teléfonos del altavoz son pobres en tener ambos altavoces hablan simultáneamente, por lo tanto la reducción de los sonidos ambientales externos ambos reduce tales conflictos, y permite que el oyente en el otro extremo oiga más de la voz del altavoz.

. - la porción del micrófono de esta N (invención) se puede también utilizar en cualquier otra función de la grabación audio más allá de la telefonía. Salidas.

- D1: voz + cualquie indeseado sonido - > micrófono (3+) = sonido analizador = tr (transmisión) a otro telefonía instrumento/grabación (memoria, cinta de c)/nr (notifica cuando) señalado/estado.
- D2: altavoz #1 = mic/k (la distancia mic del control coge en) = c~t = t = altavoz #2.

- OTD D: T/C/este sistema de N (sistema electrónico) =
ACCESO (alcance efectivo del mic relacionado con el tipo acceso (código) de u); CARRO (gama de la distancia del mic); S (gama de la distancia del mic); M (analizador de sonidos); MIC (); MULTIUSOS (la gama de la distancia del mic es diferente para cada u); Banda (gama de la distancia del mic del cambio); Picosegundo (la gama de la distancia del mic puede ser no hecha caso si speaker/u hace que su paladio vaya más allá de gama); Q (); SENSOR (gama de la distancia del mic); + ANALIZADOR de SONIDOS (que determina si el sonido está dentro de la gama de la distancia del mic; + permite que ciertos sonidos sean escogidos encima de (si están o no están dentro de la gama de la distancia del mic) = ruido que cancela el dispositivo); ESTADO (donde está u (usuario o concesionario) en la gama de la distancia del mic); SYNTH (hace los sonidos entrantes/salientes más agradables); + T (); UIP (según la situación o u, cambios la gama de la distancia del mic); WA (t).
- utiliza 3E041, sonidos cancelados si en frecuencia audio indeseada.

DIAGRAMA DE OTD: T/este T N (invención) sistema (electrónico)/C del sistema (computadora y analizador del `) =
ACCESO (); CONTESTADOR AUTOMÁTICO (); BALANCE (); BVA (); CID (); CÁMARA (LENTE) (determina el altavoz de la distancia es de t, o de la naturaleza de qué está causando ruido indeseado (el analizador visual trabaja con el analizador de sonidos); CARRO (); PALMADA (); CONFERENCIA (); FS (); ASIMIENTO (); K (); LOCALIZADOR (); M (); MIC (); P.M. (); MULTIMEDIAS (); MULTIUSOS (cada usuario quiere los sonidos bloqueados diferentemente; uso de la multi-situación: trasladarse t u otros elementos a sitio, después el cambio de los sonidos del fondo, sistema del interno se adapta); NOTIFICADOR (); NOTIFICACIÓN DE LLAMADA (); Paladio (); PORTABLE (); Banda (); IMPRESORA (); Picosegundo (); R (`teledirigido vía la interacción accesible) (); RANURADOR (); S (pantalla interactiva del `con el menú adaptado) (); CUENTA (); SONIDO (); ANALIZADOR (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); VM (); MODULADOR de la VOZ (para la comunicación entrante/saliente; la comunicación entrante se altera para reducir probabilidad del conflicto sano con qué está siendo cancelada); WA ().

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.: canceladora del ruido del teléfono de 3E040 3E041: ()
- str del kilovatio: cancelación del ruido del teléfono. Mucho N similar (invención) encontrada.

+ también ver el archivo: Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones usados.

CANCELADORA del RUIDO del TELÉFONO 3E040 - VERSIÓN SELECCIONADA de la GAMA:

[Teléfono] Las canceladoras del ruido existen en mercado en diversas formas.

LLAMAR POR TELÉFONO CON EL RUIDO SELECCIONADO CANCELADO cuando más allá de distancia señalada. Resultados en menos interferencia sana; reduce al mínimo el sonido externo en conflicto cogido por el teléfono del altavoz, y sistemas que controlan de la voz humana. Cómo trabajos: Micrófono parabólico; o, los micrófonos múltiples determinan fuente sana, eg.: el mic exterior apunta el ruido de la calle, retraso de tiempo de la causa de los cálculos.

Distinción cerca de sonidos distantes: diferencia de tiempo entre tres-más los micrófonos, como cómo un par de oídos juzga la dirección y la distancia sanas.

MISCELÁNEO: puede apagar la función si los altavoces necesitan ser más futuros de tel. Mic cogen vía fuerza de señal también. También construir las paredes o las tazas acústicas obvias alrededor del micrófono. "Se notifica" el altavoz cuando comienzan a acercarse a límites de la distancia del micrófono. El sistema pudo "notificar" al usuario de la presencia de sonidos externos, especialmente si no están cancelados. Demuestra el nivel de decibelio de todas las fuentes sanas identificadas por su distancia del micrófono, tipo sonido (analizador de sonidos).

PROBLEMAS: no saber "cómo" de éstos divulgar las ideas de la canceladora. Campo apretado: divulgar la cancelación en los coches, planos, el tipo sano. Las compañías del teléfono son grandes y agresivas. Es fácil pensar encima de esta invención. Con un micrófono parabólico torpe, así que considerar otras opciones también. Ecos de las paredes del sitio. Esto no intenta solucionar la inhabilidad para que los teléfonos del altavoz oigan y hablen simultáneamente, pero reduce tales sonidos externos que causan este conflicto.

Estos dos teléfono general N (invención) 3#'s: ayuda en la mejora:
- "analizador de sonidos"
- ""/"del discurso voz": el sistema ayuda mejor a entender qué locutores humanos están diciendo, borrando hacia fuera los sonidos indeseados/interferencia.

MISCELÁNEO:

Micrófono portable: acortado sobre la cabeza; el usuario puede todavía oír vía altavoz algo que el auricular que puede ser como insecto en oído.

Advertencia: estas canceladoras del ruido pueden tener uso militar indeseable para los dispositivos de fastidio. No estamos interesados en militares.

DIAGRAMA #2 DE OTD: Este ~ C del sistema de N (invención) (sistema electrónico) (canceladoras 3E040 y 3E041 del ruido de T) (computadora y analizador del `) =
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- Mic parabólico: excluye área deseada exterior del ruido. ¿Difícil tener cierta distancia radial, contra el mic que es acentuado en un punto? Éste es el modo pasivo. Esto rechaza sonidos desde (el sonido no consigue en el mic).
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- Modo activo: combinar el teléfono existente del mic w (con) podría ser patentable.
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- Uso: tener un walkman sin los problemas asociados a no poder oír qué se enciende alrededor de usuario, eg.: campana de puerta, anillo del teléfono, alarma. Sistema para demuestra/etc wo de u (usuario o concesionario) que quiere oír la música/los sonidos/news/tv (fuera) que disturba otros.
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CASCO de la MOTOCICLETA R40 con la cancelación del ruido y la estereofonia de la música. [J&M Corp, 1415 cereza de S sistema de pesos americano, Tucson AZ 85713 los E.E.U.U. picosegundo 4.94]
- vr; con el picosegundo el oscilador altera por la localización; el sistema está con o sin el casco (solamente tipo aparato/del walkman sistema audio como en las arcadas de juego, el vr, el hogar la "estereofonia")
- las réplicas/alteran los sonidos que son necesitados por el usuario (sonidos del danger^ eminente: neumáticos screeching, desplomes, alarmas (notificador, policía).
- D: externo sonido = sonido analizador = ruido canceladora = synth = oscilador notificador (vía oscilador luz (que destella)/s)
- OTD:

ACCESO: (); CÁMARA: (analizador visual ("notificador" para las emergencias)); CARRO: (); COMPOSICIÓN: (consonancia en sonidos/frecuencias seleccionados para (smorgasbord de sonidos)); ENTRETENER: (); K: (r); MFH: (); MAÑANA: (anula sonidos indeseados, pero el not^: alarmas, teléfono o

campana de puerta, perro del dueño raspando); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); Picosegundo: (sonidos de las cancelaciones/juegos/sonidos del synth según la localización); Q: (uip: el usuario del estado emocional quiere, después basado en la respuesta y el uip del usuario del usuario/de la situación deseada (qué elementos (los sonidos) ayudaría para llegar el efecto deseado)); S: (); CUENTA: (el tipo suena (su cuenta del comportamiento del analizador de sonidos; tds); SYNTH: (); Teléfono: (tr); UIP: (véase "q"); WA: (sistema portable en: walkman; casco; maleta/bolso).

LASER T: Los sonidos de la cocina u otras localizaciones que vienen a cualquier altavoz D se pueden programar para tener menos efecto en el micrófono si está a una distancia seleccionada (como programable por el usuario).

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. - la porción del micrófono de esta N (invención) se puede también utilizar en cualquier otra función de la grabación audio más allá de la telefonía. Salidas.

- D1: voz + cualquie indeseado sonido - > micrófono (3+) = sonido analizador = tr (transmisión) a otro telefonía instrumento/grabación (memoria, cinta de c)/nr (notifica cuando) señalado/estado.
- D2: altavoz #1 = mic/k (la distancia mic del control coge en) = c~t = t = altavoz #2.
- OTD D: T/C/este sistema de N (sistema electrónico) =

ACCESO (alcance efectivo del mic relacionado con el tipo acceso (código) de u); CARRO (gama de la distancia del mic); S (pantalla interactiva del `con el menú adaptado) (gama de la distancia del mic); M (analizador de sonidos); MIC (); MULTIUSOS (la gama de la distancia del mic es diferente para cada u); Banda (gama de la distancia del mic del cambio); Picosegundo (la gama de la distancia del mic puede ser no hecha caso si speaker/u hace que su paladio vaya más allá de gama); Q (); SENSOR (gama de la distancia del mic); + ANALIZADOR de SONIDOS (que determina si el sonido está dentro de la gama de la distancia del mic; + permite que ciertos sonidos sean escogidos encima de (si están o no están dentro de la gama de la distancia del mic) = ruido que cancela el dispositivo); ESTADO (donde está u (usuario o concesionario) en la gama de la distancia del mic); SYNTH (hace los sonidos entrantes/salientes más agradables); + T (); UIP (según la situación o u, cambios la gama de la distancia del mic); WA (t).

- utiliza 3E041, sonidos cancelados si en frecuencia audio indeseada.

DIAGRAMA DE OTD: T/este sistema/C de T N (invención) (computadora y analizador del `) = ACCESO (); CONTESTADOR AUTOMÁTICO (); BALANCE (); BVA (); CID (); CÁMARA (LENTE) (determina el altavoz de la distancia es de t, o de la naturaleza de qué está causando ruido indeseado (el analizador visual trabaja con el analizador de sonidos); CARRO (); PALMADA (); CONFERENCIA (); FS (); ASIMIENTO (); K (); LOCALIZADOR (); M (); MIC (); P.M. (); MULTIMEDIAS (); MULTIUSOS (cada usuario quiere los sonidos bloqueados diferentemente; uso de la multi-situación: trasladarse t u otros

elementos a sitio, después el cambio de los sonidos del fondo, sistema del interno se adapta); NOTIFICADOR (); NOTIFICACIÓN DE LLAMADA (); Paladio (); PORTABLE (); Banda (); IMPRESORA (); Picosegundo (); R (`teledirigido vía la interacción accesible) (); RANURADOR (); S (pantalla interactiva del `con el menú adaptado) (); CUENTA (); SONIDO (); ANALIZADOR (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); VM (); MODULADOR de la VOZ (para la comunicación entrante/saliente; la comunicación entrante se altera para reducir probabilidad del conflicto sano con qué está siendo cancelada); WA ().

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.: canceladora del ruido del teléfono de 3E040 3E041: ()
- str del kilovatio: cancelación del ruido del teléfono. Mucho N similar (invención) encontrada.

+ también ver el archivo: Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones usados.

canceladora del ruido del teléfono 3E040

Productos sabidos en esta área:

Herman Miller (los muebles y equipo de la oficina conceptora - alto - mirados) ha hecho un dispositivo para permitir aislamiento del teléfono. El dispositivo registra muestras escogidas al azar de su conversación telefónica y juega de nuevo una mezcla continua de charla al azar. El resultado es una charla que camufla su conversación de un cotilla. Este producto es único en que no incorpora el ruido que cancela tecnología, en lugar con la voz de los usuarios para enmascararse. al por menor sugeridos $395

(http://www.hermanmiller.com/CDA/SSA/News/Story/0,1585,a4-c407-n350,00.html)

El ruido acústico de Bose que cancela los auriculares - trabajos usando un micrófono para examinar el sonido indeseado y genera un sonido de la misma amplitud pero de la fase opuesta que anulará el sonido indeseado.

El ruido que cancela tecnología está actual en el desarrollo activo para muchos usos. Aparece que el proceso para cancelar el ruido no está patentado, pero los usos algo varios de él son. Los usos actuales se extienden de los auriculares, zonas audios (la música ruidosa en sala de baile no se oye en la barra tres pies lejos) y como una manera de reducir ruido de los motores grandes y más.

http://en.wikipedia.org/wiki/Noise_cancellation

Hay también usos defensivos y militares posibles. Ruidosamente y o los sonidos molestos se pueden centrar en una blanco que crea malestar. Esto fue utilizada recientemente para proteger un barco de cruceros que fue atacado por los piratas de la costa de Somalia. Otras extensiones de esta tecnología están pudiendo ordenar sonidos o ruidos para seleccionar a individuos. Esto se podría utilizar para crear la confusión (las cosas de la audiencia del IE que no están allí, o música o charla de la audiencia de una dirección donde hay nadie). Un buen ejemplo no militar podría ser una barra donde cada barstool puede tener su propia opción de la música sin tener que usar los auriculares y puede todavía conversar con otros.

Ver la comodidad reservada de Boise y los productos relacionados; y www.HermanMiller.com.
CONCLUYE ESTE ARCHIVO DE LA CANCELADORA DEL RUIDO, PARA ESTE USO DE LA PALMADITA

TELECOMUNICACIÓN DE "T "- RELACIONADA

¿$$? 1G23 ESPECIALMENTE (plataforma de la ayuda del ingeniero): Usar la identificación de llamador las llamadas entrantes del teléfono se procesan según quién está llamando. Señalan (`encaminado) y se procesan a los llamadores según muchos' criterios anotados adaptados. Ejemplos:
- Valor del cliente (la frecuencia en la cual han comprado aumenta)
- Región del llamador (ésas con llamadas duras de la respuesta de las habilidades del teléfono de NY).
--los llamadores del estado sureño van al empleado meridional si su línea está libre
- El recepcionista analiza el tipo llamador por sus estilos del comportamiento. El recepcionista los empareja con la gente que conseguirá más probablemente junto con eachother. El recepcionista incluso no tiene que tener razón, ella pudo apenas conjeturar (algo conjeturará mejor que otros también). Eg.: distinguen a la gente cerca si ella es: espontáneo, núcleo duro, inteligente, tener actitud...
- Los fabricantes de apuro consiguen: 1] puesto en el extremo del que, de 2] personales peor pagados de la ayuda de tecnología,] persona 3 con habilidades duras del teléfono
- Existe en por lo menos algunas formas bien más allá de la identificación de llamador simple

Secuenciador de la llamada: Los E.E.U.U. Telephonics, Irvine.
Sistema de teléfono de Panasonic. Combinar ambos productos. 714 373-7796 Charlene.
- Pasos: llamada entrante - > después de que la banda # de anillos = remita a la grabación ("por favor permanecer en la línea"/"si usted quiere permanecer en la línea, yo estará con usted pronto, o presionar #1 para dejar un mensaje") = más recevier de llamada coja.

- se sostendrá automáticamente (para 40 segundos, después las rutas al correo de voz).

Ver:

- notificador móvil 3e010 de la localización del teléfono en "mí" carpeta

- delayer listo 3g010 del anillo del teléfono en "mí" carpeta.

Telefonía (teléfonos). Todos los tipos incluyendo: hogar/oficina estándar, sin cuerda, celular, teléfono del altavoz, PCS (servicio de comunicación personal como siendo convertido por el MCI).

D1 (dibujo #1): tr (transmisión) = receptor = mic = central unit/c = (llaves del usuario adentro) (~osc británico del cojín del dial). Las funciones del teléfono ("T") como parte de un sistema más grande. Cuando se utiliza el término "línea del teléfono" refiere al ^: alambre, líneas sin hilos.

. - Opción: Teléfono de las multimedias ("milímetro") ("T") (teléfono video): oír, y %see: usuario (la otra gente que usted está comunicando con)/[exhibición transmitida por el sistema] durante la comunicación.

. - La interacción telefónica ocurre también por datos BRITÁNICOS sobre iguales y o el paralelo dice la línea. =c de uk/remote (computadora) = teléfono ("T") = línea del teléfono ("T").

. - "D" era vieja característica para "T". No debe ser un problema en accidentalmente la confusión de él con la definición de la d también para el "diagrama". los detalles de +-For consideran el archivo grande de las "partes T" (las piezas para la telefonía).

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- "Corregir": Determina cómo funciona "T" restricto/%altered.

. - Un código (acceso, "marca de agua electrónica ") codificado en sw/data de los límites de sistema de t (telecomunicaciones) cómo + la característica/el sistema/el programa pueden ser: utilizado (funcionar)/"de los dispositivos (otro)" corregido/copiado. Ver: "Tener acceso", "corrigen".

- "Facturación": cuentas para qué/cómo el sistema usado "tuvo acceso".

- esta característica de T se puede también referir por el término "comunicación" cuando está utilizada en el contexto electrónico.

SECCIÓN del teléfono - leída quizá más adelante:

Telefonía (teléfonos). Todos los tipos incluyendo: hogar/oficina estándar, sin cuerda, celular, teléfono del altavoz, PCS (servicio de comunicación personal como siendo convertido por el MCI).

D1: tr (transmisor) = rc = mic = central unit/c = (~osc británico del cojín del dial). Las funciones del teléfono ("T") como parte de un sistema más grande. Cuando se utiliza el término "línea del teléfono" refiere al ^: alambre, líneas sin hilos.

. - Opción: Teléfono de las multimedias ("milímetro") ("T") (teléfono video): oír, y %see: usuario (la otra gente que usted está comunicando con)/[exhibición transmitida por el sistema] durante la comunicación.

. - La interacción telefónica ocurre también por datos BRITÁNICOS sobre iguales y o el paralelo dice la línea. uk/remote = C (computadora y analizador del `) = teléfono ("T") = línea del teléfono ("T").

. - "D" era vieja pieza para "T". No debe ser un problema en accidentalmente la confusión de él con la definición de la d también para el "diagrama". los detalles de +-For consideran el archivo grande de las "partes T" (las piezas para la telefonía).

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

- "Corregir": Determina cómo funciona "T" restricto/%altered.

. - Un código (acceso, marca de agua del EL (electrónico) "") codificado en sw/data de los límites del sistema de T cómo + la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corregido"/copió. Ver: "Tener acceso", "corrigen".

- "Facturación": cuentas para qué/cómo el sistema usado "tuvo acceso".

- esta pieza de T se puede también referir por el término "comunicación" cuando está utilizada en el contexto electrónico.

CONCLUYE ESTA SECCIÓN DE LA TELECOMUNICACIÓN

TGH - LA TERAPIA CONSIGUE MÁS DIFÍCILMENTE

COMPUTADORA de la TERAPIA del ARTE 5A090:

Dependiendo del pronóstico, el paciente trabaja en tareas de ayudarse.

. Tareas - formas: colorearlas, moverlas en o de lugares/de formas, las cambian, tamaño aumentan/de la disminución/cantidad, alteran formas (rebanando, agregando las características, conectando con otras formas), dibujan formas, reciben los comandos escritos/verbales para hacer cualquier función relacionada adjunto descrita. Hacer esto: acceder [en una función/un aspecto del juego]; o aprender cómo adaptar [efectos del juego del `].

. Tareas - [argumentos del juego del `]: dan el usuario los carácteres animated, con los cuales puede ser hecho para moverse desde escena a la escena o a las declaraciones escritas/habladas del wo (fuera). El usuario altera/crea historia de manera que desean/que sensación son terapéuticas para los carácteres/ellos mismos. La mayoría de los usuarios pueden no tener cualquiera o mucho de un argumento, por lo tanto les dan una historia completa, o una estructura/un esquema de una historia de la cual tengan más que bastantes ideas de crear la historia final.

- Las tareas - solucionar el problema/encontrar a bandido/que lo hacen: Los argumentos con o el wo (fuera) animaron carácteres.

Promoción: Para la diversión solamente y o la terapia.

- Técnico: viene en hardware especial. Puede también ser hecho en el software para los modelos estándar.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

. - "Inclinación": controla las funciones del sistema

MÁQUINA de la TERAPIA 5A820: Analiza su bienestar físico y mental [por cómo el usuario juega a juegos, y los aumentos de sistema UIP-Info a ayudar a curar].

- detectar su vitals y otras emociones del cuerpo, incluso hace preguntas, después da terapia vía:
- sonido
- vibración sobre el todo o una parte del cuerpo
- consejo psicologico puesto en palabras
- para la investigación médica/el doctor "que siguen" de u: verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

TERAPIA del SONIDO del SUEÑO A1-460 (máquina): la llave en qué le aflige y M produce los sonidos apropiados mecanografiar la cura necesaria. Mezcla con la máquina de la terapia. Terapia de música del sueño (máquina)

MÁQUINA de la TERAPIA A1-10: Interruptor programado (programas informáticos del `[el `analiza]) (programas informáticos del `) COMUNIDAD EUROPEA a trabajar con la persona, psicología del grupo, sociología, dolencia. Responde a la gente por su afinar adentro, o a la voz. Puede ser preprogramada por la persona o el otro terapeuta para actuar en las horas señaladas según estímulos del reloj o del comportamiento o del external del paciente. La máquina hace uno feliz, triste, soñoliento. Las características adicionales son descritas por otros productos con la "mezcla con la máquina de la terapia", cada uno de esos productos se mezclan con uno a también. Máquina de la mente, terapia de la mente, terapia, terapia del juego. Para los nombres de producto, substituir M y jugar con el interruptor, E, juguete; substituir la terapia por ayuda, fijarla, mejorar (ment), realce.
la máquina de la terapia de la respuesta 10A, discute con ella, responde en frecuencias y o las palabras diseñadas para alcanzar desearon efectos de la calma, o cólera creciente para disolver más lejos cólera dentro. Máquina principal de la terapia.

MEDICINA A1-38 USANDO SOBRE las DROGAS CONTRARIAS. Una persona tiene dificultad el trabajar o el vivir con alguien y no puede sentir nunca cierre o a la una con ellas. De acuerdo con preguntas y respuestas en software, la computadora prescribe las uno o dos dosificaciones del tiempo de la droga que mezcla o da el número de la píldora que viene de una acción grande vendida con el sistema.
Las drogas sanas legales incluyen el cafeína, la manzanilla, la raíz del valerium, el etc.
Los estudios demuestran después de que un cierto nivel de conexión entre la gente tenga ocurrida debido a las circunstancias externas, conexión subsecuente son más fáciles.

COMPAÑERO de la BUENA INSPIRACIÓN A1-47 [ER]: El interruptor (programas informáticos del `[el `analiza]) (programas informáticos del `) envía oraciones para alzar su creatividad si usted está en el teclado (M detecta tacto suave) con todo no afinar adentro. Mezcla con la máquina de la terapia. Ver a Peter; Invenciones del juego de la reunión de reflexión los nuestros.

- D: u (usuario o concesionario) = carencia de mecanografiar/"sensor" detecta la presencia del u (están en cojín del asiento/de muñeca de los brazos c) = analizador = oscilador.

A2-03Z: MÁQUINA PROGRAMADA POSITIVA DE LA TERAPIA. Pedir el cabrito/el adulto haga algo [en un juego] y máquina sigue o trabaja a máquina a cabrito de las demostraciones cómo [las guías del `] hacer algo y pide que el cabrito copie.

M apunta las alturas de la gente. Eg.: lanzamientos bajos para los cabritos. Incluso la plétora de tal m, ea m de w (con) comienza a representar a la gente diverso de tal modo que crea interés en la parte del cliente de considerar cómo ella mira este vez. M pregunta qué debe jugar el producto el carácter del m con (diversos productos de las demostraciones qué cabrito puede tocar). el carácter puede demostrar cómo se juega el juego.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

CORRECTOR de la MENTE A2-070: cuando la mente entra el fq patológico, los modos, envía la alarma (elegir la suavidad, MED, ruidosos) que dice a persona corregir sus ondas de la mente. La gente mandila y puede a menudo ser ayudada cuando u es dicho por la máquina cuál comprueba para saber si hay beta, alfa, la theta y otras. Usar como collar, reloj, pulsera, mantener el bolsillo, bolso. Llaman la policía cuando la persona está a punto de entrar las frecuencias peligrosas (asesinato, suicidio). Si usted siente loco/malo/necesitando pep, confianza puede enviar los sonidos curativos/música/voces - declaraciones/comandos/ayuda. Calma la cólera, celos, tristeza, comportamiento maníaco. TM: Importar de alerta, loco/mente/cabeza/la frecuencia - Zapper/Alterator/Alarm/Corrector. El MED W1-2 del SP VB S (pantalla interactiva de HH E BP del `con el menú adaptado) Cons la hombro-correa adulta aca v del mem de la P.M. pp vc d del cp del RPC de la DD de la P.M. del humor LL D de la diversión de los cabritos

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

. - "Hospitalidad"/cribador del programa (interruptor): 9G220: las pantallas/seleccionan del sistema (sistema electrónico) (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

- el `dirige [juego/software del `] a la entidad/a usuario para corregir su pensamiento de proceso/qué él ve es realidad/sistemas pobres de la habilidad.

BALANCEADOR de la VOZ del teléfono A3-R14 ("T"): (Llevar a cabo esta oración para ahora: mezclarse con el corrector de la mente, el selector de la música, el CD personalizado.) Demasiado o demasiado poco de cierta terapia del sonido de la necesidad del fq. M escucha voz entrante y la su saliente. Conseguir la terapia mientras que ur en asimiento o cuando usted pide él o golpea con el pie adentro (quizá - si usted quiere) cuando es necesario basado en su voz saliente, o cuando el encargado del co juzga apropiado. Los sonidos que ayudan positivamente al usuario mientras que escuchan y hablan se pueden oír solamente por el usuario. Entrar el Info del comportamiento personal del usuario para activar el primer día. Puede también aumentar sensaciones de la seriedad, control de calidad, éxito... Tener sonido de menor importancia en fondo cuando usted escucha (si es provechoso).

. - Palillo 5E020 de la inclinación: Controla las funciones de esta n.

. También para los operadores del teléfono ("T"): reciben entradas según el tipo llamador: asentar las vibraciones, imágenes en la CRT, sonidos solamente que oyen, su voz saliente también alterada. Durante roturas entre las llamadas entrantes pueden recibir cantidades más altas de entradas positivas.

DISPOSITIVO del REALCE de la CREATIVIDAD 1B120 (llamado antes, cerebro 1A-6 ligero)):
Trabajar a máquina las ondas cerebrales creativas de la persona de las medidas y retroactúa la información para su desarrollo de capacidades creativas. Un barómetro claro de sus niveles de la frecuencia permite que los usuarios ganen mayor claridad para el control. Ver a Peter.

- Técnico: la creatividad se pudo medir por uno del siguiente: presión arterial, medidas neurológicas de la frecuencia vía los casquillos del cerebro, receptores grabados sobre ciertas regiones de cuerpo, movimientos de ojo, u otros medios eficaces.

- Requerido ser simplemente un proyecto de investigación que correlaciona todos los millares de señales del cuerpo con los niveles de creatividad - el antedichos son solamente algunos de ellos demostrados ser relacionado. Una síntesis grande de señales divergentes puede ayudar a validar resultados.

- Muy difícil verdad hacer operacional. Hay bastantes estudios para demostrar que ciertas ondas cerebrales están relacionadas con el pensamiento creativo, otras medidas posibles (dilatación frecuente de pupilas, del golpe de corazón rápido mientras que está asentado). Todavía las características físicas a comprobar para son probablemente limitadas. Realizar esto antes de tomar esta idea interesante del producto.

- Propósito principal: Creatividad cada vez mayor identificando cuando usted es creativo. Alcanzan en el momento y olvida a la gente a menudo saber qué se está encendiendo dentro de sí mismos... Por ejemplo, una luz verde pudo ir en cuando está actuando la persona creativo. Realizándole es creativa, será probablemente más fácil para la gente más consciente a puesto nuevamente dentro de este estado de ánimo. Controlar su pensamiento de proceso y la guía de ella en el modo creativo pueden algo subconsciente ser dirigidas, y teniendo la luz decirle cuando usted ha cruzado la línea o no, hace quizá más fácil cruzar la línea con frecuencia.

- Otros propósitos: para los científicos que estudian el proceso del pensamiento creativo; la gente de ayuda corrige desordenes mentales del pensamiento.

- OTD: Exhibición ("S"); c; pp; P.M.; Reino Unido; fecha; beh del usuario; interactivo; educ; juguete; juego; hospitalidad; ejercicio; portable; impresora; mfh; alerter; oscilador; vc; egh; cuenta; tgh; enseñar; md; carro; RPC; PC; uq; mq; pi.
- (Esperanzadamente el antedicho fue traducido ya a ruso en 8.93 tempranos)

MOTIVADOR de la IMAGEN VISUAL 6B340: demuestra a cuadros cuáles representan el tipo de sensación que usted desea tener más de [en un juego], eg.: usted necesita la ambición así que ver los cuadros de la gente que trabaja su manera encima de la escala; usted `con referencia a triste ve tan a gente que está consiguiendo sobre su tristeza; etc.
- utilizar en el país, en oficina de la terapia...

TERAPIA INTERACTIVA 8B140: Su terapeuta personal. El usuario selecciona del menú que la sensación él está experimentando. El usuario también deja hacia fuera sus sensaciones en el "mic", sistema en golondrina de mar analiza la voz para determinar mejor la mejor terapia. El sistema ellas genera sonidos científico probados cuál crea la respuesta terapéutica deseada, eg.: condolencia, librándose de cólera, confianza constructiva. Su terapeuta es siempre allí cuando usted la necesita.
- la exhibición puede también indicar artículos para ayudar, eg. ; consejo
- conseguir la condolencia, se libran de su cólera, del etc. hablando con "C" en el otro final de "T". Primera llave en el tipo modo que usted desea obrar recíprocamente adentro. Entonces hablar con o sin un aviso. Entonces el sistema responderá de manera para ayudar a la persona a alcanzar la sensación deseada.
- El sistema incita a usuario para una selección bien escogida amplia. Primero hay tipo general categorías, eg.: felicidad; amor; tristeza; trastorno; etc. Entonces cuando se selecciona el área, eg.: el trastorno, usuario puede mejorar área de punta que buscan, eg.: los padres, mal□n tráfico, alguien robaron su idea, etc....
- El sistema puede también ser un solo dispositivo usado en el país, por el sicoterapeuta para sus clientes, etc.
- terapia principal: salir de sus frustraciones gritando es muy popular en "el mercado norteamericano de la psicología del estallido"
- también, la gente siente a menudo mejor cuando ella oye a otra persona el expresar de las emociones similares las suyas, sea canciones de amor, canciones tristes, el etc. en vez de conseguir expedientes, este producto puede establecer claramente ciertas sensaciones quizá en menos tiempo y más directo. Aunque el sistema pudo también utilizar música como forma de terapia también.
--mucha gente no sabe concreto porqué una canción satisface una necesidad emocional particular, la máquina será más científica sobre ella. Más pocas personas tener toda la música registrada para cada situación emocional, ni quieren quizá escuchar todas las muchas canciones cada sensación. Con este producto pueden incluso experimentar varias diversas sensaciones todas en cuestión de minutos.
- usos adicionales: la persona muy interesada en psicología, y una quién ha comprado ya otros productos psicologicamente relacionados, eg.: libros, cintas educacionales, máquinas de la onda cerebral (disponibles para unas centenas dólares); puesto en un walkman tener gusto del modelo; grande para la gente de las ventas que

hace muchas llamadas de ventas, después de frustrar llamadas, pueden presionar el botón deseado; poner el dispositivo cualquier lugar en donde la gente puede a menudo tener frustraciones, o incluirlo en los productos que son gente cercana durante frustraciones, como los teléfonos.

--modelo del teléfono: solamente el usuario pudo oír los sonidos, no altavoz. El dispositivo sondeará en teléfono del oído o teléfono de altavoz mientras que el altavoz está hablando. Actual los teléfonos y los micrófonos de altavoz no funcionan simultáneamente - así que usted no puede hablar y oír al mismo tiempo como con los teléfonos regulares.

- combinado con las fuentes del usuario de la información sobre sí mismo (pi), más cómo el usuario pudo sentir en cualquier día dado, momento según cómo él sensaciones de la corriente de entradas en el dispositivo - el sistema generará efectos deseados. El dispositivo también incita a usuario para la información necesaria: éste puede ser cuando el usuario primero comienza a usar el dispositivo, y más adelante como las cosas cambian también.

- OTD: "S"; "C"; pp; P.M.; Reino Unido; interactivo; juguete; todos; hospitalidad; "mic"; opción del ejercicio (usuario de los avisos a las exactitudes más difícilmente dando el estímulo vía altavoz); portable; sst; i; impresora; "M"; punto de ebullición; alerter; oscilador; vc; egh; cuenta; tgh; cartuchos (sonido, opciones registrados salientes de la declaración); RPC; cp; uq; mq; uip; carácter (cambios según el tipo efecto deseado). usos de +-other: aprender cómo actuar en diversas situaciones; forma cruda de realidad virtual; este sistema con una cámara adicional del alambique o del movimiento permite que los usuarios hagan películas interesantes; juguete; hospitalidad

- OTD: "S"; "C"; pp; P.M.; Reino Unido; ratón; fecha; tds; interactivo; juguete; básico; el game%; entretener; "mic"; sintetizador; impresora; ch; au; "M"; oscilador; balance; discurso; vc; egh; cuenta; tgh; md; carro; "T" (que usa "C" de la posición remota, teniendo acceso vía la línea de "T"; usando apenas el cojín dominante de "T", y o "C próxima" del usuario también); teléfono del SP; tr; MES; fs; RPC; cp; cc; uq; mq; acceso; uip; carácter; multiusos; cc; "R"; notificador; composición; cojín del aire.

el SISTEMA 1G05 HACE LAS PREGUNTAS ("mq") al usuario comprobar los sonidos y otros elementos necesarios para alzar su creatividad, funcionamiento de trabajo (mentalidad del control de calidad - ver el artículo sobre creatividad cada vez mayor, eg.: es I.C.E. (sección intercultural de la ingeniería).

- D: usuario = "" británico/"del analizador de sonidos BVA" = C (computadora y software del `) = s/printer
- OTD: uip; carro; también un producto de software

+ SISTEMA de la ALTERACIÓN del COMPORTAMIENTO R03-1: Da las drogas del organismo en las horas señaladas de reforzar comportamientos deseados. Herramienta de la investigación. Usos:

1] El producto químico de DHA (sabido para alzar memoria) dado en las horas cruciales, así que mejor animal recuerda ocurrencia.

2] El sistema da las drogas al comportamiento deseable adoptivo vía la inyección, píldora, alimento.

3] La administración teledirigida de la droga a cualquie forma de vida en laboratorios de investigación.

4] Automáticamente sentidos cuando el organismo debe ser droga administrada, vía los sensores estándar. El ejemplo, organismo dado inyectó los tranquilizantes al ir en espasmos. Ahorra el trabajo.
el agente de 5] juegos tiene droga [como calidades], que se puede dar/inyectar' tenido acceso en entidades o el software señaladas de invenciones.

. Sistema de la eficacia de la memoria:
- administrar este [droga/producto químico] y otro (memoria que efectúa las sustancias (positivas/la negativa [reduce memoria])) a la vez cerca de las ocurrencias deseadas, eg.: los animales del entrenamiento a memorizar/recuerdan los elementos importantes (tareas, comandos, comportamientos).
--administrado vía I.V., la forma de la píldora, se mezcló con la ingestión dietética sólida/líquida, administrador y la sustancia se coloca quirúrgico en cuerpo (apenas debajo de piel). Eg.: dar (alimento) como recompensa.
--dar los productos químicos que se demuestran reducir memoria en la época de tales ocurrencias.
. El otro comportamiento que hace cumplir usos: dar los productos químicos w5 para los cuales efectuar/alterar el organismo (de maneras relacionadas): el hacer cumplir/comportamientos deseados/indeseables el de-hacer cumplir. Los comportamientos incluyen:
--excesivo/carencia de la energía para el movimiento del ejercicio/del cuerpo;
--comportamiento creativo/uncreative
--capacidad a o no: sueño; estudio; sentarse; relajarse; estar alerta; acto en situaciones de emergencia (huir); utilizar el cerebro eficazmente (corregir/los cálculos rápidos (matemáticas, gramática, deletreo, análisis (no "analizador").
- D: organismo = sensor/inyector o aplicador de (droga) = c (uip, m) = el otro equipamiento médico.
- OTD:
ACCESO: (); ARTISTA: (creatividad del aumento); CÁMARA: (estudio uip; determina cuando administrar la droga/el producto químico); CARRO: (); COMPOSICIÓN: (creatividad del aumento); ENTRETENER: (dar la droga cuando es el usuario (feliz)); MFH: (); MAÑANA: (administrar en despiertan el tiempo (cafeína)); MULTIUSOS: (diverso uip); NOTIFICADOR: (cuando droga necesaria/no tomada (cuando es necesario)); OSCILADOR: (); Banda: (); Picosegundo: (administrarlo que (iv) cuando la entidad lo hace/no va a las zonas aplicables/a los territorios/a las fronteras); R: (); S: (); CUENTA: (tds cuando está administrado); UIP: (el analizador determina cuando a: alterar la personalidad, dar las drogas, el determinador de la dosificación de la droga); WA: ().

La COMPUTADORA R115 ("C") PRONUNCIAR el DISCURSO QUE ENTRENA a HEARING-IMPAIRED. Una computadora-semejanza de labios y una lengüeta mímico los movimientos correspondientes de los labios y de la lengüeta de un aprendiz. Para practicar cantar, las notas musicales de la canción anotan, se forman como pájaros. Si la echada vocal de un aprendiz está correcta, el pájaro abre su boca. $400. Marzo de 93 X.
- OTD: ACCESO: ; ARTISTA: ; BALANCE: ; CÁMARA: ; CARRO: ; C: ; PALMADA: ; COMPOSICIÓN: ; Exhibición ("S"): ; ENTRETENER: ; FS: ; JUEGO: ; MD: ; "M": ; MAÑANA: ; Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ;

TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; TGH: ; JUGUETE: ; UIP: ; Reino Unido: ; WA:

MISCELLAENOUS:

. R165 los olores/incienso dijeron alterar la tensión/el comportamiento. 17 de mayo de 93 NK

. instructor del juego 2J-02: Enseña los jugadores a qué movimientos puede ser que hagan (para una mejor ocasión en juego que gana).

- ver los detalles de este KN bajo "juego".

. profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus [movimientos del juego del `], eg.: la dirección consigue más resistente [tgh del `] en un cierto plazo [orden y sincronización del `].

. Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña a principiantes de lengua a pronunciar nuevas palabras. Está en propio archivo.

. FLASH A2-190 MÁS ALLÁ del ÉXITO: para realzar su creatividad si están careciendo confianza, a través de la CRT, enviar las postales al uno mismo/a ótros, en máquina de la terapia. Atado a nuestros juegos en tiempo real dinámicos 2G120 y 2G130.

. TRANSMISOR PÚBLICO A2-660: e m que habla para el efecto sociopsychological deseado, eg.: en el R&D u otros lugares creativos, sonar excesivamente serio reducir el malo helado de la sensación para el alcohol creativo del grupo; juega música/sonidos; etc

Donde: en elevadores, vestíbulos (cuando detecta p está caminando abajo), entradas a los cuartos, pisos, garages de interior/al aire libre de los edificios. Practicar el discurso/que juega adentro [modo del juego del `] y conseguir anotado.

. MÁQUINA IDEAL A4-81: cuando la máquina sabe la persona está soñando, ella envía señales al cuerpo y el cerebro que se diseñan para ayudar positivamente a gente. La persona recibe estímulos vía: alambres al cuerpo; sonidos en aire; vibraciones de la cama; olores. Programado por el terapeuta y o el usuario.

REFORZADOR de la CREATIVIDAD 2J-03 VÍA el UIP: El sistema da los programas a U que se diseñan para alterar/inducen desearon humor en U según criterios (cambiantes) señalados, eg.: qué texto u (usuario o concesionario) mecanografió en la computadora a que día.

- Este sistema general puede conectar con el OSCILADOR/TV/KN (invención) - selector = interno de canal crea efectos deseados.

- D: el texto previamente entrado mecanografió/insertado (recientemente) por U = [el interruptor "analiza" (vía búsqueda de la palabra clave) = el perfil del uip del usuario] = UIP - analizador = VAGOS - analizador del comportamiento = selecciona las cotizaciones/los programas/oscilador (efectos sonoros) para que U experimente (leído/oír) = U

- esto se cubre probablemente en muchos KN. Ver a Peter.

- Ver vieja N para los detalles: ideas del producto de la cosechadora 4C-050-10300Q.

Unir dos números del producto 3A. alarma interactiva de la unidad central 3A-281-042001: La computadora indica las nuevas ideas interesantes que cada mañana que se diseñan para ayudar a la persona a despertar, pedir a preguntas. El sistema puede estar en el país, o con tal que como servicio de gente automáticamente de la llamada por el teléfono con la grabación previa de antemano.

o-relacionado a 3A-280. En lugar una unidad central llama a suscriptor para despertarlo y obra recíprocamente con ella en diverso formato cada vez.

- hace las preguntas, declaraciones asombrosamente de los estados (puede ser basado en el tipo suscriptor y cualquier Info disponibles sobre ellas, eg.: qué indican voluntariamente o basado en la experiencia de la computadora del comportamiento de los suscriptores con sí mismo en el teléfono.
- OTD: el remote%; exhibe tiempo, la comunicación escrita, el etc; fd-hdd; pp; P.M.; Reino Unido; fecha; el tds%; el interactive%; educ; juguete; todos; juego (el usuario juega a un juego verbal para despertar); micrófono; ejercicio - conseguir a gente moverse alrededor para despertar; portable; t; punto de ebullición; alerter; oscilador; vc; egh; el score%; tgh; md; carro (de declaraciones, de preguntas, y de otros softwares); teléfono; SP tel.

Las aplicaciones "anotan" y, (cuaesquiera otros datos disponibles).

- Ver el "cerebro": la característica del system se adapta según circunstancias.
- "Corregir": Determina lo que utilizaron los criterios adentro para determinar las funciones de la "cuenta" (del funcionamiento del u).
- "Facturación": las cuentas por tiempo utilizaron/"tenido acceso"/llano de influencias de la dificultad el sistema de tasación.

CONCLUYE ESTE ARCHIVO DE TGH, PARA ESTE USO DE LA PALMADITA
INCLINACIÓN (palillo de alegría)

Introducción: Mucho del texto fue copiado de otras piezas después modificado para la inclinación.

<3, 4 acarician, 3, 4>

5E020 La VARITA MÁGICA: Palillo teledirigido con el interruptor. Esta N (invención) era antes 3A-790. Controlar cualquier dispositivo vía la posición del dispositivo en aire. Las señales innovadoras del comando creadas por los ajustes de interruptor simples combinaron con posiciones de diferenciación en el aire (determinado por el sensor de la inclinación). Puede controlar: los juguetes móviles, juego funcionan, realidad virtual, ajustando posiciones de la ventana, el etc. Esto es especialmente útil al controlar cualquier dispositivo que requiere grados de alteración. Permite la mayor libertad que mandos a distancia y las palancas de mando. Construcción del dispositivo es decir: Cada posición de interruptor permite diverso efecto de la función. Eg.: el palillo se puede sostener en 5 diversas posiciones reconocibles, y hay tres interruptores, en golondrina de mar

allí es 5 x 3 es 15, tan 15 diversos tipos de las señales que pueden ser creadas, por lo tanto 15 funciones. El dispositivo teledirigido es sin hilos o atado con alambre.

- esto tiene 20 páginas en archivo: c:\i\5e020

MISCELÁNEO:

. Ver la zona del "picosegundo" -.

. Mecánicos: diversa pieza del palillo (w cada propia k) puede controlar diversos productos/porciones de productos, eg.: la tapa controla el aterrizaje/las alas, velocidad inferior de los controles.

. El palillo también viene en formas de diferenciación/texturas del color de las formas/superficiales: Buñuelo (("juego") volante); (despidiendo/enrollable/posición en relación a la tierra/al cojín sensibles) bola; disco; de alambre espeso flexible; muñeca.

- Cualquie objeto, por el que cómo se altera/se mueve genere una señal que se interprete de manera programada, eg.: siempre que se encienda la vuelta de las ruedas de coche del juguete las luces del coche automáticamente - 5E021.

. Dependiendo del ángulo del palillo en el aire, controles cualquie producto electrónico. Puede haber sobre 20 posiciones tridimensionales del aire, juntadas con tres o más ajustes de interruptor, teniendo en cuenta (20 por 3 60 diverso tipo de igualación señales).

- la virtualmente misma N es 5E020.

+ MULTIDIMENSIONAL: Cada posición, juntada con la colocación de los interruptores ("k") aumenta el número de señales potenciales de cada posición (su sostenido en el aire).

- 2.o, tridimensional, 4-D, dimensiones 5+-D.

Funciones en dos-dimensiones, eg.: horas de reloj; o tridimensional: eg.: las tres más 45 grados de del norte/a la izquierda; 4-D: iguales que tridimensional a menos que el interruptor esté en uno de 10 diversos ajustes, este ejemplo tridimensional crea diez veces tantas señales del potencial de la posición tridimensional (en el aire); 5-D (o mayor): eg.: un segundo lugar de los interruptores que pueden tener 10 interruptores, así que la posición 4-D se pueden dividir hacia fuera en diez (más estrecho/más específico) funciones de diferenciación; 5-D: el palillo también dobla, "r múltiple" (usado simultáneamente); etc.

DIAGRAMA #2 DE OTD: u (usuario o concesionario) = este sistema de N (invención) (palillo, r) ~ C (computadora y software del `) =

ACCESO (); ANALIZADOR (); ARTISTA (pintura electrónicamente vía el movimiento de aire); vagos (analizador del comportamiento del `[para adaptarse]) (); CARRO (interruptor); COMPOSICIÓN (similar al palillo existente del conductor de orquesta, con todo con funciones (electrónicas) diversas del EL, componer la música por cómo el palillo se mueve, Miburi de Yamaha); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); NR (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (`teledirigido vía la interacción accesible) (); CUENTA (); SENSOR (); ANALIZADOR DE

SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTÉREO (); SYNTH (); TDS (); T (); +TILT; U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

+"/PICOSEGUNDO DEL SENSOR DEL MOVIMIENTO ": los sensores de movimiento son una manera relacionada de identificar la posición de device's/r.

- posición de los controles de device/r/de las funciones del sistema del efecto: Dibujo vía programa del interruptor (programas informáticos del `[el `analiza]) (programas informáticos del `); Picosegundo-Zona (más eficaz cuando el GPS esperanzadamente en futuro permitirá más exactitud de punta)

FUNCIONES AUDIOS: OTD D: U = este ~ relacionado C del sistema del audio N (invención) (sistema electrónico) () (computadora y software del `) =

ACCESO (funciones de límites); ANALIZADOR (los u/los movimientos/las posiciones del r se interpretan = función procesada = deseada controlada); AP (enumerado); CARRO (sonidos convertidos a digital; interruptor audio; cómo interruptor "analizado" de los movimientos de la varita mágica -); COMPOSICIÓN (la varita controla la función del synth/del oscilador); (Relacionado audio) EDUC (aprender/experiencia qué su gusto: ser compositor (cierto famoso)), jugador de cualquier instrumento musical cuya posición sea el "r"; K (); M (DB de sonidos convertidos a digital); MIC (); MES (sonido convertido a digital tr); MULTIUSOS (); NR (); +OSC (); Banda (funciones del oscilador); Picosegundo-Zona (); Q (); R (palillo teledirigido 5E020); BASE (); SENSOR (del movimiento) (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); tr (transmisor) (); U (oyente, compositor audio); UIP (UIP-DB de sonidos convertidos a digital); UQ (); (Relacionado audio) VR (); WA (tipo audio funciones del walkman).

+ <3, DISPOSITIVO de CONTROL de ALAMBRE de 3> 3C291: Dar vuelta y torcer a los alambres que crean imágenes artísticas en la pantalla del dispositivo automatizado. Cada alambre representa un diverso color y permite que el usuario coloque donde está ser creado la imagen.

. - la imagen creada puede replegar las figuras del alambre en cualquier color; o puede ser totalmente no representativo, donde cada movimiento del alambre realiza cualquier cambio sin relación en la pantalla, eg.: una vuelta puede hacer el cielo de negro al azul, o cambiar los círculos inmóviles reservados a los cubos rotatorios que generan sonidos...

. - solos modelos simples cortos del alambre; o alambres múltiples complicados

modelos

- los alambres en una base pueden transmitir sus configuraciones por ondas a "C"

. - el alambre se encajona en material recubierto de goma; o es material sólido con los empalmes móviles

- las señales del alambre se pueden alterar interpretaron de cualquier manera como banda.

la o-antena se ajusta según cómo puede conseguir a la mejor recepción (aérea) (sucede automáticamente).

OTD: "R"; "S"; "C"; P.M.; ratón; interactivo; juguete; todos; juego; portable; punto de ebullición; oscilador; cuenta; egh; tgh; md; carro; carácter.

- D: dispositivo de control de alambre 3C291 =
ACCESO ()/ARTISTA (imágenes creadas/alteradas según cómo alambre/mouse/k movido/presionado)/C (computadora y software del `) ()/CARRO (interruptor del arte)/S ()/EDUC ()/K/RATÓN (el alambre tiene todas las funciones del ratón también: cada sección del ratón tiene controles de diferenciación, eg.: alambre dividido en diez unidades (lo más bajo posible el 10% representa el botón derecho del ratón))/MQ ()/MULTIUSOS ()/OSCILADOR ()/banda ()/Q ()/R (`teledirigido vía la interacción accesible) ()/UIP.
- D: mano del u - > alambre (sensores) 1 = C (computadora y software del `) = notas de sw/s/printer/m.: 1 = función de los sensores según cómo/when/w5 dobló o tocó. Los sensores pueden ser muy sensibles, así que cada sensor puede detectar 10 o más posiciones de diferenciación de sí mismo - > diversas señales del tr (transmisor) - > diversos efectos respecto a la C.
--Hay los interruptores (k) atados al alambre (grueso).

ANTENA TELEDIRIGIDA 1G16: movido a 3C291, marzo de 95
¿Controlar su satélite de la antena (existe? para el plato del satélite) (para TV, radio...) vía el dispositivo teledirigido.

- piedras de afilar en el mejor ángulo en términos de conseguir una mejor recepción debido a: localización del satélite del transmisor, interferencia (tiempo, físico (montañas))
D: teledirigido (Reino Unido) = C (computadora y software del `) = la televisión/la radio/el otro dispositivo (con el transmisor y o el receptor) = función (sonido, visión)

La VARITA MÁGICA R79 CREA MENSAJES EN AIRE FINO: En el bastón está una fila de diodos electroluminosos y de un sensor de velocidad que controle la tarifa en la cual los LED se cambian por intervalos cuando la luz se agita de izquierda a derecha. La retina conserva las imágenes diferidas. El cambio de la memoria sólo para leer puede cambiar mensajes. [Avix, firma de la empresa de Yokohama trabaja con Mitsubishi corp para la comercialización. NK 25 de abril de 94]

+ PROFESOR PARTICULAR del MOVIMIENTO 3E061: Dirige a usuarios para mejorar sus movimientos. Muy importante. Movido al otro archivo en la solicitud de patente.

5E100 TODO PALILLO del MOVIMIENTO: éste es KN, eg.: + palillo: 5E020.

- Aguja "compositor": La música se genera según cómo el palillo se mueve en un cojín o en el aire. Utiliza 5E110.

Utilizar la aguja (palillo, pluma, dedo) = la exhibición interactiva sensitiva al contacto ("S") = "cojín del aire" = oscilador/memoria/synth

- la exhibición puede configurar las llaves (cualquie "imagen" para representar la fuente sana creada sobre el tacto de ella con la aguja.
- puede cambiar fácilmente estas imágenes/fuentes sanas correlacionadas/tipo de modo del "synth", según ""/"" de los pp/"de la P.M. pi"
- la aguja es opcional
- el tamaño de la exhibición puede ser un 1cm2 a 100 M2
- relacionado con Miburi de Yamaha
- utilizado en la N ampliada: palillo teledirigido 5E020

5E110 TODO PALILLO del TACTO: Similar a 1G010

El palillo toca la tabla o cualquier otra superficie y hace el sonido correspondiente. La manera de la cual el palillo (buñuelo/bola/cubo/muñeca) toca/obra recíprocamente con otro objeto tocando el cojín "interactivo" del "sensor" de /sensitive - el tr (transmisor) determina la función/el sonido. El palillo puede tocar la tabla, mano, incluso agua (la manera de la cual frota/los chasquidos alrededor determina el sonido)

- alambre o radio a la estereofonia/al oscilador/al synth
- substituye la necesidad del cojín abultado del tambor que limita donde el jugador puede jugar
- movimiento "sensor": según cómo se mueve, el rc de los sensores señala (incluso si no se toca nada y no hay vibración). --un tal método es uso de los niveladores usados por los carpinteros: el movimiento es determinado por los cambios en grados de una posición inmóvil (horizontal).
- D: "sensor" (en el extremo del palillo) /uk (1-50 botones) = computadora ("C") = tr (transmisor) = oscilador/estereofonia/synth. Palillo = R+.
- copiado para mejorar el archivo 1.95 de N (invención).
- ver 5E100 que sea KN, éste es otro KN (invención) en dir: E, o G, o C, o archivo: r-lista.
- utilizado en la N ampliada: palillo teledirigido 5E020

El SENSOR del ÁNGULO EN EL CLUB DE GOLF "analiza" ángulos correctos que el club era/que no era adentro a partir del tiempo el oscilación comienza hasta la conclusión del oscilación. 1] activa el sensor vía: k (al principio del día/del oscilación del golf); k - > "sensor" comienza cuando señal sonoro ()/nr del oscilador; el "sensor" comienza (después de eso) cuando el club se sostuvo a cierto ángulo (por cierto tiempo), eg.: sobre los hombros de la persona.] el sistema 2 "sigue" cómo los cambios en el ángulo del club (juntado con tiempo en cada punto del ángulo) cambian - > analizador: gráfico para cómo los ángulos cambiaron en un cierto plazo. 3] u (usuario o concesionario) consigue la "cuenta" para como de bien hicieron pivotar a club. El anotar considera: mecanografiar a club; altura del usuario; % de la estructura de cuerpo/tipo.

- "sensor" incorporado a la barra/conectable a la barra (en los puntos señalados).

- Otros usos: bate de béisbol %; estudiando cómo cualquier cosa cambia ángulos (para las aplicaciones científicas/de la investigación, eg.: la ingeniería, supervisión animal, "detecta" si ha salido mal el elemento mecánico o si algo (barra/alambre) consiguió doblado/movido/alterado más allá de parámetro deseado); eran las medidas si cualquier cosa ha cambiado su ángulo (si está deseado o no) = y cuánto el ángulo cambiado, y qué con caña la corriente y el pasado pesca (durante en caulquier momento el período ("pista")). Comprueba si los compartimientos del tren pescan demasiado con caña mientras que en el movimiento.
%-angle de las bisagras (de la puerta) "analizaba"
- saber si está durmiendo el animal (horizontal) o despertarse.

DIAGRAMA: 1sensor = 2computer = 3transmitter = 4receiver =5function/6other
Notas sobre diagrama: 1: para/vía de los sentidos: a] el ángulo a el cual se lleva a cabo el artículo; "/"del distancer de b] "GPS". 2: memoria. 3: transmite vía la radio, luz, las frecuencias del etc (la parte #1 puede ser saltada por el que la luz (laser) u otras ayudas de la transmisión identifique la localización/la posición/el modo del palillo. 4: recibe la luz, radio, señales del audio.... 5: estereofonia/sistema del "sintetizador" del tablero del mic/del record=playback /key (estéreo). 6: computadora "mfh" /connected a 5 "pi".

MISCELÁNEO: -5E020A: Cualquier cosa acciona cualquier cosa: Cualquier acción acciona el "sensor aplicable" que en respuesta deseada de los disparadores de la golondrina de mar. En este caso, cualquier acción es una acción teledirigida (r). Las acciones incluyen: discurso, eg.: aplaudiendo (chapaleta, "voz"); diodos de la luz laser de la travesía; puertas del cierre/de abertura; el sentarse en la golondrina de mar que acciona la presión "sensor".
-5E020B: Luces del coche del juguete cuando las ruedas dan vuelta.
siempre que se encienda la vuelta de las ruedas de coche del juguete las luces del coche automáticamente.
- OTD D: Este N)/C [línea (de la invención) (palillo dibujada a cada uno debajo de N#] = monitor inteligente
2E251: cualquier acción 5E020A puede accionar el monitor; 7G052 dobló el notificador llano.
- OTD D: Cualquie acción: hablando, caminando, moviéndose (parte del cuerpo), "voz"/este N (invención) sistema (electrónico)/C del sistema =
ACCESO (); ANALIZADOR (); CARRO (); EDUC (); M (); MIC (); MULTIUSOS (); NOTIFICADOR (); OSCILADOR (); Banda (); Picosegundo (); Q (); S (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); TDS (); T (); UIP (); ANALIZADOR VISUAL (); WA ().

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U.:
palillo teledirigido 5E020 con el interruptor: ()
- Str APS 69 ' a 6.92 ':
1] (sin cuerda o radio o inclinar o (aire de la localización near5) o (aire de la posición near5)) y (palillo u oblongo o pluma).

2] (club del golf near3) e inclinan

- palabras claves: (palillo de la alegría adj3) o (control alejado adj2)); ángulo - trae a muchos n; movimiento

- No. de la palmadita de los E.E.U.U.: 4931965; Pluma ultrasónica de la entrada de datos de la computadora: la posición de la pluma es resuelta en relación a la tableta 5308936; de + sistema de entrada 5227622 radios para la computadora usando la detección de la posición de la pluma: tiene detección de dos ángulos, 1993, código del cesionario: 693483; de + pluma-tipo dispositivo 5166668 radios de entrada para el uso con una computadora: detección del ángulo; Sistema de la entrada de 5296838 radios para la computadora; 5222414; Inclinación de 4939318 plumas; Digitizador para determinar la inclinación 5198623 de la pluma +?.

Extensión de N:

- Amaestrador del oscilación del club de golf - "analiza" inclinaciones de la acción del oscilación. Mejora sobre profesor particular mecánico del golf: Palmadita no 4949974 1989 de los E.E.U.U.; 4815743 1989; 4852881 1989; 5348304.

--D: el club de los oscilaciones de u (usuario o concesionario) = pistas" oscilación del sistema las "del club = "analiza"/"anota" = osc/s

MISCELÁNEO:

. Este R (`teledirigido vía la interacción accesible) (este sistema de N (invención)) controla:

- abre puertas apenas en el grado necesario (por la gente incapacitada).
- ajusta la luz al grado deseado

. + "juego "interactivo"": cada R (`teledirigido vía la interacción accesible) puede ser un pedazo en juegos (electrónicos) del EL, los juegos de "VR", juegos video.

+ la exhibición 5E120 demuestra cómo el dispositivo o la palanca de mando teledirigido es dispositivo que controla.

Ejemplo: cómo se está moviendo el palillo del aire y en qué modo, y en funciones de la golondrina de mar él está controlando. Utiliza 5E020.

- Martin: "parece como el interruptor estándar (programas informáticos del `[el `analiza]) (función de los programas informáticos del `)".

. 5E090 sin hilos terminal conectan con central sistema = S (pantalla interactiva del `con) adaptado/cerebro/perseguidor/banda/cuenta/estado/UIP/wa del menú.

. Existe: Tipo non- diverso dispositivos teledirigidos del telclado numérico de la "inclinación"; ratón sin hilos de la computadora; dispositivos teledirigidos de Sega y de Nintendo de Japón.

MECANOGRAFIAR EL JUEGO PIECES~PLAYERS:

- controles (del general)

- cada jugador tiene (las funciones de diferenciación de R (`teledirigido vía la interacción accesible)). Las funciones de diferenciación representan el tipo jugador que son, eg.: el juego del ajedrez, cada jugador es un diverso funcionamiento del carácter bajo parámetros de diferenciación, eg.: un caballero o una reina.
- cada R (`teledirigido vía la interacción accesible) tiene funciones de diferenciación según el tipo modo (época, etapa del juego, si el jugador es que gana o perdidoso u otro, posición (de la comprobación) del jugador en relación a otros jugadores/(más) los objetos/los jugadores inmóviles/las zonas (territoriales) de los elementos.
- cumplimiento de otros jugadores: cada R (`teledirigido vía la interacción accesible) puede efectuar/control otros jugadores (su r) vía: rf, infrarrojo, tr (transmisor) = C principal (computadora y software del `) = R (`teledirigido vía la interacción accesible) (de otros jugadores).
- cada R (`teledirigido vía la interacción accesible) efectuado (limitado/realzado cerca) por la zona (GPS-Zona) están en/estaban adentro.
- términos: los jugadores y el palillo teledirigido son permutables, especialmente en funciones de este "juego" de las n.
- "se sigue" cada pedazo: para crear la "cuenta", "estado", "UIP " %.
- r puede combinar la localización del u de w (con) (picosegundo). La localización determinó/procesado vía:
--u se coloca en la estera sensible (movimiento "sensores" de w). Cada localización (del pie) permite/efectúa diversas características usables en el R.
--picosegundo-zona (esteras del wo)
--una estera se puede utilizar solamente
- formas/funciones de r: volante auto (poste de conexión del wo al automóvil); varita mágica; mano auto del manejo; triángulo/cuadrado/rectángulo/pentágono/polígono: sumergir cualquier una esquina o el lado = activa señales. "Inclinación".
- u que usa ciertos anteojos/cascos de "VR": u (usuario o concesionario) tiene funciones de diferenciación de R (`teledirigido vía la interacción accesible).
- el tipo efectúa causable de cada señal creada por R (`teledirigido vía la interacción accesible) (posición de r): velocidad; parada; vuelta; encima de; abajo; movimiento anguloso; ataque; defender; llamar (t); recibir la llamada (t); "analizar" el UIP de (el otro jugador, elementos del juego otros (reglas, pronóstico de acontecimientos)).
- "Juego"
- "R"
- OTD D: U = este ~ C del sistema de N (sistema electrónico) (r) (computadora y software del `) = funciones de "R":

ACCESO (nuevas características activatable sobre el acceso); ARTISTA (); C (); CÁMARA (); CARRO (); COMPOSICIÓN (palillo del conductor); K (); %M (); MIC (); RATÓN (); OSCILADOR (); Banda (); Picosegundo (); T (R (`teledirigido vía la interacción accesible) = mano fijada = t); TR (); +VR (); +WA ().

- vuelta r (como la botella en la tierra) para conseguir señales de diferenciación basadas en cómo está hecho girar: la velocidad, w5 paró el hacer girar (en qué termina destacar).

- hacer juegos malabares r
- impermeabilizar: regar el "juego" (en piscina)
- en la forma de la bola (exterior amortiguado), ver KN

INDICAR LAS LETRAS EN AIRE: 1] = sensor = analizador = interpreta = s/printer. 2] ayudas inhabilitaron. 3] letras/palabras aparecen en la pared. 4] Alimenta los textos en c/sw/tr=c/m
- u k para tener ciertos letras/palabras/códigos utilizó así que se interpretan para controlar cualquier EL N. (electrónico) D: u tiene interruptor del deseo = de los tecleos para: convertir la escritura en un comando de control de R (`teledirigido vía la interacción accesible) = indica letras/formas/palabras (en el aire) = sensor = analizador = tr (transmisor) = función deseada (en kn).

Las LLAVES/las funciones/los modos ACCIONADOS POR CONTROL REMOTO en efecto se exhiben en el S. teledirigido vía (kn): 5E100 y 5E110 - palillos teledirigidos; sistemas del sensor vía los cuales el movimiento de ojo genera las señales (movimiento dominante compatible); Yamaha Miburi; Arpa del laser; teléfono del laser; discurso (sistema del comando de la voz); palillo de alegría; Funciones de control de VR.
- OTD D: Esta N (invención) sistema =
CARRO (el interruptor altera la manera de la cual las imágenes de exhibiciones de S (pantalla interactiva del `con el menú adaptado)/los sonidos); S (pantalla interactiva del `con el menú adaptado que liga a las características asociadas) (); MULTIUSOS (altera la manera de la cual las imágenes de exhibiciones de s/los sonidos); NOTIFICADOR (aparece en s); OSCILADOR (); Banda (cómo el sistema altera la manera de la cual las imágenes de exhibiciones de s/los sonidos); Q (); ESTADO (las demostraciones/analizan cómo el sistema altera la manera de la cual las imágenes de exhibiciones de s/los sonidos); WA (w r).

OTRAS COMPAÑÍAS TIENEN PIEZAS DE "R". Esta N (invención) es una mejora en su N, eg.: sus "R" son sensores" de la "inclinación" del wo (fuera) "o palancas de mando. Eg.:
- Sega. Teléfono 800 872-7342 #3
--Cojín alejado /sistema de la arcada: Modelos 1628, modelo 1629. Utiliza infrarrojo, con todo el cojín estándar del control. Tiene los botones de B una C para lanzar, botones direccionales del etc. - flechas.
--Un botón de B C funciona, permite u adicional juego de las funciones (w/in "): tiro algo; sacador; retroceso; coger las cosas; coger algo; ganar o perder la altitud, la longitud, u otras posiciones; las "cabezas para arriba exhiben" la función; elegir nadar contra el otro modo del recorrido (a la dirección deseada); mosca; alas de la aleta o aletas del agua; oscilación (palillo de hockey, manos, palo, oscilación a golpear); regate (baloncesto); comer algo (mientras que siendo un dinosaurio); competir con el juego: los botones representan los pedales para el gas (el aumento/pierde velocidad) o las roturas; si hay otros carácteres un botón curarían o realizarían encanto mágico; juegos del simulador - ciudad de Sim, eg.: poniendo en las secciones residenciales de la ciudad, determinando el tipo arquitectura; tomar decisiones económicas: ir a la decisión de la ciudad, u ordeñar una vaca, un etc; "juego" con jugar del papel; decidir donde/cuando/cómo ir; decidir si escuchar o confiar en a una

persona; elegir entrar almacenes comprar y seleccionar el equipo, y cuánto a comprar como fuentes y o para aumentar las herramientas.

--cada posición de la "inclinación" funciona como de los tres botones de a/de b/de c en el sistema alejado de la arcada de Sega; o botones del A. /b/x/y de Nintendo. Puesto que hay muchas posiciones de la inclinación posibles, las funciones de diferenciación asignadas actual a cada tipo botón para los "juegos particulares" se pueden dividir abajo, eg.: las posiciones #1 de la "inclinación" con #10 dividirán todas las funciones para uno de sus botones existentes con diez funciones potenciales.

--las funciones del "juego" mencionadas en esta subdivisión no se limitan al "juego".

- Nintendo 800 255-3700: Producto NES001 que fue continuado.

- Aclamación Co: su producto teledirigido llamó: "sistema alejado sin hilos dual de turbo": tiene flechas; botones - funcionamientos, saltos, gente golpeada. Teléfono 516-656-5000 9a-7p EST de la aclamación. Compatible con Nintendo y quizá otros fabricantes.

CÓMO "R" CONTROLA FUNCIONES SEÑALADAS:

- cerca: donde/cómo el palillo es held/w5

- la manera de la cual este R (`teledirigido vía la interacción accesible) está doblado - > acciona señales de control asociadas. Pegarse en forma de alambre/de palillo/de antena (gruesos) como el dispositivo que se pega fuera de = la base (c=tr/rc)

. Versión de la marioneta: cómo la marioneta que controla es controlada - > función deseada en los elementos controlados (piezas).

--control electrónico de la marioneta; el palillo podría estar en la forma de la marioneta (mano del movimiento en teledirigido, en juguete del control de la golondrina de mar).

. --D: accesorios (movibles)/piezas = mitad de cada marioneta que controla del "distancer" = marioneta que se controlará - sus piezas alterables = "distancer". D2: el distancer = C (computadora y software del `) = k/causes desearon la función (oscilador, movimientos (vía modo mecánico)).

. --la marioneta se puede substituir por cualquier objeto tridimensional las piezas (movibles) múltiples (de w).

La posición de la mano de %+ es juzgada por el sistema = el interno que esta posición crea las señales de diferenciación comparadas a la otra posición de la mano/del palillo. Una matriz (luz/laser/otro) de la presencia/del tamaño/de la posición/de la forma de los jueces del sensor del objeto/de la mano = dentro del campo de la matriz. Esto es un KN.

- Generador de señal: posición de la mano (objeto (llevado a cabo a mano)) en lo referente al "sensor" determina la señal. Esta señal se puede entonces interpretar de cualquier manera deseada.

. - esta N (invención) copiada a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verlo para las actualizaciones.

. --puede tener posiciones 100+ reconocibles.

- más de un mano/objeto puede ser utilizada. Diversos objetos pueden reflejar las señales (luz) de tr (transmisor) diferentemente al receptor, por lo tanto creando diversas señales resultantes.

--algunas señales se pudieron crear solamente usando dos o más palillos de las manos/objects/el.

- Ajustar/alterar/control el el tipo/llano (de salida deseada) según la posición de la mano en lo referente al "sensor".

- para determinar en qué punto debe accionar la mano/el objeto que alcanza el "sensor", el "sensor", las opciones incluyen: las respuestas del "sensor" a la mano/al objeto del punto del armario vienen; otra señal simultánea (pedal del pie) determina en qué punto y cómo la mano/el objeto (de mudanza) debe accionar la señal.

- activar/desactivar las funciones alejadas de este sistema vía: cambiar (k)/la función teledirigida, eg.: sacudir tres veces en 45 grados por los ángulos de 45 grados (mano de hora del reloj en el 2:30 P.M.), 30 cm lejos.

- osc/nr deja u (usuario o concesionario anticipado) sabe que (que comando) el sistema reconoció la entrada de (y en golondrina de mar realizará) (sobre cuaesquiera comandos adicionales necesarios del usuario/de pasos/de procesos)

- el palillo/el otro objeto se puede atar con alambre/radio

- D: la mano/el objeto = "sensor" = c (analizador) = hizo salir (la luz)

. - marcas: Control del deseo.

. - incluido en IMI& (r)

- copiado para mejorar el archivo 1.95 de N (invención)

- OTD D1: u (usuario o concesionario anticipado) = este ~ C del sistema de N (invención) (sistema electrónico) (palillo) (computadora y software del `) =

ACCESO: (); ARTISTA: (movimientos que dibujan la función (cursor de la computadora; cepillo)); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); MFH: (); MAÑANA: (desactivar la alarma); MULTIUSOS: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Q: (); R: (este producto es también un tipo de unidad teledirigida conectable a los productos); S: (); CUENTA: (tds); Teléfono: (tr); TR: el sistema puede ser sin hilos/tiene alambre a c; UIP: ().

- similar a 5E110 y a 5E120.

Usos:

- interruptor del control: páginas de torneado; funciones del ratón de la computadora ("C"); selección de menús del interruptor (programas informáticos del `[el `analiza]) (programas informáticos del `); cursor móvil.

- función del erase: cierto erase de las posiciones qué fue escrita o hecha previamente (función/petición anteriores de las cancelaciones). Eg.: como el borrador de un lápiz, la parte posterior del palillo puede tener el esto/otra función.

- generación de los sonidos (oscilador)

- cuaesquiera comandos "alejados" de n/kn.

- accesorios de la marioneta

- El palillo controla la música (el componer) eg.: Miburi de Yamaha.
- Aeroplanos (del juguete), barcos, muñecas, robustezas. El volar, caminando. Como los juguetes cercanos de la vida.
+ uso de los juegos video: el jugador representa el suyo/las posiciones/el functions% del opositor/del otro jugador vía el palillo (s).
- el control de cualquie dispositivo (EL) como pudo ser generado vía (algo simple) señales electrónicas/controles, por ejemplo vía los interruptores/los teclados/etc. Eg.:
- salida - niveles (color/brillo/dirección) de la luz (del punto) (el brillo de los cambios de la luz mientras que la mano mueve su distancia), de sonido (decibelios), de etc.
+ cualquie función usada/asociada a una palanca de mando.
- el jugar de la música (tambores/%key (tablero) s del juego en aire sin el tacto cualquier cosa). (KN?)
- temperatura del agua (del grifo) - mover la posición "sensor" del dispositivo/del hand=hand a la derecha para un agua más fresca
- de volumen del control (de la unidad de T, audios/visuales, de la "estereofonia").
- dando vuelta cualquier cosa con./desc.
- alteración del ángulo de la exhibición (CRT) ("S") (en relación a la posición cambiante de u/viewer/de u). sonido de +-adjusting (balance; "balanceador"; triple; bajo...)
- estaciones cambiantes de tv/cable; actúa como control "alejado".
- modificador de la ampliación: 1] porción de "S" al grado quiso por U; 2] proyectores; nivel de decibelio/"synth" - hacia arriba o hacia abajo u otro.
- Indicador: el palillo actúa como el compás, su posición es interno transmitido/reflejado sobre: tablero/reloj (tiempo del reajuste, tiempo de la alarma).
- abertura/cierre/aumento de: ventanas, cortinas, puertas, alzamientos, otras bisagras.

+ el movimiento de la inclinación A2-170 analizaba/"seguido".
- Cursivo "analizador": El interruptor (programas informáticos del `[el `analiza]) (programas informáticos del `) estudia lo que escribe p sobre la exhibición especial ("S") o el papel (entonces leído vía lector óptico). Disponible en 28 idiomas. La máquina busca los carácteres y sus desviaciones que puede identificar, más otras tendencias generales si los carácteres son o no son identificables. Encerrar la escritura preferred (el mejor es plumas) para la versión de papel. El fabricante programa la máquina para buscar los estilos clásicos aceptados comúnmente para sus implicaciones.
- u pidió escribir algo con la "inclinación " =pen qué is= "analizaba"
- cómo r=tilt agitó/movido es analizado ()/"de los vagos seguido" (amaestrador del oscilación del club de golf).

+ "Distancers múltiple":
atado/colocó en las distancias señaladas de uno a. El sistema "analiza" cómo sus posiciones cambian por lo que se refiere a uno a (KN?):

- "Analizar" el tipo movimientos de gente, de animales, de máquinas, de etc.

- deportes/rehabilitación física: movimiento = distancer = "analizan" movimiento = "cuenta" = nr (notifica cuando) señalado/EDUC (el sistema sugiere que qué movimientos se hacen/que puede mal ser mejorado/qué movimientos son indicativos de la enfermedad (vagos)).

--movimientos del cuerpo: el nadar, caminando, subiendo, el activar, trabajando (construcción, elevación, otros trabajos del riesgo), gimnasia, bailando (%Yamaha Miburi que utiliza KN).

--donde Distancers colocó: brazo (cerca +wrists/+ codo/+ lleva a hombros (especialmente útil para punto de referencia para más móvil parte del cuerpo marcado w (con) "+")/pecho (especialmente útil para el punto de la referencia)/cadera (especialmente útil para el punto de la referencia)/+ rodilla/+ tobillo/pie (dedo del pie)/mano ()/cuello del dedo.

---eg.: ángulo w (con) w5 del cuello del juez de brazos y de los movimientos de las piernas en lo referente a el resto de las partes del cuerpo y de la relación a la parte inmóvil de distancer (este 3ultimo calibra velocidad, el punto de la referencia estable).

--términos que pueden ser w substituido (con): distancer/inclinación "sensor" (no no necesario r).

- gráficos de las curvas que representan los movimientos "analizados" (vía: % " del analizador visual", vagos, UIP-DB, acceso-vagos).

ratón multidimensional "inclinación" de la computadora 6B-920: Ratón teledirigido: Ratón sin hilos de "C".

- También funciones como el dispositivo de control de "R" para los aparatos electrodomésticos.

- como ratón de "C" excepto, 1. ningunos alambres necesarios, 2. puede trabajar en el aire.

- funciones como control estándar de "R" también, para eg.: TV; sistemas de la hospitalidad; juegos electrónicos.

- OTD: Todos; "C"; pp; m; Reino Unido; ratón; portable; "M"; punto de ebullición; alerter; carro; cp.

+ Distancers múltiple = "inclinación": funciones como ratón de C (computadora y software del `). Permite u (usuario o concesionario anticipado) al drenaje/manipula imágenes multidimensionales.

Uso de dos dimensiones de -2-D: la inclinación del punto en la dirección/el movimiento deseados a lo largo de la superficie plana (mesa) = mueve el cursor como ratón.

Uso tridimensional de -3-D y 4+-D: trabajo sobre los objetos tridimensionales demostrados en S; va al revés o el frontward cerca: 1] inclinación posición en relación a inmóvil parte de "distancer" y otro Distancers respecto otro pieza de tilt=mouse 2] ángulos de inclinación (de r palillo)/.

- las llaves de diferenciación en mouse/k pueden tener efectos similares como usar una inclinación.

Términos: cada término o concepto dentro de su grupo es normalmente reemplazable por otros términos w/in el grupo.

- Dimensión: Posición; llave; %setting; %location; %ps-zone; % " del distancer "; % de la dimensión: 2.o, tridimensional, 4-D, 5+-D.
- Uso: controles de la función "R"; la conexión entre la dimensión w del r (con) correlacionó la señal = el efecto sobre el sistema de la señal = de la función (electrónica) del EL deseadas; cualquie EL (interruptor relacionado) función que puede estar dictado por teledirigido () del palillo de alegría/telclado numérico (k) actual en el mercado; uso.
- "R": Teledirigido (dispositivo); Palillo de alegría; palillo; R; r; aguja (EL); otras formas.
- Llaves: interruptores; este término es un subconjunto de dimensión o de posición; movimientos dominantes

Programando qué coloca medio. u (usuario o) anticipado/frecuencia intermedia del concesionario señala qué posiciones representan movimientos dominantes particulares vía uno o más de siguiente (las funciones reemplazables):
- Interruptor: u = crean ~ visión = imagen de R ("teledirigido vía la interacción accesible) (en espacio) = u señala (vía ratón ()/k del tecleo y de la fricción (de Windows) (tirar hacia abajo los menús (DOS))) qué represent= de las funciones/de las llaves que posición del R. U siguiente pone sus peticiones en memoria de c del sistema". U siguiente puede utilizar r mientras que él programó (pr).
modo audio de %-Complicated (oscilador): U consigue la regeneración vía el oscilador mientras que u progresa en (con referencia a) la programación de su R. La regeneración substituye las funciones/las imágenes demostradas (y seleccionables vía s). Esta función complicada para utilizar, por lo tanto mejor para las alteraciones simples del uso de la c. Eg.: cuando uno de los interruptores de la perilla está en la posición = los movimientos r de "ON" de u en la posición deseada = entonces chasca el segundo interruptor de la perilla - señalar eso es posición deseada = entonces chasca otras llaves para atar en tales señales a tal posición en el aire como fue hecho por el U.
- otros modos: insertar el "carro" que ha señalado las funciones (ya) atadas a la posición de cada c.
- cada archivo del interruptor (programas informáticos del `[el `analiza]) (los programas informáticos del `[el `analiza]) puede almacenar el tipo de diferenciación funciones del control: 1] ese archivo cuando es funcionando = automáticamente = asigna ciertos movimientos/funciones dominantes por tipo la posición de la c; cuando el archivo de diferenciación del interruptor (programas informáticos del `[el `analiza]) (los programas informáticos del `[el `analiza]) está reinando, la misma posición será interpretada en cualquier otra manera. 2] U puede seleccionar de opciones de funciones deseadas = entonces las ata en cada posición.

"Artista" - ver esta partición.

¡- mover el siguiente al artista!

Cepillo = palillo de pintura: los movimientos del palillo se traducen a imágenes en la C.
- funciones como pluma o cepillo.
- el palillo se puede dar cierta área de dos dimensiones (tipo área de la ventana (w o las líneas visibles del wo (fuera)) en la cual a escribir. Los "sensores" en esta 2.a área confían en los modos relacionados laser que

accionan señales cuando son disparados por R (`teledirigido vía la interacción accesible)/el objeto opaco. KN (invención) describe esto detalladamente.

- Cómo se crean los efectos de diferenciación:

1] distancia de R (`teledirigido vía la interacción accesible) del sensor el 2.o campo mencionado en la esta sección/el otro R.

2] Nivel de tinta aplicado (anchura/color) controlado cerca (llaves/posición).

3] Diferencias de tiempo del comienzo al final de la operación, eg.: las líneas consiguen más densamente/más fino a tiempo.

4] UIP

5] cuál "r" utilizó; ángulo del R.

6] OTD D: u (usuario o concesionario anticipado) = este ~ del sistema de N (invención) (sistema electrónico) () C =

ACCESO (); CARRO (); EDIT (); MULTIUSOS (); INCLINACIÓN (); U (cómo mueven r).

] presión 7 aplicada a: "sensor" de la tabla/del cojín, eg.: más presión, el el más ancho o más oscuro la tinta.

A1-030 plumas (r) que hablan: para la hospitalidad y o hace a gente creativa dando hacia fuera las palabras solas o múltiples que, una persona pueden dibujar dando la parte o todo el cuadro. Si la persona sostiene la pluma pero no escribe, la pluma incitará a escritor con un buena sonido, vibración, luz y u olor, la palabra que ayuda a la persona haciendo les la sensación mejor, peor o más creativa.

- "Hospitalidad"/cribador del programa (interruptor): 9G-220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

Carro de bebé A1-120-121003 con la voz de la madre cuando la mamá está allí o no allí. Utilizar la cinta de cassette o el microchip. Puede dar a bebé deseó efectos pues he escrito sobre un de los otros productos. La voz de la mamá se puede convertir en términos de sus frecuencias para alcanzar efecto deseado. O padre del uso, hermano u otra voz. Mezclarse con A1-10, 11, 8 (el satélite del bolsillo localiza a niño perdido, dice le volver a casa, a etc.)

8.95

- "Inclinación": El cabrito utiliza el dispositivo para controlar objetos/funciones deseados.

cuando en la posición señalada, la madre es nr. El r naturalmente mejor está para levemente más viejos niños que necesiten tiempo de entrenamiento para utilizar el sistema correctamente.

Lector de la bola A1-141-000003: La manera de la cual la bola rueda alrededor es ""/señal de la posición para "el sensor" de la "inclinación", es decir de cada punto en las señales correspondientes de los disparadores de la bola/del cojín/del tazón de fuente de la bola.

- Funciones: cualquier cosa, eg.: ajustando el volumen, el "balance", o aún % que crean la música según la cual las señales están siendo w5 generados.
- Comprar la bola y dejarla despedir alrededor de la taza que crea música. Elegir a los cubos, a las pirámides, a las prismas rectangulares, a las formas del buñuelo, a lector del etc. puede también leer elementos adentro (los elementos internos están de sustancia no uniforme). Utilizar también para la prueba. m en vez de crear sonidos, crea frecuencias, calienta, las vibraciones, comandos verbales. Sostenido a mano y o atado a cualquie dispositivo o a una versión tablero.

La música de Opti, música óptica, sonidos de la visión, considera sonidos, considera la música, cruce giratorio de la música, hombre de la música

- opción: hacer el arte sobre cualquier computadora/pantalla electrónica. Después la máquina lo leerá y hará los sonidos correspondientes/música.

+ "inclinación": controla las funciones del sistema

A1-240-121004 Windows interactivo y cortinas: Programas del usuario que se abren y horas de límite. Ejemplos: se cierra automáticamente durante la lluvia, se abre cuando se levanta el sol o cuando las alarmas del reloj de la mañana.

- Cuando llueve, o el viento sopla demasiado difícilmente, las ventanas se cierra automáticamente. La gente puede ahora con seguridad dejar ventanas abiertas para el aire fresco sin el miedo del daño de la lluvia.
- reacciona a los cambios en temperatura exterior también
- se abre en la luz del día y cerca de oscuridad exterior, por los sensores o el pedazo ligeros del tiempo programado ya para las transferencias y posiblemente las latitudes del tiempo del ahorro de la luz del día - las ayudas evitan el cierre prematuramente o en absoluto en épocas nubladas. Bueno para la salud del cuerpo, despertando naturalmente, prevención del hurto. Puede ser un aviso para la hora (alarma), romper-tiempo (café), está en armonía con golpe de la música, da el nivel correcto de cortina para las plantas. Mezcla con la máquina de la terapia. Persianas del cambio por el botón o el control de "R" (usted puede permanecer tan en cama, en el escritorio, TV, silla). Este "R" es característica estándar en TV "R", y o teléfono; o es un tipo chisme del interruptor ligero que hace múltiplo o todas las ventanas en la vivienda.
- OTD: también activatable es la abertura/el cierre de las persianas, ventanas, puertas, calentando sistemas de aire acondicionado.
- "Inclinación": controla las funciones del sistema, eg.: posiciones de las ventanas.

Eco del tambor A1-370-121003: el golpe en el escritorio y el dispositivo replegará música del patrón. Usted o la máquina puede ser que elija la opción del sonido adicional del fondo compatible al ritmo dado. Bueno para la gente sola, y las que como la sensación del control. Apagan después de breve tiempo (puede ser fijado por el usuario). Teclear a socio. Mezcla: máquina de la terapia. Humor, BP, HH, TT, S, yo

- "Inclinación": la manera de la cual se mueve R (`teledirigido vía la interacción accesible) genera música correspondiente.

Buscador A1-410-121006: Utilizar su linterna regular para encontrar los artículos deseados. "Inclinación" = linterna. O linterna especial del uso (que emite frecuencias ligeras no estándar). Los artículos del hallazgo en obscuridad otra no pudieron encontrar.

- en la noche o el día, enciende solamente el su del artículo programado para ver debido a la química externa del artículo. Funciona encendido algo relacionado distante con el sistema de la película infrarroja de la cámara. BP, E, S, HH

- OTD: la pintura se puede aplicar a los artículos; el usuario puede incluso pintar el número particular, códigos al artículo designado

- "Inclinación": que la posición de la inclinación determina el tipo de luz (por color, intensidad, y la anchura de la luz (iluminación del laser o de inundación).

--la posición determina lo que se diseña la "inclinación" para encontrar, eg.: la posición #2 encuentra el objeto #2, y la posición #30 encuentra objetos del tipo #30.

Regulador de la posición del ASIENTO de A2-04A: los movimientos de la manera u (usuario o concesionario anticipado) en el asiento/los movimientos "inclinación" crean la función/la música deseadas. Cada parte del asiento tiene la diversas función/música que hacen posibilidades. Eg.: cada área dentro de los restos del brazo, piernas, silla más baja media superior, lados, debajo y detrás (hasta hasta dónde estiramiento normal de los brazos) tiene botones o calibradores de espesor ahuecados de la respuesta del tacto. Los sonidos oyeron vía los auriculares los altavoces de un o, almacenando sobre disco.

- KN utilizado por Miburi de Yamaha.

. Alterar la forma y o los ángulos del asiento vía la "inclinación".

COMPOSITOR DEL AMBIENTE DE A2-04B//: mezcla con el regulador A2-04A de la posición del asiento. Tiene cojines de la respuesta de 2 - 12 pies; poner los lasers (función permutable con alternativa del signaler del fq) en la cabeza, la muñeca, el pecho, la correa, hombros, rodillas, los tobillos, el etc y dejarlos accionar sano al golpear los receptores en sitio. Co-componer con el amigo/el socio. Realizarse en el país o en etapa (los receptores de la banda para activar luces, o luces pueden ser banda a responder automáticamente). Cada laser/la señal de light/fq y el sistema de la respuesta podían elegir entre los receptores múltiples, eg.: cada laser tiene sus propios 1-5 receptores, cada fabricación posee el sonido. Los receptores de cada laser agrupados por el tipo suenan categoría. O cada laser/signaler puede pegar cualquier objeto y C (computadora y software del ') hace el sonido particular basado en el fq único reflejado (basado en el material). Para la diversión/el juego, contenido de la conjetura del doblez de las persianas (de w o wo (fuera)) del material distante basado en sonido.

. - Palillo 5E020 de la inclinación: Controla las funciones de esta n: inclinar los controles que lights/fq se dirigen hacia los cuales los "sensores". Eg.: cambiar en el emisor ligero #10 de los controles de la posición #10, y el ángulo de los controles de la inclinación que el emisor de los "sensores" resuelve.

--emiter1 puede también ser un rc2, y el "sensor " 3 podría ser tr4. Eg.: u (usuario o concesionario anticipado) mueve el ángulo de 2 del pickup= tr4= desde sensor3, interno 2 se efectúa de cierta manera, eg.: 2 recibe datos.

- KN utilizado por Miburi de Yamaha

% DE A2-04C DEL COMPOSITOR DEL UNO MISMO: atar el micrófono (registrador de w atado físicamente o remotamente) a cualquier objeto de mudanza o vibrante: cola del animal, cuello, pie; zapato; reloj; puerta del lugar ocupado; cuerpo o cama mientras que teniendo sexo, roncando; etc. Dependiendo del fq recibido diversas conversiones del sonido se hacen en algo interesante oír. O el parte movible registró pedacitos en cualquiera de mis sistemas y juego que componían alrededor con él cerca: cambio de él; el usar como sonido del fondo/del primero plano; etc. También actúa como al revés para el número de movimientos (eg.: mide el tiempo de la puerta de los flapes del pájaro o del refrigerador abierta por la persona en dieta)

TD: P.M. adulta exc de los pp del ll del truco de la diversión de los cabritos del contra del vp del ep del punto de ebullición del tt del hh del interruptor (programas informáticos del `[el `analiza]) (programas informáticos del `[el `analiza]) C (computadora y software del `) e (registrador bajo)

. - Palillo 5E020 de la inclinación: Controla las funciones de esta n.

- asimismo, las posiciones de cada "inclinación" generan los sonidos de diferenciación (oscilador)/los sonidos del synth generados por otras fuentes (animal) por consiguiente. Eg.: la inclinación en la posición #8 sintetiza el meneo de la cola en el estilo #20-8, inclinación en la posición #10 sintetiza el meneo de la cola en el estilo #20-10.

MISCELÁNEO:

. Controlar las funciones de la "hospitalidad": cambiar los canales de el tv/cable/VR%

. % U = este ("artista") N (invención) sistema (sistema electrónico) () ~ C (computadora y software del `) = ACCESO (límite función, cada movimiento de R (`teledirigido vía el palillo accesible 5E020) de la interacción/r se interpreta ("analizado") según contraseña).

. Acceso: u requerido para utilizar r en cierta manera (posiciones señaladas creadas (golpes de teclado).

Razones: actúa como contraseña/anti-bebido conduciendo la prueba de la sobriedad/las capacidades de la coordinación del u de las medidas para: trabajar, sistema de las prácticas w de la actuación/u (usuario o concesionario anticipado) (con) para ganar una mejor coordinación.

. Usos: torcedura abierta: tapas de la botella; perillas de la manija de puerta;

- % de los controles cómo el juicer exprime hacia fuera el jugo de las frutas (naranjas)/de otros alimentos; mezclador.

. + A2-23C cada uno de los movimientos = de la función de los doll=tilt. Funciones de la muñeca: habla, grita, moja los pantalones, caminatas (cuando brazo movido de manera deseada).

. - "VOO DOO": dispositivo w (con) mouse/uk del EL otra persona. Visualizar en dd/crt/po. w (con) mouse/uk altera/ataque/destruye a víctima. La víctima puede cambiar el color, sonido en dolor: gritar, gritar, pedir la misericordia, charla detrás...; intentar funcionar lejos, corrimiento, partes del cuerpo flojas, hacer otra criatura.

. ANILLO DEL LASER DE A2-24A: sh. joyería, dedo del guante que envía los lasers.

- joyería = inclinación

. la magia 1B-110-032002 abotona la alarma de la mañana: Apagar la alarma por la combinación correcta conmovedora de botones en el plazo de 3 segundos. La exhibición ("S") demuestra a nuevas combinaciones necesarias cada mañana. Las ayudas despiertan la cabeza soñolienta.

- "Inclinación"

. + todas estas invenciones son muy relacionadas:

Varita mágica -5E020:

Movimiento NR del cuerpo -1J010:

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona":

. 1G010 todo palillo: Palillo teledirigido. Cuando están activadas, las señales son creadas por cada palillo de la posición admiten el aire. Los detalles de este KN (invención) encontraron en el dir REG20.

. Telefonía: Números del teléfono del dial (t) (cada posición representa el diversos dígito/función, eg.: cogiendo el receptor/colgando encima de llamada).

JUEGO ELECTRÓNICO del PATIO A2-470: la disposición de los pp del hogar, la escuela, el patio trasero, el bosque, los juegos insertables preprogramados etc. del disco se adaptan a esto (eg.: las criaturas que se persiguen), haciendo más vida tienen gusto. O m da nuevos juegos alterados o para jugar en vida real lejos de m, pone las reglas en escrito, objetivos sobre el papel, CRT. Mezclar la máquina de la terapia de w (con) (los juegos diseñaron alterar la agresión del u, el cálculo, el estilo del pensamiento, sensaciones, y letargo.... Enviar los juegos a los amigos después de los pp su disposición. El incluir de las interacciones w (con) m (palabras/tipo sonidos representativos de la señal sonora de o): juego/acción/escena de la parada de comienzo de la señalización; donante de advertencias; siendo un carácter (bueno o chico malo o suplentes dentro o del juego al juego, o parte de la construcción ambiental sí mismo; donante de instrucciones; preguntas de contestación (para la progresión del juego, aclarando reglas)

TD: El MED w1 del ep del punto de ebullición del tt del hh del interruptor (programas informáticos del `[el `analiza]) (programas informáticos del `[el `analiza]) C (computadora y software del `) e cons P.M. exc D. TM de los pp del ll del humor de la diversión de los cabritos del autobús: La escena/presenta/vida real - estrategia (IES) /Game

- r= " inclinación "

+ GUÍA del ESPACIO de ESTACIONAMIENTO 6B-210: Parquea automáticamente el coche. Los jueces del sistema para la distancia y dan instrucciones el coche para mover las ruedas correctamente.

- medidas el espacio disponible para el paralelo o el estacionamiento del estacionamiento. Las dimensiones aparecen en la pantalla.

- conductor de las guías en cuanto a hasta dónde y cómo deben conducir y dar vuelta a la rueda; ¡o mejores parques para usted! El sistema mide distancias, sabe tan no tocar todo lo demás.

- algunos encintados de la calle pudieron ser difíciles para que el sistema calibre, por lo tanto: 1. el sistema entra mientras que el encintado cercano lejano como otros coches (en frente y detrás) se parquea; 2. el conductor puede entrar si estos otros coches

- es probable este producto puede existir ya (el foco especialmente en invenciones recientes de enero de 1990, habla con los expertos autos si este producto existe con todo no es patentable)

¿83?

- se aplica al estacionamiento de: barcos, naves; carros; autobuses

OTD:

"R"; "S"; pp; P.M.

- (Radio) la "inclinación" controla el movimiento de (juguete): coche/robusteza/aviones/barco/tren/muñeca. Puede ser más fácil parquear/las cosas del movimiento cuando u está afuera de él (coche), y usar la "inclinación".

VIAJERO de la REALIDAD VIRTUAL 6B-630: El niño experimenta sus movimientos de nuevas maneras. Los movimientos del cuerpo se convierten en efectos audio-visuales creativos. Ejemplo: el movimiento de cada pierna suena como los pasos hechos en el bosque, mientras que el paisaje en la pantalla cambia según cómo él camina. PS-Zone= " inclinación ".

- Cosa de la caminata: amplificar y alterar los sonidos creados por su dar une vuelta.

+-sound como usted están caminando: en una playa; a través de bosque; en la pila de latas de lata (para el humor); a través del agua; etc.

- usted puede caminar alrededor del cuarto, con todo suena como usted puede ser que camine encendido: arena, nieve, hojas de otoño, chapoteando en agua poco profunda por la costa o el lago...

- cada movimiento de la pierna acciona el mecanismo de fabricación sano

- los altavoces pueden estar para el aire, o vía los auriculares estéreos portables

- hace caminar a trabajar, el etc más interesante

- el usuario puede crear diversos efectos sonoros de muchas de las opciones enumeradas adjunto

- aplicaciones la tecnología existente del podómetro como parte del sistema (el podómetro cuenta el número de pasos que una persona hace al caminar), más tecnología adicional

- éste es un de tipo precoz del producto de la "realidad virtual"

- otros títulos para el producto: Caminata de la realidad virtual, caminata del cielo, sonidos que caminan, fabricante de la caminata, compañero del basculador

- aplicaciones adicionales: para activar (lo hace más interesante)
- aplicaciones el caleidoscopio electrónico (explicado en otro de nuestro No. del producto)
. - los movimientos para cualquier otra parte del cuerpo pueden hacer sonidos correspondientes del "synth", eg. de los movimientos de: brazos (manos, dedos, antebrazo, bíceps, cabeza, parte superior y o piernas más bajas, etc.)
- OTD:
- diversos cartuchos permiten diversas opciones de fabricación sanas; todos; "C"; pp (tipo de efecto sonoro deseado); P.M.; Reino Unido; interactivo; juguete; juego; hospitalidad; "mic" (determina el tipo sonido hecho por el usuario, después sintetiza el sonido por consiguiente); ejercicio; portable; sst; correa inútil; punto de ebullición; oscilador; vc; cuenta; actúa como podómetro también; carro; RPC; cp.

TAPA INTERACTIVA 6B-710: La tapa advierte cuándo expiró el contenido del alimento o del producto químico, es peligrosa de abrirse, y o si la tapa necesita ser sujetada mejor. Mover la tapa vía la "inclinación", eg.: abrir, aflojar - beneficioso si contiene el material peligroso.
+-communications, las advertencias y o las alarmas pueden estar vía: aviso verbal, sonido de la alarma, luz roja que destella, mensaje de "S"
. - Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por material (de los reactivo químicos de este N) w (con). el nr (notifica cuando está señalado) demuestra qué productos químicos presentan W5. Esta N (invención) copió al agosto de 95 7G050.

JUEGO del ARMA del LASER 6B-740: Gun= " inclinación ". Objetos del vuelo del golpe con el arma del laser. Controlar el arma vía la "inclinación". El arma sí mismo es el arma de =gun/toy de la "inclinación ". Guarda la cuenta.
- puede ver donde el arma golpeará antes de tirar disparador, vía punto rojo del laser el tacto del objeto deseado. el arma de u = de los movimientos = el "sensor" de la inclinación = de la inclinación = el "analizador" determina donde tirar/punto/blanco = emite el elemento (la luz)

GUANTE del LASER 6B-970: Cada dedo emite la luz laser. Las señales de cada laser accionan música al tocar el "sensor". Cada uno "sensor portable separado" crea para poseer sonidos, eg.: tambores, otras pistas previas de sonidos. Guante también usado para las funciones que activan de otros productos usados en una distancia.
- guante (dedo) = inclinación.
- Cada "sensor" crea diversos efectos sonoros encontrados en los teclados musicales electrónicos.
- Laser de los dedos cuando el objeto llamativo (receptores) crea sonidos señalados. El usuario puede sintetizar y o alterar el tipo de sonido creó cuando el laser golpea el receptor. El dispositivo vía el cual conseguir diversos sonidos del mismo dedo y del mismo receptor puede estar: dispositivo separado; dispositivo en la parte superior externa del guante; otro receptor de el cual recibe código del dedo del laser en el cual el código pudo ser luces con./desc. en ciertas combinaciones, eg.: tres flashes de la luz son crear campanas

- el dispositivo del laser puede ser una extensión de los dedos
- el laser de cada dedo puede tener diverso efecto en el mismo receptor
- ciertos modos del receptor pueden generar pedazos musicales enteros (eg.: para el respaldo)
- comercialización: decir, "crear un grupo musical entero todo en la aislamiento de su sitio ([quizá] sin el tacto de un botón)"
- las capacidades del producto simplificaron: el tipo dispositivo del guante envía los lasers de cada dedo. Cada dedo crea un diverso sonido cuando alcanza el receptor. En modelos más avanzados, cada dedo puede crear más de un sonido transmitiendo en más que una forma.
- en lugar de ser un guante, dispositivo podía ser una caja. Cuando sale la luz, transmite la mayoría/todo el sitio, así que el receptor puede fácilmente recibir señales.
- también utiliza el número 6B-971-500000001 del diseño
- para activar el laser en dedos de la versión del guante: el dedo toca el pulgar, la otra superficie dura, o trasero de la mano o de la palma extensamente abierta.
- usos: es un dispositivo de control de "R" (véase "telecontrol") a activar y o para controlar la música, composición de música, la comunicación de "C", cosas abiertas, eg. puertas
- OTD: "S"; "C"; pp; P.M.; Reino Unido; tds; el interactive%; juguete; básico; el game%; entretener; "mic" (para el sintetizador); synth; portable; el printer%; ch; au; "M"; punto de ebullición; oscilador; "balanceador"; vc; el score%; md; carro; sintonizador del teléfono; teléfono del SP; tr; MES; cp; cc; carácter; distancer (las transmisiones del laser de la persona se interpretan diferentemente según su distancia de la otra mitad de distancer; receptor acústico del movimiento; localizador; "telecontrol"; notificador; inclinación; composición; cojín del aire (el usuario señala luces al sensor del cojín del aire).

INTERRUPTOR DISTANTE de 6B-750 TOUCHLESS: Gente en un cortocircuito o una distancia lejana del dispositivo, unidad de control bloqueando uno o más rayos laser. Llaves adicionales generadas vía posiciones de diferenciación de la inclinación - estas posiciones aumentan geométrico el número de señales potenciales combinando el tipo 6B-750's llave de w (con) como señales.
- mandar los lasers en distancia grande (o muy corta) el público y los miembros del grupo pueden disparar el sonido que crea ligero y o la música.
- cada secuencia (de rayo láser) tiene diverso sonido
- algunos botones o secuencias pueden también accionar sonidos del fondo, eg.: orquesta del fondo
- los modelos pueden trabajar en la luz y o la obscuridad
- modelos para uno o más jugadores: la distancia entre el transmisor y el receptor pudo ser ajustable
- cada secuencia pudo estar de diverso color: si la visibilidad de la luz es un problema para algunos usuarios, después una línea se pudo pintar sobre el fondo que demostraba la localización de rayo láser.
- puede ser diseñado como instrumento especial con opciones de 100 de sonidos, o ser diseñado representar a: la arpa, va (arpa japonesa como el instrumento que es tocado desplumando cada secuencia), etc.

- los lasers se pueden programar por el usuario: hacer un solo sonido en la viga del tiempo está quebrado por el dedo, el etc sin importar cuánto tiempo la luz fue interrumpida; o, el sonido continúa durante la duración entera de la interrupción ligera

- OTD: Los jugadores adicionales pueden jugar utilizando sus instrumentos controlados de "R" transmitidos en el receptor del dispositivo que se pudo colocar lejos de la unidad principal bloqueada por el jugador. Códigos: "S"; "C"; pp (salidas sanas deseadas, etc); P.M.; Reino Unido; interactivo; juguete; todos; hospitalidad; "mic"; synth; portable; Índice de inteligencia; "M"; punto de ebullición; alerter; oscilador; vc; cuenta; carro (tipo sonido que hace opciones); RPC; UQ.

LUZ MÓVIL 6B-780: El movimiento "sensor" ordena la luz para seguir a persona mientras que se mueven.

- el movimiento "sensor" puede utilizar disparar del sistema del laser

- los agentes usan los transmisores que identifican su lugar o son identificados por otros medios; reduce la necesidad de un hombre de la cámara y de los controles complicados que necesiten ser aprendidos y puede estar roto

- sin embargo no puede estar para el ballet más sofisticado en Bolshoi de Moscú, hará para los juegos de la High School secundaria, el etc

- el sistema es muy básico y económico: las luces vienen en uno de varios las medias cajas abiertas (que hacen instalaciones fáciles), cada caja pudieron tener uno o más luces por agente, dependiendo utilizan a cuántos agentes

OTD: Activar el movimiento de luces por la persona ligera que utiliza controles de "R" (ahorra de necesitar los alambres); "C"; pp; P.M.; controlar las luces vía ratón o el palillo de alegría; hospitalidad; juguete; todos (excepto: #6); juego; ejercicio; portable; Índice de inteligencia; "M"; punto de ebullición; alerter (en el momento de la instalación, antes de sistema el comenzar [para el juego, el etc]), oscilador; vc; cuenta; enseña a actuación; md; carro (software y o soporte físico para la generación del efecto); cp; acceso.

- la "inclinación" = control de la luz (dirección/intensidad/color) = las bombillas = emitió la luz

ABRELATAS UNIVERSAL de la PUERTA del GARAGE 6B-860:

Número indispensable del bocinazo de épocas de abrirse: puerta del garage - buena para los embarcaderos públicos en invierno en donde diversos conductores no tienen transmisor especial para abrir garages

. - bocinazos también a: [del cambio del semáforo áreas viajadas adentro no pesadamente -]

- el exterior de la muestra dice en letras claras grandes cómo conseguir la puerta del garage abierta. Ahorra en el coste de trabajo muy alto en el oeste también. Aplicable para los aspectos de la seguridad no alta. Un protector pudo ser interior sin embargo (mientras que éste los ahorra el apuro de abrir la puerta)

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

AMIGO del ANIMAL DOMÉSTICO 6B-990: juegos con el perro, el gato, el pájaro, los pescados, los bebés, los cabritos, el etc. vía: consiguiendo el animal tirar en algo la invención es tenencia y el tirar en mientras que el animal está intentando separarlo; haciendo sonidos de interés de mecanografiar el animal que es jugado con.

- emite olores, eg.: la hierba del catnip (que excita gatos); productos químicos que se asemejan al olor de los animales, carne cruda; etc.

- la información investigada o publicada de la necesidad en la cual suena y las emisiones del olor excitarán gatos y perros - hacer esto quizá hacia el final del proceso de la solicitud de patente cuando aparece que la idea puede ser patentable.

OTD:

"C"; pp; P.M.; Reino Unido; beh del usuario (qué movimientos u olores aparecían interesar el animal más); interactivo; educativo para los animales (especialmente perritos y gatitos); juguete; todos; hospitalidad para el dueño animal y humano; "mic" (los expedientes y los juegos mueven hacia atrás la voz del animal doméstico); ejercicio para el animal doméstico; portable (quizá versión para el uso del jardín a, el movimiento del sitio al sitio); punto de ebullición; oscilador; vc; tgh para el animal doméstico; carro (olores, sonidos).

- control de la "inclinación" cómo movimientos/curvas/sonidos del juguete.

Especificaciones ADICIONALES de la inclinación B7-150:

Los tipos diversos de señales se crean según el below. El ejemplo de la función/hecho salir es tipo sonido, no obstante los sonidos particulares generados se podrían substituir simplemente por otras funciones, eg.: cualquie función dominante de c tal como encender una luz, o ratón de c que controla.

el presionar de o de botones (como una flauta con los botones)

el instrumento de +o transmite vía transmisor de 360 grados (uno secciona del palillo) al receptor que amplifica el sonido - muy posible. Transmisión vía el alambre incómodo innecesario.

o que se mueve a de izquierda a derecha upside-down produce el sonido

la sacudida de +o produce el sonido también

Viene en las formas siguientes:

- Bola: Botones produciendo música. Puede torcer las capas de la crepe dentro de la bola para los efectos sonoros. La mudanza al etc izquierda-derecha produce el sonido.

- Palillo: Cada posición de la muesca es diverso sonido. Puede girar el reloj o el contador a la derecha. +-Sounds según cómo se está girando

- Puede poner el objeto sobre la pantalla del software y el juego vía el teclado del ratón o del tipo o de la música de la máquina de escribir. Pueden tener dos o más pedazos que juegan con uno a. Incluso adminículos en los principios similares para los pies, cuello (collares gruesos efectuados por tipo el cuello que pone).

- Otras formas: buñuelo, formas de la fruta, gente, edificios, animales, plantas con las frutas o vehículos, ejércitos con cada hombre un diverso sonido, instrumento de "T" (cada botón un diverso sonido, otros botones es memorias de secuencias sanas, incluso tiene diverso tipo voces del operador...), zapatos (posiblemente incluso para caminar también), cuerpo atractivo (IES). CÓDIGOS: Todos; "S"; pp; P.M.; Reino Unido

(opciones sanas); interactivo; EDUC; juguete; hospitalidad; "mic"; synth; portable; t; "M"; punto de ebullición; alerter; oscilador; vc; md; carro (opciones sanas); cp.

DIAGRAMA: O=====K======O

O-----O

I K I

O-----O

El `O en los diagramas antedichos representa: la partición del "distancer". "K" representa las llaves (véase la pieza de "k").

USOS. Palillo también (poder) controlar:

- "Balanceador" = R (`teledirigido vía la interacción accesible) (palillo)
- ventana (persianas (venecianas)): ángulo de la ventana/de persianas; aumento/que baja.
- enseña al movimiento del oscilación (relacionado con el club de golf n): bates de béisbol; tenis, calabaza y raquetas relacionadas; ping-pong
- Movimiento robótico/humano: ((ser humano/robusteza) el lanzar del brazo: cada sección [separada por los empalmes: el hombro, el codo, la muñeca, el dedo, el etc] tiene poseer el palillo. Cada palillo se correlaciona (5e090) el uno al otro y objeto que es lanzado/cogido, y la localización del sistema en relación al objeto, piso, otros elementos importantes (según lo determinado por u/UIP/"analizador").

--cogida/el conseguir/que trae: objetos lanzados; líquidos, polvos, gránulos (laboratorios de investigación, elementos peligrosos)

--el sistema enseña "analiza" el sistema de u/mobile (sistema electrónico) todas las posiciones (robóticas) del movimiento posibles para los propósitos señalados.

--enseña/aumenta a la coordinación del movimiento

--para el sistema "portable": robustezas

--sobre/bajo tierra/agua del sistema; objetos en aeronáutica: cerca/lejos tierra.

--movimientos misceláneos de u/sys: bailando (ballet, africano, disco, roca); el caminar; funcionamiento; natación; el subir/que desciende (escaleras, escalas, árboles, colinas (el inclinarse desigual)); evitar los obstáculos (guijarros, basura, postes, muebles, cosas a sobre/alrededor del paso); el resto de los tipos (humano/robótico) de movimiento.

---también utiliza el movimiento (robótico) existente: guías, amaestradores, (movimiento) "sensores", "analizadores".

--o controla los movimientos de la robusteza/sistema/el otro functions% vía el palillo

--D (pierna que sube): "Cerebro" (sistema de las señales a entrar en la dirección señalada; "analizador visual"; sensor-movimiento; picosegundo) = las piernas levantaron mientras que estaba movida adelante = la pierna cayó mientras que se mueve adelante = el cerebro hace nuevos cálculos (donde está, cómo su posición ha

cambiado, resolviendo cualquier problema; el correlador estudia cómo diversas piezas de la pierna en el empalme se están moviendo en armonía).

. - dispositivos del corte: francotiradores, tijeras, láminas; árboles del corte, la otra madera; tornos.

DIAGRAMA: Las funciones siguientes también son controladas por la inclinación/teledirigido/analizador =

^ del ACCESO:

MACHINE^ DE CONTESTACIÓN:

^ del ARTISTA:

^ del BALANCE:

BVA^:

CID^:

^ DE LA CÁMARA (LENSE):

CART^:

CLAP^:

^ de la COMPOSICIÓN:

CONFERENCE^:

EDUC^:

EXERCISE^:

^ del FLOTADOR:

FS^:

GAME^:

HOLD^:

INFO RETRIEVAL^:

K^:

LOCATOR^:

M^:

MIC^:

MOUSE^;

MP^:

MULTIMEDIA^:

MULTI-USER^:

NOTIFIER^:

NOTIFICACIÓN DE CALL^:

PD^:

PORTABLE^:

PR^:

PRINTER^:

PS^:

R^:

ROUTER^:

S^:

SCORE^:

SONIDO ANALYZER^:

^ ESTÉREO:

SYNTH^:

^ del TDS:

Teléfono:

^ del UIP:

ANALIZADOR VISUAL %^:

VOZ MAIL^:

VOZ MODULATOR^:

VR %^:

WA %^:

2G17-C48 OPEN/CLOSE: Controlar la abertura y el closing de ventanas vía: ordenador teledirigido, o del módem, o central. Aparece existir: La ventana abre/cierra automáticamente (vía el sensor) debido resistir a cambios (eg.: guardando hacia fuera la lluvia, cambios repentinos indeseados en temperatura).

- (hay 2 N (invención) w (con) esta función, quizá C46 o C-47) X NK mayo de 93

---C48 = "teléfono" /tr = control de la otra localización

OTRAS FORMAS: El palillo puede también estar en formas/diseños de:

- palillos múltiples, por el que puedan trabajar simultáneamente.

. --Eg.: el efecto del acoplador de la señal de cada palillo crea muchas más señales posibles - si cada palillo tenía solamente tres posiciones entonces 3 por 3 permite 9 señales totales usando ambos palillos.

- manivelas: gira la manija

- doblando: cómo está doblado crea señales

DIAGRAMA DE OTD: u (usuario o concesionario anticipado) = este sistema de N (invención) (sistema electrónico) (5E020: controla cualesquiera de funciones siguientes; 5E020 puede también controlar la otra N (invención) en la coordinación w (con) el otro tipo que controla ~ de (r) N) C =

Movimiento NR del cuerpo -1J010: ()

Picosegundo-Zona -3E150: ()

Alternador -4E010: ()

Sistema del acceso de la entrada de la imagen -4E030: (el palillo dibuja imagen)

Interruptor de la dislexia -5G061: ()

Notificadores del PVC -7G050: ()

-7G052 dobló el notificador llano: ()

EXTREMO DE ESTE ARCHIVO DE LA INCLINACIÓN, PARA ESTA SOLICITUD DE PATENTE

Movido desde IMI&8 2.97

Vibrar y o inclinar el dispositivo. Forma de resultados deseados de las causas del movimiento. Cada tipo inclinación o número de vibraciones (como los códigos de Morse) es una diversa señal. Ver el "cerebro" para cómo "se analizan" los datos.

- D: movimiento "sensor" = tr = "C" = función.
- "Analiza" cambios en ángulos. Cambios en disparador de los ángulos (actúa mientras que k/r) una banda efectúa: palillo teledirigido 5E020
. - Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo + la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

+PS-Zone.

- "Facturación": las cuentas por tiempo utilizaron/"tenido acceso".

+ todas estas invenciones son muy relacionadas:

Varita mágica -5E020:

Movimiento NR del cuerpo -1J010:

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona":

Archivo: Introducción de la característica/estampilla de fecha del tiempo

ESTAMPILLA DE FECHA DEL TIEMPO - TDS

Actúa como secretario en probar qué material (texto, señales electrónicas, ocurrencias de a/v, etc) ocurrió cuando.

- Dibujo: contador de tiempo = tr = c

- Para Techies: la exhibición ("S") demuestra el tds (característica de la estampilla de fecha del tiempo) asignado al elemento aplicable. - o-FECHA = reloj interno, calendario, notificador de la alarma del reloj.

- Dibujo: 1 = 2 tr = 3c (computadora) (reloj) = 4tr = 5memory/6function

- Para Techies: También tiene la función opcional que se puede activar solamente entre ciertas épocas (el tiempo se puede cambiar vía 1 " acceso "); cojín 1air (puede actuar como notificador (de la "fecha", del tiempo, de la alarma)); integrado con la programación de sistemas; fecha demostrada en 3display; fecha de los pp; básico; 3cart; 3cc; 1clap; 3fd-hdd; 1%GPS; interactivo; el 1M; alarma de la mañana (1-activating/deactivating alarma, alarma 6 = altavoz); 3mp; 3mq; 6notifier; 6OSC; 3%pi; pp; impresora 6; RCP; 1remote; 3score; 6speech; 3tds; juguete; 1uk; 3U (el usuario hace preguntas del sistema); 3vc; 3clock decide vía la entrada/analysis/M/pi/interactive of/for/about/in-terms-of w5 (qué, donde, porqué, cuando y cómo), cómo los sistemas de reloj si 6respond (alarma/notifier/tr hasta los 6M).

- El reloj C37/el reloj consigue su tiempo comprobado vía la transmisión de radio. La radio tiene tiempo perfecto y fija el tiempo del reloj si es incorrecto. Dibujo: C37 = tr/rc = "teléfono" = "M"

- el reloj o-C109 exhibe la hora local para las ciudades importantes en mundo. Seiko. 10 de diciembre de 92 YARDA. Dibujo: C109=tel. Applications^: [M = SE ADAPTA] puede mejor interconectar/el sistema del sastre a los usuarios en otras zonas horarias; conseguir la época deseada para la localización deseada.

. - Software existente relacionado de "TDSW":

--Planificador micro: SOFTWARE de Int'l de planificación micro, avenida de 3801 E la Florida, Denver, CO 80210. Teléfono 303 757-2047. p.75. Instaplan el ccsme, P. 75: "pista".

+ matriz contenta de la fecha 4E020: Registros y ocurrencias de %organizes. Secretario.

. - Ver el "cerebro".

- No. de la palmadita de los E.E.U.U.: 570160 sistema y método para authenticar la transmisión y el recibo de la información electrónica: el extracto no cubre atar adentro de contenido [como en verificador del contenido 4E020 y de la fecha]; el 5339361%; el 5333316%; el 5311423%; el 5182543%.

. - Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo + la característica/el sistema/el programa pueden ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

- "Facturación": las cuentas por tiempo utilizaron/"tenido acceso".

PIEZA DE LA PISTA

Contenido para los archivos de la pista:

. Info general

. Sección a leer más adelante

. Ladrones de cogida y criminales no manuales

Aprender que es más rápido y más fácil autorizar que intentando evitar esta solicitud de patente. Porqué descubrir la manera dura después de que los sistemas de esta solicitud de patente hayan rastreado a alguien infracción de este uso. Llamar (+1) 707-428-5000 www.LicenseItToday.com.

ALARMA del BEBÉ 3A140: Saber cuando está durmiendo el bebé o despertarse. El receptor de la madre analiza la vibración en el dispositivo usado por el bebé.

- Saber cuándo está durmiendo el bebé y cuándo es despierto, dependiendo del nivel de vibración en el dispositivo usado por el bebé.

Señala el receptor de la madre.

REGISTRADOR del BEBÉ 5A180: expedientes cuando el bebé ha estado durmiendo y en estado despierto, vía los detectores que detectan el movimiento. Puede almacenar esta información [al revés hasta un año]; pero de la mayoría del uso que va detrás menos de 24 horas, especialmente para trabajar parents.

¿-? El sistema pudo también recibir el Info en cuando alimentaron el bebé (el alimentador afina el Info adentro)

- almacenes qué fue alimentada
- recomienda qué más se necesita en dieta

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip); ver sobre el N.

LOCALIZADOR del PRODUCTO 5A190: El sistema de la clave de barras se coloca fácilmente quién pide prestado o las aplicaciones que los artículos. Reduce papeleo y hurto. Característica opcional: la clave de barras de la tarjeta de la identificación del empleado es concordable con la clave de barras del producto. o negocios con la salida de muchos productos de la oficina.

- todos los productos que eran pedidos prestados o usados los empleados, el etc y dejando y entrando cualquier área de nuevo pudieron necesitar ser funcionar con el último lector de clave de barras que la clave de barras de la identificación del producto y de la persona del registro.

- custodia de registro de computadora: edad del dispositivo; frecuencia del uso, cantidad de uso (si el 3ultimo Info se da manualmente); si hay más adelante los problemas mecánicos - lazos en: quién dispositivo pasado del uso y cómo (si el dispositivo es alquilado por el fabricante, ellos puede conseguir una mejor idea en qué causas necesita para la reparación, que es responsable, etc. La gente tomará un mejor cuidado del producto)

- la historia de cada producto se pudo demostrar fácilmente en "S" al usuario, al encargado, al etc.

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

LOCALIZADOR ALEJADO 5A201: Conocer la localización de la gente necesaria en el edificio.

- clave de barras de la persona del registro en id/badge como ella viaja las áreas de in/out/between.

- también un localizador del paradero de la persona; más fácil para la gente de la paginación desde el dispositivo que pagina será oído solamente en la zona en la cual la persona está situada, ahorrando a la otra gente de tener que ser bombardeado con exceso de ruido.

- substituir a lector de clave de barras por el radiotransmisor (cada transmisor de la persona o del artículo que tiene poseer código de difusión.

- OTD: "S"; "C"; pp; P.M.; Reino Unido; fecha; tds; el interactive%; el educ% (comportamiento animal del estudio); básico; el game%; impresora; au; t; "M"; oscilador; discurso (da instrucciones; etc); vc; cuenta; carro; teléfono (policía de las llamadas); tr; MES; fs; RCP; cp; uq (eg.: la persona que intenta conseguir el dispositivo hacia fuera pide "puede yo hacer tales y tales y solucionar el problema que "la C" tiene conmigo"; mq, eg.: "porqué le hizo...."; acceso; uip; carácter; ap: reprendiendo a gente, recogiendo las multas, diciendo a gente las se quieren en alguna parte, o en "T", el etc; el distancer% (permite que el producto suba solamente a cierta distancia); localizador; multiusos; notificador; "R"; aire el pad%; representación visual el analyzer%.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

interventor del trabajo 5A640: determinar si los empleados trabajaban el volumen de tiempo y los tiempos que dijeron que eran. Sentidos incorporados, conectables, o separados del dispositivo para la vibración y o el sonido significando actividad humana en la máquina (eg.: computadora, teléfono, máquina de escribir, etc.), dispositivo (eg.: escritorio, puerta)

- sentidos para los golpes de teclado en la computadora. El sistema puede los períodos del comienzo de registro y de la parada también (con la fecha/los grupos fecha/hora). ENCIMA de la cantidad de boquetes de tiempo cuando había no se hizo y deben ser señalados por medio de una bandera ningunos golpes de teclado.

Frecuencia de la licencia A1-45: llaman la policía que las computadoras tabulan los coches de la frecuencia adentro para actividad semi o muy sospechosa con todo sin evidencia sólida. Los altos coches de la cuenta de la llamada llamaron adentro son entonces más probables ser preguntados.

- D: ~pd~c [del rc=tr] = transferencia de datos sin hilos = ~ps~track~c [del rc=tr] = persona de la policía o de la supervisión.

perseguidor del uso del vehículo 6B200:

Saber su coche alquiló o prestó o utilizó por el empleado fue utilizado. El número de paradas; vueltas, número de vueltas dentro del kilómetro dado, y grado de vueltas (eg.: vueltas de 90 grados menos probablemente en la carretera que conduce); cambios en velocidades dentro de una distancia corta (y del grado de cambios); millas

conducidas (no pudo ser borrable por el conductor al igual que común con los coches actuales); la época y o # del kilómetro conducido sobre cuando el gas fue bombeado adentro. Horas de movimiento, y tarifa/hora.
- conductor mayo o mayo no saber sobre estas medidas. Dispositivo provechoso en la determinación del empleado, comportamiento del arrendatario. Si la parte de su "historia" de lo que él lo hizo no empareja, después usted sabe que está poniendo. Los conductores se pudieron pedir tomar de vez en cuando el coche, autobús, motocicleta con tal dispositivo si todos los coches de compañía no están con este dispositivo.
- vía la recepción del satélite, expedientes adonde en el planeta viajó dentro de algunos metros (si tal precisión es necesaria). Esta tecnología existe (quizás para el uso del no-coche) - desconocido del número de patente, no todavía buscado.
- esto es un mercado limitado, con todo provechoso.
- el dispositivo de la datación determina cuando ocurrieron tales acontecimientos
- "Perseguidor"

el interruptor 6B390 (programas informáticos del `[el `analiza]) (los programas informáticos del `[el `analiza]) MIDE EL NIVEL de SALIDA del EMPLEADO: Comprueba si su salida ha caído que necesita alocución por el patrón que paga sueldo, eg.: el empleado es quizá perezoso; necesita el asesoramiento psicologico; diverso tipo trabajo de las necesidades para el cual se adaptan mejor. Las medidas del sistema según el número de páginas producidas y o el número de proyectos comenzaron y o acabaron y o trabajaron en (hizo a empleado no hace caso algo - este sí mismo pudo necesitar ser alertado al empleado y o al patrón)
- "perseguidor", "uip-DB"

RECONOCEDOR de la CLAVE de BARRAS 3C-550:

Según la clave de barras en un producto, la máquina por la cual es colocado sabe y puede por consiguiente hacer el siguiente:
- si el alimento es más allá de fecha de vencimiento, hace alarma y no cocina (en microonda, el etc); no dejar el artículo pasar el lector de clave de barras del cajero u otros puntos de control en cadena de distribución
. - la fecha tiene claves de barras separadas

MONITOR INTELIGENTE 2E251:

Las funciones de la cámara se controlan según lo dictado por el sistema de vigilancia de la computadora. Expedientes de computadora según lo que está buscando su "analizador" /uip/ "acceso": qué, cuando, cómo, porqué, donde (w5). Intentos del sistema para substituir todas las características de un monitor humano.
- "analizador" /uip/ "acceso": la base de datos demuestra el sistema qué actividades humanas están de menos interés, tal como los que: usar los juegos, trabajar las horas normales, caminar en patrones normales (no parar

en zonas aventuradas), tener visto bueno de seguridad más alta, cualquier otra seguridad de los criterios/uso de los investigadores de identificar patrones aventurados/inusuales/otros del comportamiento.

- No hace caso de señales según software del "acceso" de /uip/ del "analizador": sonidos de frecuencias particulares - vía "analizador de sonidos"; movimiento por otras cámaras (dentro de su opinión); sombras móviles vía fuente de luz de la ventana, vía: sol, luna, coche o calle u otras luces exteriores. Obra recíprocamente con otros (seguridad o supervisión) sistemas; gente no suspicaz debido a su uip.

- Adaptación. El sistema se adapta a las necesidades cambiantes vía el "analizador" /uip/ "acceso" cerca: el minuto, día, ciclo de negocio, estado de la emergencia, alertas de protector o de otro sistema de seguridad.

- Sentidos adicionales: El sistema recoge entonces analiza sistemas de datos múltiples. Olor "analizadores", eg.: detectores para el fuego, lanzamientos químicos (peligrosos), olor de cuerpo, humedad. Intuición: ¿UIP? Vibración: distingue entre el tipo vibraciones por ejemplo del carro que levanta en la noche del acondicionador de aire. Analizador del diafragma de la huella digital o del ojo: para acceder, saber quién está entrando o se está yendo.

. Base de datos:

- Base de datos enorme de las circunstancias diversas, imágenes, datos usados por el sistema para decidir vía su computadora "analizador" /uip/ "acceso" si un objeto debe ser: seguido, etiquetado, capturado.

- El edificio para arriba de la base de datos lleva al desarrollo del uip para tal tipo (futuro) de circunstancias (semejantemente de la repetición posible).

- Perfil de los estudios/de los fósforos de sistema del objeto mirado. Aplicaciones "analizador" /uip/ "acceso".

. Tener acceso "a"/uip del analizador =: Personales autorizados que acceden en el edificio/el sistema (de la computadora): código del paso de las aplicaciones que acciona la manera de la cual el sistema la supervisará; el sistema puede hacer preguntas autorizadas de los personales (automatizados) en cuanto a porqué están haciendo lo que están haciendo (w5); el sistema sabe distinguir entre diversa gente y por lo que están haciendo.

. Fabricación: "analizador" /uip para porqué y cuando los productos (w5) fallan. Búsquedas del análisis de la falta: en qué defectos visibles de la etapa son más probables ocurrir vía sistema de seguimiento; identifica que la unidad de producción está poniendo hacia fuera las piezas defectuosas o el trabajo; mira los cambios en el aspecto de objetos después de que se hayan alterado de cierta manera por ejemplo color o texture el cambio después de soldar con autógena, haciendo estallar fuera del molde, estampando; cambios en vida o materia del alimento en un cierto plazo para el color, textura, olor (analizador del olor); piezas que caen de planta de fabricación.

% de los usos adicionales: Uso de los analistas de comercialización de estudiar patrones del comprador de ésos que cumplen sus criterios automatizados de búsqueda, eg.: qué clientes de la tarjeta de crédito del oro hacen después de/antes de comprar artículos particulares, o qué señoras rubias altas buy/do en Macy/almacén del expediente tres días en la campaña publicitaria de Madonna; seguridad en: aeropuertos, alamedas de compras, edificios de oficinas, bancos, siguiendo a la misma persona que salta entre los diversos edificios o aeropuertos conectados con el mismo sistema de vigilancia; supervisión de chimpancés agresivos en cautiverio; límites

cómo un sistema de la realidad (VR) virtual puede ser utilizado, eg.: bloqueando los de caminar más allá de cierta distancia, o cambios el software de VR según qué o donde (w5) de la situación del usuario.

. Quizá patentable: el sistema identifica a persona (del detalle) vía el "analizador" /uip/ "acceso", eg.: el color, altura, entonces cámara sigue. Entonces el sistema (sistema electrónico) va automáticamente a rematar a la 3ro parte de la persona. El sistema sabe para ir a la tapa de la imagen.

. Misceláneo:

. Este monitor inteligente N (invención) (cerebro, 2E251) =

"analizador" /uip/ "acceso": (hace/no mira objects/u la mudanza según el tipo transmisión de su código u (el usuario o concesionario anticipado) k del tr (transmisor)/de acceso sobre entrada. Desarrolla el perfil del objeto que es estudiado = uip = sistema reacciona por consiguiente); CARRO (el acceso "analizador" /uip (tarjeta) de incorporar u tiene/acciona: el interruptor, tipo banda, uip w (con) asoció funciones); EDUC (aprender el w5 de la gente/de bandidos potenciales; aprender coger actividad ilegal repetida iguales/de gente similar en iguales/diversas localizaciones/situaciones vía el uip); M (DB, uip); MIC (sonido para =: "analizador" /uip/ "acceso"); MULTIUSOS ("analizador" /uip/ "acceso", siguiendo); NOTIFICADOR (policía, seguridad); OSCILADOR (alarmas); Banda (); Picosegundo (tr usado por u); Q (la gente en la seguridad/ésas que son observadas (si ella tiene problema) puede ayudar a solucionarlo (eg.: tener acceso fue negado (por razón tonta)); S (la seguridad/la gente que es observada puede considerarse); CUENTA ((prevista) chance tal u puede confiar crimen = vía el "analizador" /uip/ "acceso"); SENSOR (movimiento: el calor, vibración, analizador visual = hace el sistema prestar una atención más cercana); ANALIZADOR DE SONIDOS (); ESTADO (monitor qué se está encendiendo, interno de la seguridad de las ayudas que presta la mayor atención donde está debido); SYNTH (el oscilador se altera a más bandidos del susto, el tipo sonido es analizador "del comportamiento" de la voz del "analizador" /uip/ "acceso" para y en la golondrina de mar seleccionada por el "analizador" basado en el uip del objeto observado, y del objeto, y comportamiento "analizador", y software del crimen); TDS (w5 de ocurrencias, para el uip, el DB); UIP (); ANALIZADOR VISUAL (); WA (usado por el objeto o la seguridad observado; picosegundo; tr (transmisor) su código de acceso).

- D1: objetos móviles o inmóviles: tiran/"tr a la gente/los animales/los organismos/los meteoritos/los productos o las piezas = las imágenes de los controles w5 registrado" = vía"/"/satélite/m/R (`del uip del analizador visual/"del analizador/"del acceso teledirigido vía la interacción accesible) de (c)/el detector de movimiento/tds/analizador del olor/analizador de la vibración.

- D2 - UIP: [datos usados para desarrollar el uip: visto objeto = camera=visual analizador/DB (base de datos Info del `a ayudar a adaptarse al) asociado/m/k (qué protector de las necesidades entra)] = analizador de la c (interruptor: archivos de los fósforos)

- D3 - Reaccionando a la situación solicitada aislada, o al bandido: el sistema de vigilancia piensa que hay alta ocasión de este ser el caso = entonces los estudios de sistema que otros datos recibieron de la situación actual, eg.: emparejándolo con su DB (base de datos Info del `a ayudar a adaptarse a las necesidades asociadas) = si las ocasiones de la situación buscada (cada vez más) probablemente = sistema reaccionan: cogida/seguimiento de la detención/bloqueo/privación de capacidad objeto o bandido/de ellas (más de cerca).

- Esta invención "obra recíprocamente" con:

Cualquie KN (invención) %; Cualquie sistema de la supervisión de seguridad del existing%, eg.: gana el Info adicional (vía la supervisión, el uip (colección de datos = para los datos que emparejan)/la policía de las ayudas/las ayudas determinan la naturaleza de la actividad inusual.

- El sistema sabe a lo que su no hacer caso/no paga mucha atención, (debido a los sistemas c=memory (uip de tal tipo ocurrencias)).

MICRÓFONO 1G040 Y CÁMARA TELEDIRIGIDOS AUTOMÁTICOS:

El sensor sigue a individuos señalados vía: sus pixeles visuales, y o, suenan creados, y o, dispositivo teledirigido llevado a cabo por el director o el agente, y o transmisor usado por el agente. Más barato y menos obvio que el sistema de vigilancia vivo.

-"/Cámara del mic del mando a distancia "permite que el usuario coja más en los elementos deseados.

¿- habló quizá alrededor vago en la convención (con Shure)?

- D para la opción del "mic": sonido = "sensor" = C (computadora y software del `) = "mic" = proceso de la grabación = c~memory = oscilador

- D para la cámara: (Localización cambiante de) la persona o el objeto que se fotografiarán notó vía su ""/del tr % creados sonido/su imagen (forma del cuerpo, tamaño, peso, color (de la ropa, del pelo, de los ojos...) = "sensor" = c (controles: qué lanzamientos de la cámara/ángulos cambiantes de cámaras 1 o más aplicable para seguir a persona) = grabación = cinta/c (memoria) = aparato de lectura/s

- el sistema sigue el elemento (de mudanza) taggable

--otros modos que marcan con etiqueta: el alambre conectado con el objeto del interés da su localización (por cómo el alambre es doblado = "sensor" = c (analizador).

- OTD:

ACCESO: (); ARTISTA: (utilizar el sonido/los efectos visuales almacenados para la demostración audio/visual el crear); CÁMARA: (); CARRO: (marcando con etiqueta (el sistema sigue características particulares: color, sonidos de voces femeninas o persona particular...); COMPOSICIÓN: (); ENTRETENER: (); MFH: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (localiza a usuario); Q: (); R: (); S: (); CUENTA: (tds, demostraciones donde está la persona/el objeto que es seguido/marcado con etiqueta, cómo están cambiando (localización, tipo sonido o movimiento); SYNTH: (); UIP: (marcando con etiqueta (sistema preparado mejor para seguir el objeto basado en su sabido/probablemente características del movimiento); WA: (la persona puede escuchar la persona que es subtitulada (mientras que el oyente está en otro sitio)).

. - Historia de este G Dir N: este N (invención) combinado con 3E-220 SISTEMA UTILIZANDO "COLOCANDO SISTEMA" (pero no podría localizar allí)/"TELECONTROL" en 1.95, y copiado para mejorar

el archivo de N (invención) entonces. Este G Dir N (invención) copiado a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verlo para las actualizaciones.

ANALIZADOR del BAGAJE de la COMBINACIÓN de la FORMA de +++ R41-1:

El bagaje (radiografía) que comprueba el sistema selecciona a bandidos probables vía no sólo los solos objetos llevados pero también las combinaciones de eso, donde no ninguì□n de ellos puede estar bastante en sus los propios notifican seguridad. Eg.: busca uno o más de siguiente: la munición parte, parafernalia de la droga, tipo joyería popular entre los portadores de la droga. Antecedentes penales, o tipo del comportamiento de persona, eg.: su tipo de aspecto sospechoso usado por el software para enangostar mejor abajo opciones posibles para mejorar ocasiones de hacer un fósforo. Eg.: escudriñarán a una más vieja mujer condenada por defraudar el IRS más cuidadosamente para las materias de la droga, pero menos cuidadosamente que un criminal condenado de la droga de Colombia. Un sistema más barato: el analista mecanografía adentro el tipo objetos encontrados en la computadora. Existe: objetos de la localización del sistema por forma.

- estudios todos los elementos referente a las características [de la comprobación única] de objetos buscados: tamaño, cocientes dimensionales del objeto [provechoso si el tamaño no coge el elemento, eg.: un arma puede estar en muchas proporciones algo de diferenciación de los tamaños w (con)], la densidad, donde se pone el objeto [dentro del envase] [puesto que uno que está más cercano a donde la gente oculta históricamente objetos de agentes de aduanas es más de un problema, de cocientes del colmo a la baja densidad dentro de mismo o de objetos próximos.

. - las ayudas determinan tendencias del comportamiento del populations^ entero o parcial: cuenta, "analizador del comportamiento", uip.

- Ejemplo: de acuerdo con estudiado (uip), cualquie combinación de formas diversas (incluso si ningunas de ellas representan el objeto deseado (armas, envases para los elementos restrictos (productos químicos, explosivos, drogas)). Es decir mecanografiar la personalidad A que es más probable ser peligrosa/contrabandista, etc es los 30% probablemente para llevar el 40% de uno 18 del tipo objetos (basados en forma/tamaño/color/contenido), mientras que el resto de la sociedad que viaja puede tener solamente una ocasión del 8% del tener 40% estos 18 del tipo objetos.

- UIP: (basado en la persona (su: número del pasaporte, número de la Seguridad Social, estudios de sistema del nombre) uip (cuenta; "analizador del beh"); El UIP del interruptor individual de las ayudas (programas informáticos del `[el `analiza]) (los programas informáticos del `[el `analiza]) = sistema, mejor sabe qué buscar/"analiza", eg.: si sospechan de o se condenan a la persona para las drogas; - D: Radiografía - > analizador visual (para las formas) = c (uip para las formas (sus combinaciones) con perfil de la personalidad de la persona) = analizador = nr.

- OTD:

ACCESO: (cierta gente (la gente en seguridad puede llevar los artículos restrictos (armas) a través de los "sensores" (los detectores) y no ser parada (necesario)); ARTISTA: (analiza el comportamiento de la persona vía sus imágenes del arte creadas/firma, etc (las ayudas determinan perfil del comportamiento, eg.:

criminalidad); CÁMARA: (analizador visual); CARRO: (interruptor; detector del olor (productos químicos...)); ENTRETENER: (los sospechosos de las subsistencias entretuvieron mientras que esperan (durante la inspección) vía "estereofonia", "oscilador" (TV, radio, música previa)); K: (r); MFH: (uip (base de datos: analizadores del comportamiento (criminalidad), cheque de la identidad del individuo (nombre de la persona, identificación #, número del pasaporte). Esta base de datos del uip se puede converger con uip Info obtenido en la escena: (analizador visual (facial de los fósforos/lista de las descripciones w del cuerpo (con) de criminales conocidos en grande)); MAÑANA: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); WA: (detector portable (cualquie detector portable existente).

Monitor inteligente -2E251; "Cerebro"

MISCELÁNEO:

. cantidad de expedientes 6B730 de tiempo y cuando el estudiante, persona utilizó el sistema.

- se aplica al uso de computadoras; otras herramientas; otros artículos

. el progreso 8B-320 de tareas es continuamente actualizado. Otros y el uno mismo pueden comprobar progreso. El `analiza cualesquiera y todos los archivos o funciones eléctricamente generadas creados por la persona que es seguida.

. identificación 3C-030: cada persona que camina compra hace su código verbal y el sistema de "C" registra quién era. Aplicaciones: localiza donde la gente pudo estar...

. Inspector del bagaje R41: el sistema mancha objetos por forma y cómo refleja rayos. Protector de las alarmas. [Picosegundo 4.94]

. Expedientes del VCR de la vigilancia R101 durante 24 horas: tomando pocos tiros por minuto. [Sanyo, teléfono 06-991-1181. De sept. de NK el 5 94].

Boleto de tren de viajero R127 de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en la puerta del boleto. [Enero de 93 X (véase impreso antes de también, desconocido de la fecha). El JR (ferrocarril de Japón) indicó la investigación comenzada algunos años detrás. Enero de 94 yardas]

- muchos relacionaron N (invención) de antedicho encontrado en directorios de A/B/C. "Tener acceso", "picosegundo", "pista"...

- D: Persona ticket/pd = [tr/rc] lector de /ticket = c (oscilador printer/ps/s/tel de pr/q/uip/multi-user/mfh/score/notifier/).

- calcula ("cuenta") en usos diversos:

--sacador del tiempo del empleado para calcular (sueldos).

--tarjeta de débito/de la tarjeta de crédito

- OTD:

ACCESO: (card/pd); CARRO: (carro = c) del sistema de pd/card/main; ENTRETENER: (); K: (r); MFH: (); MULTIUSOS: (diverso card/pd por usuario); NOTIFICADOR: (seguridad de los contactos cuando usuario (las

roturas acuerdo, línea de crédito extendida demasiado, infringieron ley); OSCILADOR: (comandos/declaraciones verbales); Banda: (vía el sistema principal/paladio/tarjeta (tarjeta de la ranura en funciones del changes->card del system->card de la nueva manera deseada); IMPRESORA: (); Picosegundo: (); Q: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (funciones del sistema/card/pd según el uip: cargas (más costosas para los usuarios basados en su código del uip/de acceso (un tiempo más largo pasado por la sesión consigue más barato por minuto); el viajar (por transporte público) más barato para los viajes subsecuentes dentro de la duración del sistema;); WA: ().

- Extracto R127 de N existente (invención) copiado al "acceso", "Bill", "picosegundo", "cuenta", "pista" en 6.96

GALLETAS: El marcar con etiqueta también utiliza tecnología de la "galleta" de la computadora. Esto implica el poner del Info en la computadora de otra persona, tal como ésos que le tienen acceso vía la tela. La actividad futura por la computadora que recibe la etiqueta [unknowingly por el receptor] se sigue [siempre que el partido marcado con etiqueta tiene acceso repetido al partido que marca con etiqueta [tal como el Web site del partido que colocó la etiqueta sobre la galleta del accessor].

. Las etiquetas rastreables (hiddnely) colocaron on/above/below/sides/inside casi cualquier cosa: [también: relojes, equipaje, zapatos, joyería, bicicletas, plumas, etc.]

. Patentes de los E.E.U.U.:

- Estrategia de búsqueda de la patente: micrófono y expediente.
- No. de la patente de los E.E.U.U.: discurso que reconoce sistemas, eg.: 5251283 y 5182765; mejora sobre el dispositivo de registración 5239587 para los cazadores - que recoge muestras de los sonidos; 5197490; (el sistema puede también engañar organismos (vía sounds=osc) después de que esté señalado (los sonidos animales oídos por el mic) y trae el animal (más cercano al mic o atrapar o cazador o alimento o la otra destinación (para los propósitos de la investigación) así que el mic puede mejorar captura = "sonido analiza"), eg.: 4896305 - Patente de atracción animal; 4898179; (investiga = "naturaleza del analizador de sonidos" de situaciones eg.: patente 5012820; 5014039+; 4644330 - el dispositivo anti-que ronca, ejemplo de cómo KN (invención) puede responder a los sonidos (se aplica a 2e251 también), vende bien en mercado; 4160386 +4340915 (expedientes de KN con mayor sensibilidad (vía el mic más cercano al as= de la fuente sana determinado vía "analizador de sonidos") cuando: los sonidos señalados ocurren/como banda).
- Arrancador voice-operated remotamente controlable +4342106 para el registrador de cinta hecho por Olympus - N (invención) es activada por voz.

¿- +? Los expedientes suenan sobre niveles predeterminados especificados durante los intervalos de tiempo dados 4003264 (este KN). Título de esta patente: Dispositivo para medir y colocarse del sonido.

- Ocurrencias que inician la grabación: Llamadas entrantes de "CID" - de números de teléfono señalados, o número del teléfono/extensiones señalados; sonidos animales particulares (para los laboratorios de biología); sirenas de policía; fractura o el cortar del vidrio o el metal o la madera o el otro (edificio o protector) material.

Ver 2E251. "Discurso": sonidos de la gente particular, identificados cerca: (acento regional/extranjero), echada (hombre o mujer), palabras particulares (más probablemente ser hablado por la persona particular (del tipo) (eg.: bandidos contra personales del mantenimiento).

- La investigación necesitó: identificación de las frecuencias sanas para las ocurrencias señaladas que accionan la grabación, y entonces cómo esas frecuencias no se pueden confundir desde otras frecuencias por el "analizador de sonidos".

-"/"De los sensores del breakage= de cristal "nr": 5510767 5471195 5450061 5438317 5428345 5414409 5389911 5376919 5323141 4134109.

. Sigue ocurrencias en tiempos de [apuro]. El analizador determina la presencia de apuro cerca:

- vagos del `y sa y nr: sus cuentas para el acontecimiento, con cuentas más altas sugiriendo peligros potenciales.
- orden del `y sincronización de acontecimientos
- tipo de acceso
- Supervisión del uso del arma de la palmadita 5479149 de los E.E.U.U. y sistema de grabación. OTD: pista, uip, analizador: para qué supervisión de las necesidades.
- Patentes de los E.E.U.U.: Usuario de 4999613 pistas del sistema, eg.: su índice de alcohol y si son donde deben estar, fecha de la prioridad del cesionario en 1987.

. Ver las patentes y los productos diversos que utilizan "marcadores" y "etiquetas", por ejemplo ésos colocados en los objetos o los organismos que son seguidos. Muchas patentes de la prevención del ladrón en esta área, como ven en el ladrón de la pieza.

EXTREMO DE ESTA PISTA, PARA ESTE USO DE LA PALMADITA

PERSEGUIDOR

Este archivo es: Track&. Las pistas del sistema de seguimiento señalaron: persona, archivo, tipo actividad. Puede desarrollar la UIP-Base de datos en lo que se diseña para estudiar mientras que el elemento estudiado cambia o se mueve.

"MONITOR INTELIGENTE": Los monitores de sistema todos señalaron las ocurrencias que venían del sistema, eg.: qué U está haciendo (en lo referente a la capacidad del sistema de determinar la actividad del u); quién está haciendo qué y cuando. "Pista", "cuenta". 2E251+

% de la "pista" de las pistas del sistema cómo el "ranurador" localiza then= recupera datos necesarios.

- Un código (acceso, marca de agua del EL "") codificado en límites de sw/data cómo + la parte/sistema/programa puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

- "Facturación": las cuentas por tiempo utilizaron/"tenido acceso".

. - ver el artículo sobre el seguimiento de los carros en las noticias y el informe del mundo, de sept. el 18 de 1995 de los E.E.U.U., alrededor de la página 83.

CARACTERÍSTICA DE LA ETIQUETA:

Etiquetan al usuario, o el archivo, o la otra característica de cierta manera. Los valores incluyen:

- "Siguiendo". El sistema mejor sabe lo que al monitor= W5 (qué, donde, porqué, cuando y cómo).

- Donante menos o una dirección más preferencial: 1] la presencia de cierto disparador del can= de la invención de WA (caminata alrededor) el "notificador". 2] en ciertas circunstancias del development= adaptar-DB (base de datos) se pueden pesar según lo "señalado" por el tipo "etiqueta". 3] "etiqueta" = tipo "cuenta" para se marca con etiqueta qué.

- La etiqueta se pudo encubrir (de usuario), especialmente para ("access') "que sigue" propósitos.

. Construcción (interruptor) de la "etiqueta":

- puede incluir uno o variables múltiples/cuentas/las instrucciones del software para a cómo el sistema si "reaccionar" a la etiqueta/qué etiqueta se ata.

- La etiqueta hace que la "búsqueda" y "reaccione" piezas: Una porción está en el material que es marcado con etiqueta, el otro que "reacciona" a la "etiqueta". Eg.: las funciones también tienen gusto de un presente humano de la "etiqueta" del triggering= las "del anti-body= reacciones" según el tipo.

. Para el dibujo de Techies: usuario = "marcando con etiqueta" (W5 (qué, donde, porqué, cuando y cómo)) ~c (computadora) = ARTISTA de // del ACCESO (posibles piratas informáticos) ("imágenes " = "marcado con etiqueta" para cómo ellas are= W5 "corregido" (qué, donde, porqué, cuando y cómo)) VAGOS de // del ANALIZADOR de // (analiza elementos según lo "señalado" por la etiqueta del their=) (ANALIZADOR) del COMPORTAMIENTO (access=BA (analizador del comportamiento): la interpretación del comportamiento "se marca con etiqueta " = entonces sistema "reacciona" por consiguiente) el CARRO de // de la CUENTA de // (diverso tags= se manda la cuenta según lo "señalado") (recibe/coloca etiquetas) // EDUC (adaptar-adaptar el decides= W5 (qué, donde, porqué, cuando y cómo) necesita "marcar con etiqueta " = maximizar el proceso "educativo") disparador "marcado con etiqueta" MULTIUSOS de las ocurrencias de // ("marcan con etiqueta" a cada usuario diferentemente) //: notificador/oscilador (comunicador sano saliente)/synth (banda) de los sonidos/etc // del sintetizador (programa informático) ("se marca con etiqueta" los controles W5 (qué, donde, porqué, cuando y cómo); interpreta etiquetas; "correlaciona" estados señalados de la "etiqueta" de ese movimiento dominante" del w= "de la "etiqueta" Picosegundo-Zona de // de las "reacciones") (paladio = "etiqueta") // q (el usuario y o el sistema se hace preguntas) (q se plantea/answered= según "etiqueta") // r (teledirigido) (el resultado de cada stroke= dominante interpretó según cómo debe ser interpretado) el RANURADOR de // (los elementos" de los efectos de la "etiqueta W5 (qué, donde, porqué, cuando y cómo) se encaminan/manera de la "encaminamiento " = tipo el marcar con etiqueta de los efectos (se encamina de qué)) la CUENTA de // (un tipo de "etiqueta") // BUSCA y REACCIONA el tags= "señalado" (de las búsquedas después reacciona a la "etiqueta" según: tipo de etiqueta es/el tipo (w5 (qué, donde, porqué, cuando y cómo))

del ANALIZADOR de SONIDOS de // del SENSOR de // de la ocurrencia) (""/"de las búsquedas reacciona" "marca con etiqueta") (la "etiqueta" puede estar en forma (adicional agregar-en) de sonidos) ("reacciona" al sounds= "señalado" según cómo tal are= de los sonidos "marcado con etiqueta") // tds (característica de la estampilla de fecha del tiempo) (se marca con etiqueta el tiempo particular (duraciones/puntos) = (notificador/acceso) PISTA de // t (telecomunicaciones) (a CID = al material atado "señalados" del to= de la etiqueta/de la "etiqueta" transmitido sobre el teléfono) // (la "etiqueta" controla W5 (qué, donde, porqué, cuando y cómo) algo es) // "marcado con etiqueta" SE ADAPTA/analizador visual/analizador de sonidos = el development= adaptar-DB (base de datos) que ciertas circunstancias pueden ser pesadas como "señalado" por el tipo "etiqueta" // VR (ocurrencia - > el "analizador" interpreta el occurrence= después empareja contra DB (base de datos) de "etiquetas potenciales " = "reacciona " = (creando "experiencia "señalada"")).
Concluye esta sección de la etiqueta en el archivo del perseguidor.

Secretario -4E020. Determina el tipo de ocurrencia (vía "analizador de sonidos"/el interventor humano que escucha en la posición remota (vía la transmisión sin hilos del tipo ocurrencias/o relais real de la codificación de señales de sonidos verdaderos).
. Software existente relacionado de "TDSW":
Brainmaker 2 - (versión profesional), p.76. [Funciones existentes de la invención: Da a PC capacidades humanas tales como encontrar golpeteos en sus datos y aprendizaje a partir del pasado.]: adaptar-pista.
% existe: Llamadas de las vueltas de la identificación de llamador con un tacto. Vendido vía una imagen más aguda el febrero de 95, #SO600.
- Sistema de vigilancia de la patente 5402167 de los E.E.U.U. - registrador de los interruptores del "sensor" del sonido o del movimiento de lento a la velocidad normal de la grabación.
. Ver: + "acceso = VAGOS (VAGOS (analizador del comportamiento))": información usada para supervisar y para determinar quién es el usuario y W5 (qué, donde, porqué, cuando y cómo) que están haciendo.
- Artículo en "economista". "Hermano mayor - el ojo todo-que ve", P. 52, edición de los 11-17 de enero de 1997.
+See se relacionó: Clase de USPTO/subclase recientes 348/169 TV: Seguimiento de objeto. Secretario.
. identificador 5A080: Coger en gente con historias criminales: la gente condenada por la conducción borracha, y la fractura de otras leyes pudo ser pedida/ser requerida tener transmisores el identificarse. La policía, el etc escuchando con los receptores especiales serán más rápidos notarlos y o pararlos mientras que apresura incluso un poco sobre el límite, el etc.
- transmisor atado al coche.

El TIPO del PROGRAMA QUE SEGUÍA el sistema deseó vía ['modificando para requisitos particulares]: archivos 1] w5 [definidos normalmente como material (registrado)] era /registered "analizado" (y entonces visto posteriormente); acceso; uip; analizador; quién tiene copias; donde las copias fueron enviadas; quién está

haciendo qué (w5) w que archive; cómo se están alterando los archivos [material registrado] (los piratas informáticos del retén). Antivirus interruptor = limpiar diseñada/pista/todos los archivos incluso después eran tr fuera de la central/de la fuente la C.)

2] piratas informáticos de las pistas c

3] correlaciona semejanzas entre los archivos materiales de diferenciación, eg.: vía la palabra clave/el analizador visual. Ap: compila fácilmente los archivos relacionados necesarios, reduciendo horas de la mano de obra; análisis de la solicitud de patente; encontrar datos necesarios (para la aprobación del FDA).

4] Esta subdivisión demuestra sobre todo qué ayuda a determinar lo que necesita seguir.

OTD D: Elementos que son seguidos (interruptor, material en disco de la memoria de c (CD, duro), (móvil) u o animales) = este sistema de N (que sigue (interruptor)) ~ C =

ACCESO (las ayudas determinan qué necesita seguir); ANALIZADOR (); AP (cómo el material fue utilizado, porqué fue colocado, uip (tipo cliente, palabras claves del contenido material - todas las ayudas determinan qué necesita seguir)); VAGOS (de ayudas materiales determinar qué necesita seguir); FACTURACIÓN; CEREBRO (); C (); CARRO (el tipo carro utilizó ayudas determina qué necesita seguir); M (el tipo ayudas de la interacción (DB, interruptor de w) determina qué necesita seguir); NR (a cómo último NR señala informes del "estado" fue dirigido/respondido; cómo adentro fuera de línea el material está a los parámetros (de las necesidades del interruptor/del u) las ayudas determinan qué necesita seguir); Banda (el tipo interruptor/las ayudas de las modificaciones del interruptor determina qué necesita seguir); Picosegundo (las ayudas de las localizaciones determinan qué necesita seguir); Q (Q de ayudas del sistema determina qué necesita seguir); + CUENTA (demostraciones del grado que el material es más importante para seguir; guarda la cuenta de ocurrencias anteriores cerca: u/sys para uno o situaciones/usos múltiples); ANALIZADOR de SONIDOS (las ayudas determinan qué necesita seguir); ANALIZADOR VISUAL SANO (las ayudas determinan qué necesita seguir); ESTADO (el estado del programa de seguimiento, w5 está siendo en aquel momento seguido/anterior/puede necesitar seguir más adelante (basado en cerebro)); TDS (la sincronización del cerebro de las ayudas de los acontecimientos determina qué necesita seguir); T (las ayudas de CID determinan qué necesita seguir); TR (el modo de ayudas del tr determina qué necesita seguir); U (el tipo ayudas de u determina qué necesita seguir); UIP (las ayudas determinan qué necesita seguir); UQ (pasado q (de u/de otros ayuda a determinar qué necesita seguir); ANALIZADOR VISUAL (las ayudas determinan qué necesita seguir); VR (); WA (la unidad portable w5 era ayudas usadas determina qué necesita seguir). EDIT (determina w5 que "se sigue" algo).

5] Monitor inteligente 2E251.

. No. de la palmadita de los E.E.U.U. Str de la búsqueda - etiquetas y electrónico en sistema de vigilancia electrónico del artículo del 6.94:5285194 del babero con la etiqueta % de la zona de la transición; el 5266925%; el 5245534%; el 5214409%; 5006856; 5299026

- str: vigilancia de la etiqueta: mucho N, no leyó.

. ranurador 3G050: una mejor N w muchas páginas. Las etiquetas del sistema entonces continúan marcando con etiqueta mientras que file/u se encaminan a cualquier canal/teléfono # (extensión) (después de la desconexión) o (para la reconexión en el tiempo deseó por u).

Las FUNCIONES de la CÁMARA Y del MICRÓFONO se controlan según lo dictado por el sistema de vigilancia de la computadora. Expedientes del sistema según lo que está buscando su analizador: qué, cuando, cómo, donde, que y porqué. Intentos del sistema para substituir características de un monitor humano. Formas más simples son las más rentables para el mercado de hoy.

USOS: 1] El analizador visual busca el movimiento vía cambios en las horas de oficina del exterior de los pixeles de la cámara (no hace caso de sombras del sol). 2] Supervisar el crecimiento bacteriano en los platos de Petri del laboratorio. 3] Sigue el aeropuerto de los bandidos al aeropuerto. Eg.: el protector dice el sistema etiquetar, después sigue a bandido hasta que el bandido deje área de supervisión. 4] ¡Etc!

+ GRABACIÓN ACCIONADA POR UN SISTEMA de DETECCIÓN [la cámara busca (inusual/cambiando) actividad]. Ejemplos:

+-cells en la divisoria del plato de Petri que crece hasta mitad del espacio, o color del cambio

- hay cualquier tipo de amenaza o de desastre (según lo determinado vía un poco de computadora "analizador");

- el sistema considera/oye sonidos particulares: perros que raspan, rompiendo el vidrio, patrones que caminan inusuales.

la gente de +-particular entra o salida (el sistema determina la presencia de la persona (bandido potencial) vía su transmisor u otros medios). Eg.: No. de la gente w de las búsquedas o contraseña de la seguridad de nivel inferior (acceso).

detector de +-Motion: (vieja N, KN), sensores del calor, cambios en los pixeles visuales [imágenes anteriores y posteriores comparadas vía cómo los pixeles (muchos puntos minúsculos que abarcan imagen electrónica) pueden cambiar], el disparar de las luces laser, sensores de la vibración.

actividad de +-villain, eg.: "analizadores de sonidos" quizá para la fractura de cristal, cambios en la luz (conmutación en el interruptor ligero (el sistema no hace caso (vía c) las luces/las reflexiones cambiantes/las sombras de la luz de calle del sol/de la luna)), etc.

- UIP - Programación de la información de usuario: la base de datos demuestra el sistema qué actividades humanas están de menos interés, tal como los que: usar los juegos, trabajar las horas normales, caminar en patrones normales (no parar en (área con los productos propensos de la información valiosa o del hurto) zonas aventuradas), tener visto bueno de seguridad más alta, cualquier otra seguridad de los criterios/uso de los investigadores de identificar patrones aventurados/inusuales/otros del comportamiento.

CONCENTRADOS DEL SISTEMA EN SEÑALES PARTICULARES:

Busca ciertas señales, y una importancia más alta de los lugares en alguno sobre otros. En cada caso, algunos tipos de la señal pueden ser comparativamente menos/de más importancia según: mecanografiar el bandido/""/uip del acceso de la situación (naturaleza de la situación - según lo emparejado por la experiencia anterior del sistema (qué DB dice que sería el "estado probable" para tales acontecimientos).

- sonidos de frecuencias particulares - vía "analizador de sonidos", eg.: los sonidos de las búsquedas o el vidrio de la fractura que caminan, pero no hace caso de tráfico de coche o el movimiento por otras cámaras (dentro de su opinión), también no hace caso: sombras móviles vía fuente de luz de la ventana, vía: sol, luna, coche o calle u otras luces exteriores.

- no hace caso: gente no suspicaz debido a su uip - tal gente tiene perfil del comportamiento ("VAGOS") cuya "cuenta" los coloque más bajo que otros bandidos potenciales. El sistema actúa similar en esta capacidad a quién o qué (w5) un oficial de policía vivo sigue sobre dado los plomos consiguen.

- Sentidos adicionales: El sistema recoge entonces analiza sistemas de datos múltiples. Olor "analizadores", eg.: detectores para el fuego, lanzamientos químicos (peligrosos), olor de cuerpo, humedad. Intuición: ¿UIP? Vibración: distingue entre el tipo vibraciones por ejemplo del carro que levanta en la noche del acondicionador de aire. Analizador del diafragma de la huella digital o del ojo: para acceder, saber quién está entrando o se está yendo.

MISCELÁNEO:

- este sistema obra recíprocamente con otros (seguridad o supervisión) sistemas;
- Adaptación. El sistema se adapta a las necesidades cambiantes cerca: el minuto, día, ciclo de negocio, estado de la emergencia, alertas de protector o de otro sistema de seguridad.
- Esta invención se relaciona grandemente con las invenciones numerosas a través de KN, incluyendo piezas: "Cerebro", "sensor", "cámara", "Mic".

EL REACCIONAR AL BANDIDO: cuando el sistema primero identifica deseó actividad o la determina allí es (probable) un bandido, él puede: policía (de la llamada); seguridad interna; alarmas de los sonidos (oscilador); automáticamente puertas o acceso de la cerradura en sistemas informáticos o terreno físico; destraillar los perros de protector; activar otros sistemas de la seguridad (supervisión); rociar coloreado mueren (por todas partes o sobre objetos móviles); rociar el gas o (insecto, rata, o hierba) los venenos del tranquilizante, eg.: parar la extensión de gérmenes nuevamente dirigidos; cualquie otro sistema de respuesta automática sabido en situaciones de la seguridad/el monitoring%.

- Necesidad de considerar ediciones de la responsabilidad legal en reaccionar a los bandidos.
- Procesos legales. verificador de la comunicación 4E020: las ayudas prueban que las ocurrencias fueron registradas en los datos del tiempo fueron transmitidas y la fecha del tiempo estampada en la fuente secundaria, eg.: computadora alejada.

BASE DE DATOS:

- Base de datos enorme de las circunstancias diversas, imágenes, datos usados por el sistema para decidir vía su computadora "analizador" si un objeto debe ser: seguido, etiquetado, capturado.
- El edificio para arriba de la base de datos lleva al desarrollo del uip para tal tipo (futuro) de circunstancias (semejantemente de la repetición posible).
- Seguimiento de objetos durante periodo de tiempo. Base de datos usada para ayudar a identificar la repetición de vuelta/de acciones iguales/de objetos similares. Las aplicaciones/desarrollan el uip.
- Perfil de los estudios/de los fósforos de sistema del objeto mirado. Aplicaciones UIP.

ACCESO. Personales autorizados que acceden en el edificio/el sistema (de la computadora): las aplicaciones pasan el código que acciona la manera de la cual el sistema la supervisará; el sistema puede hacer preguntas autorizadas de los personales (automatizados) en cuanto a porqué están haciendo lo que están haciendo (w5); el sistema sabe distinguir entre diversa gente y por lo que están haciendo.

FABRICACIÓN: analiza para porqué y cuando los productos (w5) fallan. Búsquedas del análisis de la falta: en qué defectos visibles de la etapa son más probables ocurrir vía sistema de seguimiento; identifica que la unidad de producción está poniendo hacia fuera las piezas defectuosas o el trabajo; mira los cambios en el aspecto de objetos después de que se hayan alterado de cierta manera por ejemplo color o texture el cambio después de soldar con autógena, haciendo estallar fuera del molde, estampando; cambios en vida o materia del alimento en un cierto plazo para el color, textura, olor (analizador del olor); piezas que caen de planta de fabricación.

USOS ADICIONALES: Uso de los analistas de comercialización de estudiar patrones del comprador de ésos que cumplen sus criterios automatizados de búsqueda, eg.: qué clientes de la tarjeta de crédito del oro hacen después de/antes de comprar artículos particulares, o qué señoras rubias altas buy/do en Macy/almacén del expediente tres días en la campaña publicitaria de Madonna; seguridad en: aeropuertos, alamedas de compras, edificios de oficinas, bancos, siguiendo a la misma persona que salta entre los diversos edificios o aeropuertos conectados con el mismo sistema de vigilancia; supervisión de chimpancés agresivos en cautiverio; límites cómo un sistema de la realidad (VR) virtual puede ser utilizado, eg.: bloqueando los de caminar más allá de cierta distancia, o cambios el software de VR según qué o donde (w5) de la situación del usuario. "Mandando la cuenta".

Existe: cámara de los controles de computadora, eg. cuando: cada 30 segundos, o cuando la palanca de mando se mueve. Cuando no hay piezas que vienen abajo planta de fabricación, el sistema se para. C mueve la cámara bajo manera preprogramada, eg.: filtrado de vez en cuando - probablemente no adaptándose a los cambios ambientales. Cámaras accionadas por control remoto vía: palanca de mando.

- Las piedras de afilar del sistema sobre el paso de los números de matrícula del automóvil (si están apresurando) entonces procesan los números según lo necesitado, eg.: números de licencia particulares que buscan, dando citaciones que apresuran.

- Existe quizá:

Los pixeles probablemente de menor importancia cambian en marco al marco debido a los parásitos atmosféricos eléctricos. Pero este sistema pudo no hacer caso de tales. Busca para los cambios grandes. Entonces el sistema sigue el movimiento del cambio grande. Pero no pudo haber mejorado arriba. Mucha de la partición de la "facturación".

Quizá patentable: el sistema identifica a persona (del detalle) vía uip (información de usuario que programa), eg.: el color, altura, entonces cámara sigue. Entonces el sistema va automáticamente a rematar a la 3ro parte de la persona. El sistema sabe para ir a la tapa de la imagen.

- nr cuando la parte inferior del plato de Petri se llena.

- la cámara del punto en la central nuclear, punto en el área inusual (caliente), cámara (infrarroja) entonces mueve su cabeza a otras partes importantes (después de eso, que pudieron internar efectuarse).

Problemas: Los analizadores visuales requieren quizá la programación costosa, aunque tenemos programadores extranjeros baratos disponibles. Cada usuario querrá adaptar el sistema a sus necesidades, aumentando costes programados. Los analizadores no visuales pueden malinterpretar señales, eg.: analizador de sonidos. Necesidades de este número del producto que enangostan abajo a una o poca solicitudes de patente.

- mucho los sistemas del detector y del viaje existen, en la golondrina de mar que lastima las ocasiones para la patentabilidad y la comerciabilidad.

Misceláneo:

- Interactivo. Lanzamientos de la cámara en ciertos casos cuando: el "analizador visual" se acciona de cualquier manera como un movimiento que es detectado; el tipo de imagen hecho se encamina/se corrige automáticamente según cómo el "analizador visual" analizaba imagen.

Investigador de la imagen -2E210: la cámara busca las imágenes particulares, interno tira, sigue, las cacerolas, etc por consiguiente según lo programado.

- si hay circunstancias inusuales/solicitadas múltiples, el sistema puede (rápidamente) filtrar entre los dos, dando tiempo igual a cada uno, o proporcional más a el que está por cómo es inusual es (con un 65% máximo de tiempo a cualquier un punto).

--si uno de los puntos llega a ser menos inusual (el bandido dejó su bolso en piso y caminó más lejos), el sistema presta menos atención (desde su mudanza (mucho) más)

--el sistema funciona con uno o más cámaras que (parcialmente) las traslape el área de la visión.

- la cámara enfoca en la actividad deseada, persona, objeto, (como cambios ocurrir).

DIAGRAMA DE OTD: Esta N sistema = ACCESO (hace/no mira objects/u la mudanza según el tipo transmisión de su código u k del tr/de acceso sobre entrada); ANALIZADOR (desarrolla el perfil del objeto que es estudiado = uip = sistema reacciona por consiguiente); CARRO (el acceso (tarjeta) de incorporar u tiene/acciona: interruptor, tipo banda, funciones asociadas del uip w); EDUC (aprender el w5 de la gente/de bandidos potenciales; aprender coger actividad ilegal repetida iguales/de gente similar en iguales/diversas localizaciones/situaciones vía el uip); M (DB, uip); MIC (analizador de sonidos); MULTIUSOS (uip, siguiendo); NOTIFICADOR (policía, seguridad); OSCILADOR (alarmas); Banda (); Picosegundo (tr usado por u); Q (la gente en la seguridad/ésas que son observadas (si ella tiene problema) puede ayudar a solucionarlo (eg.: tener acceso fue negado (por razón tonta)); S (la seguridad/la gente que es observada puede considerarse); CUENTA (chance tal u puede confiar crimen = vía el uip, el DB); SENSOR (movimiento: el calor, vibración, analizador visual = hace el sistema prestar una atención más cercana); ANALIZADOR DE SONIDOS (); ESTADO (monitor qué se está encendiendo, interno de la seguridad de las ayudas que presta la mayor atención donde está debido); SYNTH (el oscilador se altera a más bandidos del susto, el tipo sonido "se analiza" para y en analizador "del comportamiento" de la voz de la golondrina de mar seleccionada por el "analizador" basado en el uip del objeto observado, y del objeto, y comportamiento "analizador", y software del crimen); TDS (w5 de ocurrencias, para el uip, el DB); UIP (); ANALIZADOR VISUAL (); WA (usado por el objeto o la seguridad observado; picosegundo; tr su código de acceso).

DIAGRAMA #1: objetos móviles o inmóviles: tiran/"tr a la gente/los animales/los organismos/los meteoritos/los productos o las piezas = las imágenes de los controles w5 registrado" = vía el analizador visual/uip/satélite/m/r de (c)/detector de movimiento/tds/analizador del olor/analizador de la vibración.

- D2 - UIP: [datos usados para desarrollar el uip: objeto visto = analizador camera=visual/DB/m/k (qué protector entra)] = analizador de la c (interruptor: archivos de los fósforos)
- D3 - Reaccionando a la situación solicitada aislada, o al bandido: el sistema de vigilancia piensa que hay alta ocasión de este ser el caso = entonces los estudios de sistema que otros datos recibieron de la situación actual, eg.: emparejándolo con su DB = si las ocasiones de la situación buscada (cada vez más) probablemente = sistema reaccionan: cogida/seguimiento de la detención/bloqueo/privación de capacidad objeto o bandido/de ellas (más de cerca).

MISCELÁNEO:

- relacionado con el 1G040 anterior.
- El sistema identifica el usuario/el potencial villains/u vía: (su acceso), w5.
- Esta invención "obra recíprocamente" con:

Cualquie KN %; Cualquie sistema de la supervisión de seguridad del existing%, eg.: gana el Info adicional (vía la supervisión, el uip (colección de datos = para los datos que emparejan)/la policía de las ayudas/las ayudas determinan la naturaleza de la actividad inusual.

- El sistema sabe a lo que su no hacer caso/no paga mucha atención, (debido a los sistemas c=memory (uip de tal tipo ocurrencias)).

- Organizando y procesando los datos D:

OTD D: Este sistema de N (C=SW para organizar y procesar datos. /4E020 monitor inteligente C/2E251 del verificador del contenido y de la fecha/=

TENER ACCESO (mejor determinar quién puede acceder, trabajando w: analizadores del uip, de la representación visual, sanos y del comportamiento); ANALIZADOR (cómo archivar w5); FACTURACIÓN; CARRO (datos que se colocarán); EDUC (); M (almacenaje para: registro, DB); MIC (); MULTIUSOS (procesos diferentemente); NOTIFICADOR (cuando uno o más elementos w5 de la ocurrencia de a (almacenada previamente) como banda se resuelven por requerimiento por u); OSCILADOR (); Banda (cómo procesar, organizar, colocarse, los datos del nr; controlando qué incluso para registrar y cómo (w5)); Q (); S (); CUENTA (las cuentas de diferenciación determinan cómo los datos/los archivos organizaron/procesado, eg.: por el uip, requisitos del DB o de la banda); ANALIZADOR de SONIDOS (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); ESTADO (); TDS (); T (datos del tr vía el módem, el fax, el email, paginadores, el etc); UIP (); ANALIZADOR VISUAL (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); WA (sistema de los controles).

MISCELÁNEO:

- OTD D: Este N ()/C [línea del monitor dibujada a cada uno debajo de N#] =

Notificador móvil de la localización del teléfono -3E010: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Encargado de registro de -3E020 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Correlador y regulador de la circunstancia de -3E151 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Sistemas de facturación de -3E190 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Compensador basado en los satélites de la obstrucción de -3E210 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Anillo Delayer de -3G010 T: cuando el objeto (t) entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Ranurador -3G050: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

-4E020 colocó la comunicación de los medios electrónicos: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Palillo teledirigido -5E020 con el interruptor: cuando objeto (esto o cualquier (estándar) r) entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

La grabación -5E040 incitó sobre la presencia de ciertos sonidos: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

DIAGRAMA #2 DE OTD: Este ~ del sistema de N (2E251) C =

BALANCE (mic controlado para conseguir la grabación exacta en pistas audios múltiples); VAGOS/BVA (cierto comportamiento is/is no supervisado); EDUC (para los usos de la investigación); GPS (monitor controlado por cualquiera/la carencia del paladio); RATÓN (controles de u/guard (la toma panorámica, el otro movimiento): cámara, mic); MQ ("cerebro"); MULTIUSOS (diferencia en medio: paladio, u (sus características: bva, "cerebro")); Q ("cerebro"); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (interpreta ocurrencias en los códigos/texto); DISCURSO (u (en zona cerca del sistema del control de los sensores del monitor (pudo tener "acceso" /R/ "cerebro" a) 2E251, soluciona el problema del sistema que diagnostica a protectores de seguridad como bandidos potenciales); ESTEREOFONIA (los sensores cogen la información y la juegan de nuevo en estereofonia/Synth; TDS (); UQ (); + VR (permite u (portador del sistema del vr) a la caminata sobre el sistema de w VR que interpreta el ambiente para u (como banda). Ejemplo: la caminata alrededor de Palo Alto y de U experimenta la caminata como no cae una caminata en París, u abajo, sistema intenta la información necesaria para asistir a u mientras que las peticiones de u (vía su interruptor de VR). Sistema en las robustezas similares de las guías de la manera para hacer cualesquiera tareas se quieren para hacer. "Cerebro" para la robusteza o VR); WA (VR; Security/U controla el sistema vía R).

MICRÓFONO 1G040 Y CÁMARA TELEDIRIGIDOS AUTOMÁTICOS: El sensor sigue a individuos señalados vía: sus pixeles visuales, y o, suenan creados, y o, dispositivo teledirigido llevado a cabo por el director o el agente, y o transmisor usado por el agente. Más barato y menos obvio que el sistema de vigilancia vivo.

-"/Cámara del mic del mando a distancia "permite que el usuario coja más en los elementos deseados.

- esta N copiada a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verlo para las actualizaciones.

¿- habló quizá alrededor vago en la convención (con Shure)?

- D para la opción del "mic": sonido = "sensor" = c = "mic" = proceso de la grabación = c~memory = oscilador
- D para la cámara: (Localización cambiante de) la persona o el objeto que se fotografiarán notó vía su ""/del tr % creados sonido/su imagen (forma del cuerpo, tamaño, peso, color (de la ropa, del pelo, de los ojos...) = "sensor" = c (controles: qué lanzamientos de la cámara/ángulos cambiantes de cámaras 1 o más aplicable para seguir a persona) = grabación = cinta/c (memoria) = aparato de lectura/s
- el sistema sigue el elemento (de mudanza) taggable

--otros modos que marcan con etiqueta: el alambre conectado con el objeto del interés da su localización (por cómo el alambre es doblado = "sensor" = c (analizador).

- OTD:

ACCESO: (); ARTISTA: (utilizar el sonido/los efectos visuales almacenados para la demostración audio/visual el crear); CÁMARA: (); CARRO: (marcando con etiqueta (el sistema sigue características particulares: color,

sonidos de voces femeninas o persona particular...); COMPOSICIÓN: (); ENTRETENER: (); M: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (localiza a usuario); Q: (); R: (); S: (); CUENTA: (tds, demostraciones donde está la persona/el objeto que es seguido/marcado con etiqueta, cómo están cambiando (localización, tipo sonido o movimiento); SYNTH: (); UIP: (marcando con etiqueta (sistema preparado mejor para seguir el objeto basado en su sabido/probablemente características del movimiento); WA: (la persona puede escuchar la persona que es subtitulada (mientras que el oyente está en otro sitio)).

- esta N combinada con los SISTEMAS 3E-220 QUE UTILIZAN ""/"de los SISTEMAS de COLOCACIÓN TELECONTROL" en 1.95, y copiada entonces para mejorar el archivo de N.

la GRABACIÓN 5E040 INCITÓ SOBRE la PRESENCIA De CIERTOS SONIDOS: El micrófono y la cámara activaron cuando estaba deseado. Ahorra tiempo, permitiendo menos tiempo de la revisión más adelante por el empleado. Usos: Supervisión de seguridad, eg.: sobre la fractura del vidrio, las voces fuera de horas normales, persiguen el descortezamiento. Investigación - sobre ocurrencias programadas, eg. cuando organismos: grito, juguetes del sonido metálico de golpe o choque alrededor. Misceláneo: la grabación puede estar en curso, aunque las porciones señaladas se marcan con etiqueta según el tipo ocurrencia, para la parte posterior fácil del juego.

- En otras palabras: El sistema responde a ciertos sonidos: Programar el sistema para buscar ciertos sonidos, después cuando son oídos por el sistema, sistema:

1] expediente/sintetiza según lo programado.

2] "notifican" (las emergencias)

- D1: (Paso 1: monedas de la sacudida en bolsillos; Paso 2: memorizado; 3: usuario "pp" cómo #1 debe "ser sintetizado"; 4: el usuario sacude monedas de casi cualquier manera dentro de la gama del mic; 5: expedientes del "mic"; 6: aparato de lectura.

- D2: sonido externamente generado - > analizador del mic = de sonidos = c (cart/m) = notificador/mic (sistema de grabación/synth).

. - el "analizador de sonidos" es "pp" para buscar solamente los sonidos similares a la entrada original del sonido deseado que se seleccionará. El sistema debe no hacer caso de otros sonidos.

Sonido = "mic" = analizador = memoria = función de los sonidos

- incorpora funciones del sistema de "Hanauta" de Rolando (el ritmo del tarareo crea el tempo para la guitarra u otros sonidos)

- OTD: acceso; usos de la seguridad (que rompen el descortezamiento/desplome del vidrio/el perro suena - > mic - > 5E-04 ("") del analizador del "sonido "=c=notifier/r (el usuario puede ^: escuchar adentro en la acción/el control (EL) en la posición remota (escena del crimen percibido)/la seguridad del contacto (protectores). Los sonidos solicitados pueden también ser de ^: el carro/m, de esta manera la anchura de espectros sanos pudo ser más amplio/seleccionado más cuidadosamente para evitar la interpretación con otros sonidos.

MONITOR INTELIGENTE. ¿Pero puede ser hecho?

- más difícilmente explicar en el mk: necesidad de demostrar a p los lo necesitan.
- mucha hora: para hacer búsqueda del mercado, y la solicitud de patente.
- Reducir los costes de la frecuencia intermedia: la función limitada "sensores" [para el monitor rector] cortó costes, eg.: sensor = analizador de sonidos (que busca cualquie sonido). Las compañías grandes del int'l que intentan reducir costos de la nómina de pago pueden utilizar este sistema, y pagan monitores más crudos contra estar fuera.
- protector mirando múltiple cámara tener difícil tiempo oyendo múltiple sonido (simultáneamente)/que identifica qué sonido viene de qué localización.
- esta N data del "analizador visual" también
- para las ideas ver el archivo: E \ 3E.

MISCELÁNEO:

- cámara nunca vista controlada. ¿Tipo geográfico cuadros de Nat'l de crecimiento de flores, algo accionó la cámara en sus etapas?
- la visión por ordenador es un área grande: eg. detecta las grietas en botellas. El transductor es lo que este concepto.
- vibración "analizador": ciertos tipos de las búsquedas de modos de la vibración (similares "al analizador sano o visual" en modo). Los carros tienen una característica particular de la vibración (carros del monitor con excepción los nuestros).
- características de la gente para coger/aviso del sistema: altura - fácil hacer; características faciales - difícilmente hacer - mismo complejo para no humano.

. Búsqueda de la palmadita: sistemas de reconocimiento visual.

- patentabilidad: Existe quizá, un poco de sensor entonces disparado activa la cámara, mic. Existe: mic activado por el sonido sobre cierto umbral. El centrarse en "el sistema que activa del analizador de sonidos" - lo hace que esto sería más probablemente patentable.

--Obvio?: el disparar ligero activar el monitor pudo.

--No obvio?: calentar el sensor, sensor de la vibración, analizador del olor, porque menos campo común, menos disponible. Analizador visual.

--Existe: señalar la cámara en el compartimiento de piezas, dirigiendo la mano de la robusteza para el tipo parte, eg.: tuerca o perno. Quizá un sistema más complejo.

- Nota: el término "monitor inteligente" 2E251 es básicamente reemplazable con el "perseguidor". El anterior era wo usado el perseguidor del término en ocasiones diversas.

CÁMARA del VCR 2E250: Una mejora de la cámara miniaturizada de Sony.

1 cámara = registrador 2 base/3 = 4 parte posterior del juego de tr/5 editing/6 7 otra.

OTD: convertidor de imagen 2; cojín del aire 2tr (cámara del espectador/del control); artista (corregir las imágenes registradas, eg.: agregar los gráficos); básico; carro 2 (el corregir); cc; 2clap; 2composition (efectos visuales corregidos cosechadora con audio compuesto/corregido/sintetizado); cp; 2date; 2display; distancer 2 (activa/desactiva la cámara/el sistema); entretener; 2 "C"; flotador 123; trabajos de 1 cámara (debajo del agua 5000 metros debajo del nivel del mar, y en condiciones para cualquier estación); 2fs (del fs imágenes hacia fuera hechas); %game; satélite 7; 2gps (el sistema indicar/demostración que la localización en la cual la visión fue hecha, ayuda a analizar correlaciones entre la localización y/visuales para recogido los datos audios/de tales localizaciones); las imágenes de los controles w5 del satélite se tiran/"tr registrado"; interactivo (lanzamientos de la cámara en ciertos casos: cuando 3 el " analizador visual" se acciona de cualquier manera como un movimiento que es detectado, el tipo de imagen hecho es automáticamente 3routed/edited según cómo imagen analizada del "analizador visual"); 2 " localizador" busca desearon el objeto/la situación que necesitan ser tiro, y dirige la cámara; md; 7 M; 2microphone; 2mouse (que corrige A/V); 2mp; 2mq; 7notifier; oscilador 7; portable; 2pp; impresora 7 (las imágenes de impresiones copiaron; 2remote; analizador 2sound; altavoz; estereofonia del 7% (disfrutar de las imágenes hechas con el sistema de tv/vcr/vtr/stereo; 1tilt; 2uk; 2uq; 2vc; analizador 2visual; %vr; %wa.

. Existe: R27 localiza y sigue objetos. Analiza los movimientos. Sigue los movimientos vía: detección del brillo de la imagen. Usos: sigue actividades de los clientes, pacientes, atletas.

. - [Toshiba Corp 1-1-1 Shibaura, Minato-ku, teléfono de Tokio 105-01: (81) 03 3456 4511. Artículo publicado en el 14 de marzo de 92]

+ utilizado en "localizador", códigos del "picosegundo". Ver el archivo IMI.

- ver mi N de A, B, directorios de C

LOS E.E.U.U. PATENTAN = "PISTA"

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.:

monitor inteligente 2E251: ()

- Palmadita CD del BABERO #: 5229850

- kilovatio: los monitores/supervisión siguen determin del "analizador visual" de la etiqueta de la pista de los sens

- Str de la búsqueda de la palmadita de los E.E.U.U. (estrategia): (sentido o micrófono) y (pistas o seguimiento o etiqueta) disco 9.94 del babero; Antenas %5280286 del sistema de la vigilancia y de identificación; Sistema y método electrónicos para supervisar a abusadores para la conformidad con una orden protectora 5266944; Arresto domiciliario electrónico 5189395.

- RM: 2e251 ha diversificado N, y este campo se aprieta, así que tiene otros hace las búsquedas.

- Patentes de los E.E.U.U. para los VAGOS/"pista" - a partir del disco de 12.95 baberos:

Monitor del tráfico del vídeo 5465115 para los establecimientos al por menor y similares; Sistema electrónico de la responsabilidad 5433612 - "pistas" u y equipo = ""/"" de la picosegundo-zona/"de la pista uip" (desarrolla

uip-DB); 5428392; Sistema = pista/vagos inteligentes/picosegundo de localizador 5426425; Método y sistema = pista/vagos/picosegundo de detección 5424745; 5386990; de + sistema de vigilancia del monitor/5245314 localizaciones de la actividad 5250941 clientes = picosegundo/picosegundo-zona/pista/vagos.

. Mejora en patente de los E.E.U.U.:

5377258 método y aparato para un sistema de dirección del comportamiento automatizado e interactivo: u recibe los mensajes de motivación (oscilador) para mejorar patrones del comportamiento; incluye DB del cliente (uip); tensión "analizador" de la voz; respuesta del cliente requerida] =

- OTD D: U = este ~ del sistema de N (VAGOS/5377258) C =

TENER ACCESO () AL ANALIZADOR de // () // EDIT (el sistema corrige hacia fuera menos entrada necesaria de: u, uip-DB) // NR (penaliza u cuando u actúa mal (comportamiento indeseable) = descarga eléctrica al uso del sistema N del cuerpo/de la "hospitalidad" es limitado (véase KN)) Picosegundo-Zona de la banda de // del OSCILADOR de // (penaliza vía sonidos = synth ásperos) () // (u entrenó a donde no está necesaria su caja fuerte/u para el trabajo, eg.: hogar, sitio del café, sitio de reconstrucción, sitio de TV) // Q (construir uip-DB = necesitado por el sistema entrenar u) a la PISTA de // TDS (w5 u comportado - > acumula UIP-DB) // del ESTADO de // de la CUENTA de // R () // (como de bien comportamiento del u está alterando) (del comportamiento del u) () // UIP ().

PISTA - ANALIZAR

Analiza para cuál es el mejor de seguir:

Sistemas de la generación de las fórmulas:

Software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, los indicadores, el etc.

- el uip de la función deseada es el matched= w uip de elementos/de ingredientes/de productos químicos/de elementos de diferenciación del alimento = dando por resultado fórmulas de los ingredientes que pueden (mejor) alcanzan meta deseada.

--las características de la meta son tied= vía uip = a las características de ingredientes disponibles/sabidos o (KN) sistema.

+ partes importantes: UIP-Adaptar, 7G050, banda, Pista-Analizar (analiza para cuál es el mejor de seguir = DB), inspirándose el interruptor, 2E010 20 30 40 50 softwares de la receta.

. Ejemplos:

1] desarrolla un nr = alertando la presencia de sales/de ácidos/de elementos peligrosos = de in/for: líquidos/polvos/contacto de la superficie.

2] El otro 7G050.

3] El sistema del interruptor puede ayudar simplemente a u ofreciendo posibilidades sugeridas: fórmula/equipo/fuente de información (material de referencia,) en línea/tipo de las fuentes experimenta.

4] UIP-Adaptar = UIP-DB: ajusta a las necesidades del u.

5] La constitución necesitó en resinas plásticas/metales/la cubierta del producto ("cm", el "cp") o piezas, porque = tolerando niveles señalados de: el estirar, doblez, tirando = dentro de ambientes señalados de la variación (extremo): temperaturas, luz, abuso, desgaste excesivo, plazo del uso del elemento (edad de N).

6] Estrategia de búsqueda de la patente: software y (fórmulas o receta o ingrediente)

7] Farmacéutico: ingredientes que se convierten para las drogas; ideas para la investigación.

8] El software diseñó simultáneamente ayudar a investigadores aumenta su (relacionado sociológico, psicologicamente) creatividad: KN

DIAGRAMA: "Banda": el interruptor (con referencia a) se programa = según lo controlado por el UIP; el programador puede ayudar a dirigir/interruptor del control.

. OTD D: U = este ~ del sistema de N (interruptor que sugiere fórmulas) C = ACCESO (); ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS (); Banda (); Q (); RANURADOR (); +SCORE (dado a cada aspecto = atado a cada elemento de: ingredientes de la meta y del potencial); SENSOR (7G050); ESTADO (); TDS (cuentas de retraso de tiempo en conseguir efecto de NR); PISTA (historia (producto químico/alimento) de los experimentos anteriores conducidos cerca: u, cuerpo de organización, DB, m); U (investigador, estudiante = "educ"); UIP ().

SECCIÓN MENOS IMPORTANTE DE LA ETIQUETA QUIZÁ:

TENER ACCESO (posibles piratas informáticos) A LOS VAGOS de // del ANALIZADOR de // del ARTISTA de // ("imágenes " = "marcado con etiqueta" para cómo ellos el are= W5 "corregido") (analiza elementos según lo "señalado" por la etiqueta del their=) (access=ba: la interpretación del comportamiento "se marca con etiqueta " = entonces sistema "reacciona" por consiguiente) el CARRO de // de la CUENTA de // (diverso tags= se manda la cuenta según lo "señalado") (recibe/etiquetas de los lugares) // EDUC (uip-adaptar las necesidades del decides= W5 "que marcan con etiqueta " = maximizar el proceso "educativo") // que ("marcan con etiqueta" a cada usuario diferentemente) // MULTIUSOS "marcó" disparador de las ocurrencias con etiqueta: nr/oscilador/banda del synth/etc // ("se marcan con etiqueta" los controles W5; interpreta etiquetas; "correlaciona" elementos señalados de los efectos de la "etiqueta"" del w= "de la "etiqueta" RANURADOR de // Q de la Picosegundo-Zona de // de las "reacciones") (paladio = "etiqueta") (q se plantea/answered= según "etiqueta") // R (el resultado de cada stroke= dominante interpretó según cómo los estados de la "etiqueta" de ese movimiento dominante debe ser interpretado) // (W5 se encaminan/manera de la "encaminamiento " = tipo el marcar con etiqueta de los efectos (se encamina de qué)) la CUENTA de // (un tipo de "etiqueta") // BUSCA y REACCIONA el tags= "señalado" (de las búsquedas después reacciona a la "etiqueta" según: tipo de etiqueta está/el tipo (w5) de ANALIZADOR de SONIDOS de // del SENSOR de // de la ocurrencia) (""/"de las búsquedas reacciona" "marca con etiqueta") (la "etiqueta" puede estar en forma (adicional agregar-en) de sonidos) ("reacciona" al sounds= "señalado" según cómo tal are= de los sonidos "marcado con etiqueta") // TDS (se marca con etiqueta el tiempo particular (duraciones/puntos) = (nr/acceso) PISTA de // T (a CID = al material atado "señalados" del to= de la etiqueta/de la "etiqueta" transmitido sobre el teléfono) // ("se marcan

con etiqueta" los controles W5 algo) // el UIP de la "etiqueta"/ El analizador visual/circunstancias del analizador = del development= uip-DB de los sonidos ciertas se pueden pesar según lo "señalado" por el tipo "etiqueta" // VR (ocurrencia - > el "analizador" interpreta el occurrence= después empareja contra el DB de "etiquetas potenciales " = "reacciona " = (creando "experiencia "señalada"")).

Los valores incluyen:

- "Siguiendo". El sistema mejor sabe lo que al monitor= W5.

- Donante menos o una dirección más preferencial: 1] la presencia de cierto disparador del can= del wa N el "notificador". 2] en ciertas circunstancias del development= uip-DB se pueden pesar según lo "señalado" por el tipo "etiqueta". 3] "etiqueta" = tipo "cuenta" para se marca con etiqueta qué.

- La etiqueta se pudo encubrir (de usuario), especialmente para ("access') "que sigue" propósitos.

. Construcción (interruptor) de la "etiqueta":

- puede incluir uno o variables/las instrucciones múltiples de las cuentas/interruptor para a cómo el sistema si "reaccionar" a la etiqueta/qué etiqueta se ata.

- La etiqueta hace que la "búsqueda" y "reaccione" piezas: Una porción está en el material que es marcado con etiqueta, el otro que "reacciona" a la "etiqueta". Eg.: las funciones también tienen gusto de un presente humano de la "etiqueta" del triggering= las "del anti-body= reacciones" según el tipo.

. OTD D: U = "marcando" el ~ con etiqueta (W5) C

EXTREMO DE ESTA SECCIÓN DE LA PISTA, PARA ESTE USO DE LA PALMADITA
LADRÓN SUB-FEATURE DE S DE LA PISTA'

INTRODUCCIÓN: Los sistemas que tratan de los ladrones (del ser humano), y que no pertenecen exactamente en la pista archivan. Ver relacionado: Clase de USPTO/subclase recientes 348/169 TV: Seguimiento de objeto. Piezas:

RETÉN =

Las ayudas cogen a gente ilícita. También ver la pista.

-

1C252 bandido Pinpointer: Punta del protector de las ayudas donde está el bandido.

+ dirección de las demostraciones del 'images= sano vía el goniómetro

. --D: persona = mic/analizador de la cámara = de sonidos/analizador visual = c ['pista/ladrón/vagos] = nr.

- los sistemas son controlables completamente por la persona en ("R") la localización alejada/en las premisas/C.

. - pasado de las puntas/ocurrencias posibles de la presencia %future.

. - fue cortado de, no convertido después de 1C250.

+ espectador de la seguridad de o: Mientras que mira la televisión, notifican al vigilante humano siempre que ocurra un cambio en la escena del espectador de la cámara.

las pantallas múltiples o las ventanas de +-if están siendo vistas simultáneamente por el guard= que (porción de) "s" ese necesita la atención se marca/se corrige.

--qué necesita la atención: movimiento; o los vagos (analizador del comportamiento del `[para adaptarse]) determinan el tipo de cambio pueden ser indicativos de actividad ilícita o el otro sistema señalado de la actividad es coger programada/pista.

. - programado para alertar a vigilante cuando cierto porcentaje de la pantalla cambia, evita el problema de alertar el espectador cuando un pájaro vuela en la visión.

. - los cambios en "lente" "'analizaban" vía cambios en sus pixeles.

. - en esta etapa, la visión se representa sobre parte (el usuario puede todavía mirar la demostración) o toda la pantalla.

- puede tomar cuadros en la dirección de la fuente sana: el sonido - > analizador de sonidos - > C (computadora y software del `) - > mueve mecánicamente ""/"de la cámara lente" enfoca o ajusta electrónicamente a la localización deseada (w o la cámara externa móvil del wo (fuera) (en la atención de dibujo de la golondrina de mar a sí mismo - > notificando a bandido)

--la lente o el microscopio de zumbido puede afilar con piedra más en ocurrencias señaladas.

. - aplicaciones las muchas patentes usadas intrusos para marcar o de la pista u objetos móviles.

NOTIFICADOR =

estado de cuaesquiera ladrones dados al inquilino

3A632 movimiento "sensor": una persona mayor sabrá si cualquier persona está caminando alrededor del cuarto. Compensa propios movimientos del usuario.

- los alertan vía las señales sonoras [etc] en auricular; pequeños altavoces situados en áreas señaladas

¡- para el uso de interior, siempre que una persona camine en un cuarto, una señal sonora [etc] suena cuando se dispara una luz laser (existe con todo grande para el uso de interior del consumidor para este tipo de mercado mayor! La gente no tiene gusto de la sensación de no saber qué está sucediendo alrededor de él)

COLECTOR PÚBLICO del VÁNDALO de la MÁQUINA 5A600: alarma a policía si cualquier dispositivo se está tratando de forzar con. Para los teléfonos, máquinas expendedoras, [máquinas del boleto, luces de calle, elevadores, (existe?: cabinas de peaje, máquinas de efectivo)], transporte público, salones que esperan

- sentidos del receptor para: vibración excesiva, actividad inusual en el cojín dominante, calor excesivo (que detecta vandalismo del fuego)

- (este elemento pudo ser único: los receptores falsos de la alarma pueden también ayudar a frustrar de vándalos)

OBRAR RECÍPROCAMENTE =

El sistema reacciona obrando recíprocamente con el intruso cuando analiza su presencia. Formas de interacción:

- Dispara para arriba a ladrón: traba para arriba sistemas, eg.: los requisitos del acceso llegan a ser más apretados; cerradura de puertas; los protectores notificaron.

--Interactivo audio.

SISTEMA de ALARMA de la PARANOIA 3A180:

envía la risa cínica de un "payaso listo" sobre entrada ilegal. Otros mensajes: las sirenas entonces "salen con sus manos en la cabeza"; fractura del vidrio como si haya otra tuerca en premisas; perros; "hey usted viene aquí", las "manos encima de usted está bajo detención"; sonidos no verbales extraños; perros cósmicos extraños; cualquier cosa (sonidos, etc) engranada especialmente psicologicamente a asustar el semi-paranoico y o ésos en las drogas durante el robo con allanamiento de morada; etc. Efectos audios/visuales demostrados disuadir a ladrones: exhibiciones del laser, declaraciones en la luz que aparece en las paredes, televisiones que se giran con una película/un vídeo.

- la exhibición puede seleccionar para demostrar al ladrón: el sistema de información ha cogido el Info en ladrón eg.: su altura, peso, raza, cuadro de la cara, el ladrón del etc. dijo la información se almacena en distante, irrecuperable, o fuente secreta, o policía "C". Ladrón mayo o mayo no ver su propia cara. Quizá cámara/sensores ocultados en cualquie número de maneras. La salida a audio selecto/a la representación visual del ladrón demostrados asustar a menudo psicologicamente/disuade o reduce a ladrón del tiempo vaga en premisas.

SIRENA 3A115 y ALARMA FALSAS:

si el intruso entra, oyen vía la sirena distante del oscilador que consigue más ruidosamente (como si de afuera, o quizá de ventana del exterior de los altavoces de la prueba del agua apenas).

Mientras tanto la policía verdadera pudo ser llamada adentro.

PERRO del DESCORTEZAMIENTO 3A370:

sonido [oscilador] del perro del descortezamiento sobre el sonido o de la persona que camina encima de la calzada (cuando se cruza la línea del laser). El sonido realista consigue en los segundos que significan el perro está más ruidosamente más cercano a puerta principal.

- mientras que la persona camina alrededor fuera de la estancia el perro que el descortezamiento los sigue por los sonidos que emiten de diversos altavoces.

- tipo de cambios del descortezamiento del perro (eg.: consigue más enojado, con o sin el volumen de sonidos consiguiendo más ruidosamente)

- grande para la gente que quiere la protección de hogares, pero sin los problemas de cuidar para el animal.
- el usuario puede tener pequeña casa de perro vacía adentro detrás de la yarda americana grande, al lateral (tan posiblemente visible de puerta de entrada lateral del jardín)

REFLECTOR de los SONIDOS 5A220: cada uno de los sonidos del intruso (eg.: pasos, apertura de armarios, fractura del vidrio...) se registran y se juegan de nuevo a espectro y ayudan a disuadir a ladrón.
- tener el convertido de la opción del Karaoke sus sonidos en otros

NOTIFICADOR DE TAMPERER =

PARTE POSTERIOR DEL JUEGO =
los juegos del sistema de seguridad 1C251 mueven hacia atrás últimos incidentes: Si el usuario oyó un sonido extraño en otra parte de la vivienda, el sistema jugará ocurrencia trasera. "mic" y o foco de la cámara en la dirección de la fuente sana.
Usos: para los ancianos; reduce el número de protectores que patrullan necesarios; etc. El área patentable aparece ser la alarma del analizador de sonidos. La buena posibilidad un cierto tipo visual analizador existe.
. - fue cortado de, no convertido después de 1C250.
el sonido extraño de +-a en una cierta región de hogar, almacén (en la noche), entonces usuario puede solicitar el "mic" y o la cámara (aún o cuadro móvil) coger y o jugar de nuevo los sonidos traseros (que dejan a usuario mejor juzgar qué sucedió) de la localización general del sonido original que hizo a usuario ser alertada. + ver la pista.

Info general en nuestros sistemas del ladrón:

+ verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias
- Los 'sistemas del ladrón muy se atan a la pista de la pieza.

MEMORIZER de la HUELLA DIGITAL 3A206: electrónicamente o químicamente recuerda la huella digital. El coto de las ayudas imprime si la parte externa de objeto tocado consigue cambiada suavemente. Eg.: dar una pluma/un vidrio alguien y su más fácil embolsar el artículo tocado en un bolso sin el miedo de perder sus impresiones.

+ <3, 3, 3, IDENTIFICADOR del BANDIDO de 3> 1C250: El analizador utiliza la amplia gama de sensores conjuntamente con el analizador del comportamiento, para establecer presencia de cualquier bandido.

+ las búsquedas del sistema entonces "analizan" uno o más ocurrencias (sonido, cambios visuales) entonces reaccionan.

. - El sistema puede mejor tomar decisiones teniendo una gama más amplia de señales de analizar de, eg.: la fractura del vidrio siguió por alguien que caminaba en área prohibida.

+ sensores de KN (invención): cualesquiera de ellos se utilizan para supervisar ocurrencias.

+ el área patentable aparece ser la alarma del analizador de sonidos.

. - Modelos más baratos "notifican simplemente" (wo que analiza) sobre la audición de cualquier ocurrencia dentro de ciertas gamas de frecuencia (vidrio que se rompe).

. - Interventor de A/V. Permite que el usuario siga a ladrón

-

Misceláneo:

- también alarmas si algu□n movimiento (o solamente extraños) ocurre vía cambios en el espectador de la cámara; de tal modo también para el uso científico también, eg.: cambios de la tranquilidad en un experimento del laboratorio.

. - las cámaras de vídeo se pueden también activar en similar y o modos simultáneos como con el "mic". Cuando está jugada de nuevo, la pantalla también ha exhibido "respuesta".

. - Siempre que las señales se envíen al dispositivo, el "mic" para la localización apropiada transmite y o registra los sonidos para señalar los plazos

. - sobre el sonido del timbre, el usuario dentro del altavoz los deja oír qué ocurre fuera de puerta hasta que se abra y o los primeros 2-8 minutos, cualquiera viene primero.

. - ap: almacenes, oficinas (durante día y o noche); bancos; cuartos electrónicos de la máquina de efectivo del banco; otras áreas donde esta información puede utilizar para coger a criminales...; para las situaciones donde hay un presupuesto bajo para el personal de seguridad (hace a gente más dispuesta a trabajar para menos dinero teniendo la TV a mirar, etc; menos caminando en frío; etc.). Sostiene seguridad, eg.: una capa secundaria de la seguridad (una capa, alrededor que camina/segunda de la persona viva capa, EL (individuo vivo del monitor de w). uip para la investigación general (el convertirse/extensión de la base de datos para el uip)

-

O-Incorpora partes de 1C251. Era el No. 1C330: Registrador de cinta rotatorio:

[esto se relaciona con otro producto # que también incluyó uso de este sistema con las cámaras de seguridad video] - por lo tanto no abierto para el público todavía

. - Slogans publicitarios de consumidor: ¿Oír nunca un sonido y no seguro qué usted oyó? Publicidad apuntada a cierta gente, tal como ancianos, madre levemente paranoica en leyes, etc.

. - la subsistencia del =c de la cinta del microchips~) (vídeo)) (memoria) suena por cierto tiempo, el "sistema de lazo" puede continuar registrando y borrando más viejos sonidos

. - repetirlo en un volumen más alto si está deseado; los que quieren sistemas más elaborados pueden volver más adelante al almacén y comprar los micrófonos adicionales u otras opciones que pueden registrar de diversas

localizaciones para conseguir un mejor sonido. Durante/después de la ocurrencia, sys/u puede también disecar/en golondrina de mar "analiza" ocurrencias del pasado.

Misceláneo:

- las variaciones modelo complejas han memorizado (analizador de sonidos) el sonido comúnmente generado en el ambiente = (vía el uip/el carro/aprende vía m) = y no hace caso de ellos completamente/parcialmente.

. --Eg.: se cifran los sonidos poco importantes = c (sistema de la seguridad). Cuando ocurren los sonidos poco importantes - > analizador de sonido convierte sonidos entrantes a las señales que representan el tipo sonido - > analizador de sonidos - > los descartes/no hacen caso (a menos que hay un compuesto del múltiplo tales sonidos poco importantes por la banda en este caso protector del nr del sistema (sistema electrónico) (notifica cuando está señalado).

- Muchos 1occurrences/elements adicionales pueden accionar (audio/la representación visual/la otra" grabación el "del "sensor analizar" funciona:

. --sobre uno o más situaciones limitadas/occurrences1 - > se crea una señal. - > este interno de la señal puede: activar lo más cerca posible ""/"de la lente mic" (para el analizador de tr/replay (protector de servicio) /sound/analyzer/m/c/etc. visual.

---Eg.: abertura 1 = 2 de cualquie/4 caja fuerte puerta/3 ventanas/5 [entrada en cierta zona (vía detector de movimiento/el sensor de la luz laser que dispara/del calor)] /6 productos químicos accidente (sensor (interacción química en el sensor) - > señales c (analizador) - >"/"de la lente de nr/"mic" (la lente/mic puede ayudar: "analizan"/protector, comprueban qué es sucediendo (llano/tipo de peligro, cómo manejar emergencia)/7 terremoto/8 (EL) apagón/9 vibración (fractura y entrada sonido/12 llamadas verbales)/10 timbres/11 teléfonos de ayuda (de cualquier persona w/in descortezamiento del perro gama/13 de los "ratones" (véase la seguridad KN del descortezamiento del perro del EL)/sonidos (incorrectos/que funcionan incorrectamente)/función/operación del EL de la actividad (electrónica) inusual del equipo

+ UIP: memoriza gamas/ocurrencias poco importantes de la señal = así que el sistema (sistema electrónico) las puentea en futuro:

--eg.: el sonido y el ambiente estándar, pudiendo distinguir al posible llano, qué aparece extraño). Los estímulos poco importantes que pueden ser no hechos caso pueden cubrir millares de tipos de ocurrencias, eg.: cualesquiera enumeraron adjunto. Los usos de muestra, no hacen caso: los 50% de ciertos sonidos o representaciones visuales/de entradas humanas si durante horas de trabajo, estos 50% son resueltos vía la banda y la probabilidad de la ocurrencia/de la distracción para la seguridad contra riesgos relativos (para la organización, eg. hurto/daño).

--eg.: las últimas ocurrencias determinadas analizador que pensamiento requirió la notificación no eran realmente importantes (según lo determinado por el protector) = en futuro tal juego de las ocurrencias de la vida real poco o nada de importancia en la determinación de si la notificación para guardar se autoriza.

. - multiusos: el sistema puede reaccionar diferentemente a diversa gente (que camina alrededor), según el uip/el acceso de la persona = del sistema (sistema electrónico) no hace caso/busca de ciertas ocurrencias = en analizar

de la golondrina de mar (vía la banda que empareja el uip de la persona). Dos diversas personas pueden hacer las mismas acciones, con todo: el sistema busca las ocurrencias de diferenciación/incluso si el sistema busca las mismas ocurrencias para ambos = el "análisis" de sus ocurrencias = se podría procesar diferentemente. . --el sistema desarrolla el uip encendido: u (gente,)/laboratorio de los extranjeros experimenta o el su equipo/"análisis ambiental"/la otra reunión de la investigación necesita.

-

OTD:

exhibición ("S"): u (usuario o concesionario anticipado) puede analizar la situación; pp; P.M.; fecha (los estados la hora y la fecha algo ocurrieron): las sincronizaciones dentro de ciertos parámetros pueden ser más/factor menos crucial, eg.: después de 5pm; trabajos como parte de otros sistemas de la seguridad ("analizando"/"que censura"); todos; "mic"; mfh; punto de ebullición (fuente eléctrica de reserva); alerter; uip; distancer (cuando cualquier artículo específico se ha movido más allá del número de la banda de metros); acceso (la entrada ilegal causa la señal al sistema); básico; carro (tipo banda de la seguridad a ser en funcionamiento, eg.: mecanografiar las señales de buscar/no hacer caso, [cómo el "analizador" debe funcionar (en la determinación/el reaccionar al apuro, y el sistema de las sugerencias puede dar a (el dispositivo de u/guard/el) para ayudar a la situación del remedio)]; Sistema del =security de "C "; % interactivo (existencia analyzer->determined del bandido de los trouble->fools (véase que KN (invención) que asustan a bandidos después del sistema de la seguridad los nota que)/comunica a protector de w (con) (el protector puede pedir "Q" acerca de la situación); "M" = uip: aprender/identificar cuál es y no es un sonido normal y o visión/ayudas "analizador"; "/"del mic del c= " lente"; seguridad o policía de los contactos vía el teléfono ("T"), tr, MES, m (m=t/mo/tr=police/guard); %morning (despierta a protector (si (w5) "detecta"/"analiza" a protector no está haciendo sus redondos (fecha/cuenta); ¿receptor acústico del movimiento? (parte B del localizador); P.M.; notificador; oscilador; uip; pp; impresora; alejado ("R") (desactivar el sistema, las ocurrencias anteriores traseras del juego); cuenta; analizador de sonidos; discurso; los sonidos/las visiones traseros jugados son synth; tds; Reino Unido; uq; vc; el analizador visual es importante también.

- D: 1 ocurrencia - > sensor 2 (impulso de 3mic/4lens/5chemical sensor/6el = analizador 7 de = ~ 9 8 C (computadora y software del `) m = 10 tr: nr 11 de t/mo/fax/wireless tr (transmisor) = (notifica cuando está señalado) bandido/13 preocupan/14 respuestas del protector/12 tontos del sistema (sistema electrónico) de las luchas del sistema del sistema M. panorama/15.

--1 = pista: ver la descripción; cierta gente es identificable vía su: access/tr (código de difusiones de su identidad)/k alerta adentro por el protector/la persona se sigue electrónicamente (una vez que el sistema sabe quién (w5) a seguir (sistema poco probable perderlo). 2 = pueden utilizar los sensores no mencionados. 6 = abertura de la puerta/de la ventana - > sensor - > analizador; 6 = el otro dispositivo (electrónico) del EL nota = el nr analyzer/c. (principal) 7 = banda/los pp/q/carro/uip/cuenta/fecha/bva/analizador visual/analizador de sonidos (identificador de los sonidos 1C251). analizador 7: las señales entrantes 7a emparejaron contra los archivos 7b de las ocurrencias (entrante potencial). 7c = cómo se marca con etiqueta 7b, eg.: el nr (notifica cuando está señalado) ocurre cuando la persona w (con) cierto uip acciona la ocurrencia 7a->7b. 7=sys busca

sonidos/ésos del volumen específico de ciertas direcciones (determinadas cerca: cuál el "mic" está más cercano (analizador del c=direction; el "mic existente" puede coger sonidos según su localización en lo referente al "mic". 13 = cerradura de puertas (el bandido potencial/sistema de la interceptación para el problema del fuego o del producto químico (salida) vía: los retardadores/el nr de rociadura (notifica cuando está señalado) guardan. 14 = respuestas vía: el oscilador /video/tv/ (estéreo) "entretiene " %. 15 = 1r o 2do m necesario para "" adicional/protector de m del análisis = del nr (notifica cuando está señalado)/desarrolla el uip.

- Final de 1C250

Misceláneo:

sistema antirrobo 2G18-C52: Cuando "Reino Unido" en el transmisor del usuario después del hurto, una alarma suena en coche robado, etc. el julio de 93 X NK

C52 = "teléfono" /tr = llamadas del mfh = del usuario para conseguir W5 en producto (pd)

la alarma antirrobo del coche 2G21-C84 memoriza la posición del coche [eg.: conseguir N (invención) para el distancer usado para los coches] el 29 de agosto de 92 NK

C84 = "teléfono" = "notifica" a dueño si se mueve el coche (ilegal) (más W5 (vía C84/PS/GPS)

BÚSQUEDA DE LA PATENTE:

Estrategias y patentes vía www.qpat.com 74 - 2.97: estrategia: (psicología de la personalidad del sensor del intruso del ladrón del ladrón del bandido interactiva) y: clase/subclases (348169/pcl 340571/pcl 340540/pcl 340572/pcl 340568/pcl)

Palabras claves para las búsquedas de la patente. 1C250:

- asunto: la seguridad, alarma, alarma, notifica, nota
- reacciones del sistema: la alarma, notifica, alerta, guarda
- quién: bandido, ladrón, persona, ser humano, ladrón, intruso
- acciones ilícitas: robar, hurto, rotura adentro, corte, acceso, entrada, ilícita, moverse, tratar de forzar, abrir, escoger (cerradura), presencia (de bandido), extraña
- cerraduras: contraseña, cerradura, código, puerta, puerta
- síntomas de ocurrencias: (inusual/extraño) la ocurrencia, sonido, rotura de cristal, oye, nota
- analizar métodos: los sensores múltiples, estudio, comparan, combinación, base de datos, características del comportamiento, analizador de sonidos, identifican, memor

1C252 bandido Pinpointer:

- punta: foco, dirección (del sonido/de la actividad), aislante, búsquedas (cambios)

Misceláneo:

- monitor: observar, ver, ver, repetirse, expediente, película, cámara, micrófono, sensor
- pista: coger, capturar, marcar con etiqueta, seguir, seguir
- UIP: (aprende) no hacer caso (las ciertos ocurrencias/sonidos/incidentes), ajusta

Patentes de los E.E.U.U.:

Las clasificaciones de patente de los E.E.U.U. buscan en www.qpat.com 74 - 2.97:

La clase 340, subclase en 500's es buena, pero no buscó la subclase entera. 340 cubiertas: Comunicaciones: Eléctrico

. 340/540 condición del específico de las cubiertas de la subclase 540

- str: 340540/pcl y (corte del bandido del ladrón de la seguridad):

patentes 0

. 340571/pcl y (corte del bandido del ladrón de la seguridad);

etiqueta 4123749 colocada en el marcador magnético 4222517 de la mercancía 4498076 del almacén

Hay otras patentes diversas usando "marcadores" y se marcan con etiqueta las "etiquetas" 5032823 U [se sigue su marcador]

. 340572/pcl y (corte del bandido del ladrón de la seguridad)

4337462

Sistema de seguridad inteligente 5099226: esta patente sigue la presencia de objetos y limita su acceso, pero no es probablemente única en este campo apretado.

. 340568/pcl y (sensor del corte del bandido del ladrón de la seguridad)

0

Debajo de mí tenía apuro w (con) el afinar en el DB de la búsqueda de la patente:

. 70/57.1

. 250/206.1 = "distancer"

Copiado para archivar 8/match:

+ 348169/pcl TV: Seguimiento de objeto

Dispositivo interactivo de la vigilancia ++5473368: el infrarrojo localiza a intruso, después mejor permite que la cámara se enfoque.

+ 5389967 aparatos del seguimiento de objeto y método de videocámara

5559551 ++5521634 detección automática y sistema de transmisión prioritario de la imagen.

Lente de cámara +5570177 controlada por la distancia del objeto

Imagen +5530771 que sigue el dispositivo

+5414474 aparatos móviles del reconocimiento del cuerpo

¡+++ porción importante de patentes en esta clase secundaria son relacionados!

Este campo entero es muy nuevo.

No leyó debajo de patentes:

Los E.E.U.U. patentan a general: Cuadro 5528354 que detecta la unidad del sensor.

Bolsillo interno del paquete w de 5601188 seguridades (con) para una etiqueta de la vigilancia

reflector cerrado granangular del detector de movimiento 5432597 5418368 w (con)

EXTREMO DE ESTA CARPETA DE LA SECCIÓN Y DEL PERSEGUIDOR DEL LADRÓN

Archivo: Introducción/usuario de la característica

USUARIO - entidad usando nuestro sistema

+ representan todas las invenciones y a sus usuarios importantemente también en software y o forma de la realidad virtual. El software simula TODAS LAS ocurrencias al grado posible en mímico el ejemplo (idealizado) de la vida real. Cuando representan a un ser humano o a un usuario en la invención: Ésta puede ser una persona verdadera, o la pintura de la realidad virtual del usuario.

- Versión de la realidad virtual del usuario. Cuando representan a un ser humano o a un usuario: Representa organismo humano u otro vivo verdadero. También representa la realidad virtual o la función más simple del software que representa tantas funciones del usuario como sea posible. Interno (pensamientos y sensaciones) se representan. Las maneras puede ser demostrado:

--Uno puede chascar encendido un icono para ver cuáles son las funciones internas.

--El texto y o el milímetro se utiliza para describir.

--Uno puede ponerse en el juego de la realidad virtual o el otro efecto ambiental con todos o algunos de los sentidos y del milímetro humanos de modo que uno pueda experimentar de cerca lo que experimentaría el usuario representado.

. (Ser humano) quién están interconectando con el producto/el sistema. La persona o el otro partido autorizó para utilizar las características. Usuario que genera a derechos facturables. De los usuarios includes^ también: gente múltiple, "accessors" (véase el "acceso"). Raramente %animals o temas del laboratorio/del estudio científico (animales, plantas, microorganismos). La máquina del usuario que es servida/asistida por el sistema

principal, eg.: usuario (c=modem) = Internet; en la mayoría de los casos una persona puede ser el co-usuario y o substituir la máquina. El Client%, ser humano el observers%, % espera. el usuario puede requerir el "acceso" a "obra recíprocamente" con el producto. "Mandando la cuenta": El usuario puede elegir diversos planes del pago/de la tasación de la forma.

. El usuario puede hacer preguntas de la invención. Ejemplos: el dispositivo ofrece la demostración del sistema de ayuda cómo utilizar características de producto específicas; cómo reprogramar las características, la hora actual y o la fecha de producto; la otra información necesaria; etc.

- Dibujo: Reino Unido (llaves del usuario adentro) = tr (transmisión) = "C" = exhibición/printer/M

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- Ver el "cerebro": la característica del system se adapta según circunstancias.

- Un código (acceso, "marca de agua electrónica ") codificado en límites de sw/data cómo + la característica/el sistema/el programa pueden ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

- "Facturación": cargas por la pregunta o por minuto.

CARACTERÍSTICA VISUAL DEL ANALIZADOR

Sistemas de reconocimiento visual. Muy relacionado al analizador, VAGOS, analizador contento, perseguidor, analizador de sonidos.

CÁMARA del HORNO 3C-140: El cocinero puede disfrutar de la compañía de su marido o amigos en o fuera de la cocina sin tener que ir mirar la ventana del horno. La cámara demuestra el estado del artículo adentro. Otros ojos de la cámara pueden también ver la estufa de cocina.

- D: cámara = analizador visual (para cuando los elementos han cambiado según lo señalado (vía la banda)) = c = nr.

- Notas al pie de la página: "R"; "S"; pp; P.M.; Reino Unido; fecha; todos; "mic"; alerter; cuenta; "T"; tr; uq; mq.

+ INVESTIGADOR del MICROSCOPIO 2D-270: Hacer que el microscopio localice el elemento o la actividad deseado en muestra. Búsquedas visuales de un analizador para los objetos particulares. El sistema también supervisa el tipo actividad visual en un cierto plazo automáticamente, almacenando la información en base de datos.

. - ahorra el tiempo del científico que mira alrededor

- Artículo de la exhibición que es visto sobre la pantalla ("S").

- D: el uip de la c busca estímulos particulares = C (computadora y analizador del `) = el manipulante 2D-260's = el microscopio 2D-260's
- compila la base de datos del uip en objetos/estudios deseados.

Explorador médico -2D-200

+ INVESTIGADOR de la IMAGEN 2E210: Búsquedas señaladas imágenes en base de datos o mundo real del interruptor (programas informáticos del `[el `analiza]). Usos: "Siguiendo"; Diagnosis médica; Colección de la base de datos para el UIP; Dirige los movimientos de la robusteza/del vr. Muchas patentes relacionadas existen.
- El seguimiento de imágenes visuales de objetos es campo bien documentado. Eg.: Aparato del seguimiento de objeto de la palmadita 5473369 de los E.E.U.U.
- funciones como búsquedas de la palabra del software. A menos que, las peticiones de usuario mecanografíen la imagen deseada, dentro de ciertos parámetros, eg.: colores, formas.
- Organizador del "artista": "tener acceso" a todas las imágenes con ("uip") el estilo/el tipo señalados ("score').
- C (interruptor): data=analyzer=output (s/printer)
- Elementos buscados o emparejados: está reconociendo caras (ahora en la investigación por algunas otras compañías); colores; geografía; palmadita 5457639 de los E.E.U.U. del terreno; cómo los elementos se mueven/cambio (la velocidad, crece, degenerado); patrones de (comportamiento, movimiento, cambio, uso, "pista"); ondas (acústica - palmadita 5479375 de los E.E.U.U.); medicina: las imágenes/los síntomas de los fósforos cogidos por el sistema con DB (base de datos Info del `a ayudar a adaptarse a las necesidades asociadas) - > determinan el nombre posible de la enfermedad, ayudas que el doctor determina las naturalezas posibles de la enfermedad estudiando síntomas, ve KN relacionado, palmadita 5417210 de los E.E.U.U.; proyección de imagen de 3 dimensiones, palmadita 5390112 de los E.E.U.U.; texture la palmadita 5230039 de los E.E.U.U. del "análisis" (las telas, los materiales naturales)

- Usos: DB (base de datos Info del `a ayudar a adaptarse a las necesidades asociadas) para el uip o el "analizador"; "pista"; movimiento del vehículo/aterrizaje (palmadita 5235513 de los E.E.U.U.); fusión con la otra imagen que genera el sistema, eg.: Radiografías, Sonograms, imágenes numeradas o cámaras, sistema de la "pista" (sistema electrónico) (bandidos/características de las búsquedas asociadas a comportamiento del bandido).

. Técnico:

--no patentable: chascar encendido el cuadro de la pantalla del sol de levantamiento, después la base de datos de las búsquedas del sistema para el sol de levantamiento. Si factores múltiples: ¿la parte A y la parte B en cada cuadro emparejan o no?

--quizá patentable: escogiendo cualidades múltiples, el cuadrado, círculo, sol de levantamiento, entonces busca la base de datos. Requiere algoritmo.

--el sistema identifica cuál es un ojo, compara después ojos.

--el campo del investigador de la imagen es viejo y apretado

--¿existe? La oficina de patentes de los E.E.U.U. está trabajando probablemente en desarrollar esta N (invención) para su uso.

- Comparación de las formas de la imagen basadas en datos vecinos cercanos. Palmadita 5255354 de los E.E.U.U.

- Str 12.95 de la búsqueda de la palmadita:

- (imagen o proyección de imagen o diagrama) y (búsqueda o locat o hallazgo) y (computadora o software)

- (imagen o proyección de imagen o diagrama) y analyz y (comparar o comparación)

- (imagen o proyección de imagen o diagrama) y pista: tener muchas invenciones relacionadas.

. OTD D: u (usuario como un cliente) = este ~ C del sistema de N (invención) () (computadora y analizador del `) = ACCESO (señalado (cadena de) las imágenes necesitó antes de tener acceso); ANALIZADOR (w5 de la imagen; aplicabilidad para el uip); CUENTA (); CARRO (); EDIT (); EDUC (utiliza imágenes necesarias y el texto asociado; enseña a u (usuario como un cliente) cómo moverse (para los deportes, la palmadita 5390927 de los E.E.U.U.); MULTIUSOS (); Banda (tipo imágenes deseadas); CUENTA (valor de imágenes); ESTADO (de la imagen (recogida, disponibilidad)); TDS (w5 de imágenes); T (); PISTA (el sistema sabe mejor seguir el elemento/la ocurrencia señalados = porque el sistema da más pistas en cuanto a qué necesidades de ser seguido como elemento designado cambia (localización, las características), eg.: después de señora principal roja con cierto monedero del estilo como ella viaja de aeropuerto al aeropuerto, o de toda la gente con los perros alemanes de Shepard de la gama señalada del tamaño en alamedas de compras de la zona metropolitana durante enero); UIP (); ANALIZADOR VISUAL (); VR (el sistema encuentra elementos en el ambiente verdadero (sitio, al aire libre) esa reunión los criterios para crear el efecto/la situación/la ocurrencia/la presencia (y el sistema deseados dirige u allí), eg.: lugar de las necesidades de u (usuario como un cliente) a sentarse, reclinarse, comer, hacer llamada de t, parar el vehículo con seguridad, parar en la posición geográfica para mejorar (comunicar vía el t basado en los satélites/celular evitan gotas de lluvia/evitan o consiguen rayos del sol); WA (guías del vr u).

-2E240

- El seguimiento de imágenes visuales de objetos es campo bien documentado. Eg.: Aparato del seguimiento de objeto de la palmadita 5473369 de los E.E.U.U.

¿Los artículos [equivocadamente] fueron insertados adjunto para un "analizador de la voz"? ¿El tal pertenecer también/más en "analizador de sonidos"?

MISCELÁNEO:

- Ver: 4E-030 acceso KN.

+ "pista": Analizador visual descrito bien en "pista" (monitor inteligente 2E251).

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.

. - 2D-050 localiza la dirección del objeto vía: Sonido/cámara.

. - Código (acceso, marca de agua del EL (electrónico) "") codificado en sw/data límite cómo + parte/sistema (electrónico)/programa del sistema puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

Investigador de la imagen -2E210

- Patente no 4875432 de los E.E.U.U.: el color en tablero de la "cuenta" cambia cuando la cuenta se ata en (voleibol) "juego". (El "analizador visual" busca tales cambios en color y "los analiza" por consiguiente. Nivel de "cuenta"/"estado" efectúa tipo de color cambio encontrado en s (pantalla interactiva del `con) adaptado/nr del menú (notifica cuando está señalado) de cualquie producto/sistema; eg.: 7G).

- Tecnología existente llamada "Vitale": Combina marcos estrechamente vinculados del vídeo pidiendo prestados elementos minuciosos a partir de una imagen para realzar las segundas imágenes. El resultado es un aumento en el número de pixeles, que mejora claridad. Las aplicaciones automatizaron la inspección visual con los semiconductores también. "Vitale" permite a una computadora comparar para comparar imágenes múltiples. Ver las "ciencias populares" compartimiento edición la página 53 de mayo de 1999.

investigador de la imagen 2E210: Funciones como búsquedas de la palabra del software. A menos que, las peticiones de usuario mecanografien la imagen deseada, dentro de ciertos parámetros, eg.: colores, formas, ajustes (eg.: sol del levantamiento/de ajuste).

- el reconocimiento de caras se está convirtiendo en un campo apretado.

--aspecto no patentable: chascar encendido el cuadro de la pantalla del sol de levantamiento, después la base de datos de las búsquedas del sistema para el sol de levantamiento. Si factores múltiples: ¿la parte A y la parte B en cada cuadro emparejan o no?

--quizá patentable: escogiendo cualidades múltiples, el cuadrado, círculo, sol de levantamiento, entonces busca la base de datos. Requiere algoritmo.

---el sistema identifica cuál es un ojo, compara después ojos.

- el campo del investigador de la imagen es viejo y apretado

- <3, 2.5, $, $, $-3> apretó el campo (muchas invenciones relacionadas).

Otros detalles de Techie:

- Ediciones de la patentabilidad: cuando el color basado o las imágenes de C (computadora y analizador del `) representa algo en = el VA (las "búsquedas visuales del analizador y reaccionan a las imágenes señaladas) es otra (sin embargo) manera menos eficiente el saber/que tabula del sistema" (las "generaciones del artista) el wo (fuera) los códigos. [Copiado del "artista " = de " VA" 8.96].

. Ver: "access=ba"

- Cómo analiza: vía los diversos pixeles que representan forma, tamaño, color, distancia, tipo de movimiento si cualquiera.

- D: elemento visto - > la cámara = crea la imagen w (con) sus pixeles = analiza las características de la imagen contra una base de datos de otras imágenes o las piezas o las características = el VA de la imagen (las búsquedas visuales del analizador del `y reaccionan a las imágenes señaladas) concluye en la naturaleza del elemento = de los controles vistos cualquier función señalada en la reacción a la interpretación del va de la imagen vista.

- Qué puede analizar: los dos o los objetos tridimensionales en mundo real o tales objetos en el Cyberspace [DB, interruptor, Internet, siguiendo el DB]

. Puede ser el "analizador visual" o el "analizador de la voz". Si no sure, es "analizador visual". "Analiza" imágenes. El sistema determina qué imágenes están presentes, después "reaccionar" (a las imágenes) según lo programado (pr).

- D: cámara/scanner/s (pantalla táctil interactiva) = convertidor de datos = c ("analizador") = tr (transmisor) = función

- + No. de la palmadita de los E.E.U.U.: str de la búsqueda: (representación visual o imagen) analyz del ajuste - muchos relacionaron N (invención) en esta búsqueda. Control de producción de la imagen del color 5194891; Detecta el sello imperfecto 5260766; Detección 5140988 de estructura anormal del hueso en animales y reses muertas con (ultrasonido); Sistema del reconocimiento de cara 5164992.

- "Corregir": Determina cómo/cuál las imágenes (w5) son ~ "analizado" procesado.

. - Alarmas cuando la cámara ve un cambio en su opinión. Trabajos vía el pixel que analiza el sistema. Diferencias en señales de los disparadores de los pixeles. El sistema puede tener un almacenaje de todos los efectos visuales que está comparando contra.

. - las imágenes del papel/escritas sobre la tableta (pantalla táctil "interactiva")/imágenes almacenaron electrónicamente (memoria de cart/c) = convertidor de imagen = c ("analizador").

. OTD D: ~ C del "analizador visual" (computadora y analizador del `) =

ACCESO (utilizar el sistema); ANALIZADOR (); %ARTIST (); %BA (); CEREBRO (); C (computadora y analizador del `) (); CÁMARA (imagen/objeto apuntado, "lente" de las "pistas"); CARRO (cómo imágenes de las búsquedas/de los procesos del sistema (sistema electrónico)); M (DB de imágenes); %MULTI-USER (cada usuario puede tener aplicaciones de diferenciación para el "analizador visual"); NR (cuando (grupo de) imágenes particulares encontradas); Banda ("analizador visual que controla"); Q (); R (); RANURADOR (búsquedas del sistema y (uip-adaptar, "analizador visual") imágenes señaladas tr); CUENTA (cómo cada imagen (el sistema puede "analizar") viene de cerca dentro del paradigma de la imagen deseada); % del ANALIZADOR de SONIDOS (el analizador visual integra con el analizador de sonidos: mejores "analizar" qué está ocurriendo (en programas de las situaciones de la vida real, de los programas de a/v, de la "hospitalidad")); SONAR EL ANALIZADOR VISUAL (); ESTADO (las "pistas" cómo las imágenes están cambiando y dan "estado" para (cómo es importante) los cambios (ser)); SYNTH (); TDS (registros cada (archivo de) sonido); T (imágenes convertidas a digital tr (después de la alteración "que corrige"/"que analiza")); TR (t, MES, fax); +TRACK (); U (persona que controla cómo el analizador visual trabaja; persona que es vista/estudiada); UIP

(uip-adaptar: las búsquedas señaladas las imágenes, y los alteran vía uip-adaptan); VR (imágenes de los convertidos según lo programado).

- D: cámara/scanner/s (pantalla táctil interactiva) = convertidor de datos = c ("analizador") = tr (transmisor) = función

- Investigador del DB de la imagen (base de datos Info del `a ayudar a adaptarse a las necesidades asociadas): VA (las búsquedas visuales del analizador del `y reaccionan a las imágenes señaladas) exploración DB (base de datos Info del `a ayudar a adaptarse al) asociado/World Wide Web de las necesidades para "señaló el archivo "señalado" del to=" de las imágenes ("rutas" él y cualquie texto/página/texto atado de la vista de la tela/otras imágenes).

. Patentes de los E.E.U.U. Parámetros boleanos de la búsqueda:

- str: (representación visual o imagen o cuadro) adj9 (analys o analyz).

- Patentes de los E.E.U.U.: 5471252 campos de vector de cálculo del movimiento.

. Interruptor de caracteres ópticos del reconocimiento: "analiza" el texto/% manuscritos otras "imágenes" (vía el interruptor realzado del VA (las búsquedas visuales del analizador del `y reaccionan a las imágenes señaladas)).

- "Facturación": las cuentas por tiempo utilizaron/"tenido acceso".

EXTREMO DE ESTE ARCHIVO VISUAL DEL ANALIZADOR, PARA ESTE USO DE LA PALMADITA

Archivo: Introducción/VR de las características

CARACTERÍSTICA DE LA REALIDAD VIRTUAL:

viajero de la realidad virtual 6B630: El niño experimenta sus movimientos de nuevas maneras. Los movimientos del cuerpo se convierten en efectos audio-visuales creativos. Ejemplo: el movimiento de cada pierna suena como los pasos hechos en el bosque, mientras que el paisaje en la pantalla cambia según cómo él camina.

- Cosa de la caminata: amplificar y alterar los sonidos creados por su dar une vuelta.

+-sound como usted están caminando: en una playa; a través de bosque; en la pila de latas de lata (para el humor); a través del agua; etc.

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- usted puede caminar alrededor del cuarto, con todo suena como usted puede ser que camine encendido: arena, nieve, hojas de otoño, chapoteando en agua poco profunda por la costa o el lago...

- cada movimiento de la pierna acciona el mecanismo de fabricación sano

- los altavoces pueden estar para el aire, o vía los auriculares estéreos portables

- hace caminar a trabajar, el etc más interesante
- el usuario puede crear diversos efectos sonoros de muchas de las opciones enumeradas adjunto
- aplicaciones la tecnología existente del podómetro como parte del sistema (el podómetro cuenta el número de pasos que una persona hace al caminar), más tecnología adicional
- éste es un de tipo precoz del producto de la "realidad virtual"
- otros títulos para el producto: Caminata de la realidad virtual, caminata del cielo, sonidos que caminan, fabricante de la caminata, compañero del basculador
- aplicaciones adicionales: para activar (lo hace más interesante)
- aplicaciones el caleidoscopio electrónico (explicado en otro de nuestro No. del producto)
. - los movimientos para cualquier otra parte del cuerpo pueden hacer sonidos correspondientes del "synth", eg. de los movimientos de: brazos (manos, dedos, antebrazo, bíceps, cabeza, parte superior y o piernas más bajas, etc.)
- OTD:
- diversos cartuchos permiten diversas opciones de fabricación sanas; todos; "C"; pp (tipo de efecto sonoro deseado); P.M.; Reino Unido; interactivo; juguete; juego; hospitalidad; "mic" (determina el tipo sonido hecho por el usuario, después sintetiza el sonido por consiguiente); ejercicio; portable; sst; correa inútil; punto de ebullición; oscilador; vc; cuenta; actúa como podómetro también; carro; RPC; cp.
- "Inclinación": controla las funciones del sistema: los objetos del u son R
- copiado a 5E020 en 8.95.

realidad virtual mágica 3C-230: Mirar alrededor del cuarto y experimentar todas las visiones y suena diferentemente. La cámara cambia las imágenes como un caleidoscopio. Sus auriculares alteran los sonidos del cuarto según el programa usted selecto o la visión que usted está experimentando. Formar de realidad virtual.
- Caleidoscopio interactivo:

Generar diversos efectos visuales mientras que mira el mundo exterior.

. - puede hacer todas las cosas estándar pueden los caleidoscopios no que electrónicos: mirar hacia fuera en el mundo real y verlo cortar en pedazos y movido alrededor (como con el vidrio); desarrolla sus propios gráficos sin la mirada en el mundo exterior; etc
. - Color selecto u opciones negras y blancas. (Los fotógrafos famosos prefieren admitir del cuadro negro y blanco porque induce mayor creatividad del espectador - él pueden tener un efecto tan interesante para algunos usuarios del caleidoscopio también).
. - hacer las alteraciones en efectos visuales cerca: botones o diales giratorios, presionando los botones, pequeñas palancas de mudanza...
- insertar los cuadros (cartuchos, diapositivas, etc) de gráficos interesantes (eg.: arte abstracto), o cuadros de la vida real. Éstos se pueden cambiar para parecer interesantes.

Un caleidoscopio interactivo más multidimensional: Activar las imágenes cambiantes en caleidoscopio por el sonido externo, movimiento, temperatura

- puede ser visto a través del pedazo del ojo, pantalla de la CRT, proyectada sobre la pared
- si está proyectado sobre la pared, entonces unidad actúa como dispositivo para crear una atmósfera interesante en el cuarto
- complejo: todavía los trabajos del caleidoscopio encendido y las imágenes móviles (vídeo, cine), y pueden almacenar ambos tipos de imágenes; puede ser corregido y ser programado para crear todos los tipos de efectos, eg.: la inserción de los clips visuales en el otro "S visual" demuestra
- puede generar sonidos según las imágenes que crea
- AP: gente de todas las edades; puede acompañar sistemas de la música;

OTD: "S"; "C"; pp; P.M.; Reino Unido; ratón; interactivo; educ; juguete; todos; juego; hospitalidad; "mic"; sintetiza sonidos entrantes; portable; sst; imprime los gráficos creados; "M"; punto de ebullición; oscilador; vc; egh; cuenta; tgh; md; carro; cp; uq; mq; uip; carácter.

. PATENTES: no hizo búsqueda.

- iguales según lo hecho quizá para la "realidad virtual".

OTD (otros detalles de Techie): software del almacén de la invención 5A-610; laboratorio de la invención de la realidad virtual 5A-620.

- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- % de no de la palmadita de los E.E.U.U.: 5310349 5227985 5214615 5185561 5172313 5130794.
- "Corregir": Determina cómo u (el usuario tiene gusto de un cliente) experimenta VR.

. - Código (acceso, marca de agua del EL (electrónico) "") codificado en sw/data límite cómo + parte/sistema (electrónico)/programa del sistema puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

- "Facturación": cuentas para cómo el sistema utilizó; el tiempo utilizó/"tenido acceso".

Lugar de reunión del EL:

Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // (/w5 sistema cómo (sistema electrónico) funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (`teledirigido vía la interacción accesible) (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u (usuario como un cliente) de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus

acciones) // TDS () // T (cómo "obra recíprocamente" cada u w: otro u (usuario como) del cliente/m) PISTA de 2419 // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

realidad virtual 5E130 con música:

- El sistema aumenta su creatividad
- La música hecha por el usuario se puede incorporar en los sistemas de la realidad virtual adaptados para los clientes específicos.
- Danza a sus artistas preferidos de la música. En golondrina de mar verlos bailar en ritmo/estilo a su danza y a la música.
- Seleccionar el tipo fondo y otros elementos para acompañar a los artistas famosos de la música. Eg.: escenas, instrumentos (y cómo los juegan)
- El usuario del instrumento de música es tenencia/cerca sonará según la música del artista famoso.
- VR: El obrar recíprocamente con los artistas famosos de la música (FMA)
- FMA son vídeo grabado y repetido para cada uno que ramifica en el programa interactivo de la computadora ("C"). Bajan al usuario la ramificación vía: su selección del menú/de su comportamiento y o de la respuesta es analizada por el sistema y por lo tanto lo mueve abajo de la ramificación.
- D: vr/osc = composer/k

vídeo del Karaoke 5A240: altera el audio y o señales visuales según lo programado por el usuario. Hace mirada de la pintura diferente del auténtico. Hacer que la gente aparece como si ella sea: en otra tierra; de otra tribu, país, cultura; en una venda musical (quizá incluso con los miembros de la banda en la parte posterior); en naturaleza, selva, playa, globo grande, espacio, spacesuit; con el cuerpo de la actriz hermosa del modelo o de la estrella/del agente en ropa o el bañador (el cuerpo puede ser móvil o inmóvil); con otros amigos en la barra, la casa, etc y ellos ser toda feliz o prancing alrededor.

- La característica adicional para la corriente canta a lo largo de sistema. La cámara coge la imagen del usuario y la altera.
- Usos: la hospitalidad, crea alcohol del grupo, demuestra a gente como cuál sería adquirir nuevo trabajo - eg.: el director de película demuestra cómo ella quisiera que el agente actuara en escritura de la película, danza, escuela sucesiva del ins, la graduación, el éxito en negocio, el etc que ayuda con la aplicación del comportamiento positiva.

selector de la escena 5A250: tomar los tiros de la gente, de animales, de plantas, del etc y cambiar la escena a lo que, eg.: la selva, el país extranjero, el usuario del etc. selecciona simplemente de escena deseada antes o después de tomar el tiro o durante el desarrollo de la película.

- Hecho todo electrónicamente. La selección de paisaje momentos antes del tiro está de mayor interés de la comercialización.

laboratorio de la invención de la realidad virtual 5A620: Descubrir las nuevas maneras de usar y de diseñar invenciones. Programable por el fabricante y el usuario. Los estudios prueban que éste alza resultados de la investigación y desarrollo. Las versiones del programa de "C" tienen costes de desarrollo mucho más bajos.

Versión del programa: seleccionar el tipo producto y ver con cómo puede ser jugado, eg. - "robusteza" para: caminando encima de las escaleras, cortando el alimento, el etc; "máquina del masaje" para: masaje de los futons (lecho japonés que necesita ser batido para ser plano guardado), de gente del masaje, de animales domésticos, del etc.

- Versión de la realidad virtual más adelante
- OTD: "R"; "S"; "C"; pp; P.M.; Reino Unido; ratón; interactivo; educ; juguete; básico; juego; entrar; el portable%; impresora; "M"; oscilador; vc; egh; cuenta; el tgh%; md; carro; tr; MES; cm; uq; mq; uip; carácter; palmada.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip).

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SECCIÓN de VR - leer quizá más adelante:

- OTD: software del almacén de la invención 5A-610; laboratorio de la invención de la realidad virtual 5A-620.
- Ver el "cerebro": la pieza del sistema se adapta según circunstancias.
- % de no de la palmadita de los E.E.U.U.: 5310349 5227985 5214615 5185561 5172313 5130794.
- "Corregir": Determina cómo u (el usuario tiene gusto de un cliente) experimenta VR.
. - Código (acceso, marca de agua del EL "") codificado en sw/data límite cómo + parte/sistema (electrónico)/programa del sistema puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".
- "Facturación": cuentas para cómo el sistema utilizó; el tiempo utilizó/"tenido acceso".
- Lugar de reunión del EL:

Mejora en la patente 5347306 de los E.E.U.U.: Lugar de reunión electrónica Animated del ~ de "C" para: "/"del negocio/"de la educación" reuniones interactivas/""/"de los juegos hospitalidad" = TENER ACCESO (necesitado para cada participante (u) ensamblar) AL ANALIZADOR de // (sistema cómo/w5 funciona como (según el uip-tailor/pr/k)) // deseado EDIT (acciones/declaraciones/respuestas u) de la

banda de // del OSCILADOR de // NR (cuando u se pide para responder o debe notar ocurrencias señaladas) // (comunicación verbal) (cómo cada u "obra recíprocamente" con uno a/sistema) // Q (contestado diferentemente según u) el RANURADOR de // R (el dispositivo del control/de comunicación del u) // (cada participante/sus comunicaciones, encaminadas diferentemente a otras = según: quién (u) el envío/que recibe están/w5 de u de CUENTA de // de la situación) (de cada u) ESTADO de // (de: cada u/sus acciones) // TDS () // T (cómo "obra recíprocamente" cada u w: el otro u/m) PISTA de // (progreso/cambios de cada u) // [UIP/"multiusos" = (cada u = sistema de las experiencias/de las manijas (sistema electrónico) diferentemente = según el interruptor uip-adaptado único del u)] // "artista" // "composición" // "educ": cada u (usuario como un cliente) = "obra recíprocamente" = aprende de o enseña a otro = u (de diversos manera = uip) // "carro" // "M".

- + representan todas las invenciones y a sus usuarios importantemente también en software y o forma de la realidad virtual. El software simula TODAS LAS ocurrencias al grado posible en mímico el ejemplo (idealizado) de la vida real.

--Cuando representan a un ser humano o a un usuario en la invención: Ésta puede ser una persona verdadera, o la pintura de la realidad virtual del usuario. Ver a usuario.

EXTREMO DEL ☺ DE ESTE ☺ CENTRAL DEL ARCHIVO DE LA DESCRIPCIÓN DE LA REALIDAD VIRTUAL

Archivo: Introducción/W5 de la característica

W5 - Los CINCO w ELEMENTALES

Los cinco w: Porqué/cuando/cómo/qué/%Where. Dos o más de los cinco W5 (qué, de donde, porqué, cuando y cómo) se aplican. (Información de) cada uno de los cinco puede influenciar uno a cuatro de los otros.

. - Algo del ways^ en el cual el producto electrónico puede determinar cada uno de los cinco para que el sistema entonces procese la información.

. PORQUÉ: "Reino Unido"; el sistema analiza cómo se está utilizando; datos recuperados de "M"; MQ; ADAPTARSE (el sistema puede saber/conjetura de la experiencia anterior en situaciones relacionadas); cuenta

. CUANDO: "tds"; "Reino Unido"

. DONDE: "Reino Unido"; sistema de colocación ("picosegundo", "GPS"); adaptarse (el sistema puede saber/conjetura de la experiencia anterior en situaciones relacionadas); MQ

. CÓMO: el sistema analiza cómo se está utilizando; Reino Unido; MQ

. QUÉ: "Reino Unido"; MQ; adaptarse (el sistema puede saber/conjetura de la experiencia anterior en situaciones relacionadas).

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- La importancia dada a W5 un de los (qué, donde, porqué, cuando y cómo) 's (vía "estado") determinado vía: "Cerebro".

% "de la facturación": facturación cerca: Cuando] por tiempo utilizó; diversos tiempos del día se cargan diferentemente; cuentas antes el día "alcanzado" (eg.: horas de oficina más costosas (y longitud del uso llega a ser inmaterial)). Cómo] cómo el sistema utilizó. Quién] el "acceso", "multiusos", algunos usuarios paga a más que otros. Qué] qué fue utilizada. Porqué] adaptarse: para porqué el usuario utilizó influencias/efectos del sistema: la tasación/las ofertas libres al usuario en el futuro para las utilizaciones de ensayo así que ellos utiliza otra vez y paga el dinero.

- adaptarse: recoge el from= de los datos qué "se busca " = por medio (qué, donde, porqué, cuando y cómo) de los criterios W5. Usos: adaptar-adaptar; "pista"; "tuvieron acceso a los VAGOS (analizador del comportamiento)".

W5 (qué, donde, porqué, cuando y cómo) = quién, qué, cuando, porqué, qué.

(Qué, donde, porqué, cuando y cómo) SECCIÓN W5 - leída más adelante; Dos o más de los cinco W5 (qué, de donde, porqué, cuando y cómo) se aplican. (Información de) cada uno de los cinco puede influenciar uno a cuatro de los otros.

. - Algo del ways^ en el cual el producto electrónico puede determinar cada uno de los cinco para que el sistema entonces procese la información.

Porqué: "Reino Unido"; el sistema analiza cómo se está utilizando; datos recuperados de "M"; MQ; ADAPTARSE (el sistema puede saber/conjetura de la experiencia anterior en situaciones relacionadas); cuenta

Cuando: "tds"; "Reino Unido"

Donde: "Reino Unido"; sistema de colocación ("picosegundo", "GPS"); adaptarse (el sistema puede saber/conjetura de la experiencia anterior en situaciones relacionadas); MQ

Cómo: el sistema analiza cómo se está utilizando; Reino Unido; MQ

Qué: "Reino Unido"; MQ; adaptarse (el sistema puede saber/conjetura de la experiencia anterior en situaciones relacionadas).

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

- La importancia dada a W5 un de los (qué, donde, porqué, cuando y cómo) 's (vía "estado") determinado vía: "Cerebro".

% "de la facturación": facturación cerca: Cuando] por tiempo utilizó; diversos tiempos del día se cargan diferentemente; cuentas antes el día "alcanzado" (eg.: horas de oficina más costosas (y longitud del uso llega a ser inmaterial)). Cómo] cómo el sistema utilizó. Quién] el "acceso", "multiusos", algunos usuarios paga a más que otros. Qué] qué fue utilizada. Porqué] adaptarse: para porqué los usuarios utilizaron influencias/efectos del sistema: la tasación/las ofertas libres a los usuarios en el futuro para las utilizaciones de ensayo así que ellos utiliza otra vez y paga el dinero.

- ADAPTARSE: recoge el from= de los datos qué "se busca " = por medio (qué, donde, porqué, cuando y cómo) de los criterios W5. Usos: adaptar-adaptar; "pista"; "tuvieron acceso a los vagos (analizador del comportamiento)".

Archivo: Introducción/WA de las características

CARACTERÍSTICA DE WA (CAMINATA ALREDEDOR)

EN GENERAL: Transmitir y recibir los datos (hospitalidad, información útil) vía la radio.

D: 1 base (salida) = 2 [transmisor/receptor] = 3base ()/4 M/5 de la salida hacer salir/función

Notas sobre D (dibujo de una variación) (diagrama): 1/3/4: puede haber uno, dos, tres o más de cada uno

- OTD: acceso; cojín del aire 13; artista; balance 35; básico; carro 1345; cc; carácter 135; palmada 1235; cm; color 1234; composición (su salida está en 35); cp; fecha 1345; exhibición 1345 ("S"); distancer (1 obra recíprocamente con 3, 1 y 3 w interactivo (con) 4; salida en 135; el satélite pudo ser 134); educ; educ; entretener; 1345 "C"; 1-5 flotador; juego (3 es unidad portable; 3 w interactivo (con) uno o más 1, 3; carro para 1/3); 1-4 interactivo (salida útil para el usuario humano 135); localizador (1 obra recíprocamente con 3, 1 y 3 w interactivo (con) 4; salida en 135; el satélite pudo ser 134); md; M 135 w interactivo (con) 4 vía 2 (el 5 de mayo da la regeneración y requiere datos a partir de la 4); 135 "mic"; 2 MESes; mañana 35; receptor acústico de 3 movimientos; ratón 12345; P.M. 1345; mq 1345; 134 multiusos; notificador 12345; oscilador 135; 134 uip; portable 123 4 5; 1345 pp; impresora 135; RCP; telecontrol 135 ("R"); cuenta 1345; 34 sanos (haciendo salir resultados: 12345); discurso 1345; teléfono del SP 13 4 5; estereofonia 3 5; synth 134; 134 tds; teléfono 13 4 ("T"); tgh; inclinación 13; juguete; 134 tr; 1345 Reino Unido; uq 1345; 135 vc; analizador de 135 representaciones visuales; vr.

Características adicionales

- Teléfono: auricular/micrófono (sacar/tirar hacia abajo) para el teléfono de radio/celular ("T")
- Sistemas de la hospitalidad: estéreo

horno de %-Controlling: el sistema puede decirle que el alimento/el horno estará listos en minutos del _ del _, [y qué más necesita ser preparada/ser hecha]

- Juegos interactivos (juegos video)
- Despertador/organizador (tiene cualesquiera de las funciones) del organizador de Casio (estados (oír su/la voz del sistema) /displays qué necesita ser w5 hecho.
- Paginador: (la mamá habla en el intercomunicador que dice a hijo: viene a casa/cena está listo)

<>- "telecontrol"

. - Usar Distancer: saber donde está el usuario de WA; el sistema dice automáticamente a usuario no ir más allá de límite/cortó funciones si salen de límites.

%-any la otra función en "telecontrol"

- MK: el sistema de una pieza fácil le deja conseguir absorbido en lo que usted está haciendo sin el olvido de qué más necesita importar. Nunca faltar el oír del teléfono ("T"), campana de puerta, alarma del horno... otra vez. El sistema es tan simple o complejo como usted quiere hacerlo, con 1 a las características 1.000.000+.

- OTD 1: El sistema tiene uno o más de estas características mencionadas. Las instrucciones/las advertencias/las alarmas dadas en audio/la exhibición imprimen hacia fuera/las luces [el otro modo del notificador]. Programar simplemente que las funciones usted quieren dirigir/ayuda de WA.

MISCELÁNEO: Mini disco: Sony, agudo. DAT. Proyector agudo. Fax portable - memoriza - teléfono celular ("T") de Sony. Hombre del disco de los datos. Jugador electrónico del libro. Diccionario eléctrico: el tigre de la impresión y hace el sonido de animal, de Sony.

- TV impermeable portable:

D: 1 Reino Unido = base 2 = función 3 display/4

OTD: cojín del aire 2; básico; carro 2; cc; color 2 (los cambios del color según la temperatura del agua, eg.: una parte de la base, o base entera; la porción que cambia color puede ser cambiada si los productos químicos sueltan su eficacia más adelante); cp; cr; educ; entretener; 2 "C"; flotador 123; juego 4 (juegos del juego en tina o ducha de baño!); interactivo; md; 2 "mic"; mañana 2; 1 ratón; P.M. 2; oscilador 2; 123portable; 2pp; 2speech; 2speaker; teléfono 2sp; 4stereo (estereofonia "británica" de los controles que es sistema separado o atado); 2synth; 2 tds; tgh; juguete; Reino Unido; wa.

O-Mirar ("R") el control alejado

- demostraciones de la exhibición del reloj ("S"): programa disponible en TV/Cable/Radio

- los datos adicionales están disponibles usando tecnología celular del teléfono ("T"). [hasta 3.95 aquí movidos]

>>

>>

- "Facturación"

- Ver a profesor particular del movimiento 3E061: Dirige a usuarios para mejorar sus movimientos. Dispositivo usado como teledirigido.

Existe: Tipo portable cuadernos. El teclado se ata con correa sobre la cintura y aproximadamente el nivel puesto del botón de vientre. Tener auriculares y micrófono para [la 'telecomunicación/osc/nr].

- No sabido para existir con todo: adjuntar los impresos creativos de teledirigido.

--Eg. como la danza Miburi de Yamaha, por el que el cuerpo señalado indique comandos correspondientes del disparador. Esto puede ayudar a reducir la necesidad de golpes de teclado, especialmente donde está un obstáculo tener un teclado abultado. Mientras que un teclado llega a ser menos integral a la operación diaria puede ser colocado a otra parte en cuerpo en menos localización obstructora.

Otros detalles de Techie:

- Las transmisiones/las recepciones del "telecontrol" pueden estar to/from casi dondequiera en mundo. Si la transmisión inicial no puede viajar suficientemente lejos, después se retransmite: transmisión = recepción = retransmisión = recepción = "C" = función.

- D1: Auriculares sin cuerda/transmisiones del micrófono = del sonido (con referencia a) - - > [auricular/altavoz/memoria] gestionar encendido el sistema similar. Puede caminar alrededor dondequiera y oír/hacer o recoger y transmitir sonidos. - D2: exhibición de los auriculares (anteojos del ojo) = "C"

- OTD #1: - General: La retransmisión es solamente una opción: la transmisión puede estar sin la retransmisión, por lo tanto no hay o límites, o hay una distancia limitada. Un tipo de retransmisión es el sistema existente de la reflexión que permite la transmisión de la luz infrarroja alrededor de esquinas. WA puede utilizó este el "telecontrol" y o funciones audios. El "telecontrol" y el audio se pueden conectar por el alambre y o la radio/la transmisión ligera/la recepción.

Las instrucciones/las advertencias/las alarmas dadas en audio/la exhibición imprimen hacia fuera/las luces [el otro modo del notificador]

- Audio: El interruptor permite el modo audio jugado en: auriculares; altavoces; %re-transmitted a otro sistema audio/partición vc - el auricular puede utilizar uno o más auriculares para uno o más gente simultáneamente o para la difusión iguales/de diversos sonidos en diversas horas. El micrófono puede sacar del auricular (sacar puede ser sólido/solamente o sobre todo alambre con el micrófono ("mic") en el extremo); o mover de un tirón el auricular abajo de la tapa de la cabeza (los teléfonos del oído permanecen sobre los oídos y el micrófono está cerca de la barbilla [en vez de estar en la corona de la cabeza en otras veces]. Sistema de equilibrio 8B-140 del altavoz automático: el "telecontrol" dice el sistema de sonido vía su transmisión (tr), la localización del "telecontrol", en balance de los altavoces de la golondrina de mar su sonido así que la persona con el "telecontrol" oye sonidos de todas las direcciones en cercano-balance.

- "Corregir": Determina cómo u experimenta WA.

. - Código (acceso, marca de agua del EL "") codificado en sw/data límite cómo + parte/sistema (electrónico)/programa del sistema puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

. - OTD D: U = este ~ C del sistema de N (invención) (WA) (computadora y analizador del `) = ACCESO (); ANALIZADOR (); CARRO (); K (); M (); %MIC (el nr u si hay peligroso/ruidosamente suena en el ambiente, eg.: u oye todo el sonido sobre o más allá de ciertas frecuencias sanas - kn); MULTIUSOS (); NR (); OSCILADOR (U puede cambiar de lo que hacía el wa anterior temporalmente para disfrutar de la música (estérea)); %PS (WA puede conocer su localización, y o dar hacia fuera su to= de la localización M); R (`teledirigido vía la interacción accesible) (); TDS (registros cada ocurrencia); T (tiene características móviles del teléfono); %TRACK (el sistema sigue u/wa).

- "Facturación": cuentas para cómo el sistema utilizó; el tiempo utilizó/"tenido acceso".

% existe: El podómetro combinó con el tipo walkman de Sony. Vendido vía una imagen más aguda 94-95.

. Ver: "acceso = vagos" = WA.

. Walkman del control R120 vía teledirigido. Sony WMWX88 modelo: 7.91 FRECUENCIA INTERMEDIA. ¡Controlar muchos otros productos y de otras maneras! Si pocos botones están en este dispositivo de control entonces puede haber pocas funciones controladas.

- OTD:

ACCESO: (); ARTISTA: (); BALANCE: (); CÁMARA: (); CARRO: (); PALMADA: (); COMPOSICIÓN: (); Exhibición ("S"): (); ENTRETENER: (); FX: (); "M": (); MAÑANA: (); Paladio: (); PP/MP: (); MQ/UQ: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); IMPRESORA: (); +REMOTE: (muchos detalles en archivo de "IMI&"); CUENTA: (); ESTEREOFONIA: (); SYNTH: (); TDS: (); Teléfono: (); UIP: (); Reino Unido: (); WA: ().

. Transmitir y recibir los datos (hospitalidad, información útil) vía la radio.

D: 1 base (salida) = 2 [transmisor/receptor] = 3base ()/4 M/5 de la salida hacer salir/función

Notas sobre D (dibujo de una variación) (diagrama): 1/3/4: puede haber uno, dos, tres o más de cada uno

. OTD: acceso; cojín del aire 13; artista; balance 35; básico; carro 1345; cc; carácter 135; palmada 1235; cm; color 1234; composición (su salida está en 35); cp; fecha 1345; exhibición 1345 ("S"); distancer (1 obra recíprocamente con 3, 1 y 3 w interactivo 4; salida en 135; el satélite pudo ser 134); educ; educ; entretener; 1345 "C"; 1-5 flotador; juego (3 es unidad portable; 3 w interactivo uno o más 1, 3; carro para 1/3); 1-4 interactivo (salida útil para el usuario humano 135); localizador (1 obra recíprocamente con 3, 1 y 3 w interactivo 4; salida en 135; el satélite pudo ser 134); md; M 135 w interactivo 4 vía 2 (el 5 de mayo da la regeneración y requiere datos a partir de la 4); 135 "mic"; 2 MESes; mañana 35; receptor acústico de 3 movimientos; ratón 12345; P.M. 1345; mq 1345; 134 multiusos; notificador 12345; oscilador 135; 134 uip; portable 123 4 5; 1345 pp; impresora 135; RCP; telecontrol 135 ("R"); cuenta 1345; 34 sanos (haciendo salir resultados: 12345); discurso 1345; teléfono del SP 13 4 5; estereofonia 3 5; synth 134; 134 tds; teléfono 13 4 ("T"); tgh; inclinación 13; juguete; 134 tr; 1345 Reino Unido; uq 1345; 135 vc; analizador de 135 representaciones visuales; vr.

. Características adicionales:

- Teléfono: auricular/micrófono (sacar/tirar hacia abajo) para el teléfono de radio/celular ("T")
- Sistemas de la hospitalidad: estéreo.

horno de %-Controlling: el sistema puede decirle que el alimento/el horno estará listos en minutos del _ del _, [y qué más necesita ser preparada/ser hecha]

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- despertador/organizador (tiene cualesquiera de las funciones) del organizador de Casio (estados (oír su/la voz del sistema) /displays qué necesita ser w5 hecho.
- paginador: (la mamá habla en el intercomunicador que dice a hijo: viene a casa/cena está listo)

<>- "telecontrol"

Leer la sección posterior:

. - Usar Distancer: saber donde está el usuario de WA; el sistema dice automáticamente a usuario no ir más allá de límite/cortó funciones si salen de límites.

%-any la otra función en "telecontrol"

- MK: el sistema de una pieza fácil le deja conseguir absorbido en lo que usted está haciendo sin el olvido de qué más necesita importar. Nunca faltar el oír del teléfono ("T"), timbre, alarma del horno... otra vez. El sistema es tan simple o complejo como usted quiere hacerlo, con 1 a las características 1.000.000+.

- OTD 1: El sistema tiene uno o más de estas características mencionadas. Las instrucciones/las advertencias/las alarmas dadas en audio/la exhibición imprimen hacia fuera/las luces [el otro modo del notificador]. El programa, que funciona usted, quiere simplemente dirigir/ayuda de WA.

. El Info dentro << >> se movió desde E \ 2E en 3.95:

<< MISCELÁNEO: Mini disco: Sony, agudo. DAT. Proyector agudo. Fax portable - memoriza - teléfono celular ("T") de Sony. Hombre del disco de los datos. Jugador electrónico del libro. Diccionario eléctrico: el tigre de la impresión y hace el sonido de animal, de Sony.

- TV impermeable portable:

D: 1 Reino Unido = base 2 = función 3 display/4

OTD: cojín del aire 2; básico; carro 2; cc; color 2 (los cambios del color según la temperatura del agua, eg.: una parte de la base, o base entera; la porción que cambia color puede ser cambiada si los productos químicos sueltan su eficacia más adelante); cp; cr; educ; entretener; 2 "C"; flotador 123; juego 4 (juegos del juego en tina o ducha de baño!); interactivo; md; 2 "mic"; mañana 2; 1 ratón; P.M. 2; oscilador 2; 123portable; 2pp; 2speech; 2speaker; teléfono 2sp; 4stereo (estereofonia "británica" de los controles que es sistema separado o atado); 2synth; 2 tds; tgh; juguete; Reino Unido; wa.

O-Mirar ("R") el control alejado

- demostraciones de la exhibición del reloj ("S"): programa disponible en TV/Cable/Radio

- los datos adicionales están disponibles usando tecnología celular del teléfono ("T"). [hasta 3.95 aquí movidos] >>

- "Facturación".

SECCIÓN de WA - leída quizá más adelante:

- Las transmisiones/las recepciones del "telecontrol" pueden estar to/from casi dondequiera en mundo. Si la transmisión inicial no puede viajar suficientemente lejos, después se retransmite: transmisión = recepción = retransmisión = recepción = "C" = función.

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Las instrucciones/las advertencias/las alarmas dadas en audio/la exhibición imprimen hacia fuera/las luces [el otro modo del notificador]

- Audio: El interruptor permite el modo audio jugado en: auriculares; altavoces; %re-transmitted a otro sistema audio/partición vc - el auricular puede utilizar uno o más auriculares para uno o más gente simultáneamente o para la difusión iguales/de diversos sonidos en diversas horas. El micrófono puede sacar del auricular (sacar puede ser sólido/solamente o sobre todo alambre con el micrófono ("mic") en el extremo); o mover de un tirón el auricular abajo de la tapa de la cabeza (los teléfonos del oído permanecen sobre los oídos y el micrófono está cerca de la barbilla [en vez de estar en la corona de la cabeza en otras veces]. Sistema de equilibrio 8B-140 del altavoz automático: el "telecontrol" dice el sistema de sonido vía su transmisión (tr), la localización del "telecontrol", en balance de los altavoces de la golondrina de mar su sonido así que la persona con el "telecontrol" oye sonidos de todas las direcciones en cercano-balance.

- "Corregir": Determina cómo u experimenta WA.

. - Código (acceso, marca de agua del EL (electrónico) "") codificado en sw/data límite cómo + parte/sistema (electrónico)/programa del sistema puede ser: utilizado (funcionar)/"de los dispositivos (otro) corrigió"/copiado. Ver: "Tener acceso", "corrigen".

. - OTD D: U = este ~ del sistema de N (invención) (WA) C = ACCESO (); ANALIZADOR (); CARRO (); K (); M (); %MIC (el nr u (el usuario tiene gusto de un cliente) si hay peligroso/ruidosamente suena en el ambiente, eg.: u oye todo el sonido sobre o más allá de ciertas frecuencias sanas - kn); MULTIUSOS (); NR (); OSCILADOR (U puede cambiar de lo que hacía el wa anterior temporalmente para disfrutar de la música (estérea)); %PS (WA puede conocer su localización, y o dar hacia fuera su to= de la localización M); R (`teledirigido vía la interacción accesible) (); TDS (registros cada ocurrencia); T (tiene características móviles del teléfono); %TRACK (el sistema sigue u/wa).

- "Facturación": cuentas para cómo el sistema utilizó; el tiempo utilizó/"tenido acceso".

% existe: El podómetro combinó con el tipo walkman de Sony. Vendido vía una imagen más aguda 94-95.

. Ver: "acceso = vagos" = WA.

EXTREMO DE ESTA CAMINATA SOBRE ARCHIVO, PARA ESTE USO DE LA PALMADITA.

CONCLUYE EL GRAN PARTE PARA LAS CARACTERÍSTICAS COMUNES
Y SUS DESCRIPCIONES CENTRALES

>>>> DEL DIRECTORIO DE LA INVENCIÓN DEL <<<<

CONTENIDO PARA LAS CARPETAS DEL DIRECTORIO DE LA INVENCIÓN

l carpeta del directorio de las invenciones

Carpeta del directorio de las invenciones de J

Carpeta del directorio de las invenciones de G

Carpeta del directorio de las invenciones de E

Carpeta del directorio de las invenciones de D

Carpeta del directorio de las invenciones de C

Carpeta del directorio de las invenciones de B

Una carpeta del directorio de las invenciones

"YO" CARPETA DEL DIRECTORIO DE LAS INVENCIONES

Contenido para "mí" archivos de la invención:

. 3E
. 3G
. 4E
. adaptación del disco volador 4G280
. 5E
. 5G
. 7G
. 9G
. Audio en general
. Notificador de la longitud de la cuerda
. Investigación de la longitud de la cuerda

. Invención - captura de movimiento

. Ajustador del retraso de jet

. Software del punto de venta

. Invenciones de la lista de "R"

. Seguridad de la intoxicación alimentaria de mar

. Guía de la pronunciación del analizador de la voz

Archivo: I misceláneo/3E

ARCHIVO 3E

SUPLEMENTO DE INTERIOR de 3E210 GPS:

<4, 3.5, 2, 1 - sabe poco de GPS>

Compensador basado en los satélites de la obstrucción del GPS. Un sistema de interior del GPS. Conocer la localización cuando la transmisión al satélite se bloquea. Localización entre las piezas de tierra múltiples determinadas vía "distancer". Distancer es el sistema de tres transmisores que determina la localización del transmisor específico bajo obstrucción del GPS, en relación a los tres puntos. La computadora central de este tres puntos determina la colocación global vía la comunicación basada en los satélites, y la comunicación con las unidades móviles.

Usos: 1] Funciones dentro, puesto que las señales del GPS no viajan a través de las paredes. 2] Las unidades múltiples usadas cerca de los tres transmisores pueden ser manufacturadas sin los receptores basados en los satélites, ahorrando costes de fabricación. El sistema entero se puede mover con la computadora central móvil. 3] Interferencia de la manija de las ayudas de diversos tipos: cubierta de nube, dentro de una montaña. 4] Artículos que falta de la pista. Precios que caen, tamaños del producto de todos los productos que caen, por lo tanto más usos del GPS para seguir. 5] Animales de la pista y del monitor (vía los "sensores"), gente.

Dice a sistema donde está, en golondrina de mar, sistema el usuario responde o encamina señales por consiguiente:

- Persona de las páginas (KN (invención)) sin la necesidad disturbar el edificio entero.
- Juegos: localizar a jugadores.
- El teléfono suena solamente en sitio o el edificio donde está el usuario. No requiere a la expedición de llamada o a recepcionistas que remiten llamadas. (Véase: KN (invención)).

Sistemas de seguimiento localizados. Esta invención combina con uno o más del siguiente:

1] Sensores del calor. 2] Sistema de Loran: cuadruplicar (más) el sistema para el envío. Con todo este sistema es más amplio scoped. 3] Pseudo luces: los transmisores identifican la localización dentro con el uso del crujido de número. Como un sistema de seguimiento basado en los satélites de interior. 4] "Distancer" que alerta a madre cuando se va el niño. 5] Qué demostraciones de computadora para la localización de la unidad, y o el tipo de la actividad.

Problemas: El GPS es campo apretado. El satélite móvil del GPS es todavía abultado. Si al aire libre, el GPS necesita ser señalado hacia arriba, deteriorando ciertos usos. ¿Piezas costosas, pero disponibles?

Misceláneo:

- Dice la unidad de sistema está en qué edificio; entonces donde dentro de ese edificio, eg.: piso; número de habitación; quién lo está utilizando cómo (vía: "tener acceso", uip; w5).
- Navegación de Trimble en el CA: no sabe de cualquier persona capaz de seguir dentro. (408) 481-8000.

Comenta de:

. Saunders: no ve necesidad; mercado limitado; costoso.

. Bob Asher: él hizo mucho trabajo en el GPS, tendría dificultad el permanecer delante de mercado puesto que muy apretado ya.

. Conrado: cada edificio tiene tipos de transmisores, por lo tanto u (usuario) sabe qué edificios son adentro sin la necesidad de un GPS.

- Patentabilidad: combinando el GPS con los localizadores localizados, puesto que existe cada uno por separado.
- tr en la construcción en el mismo fq (frecuencia) que con los satélites. Demostraciones adicionales de una señal en las cuales el edificio u (usuario) está. El receptor del u hace la triangulación para determinar donde está (en relación al tr del edificio).

--La versión de interior es igual que el sistema del GPS del exterior, por lo tanto este no patentable solo. Sin embargo, cuando dentro, no saber dónde en lo referente al resto del globo. El edificio no se mueve, así que el edificio transmite constantemente su localización al receptor (u) - el edificio no necesita comunicar con el satélite.

¿- FCC?

- El sistema también transmite donde se localiza u (usuario) (rc). Rc codifica su localización y tr él.
- MK: sistema de la paginación; el recepcionista sabe a si deben paginar o accionar el beeper.
- LoJack: el localizador del coche, ayudas identifica donde robado. A mediados de los años ochenta quizá construidos.
- El conjeturar existe probablemente: u (usuario) tr su localización.

- Los retrasos del satélite (artificial) son duplicados por el sistema (sistema) (vía el tr del edificio) al receptor portable (gps). Rc cree que las transmisiones están viniendo del satélite.

- El usuario pudo ir dentro y fuera de varios edificios, por lo tanto de valor en el lazo al GPS global.
- Este sistema (sistema) se puede utilizar al aire libre. Propósito: mejorar la exactitud de localizar la posición. Aunque muchas compañías están intentando calcular cómo conseguir alrededor del bloque del militar ya.

- Utilizar para conseguir los coches robados mantenidos garages (públicos). el coche de los estados del sistema (sistema) es in/somewhere en garage. Con todo, la señal del momento era sistema perdido (sistema) sabe donde está el coche.

Pandescio:
- Mecanografiar el localizador localizado depende del tipo uso.
- Seguimiento de la persona.

- Existe quizá: El laboratorio de la física de Astro de Stanford Univ está investigando creando mayor exactitud de punta (para el aterrizaje de aeroplano).

- Sistema útil especialmente: reducir los costes (cada uno parte separada puede determinar más barato elementos de la distancia que vía los gps); facilita las situaciones donde la azotea o la otra obstrucción puede limitar la comunicación/el acceso con el satélite (gps).
- "Localizador" y "Distancer". Eg.:
- Número de los estudios de u (usuario)/de gente/de animales, para la investigación, ajuste de la HVAC (véase el producto relacionado de Mitsubishi según lo preparado en uno de los periódicos ingleses de Japón cerca de 92- '93).
- Localizaciones de [gente, animales y artículos termógenos (las máquinas, ennegrecen los objetos coloreados que calientan para arriba más que el ambiente en el sol)] identificado por los sensores del calor (cualesquiera hechos nunca por Takenaka Engineering Co, Japón). Las localizaciones exactas se pueden determinar por el análisis de sensores múltiples de modo semejante de: receptores múltiples de la radiofrecuencia que identifican objetos según lo explicado en estos papeles.

encargado de registro de 3E-020 GPS: Expedientes automatizados del sistema de custodia de registro donde estaba el usuario cuando y para qué propósitos. GPS y tiempo de registro y lugares del reloj. Llaves del usuario en sus actividades. El sistema es portable, y o conectable al vehículo. Usos: negocio y custodia de registro del IRS; hacia fuera en la custodia de registro científica del campo. Ahorrador de tiempo.
- "Analizador": estudios de sistema la "cuenta", "estado" de objetos, en términos de su w5, uip, etc.

D1: ~ C (computadora del usuario o de la unidad = del analizador del ~ del tr del `) = gps = M.
D2: determinando si el tr portable está dentro/hacia fuera: portable el tr = transmite la señal (en curso) (si dentro o hacia fuera) = receptor (de interior) recibe = entonces sabe que el objeto que se supervisará es o que no es próximo.

D3: juegos de interior/al aire libre el jugar: los jugadores/sistema saben donde están otros jugadores - > los jugadores/sistema (sistema) responden por consiguiente.

Archivo: I misceláneo/3G

ARCHIVO 3G

<2.75, 3, (2-Saunders), 4>

anillo Delayer del teléfono 3G010: Para las situaciones donde puede tardar el tiempo para que uno conteste al teléfono, el llamador puede no oír el sonido durante algún tiempo (durante cuál comenzará el teléfono del receptor a alertar el receptor de la llamada entrante). Los llamadores quieren en espera de la golondrina de mar más de largo para que el teléfono sea cogido.

Usos importantes:
- Contestadores automáticos: el teléfono del programa para tener espera de los llamadores hasta persona puede conseguir llamar por teléfono. El contestador automático del teléfono sabe cuándo el dueño es casero o no: tiene automáticamente dos modos de contestación.
- Intercomunicadores: da a dueño más hora de contestar.
- Si el llamador consigue un ocupado, la compañía del teléfono puede todavía ponerlo en asimiento. El llamador sabe su posición de la señal sin partido de recepción que disturba.

Funciones misceláneas:
- Los llamadores mientras que están guardados en asimiento pueden oír/leída: música; número de gente o de llamadas a continuación; el horario futuro así que el llamador de la persona de la blanco pudieron revisar , intentar la comunicación.
- Todas las funciones existentes del correo de voz se aplican, eg.: Los llamadores pueden optar dejar un mensaje algo que esperan.
- Los tiempos de conexiones pobres pueden informar a partidos en otros extremos: espera; naturaleza del problema, eg.: calidad de transmisión pobre. El usuario o el sistema puede seleccionar o uno mismo-determinar la naturaleza del problema, en golondrina de mar da (nr, oscilador) "estado aplicable".

- Llamadas entrantes encaminadas cerca: identificación de llamador, número de extensión pedido.

El sistema conoce la localización del dueño/del usuario vía:

1] compensador basado en los satélites de la obstrucción de 3E210 GPS; 2] determinadores localizados de la localización (KN (invención)) en: calzada del garage, jardín, cuarto de baño (ducha), banco de trabajo ruidoso; 3] "sensores" "que analizan" para la actividad en la vivienda, eg.: vibraciones humanas, hablando; abertura de la puerta principal - analizada con la combinación de otros sensores;] el dueño 4 selecciona a partir de diez mensajes de salida más, eg.: "Estoy en patio trasero, dejo el mensaje o llamo detrás en una hora", "yo estoy conduciendo to/from trabajo/casero"; 5] llamadas entrantes (ya que están) se remiten. 6] El usuario acciona el pequeño dispositivo portable (pares como: paginador, abrelatas de la puerta, teledirigido, reloj, organizador) cuál activa el tipo aviso saliente.

Problemas: Necesidad de autorizar probablemente para telefonar monopolio. ¿Pero barato apenas conseguir patente entonces autorizar? Necesidad de hacer relaciones públicas para conseguir a compañía telefónica adoptar el sistema. Probable alguien pensó en esto en la industria apretada de la telefonía con los jugadores de gran alcance.

Delayors también para:

- Campanas de puerta
- Luces de calle (para las ambulancias, vehículos de transporte total que consiguen prioridad, eg.: Autobuses holandeses para los cuales las luces cambian al verde).
- La temperatura del horno reduce temperatura cuando el "cerebro" sabe que los "sentidos" u (usuario) van a ser atrasados/salida de la casa. Internar, el alimento puede cocinar para más de largo y ser caliente listo más adelante sin la quema.

- OTD D2: Este ~ C (computadora del sistema de N (invención) (sistema) (delayer del anillo de t) del `) = Fax (el sistema coge el fax más adelante); ACCESO (); ANALIZADOR (); AP (); ARTISTA (); BALANCE (); CEREBRO (); BVA (); C (); CÁMARA (); CARRO (); COMPOSICIÓN (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); nr (notificador) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (u controla el sistema: retardo del anillo cuando u (usuario) está lejos de t); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

- el llamador no oye los anillos durante los primeros (dos) anillos.

. - señales generadas de matriz del microteléfono o de conmutación.

- si puede hacer del microteléfono: no necesitar preocuparse del monopolio del teléfono. Fácil descubrir.

--difícil descubrir si: La matriz de conmutación del teléfono Co descargaría la llamada si no consiguió un anillo detrás señala w/in cierto tiempo. Pedir el teléfono co.

- el llamador puede conseguir el sonido/el oscilador que dice la espera (iniciada después de seguro # los anillos).

- todo el software ejecutado sin importar encima de donde la señal de t que es escogido se genera de).

- dar más tiempo entre los anillos.

H:

- Dibujo #1: llamador = t ~ C () del `/intercomunicador de la computadora = compañía C (computadora del teléfono del `) que procesa la red (analizador) = ~ C (computadora de la American National Standard del teléfono del ~ de t del `) = [pobres/tipo analizador de la conexión]/analizador de la localización del dueño

- Dibujo #2: diales del llamador ascendentes = c (la banda por t) del receptor = llamador oye que el sonido retrasado/receptor oye el sonido inmediatamente

- trabajos con el fax/los contestadores automáticos también

- el término "llamador" se puede substituir por "uno quién está haciendo el contacto inicial"; "dueño" con "uno quién recibe la comunicación"; "llamar" o "llamada entrante" con la "acción del remitente".

- el GPS dice el sistema del teléfono (sistema) donde está u (usuario), por lo tanto el sistema de t (sistema) reacciona por consiguiente.

- problema: ¿señal generada por la red de conmutación? ¿El teléfono co la alterará para usted? La estación de conmutación recibe la señal con./desc. del gancho del teléfono (la C.C. señala?). ¿Llevar a cabo la patente hasta que el teléfono co abra su mente?

- OTD D (dibujo): T/este N (invención) sistema ()/C del sistema =
ACCESO (estado del dueño de la llamada limitado a ciertos partidos); ANALIZADOR (naturaleza del problema/del estado: donde está el dueño, que el llamador es (vía el uip o el acceso de este 3ultimo)); CARRO (localización del dueño, tipo oscilador u opciones de la VM); M (uip, paradero del dueño, gps); MIC (t, intercomunicador, sistemas de radiobúsqueda); MULTIUSOS (cada número de la telefonía puede: encaminar/distinguir entre diversas llamadas entrantes (vía la identificación de llamador, tener acceso; distinguir para quién está la llamada entrante, vía: número de extensión, reconocedor de la voz);

NOTIFICADOR (anillos del teléfono; las cuentas miden el tiempo o los anillos de número hechos por el llamador - simultáneamente o después de que paren (hung-up)); OSCILADOR (anillo del teléfono, estado para el llamador, dueño); Banda (); Picosegundo (); Q (cómo el llamador/el dueño puede mejorar uso altera el sistema); S (); CUENTA (número de mensajes); SENSOR (); ANALIZADOR de SONIDOS (las ayudas determinan el nivel de transmisión de la calidad); ESTADO (); TDS (VM); T (); UIP (); WA (t).

- OTD D (dibujo): Este N)/C (computadora) del `[línea (de la invención) (de T del anillo Delayer dibujada a cada uno debajo de N#] =

Cámara accionada por control remoto -2E251: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

Notificador móvil de la localización del teléfono -3E010: Entra efecto cuando el "analizador" de este N# determina para: banda, uip. Eg.: cuando u (usuario) es alrededor entrar en área de recepción pobre, el sistema permite el sonido extralargo (receptor, los mayo o mayo no saber esto).

Teléfono -3E040 con el ruido seleccionado cancelado cuando más allá de distancia señalada: Teléfono -3E041 con el ruido seleccionado cancelado cuando los sonidos ambientales están de frecuencias indeseadas:

Correlador y regulador de la circunstancia de -3E151 GPS: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

Compensador basado en los satélites de la obstrucción de -3E210 GPS: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

Palillo teledirigido -5E020 con el interruptor: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

grabación +-5E040 incitada sobre la presencia de ciertos sonidos: Entra efecto cuando el "analizador" de este N# determina para: banda, uip. Eg.: el usuario está lavando los platos, tomando la ducha, ya en el teléfono, roncando, durmiendo.

El explorador del canal -9G220 salta las estaciones que tienen Commericials: el sistema deja la comunicación entrante (t) venir en más tan durante commericials.

<3.5, 3-MarkP, 2-Saunders>

3G050 llamada Rerouter: Si la persona consigue disconnected y marca de neuvo detrás, el sistema (vía la identificación de llamador) encaminará llamada al mismo número de extensión dentro del sistema de teléfono grande si la línea de extensión está libre. El llamador consiguió encaminado alrededor vía recepcionistas, después no sabe la extensión que consiguieron conectados con. Entonces conseguido disconnected, pueden marcar de neuvo. Para cualquie suscriptor o dentro de organizaciones gigantescas, eg.: gobiernos, G.M.

Problemas: Ver el anillo Delayer del teléfono 3G010. ¿La cooperación con el teléfono co puede permitir mejor el seguir entre la mayoría del tipo de sistemas del teléfono?
¿Puede ser hecho?

Existe: Los recipientes pueden volver llamadas a los números que faltaron; identificación de llamador

Misceláneo:
- El recipiente pudo mantener su línea libre de llamadas entrantes afinando en la computadora que sienten que eran disconnected.

==

- Saunders: ventaja incremental minúscula; hay 700 # ' s, email.
- Asher: cómo hace el sistema (sistema) conocer al llamador consiguieron desconectado: el llamador o el receptor tiene que presionar algunos botones, eg.: "consiguieron cortado". Puede ser puesto desde provechoso ya estar en el negocio del teléfono.
--si el receptor presiona el botón, éste (mejor) permite que el llamador vuelva.

- Tipo función del PBX de memoria. Cómo saber quién es si llamador no vía el PBX - integrar con la identificación de llamador (CID).
- el llamador inicia la llamada de vuelta.

Conrado:
- el teléfono del receptor envía la señal (a m) del llamador/teléfono co indicando su número de extensión.
--pudo necesitar controlar todo el sistema de los sistemas w/in del teléfono del PBX.
--no necesitaría (todo el esto) la red de teléfono de w/in uno, eg.: cada llamada está a un número de extensión.

- redial: incluso si no está desconectado.

Pandescio:
- ejecutado fácilmente. Los expedientes del hardware cómo el remendar fue hecho, después éste pueden replegado.

H:

- OTD D (dibujo): T/C (computadora del `) =

ACCESO (); ANALIZADOR (identificación de llamador; el sistema (sistema) sabe la llamada entrante fue reencaminada, por lo tanto el marcar de neuvo hecho posible (vía memoria también)); CARRO (localización, extensión del receptor); M (encaminamiento de la llamada); MIC (); MULTIUSOS (distingue entre diversas extensiones, teléfono # ' s de recipientes); NOTIFICADOR (anillos de t); OSCILADOR (); Banda (encaminamiento); Q (permite el usuario o el programist: reencaminar la llamada; estudiar las organizaciones de los patrones de la llamada (dentro)); S (); ANALIZADOR de SONIDOS (sonidos de los convertidos vía el synth para hacer más apelar); ESTADO (); SYNTH (); TDS (w5 de llamadas); T (); UIP (comportamiento de la encaminamiento de la llamada para cada llamador, cada recipiente); WA (t).

- Dibujo #1: llamador = t/c= compañía telefónica = (centralita telefónica de t en)/c = T. del co del recipiente.

ARCHIVO 4E

< (Conrado: ¿2.75 palmadita, 4 mk), 4, 3, 3 > barato frecuencia intermedia?

baterías accionadas movimiento 4E010: Insertar la batería recargable en el dispositivo de carga atado con correa al cuerpo humano. El cargador consigue su energía del movimiento. Buena excusa para el ejercicio mientras que ahorra el ambiente y la cuenta eléctrica. Basculadores inducidos a guardar paso constante por accionar de su radio del walkman (wa).

También agregar el convertidor a:

1] Puertas: movimiento más grande externo del oscilación de la parte w, o en o con la bisagra.

2] Equipo del ejercicio: Ruedas de ardilla (en sistema de la golondrina de mar requiere electricidad de less/no funcionar); Equipo del edificio del músculo: el nivel o la resistencia es alterable, y la mayor resistencia empujada contra, cuanto mayor es la energía desarrollada, eg.: campanas de la barra, tipo equipo del nautilus

3] Raquetas de tenis: o cualquier objeto que recibe la presión de golpeo.

4] Bolas: tenis, baloncestos, golf, béisbol, zapatos del etc. 5], palillo de Pogo, bastón: también enjaeza la energía de la presión a la baja. El adolescente puede accionar para arriba sus baterías del walkman con las zapatos tenis del diseñador.

6] Convertidor de la vibración atado a: los automóviles, trenes, terremoto dividen la iluminación en zonas encima de ciudades enteras sin la energía (broma).

7] Mobiliario de oficinas: teclados, grapadoras, cajones, plumas.

8] Juguetes: automóviles (existir?); muñecas (energía de sus movimientos del accesorio); pistas de la raza y del tren; yoyo (KN)

9] Rodillos, ruedas: bicis, automóviles, carros (compras).

10] Pasos de la escalera, calzadas: mientras que uno reduce, la energía creada da a algunos alza ascendente al caminante humano, dando por resultado menos esfuerzo humano total de la energía.

- Usos más seguros: Ejercitar los paso-molinos (tipo rueda de ardilla) con las barras del asimiento. Enciende para arriba la escalera. La presión necesaria es grande empujar hacia abajo algunos milímetros, por lo tanto superficie de tierra más estable como el acolchado de la alfombra.

11] Perros de animal doméstico. "Rover" nombra para la marca. Batería usada para accionar el sistema que acompaña el animal. Eg.: acciona (supervisión) el sistema atado a los animales (en salvaje, bajo estudio). Reduce necesidad de substituir las baterías.

12] Convertidor de los sonidos: ¿los convertidos suenan energía en electricidad? Ninguna pista si los encargados habladores podrían impulsar alguna investigación necesaria. Fijación: micrófonos, teléfono, "sensores sanos". ¿Broma?

13] Giro y broche de presión del yoyo al alcanzar el extremo de la secuencia. Los cabritos pueden accionar para arriba su juguete, baterías del juego video. ¿Consiguieron a padres tradicionales comprar un juguete no-CRT, puesto que el cabrito necesitará el yoyo antes de que él pueda jugar al juego?

"Cuenta": Más o más difícilmente el artículo empujado, movido, golpe, más alta es la "cuenta". Dejarnos la sensación del usuario: mejorar, más masculino, más fuerte, productivo. También demuestra llano del ejercicio (fuerza), calorías del número quemadas.

- La pantalla demuestra se está generando cuánto energía por la cual tipo acción. El software compara los resultados (calorías quemadas, energía generada) para las actividades de diferenciación.

Cómo fijación: lugar en objeto donde hay el potencial más grande del movimiento, eg.: el más lejano hacia fuera (con el oscilación más ancho); señalar adonde la energía más grande puede ser creado, a veces cambiando para la manera más fácil en la cual puede ser utilizada todo, eg.: más seguro, menos presión requerida por el usuario, producto funciona más cercano a cómo funcionaría normalmente sin el convertidor de la energía por ejemplo con menos obstrucción, y menos bulto o materia (alambres, enchufes, convertidor, batería) pegándose hacia fuera.

Misceláneo:

- mecanografiar el recharger (modo) usado depende del tipo movimiento anticipado. En golondrina de mar, el sistema puede mejorar energía del movimiento del arnés cerca: (uno mismo) ajustando sus piezas móviles. ¿- barato fabricar? ; puede ver a muchos compradores.

- La energía enjaezada puede también: - > encenderse desarrollado en lámpara, hacen los sonidos (oscilador) que duran para cierta duración después del movimiento, reducen el consumo de energía para gestionar un sistema (simultáneamente).

- Movimientos del cuerpo: el activar, el caminar, yendo de excursión, aeróbicos, nadando (impermeable), tajando (alimento, madera), trabajando (construcción de la casa, cultivando), bailando.

Problemas: Requeriría mucho ejercicio accionar la batería. ¿Puede desarrollar un buen movimiento al cociente de conversión atrapado de energía? ¿Probable alguien lo concibió ya?

Existe: relojes basados resorte rewindable. Alternador (coche).
Si cuestionable es patentable, discutir la necesidad del producto.

H:
- el oscilador suena (los zumbidos agradable) (más ruidoso) según tipo/llano/intensidad del ejercicio.
- amplía vida de batería. Acompaña el otro sistema del suplemento de la vida de batería, eg.: energía solar.
- La batería de la sacudida y su sistema alrededor en 1,000's de maneras y energiza la batería, eg.: correa al tobillo y al trabajo (mientras que pierde el peso); fijación a la rueda de la bici/del coche.
- da excusa adicional al ejercicio; mejoran quizá a los mecánicos levemente sobre tal sistema de batería similar usado previamente para los relojes en los años 70, años 80.
- D1: el giro (rueda) = da vuelta mientras que movido = causa la fricción = la superficie del punto de contacto = del convertidor (fricción a la electricidad) = tr = los battery~c~s (cuenta: nivel de la vida de batería)
- Fijación a cualquie objeto móvil, sistema: las cosas que giran/giran (los neumáticos), las cosas que vibran (excesivamente, eg.: máquinas de la fábrica).
- Se adapta a cada tipo ejercicio. Diversos dispositivos o el dispositivo ajusta su manera de enjaezar el tipo movimiento como su suceso.
- Baterías generalmente recargables.

- OTD D: Este N sistema ()/C del sistema de la carga de batería =
ACCESO (); ANALIZADOR (cómo la batería (mejor) está consiguiendo su suministro de energía; cómo su que es utilizado); CARRO (la batería sí mismo es el carro que las ranuras/los agregados al sistema que golpea ligeramente el movimiento y convierte a la energía para el almacenaje en la batería); EDUC (s demuestra se está generando cuánto energía por la cual tipo acción (w5 aparece simultáneamente/más adelante (vía memory=c))); M (analizador); MIC (energía sana del convertido - > energía de batería); MULTIUSOS (las demostraciones/memorizan del sistema (c) que y la energía w5 fue obtenido y vía qué medios (actividad, índice de generación de la energía)); NOTIFICADOR (u dicho cuando la vida de batería es almacenaje del final cercano/de la batería en la capacidad máxima); La generación de exceso de la energía (más allá de almacenaje máximo) (poder) activa: oscilador (música), calor, refrigerador, el otro sistema de la banda/función); Banda (batería w5 que recarga para ocurrir; u puede sacar el convertidor del sistema cuando (w5) eligen); Q (el sistema pide u w5 con referencia al sistema; u pide w5 q); S (cuenta); CUENTA (batería w5 que recarga:

cuando, el where%, cómo (tipo, índice, duración de la actividad), qué (fue cargado, porque qué uso/era batería usada (revelador uip); SENSOR (es mechanical/el; sistema (automáticamente, (vía u que hace el ajuste mecánico) se ajusta manualmente para mejorar el golpecito en el tipo movimiento); ESTADO (batería llana); TDS (cantidad de energía recogida cuando (w5)); UIP (); WA (agregados del sistema de la batería al wa).

=

- OTD D2: (Cuerpo/producido por máquina) movimiento = este ~ del sistema de N (batería accionada movimiento) C =

ANALIZADOR (banda para cómo el sistema mejorará la energía del convertido (movimiento) controlada cerca: "cerebro" /k/ (movimiento) "sensor").); AP (la energía no se almacena ideal pero inorder inmediatamente usado para reducir pérdida de energía - > los usos: energías para arriba: luces/oscilador/el sistema sí mismo del EL); CÁMARA (); CARRO (); DISTANCER (); EDUC (); GPS (); K (); MQ (tipo de movimiento); MULTIUSOS (cada u se mueve diferentemente; diverso u determinado vía: k/access); NR (cuando la energía (usable) máxima no se está generando, o cuando u está haciendo demasiado poco/mucha energía. La "cuenta" sabe el nivel de energía necesario para el ejercicio); Q; R (); CUENTA (); ESTADO (nivel de energía (necesario) que es generado); TDS (energía w5 hecha = cuenta); T (las energías suben t); TR (EL, t); U (seres humanos, animales); UIP (analizador para maximizar energía); UQ (); WA ((las ayudas) accionar cualquier EL portable N).

- Asher: existe: las zapatos tenis que se encienden para arriba como camina, indican quizá accionado.

Conrado:

- Ciclo vital: pantalla llevada w hecha de la bici de ejercicio accionada poniendo pedales.

Pandiscio:

. - Seiko tiene reloj del cuarzo: reloj para no enrollar el resorte principal (no enrollar el movimiento principal). Las corrientes eléctricas van a través (cuarzo). Los convertidos indican a la energía eléctrica. Diferencia de Rolex. Esto pudo hacerle menos probablemente al patet esta invención.

. --Los relojes de Rolex, consiguen el movimiento cinético - > aprieta físicamente el resorte del reloj mecánico.

< (Conrado: 2.5 palmadita, 4 mk), 3.5, 3, 3, mf-cheap>

verificador del contenido 4E020 y de la fecha: Cualquier acontecimiento en el universo que puede entonces ser registrado numeró básicamente se almacena. El sistema entonces mide el tiempo de estampillas de fecha los datos mientras que hace el contenido de la ocurrencia inalterable. Registros: los documentos electrónicamente enviados, la telecomunicación verbal, los acontecimientos capturados vía búsqueda de la cámara de a/v, de los "analizadores" del etc. de los "sensores" y entonces colocan ciertas ocurrencias que emparejen los criterios del software vía el monitor inteligente 2E251, un software más simple.

- Valor: este sistema ayuda a probar qué contenido fue enviado contra apenas, eg.: compite con el servicio de noche de Federal Express; incluso el llevar un notario no prueba que el artículo fue enviado.

Usos:

Documentos: Enviar electrónicamente y tener tales transmisiones y su contenido colocados. El sistema de correo certificado de la oficina de correos no permite fácilmente a remitentes probar el contenido del envío. El ordenador principal central almacena tiempo de transmisión, contenido, y tiempo recibido o archivo abierto. Enviar vía email, fax, el etc.

- Verificación impresa de la comunicación: De la actividad bancaria al comprando las casas a la ley de contrato general relacionaron materias. En negocio, los términos de contrato especifican cómo los avisos deben ser enviados o ser recibidos. Si la oficina de correos es el mercado, la obtención de un contrato de fuente podría ser difícil, pero no necesita la oficina de correos. Uno puede tener este sistema de la verificación incluso para la mayor parte de una comunicación de la semi-rutina de los negocios.

- Transferencias de alambre del dinero (existe?), boletos de línea aérea, visas del pasaporte.

- Reporteros de las noticias que envían la información: los receptores quieren estar seguros que las bromas no están enviando los datos incorrectos para la publicación del mundo.

- Verificación de firma:

Verificación audio/visual de la ocurrencia:

Todos los acontecimientos que se pueden convertir a la forma digital se registran, después se almacenan para el registro inalterable.

- Tipo funciones:

1] Lanzamiento todavía/película móvil que se transmite (vía el módem) para el registro.

2] A/V y resultados técnicos (de las reacciones químicas) de los experimentos científicos registrados. Eg.: para el FDA.

3] Todos los acontecimientos que están ocurriendo, eg.: en el ensayo de corte, acciones de la investigación relacionadas con "primero para inventar", depositando, procedimientos de laboratorio, supervisión de la calle. También utiliza el monitor inteligente 2E251.

4] Comunicación verbal (con o sin el modo visual): teléfonos (t); discurso vivo registrado sobre el micrófono. - "palabras habladas convertidos del analizador de sonidos" en el texto [al igual que técnico factible]. Usos: permite las búsquedas de la palabra clave para el texto; el texto de la lectura es más rápido/más fácil que conversaciones ampliadas audiencia.

Organizando, procesando datos:

- Reduce el factor de error humano para las ocurrencias mislabeling para: tiempo, tipo actividad (w5), uip. Las computadoras pueden más fácilmente: localizar, utilizar, entender, alterar, "analizan", "cuenta", los datos del "estado".
- Las ayudas se convierten: bases de datos; uip; estado.

Comercialización: Los clientes envían simplemente datos a nuestra compañía vía fax, email, correo aéreo, entrega, el etc. Entonces almacenamos datos electrónicamente y en la forma de papel.

- Retransmitiendo al destinatario final: 1] Correo aéreo registrado: nuestro vendedor lleva la oficina de correos, consigue una cierta certificación del envío. 2] Email: Utilizar los modos de verificación existentes. 3] Fax: Utilizar los modos de verificación existentes, a saber tienen estado de los testigos que miraron la transmisión verificada según lo transmitido por fax para trabajar a máquina.

Probando quién creó el material y W5: Verificar datos fue enviada de, y o creada realmente por el sistema particular de u/clients/(cliente) (c, la cámara, mic, monitor inteligente 2E251) /w5.

- Verfies del sistema (en la organización de servicio del registro (c)) que los documentos particulares fueron recibidos de remitente vía: 1] identificación de llamador (CID, MES); 2] "acceso" (contraseña: identifica el remitente/no prohibe a remitente el tipo particular (uip) "acceso" en la computadora del prestatario de servicios (c). Todas las acciones por el remitente (c) son = seguido = c = memoria. Marcar (la etiqueta, el código, el acceso con etiqueta) (automáticamente) enviado con la comunicación del remitente (todos) (al prestatario de servicios).
- verificando la firma "acceso" (contraseña, identificando el código del remitente): estaba con el documento (a partir de la época de la transmisión - > rc del prestatario de servicios y tds del donante). El contenido es difícil de tratar de forzar. El seguimiento de datos de las demostraciones w5 era: enviado (por quién, cuando (tds), cómo (módem, fax, email), qué (contenido de datos: texto, a/v), donde (de enviar el punto, CID, acceso (solamente trabajos cuando está enviado de detalle: localización ()/c/interruptor (que de los gps no se puede duplicar/copiar (permiso especial, acceso del wo), y si están copiadas se siguen tales copias)).

O - (si) firma creada/firmada (EL): u = C. La velocidad/las pausas de la firma "se analiza" (w emparejado uip de u, acceso) para cómo las maneras de escribir el fósforo w de la firma cómo u firmó documentos antes: al firmar para arriba servicio de w, cómo sus estilos/velocidades de la firma han cambiado en un cierto plazo mientras que u utilizó el esto/el otro (c) sistema.

UIP

Determinación de la autenticidad de la identidad del remitente:

UIP de U: el sistema "analiza"/empareja tantos datos sobre u (su comportamiento - uip) por todas las fases durante las cuales se creen = se almacenen = se envíen los datos = al prestatario de servicios. "Cuenta" para como de bien el uip del DB del prestatario de servicios de los fósforos de u del uip del u se genera.

el Anti-tratar de forzar: Hacer difícil alterar en memoria electrónica, y o papeles archivados qué fue enviada (w5). Propia computadora de cada usuario pudo registrar los mensajes enviados/recibidos también. Cualquier demostración hecha que trataba de forzar que trataba de forzar fue hecha (w5).

- Esto enviado/recibió el Info almacenado en sight/c del remitente/del receptor útil: u suscribe al sistema, en este caso no pueden tratar de forzar el texto entrante de w, pero puede copiar de él. Estancias en memoria, ayudar a servir como evidencia (recibieron o enviaron).
- hace más barato registrar los granes números de mensajes.
- el cliente envía el mensaje vía usuario de esta patente.
- un sistema de grabación del Internet.

¿- Patentable? Conrado: las computadoras locales (redes) w5 de registro, entonces apenas agregan un sistema de seguridad a esto para evitar tratar de forzar de: fechas enviadas, recibido, contenido.

nodo de +-develop en el Internet vía el cual los mensajes más allá a través a nosotros, entonces nosotros envían vía el correo aéreo (MCI Mail) y o Internet o fax, o combinaciones allí de. Las letras del correo aéreo registradas en la oficina de correos (vía empleado auxiliar humano) mientras que el contenido se almacena en empresa de servicios.

- Cortar y pegar las firmas vía la computadora: substituye necesidad de hacer de nuevo firmas. La misma firma usada siempre para enviar particularmente medios, o las circunstancias, ayudando reduce fraude, y cualquier estudio subsecuente o el retroceso.

Prevención del registro: Más allá de la legislación.

- Como el bloqueo de la identificación de llamador (CID), ciertos usuarios pueden pedir (electrónicamente) que sus acciones (enviadas los mensajes, comunicación verbal) no pueden ser colocadas (como siendo recibido).

Problemas:

- Secreto: Perder el secreto porque el Info consigue almacenado en alguna parte. Los datos pudieron ser patentables si estuvieron almacenados y mantenidos confidencial en la misma hora.
- Misceláneo: ¿Cuál es "cómo"? Su la gran necesidad que haría este patentable, contra la evidencia de la solución.

¿- Los servicios onlines y los militares tienen sistemas de las verificaciones del mensaje, con todo verifican el contenido sin el riesgo de tratar de forzar? ¿Demostración en línea si la persona adecuada consiguió el mensaje, o mensaje entero?

H: verificador del contenido 4E020 y de la fecha

Previniendo el registro - continuo de antedicho:
- Bloqueo hecho cerca: afinando en el código (el access%), quizá en cualquier momento antes, durante o después de la acción o de la transmisión.
- Los elementos limitados se pudieron registrar según lo programado por el remitente o el receptor, o el tipo situación (uip).
- El remitente o el receptor sabe si la comunicación is/was que es colocada. Puede remontar quién (w5) colocó datos. Un código se genera para instigar a modo del registro, por lo tanto cogiendo este código, después permite que el trazalíneas siga cómo los datos con su código (que se diseña para dejar un rastro rastreable de la computadora) se movieron alrededor; o fue alterado y en qué forma (w5, uip).

Software para los documentos totales de la comercialización vía medios electrónicos: Resultado: es la capacidad de enviar una gran cantidad de documentos vía fax o email con las firmas en un modo más rápido que haciendo individualmente, eg.: vía fax estándar. Ninguì□n solo software sabido consigue fácilmente firmas sobre los documentos y hace la función de la fusión de correo del software, dando por resultado el tiempo excesivo perdido por el mundo, impresión para enviar una letra por fax firmada.
- Detalles en cómo esto pudo ser hecha: 1] que consigue la firma en la computadora fácilmente, vía: explorador, ratón, recibiendo una firma enviada por fax. 2] Insertar la firma en el documento primario. 3] Tener el número de fax en un campo particular de los archivos del destinatario. 4] Fusión de correo, creando letras de forma múltiples con la información de diferenciación del destinatario. 5] El software busca el campo particular para el número de fax, y envía documentos automáticamente en las horas señaladas.
- Nos han dicho que esto se puede hacer alterando software existente, pero que no ha visto esta tarea relativamente fácil resuelta.

- Organizando y procesando los datos D:
OTD D1: Este sistema de N (C=SW para organizar y procesar datos. /Monitor inteligente C/2E251) del verificador de la acción/=
TENER ACCESO (mejor determinar quién puede acceder, trabajando w: analizadores del uip, de la representación visual, sanos y del comportamiento); ANALIZADOR (cómo archivar w5); CARRO (datos que

se colocarán); EDUC (); M (almacenaje para: registro, DB); MIC (); MULTIUSOS (procesos diferentemente); NOTIFICADOR (cuando uno o más elementos w5 de la ocurrencia de a (almacenada previamente) como banda se resuelven por requerimiento por u); OSCILADOR (); Banda (cómo procesar, organizar, colocarse, los datos del nr; controlando qué incluso para registrar y cómo (w5)); Q (); S (); CUENTA (las cuentas de diferenciación determinan cómo los datos/los archivos organizados/procesados, eg.: por el uip, requisitos del DB o de la banda); ANALIZADOR de SONIDOS (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); ESTADO (); TDS (); T (datos del tr vía el módem, el fax, el email, paginadores, el etc); UIP (); ANALIZADOR VISUAL (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); WA (sistema de los controles).

- Utlizes "perseguidor" (nueva parte IMI).

- OTD D2: U (enviar/recuperar el Info; acceso) = este N sistema ()/C del verificador del registro = TENER ACCESO (expedientes w5, eg.: datos de a/v sobre quién caminó cerca); El ANALIZADOR (1] determina qué archivos son más importantes para la memoria. 2] El sistema aísla las actividades particulares para el "análisis". Aislamiento vía: uip/analizador visual/analizador de sonidos/comentarios de los observadores vivos (k)/de las palabras claves. 3] esta piscina limitada de datos después del aislamiento da menos datos para estudiar); AP (vagos); CEREBRO (decide (automáticamente/como banda) qué registro/"análisis" de las necesidades basó encendido: palabra clave/acceso ()/uip (u/material) de u/material; reduce costes de la mano de obra; compila los datos para el uip/el analizador según lo necesitado para los propósitos con excepción del registro (eg.: la patente busca, "juego estratégico".); C (); CÁMARA (2E251); CARRO (véase la sección del sistema de seguimiento); DISTANCER (que sigue (carro en esta sección de OTD)); EDUC (estudio de la gestión de la información/de la seguridad); GPS (); K (acceso - quién puede utilizar el sistema); M (carro de este OTD); MIC (); MES (no central c = m/source c); RATÓN (); MQ (); MULTIUSOS (anti-cortando el interruptor); NR (cuando el cerebro determina probablemente (cuenta) que el pirata informático está en el sistema del co); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

- sinergiza con el monitor inteligente 2E-251.
- este sistema tds cada tipo de actividad supervisada: email, monitor inteligente.

UIP continuo para 4E020

Nota: este del UIP de la característica complejo también.

- UIP también usado a: guardar hacia fuera people/u ("teniendo acceso") del sistema ilícito que introduce, eg.: piratas informáticos de computadora que controla; pistas que está desarrollando los datos (w5) del concepto de la idea al registro pasado (prestatario de servicios de w).

-1] "acceso"; la congruencia del 2%] del tipo datos/A/V u está generando w sus últimas actividades (enviadas al prestatario de servicios); 3] interruptores usados por el sistema de u/del u; matriz de la fecha del contenido 4] 4E020: Los registros y organizan ocurrencias anteriores que ése llevó a los datos actuales archivados. Vía: búsqueda de la palabra del kew/imágenes que emparejan antes de w después de (analiza para las semejanzas en iguales/otros sistemas de las imágenes w/in de datos (visuales) del texto.).

- D: entrada = analizador = memoria de datos (el mfh, carro, reconoce multiusos) = analizador = salida = función de datos

- OTD #1:

consejero 5A-810-042003: compila y analiza la información de usuario.

- OTD #2: c; pp y programa de la P.M. cómo quisieran que el sistema recogiera, recuperar y analizar los datos en base de datos; Reino Unido; tds (cuando y cómo ocurrieron los elementos); m (DB); cuenta (la información de la cuenta se puede procesar para la base de datos del pi; y el pi puede ayudar a generar cuentas deseadas); carro (para los datos adicionales para la base de datos; y o softwares para procesar la base de datos); uq (la base de datos del pi se utiliza para ayudar a generar respuestas alrededor, eg.: sobre el usuario más allá de preferencias y o de actividades); P.M. (la base de datos y o el software puede ayudar a preguntas pronto, eg.: para ampliar la base de datos, dirigir a usuario en la pregunta correcta si el sistema primero consigue la información correcta); tener acceso (los límites tienen acceso a la información delicada dentro del todo o una parte de la base de datos (con referencia a: uip) a la gente con la contraseña correcta).

- Artículo en "americano científico", p.64, abril de 1995. Título del artículo: "Máquinas que aprenden de indirectas" ("analizador"). Su alrededor: El aprendizaje de máquina mejora perceptiblemente aprovechándose de la información disponible de indirectas inteligentes; discute el proceso del algorythm de modo general; da ejemplos de diferenciación, eg.: juicio de las computadoras cuánto crédito dar a los usos de la tarjeta de crédito basó en las últimas historias de la otra gente similar.

- Pieza #1 de OTD: El dispositivo electrónico obtiene la información sobre el usuario por uno o más del siguiente: recordar el funcionamiento anterior del usuario, eg.: sus capacidades en esto, o dispositivos relacionados (que transmiten datos del uip a otras unidades vía el alambre, o %wireless); pidiendo preguntas del usuario, o "M"; El dispositivo reconoce a más de un usuario por multiusos, eg.: sus códigos usados para acceder en el dispositivo. La información personal se almacena en memoria y es utilizada por el dispositivo más inteligente al sastre sí mismo a las necesidades particulares del usuario.

- Pieza #2 de OTD: el usuario puede llevar su carro (su uip personalizado para todos los productos idénticos o relacionados) de la máquina la máquina - el sistema del interno sabe quién es el remitente, o limita el othewise del "acceso"; uip de diverso del carro usuario de los efectos diferentemente con los cambios correlacionados en funciones; tipo cambios del carácter según el uip (si se utiliza una exhibición ("S")); fecha; los datos del uip (material que es colocado) pueden ser vistos en la exhibición ("S") y o ser impresos; el uip se utiliza para

aumentar el cociente de la satisfacción del usuario, eg.: entretener, (^possibly cerca: la manera de la cual la función funciona, sonidos, luces, palabras se utiliza para crear mejor el tipo del efecto electrónico uip indica es más probable aumentar la reacción positiva del usuario a usar el producto [los estudios de la prueba se conducen para considerar las reacciones de la gente en estudios del caso de prueba de 50 - 1000 personas]); "C"; % del uip pueden apoyar interactivo (dando los datos adicionales necesarios para mejorar la invención del sastre al usuario; % de los datos obtenidos para la memoria del uip del micrófono ("mic") (reconocedor de la voz); ratón; P.M. (cómo material registrado); multiusos (quién envió/material recibido/registrado); la base de datos del uip dirige las funciones de sistema (determina el tipo (cómo material registrado), manera (registro), midiendo el tiempo (registro), independientemente de si notificar, del mq, oscilador, synth; pp (registro); del uip de la base de datos de las influencias de la impresora del impreso los parámetros, cuenta, discurso, vc, incita - acepta - el uq de los procesos; tds (registro); Reino Unido. Los datos (material registrado) son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador; UIP (de: el material/u (los que deveoped, utilizado, sierra Info) se puede programar/entender con la ayuda de: psicólogos (analizador del comportamiento), sociólogos, expertos de comercialización; Ciudad del u (código de área del teléfono/código postal)/identificación de llamador (pistas w5 de cualquie ocurrencia).

- D: entrada de datos (registro) /output = para el "analizador": tr/rc=c
- utiliza lógica confusa
. - El sistema analiza las acciones del u - > base de datos (comportamiento). Eg., computación ubicua: u lleva (minúsculo) "c" en que comunicar con la otra "c" encajada: aplicaciones, t, coches, paredes, KN. Eg.: Lengüeta de Parc de Xerox, y otros productos mencionados en "ciencia popular" el febrero de 95 de p.47.

el sistema 2D-021 reacciona (el monitor inteligente 2E251, decide cuál debe ser colocado automáticamente) a los productos externos según w5 que él es:

Eg.:

- Entrante-Llamar el identificador - cribador/identificador externo del elemento: "tener acceso".
- Las llamadas de números deseados del teléfono tienen un diverso anillo. El llamador sabe por este medio si coger la llamada o no.
- (Señalando diverso tipo conexiones/llamadas (entrantes) relacionadas con otras de nuestras ideas?): el sistema responde diferentemente dependiendo de cuál quiere el otro producto de N/sys/existing "obra recíprocamente" con él.

--el sistema sabe identidad de la otra parte/sistema vía su: ""/código/teléfono del acceso #/uip (características del comportamiento de N, o U: cómo se mueve/las funciones/responde (a los stimulae de "C central" o de "M")/analizador visual/analizador de sonidos.

- D: Producto central/sistema = C = sensor/pieza del sistema de la identificación del analizador/de llamador del analizador/uip = tr/rc = producto externo/sistema.
- OTD: ACCESO (); CID (); CÁMARA (LENSE) (monitor inteligente 2E251); CARRO (tipo uip o sentidos o datos (registro) buscados); INFORMACIÓN RETREIVAL (registro); K (); MFH (registro); MIC ();

RATÓN (registro); P.M. (); MULTIUSOS (); NOTIFICADOR (cuando el contacto deseado se ha hecho con (registro)); Banda (registro); Picosegundo (la localización del producto externo (material registrado) es un factor de determinación en decidir a si se va cualquiera/el tipo conexión/contacto/registro "acceso" a ser hecha); R (); RANURADOR (producto externo de las rutas por su tipo naturaleza); S (estado de las demostraciones); CUENTA (tipo registro); ANALIZADOR de SONIDOS (análisis material registrado: material de a/v); TDS (registro); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (registro de la comunicación de t); UIP (); Reino Unido (); ANALIZADOR VISUAL (registro); CORREO de VOZ (registro)

. - Un sensor que conecta con u (cuerpo humano, eg.: abrigo del dedo; animal) para leer las señales electromágneticas generadas por la piel. El software propietario interpreta esas señales y las traduce a acciones. Siendo investigado por la compañía: Other 90% Technologies Inc., Sausalito - ver Wall St. Journal 1995 (quizá artículos de 6.95) titulados: Juegos de mente: Pronto usted zapping a chicos malos sin la elevación de un dedo. El ver del abrigo del dedo venderá para $100-$200.

- Final de UIP - subdivisión. verificador del contenido 4E020 y de la fecha

"TENER ACCESO" para 4E020

- "Tener acceso" tiene muchos usos: restringiendo quién tiene acceso a la visión/a la revisión/al cheque.

ACCESO (4E020) = OTD: 1 accede vía afinar en la combinación alfanumérica; 1 o, inserción dominante; o, 1 con el telecontrol ("R"); el acceso 2 se puede cambiar vía pp, P.M., carro; carácter 25; 1 palmada; 24 tds (cuentas w5: cuando, cómo, qué, %why, que ganó "acceso" en sistema - [puede también ser utilizado para uip [base de datos]]; 25 "S"; el distancer del 23% activa/desactiva la cerradura; la cerradura del acceso 123 puede ser una comprobación y o barrera del software; 245 "C"; el 245% interactivo (activa/desactiva el acceso). 13 señales para la activación/la desactivación del acceso se pueden recibir y o activar vía: micrófono ("mic") (las señales de sonido activan/desactivan el acceso); teléfono ("T"); MES; tr; %fs (imagen correcta eg.: firma); alejado ("R"); inclinación 2; distancer 2 (eg.: chapaleta); P.M. 245; 24 mq (antes de la activación/de la desactivación; para la mejora de la base de datos del uip); 24 multiusos (el individuo requiere para poseer la contraseña o el otro activador/deactivator para acceder); notificador 245 (quién, qué, cuando, está accedido %where, porqué, y o está utilizando el sistema); oscilador 25 (si la contraseña o el otro activador/deactivator efectuado desearon la función, eg.: accedido); 24 uip (el acceso dibuja en la base de datos del pi al mq antes de permitir el acceso de usuario al usuario; 24 preguntas para el cambio del acceso según uip del usuario (mq un usuario de la acción hecho en sistema en una de actividades anteriores [importantes]); 24 pp; 24%score. 2 la necesidad para la característica del acceso es normalmente triviales, pero ayudas en la comercialización, y las ayudas organizan diferencias entre multiusos; uip.

1 que el tipo código usado en la contraseña (una serie de sonidos, las luces, las combinaciones de la letra o del número, etc) activa y o que desactiva la función correspondiente reservada para los individuos equipados de la contraseña.

24tds del usuario más allá del acceso se utiliza desarrolla su uip. El uso excesivo o escaso puede excluirlo las aplicaciones de alguno/de todas las funciones, accionar el "notificador", e informar al supervisor del usuario vía el teléfono ("T"), MES, email.

24 el tipo de uq puede por lo tanto (según uip del sistema, P.M., pp) afectar/control el tipo de contraseña/de manera necesarias para activar/desactiva; altavoz 5.

. - 1R-45 "verificación de firma dinámica": Escribir en su contraseña. El sistema también identifica el estilo del cursivo del usuario. [Convertido cerca: Communication Intelligence Corp, secoya apuntala, California/Riley que el diseño se asocia, San Mateo, CA 4.94 picosegundos]

Cerradura de la transmisión -4C-020, con otros modos diversos del "acceso".

INVENCIÓN DE EXTENSIÓN:

- El prestatario de servicios puede ser: compañía que recibe/el material de los almacenes/registers+; software y o m que hacen la vista con./desc. del registro automáticamente/en c del u (interruptor).

=

- Saunders: <1> 4e020: verificador contento. Lo vio quizá en NYT, pero no sabe si manejó el contenido. Tan porqué estaba esto una 1 cuenta, quizá comerciabilidad: mercados estrechos, necesidad de enseñar a compradores con referencia algo que nunca querían antes.

- Asher: su hacer qué computadoras saben ya hacer; pudo existir dentro de las compañías en alguna parte; podría ser puesto sobre Internet como servicio (técnico posible, o algo interesante hacerlo patentable).

--quizá haciendo más patentable: el poner sobre Internet; haciendo contenido - alguien en Internet pudo aprender cómo romperse en código - imposible por lo tanto inalterable imposible inalterable probablemente - > entonces la copia dura se certifica ante notario (por lo tanto mejora seguridad);

--búsqueda de la patente: mirar más en literatura de la computadora que la base de datos.

--mejorar cómo hacer el material inalterable. Sucede automáticamente. Eg.: la copia dura es tds, después limita (así que no puede substituir las páginas). Poner el material sobre el CD-ROM, la cinta, o el disco duro - sostener en cada vez, o una vez diariamente; no perder de vista quién accede en el sistema - piratas informáticos de cogida).

--método de acceso: prevención del acceso a los piratas informáticos. "Tener acceso" para los usuarios legítimos.

Conrado:

- Patentabilidad: ésta es automatización de la tarea manual/mecánica sabida. Torcedura aseada de la necesidad que trabaja el email de w. De América los almacenes en línea más allá de los mensajes que fueron enviados, solamente las cuestiones de la aislamiento están allí.
Los sistemas del acceso de la tarjeta dominante existen que guardan expedientes de quién entró a través de puertas. Las cámaras pusieron la fecha sobre el cuadro (no hecho probablemente por el revelador de la película).
- Cómo podemos enangostar abajo este y 2E251.

- el mundo es email que va.
- en el mundo físico difícilmente para verificar cualquier cosa. En mundo de la comunicación electrónica, verificación más fácil.
- al recibir los datos, estados de la letra también fue enviada al servicio de la verificación.

Pandiscio:
- La cuestión legal podía ser pesadilla para el servicio co.
- Patentabilidad: ¿Nadie otro haciéndola? La retransmisión de datos ayuda a patentabilidad. Discutir la necesidad verdadera de ella. Puesto que nadie pensó en ella y hay tal necesidad de esto, demuestra su no obvio.
- servicios que friegan el mensaje, identidad del remitente. Él está en Suiza, haciéndola para libre. Pero él no la archiva. Opuesto algo de este N.

4G280 - Tipo invenciones del disco volador

DE NATHAN FOMENTAR: Hay actual discos que vuelan iluminados en el mercado para la venta. Típicamente el uso OLED o el fotón bombea para una fuente de luz.

Cosas a tener presente. Los sensores que contienen piezas móviles afectarán al vuelo del disco. Recomendar el usar de los sensores ópticos en lugar de otro. También considerar usar "persistencia tecnología de la imagen" para exhibir el texto y otros mensajes.

Nada encontró con referencia a: discos de alta tecnología actuales del vuelo. Ésta aparece ser bastante zonas abiertas.

Gente en golf del disco del juego de Michigan. El juego vino se juegue con solamente un disco pero los juegos serios tendrán a menudo varios discos que tengan diversos pesos y equilibrios como los clubs de golf. Éstos

caerán cantidades serias de efectivo para un sistema de discos. Considerar desarrollar un sistema de sonorización automático para este juego. Esto se podía hacer fácilmente usando RFID y no se debe costar probatorio. EXTREMO ADOPTIVO.

ARCHIVO 5E

<3, 4 acarician, 3, 4>

palillo teledirigido 5E020 con el interruptor: Controlar cualquier dispositivo vía la posición del palillo en aire. Señales innovadoras del comando creadas por los ajustes de interruptor simples, y o cada posición general en el aire (determinado por el sensor llano). Puede controlar: los juguetes móviles, juego funcionan, realidad virtual, etc. Especialmente útil al controlar cualquie dispositivo que requiere grados de alteración, eg.: ventanas de abertura levemente, ajustando posiciones de objetos alejados. Permite la mayor libertad que mandos a distancia y los palillos de alegría. Construcción del dispositivo es decir: Cada posición de interruptor permite diverso efecto de la función. Eg.: el palillo se puede sostener en 5 diversas posiciones reconocibles, y hay tres interruptores, en golondrina de mar allí es 5 x 3 es 15, tan 15 diversos tipos de las señales que pueden ser creadas, por lo tanto 15 funciones. Se ata con alambre el palillo o radio.

. Existe:

- Palmadita Sheehan: cosas que funcionan según la colocación relativa.

. Misceláneo:

- Comercialización: Las Guerras de las Galaxias tienen gusto - del ng; tiene súplica de sexo.
- ver 5E120

. Versión de la marioneta: cómo la marioneta que controla es controlada - > función deseada en los elementos controlados (piezas).

--control electrónico de la marioneta; el palillo podría estar en la forma de la marioneta (mano del movimiento en teledirigido, en juguete del control de la golondrina de mar).

--D: accesorios (movibles)/piezas = mitad de cada marioneta que controla del "distancer" = marioneta que se controlará - sus piezas alterables = "distancer". D2: el distancer = C (computadora del `) = k/causes desearon la función (oscilador, movimientos (vía modo mecánico)).

--la marioneta se puede substituir por cualquier objeto tridimensional las piezas (movibles) múltiples (de w).

. Funciones:

- generación de los sonidos, comandos "alejados", etc.
- también controlar cerca: donde/cómo el palillo es held/w5
- la manera de la cual este R (`teledirigido) está doblado - > acciona señales de control asociadas.

Mecánicos:
- diversa pieza del palillo (w cada propia k) puede controlar diversos productos/porciones de productos, eg.: la tapa controla el aterrizaje/las alas, velocidad inferior de los controles.

El palillo también viene en formas de:
Buñuelo; bola; disco; de alambre espeso flexible; muñeca.
- Cualquie objeto, por el que cómo se altera/se mueve genere una señal que se interprete de manera programada, eg.: siempre que se encienda la vuelta de las ruedas de coche del juguete las luces del coche automáticamente - 5E021.

Dependiendo del ángulo del palillo en el aire, controles cualquie producto electrónico. Puede haber sobre 20 posiciones tridimensionales del aire, juntadas con tres o más ajustes de interruptor, teniendo en cuenta (20 por 3 60 diverso tipo de igualación señales).
- la virtualmente misma N es 5E020.

. Usos. Controles del palillo de las cosas:
- El palillo controla la música (el componer) eg.: Miburi de Yamaha.
- Aeroplanos (del juguete), barcos, muñecas, robustezas.
+ uso de los juegos video: el jugador representa el suyo/las posiciones del opositor/del otro jugador vía el palillo (s).
- actúa como C (computadora) del `el "ratón"
- el control de cualquie dispositivo (EL) como pudo ser generado vía (algo simple) señales electrónicas/controles, por ejemplo vía los interruptores/los teclados/etc. Eg.:
- salida - niveles de la luz (el brillo de los cambios de la luz mientras que la mano mueve su distancia), de sonido (decibelios), de etc.
- el jugar de la música (tambores/%key (tablero) s del juego en aire sin el tacto cualquier cosa). (Tener esta N anterior?)
- temperatura del agua (del grifo) - mover la mano a la derecha para un agua más fresca
- de volumen del control (de la unidad de T, audios/visuales, de la "estereofonia").
- dando vuelta cualquier cosa con./desc.
- alterando el ángulo de la exhibición (CRT) ("S")
sonido de +-adjusting (balance; "balanceador"; triple; bajo...)
- estaciones cambiantes de tv/cable; actúa como control "alejado".

- Indicador: el palillo actúa como el compás, su posición es interno transmitido/reflejado sobre: tablero/reloj (tiempo del reajuste, tiempo de la alarma).
- abertura/cierre/aumento de: ventanas, cortinas, puertas, alzamientos.

+-Position de (palillo) genera una señal.

+--Cada posición, juntada con la colocación de los interruptores ("k") aumenta el número de señales potenciales de cada posición (su sostenido en el aire).

generador de +-Signal: posición de la mano (objeto (llevado a cabo a mano)) en lo referente al "sensor" determina la señal. Esta señal se puede entonces interpretar de cualquier manera deseada.

- esta N (invención) copió a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verla para las actualizaciones.

--puede tener posiciones 100+ reconocibles.

- más de un mano/objeto puede ser utilizada. Diversos objetos pueden reflejar las señales (luz) del tr diferentemente al receptor, por lo tanto creando diversas señales resultantes.

--algunas señales se pudieron crear solamente usando dos o más palillos de las manos/objects/el.

- Ajustar/alterar/control el el tipo/llano (de salida deseada) según la posición de la mano en lo referente al "sensor".

- para determinar en qué punto debe accionar la mano/el objeto que alcanza el "sensor", el "sensor", las opciones incluyen: las respuestas del "sensor" a la mano/al objeto del punto del armario vienen; otra señal simultánea (pedal del pie) determina en qué punto y cómo la mano/el objeto (de mudanza) debe accionar la señal.

- activar/desactivar las funciones alejadas de este sistema vía: cambiar (k)/la función teledirigida, eg.: sacudir tres veces en 45 grados por los ángulos de 45 grados (mano de hora del reloj en el 2:30 P.M.), 30 cm lejos.

- osc/nr deja u (usuario) sabe que (que comando) el sistema (el sistema) reconoció la entrada de (y en golondrina de mar realizará) (sobre cuaesquiera comandos adicionales necesarios del usuario/de pasos/de procesos)

- el palillo/el otro objeto se puede atar con alambre/radio

- D: la mano/el objeto = "sensor" = c (analizador) = hizo salir (la luz)

. - marcas: Control del deseo.

. - incluido en IMI& (r)

- copiado para mejorar el archivo 1.95 de N (invención)

- OTD D1: U = este ~ C (computadora del sistema de N (sistema) (palillo) del ') =

ACCESO: (); ARTISTA: (movimientos que dibujan la función (cursor de la computadora; cepillo)); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); MFH: (); MAÑANA: (desactivar la alarma); MULTIUSOS: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Q: (); R: (este producto es también un tipo de unidad

teledirigida conectable a los productos); S: (); CUENTA: (tds); Teléfono: (tr); TR: el sistema puede ser sin hilos/tiene alambre a c; UIP: ().

- similar a 5E110 y a 5E120.

- OTD D2: U = este sistema de N (invención) (sistema) (palillo, r) ~ C (computadora del `) = ACCESO (); ANALIZADOR (); ARTISTA (pintura electrónicamente vía el movimiento de aire); VAGOS (analizador del comportamiento del `) (); CARRO (interruptor); COMPOSICIÓN (similar al palillo existente del conductor de orquesta, con todo con funciones (electrónicas) diversas del EL, componer la música por cómo el palillo se mueve, Miburi de Yamaha); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); nr (notificador) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTÉREO (); SYNTH (); TDS (); T (); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

H:

- este artículo explicó anterior (los medios tienen una INVENCIÓN anterior #, eg.: 1G010?)

D: 1sensor = 2computer = 3transmitter = 4receiver =5function/6other

Notas sobre D (dibujo): 1: para/vía de los sentidos: a] el ángulo a el cual se lleva a cabo el artículo; "/"del distancer de b] "GPS". 2: memoria. 3: transmite vía la radio, luz, las frecuencias del etc (la parte #1 puede ser saltada por el que la luz (laser) u otras ayudas de la transmisión identifique la localización/la posición/el modo del palillo. 4: recibe la luz, radio, señales del audio.... 5: estereofonia/sistema del "sintetizador" del tablero del mic/del record=playback /key (estéreo). 6: computadora "mfh" /connected a 5 "pi".

-5E020A: Cualquier cosa acciona cualquier cosa: Cualquier acción acciona el "sensor aplicable" que en respuesta deseada de los disparadores de la golondrina de mar. En este caso, cualquier acción es una acción teledirigida (r). Las acciones incluyen: discurso, eg.: aplaudiendo (chapaleta, "voz"); diodos de la luz laser de la travesía; puertas del cierre/de abertura; el sentarse en la golondrina de mar que acciona la presión "sensor".

-5E020B: Luces del coche del juguete cuando las ruedas dan vuelta.

siempre que se encienda la vuelta de las ruedas de coche del juguete las luces del coche automáticamente.

- OTD D (dibujo): Este N ()/C (computadora) del `[línea del palillo dibujada a cada uno debajo de N#] = monitor inteligente 2E251: cualquier acción 5E020A puede accionar el monitor; 7G052 dobló el notificador llano.

- OTD D (dibujo): Cualquie acción: el hablar, caminando, moviéndose (parte del cuerpo), ""/este de la voz sistema/C de N =

ACCESO (); ANALIZADOR (); CARRO (); EDUC (); M (); MIC (); MULTIUSOS (); NOTIFICADOR (); OSCILADOR (); Banda (); Picosegundo (); Q (); S (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); TDS (); T (); UIP (); ANALIZADOR VISUAL (); WA ().

<3, (Bob 4-Pat verde, 3 mk), 1>

el uno mismo del sistema 5E080 analiza la mejor síntesis para la acústica del sitio/del pasillo. Solamente idea agradable, sin tener metodología.

Cómo trabajos:

- Dibujo #1: diversos micrófonos - > analizador de sonidos = oscilador (c)
- Dibujo #2: oscilador - > el sonido refleja de nuevo al "mic" = C (computadora) del `(sonido analyzer1) = oscilador (ajustado por c; synth).

--Notas: 1: el analizador de sonidos intenta difundir en diversas frecuencias - > el analizar del interno qué resultados cumplen mejor requisitos según lo controlado cerca: (fabricante) banda, uip.

- El "analizador" ajusta el sistema según: "multiusos"/tipo música/uip/tipo uso, eg.: sonidos para alzar ventas, o para hacer que la gente siente en el país.

¿- cómo técnico posible? El método extraordinariamente importante para determinar patentabilidad. - El sistema se modifica vía cualquier regeneración consigue de sitio. Control de frecuencia auto. Como una característica Dolby estándar incorporada a productos.

- frecuencia intermedia quizá barata una vez que la viruta se convirtió
- El usuario puede también alteración sana del oscilador (del complemento) vía el K. del sistema.

- OTD D (dibujo): Este N (invención) sistema)/C (computadora (del sistema) (de sitio de sonidos analizador del `) =

ANALIZADOR (); CARRO (); M (); MIC (); MULTIUSOS (); OSCILADOR (); Banda (); ANALIZADOR DE SONIDOS (); SYNTH (); UIP ().

Funciones adicionales:

- "Analizador": para reducir el sistema del ruido (para los vecinos) (sistema) alterará automáticamente los sonidos más penetrativos, eg.: un bajo más fuerte, sacando los elementos más ásperos (que reducen el bajo).
- Hacer una búsqueda de la palabra clave para las INVENCIONES con el "synth". Eg.: para los usos.
- trabajos con la venda sin hilos de la música 5E090.

- OTD D2: Este ~ C (computadora del sistema de N (invención) (sistema) () del `) =

ACCESO (); ANALIZADOR (donde colocar altavoces, cómo fijar los ajustes (electrónicos) del EL del oscilador (según lo determinado por el analizador)); AP (estéreo); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (manera de: 1] grabó de antemano el fabricante registrado música (CD, cinta,)/2] u de la memoria usando su sistema que compone, = determina cómo el sistema sano del ajuste del oscilador (sistema) se debe analizar); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (los altavoces del oscilador = el analizador del mic = de sonidos = el sistema (sistema) ajusta cómo el oscilador puede hacer mejor el goind saliente); MQ (para los gustos del usuario (más o menos bajo, uip)); MULTIUSOS (cada u (usuario) tiene poseer ajustes preferred); nr (notificador) (cuando el sonido se puede mejorar más lejos); OSCILADOR (); Banda (); Q (); R (); CUENTA (estudios del analizador de sonidos cómo el buen sonido está vía circunstancias differenting: w5); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (analizador); DISCURSO (); ESTADO (analizador); ESTÉREO (); SYNTH (); UIP (); UQ (); VR (); WA ().

< (3.5-pat, 2.5 mk), los terminales sin hilos de 3.5> 5E090 conectan con el sistema central.

Venda sin hilos de la música: El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades portables múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. Mayor portabilidad, libertad, sonido que hace la experimentación, una grabación más barata.

- Mercado limitado: apunta a jóvenes - el mercado grande, "quiere ser ejecutantes", los profesionales no necesitan ni utilizan a personal sano profesional.
- el sistema puede también ser un accompaniement (necesitar a pocos jugadores); no limitado a la fijación/a alterar su música pobre.
- la característica del tratamiento de señales es qué haría esto patentable
- puede reducir al volumen de jugadores particulares.
- "cojín del aire"

Otros usos: cualquie portable N ()/característica de la invención del sistema de N.

- "juego": cada jugador conectó vía (radio) el tr con la C. central.
- "c portable": cuadernos
- t = sistema principal de t (sistema) recepcionista (automático) (de w, KN relacionado (invención))

Terminología:

- unidades externas: las unidades móviles/portables que están conectadas con el sistema central (sistema) (c=brain) vía (radio) el tr.

- OTD D2: (Múltiplo) U = unidad externa/este ~ C (computadora del sistema de N (invención) (sistema) (5E090) del `) =

ACCESO (); ANALIZADOR (cómo cada unidad externa obra recíprocamente con el eachother y o la central c); ARTISTA (fabricación del arte del grupo - cada u (usuario) tiene poseer la unidad que agrega al arte del grupo, eg.: 1] cada jugador dado solamente ciertos colores/formas/modos de escritura/los plazos - en cuál para hacer lo que (arte, el compose%) él desea.); BALANCE (los promedios/consideran del sistema cada localización de u/player.); CEREBRO (determina son qué piezas externas: comparativamente más importante para las funciones señaladas que consideran (w5); para comunicar con qué partes del sistema, eg.: unidades externas #2 y #99 y c central; volumen audio que se oirá por cada u; volumen audio que debe ser generado (a la otra u) por cada unidad externa); C (computadora del `) (cada unidad externa puede asumir el control (muchos de) las funciones de C central (computadora del `) vía: tener acceso, consenso de la otra unidad externa (su u), tds (franja horaria) de esa unidad, uip/cuenta = "juego": quién está ganando el juego); CÁMARA (); COMPOSICIÓN (palillo 5E020, Yamaha Miburi); DISTANCER (); EDUC (que aprende el terminal); K (); M (); MQ (); MULTIUSOS (C central (computadora del `) distingue entre diversas unidades externas vía: acceso/uip/analizador); CUENTA (juego, uip que se convierte); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (sin hilos, celular, infrarrojo); U (jugadores, receptores de servicios/de transmisiones (la unidad externa puede ser (bastante) voz pasiva)); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

. - OTD D3: [(Cada uno) la unidad externa tiene tales funciones) (que efectúan el sistema entero) según lo enumerado en piezas siguientes]: C (computadora) del `(5E090) =

ACCESO (); %ANALYZER (); ARTISTA (); BVA (); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); nr (notificador) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

<4, 3, 4, demostraciones de la exhibición de 2-Martin> 5E120 cómo el dispositivo o el palillo de alegría teledirigido es dispositivo que controla. Ejemplo: cómo se está moviendo el palillo del aire y en funciona qué modo, y en golondrina de mar el su controlar. Utiliza 5E020.

- Martin: "parece como el interruptor estándar (software) del `(software) función".

Los terminales sin hilos -5E090 conectan con el sistema central = s/el cerebro/el perseguidor/banda/cuenta/estado/uip/wa.

ARCHIVO 5G

<Scores para 5G061 más arriba que 5G060>

ventana rectora de la dislexia 5G060: La ventana cuadrada mecánica clasificada ajustable deja a lector limitar la cantidad de material impreso que ven inmediatamente. Razón: el material impreso excesivo encima complace sentidos del individuo dyslectic.

Misceláneo:

- ver que a través el plástico w o la frontera del wo puede tener diversos colores w/in la ventana sí mismo. Eg.: la frontera blanca de la cartulina y el lado izquierdo de la ventana w/in es amarillos, mientras que el derecho es rojo.

--otras combinaciones de color de la ventana: rayas 2+ de los colores, cada letra de la anchura una de la raya o más de par en par; forma (puntos grandes sólidos, líneas periféricas de otras formas) todos con el claro o el fondo coloreado.

- cambios del fondo del color en un cierto plazo (porque): ojos que consiguen alza de la necesidad o el cambio del color cansada.
- las funciones pueden estar en el interruptor también, consideran 5G061.
- muchas características explicadas en 5G061.

<3, 3, 4 palmadita-interruptor-versión, 1.5 mk, 3>

software de la dislexia 5G061: La gente con dislexia necesita nuevas maneras tener imágenes de la letra entradas en su cerebro, cada letra puede ser demostrada en la dimensión tres, eg.: la letra tridimensional "b" tiene luz vertida en ella de la izquierda, y "d" tiene luz demostrada de la derecha. El software altera letras y colores según el tipo experiencias del usuario del problema, eg.: diversas letras tienen diversos colores. La característica opcional expresa el texto, mientras que el usuario lee la mejora de la comprensión mientras que dyslectics encouraging para no dar fácilmente el estudio.

Buscar y substituir/las alteraciones/Adustments:

- Programas de usuario (pr) cómo el software hará las alteraciones deseadas (nr).
- Las búsquedas del software entonces alteran las palabras particulares que causan problemas.
- Modos adicionales de la alteración:
- puesto que la gente con dislexia necesita nuevas maneras tener las imágenes entradas en su cerebro, cada letra se puede demostrar en la dimensión tres, eg.: la letra "b" tiene luz vertida en ella de la izquierda, y "d" tiene luz demostrada de la derecha (o de la iluminación opuesta).

- ciertas letras se pueden alterar según el "UIP". Eg.: el usuario tiene dificultad "b de desciframiento" y "d", por lo tanto tales letras se tratan diferentemente:

--"b" y "d" tienen diverso colorante; las letras difíciles todas se destacan/se colorean diferentemente del texto restante.

--esa gente que puede mejorar su lectura puede entonces lentamente hacer las designaciones de las letras/de las palabras difíciles hacer cada vez menos distintas todo el texto es tan gradualmente igual. En días difíciles las distinciones se pueden hacer otra vez.

--construction^: el software busca para las letras/las palabras señaladas (según el UIP/los PP), después altera imágenes apuntadas por consiguiente.

- imágenes (del fondo) controladas cerca: uip/banda/qué vino texto de w cart/el. Eg.: leer la ficción de la selva y ver/para oír los leones rugido y monos que hacen pivotar de árboles.

Modo del OSCILADOR mientras que lee:

- El sistema sabe que la letra /word/line/paragraph u está leyendo en el momento. En golondrina de mar, el sistema leerá esas palabras (que los problemas del lector de la causa vía pr/uip).

Patentabilidad: (60-70% versiones del interruptor o del pvc de la ocasión). El tratamiento de señales del software es la edición patentable a un cierto grado.

- Ver simple (mecánico): colocado sobre el texto impreso. ¿Puede explorar el texto a mano a mano sobreescrito o a mano la versión eléctrica menos patentable?

. - Búsqueda de la palmadita: necesitar comprobar las capacidades del módem de los dispositivos disponibles para asistir a avistadas parcialmente para leer.

Misceláneo:

- versión del interruptor: Info dado electrónicamente: explorado/en línea/carro (diskettes, cd) - > el interruptor convierte el texto - > s/impresora.

- El software utiliza la versión simple (5G060) también. Cosechadora con el producto 5G070.

Software/versiones plásticas de la ventana rectora 5G060:

- Ejemplos: ver apenas uno o más letras, palabras, oraciones, párrafos a la vez.

- la ventana puede tener claro y o cambiable coloreada para ver a través el plástico. Ciertos fondos de los colores pueden realzar la lectura y o aumentar comodidad

- ciertas formas y o las letras en las áreas del recorte pueden ser demostradas, si es provechoso. Eg.: el usuario tiene apuro el distinguir entre "b" y "d", así que la tapa del área (en blanco) cortada tiene uno o más letras de "b" y la parte inferior tiene uno o más letras de "d". El usuario puede referirles siempre que necesiten recordar mejor sus distinciones.

- construcción del plástico y o de la cartulina. El tamaño de la ventana del cuadrado creado cerca ajusta a partir la uno a tres de los lados.

El sistema analiza la velocidad del lector vía:

- globo del ojo "analizador": el movimiento de ojo del reloj, cada movimiento representa: una letra, sílaba, palabra, grupo de palabra; calcula matemáticamente vía la configuración (triangular) qué ojo está viendo, vía su posición al texto demostrado (s).
- el lector golpea llave mientras que progresan cerca: letra, palabra, oración, párrafo.
- el usuario enrolla el texto

Misceláneo:

- enseña a gente a enfocarse; los actos como el entrenamiento ruedan para los principiantes de la bicicleta, usuario consideran poco a la vez, aumentando la cantidad demostrada, así que no consiguen abrumados.
- Las imágenes del interruptor se pueden también demostrar entre líneas, con o sin un forro coloreado especial para estas imágenes implantadas.
- hace que el usuario siente más seguro en los remolinos de la impresión
- el sistema puede tener el contador de tiempo y u otros análisis electrónicos para cómo las habilidades de lectura del usuario están mejorando, eg.: velocidad de la lectura; aumentos de tamaños de ventanas.
--el sistema puede forzar/sugiere a usuario para acelerar tamaño de la ventana de la lectura/del aumento

H:

- este N# cambió de 5G060 a 5G061 7.95.
- Versión del programa también. D: interruptor = c = exhibición (efectos deseados y 2.as (o 3D) imágenes). Tiene iguales y más funciones que la versión mecánica.

- D1: (en electrónico) versión plana:

.....

. .....

. 1.

. -------.

. .....

.....

Los gráficos impresos sobre la tarjeta están en el perímetro externo. El perímetro interno es el considerar con área. Las barras a través de la demostración media que una posición posible en la cual la ventana se cierra parcialmente con el material opaco coloreado (puede todavía leer quizá fácilmente con él). La puerta deslizante (viene de la parte inferior).

- colores usados en el obturador opaco/cualquie cubierta de la ventana (1); más los colores para el perímetro externo se pueden elegir por los psicólogos/dislexia experts/u, según los colores (combinaciones) los mejores resultados de esa demostración/preferred por el U.

- D2: .....

: b d:

: .....:

: : 1: :

: .....:

: .....:

Notas: El diagrama tiene cuadrado grande, con un cuadrado más pequeño dentro - etiquetado 1. ventanas cortadas 1=; las letras b y d se imprimen sobre (no-cortar) el área externa, lado sobre/below/to de la ventana (de la lectura).

. - La epilepsia y Parkinson tienen síntomas similares a la dislexia. Por lo tanto estos productos mencionados como ayuda de estos problemas se pueden aplicar a ayudar las otras enfermedades. Eg.: vía la alteración de la manera de la cual centran sus mentes.

- OTD D: Este ~ del sistema de N (interruptor dyslectic) C =

ACCESO ("interno" de los estudios del analizador del comportamiento (comportamiento de la lectura): solamente permite que a ésos el estilo de lectura de w (dyslectic/inusual) acceda); ANALIZADOR (el sistema ajusta sus modificaciones según las necesidades/los comportamientos/uip/pr del u); CARRO (texto de la lectura, interruptor, efectos multi-media, uip, acceso); EDUC (mejora la lectura, hábitos del estudio, la lectura de la velocidad); M (texto, uip, acceso); MULTIUSOS (la lectura de diferenciación de cada u necesita encontrado); NOTIFICADOR (cuando lector que no lee rápidamente bastante/según lo necesitado); OSCILADOR (); Banda (cómo alterar el texto); Q (); S (); CUENTA (velocidad, retención de la memoria de las pruebas del material leído); SENSOR (velocidad de la lectura del u); ESTADO (); SYNTH (ajustar el oscilador según: uip, analizador del comportamiento, banda, texto); TDS (velocidad, cuenta de la lectura); T (MES); UIP (el sistema estudia el estilo del lector (lectura), eg.: velocidad, comprensión = formación más mejor/programas de ayuda de ofrecimiento (interruptor)); ANALIZADOR VISUAL (movimientos de ojo del lector).

=

- OTD D2: Este ~ del sistema de N () C =

TENER ACCESO (la contraseña demuestra el interruptor necesario/el uip actual y la cuenta de u); ANALIZADOR (que adapta el uip a cómo mejor de los datos presentado); ARTISTA (); BALANCE (el oscilador ajusta sonidos según el uip del u según cualquier tipo problema de la audiencia/necesitó ayuda, eg.: sonido siempre más ruidosamente en el oído izquierdo del u); CÁMARA (explorador); CARRO (arte, interruptor preceptoral); EDUC (tgh); K (palillo de alegría); M (DB del uip); MES (); RATÓN (); MQ (); MULTIUSOS (); NR (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (los estudios nivelan de la situación (problema dyslectic, interés del u en material, comerciabilidad del material) vía: hacer preguntas (dyslectic) de u determinar: el retension de la memoria, la velocidad de la lectura), utiliza la existencia dyslectic/las pruebas de lectura (los interruptores)); DISCURSO (); ESTADO (compara las cuentas del u en un cierto plazo, curva de la mejora del u de los gráficos; el analizador = sugiere que los tipos futuros de actions/sw u puedan utilizar para alcanzar mejor punterías deseadas); TDS (); Público objetivo de U (dyslectic, general de la gente no impared); UIP (lectura/hábitos personales (del interés)); UQ ().

Usos adicionales para el software de la dislexia 5G061:

- el sistema adapta la presentación del material (interruptor (texto, las imágenes)) según: uip. Propósitos: mejorar la comercialización/la súplica al lector/a la legibilidad (para u) no-dyslectic/reduce el bordom (en material de lectura vía el mismo estilo/manera)
- U solamente considera/las experiencias (vía: el oscilador, los datos de los modos de a/v) que necesitan/quieren. Investigación de datos vía: uip, palabra clave, analizador visual, cuenta (del nivel emparejado U de w de dificultad del texto disponible de diferenciación).

O - El sistema tutors a artistas en la mejora de su fabricación de la imagen:
- D: Artista = analizador = C = U (artista humano). U extrae sobre C/material explorado por C/carro (del)/tr del trabajo de arte de otro C = C = los parámetros solicitados (como banda) se seleccionan = los parámetros comparados de w del interruptor preceptoral (banda) = cuenta/analizador = las sugerencias hechas = los ejemplos visuales/comentario escrito/hoja de la cuenta/sugirieron los libros para leer (seleccionado vía emparejar del uip del artista del UIP w del libro (en ese tiempo que anota)).
¿- Esto un KN viejo?
- similar al instructor de la música, con todo a éste es más en el modo visual.

<3, 3, 2 acarician, 1.5 software de la lectura de la velocidad del mk> 5G070: Las ayudas del sistema retardan velocidad de la lectura del aumento de los lectores (del dyslectice). Cada palabra (o el grupo de palabras) se destaca, con o sin el texto circundante demostrado. La característica opcional expresa el texto, mientras que el usuario lee. Otros usos: aprendizaje de las segundas idiomas (pronunciación, velocidad), lectores normales que intentan aumentar la velocidad, prueba psicologica (eg.: el modo verbal del efecto tiene en la comprensión y la velocidad de lectura). Cosechadora con el producto 5A060.

- para la patentabilidad (ocasión 60-70% para el interruptor).
- el tratamiento de señales del software es la edición patentable.
- Los disl3exicos tienen velocidades lentas de la lectura, por lo tanto esto complementa 5G060.

Dirección especial de la palabra particular:
- las palabras largas (automáticamente) se escriben con guión/están rotas hasta reducen largo de una palabra.
- se marcan (coloreado/subrayado) o se delinean otras palabras que u tiene continuamente apuro con de cierta manera (coger la atención del lector). Encontrar tales palabras vía: la búsqueda del interruptor y substituye/altera.
- Palabras más largas pueden recibir más tiempo. Esta característica se puede dar vuelta con./desc., desde el donante de un tiempo más largo puede animar a lectores a retrasar.

El OSCILADOR da a señal sonora tempo de ayuda sano de la lectura del lector w: un golpe por palabra/línea/párrafo/la página. La velocidad de la señal sonora puede ser banda.

- OTD D: Este N sistema ()/C del interruptor de la lectura de la velocidad =
ACCESO (los lectores incapaces de leer/responden a los avisos del interruptor de c rápidamente bastante no pueden acceder, esto hacen más difícil para que los piratas informáticos de computadora accedan cuando/donde (w5) los inician menos en las funciones del sistema; ésos que intentan acceder (entonces fallando en ensayos iniciales) se marcan con etiqueta más de cerca (el monitor inteligente 2E251) durante cualquier tentativa subsecuente del acceso que puedan intentar); ANALIZADOR (velocidad del lector determinada por el interruptor vía: posición del cursor, rueda de la pantalla [up-down], vuelta de páginas, cómo u clasifica su propia velocidad); CARRO (texto que se leerá, interruptor); EDUC (mejora la velocidad de la lectura, comprensión (interruptor del entrenamiento especial)); M (); MULTIUSOS (ajusta a las necesidades de cada lector, uip); NOTIFICADOR (cuando el lector no está haciendo bien, eg.: retardarse también); OSCILADOR (); Banda (); Q (); S (); CUENTA (velocidad, comprensión); ESTADO (); TDS (); T (módem a los datos del tr que se leerán/ser convertido); +UIP (el sistema ajusta a las necesidades únicas del usuario: apresurar, mecanografiar la lectura/el desorden del comportamiento); ANALIZADOR VISUAL (el reconocimiento óptico del interruptor altera las imágenes (palabras, cuadros) para adaptarse a las necesidades del uip del u); WA (s en unidades portables).

Cada palabra se destaca/se encajona (con o sin el otro texto circundante demostrado) de una manera sincronizada. Usuario/sistema selecciona la velocidad del movimiento, permitiendo que el usuario mejore el foco en una palabra a la vez.
. - el usuario puede alterar velocidad, y o el botón para que el sistema continúe redactando después

- relacionado con 5A-060

. - más tiempo se puede dar a las palabras que son más largas, o que son señaladas por la base de datos como más difícilmente para leer (basado en el toda la población o de estudios con la gente dyslectic).

lector de la fonética de +-Dyslectic:

Los puntos culminantes/las demostraciones del sistema cada letra/palabra/oración dividen en párrafos a la vez. El material destacado entonces se habla hacia fuera. También útil en la inicial que aprende etapas, los lectores de ayuda utilizan la fonética para leer. Reduce la hora necesaria para el instructor vivo.

- relacionado con 5A-060.

ARCHIVO 7G

PVC ALERTER

<3, 3.5, 3.5, 4, 3>

el PVC 7G050 (eg., guantes, condones) alerta a usuario cuando ha estado perforado o contacto entrado en con ciertos productos químicos:

Versión química: la capa interna está de diverso color en la golondrina de mar que se expone, o la capa interna emite la sustancia coloreada cuando está pinchada. Versión electrónica: el sensor notifica si cualquier contacto se ha hecho con los productos químicos específicos en superficie interna, externa o superior. Ambas versiones analizan el tipo de ocurrencia en términos de cuando, y cómo un tipo particular contacto químico fue hecho. La ventaja más grande es la característica de la seguridad para la humanidad.

SE DEMUESTRA QUÉ

Cualquier tipo de usuario de la ocurrencia quiere "notificado" se demuestra. Ejemplos del tipo ocurrencias:

- Condiciones de la calidad del PVC demostradas: agujero; rasgón; (menor de edad) estirando que podría llevar más adelante al rasgón verdadero debido al área débil creciente; si entró en el contacto con la sustancia corrosiva (que podría debilitar (thinnen) el pvc), puede haber corroído ya la capa externa de pvc; si el pvc se está estirando más allá (deseado/banda) de capacidad, eg.: dar la superpresión demasiado grande para el guante, o.

- Edad (del uso): si el pvc es demasiado viejo, o expuesto al aire/al producto químico (demasiado de largo/más allá del plazo de pr/tds).

- Temperaturas demostradas: cambio en temperatura para contenido (tubería, envases,)/ambiente de las tapas. Temperaturas represenent de diversos colores diversas.

--si la temperatura ha excedido una temperatura mínima y máxima.

- Cambios biológicos demostrados: Cambios del minuto en temperatura resultando de comportamiento del microorganismo. Mecanografiar los organismos y o en cuál él es hacer (w5) demostrada - > su efecto mensurable del "nr" de la causa de las actividades (los productos químicos excretados por la actividad del tipo organismo, temperatura, pvc llano del movimiento (cantidad de fricción/de vibración) reciben, etc.) - > reacción (química) (pvc) - > nr.

--resultados llanos de la fricción - > cambia en condiciones químicas del pvc/de cambios químicos resultando de mezcla de sustancia (de mudanza) estudiada con el pvc.

- Tipo químico contacto demostrado: diversos colores representan el tipo contacto w: ventilar (calidad), nivel del pH, producto químico específico querido (ser evitado). Porcentaje del contenido químico particular: cómo está deshidratado, sulferic.

- diversos lados del pvc tienen nr de diferenciación (notificador) según lo que entra en ese lado el contacto con lo que (w5).

. Identificando el tipo contacto hecho por el PVC:

Comprobar el PVC más adelante: El PVC tiene bolsillos minúsculos que se sostengan/interactivo con el tipo condición buscada = el ojo/EL (electrónico) "analizador" del u = estado en tipos de contactos hechos w5.

- el pvc incluye los productos químicos diseñados para obrar recíprocamente con las sustancias apuntadas. La reacción química puede ser inmediatamente considerado/adelante/cómo la banda - w5.

. --cualquier elasticidad necesaria todavía se encuentra en el pvc.

- ciertos tipos de contacto cuyo nr (notificador) no sea fácilmente prestable a la inspección por el ojo humano sin ayuda pueden tener guante: sostenido debajo del microscopio (con: ciertos filtros de la "lente"/ven en cierto fq, eg.: luz ultravioleta).

- Eg: el contacto sulferic hecho hace 5 horas por 8 minutos, nivel de contacto/de porcentaje sulferic de la sustancia que era sulferic en aquel momento (w5) era 40-50%.

2] pvc = EL (electrónico) "sensor" = C (computadora) del `(analizador/memoria/estado) attacheable a pvc = s/C ()/m/carro/guantes/pvc de la computadora del `

] pvc puesto 3 en las situaciones que causarán reacciones químicas subsecuentes - > ver/"para analizar" el tipo pvc del contacto tenía w5.

- Eg: colocar el guante en las soluciones químicas/el tipo específico luz/cierto nivel del calor.

--Es decir: el pvc especialmente diseñado de a] entra en el contacto con su potencial de las sustancias diseñado para - > el pvc de b] después se altera/se efectúa de cierta manera para crear la reacción química sobre vía la cual el tipo ocurrencia (eventualmente) se considera fácilmente: el ojo sin ayuda/la razón adicional del proceso químico/del microscopio/etc. de pasos adicionales es: el coste o el nivel de sofisticación no permite una lectura inmediata para el tipo contacto w5; mayor exactitud (estado, nivel, w5) para el tipo contacto; las compañías pueden recoger todo el final de los guantes (nombre del u de w) de cada vez que el período y las procesa en hornadas más grandes - > entonces el nr (notificador)/dice u (usuario) de cualquier tipo exposición o uso para el

estudio de la investigación, eg.: como las tabletas contrarias de semi-geiger usadas por la gente en reactores nucleares.

3] Hornadas: para mejorar el tipo exposición del acertain w5, diversas hornadas de los productos químicos usados en el pvc se diseñan para un efecto de la cápsula del semi-tiempo (cada hornada se hace eficaz en las horas de diferenciación, por lo tanto más reaccionar accionado las hornadas/para no reaccionar, una más lectura del precide en cuanto a el tipo acontecimientos (cuando, cuánto qué, w5).

- diversas hornadas pueden el nr (notificador) (búsqueda a demostrar): tipo múltiple contacto por el tipo químico/w5.

- diversas hornadas se pueden atar sobre el pvc/tomar o pelar apagado/activatable cerca: tirando de la lengüeta/del color/poniendo el pvc anterior en el tipo solución (el pvc diseñó sostenerse o trabajar con eficacia así que el paso anterior hecho es útil para cualquier futuro que identifica para el tipo contacto.

- la combinación de diversas hornadas y cómo se activan puede pintar un mejor cuadro para: mecanografiar el contacto químico/w5. Eg.: la sustancia con dos productos químicos puede ser identificada cuando cada lengüeta diseñada para cada sustancia se ha efectuado/nr.

- las lengüetas/las hornadas puestas sobre el pvc son: absorbente para uno o etapas múltiples para determinar el tipo contacto. Puede comprar lengüetas por separado del pvc. El PVC diseñó mejorar el asimiento/el trabajo con la lengüeta/hornadas cerca: el mejor pegarse con la lengüeta (permanece tan en/puede salir); las hornadas no tocan el eachother: (los marcadores colocados en el pvc donde cualesquiera/ciertas lengüetas pueden ser puestos, marcadores para las lengüetas fijan en localizaciones menos probablemente para tocar el eachother basado en para lo que se diseña el pvc, eg.: guante (que evita los puntos donde los dedos tocan otras partes del guante.

EXTENSIÓN DE N

--NR de extensión: el cambio del color es "nr". "Nr" puede también estar vía: cambio (superficie) del PVC físico, eg.: las burbujas, consiguen más difícilmente/más suave más o menos flexible/excreta las sustancias (líquido, polvo, olor. Cada tipo de situación se puede representar en tipo de diferenciación de acción del "nr", eg.: azul contra el rojo para la temperatura, el olor del hedor para el peligro, y el perfume para una situación más segura.

--PVC de extensión: Esta n se puede aplicar a virtualmente cualquier material, eg.: vidrio, metal, madera, piedra, cement+. El PVC se puede inter-substituir por uno o más de otras sustancias. el nr (notificador) se demuestra simplemente en tales sustancias.

---Las lengüetas se pueden poner en el material (siendo estudiado). Los productos existentes que los cambios de la medida de cualquier tipo se relacionaron con qué se describe en esta N, son aplicables a este N. general Eg.: lengüetas que miden (los cambios adentro) temperatura, el pH, el etc.

---Cemento/pintura: el nr (notificador) altera vía cambio del color; cambio de la textura superficial (corrosivo (mirada), burbujas para arriba)

---El vidrio/ve a través el PVC: nivel de opacidad (coloreada) = de nr

USOS

- Manipulación de materiales de los peligros, sondeando en fábricas de productos químicos y refinerías, basuras municipales, guantes del dentista/del investigador. Mercado enorme.
- cuando consigue al nivel del peligro, el "nr" necesita ser muy identificable, eg.: muy brillante contra colores no sensibles. Problema: animase a u (usuario) se pudo que confíe en n, incluso si forwarned sobre el peligro.
- Guantes/condón/PVC: demuestra llano de uso/del frotamiento/de la fricción. La capa externa de guante usa hacia fuera demostrar su hora de cambiar el guante. Si usa por tiempo largo/rasgón de menor importancia, estirar.
- esas partes del pvc que consiguieron mayor uso ya - > nr, pueden dejar uso de u (usuario) otras piezas de separar el área del uso/del desgaste.
- demostraciones "nr" del material de cubierta. Abrigo del material de cubierta/pvc para: asiento, paños de tabla, delantal, sombreros, cubierta sobre la ropa, manija de la pluma (existe: pluma que mata los gérmenes en contacto). Actos también como la demostración del desgaste de la gente de las divisas con qué productos químicos han entrado en el contacto.
- el PVC mata los gérmenes: en contacto/sobre (semi) la penetración (puesto que la capa protectora externa cubre (posiblemente) los productos químicos peligrosos para anestesiar.

NR: Cómo está demostrado

- Los síntomas múltiples son nr: se demuestra el nr de diferenciación (no-en conflicto) (notificador), eg.: 1] dos diversas rayas coloreadas; 2] C (computadora del `) = nr; 3] dígitos particulares/los efectos visuales aparecen en el pvc (en lugares de diferenciación).
- U siente algo (picadura, prickle, ácido) sobre/después de la perforación/de la fractura. Las ayudas encajonan u (usuario) que no mira el guante.

--D: perforación/fractura del pvc - > sensor/reacción química (exposición/contacto del aire entre aislado previamente (capas)) - > químico lanzamiento ()/oscilador del ácido

MISCELÁNEO

- Semejanzas en productos existentes: hay muchas cosas de dos capas en mundo, eg.: al doblar una capa, exponer otras capas; tarjetas de crédito que cambian color después de clavar nombre mecanografiado. Por lo tanto, 7G052 pudo ser más patentable porque su más complejo.
- La etiqueta en pvc (guante, condón) explica:

el "nr" no debe ser confiado sobre; el "nr" puede dar difícilmente para identificar el aviso a u; ninguna advertencia pudo ser dada.

--la idea es el efecto del nr (notificador) es mejor que no teniendo ningu□n tal nr.

- MK: Mucha gente es absolutamente temerosa de la contaminación, el número de tal gente crece probablemente anualmente debido a la sofisticación cada vez mayor de la población. Reduce la ocasión de: separando microorganismos nuevamente dirigidos, enfermedad (VIH, cáncer, quemaduras (del producto químico)). Los sueldos para el producto químico/Biotech aventurado/los trabajadores médicos son más altos, usar tales guantes reduce riesgos y excepto en nóminas de pago. Con la publicidad, los empleados exigirán los guantes. El envío, la dirección y los costes de fabricación pueden ser bajos.
- Palabras claves de búsqueda de la patente: el pvc, cloride polivinílico del vynle, caucho, guante, caja fuerte, germen, penetrat-, advierte, hospital, investigación, rotura, rasgón, capas múltiples.
- atar con alambre/el otro PVC de on/within de los "sensores" cuando estaba disturbado/alteró/efectuado en cualquier w/in descrito manera esta N, acciona la señal (nr) que demuestra llano/tipo situación/problema.
- los usuarios que intentaban guardar abajo de costes (del guante), pudieron usar el guante claro sobre el guante de esta n. Por lo tanto: hacer los guantes que usan sobre este guante difícil vía: ineficacia del nr (notificador) en tales circunstancias (las necesidades ventilan en la perforación - > nr); fricción que consigue el segundo guante sobre el guante de esta n; la función del nr (notificador) reduce en eficacia después de cierto plazo usado guante (tener nr (notificador) el demostrar de la edad del guante); ¿el gobierno permitirá todos estos factores del estímulo de las ventas que comprometan la seguridad para los cortadores del presupuesto?
- sección de cada pvc (eg.: el dedo del guante) tiene diverso color. Usos: las ayudas identifican qué sección del pvc tenía que mecanografían la ocurrencia (w5).

- OTD D1: Esta N (invención) (sistema (PVC)) ~ del ~ C (computadora del `) (7G051/7G052) = ACCESO (u limitado (usuario) puede saber: estado, nr; o sistema del uso); ANALIZADOR (condición w5/estado de la condición del pvc); CARRO (interruptor; el enchufe pvc = ata con alambre = los elementos (electrónicos) = c) del EL; EDUC (para la investigación educativa; uso del laboratorio); M (analizador, DB); MULTIUSOS (); NOTIFICADOR (); Banda (cómo analizar los datos); Q (u pide con referencia a la condición del pvc); ANOTAR (# el pvc de las épocas era: penetrado, dañado, y w5); El SENSOR demuestra la corriente/el pasado/%anticipated (analizador, uip): (la presión, vibración, puntura, rasgón, estiramiento, calor, frío, nivel de la humedad, edad de las demostraciones del pvc (kn) cambia en la coloración, el otro contacto químico, el nivel de corrosión); ESTADO (); TDS (ocurrencia de cualquie elemento w5); UIP (para qué sistema (electrónico) del EL (sistema) debe tener cuidado (tipo problema/situación/actividad); Guante de VR (VR "Educ"/herramienta de la investigación, "obran recíprocamente" con los productos químicos/los microorganismos mientras que usan VR (analizador visual)).

- cuaesquiera contaminents/nr de las causas del material de los productos químicos (no lavados apagado) (pvc). Las ayudas u (usuario) saben la limpieza de la superficie/del área de trabajo. Esta función del nr (notificador) se aplica a: pinturas, barnices, formica, papel (tablero), pvc (caucho, vynl, bolsos, envases (de la tapa)...

- OTD D2: Este ~ C (computadora del sistema de N (invención) (sistema) (guante) del `) =

ACCESO (antes de que (mano) pueden comenzar el trabajo/entran en (el tanque), del "analizador" de los sistemas los sentidos del "sensor" = si el tipo correcto guante de la seguridad se está utilizando vía la lectura del guante: reflejo de luz ultravioleta, lector de clave de barras); ANALIZADOR (); ARTISTA (cada dedo crea diversa tinta del color (sobre: s de papel/interactivo) vía: el dispensador de la tinta en cada dedo/reacción química de la superficie tocada con los productos químicos de diferenciación por el dedo, y las partes de superficie entradas en contacto con/la carga del EL o el producto químico (electrónico) de diferenciación de cada dedo y cómo s interactivo o la otra superficie avanzada obra recíprocamente/lee cada dedo); C (computadora del `) (); CÁMARA (el monitor inteligente 2E251 sigue solamente el guante particular, porque el guante tiene: tr (picosegundo), cierto color); CARRO (c/el microchip = "analiza el tipo (producto químico) ocurrencia diferentemente. Tinta. Productos químicos para causar reacciones químicas de diferenciación (por el dedo)); COMPOSICIÓN (guante KN (invención) de la música); K (como guante de la música, excepto ninguì□n teclado necesario puesto que el sistema (sistema) analiza cómo el dedo toca diversas superficies - KN (invención)); M (analizador, DB); MES (c); RATÓN (c); MQ (ocurrencias w5 buscadas); MULTIUSOS (); NR (); OSCILADOR (); Banda (); R (k); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); TDS (); T (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

NR: cómo el tipo ocurrencia notifica U:

- la superficie del rasguño/lleva a cabo la lengüeta para considerar: cambio del color/de la textura, fraseología impresa (esa aparece dependiendo del tipo ocurrencia).

- Notificador del PVC del extremo 7G050.

<3, 3.5, 3.5, 4, 3>

el PVC 7G051 alerta a usuario cuando se ha agrietado, o ha doblado más allá de cantidad deseada, en la golondrina de mar que lanza la sustancia coloreada. Ver 7G050. La exposición de la sustancia interna al aire induce la descoloración.

- ESTA N ES SUBCONJUNTO De 7G050.
- Usos: Tubería del PVC. Mercado enorme.
- analogía: cortar adentro la piel, causa la sangría, debido a la exposición del aire - > cambio químico - > cambio del color (en área/líneas próximas a través del pvc/(nr = oscilador)).
- Semejanza: Martin - "similar a uno-utilizar los calibradores para determinar la tensión que un paquete se ha sujetado a al enviar."
- Demostraciones hasta dónde él: ha estirado ya, y o cuánto puede ser que estire más lejos antes: fractura, partiendo, no pudiendo dar más. Cada etapa del estiramiento puede causar cambios aplicables en la coloración.

<1, 3, (3-mk, palmadita 4), 3.5>

7G052 dobló el notificador llano: Hacen el usuario enterado el número de épocas excesivas y el grado de material de doblez emprendió más allá de niveles deseables. Usos: alambre, bisagras (existe?), el cubrir flexible (vinilo). El sensor electrónico analiza la situación: cuando, donde, qué, cómo algo fue doblado. Útil en laboratorios del R&D, eg.: prototipos de prueba del nuevo producto, usos de los específicos no identificados. Reemplazos costosos o peligrosos de la característica del equipo: aeroplanos.

- analogía: cortar adentro la piel, causa la sangría, debido a la exposición del aire - > cambio químico - > cambio del color.
- frecuencia intermedia para este más alto que 7G050 o 7G051
- utiliza las invenciones para las piezas del pvc que cambian color cuando: necesitando la reparación, más allá de cierta edad, del etc.

objeto de valor de +-system cuando (pvc, caucho) los materiales usados no son tipo para demostrar fácilmente desgaste excesivo y rasgón, u otros sufrimientos.

- R260 "sensor" que juzga w5 de la naturaleza flexible del elemento,
no ES.
- el objeto de los jueces w5 del sistema (el alambre/el otro material flexible) estuvo doblado. Eg.: # de épocas dobló (más allá de parámetro señalado) - > nr.
- usos: útil en la determinación del futuro posible/de las faltas actuales del sistema (sistema) (debido a los alambres (rotos) culpables/a los elementos flexibles).
- del sensor búsquedas también para otras características para las cuales puede ser mirado (en tales panoramas potencialmente culpables), eg.: temperatura alta-baja excesiva; (señalado) contacto químico; sobre exposición a tiempo ()/etc. de los elementos # elemento de las épocas fue utilizado o correctamente no usado/incorrectly/at todo.
- DIBUJO del EL: el sensor = el analizador = C (computadora del `) = s/osc/data tr a la base de datos (m)/sw sostiene o analiza datos/la cuenta.
. - DIBUJO químico: (excesivo) doblando = la reacción química (cada vez) = con la acumulación del residuo de la reacción química = del color/de la sustancia cambia (aspecto).

Usos: máquinas importantes/valiosas donde está preocupación la seguridad importante; aeroplanos; centrales eléctricas; redes del co del teléfono y del cable; automóviles.

Cómo problemas identifiedrawing: utilizar la luz especial del color (ultravioleta) para ver para los problemas - subsistencias él más difícilmente para que la gente copie/robar la invención.

- OTD D1: Esta N (invención) (sistema, pvc, alambre, u) daño Alerter del PVC del ~ 7G050 del ~ C (computadora del `) =
ACCESO (); ANALIZADOR (); CARRO (); EDUC (); M (); NOTIFICADOR (); CUENTA (); SENSOR (); ANALIZADOR de SONIDOS (el sistema busca los sonidos que pudieron implicar la alteración (de la negativa) del material en la pregunta, eg.: sonidos del rasgado, quemando, el hacer estallar, rasgando); ESTADO (); SYNTH (analizador de sonidos (monitor inteligente 2e010) = synth - > los sonidos de las respuestas de la manera de la banda así que de u/sys pueden mejorar "analizan" estado/qué happed (w5)); TDS (); UIP (); ANALIZADOR VISUAL ().

- OTD D2: Este ~ C (computadora del sistema de N (invención) (sistema) (OTD D1) del `) =
ANALIZADOR (el interruptor cruje todos los datos disponibles para llegar el pronóstico); AP (); ARTISTA (); BALANCE (); BVA (); C (); CÁMARA (); CARRO (); COMPOSICIÓN (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); nr (notificador) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().
ARCHIVO 9G

<3, 3, 4>
el explorador del canal 9G220 salta las estaciones que tienen Commericials:
La difusión de códigos a partir de la 3ro fuente de la compañía, difunde continuamente las señales que dirigen el sistema de la hospitalidad para evitar los canales que están en modo comercial a cualquier momento. Carga $20.00/mo.
- tipo demostraciones de los códigos de sistema, eg.: aventura, misterio; u (usuario) da prioridad al tipo demostraciones que prefieren, así que al practicar surf, el sistema da preferencia a las demostraciones deseadas.
- Martin: "No sé similar está al sistema existente de pantalla ennegrecida entre la demostración y los anuncios publicitarios."

- OTD D1: Este ~ C (computadora del sistema de N (invención) (sistema) del `) =
TENER ACCESO (a la organización de la supervisión/u (usuario)/evita que no los suscriptores utilicen servicio); ANALIZADOR (uip); CARRO (interruptor de uip, hospitalidad previa); M (servicio de la supervisión); MIC (voz); MULTIUSOS (cada u (usuario) quisiera que las estaciones de diferenciación gozaran); NOTIFICADOR (conexión con el servicio de la supervisión terminado o si problema); OSCILADOR (w5 que hace publicidad de comienzo/de paradas; w5 deseó programas es (sobre ser) difusión);

Banda (uip; synth; oscilador; estereofonia); Picosegundo (la difusión demostrada en el sitio u (usuario) está adentro en el tiempo); Q (cómo sistema del uso); S (); CUENTA (u más allá del patrón del uso, eg.: w5 para el tipo hospitalidad; T (MES; u sistema ()/este del sistema N = c) de los serivice del monitor; +UIP (); ANALIZADOR VISUAL (); WA ().

- utiliza KN (invención) que explore (la hospitalidad, la autopista de la información, el cable, TV, radio) los canales/los servicios/los foros/los nódulos que (algo) de cerca emparejar uip/pr/type Info del u o lo mantiene querido. la característica de este aspecto particular existe.

- Nr: u (usuario) dijo cuándo el tipo particular servicio/difusión está (convirtiéndose) disponible, aunque u (usuario) no pudo buscarlo en ese entonces. el sistema (sistema) continúa la exploración/rc (de c) exterior en el modo de fondo de la c del u.

Otros (lejos hacia fuera) usos: nr de u (usuario) (notificador) cuando los servicios deben más barato caer en uso de otros usuarios.

- usuarios para uso general de: electricidad; (interurbano/celular/costoso) telecomunicaciones (t); uso del satillite; Uso de M (base de datos, crujido de número, etc); gas (cocinando, calentando).

--el nr de u (notificador) cuando los servicios se están utilizando menos, por lo tanto carga gota en estas horas (inesperadas), o los precios se levantan en las oleadas inesperadas en uso.

- el sistema puede estar libre por razones del U.: este prestatario de servicios de la selección se predispone levemente en la inducción de clientes que enganchen con ciertos programas (eg.: los sistemas de la reservación de la línea aérea de c son libremente debido a su biasedness); cierto tipo selecciones quiso por u (usuario) no permisible por el interruptor; los ciertos canales/servicios no pueden ser explorados/ser supervisados.

- El sistema determina vía su "analizador" el contenido de la transmisión del servicio. Monitor inteligente 2E251: El interruptor del proceso de selección de C (computadora del `) (software) = el sistema de c del u (sistema) mira (las demostraciones del tipo de la TV) para = analizador del comportamiento (palabras claves habladas/analizador impresa, de sonidos, analizador visual).

--especialmente útil cuando el locutor/el prestatario de servicios no suministra los códigos/acceso que ayuda al sistema de la selección del u (sistema) selecto para sus gustos/necesidades.

- UIP: la situación del u cambia rápidamente por hora (para el negocio), por lo tanto el Info necesario del u cambia por consiguiente = los detrmines del "analizador" qué necesita seleccionar = este N.

- DIBUJO DE OTD: U (espectador, usuario de C (computadora del `), informático) = este sistema de N (invención) (sistema) (selector de datos) este ~ del ~ C del sistema de N (sistema) (selector del servicio/de la difusión) U =

ACCESO (); ANALIZADOR (); CARRO (); EDUC (); M (); MIC (); MULTIUSOS (); NOTIFICADOR (); OSCILADOR (); Banda (); Picosegundo (); Q (); S (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); TDS (); T (); UIP (); ANALIZADOR VISUAL (); WA ().

Archivo: I general misceláneo/audio

Invenciones audios

Instituto de la innovación

Cancelación sana

MS01: Métodos sanos de la selección:

Decide qué sonidos a cancelar.

- Las ayudas de la invención descifran sonidos importantes de ruidos de fondo.
- Notificador del `: Para ayudar a designado qué sucedió, los sonidos sin relación externos se anulan. Alguien mejor sepamos qué sucedió (W5) cuando hay muchos diversos sonidos. EG.: Puede centrarse en donde el sonido viene de también.
- sabe jugar sonidos traseros.
- con menos alboroto sano, el reconocedor sano/los oídos de los seres humanos puede (una mejores) naturaleza de la descifración/tipo de sonido (siendo) generados.

. - El dispositivo de cancelación sano cúbico de la oficina existe. Avlelec.com

. - esta invención pudo estar en una más viejas bases de datos de la invención de Steven de Kays'.

-

Ediciones MS01:

- lentitud en reaccionar (inmediato hecho) a los sonidos.
- conectado con MSA02

Detalles técnicos de revoltijo (véase el archivo señalado de las piezas para las piezas abreviadas).

. DIBUJO DE OTD: U = este ~ C (computadora del sistema de N (invención) (sistema) [métodos sanos de la selección MS01] del `) =

TENER ACCESO [] AL ARTISTA (musical) de // [] /CART [sonidos almacenados en el MP3, el etc] // EDIT [texto correlacionado con los sonidos] // EDUC [aprender el componer de diversos sonidos, eg.: diversos sonidos del motor (del coche) (que se puede cancelar)] // MULTIUSOS [cada cancelar usuario/sistema/de las búsquedas los sonidos señalados búsqueda] // nr (notificador) [] // OSCILADOR [la forma de sonido a comunicar puede (no) sea oída por los partidos señalados (con su propia cancelación del sonido (los protectores), BÚSQUEDAS de // de la CUENTA de // Q [] // R [] // // de la Picosegundo-Zona]/banda [] // [] [la semejanza del sonido al patrón señalado se anota] y REACCIONA [el sistema responde a cualquier sonido que se convierta a una señal señalada, eg.: encender las luces cuando camina cierto pie de la audición] SENSOR de // [los sensores usados en la ayuda determinan qué sonidos (la O.N.U) seleccionar, eg.: las fases señaladas exterior de los sonidos sin embargo se seleccionan cuando el reconocedor visual coge el rojo de a (mudanza) (la camisa)] PISTA de // TDS del ANALIZADOR de SONIDOS de // [] [todas las ocurrencias son TDS estampado y almacenado en base de datos] // T [los sonidos relacionados se aplican] // de la telefonía [seguir a los objetos/a gente con los sonidos señalados - KN (invención)] ANALIZADOR VISUAL de // UIP [aprende que qué señaló los sonidos (fuerza) sean] // [] // VR [las aplicaciones/los convertidos señalaron sonidos (ambientales)] // WA [sistema sano móvil de la selección].

Acceso sano MS02:

El transmisor del usuario envía sonidos múltiples para acceder, pero solamente ciertas frecuencias camufladas dentro son necesarias - ocasión de reducción al mínimo para que otras copien el sonido; los sonidos (innecesarios) pueden ser alterados periódico. Si un sonido omitido se utiliza para acceder, un notificador puede ser accionado.

- conectado con MSA01

MS03: Supervisión sana seleccionada:

Acceso de la supervisión/de la seguridad': el sistema puede supervisar los tipos diversos de sonidos, aislando cada uno, y reaccionando según lo señalado. EXISTE.

--eg.: el padre puede oír sus gritos del bebé, mientras que ahogaban hacia fuera (más) otros sonidos, entrenaron al sistema para buscar y a reaccionar/cancelación.

--las ayudas combaten contra las situaciones/los bandidos que intentan engañar analizadores de sonidos haciendo los sonidos extraños/en conflicto diseñados para sonar a camuflaje una acción.

- una característica realzada del reconocimiento sano.
- relacionado con la supervisión visual seleccionada KN (invención) (invención anterior). MS0

Alarmas selectivas de la mañana MS04:

- Las pulsaciones (sonido y vibratorio) usadas para despertar a alguien, pueden estar de menos disturbio a otros vía los dispositivos de la cancelación de la pulsación. DEMASIADO SIMILAR A MS03

. --Es decir: La forma de sonido a comunicar puede (no) sea oída por los partidos señalados (con su propio sonido cancelando (los protectores), eg.: conseguir adentro despertada la por los sonidos/las pulsaciones que otro ha anulado.]

- (Tecnología futura) deja a persona sobre el lado derecho de cama/de sitio/de casa oír los sonidos (de la alarma), de que puede ser cancelado/ser amortiguado en otras zonas.
- Crea mejores relaciones. Eg.: el hombre que pudo tener que despertar la alarma determinada de la fuerza anterior anterior, para íntimo abrazar a su esposo (quién no fue sacudido por una alarma, pero despertado suavemente).

MS05: Mejora de la práctica del V-Cuarto:

- crear una firma acústica conveniente (tiempo toma para que el sonido despida de una pared en un cuarto). EXISTE.
- hacer que el sitio suena como una catedral, teatro, cuarto de baño (la práctica del V-Cuarto (nombre de producto) existe de la mirada de wengercorp.com debajo de sus productos acústicos). Sonidos indeseados de la cancelación para mejorar mejor efecto sonoro.

--V el sitio que es vendido es un cuarto construido, contra el tipo estéreo sistema solamente.

MS06: Audición - conversión sana deteriorada:

- De alta frecuencia del convertido a las frecuencias bajas. Audición - deteriorada oye mejor bajo. EXISTE.
- Mayo no hace caso de las frecuencias bajas (que se pueden oír ya).
- El desplazador de la echada utilizó.
- Dejar a persona saber cuáles son los sonidos oídos, eg.: Código Morse que hace un ejecutor de la señal.

MS07: Canceladora seleccionada de los sonidos:

(UIP) sabe cancelar qué sonidos indeseados a cancelar: PATENTAR LA BÚSQUEDA.

- Enseñar al sistema para reconocer sonidos específicos eg.: perro del vecino.
- por frecuencia
- por la localización (vía los micrófonos múltiples, picosegundo).
- duración
- patrones de sonidos: tiempo, frecuencia y volumen

- el usuario enseña al sistema para aprender (la O.N.U) sonidos queridos
- muestrear hacia fuera el sonido del fondo, durante épocas más reservadas.
-SonicStudio.com tiene producto para cancelar sonidos seleccionados del material previo.

MS08: Cancelación del sonido de la ventana:
Los sonidos que lo golpean (semi) están cancelados. PATENTAR LA BÚSQUEDA: el revés de esto existe (la ventana es un altavoz existe.)
- aplicar a locutor visualmente claro; o cojines de los sonidos (es un altavoz sí mismo que transfiere el sonido sobre la superficie atada).
- Invención de Matt Stamos' (solamente la suya).
- programa para señalar hacia fuera ciertos sonidos, eg.: el perro del vecino, pero puede oír a cabritos en patio trasero.
- Vidrio del susurro: utilizar la ventana como altavoz - existe.

Misceláneo

Pregunta - ondas:
- Muchas del audio y de la necesidad de las invenciones que pulsa simplemente de incorporar el audio y las calidades de la invención que pulsan descritos, si solamente el audio o las pulsaciones era mencionadas. Esto se aplica solamente menos así que a las ondas del color en sistemas de reconocimiento visual.
¿- Cómo ampliar las invenciones que toman en cuenta esto? Incorporar quizá el audio y las vibraciones en "pulsaciones" que es una palabra comercial de activación para las invenciones también. ¿Entonces utilizar solamente los términos más estrechos del "audio" y de la "vibración" cuando ambos no se aplican?
- La representación visual puede aplicarse a menudo tiene tan quizá términos como: P = audio, vibración, visual; ¿y P>Visual = audio, vibración pero no representación visual? ¿O "P" pudo ser "W" para la onda?
- los códigos ayudan cuando viene hora para hacer diagramas y escribiendo ideas muy largas - si no - éste pudo ahorrar 10%+ del wordage innecesario.
¿- Ajustar quizá esto antes de elegir en una enumeración/un sistema clasificador?

Nota: sin conseguir alarmada, para no sacar mejor invenciones relacionadas con la seguridad fuera de los E.E.U.U., hasta que seis meses después de que la solicitud de patente se ha presentado, a menos que la oficina de patentes indica de otra manera.

Muchas de las invenciones incorporadas tienen más viejos números de la invención, y Steve no seguro cuáles son. Tendremos que tan realmente claramente especificar vía el extracto qué invenciones entrarán nuestro acuerdo, para evitar conflictos con otras invenciones que se autorizarán. Está a menudo demasiado difícil encontrar donde/qué estas invenciones pudieron ser en la base de datos de KN.

Nuevas piezas audios
Agregado a otros archivos de las piezas

Puerta: elimina sonidos debajo de cierto decibelio. Salidas.

Ducker: rechaza el sonido de otros cuando una persona señalada es discurso/que hace el sonido. Existe.

Coctelera del extremo: Coctelera baja. frecuencias bajas de las transferencias sobre una superficie. Existe. "Coctelera del extremo - TM". Utiliza los amplificadores (del audio disponible).

Código de la vibración: comunica vía vibraciones, eg.: Código Morse.

Intelligability: estados del metro cómo es comprensible es un sonido/una vibración, eg.: para un estadio grande - existe. Sugerirá cómo fijarlo.

Analizadores de sonidos: mide el sonido. El sonido de Meyer en Berkeley tiene sistema de Sim. Pieza "SA de las' invenciones' de Steve Kays - el analizador de sonidos" no distingue necesario entre los reconocedores y los analizadores sanos.

Reconocedores sanos: dice cuáles es el sonido, eg.: reconocimiento de discurso.

Desplazador de la echada: sonidos de los cambios a otros echada.

Transductor: torneado de un sonido en corriente eléctrica; o corriente eléctrica en sonido, eg.: micrófono, altavoz ruidoso, comunicador vibratorio.

Fase anti: la fase es la curva del sonido/de la vibración determinados en horas extras. Antifase es el contrario que anula una fase.

Ver otras piezas (audios) aplicables - agregar por favor a la lista principal.

¡Creativo combinar las piezas!

Invenciones que pulsan
Instituto de la innovación

Comunicación que pulsa

Existe: patente que comunica por código de la vibración.

MS20: Vibraciones/combinaciones sanas del código Morse:
- Dejar a persona saber cuáles son los sonidos oídos, eg.: Código Morse que hace un ejecutor de la señal. EXISTE.
--códigos simples para (diez)
- el teléfono celular vibra para el código Morse; la identificación de llamador y las llamadas bloqueadas tienen diverso código.
--las vibraciones múltiples (liso, dentado, profundo, bajo, etc) se pueden utilizar como una plantilla alfabética.
- diversos tipos de vibraciones significan si están utilizando al Morse o el otro código.
- encontrar las maneras de reducir curvas de aprendizaje, a las cuotas de mercado del aumento para las invenciones.
- Las palabras convirtieron al texto (SA), de que se convierten en código de la vibración.

MS21: Lengua de la vibración:
Palabras convertidas a la vibración. No tranferible suena como letras: c, d, f, h, k, s, x se podría convertir a otro sonido (que el usuario podría aprender). EXISTE.
- como el aprendizaje de un nuevo estilo del cursivo para los pilotos de palma.

- colocar el transductor vibratorio en cuerpo (del ser humano), encendido (cráneo en la derecha más baja de oídos.

-

Usos MSP02 de la lengua de la vibración:

- la audiencia deterioró: traducir. Utilizar algo con excepción de las luces que audiencia - a menudo deteriorado uso.
- sistema de alarma: NR
- gente ocupada visualmente, eg.: conductores.
- vibraciones del reloj de la muñeca
- conseguir las comunicaciones que otros no sabrían alrededor.
- vibrar en la hora
- acariciar la comunicación, ponen debajo de la estera del sueño
- el despertador sacude la cama - existe
- enviar el mensaje de texto, "hola miel te amo". Solamente una persona tiene quizá acceso para enviar el mensaje. "Golpecito del amor - TM". Onda celular (una comunicación unidireccional). Recibir reservado.
- la línea sujeta del email se vibra sobre el teléfono celular
- campana de puerta
- notificador del `: cocinar la alarma; alarma del fuego/de la emergencia
- el resto de las formas electrónicas de comunicación a los seres humanos/a los animales/a los organismos: ¿qué más???

Lengua de la vibración MS22:

Diversos diodos colocaron (en cuerpo). Cada diodo puede tener (cuatro) tipos de patrones de la vibración, con cada patrón representando un dígito alfanumérico, o término. EXISTE.

- Los elefantes comunican grandemente en base. Investigación amplia del estudio aquí.
- Las maneras del estudio de los lingüistas que la gente comunica, ella pudieron tener gusto de explorar estas invenciones nuevas; y sugerir que las maneras que los seres humanos pudieron aprender mejor/que se adapten a las posibilidades de la comunicación, y qué esas mejores formas de comunicación pudieron ser.

Notas sobre MS22:

- Marcas registradas posibles: V-Comm; Vication; Vimunation (juego de la comunicación); Vimmunation; Comunicador del ms [señal múltiple].

Usos de la vibración:

- masaje

- acupressure y terapias relacionadas

Lector de MS23Vibration:

Reconoce vibraciones, y reacciona.

- Existe: Actuador de la conducción de hueso.
- Aplicaciones médicas: detecta los golpes de corazón/respiración (obstruida) de pulmones.
- Máquina/diagnósticos autos: identifica problemas.
- (El fabricante pudo) enseñar sensor de la vibración a cómo buscar y reaccionar.

Vibración Relayer:

- Como el relayer teledirigido existente, puede continuar en las señales vibratorias (electrónicamente recibido/vibrationally zonas de otros lugares las'.
- Juguete (para los cabritos/los animales domésticos): responde de nuevo a cómo los juegos del animal doméstico/los empujes/vibran (con qué covers/is conectó) el sensor de la vibración. El sistema juega de nuevo o altera lo que lee el lector de la vibración; y puede alterar respuesta vía el UIP (del animal doméstico, del profesor, del usuario).

Invenciones que pulsan - otras

MS30: Señales del reconocedor visual del convertido al código de la vibración:

- el `notifica para las emergencias. PATENTAR LA BÚSQUEDA.
- cada color/forma/objeto tiene un diverso código
- explorar la imagen en la vibración
- vibración de convertido en imagen visual

MS31: Canceladora de la vibración:

Puede reducir la vibración de vibraciones constantemente existentes de una máquina. Reduce los costes de fabricación para la máquina. EXISTE.

- las funciones tienen gusto de la canceladora de los sonidos. El sonido es un tipo de onda/de vibración.
- poner algo de fase; inversión de la polaridad
- los sentidos entonces cancelan las vibraciones.
- Existe: Presión que detecta control activo: patente pendiente. Medidas del micrófono y vibraciones de los controles con la presión.

- Coctelera baja: recibiría enfrente de señales de la fuente vibrante (conectada con ella).
- Medida: fuente de la vibración, y vibración que es sentida. La fluctuación entre los dos es lo que antifase (poder) no conseguir. Poner el sensor en todas las piezas aplicables; entonces combina los dos
- seleccionar que (de muchos) las vibraciones están canceladas. El usuario puede utilizar/foco en vibraciones restantes.
. - puede utilizar pero no requerido: resortes, amortiguando los dispositivos. Las ayudas alcanzan resultados (donde la invención puede no trabajar completamente).
Anti-vibrador del soporte del altavoz: reduce los sonidos enviados a los vecinos.
- Mirada a continuación (existe): el lector (sano) sabe qué será oída delante de tiempo.
- analizador de la vibración de las aplicaciones: datastick.com. Sabe qué vibraciones (cancelar) ser.

NOTIFICADOR de la CUERDA 6J040

Extracto:
La invención alerta a usuario cuando la cuerda de la energía eléctrica se acerca a la longitud máxima de la extensión disponible.
Otra versión notifica cuando las cuerdas que atan con correa algo abajo están consiguiendo soltar.

Es decir: cuando la cuerda (para la energía) viene cerca de su longitud máxima "notifica" usos del U.: aspirador; cortacéspedes de césped eléctrico; dispositivos eléctricos al aire libre del corte, eg.: podadoras del seto, otras sierras; etc.

Notifica cuando (correas, la cuerda, los alambres, el %screws, el otro %fasteners) utilizado para asegurar abajo de un dispositivo conseguir demasiado flojo.
Notificaciones también disponibles cuando la cuerda está en: situación peligrosa por el que pueda conseguir separada, o raído.

Esta invención parece tan obviamente necesaria y es quizá demasiado simple. ¿Ninguì□n inventor anterior?

Usos - tipo cuerdas:
- aspiradores
- cortacéspedes de césped eléctricos
- dispositivos eléctricos al aire libre del corte, eg.: podadoras del seto, otras sierras; etc.
- teléfonos de la cuerda

Notificaciones de la desconexión - dicen el usuario de las maneras que la longitud disponible de la cuerda está acercando al extremo:

- cuadernos de la computadora: el sistema puede notificar a usuario si salió la cuerda, puesto que la batería del cuaderno puede morir sin el usuario que es consciente.
- el grado a el cual puede ser tirado se filtra. Es decir consigue más difícilmente tirar más lejos (menos cuerda hay).

--un método es utilizar un cierto tipo de dispositivo mecánico que aplique más presión en la cuerda [mecanismo de liberación] que menos cuerda se deja para sacar.

El sistema de maneras identifica cuando las correas están consiguiendo flojamente:

- el sensor' analiza' el nivel de tensión para la correa/el sujetador; entonces notifica cuando consigue demasiado flojo o firmemente (algo puede encajarse a presión/rotura). ¡Otras maneras!

Versión electrónica D (dibujo): dispositivo = sensor = cuerda eléctricos = enchufe eléctrico.

Notificador que dispara de la cuerda - el sistema notifica cuando nunca una cuerda puede estar a punto de ser:

- disparado sobre
- cuando un cuerpo móvil (persona, robusteza) es alrededor tirar de la cuerda hasta ahora que la cuerda sacará de la pared o el dispositivo (diseñado automáticamente para hacer tan en tales circunstancias)
- hay un riesgo algo que baja (que se ata a la cuerda, o acercan al dispositivo corded)

Sensores que alertan partidos móviles a los peligros:

- Notificador del excursionista de la luz laser: esto se coloca cerca de las cuerdas y la gente de los notificadores que pasan ser cauteloso (de la cuerda, o trabajo u otros peligros en curso).

Tipos de cuerdas:

- cables eléctricos
- seguridad/dispositivos antis del hurto [con los notificadores electrónicos (activados sobre lanzamiento de una cuerda o de un adminículo)].
- cuerdas para transmitir o recibir [datos, otras frecuencias].
- pipas para: cualquie líquido; alambres; recorrido (como en túneles).
- cualquier cosa ayudar a establecer estabilidad
- Misceláneo: correas; secuencia; cuerda; alambre
- cuerdas de la transmisión de datos: óptico, de cobre, cable, etc.

Cuerdas de la cerradura y otros instrumentos:

- correas; secuencia; cuerda; alambre; etc
- Notifica cuando sus funciones deseadas señaladas no son nunca una operabilidad máxima. Eg.:
--[sobre conseguir] flojo
--cortar o rayéndose o debilitándose
--incapaz de adquirir [nivel de modificación de] la tensión [al dispositivo que está asegurando].
--% [inflexibles] de las correas o instrumentos fuertes [colocados fuera del dispositivo que es asegurado]. Eg.: madera, metal, barras plásticas, tiras, pilares u otras estructuras.

Se notifica qué:
- las cuerdas diseñaron ayudar a establecer estabilidad, tal como cuerdas. El sistema puede alterar cuando el sensor observa estas cuerdas está desatando, consiguiendo raído, o simplemente corte.
--un alambre eléctrico puede necesitar funcionar a través de las cuerdas [tales] [como o característica de sensores].
- cuando las cuerdas en espiral están consiguiendo más tensas, es decir consiguiendo más cercano a perder su elasticidad llegando a ser más recto.
. - cuando se utiliza la cuerda incorrecta: no diseñado para el uso señalado de la energía, o el tipo [datos] transmisión.
- cuando la cuerda está no más en la operabilidad máxima: transmisión pobre; cuerda raída
- cuando las cuerdas [de la energía] consiguen demasiado flojas y están poniendo alrededor. Esto pudo ser una situación peligrosa. El sensor anota simplemente el nivel tenso; y si demasiado es flojo [el sensor puede no saber sin embargo cuánto está poniendo la cuerda adicional alrededor]; el analizador da instrucciones el dispositivo de la retención para tirar adentro de más cuerda hasta el nivel tenso señalado.

Cómo se analiza y se anota el tautness:
- el nivel de tirón de la cuerda o de su alambre interno debe permanecer [constante]. Cualquier aumento/disminución indica el cambio que las necesidades de ser analizado. Tal análisis en golondrina de mar decide a cómo reaccionar, y si se autoriza una notificación, por ejemplo basado en la cuenta (para cómo es malo la ocurrencia está) de la incidencia.
- el sensor en el cual las cuerdas entran se programa notificar cuando cae nunca el nivel tenso exterior el parámetro señalado.
--% que el nivel de tolerancia al nivel tenso puede variar según el UIP, viento, hora (cuando el sistema es más probable conseguir agitated), u otros criterios relacionados con la seguridad ('acceso).

Misceláneo:
- El dispositivo puede apretar automáticamente la cuerda al tautness deseado [sobre el usuario que presiona la palanca o el botón]. Eg.: la cuerda de la holgura [energía] puede ser tomada extraordinariamente, pero el nivel

tenso de diferenciación deseado para esta función es tal que no causará una desconexión [sacando la cuerda de la pared] [puesto que la cuerda está contraída lentamente] en este tipo circunstancia.

- Un código especial es necesario antes de la desconexión. Existe: dispositivos que alertan cuando el cable eléctrico se saca del enchufe, como dispositivo anti del hurto; para desactivar la alarma el usuario debe utilizar cierta contraseña.

Búsqueda de la patente de los E.E.U.U.:

- palabras claves: la cuerda, tirón, contrae, retención, notifica, advierte, alerta, tenso, viento
- estrategia de búsqueda en las cuerdas retractables: cord y contraer y (el tirón o contrae o conserva o retención o notif o advierte o alerta o tensos)
- estrategia de búsqueda en las cuerdas alteradas:

cuerda y tenso

--otras palabras claves: reaccionar o responder o alertar o notif

- Patentes de los E.E.U.U.:

Aparato 4177963 de la bobina de la cuerda; 4326339.

. OTD D (dibujo): U = este ~ C (computadora del sistema de N (invención) (sistema) [ocurrencia que efectúa la cuerda = reacción = la cuerda del analizador la '] del `) =
TENER ACCESO [] A LAS BÚSQUEDAS MULTIUSOS de // de la CUENTA de // Q [] // R [] // de la Picosegundo-Zona de la banda de // del OSCILADOR de // del nr de // EDIT [] // [] // del CARRO de // de los VAGOS de // (analizador del comportamiento del `) [] [] (notificador) [] [] [] // [] [] y REACCIONA [] la PISTA de // TDS [] // T [] // del SENSOR de // [] [] // UIP [].

Diagrama #1:

persona que tira = cuerda = bobina de la cuerda restante = del sensor o del otro dispositivo mecánico reactivo que reacciona al cambio en cuerda restante = la reacción: la notificación o la capacidad de tirar de la cuerda consigue más difícilmente pues hay el menos permanecer de la cuerda.

Diagrama #2:

la ocurrencia que altera la condición de la cuerda o la correa = (sensor del alambre de metal) analiza que hay apuro = notificación hecha o la cuerda es apretada automáticamente más lejos por el analizador del sistema al nivel tenso señalado [por programa].

NOTIFICADOR de la CUERDA 6J040

Ésta podía realmente ser dos tecnologías separadas.

1ros) Muchos materiales exhiben un cambio en resistencia cuando bajo la presión o tensión. Una cuerda se podía hacer que los objetos expuestos un nivel de resistencia cuando pulla y un diverso nivel cuando no. Una pequeña carga eléctrica sería aplicada para rope supervisado en el otro extremo. Un cambio en resistencia podría indicar que la cuerda es no más segura. Otros factores podían cambiar resistencia también.

2cd) Dispositivo de seguridad a prevenir sobre la extensión de cuerdas. He visto esto hecha como sigue. Una cuerda de extensión a 9.5 la" cuerda se ata 10". La cuerda más corta guarda la cuerda más larga de ser extendido demasiado. Otros métodos incluyen la adhesión de una bola más grande o paran a la cuerda. La bola que es interna hace el dispositivo evita que la cuerda sea extendida demasiado debiendo a grande pasar con la abertura para la cuerda.

Los usos más probable para esto serían en las situaciones del hazmat donde el overextension de la cuerda podría tener resultados serios.

Invención 3E061 - Profesor particular del movimiento del cuerpo humano

No saber factible sería esto. La tecnología para esto ya se ha desarrollado mucho según lo descrito aquí por Hollywood. Se utiliza para capturar los movimientos humanos para animaciones más realistas.

No han oído hablar de ninguna aplicaciones terapéutica. Sería costado muy probablemente algo prohibitivo por los cuatro o cinco años próximos. Los juegos llenos del movimiento del cuerpo pueden ser 100k+. Los guantes que capturan movimientos de la mano y de la muñeca son alrededor $100 - $1000 dependiendo del número de sensores etc...

La manera alterna quizás que se convertía de capturar datos podía llevar a una tecnología más comprable.

También quizás la tecnología se podía autorizar para desarrollar usos de la terapia física. La tecnología médica ha tenido tradicionalmente siempre precios más grandes. No puede ser factible para el uso casero sino podría estar para el uso clínico. El dinero sería hecho apagado del uso del sistema de la captura de movimiento algo que el sistema sí mismo.

Ver http://www.vicon.com/applications/life_sciences.html

Los sistemas de medida máximos del movimiento de Vicon se han utilizado en centenares de laboratorios clínicos y de investigación, de centros del funcionamiento de los deportes, de universidades y de otras instituciones en más de 50 países por todo el mundo.

Combinando la tecnología marcador-basada óptica del MX 3D de Vicon de la alta calidad con la 2.a y la tecnología de video digitales establecidas desde hace mucho tiempo 3D del funcionamiento máximo, el pico de Vicon ofrece una gama única de soporte físico y de software para adaptarse a sus necesidades tan bien como su presupuesto.

Si usted quiere el mundo la solución marcador-basada óptica más exacta y más de gran alcance o la flexibilidad incomparable de una solución video digital, el pico de Vicon entregará las medidas de calidad que hacen sentido y el software que le deja tener sentido de ellos.

Si usted tiene cualesquiera preguntas o necesita la información adicional sobre el uso de los sistemas máximos de Vicon en ciencias de la vida, entrar en contacto con por favor su oficina máxima más cercana de Vicon - apenas chascar aquí para la información sobre cómo entrarnos en contacto con.

Archivo: I ajustador 5J07 del retraso misceláneo/de jet

ajustador del retraso de jet 5J07:

Comprable fabricar la invención acclimates a viajeros que van a y que vienen de nuevas zonas horarias. Los usuarios de las ayudas ajustan gradualmente horario el dormir para adaptarse mejor a los cambios de las zonas horarias. La lámpara del lado de la cama, y las alarmas del tiempo se alteran por consiguiente.

- Ajuste de épocas: Prepara a usuarios antes de llevar sus viajes mejor acclimating sus ciclos de la estela/del sueño la localización nuevamente destinada. También facilita a usuario de nuevo a sus ciclos de la estela/del sueño de la naturaleza sobre hogar de vuelta.
- Iluminación: La exposición de la demostración de los estudios a la luz en las ayudas correctas del patrón ajusta más rápidamente a usuario a diversas zonas horarias. La luz [del portable] para el usuario es considerablemente más brillante durante horas señaladas, y ajusta los tiempos del mayor brillo según el régimen diario del día.
- El usuario que las llaves en el sistema del zone= del tiempo de su hogar (sistema) entonces ajustan gradualmente sus sugerencias según el comportamiento cambiado del usuario en un cierto plazo (día por día) = nr ajusta sugirió tiempo de la cama y despierta tiempo correspondientemente (por una hora por día hacia sus nuevas zonas horarias). u (usuario) puede programar el sistema para acelerar o para retrasar el modo del ajuste.
- La gente cualquiera es generalmente demasiado perezosa u olvidadiza forzarse en un régimen alterado. La invención es su guía.
- Ganchos de la invención en los dispositivos electrónicos controlando sus funciones [dar vuelta con./desc./alterar] para ayudar a alterar el comportamiento del usuario [zonas horarias basadas]. Estos dispositivos incluyen:

--consumición de épocas: evitar irse a la cama con el estómago lleno dando por resultado un sueño más difícil; y tal es menos sano.

--jugar música que calma al acercarse a tiempo de la cama. Conecta con la estereofonia.

--otros estudios últimos y del futuro [encontrados en tela] que factores de la demostración [probada] cuál ajuste de la zona de la ayuda a tiempo.

- Alarma ligera gradual de la mañana:

[15 minutos] antes de la alarma, la luz se adelanta gradualmente para reducir al mínimo el choque del ajuste a despertar a la vez eso esté fuera de ritmo con el cuerpo. Este aspecto que despierta ligero gradual existe como soporte solamente, pero puede ser conectado con esta invención para la ventaja agregada.

- % trabaja con la gente que tiene problemas físicos o mentales con de una naturaleza del ajuste del tiempo, eg.: desordenes durmientes.

- Ajusta antes/durante/después de viaje.

=

Detalles:

- %See: calculadora del tiempo del mundo 6B310: El sistema más exacto para saber la época para cada región del mundo. Soluciona el apuro que los hombres de negocios internacionales tenían con cada país que comenzaba y que terminaba sus programas de tiempo del ahorro de la luz del día diversas fechas.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (zona del tiempo near/3) y (el sueño ajusta enseña a gradual)

- Patentes de los E.E.U.U.: ¿reloj 4995020 4901296 4956829 3828546 4620797 4332020 5524102 5068838- Allows para saber el tiempo real de donde está el usuario [una invención del kn? , Solamente esta patente fecharon 11.91]

Posición - Punto de los sistemas de la compra:

Invención que es convertida por Nathan Foster y Steven Kays

Sistemas repetidores de la contraseña:

Fácil generado del sistema recordar contraseñas. Las contraseñas numéricas/alfa repetidores son recordar más fácil/mejor/tipo/prevenir el "hombro que practica surf".

. Son más duras de agrietarse, porque:

1. los piratas informáticos pueden no saber que el sistema repetidor de la contraseña es en funcionamiento.
2. es más duro conjeturar qué dígitos son repetidores
3. más dígitos en una contraseña el más duro agrietarse; pero la repetición la tiene es ventajas.
4. memoria humana compatible.

5. el hombro que practica surf es más duro en las pantallas táctiles porque hay menos movimiento del dedo.

Teclear método:

. la forma de movimiento/de tacto es una contraseña.

UIP: Sugiere qué transacciones de venta pudieron ser útiles/necesarias.

Acceso: con cómo el dedo se mueve o sin las contraseñas adicionales necesarias.

D: u (usuario) (cajero) = este ~ C (computadora del sistema de N (invención) (sistema) [] del `) = ACCESO [los empleados mayores consiguen más acceso, y qué están viendo se demuestran en diversos colores - los piratas informáticos del retén de las ayudas que trabajan en el sistema que carecen precedencia (otros pueden ver que están consiguiendo los colores de un encargado para los mismos datos)] CARRO de // de los VAGOS de // del ANALIZADOR de // [] (analizador del comportamiento del `) [] [] // EDIT [el Info del cajero se selecciona para cuál es el más pertinente (para el cliente)] Las BÚSQUEDAS MULTIUSOS de // de la CUENTA de // del RANURADOR de la banda de // del OSCILADOR de // del nr de // EDUC [] // [] // (notificador) [cuando algo entrado incorrectamente, o el artículo/el servicio comprados no pueden ser ofrecidos] [] [] // Q [] // R [] // [cajero a la acción disponible] [renombre de artículos con los clientes] y REACCIONAN [localizando artículos almacenados] la PISTA de // TDS [para cada transacción] // T [conectar diversos sistemas de la posición con el eachother y "M"] // [pasos 1. en proceso de las ventas; 2. comportamiento] del cajero // UIP [colores preferred vistos por el cajero] // VR [] // WA [versión sin hilos portable (para los centros turísticos de la playa/de la piscina)].

Archivo: "R-Lista" 6.96

Invenciones (de la mejora): Electrónica, plásticos

Introducción:

El producto existente de la muestra enumerado para cada uno de nuestros números del producto, es solamente uno de los puntos de la referencia de los cuales se hacen las invenciones. Ese producto desarrollado puede be^: enteramente/parcialmente, incorporado/combinado; alterado; y o caído totalmente, dependiendo de la variación de nuestra invención.

. - Citadas son también las tecnologías sabidas para ser utilizado en las categorías de producto dichas. Las ayudas existentes del producto también clasifican categorías de producto correspondientes.

- Puede haber fabricantes múltiples, el que está enumerado no es restrictivo.

- Disposición de N: Primero el producto existente, seguido por la información sobre fabricante, siguió por KN (invención). KN sigue los corchetés con el identificador del artículo de diario. Nota: su KN, no ser confundido con NK, que es "semanario de Nikkei".

. - Sistema de numeración de N:

los primeros tres a cuatro dígitos, eg.: R22 puede tener un vástago N, eg.: R22-1. R22-1 utiliza todo el o cualquiera R22. Hay posibilidad de menor importancia del error en una creación de dos diversa N (invención) R22-1 etiquetado. De todos modos, toda tal N es la misma familia inmediata de R22 N. Muchas tales subdivisiones se pueden crear de N # pero no son.

. - Este archivo comenzó en noviembre de 1993, desde ampliado y retitulado.

Abreviaturas del diario:

Códigos para los periódicos que dan los detalles y cómo conseguir más información sobre los productos:

- General: Picosegundo = "ciencia popular", los E.E.U.U.; NK = "semanario de Nikkei", Tokio; DY = "Yomiuri diario", Tokio.

- ES = catálogo científico de Edmundo, 101 E. Glucester Pike, Barrington, NJ 08007. Teléfono 609 547-8880, servicio de atención al cliente 609 573-6260, fax 609 573-6295. Eg.: El ES 95 es su catálogo 1995 --Los productos mencionados en el catálogo científico 1995 de Edmundo son un ejemplo que se puede incorporar en todas las o algunas invenciones. Hay de vez en cuando ejemplos múltiples de tales productos en este catálogo. La cubierta de este catálogo tiene "15C1A" impreso.

- Fid, o fidelidad = productos Co (catálogo de la fidelidad del invierno 95 del Co del pedido por correo - en archivo), ruta verde de 5601 Int'l, Minneapolis, fax 800 326-7555 del manganeso 5540. 800 842-2725]

ACCESOS DEL PRODUCTO

R01 era siempre en blanco

R02 era siempre en blanco

La sustancia de R03 (número) del producto DHA mejora memoria cuando está comida.

. - [Ácido Docosahexaenoic usado por Inaba Shokuhin en atún conservado. Para el producto existente ver: 16 de mayo de 92 NK]

Sistema de la alteración del comportamiento de >+ R03-1: Da las drogas del organismo en las horas señaladas de reforzar comportamientos deseados. Herramienta de la investigación. - movido al "tgh" 6.96

Compact-disc interactivos del CD-I R04. [Phillips, Matsushita, Sony
23 de mayo de 92]
- OTD:
ACCESO: (); ARTISTA: (); CARRO: (el disco sí mismo/carro en el sistema (sistema) que utiliza los discos del cd-i); COMPOSICIÓN: (lengua que es autor/efectos visuales sobre el cd-i); ENTRETENER: (); MFH: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (); WA: ().

La realidad virtual R05 altera las formas sólidas exhibidas en la pantalla. [Matsushita 23 de mayo de 92 NK]

R06 a R13 era siempre en blanco

Capa impermeable R14 en las superficies duras que pueden estar dobladas.
. - [Instituto de investigación para las ciencias aplicadas, NK]
- El sistema electrónico permite que los usuarios doblen y de cualquier otra manera alterar la forma/la posición del (metal).
- OTD:
ACCESO: (tiene en cuenta doblar del material); ARTISTA: (crear el arte de sculpture/3D); CARRO: (); COMPOSICIÓN: (curvas/movimientos del metal según música/el oscilador); ENTRETENER: (); Banda: (cómo doblar cuando y cómo/w5); Q: (); R: (); S: (); CUENTA: (tds); UIP: ().
peforation del PVC -7G050 y 7G051.

> compás R15 para la navegación del coche. También útil en encontrar automatizado de la localización.
Altitud y ángulos de las medidas para los aviones, construcción.
- movido al "picosegundo" 6.96

Tren expreso de R16 Narita [el 18 de enero de 92 NK]

Piedras falsas R17 para los jardines

. - [Diseño Co Nishi-Oizumi 1-25-5, Nerima-ku, teléfono 03 3922 de S.K. de Tokio 178 2000 18 de enero de 92 NK]

El dispositivo R18 alimenta automáticamente pescados del criadero. Las extensiones alimentan uniformemente, programado para ajustar la alimentación según la estructura de crecimiento del pescado.

. - [Fabricación de aluminio Co 3-9-39 Mikuni-Honmachi, Yodogawa-ku, teléfono 06 de Nipón de Osaka 532 394 6211 18 de enero de 92 NK]

- la hora de la comida determinada por aumentado/disminuyó/actividad de los pescados/comportamiento alterado = el monitor inteligente 2E251.

Termómetro cristalino exacto R19

. - [Tokio Denpa Co. 5-6-11 Chuo, Otaku, Tokio 143 03 3751 6171 18 de enero de 92 NK]

La fibra R20 deja adentro menos luz ultravioleta.

. - [Producto no electrónico de Kuraray Co, 18 de enero de 92 NK]

La ropa R21 puede ser impermeabilizada.

. - [Ohka Co. Osaki 1-20-15, Shinagawa-ku, Tokio 141 03 3494 1477 1 de febrero de 92 NK]

Los pájaros R22 guardaron fuera de granjas vía sistema audio solar-accionado. El sistema responde a las canciones específicas del pájaro con los sonidos alarmantes. - [Hata kensaku KK 1 de febrero de 92 NK]

Otros sistemas responden a los objetos móviles.

- El "analizador visual" busca objetos móviles (dentro de cierto ángulo < - "lente") - > alarmas/sustos: aves rapaces/otros animales (zorros, insectos).

- presencia de los pájaros notada vía = monitor inteligente 2E251

Regates de la robusteza R23 que mueven a gente.

. - [IBM 1 de febrero de 92 NK]

Monitor inteligente -2E251

> el mezclador de la pintura R24 hace gamas de colores.

- movido al "artista" 6.96

> software de coordinación del color de +++ R24-1: ofrece a usuarios colores compatibles (eg.: vía menú); analiza y tarifas como de bien se coordinan los colores elegidos. Usos: analizar las fotografías, software del arte gráfico (opciones limitadas del color influenciadas por el tipo impresora o software compatible).
- movido al "artista" 6.96 .

Proyector del Portable R25.
. - [Sumitomo 3M Ltd 2-33-1 Tamagawadai, Setagaya-ku, Tokio 158 03 3709 8111 22 de febrero de 92 NK]

Los paneles de la puerta del elevador R26 con el forro magnético.
. - [Hitachi 8 de marzo de 93 NK]
- no electrónico salvo especificación de lo contrario
- OTD:
ARTISTA: (); ENTRETENER: ().

> R27 localiza y sigue objetos. Analiza los movimientos. Sigue los movimientos vía: detección del brillo de la imagen. Usos: sigue actividades de los clientes, pacientes, atletas.
- movido a: monitor inteligente 2E251, antes de 6.96

Base de datos de la reparación R28. Utiliza estadísticas para identificar la causa de problemas.
. - [Sony Corp 6-7-35 Kita-Shinagawa, Shinagawa-ku, Tokio 141 03 3448 2111 11 de abril de 92 NK]
- OTD:
- este sistema de análisis de la reparación puede estar a parte de o (permanentemente) conectado con el producto/el sistema que son analizados, eg.: coche, máquina, etc.
- análisis el producto y o usuario (cómo el producto está siendo utilizado (w5) por otros/sí mismo, y todos los factores ambientales determinables (la temperatura, humedad, calidad del aire (polvo), el ángulo en el cual se utiliza el producto, llano de la vibración/del producto ligero del sol recibe).
- D: R28 = c = producto (reemplazable) para el análisis
ACCESO: (Las averías/los problemas/los usos inusuales del sistema (sistema) se observan puesto que podrían ser problemas no legítimos. Los bandidos pueden tratar de forzar con el sistema (sistema) en tales ocurrencias.); CÁMARA: (analizador visual); CARRO: (); ENTRETENER: (vía el uip de uno o más usuarios,

determina qué aspectos/posibilidades son más probables aumentar niveles (psicologicos) de satisfacción en los usuarios (clientes)); MFH: (); MAÑANA: (los estudios despiertan patrones del usuario, y porqué pueden/pueden no tener dificultad en levantarse (vía el uip), eg.: los acontecimientos que ocurrieron los días anteriores tales como tener un amante pasan la noche, y su relación con las mejores estrategias para que el sistema despierte a usuario, eg.: campanas contra música enérgia, el etc.); NOTIFICADOR: (hora para el cheque de mantenimiento/el ajuste estándar); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (); WA: ().

Software de la reparación de ++ R28-1 que analiza el sistema:

Reparar analizar el sistema compara la historia de la falta de producto contra cómo fue utilizada, vía base de datos. Para cualquier tipo de producto, de falta de negocio, de etc. existe: Base de datos de la reparación de Sony usando estadísticas para identificar la causa de problemas.

- MULTIUSOS: (analiza el uip de los usuarios multi, productos múltiples; los mismos productos y las diferencias de la manera están/fueron utilizados con el expediente de la reparación (el fabricante de las ayudas mejora mejor diseño de producto de producto apuntado que es vendido))
- D: archivo del tipo archivo del ~ de los problemas de cómo los productos utilizaron = analizador = las conclusiones (vía cálculos matemáticos)
- OTD D (dibujo): Este sistema de N (invención) (sistema) =

ACCESO (); ANALIZADOR (); CARRO (tipo producto, o situación, siendo estudiado); EDUC (fall de los productos w5); M (base de datos de la historia de la reparación); NOTIFICADOR (tipo problema (para el producto aplicable)); OSCILADOR (); Banda (cómo el analizador debe trabajar); Q (); CUENTA (producto w5 usado); SENSOR (que identifica problemas del tipo/de la fuente en producto); ANALIZADOR de SONIDOS (existe: vía ayuda sana determinar el tipo problema); ESTADO (si trabajo del producto o no; probabilidad de la falta en usos/ajustes/situaciones señalados); TDS (=w5 salió mal con el producto que era estudiado); UIP (en: u, producto, usos de %type (cómo el producto utilizó: más probablemente ser causa de problemas)); ANALIZADOR VISUAL (detecta la fuente de problema).

. - copiado a la parte "básica" de IMI&8, 6.96.

La puerta R29 contiene el armario incorporado.

. - [K.Y. Japón de lujo Co. 5-2, Higashi-12-jo-minami, Obihiro, Hokkaido 080 0155 22 5441 mayo de 92 NK]

- los elementos electrónicos siguientes pueden ser dentro colocado/cerca de una puerta, armario, caja, repisa de la ventana.
- OTD:

ACCESO: (); CÁMARA: (); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); MFH: (); MAÑANA: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: ()

> el VCR R30 registra el movimiento estupendo-lento. Capturas 500 secuencias por segundo en tiempo real.
- movido a la "cámara" 6.96

> + monitor autoajustable de la cámara R30-1: El sistema de grabación automatizado de la cámara se altera según ocurrencia. Las ocurrencias incluyen: el sistema de seguridad existente detecta apuro posible; el analizador visual detecta cambios interesantes en laboratorio de investigación sin tripulación. Interno de la cámara: los tiros del número de los aumentos por minuto (tan puede estar la cámara lenta jugada más adelante), o activan el micrófono, o entran zumbido o granangular, o se dan vuelta con./desc.
- movido a la "cámara" 6.96

El sensor R31 analiza el tipo olor. Usos: alarma de incendio, activación del purificador del aire.
. - [Mitsubishi Electric consumidor desarrollo laboratorio 9 de mayo de 92 NK]
- OTD:
ACCESO: (); CÁMARA: (analizador visual - > notificador); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (tipo olores que se detectarán y en la golondrina de mar manejada como banda eg., notificador/oscilador); Picosegundo: (los olores que emanan del paladio se estudian solamente); Q: (); R: (); S: (); CUENTA: (tds).
- Monitor inteligente 2E251

+ el analizador del olor R31-1 toma diversos cartuchos para el tipo operación que huele, como tomar diverso software, o los cartuchos de juego para el tipo juego. El cartucho incluye la parte del olor que analiza el sistema. Programa qué sistema debe buscar. Los analizadores del olor existen.
- CARRO: (productos químicos para detectar y analizar olores);
- D: olor "sensor" = analyzer~c = "carro"

El ser humano R32 tiene gusto de la mano de la robusteza. [Toshiba 16 de mayo de 92]

La mano de la o-Robótica juega música:

- "k": los controles/manipulan del usuario electrónicamente el dispositivo del EL (la mano, el palillo, el otro objeto) para moverse (tan dispositivo de la experiencia de los espectadores como generación del sonido/del oscilador).
- D: ~osc del k=c~pr=device (mano de la robótica) (c=synth=osc) /sound
- OTD:

ACCESO: (consonancia correcta del juego para el acceso); ARTISTA: (manipular el objeto para crear imágenes (sobre superficie plana, eg.: papel, tablero)); COMPOSICIÓN: (música de los juegos como banda (su demostración de jugar puede emparejar simplemente el sonido que emana de la otra fuente (pista de sonidos), o puede crear el sonido (arpa del laser [ver N del directorio A, B, o C]); ENTRETENER: (); MFH: (); MAÑANA: (); MULTIUSOS: (); NOTIFICADOR: (el sistema que crea sano entra la acción cuando un notificador es necesario para, eg.: timbre, anillo del teléfono, alarma de la "mañana", contador de tiempo); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (el notificador entra efecto cuando el paladio es particularmente localización, eg.: para rechazar (laboratorio/salvaje) animales/a niños); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (); WA: ().

Hogares de motor R33. [Winnebago 16 de mayo de 92 NK]

- OTD:

ACCESO: (entrada del acceso/control del aparato electrónico (dentro de área)); CÁMARA: (analizador visual (w5 de la vivienda de los acontecimientos in/near (hogar de motor)); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); K: (r); MFH: (); MAÑANA: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (); WA: ().

Centros de la práctica del golf R34. [23 de mayo de 92 NK]

Filones artificiales R35 para los pescados. Algunos flotan. [Ciencia de marina de la universidad, de Japón de Nihon y tecnología centro mayo o junio de 1992 NK]

Móvil de la nieve R36. [Sistemas Co, 909 Fujisawa, ciudad de Fujisawa, Kanagawa 251 tel. 0466 de la robusteza 23 8500]

Tablero de la información de la pantalla táctil R37. Habla con los usuarios cuando el usuario toca a tablero. Energía solar posible. Lugares públicos de blancos. De interior/al aire libre. [5:129 de la salida del sol - 1 Kashiwagi-cho, Nara 630 0742 33 0817]

Máquinas expendedoras del boleto R38. [Ferrocarril Co 6.92 NK de Japón]
- Tiene "T" y "K".

> R39 #1: LCDs plegables. #2: Exhibiciones hangable de la pared fina. Monocromo/color.
- movido a "s" 6.96

> arte del dedo R39-10: presionar los dedos a lo largo de la pantalla para generar el efecto deseado (imágenes; comandos (pantalla de control de tacto): ciertas secciones de la pantalla pueden estar para los comandos, otras secciones para otros propósitos: "s", tocando para crear imágenes, el etc)
- movido al "artista" 6.96

Casco de la motocicleta R40 con la cancelación del ruido y la estereofonia de la música. [J&M Corp, 1415 cereza de S sistema de pesos americano, Tucson AZ 85713 los E.E.U.U. picosegundo 4.94]
- cortar y copió los aspectos de N a 3E040 7.95.

> inspector del bagaje R41: el sistema mancha objetos por forma y cómo refleja rayos. Protector de las alarmas. [Picosegundo 4.94]
- movido a la "pista" 6.96

> analizador del bagaje de la combinación de la forma de +++ R41-1:
El bagaje (radiografía) que comprueba el sistema selecciona a bandidos probables vía no sólo los solos objetos llevados pero las combinaciones de eso, donde no ninguì□n de ellos puede estar bastante en sus los propios notifican seguridad.
- movido a la "pista" 6.96

R42 omite los anuncios publicitarios: el sistema sabe cuándo los anuncios publicitarios comienzan y terminan. [Arista, Hauppauge, NY picosegundo 4.94]

+ alarmas R43 si hay correo señalando si la puerta de la caja fue abierta. [Inventor Colleen Murphy, Easton, CT 4.94 picosegundos]

- Para el hogar o POB.

- OTD:

ACCESO: (para conseguir el correo; otros artículos/acceso); MAÑANA: (dice a usuario si hay de papel alistan para ellos (por la puerta principal); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); S: (); CUENTA: (tds w5 sobre el correo (que espera para ser escogido encima de); el depositante del correo puede "k" w5 en cuanto a el correo depositado, eg.: quién y cuando está depositado, de peso, del etc).

expediente de +-keeps de quién se abrió por último: cada u (usuario) debe incorporar el "acceso" = contraseña/llave de tarjeta.

--Ap: R43 = cajas fuertes; puertas; C (computadora) del `(interruptor); cajas del correo (PO BOX, Caja casera). Aplicaciones de la seguridad.

--conocer al portador que entregó el correo. Pista cuando el correo fue entregado, cuando la caja fue abierta de nuevo.

o-3G050 llamada Rerouter: los mensajes (EL) encima de los cuales no fueron escogidos/abrieron w/in que el parámetro determinado del tiempo (tds, como banda por el remitente/sistema) se reencamina a: recepcionista, mgr del email, secretaria del receptor, remitente.

verificador del contenido o-4E020 y de la fecha: prueba de la entrega.

o-9G220 salta los anuncios publicitarios: correo de desperdicios/correo del remitente particular según lo determinado vía: CID/el email address del remitente/la búsqueda de la palabra clave se reencaminan o trashed o se marcan como (los desperdicios/valioso/haber categorizado) correo probable.

BBS R44 (Bulletin Board System): Compuserve, Internet, Prodigy, etc.

> R45 "verificación de firma dinámica": Escribir en su contraseña. El sistema identifica el estilo del cursivo del usuario también.

- movido al "acceso" 6.96

Explorador óptico de la computadora R46. [Hitachi, 4-6 Kanda-Surugadai, Chiyoda-ku, Tokio 101 03-3258-5480 1 de agosto de 92 NK]

- OTD:

CARRO: (en cuanto a el material w5 se explora); MFH: (analiza el material explorado); NOTIFICADOR: (cuando estaba deseado el material fue encontrado por el explorador = C (computadora) del `(analizador), eg.:

busca nombre particular); OSCILADOR: (); Banda: (); IMPRESORA: (); Q: (); S: (); CUENTA: (tds); UIP: ()

> cámara de la miniatura R47
- movido a la "cámara" 6.96

Planetario R48 [Kenko Co, Datt Japón 22 de agosto de 92 NK]
- OTD:
ARTISTA: (); CÁMARA: (proyectos (simultáneamente/después de almacenaje y o de corregir, imágenes que entran en la lente); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); "M": (); MAÑANA: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); SYNTH: (); UIP: (); WA: (imágenes proyectadas según el paladio del usuario).

El banco R49 brilla intensamente en obscuridad vía su batería del panel solar. [IKB KK, 16-10, Shinjyo-Nakamachi, Nakahara-ku, de sept. de Kawasaki, prefectura de Kanagawa 211 044-788-7789 5 92 NK]
- Este sistema de energía ligera que convierte en luz (en la obscuridad) también se aplica a: los cuaesquiera paneles que se puedan atar cualquier cosa (las barreras de la construcción, marcadores de la calzada, coches (mientras que está parqueado), paquetes traseros, zapatos, sombreros, postes del teléfono ("T"), árboles; pasamanos de la calle/de la caminata lateral/de la escalera/de la calzada; etc
- solar/talud/línea eléctrica eléctrica genera C al aire libre/de interior (computadora del ') relacionó el sistema
- También existe: los postes de la lámpara que almacenan energía solar, después se encienden para arriba en la noche.
- OTD:
: (); ENTRETENER: (); "M": (para estudiar comportamiento del usuario); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (); WA: ().
- el contador de tiempo señala cuando el sistema será el funcionamiento (la luz encendido de la puesta del sol a 2am)

> R50 GPS (para examinar áreas geográficas).
- movido al "picosegundo" 6.96

Rocas que hablan R51: El CD juega música; Enciende la trayectoria en la noche. Dependiendo de donde usted se coloca, diversas combinaciones de sonidos se oyen de las diversas rocas. [Sound Process Design Inc, de sept. de Tokio el 12 92 NK]

- OTD:

CARRO: (música previa); COMPOSICIÓN: (); ENTRETENER: (); "M": (desarrollar uip (quién es w5); NOTIFICADOR: (); OSCILADOR: (); Banda: (); Picosegundo: (la localización de la persona crea la "composición"); Q: (); R: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (); WA: ().

> las llaves de teclado R52 tienen LCD en el cual los cambios según el usuario del programa estén. Solamente la información aplicable sobre llaves necesarias se exhibe en llave.

- movido a "k" 6.96

Llaves necesarias de las luces del sistema de ++ R52-1 solamente: Para simplificar uso, solamente las llaves necesarias se demuestran en el teclado según el tipo programa. Mecanografiar el software y las llaves capacidad del usuario disponible del fósforo. Llaves del estándar o de la pantalla táctil.

- movido a "k" 6.96

> la computadora R53 obra recíprocamente con los usuarios dependiendo de su nivel de maestría de la computadora. Usuarios selectos a partir de tres diversos niveles de instrucciones de manejo. [Fujitsu Ltd, 1060-1, Marunouchi, Chiyoda-ku, Tokio 100 03-3216-3211 NK]

- movido a "uip" 6.96

El teléfono R54 acepta comandos de la voz. Hablar el nombre de la persona, y el sistema marca el número del teléfono de la persona. [Sharp Corp, 22-22, Nagaike-cho, Abeno-ku, de sept. de Osaka 545 06-621-1221 19 92 NK]

- OTD:

ACCESO (vía el analizador de sonidos (solamente ciertos comandos verbales/voz de la persona permitida); CÁMARA: (cámara del control: eg., ángulo de la lente vía comandos verbales (vía tr/t) (para ("R") la cámara alejada)); CARRO: (); ENTRETENER: (); "M": ();

> + el reconocedor de la voz R54-1 distingue entre los altavoces múltiples: La impresión de la voz de cada persona es tratada diferentemente por el sistema. Solamente ésos con las impresiones particulares de la voz pueden tener acceso o controlar a funciones particulares.

- movido al "analizador" 6.96 de sonidos

Walkman video R55: vídeo portable. [Sony Corp, 6-7-35, Kita-Shinagawa, Shinagawa-ku, Tokio 141 03-3448-2111 3 de octubre de 92 NK]

- OTD:

ACCESO: (); ARTISTA: (); CARRO: (); ENTRETENER: (); "M": (); OSCILADOR: (); Banda: (); Q: (); R: (); S: (); Teléfono: (tr para coger difusiones de tv/cable); UIP: (); WA: ().

----copiado a IMI&2 hasta aquí: separado en diversos códigos dentro de IMI&2; aparece la mayoría no fue copiada - el resorte 94.

El funcionamiento R56 modificó sonidos del fondo para requisitos particulares en la computadora mientras que trabajaba. Elegir a partir de diez bibliotecas audios. [Eclipse de Digitaces, St. de 5515 Doyle, habitación 1, Emeryville, CA 94608 picosegundos 10.93]

- OTD:

ACCESO: (); ARTISTA: (tarea del usuario de los fósforos del sonido del tipo oscilador de ayudar a alcanzar efecto deseado (según el uip del usuario, y %uip de la tarea (música floja para no las tareas del control de calidad). Los resultados deseados pueden ser: creatividad cada vez mayor; un pensamiento más estrecho para las tareas de la contabilidad (oír Tchaikovsky contra Rolling Stones)); CÁMARA: (las ayudas visuales del analizador determinan el uip del usuario (su analizador del comportamiento) /uip de la tarea %)); CARRO: (pedazos de la música; sintetizando opciones del oscilador); COMPOSICIÓN: (el uip de los usos del "artista" se aplica aquí también); ENTRETENER: (); K: (r); MFH: (sonidos almacenados; base de datos del uip); MAÑANA: (sonido del oscilador del comportamiento del analyzer->type del usuario); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (juegos del uip del papel; synth; cuenta que guarda); IMPRESORA: (); Picosegundo: (diversos sonidos según la localización); Q: (); S: (); CUENTA: (tds); SYNTH: (); Teléfono: (tr); UIP: (sonido del osc basado en el uip del usuario/de la tarea); WA: ().

El explorador del canal -9G220 salta estaciones con commericials: tipo hospitalidad de la banda de u (usuario) de a/v durante commericials.

> R57 "mi diario mágico" crea dibujos de imágenes preprogramadas para almacenar junto con números de teléfono. El usuario de las ayudas recuerda a gente. - movido al "artista" 6.96

> generador de imagen facial R57-1: El usuario selecciona palabras del adjetivo para alterar tipografía en software. Combina características múltiples. - movido al "artista" 6.96

> el sistema R57-2 sintetiza en nuevos humores para expresar grabaciones: De menú, seleccionar qué sensaciones usted quiere expresado. La pista existente de sonidos de la voz de la persona se sintetiza por consiguiente.
- movido al "synth" 6.96

> recordatorio de la tarea de +++ R58-1 GPS: El sistema incita a usuario qué hacer cuando el usuario ha alcanzado la destinación deseada. El sistema entonces incita donde el usuario debe ir después. Ejemplo: 1] usuario conduce por el supermercado, y se incita cada lunes para comprar huevos.
- movido al "picosegundo" 6.96

R58 "perseguidor del agua" mide la consumición de agua por las duchas, lavadoras... [Avenida de los productos, de la pera 1260-B, Mountain View, CA de Muir 94043 picosegundos 10.93]

++ R58-1 Rationer:
El sistema mide cuánto agua utilizó cada persona. Útil dentro de las familias que viven en las regiones áridas, donde algunos hog más agua que otras. Los códigos de acceso pueden ser cambiados. Proporciona la hoja de balance del uso para personal o de uso común, eg.: grifos de la cocina y del jardín.
- medidas del usuario ("multiusos"): =c del usage=multi-user (acceso)
- k en código de acceso antes de conseguir el agua. Se aplica a cualquier producto usando el agua, eg.: ducha, baño, tocador, grifo de la cocina, manguera de jardín, lavaplatos. Aunque los artículos de uso general no pudieron necesitar un metro, o si su un artículo común, después C (computadora del `) puede tomar el código, pero por otra parte aplica uso en la hoja de balance para el uso común, eg.: la persona que hace la mayoría del cocinar utiliza más agua de la cocina sin ésa que funciona abajo de su asignación mensual del agua, aunque la

gente que intenta utilizar el fregadero de cocina sin embargo cocina raramente para otras mientras que se coge la manera de evitar racionar de agua.

--puede cambiar el código del "acceso" para cada persona, así que otros miembros de familia no pudieron utilizar código de acceso de otra persona.

- sistema nr/alarms u (usuario) cuando pasan su límite (determinado vía "cuenta"). el sistema (sistema) puede cerrar rápidamente/totalmente del agua para cierto u, eg.: exceden la ración (del ed), requieren menos agua.

- banda: quién consigue cuando/donde/porqué/cómo del agua y para qué (w5); el regulador puede alterar/invalidación cualquier función (del interruptor).

- D: reguladores = cuenta de válvulas de los contadores del agua/agua (por la válvula, por u) el acceso = c

La luz de la pared R59 va en cuando se apaga la electricidad. [Black & Decker picosegundo 10.93]

- También existe: y o luz va en automáticamente cuando consigue obscuridad: instrumento ligero = "sensor".

- Sistema de seguridad. Complementa el sistema complejo del "acceso".

La cara del reloj de R60 "Indiglo" es también una lámpara activatable. [Timex picosegundo 8.93]

- OTD:

CARRO: (sw/hardware: altera la cara del reloj/de reloj (demostraciones árabes o los números romanos)); ENTRETENER: (); K: (r); MAÑANA: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); Banda: (); Picosegundo: (); Q: (); S: (); CUENTA: (tds); UIP: (); WA: ().

R61 hacen su propio queso de soja en el país [NK el 24 de enero de 94]

- Hacer en usuario de las formas los deseos (moldeados; galletas; cortador de la galleta)

- El color de alimento de las aplicaciones muere para cambiar el color externo/interno del material

- El fabricante puede trabajar con las sustancias con excepción del queso de soja también

R62 preparador y cocina [NK el 24 de enero de 94] del arroz

- toma tipos múltiples de granos, habas, vehículos (fresco, secadas; tajado o no)

. --las tajadas/las rejillas/pulverizan los alimentos: vehículos, y todo lo demás a los pedacitos deseados del tamaño

. --limpia todos los alimentos

--""/porcentajes de la "de los pp P.M." de cada alimento que se utilizará en porciones

---"fecha" de "Reino Unido": sabe cuando/cuánto a prepararse para las 100 porciones siguientes "uip"

O-combina con el fabricante del queso de soja 1R-61:

el sistema convierte los alimentos en el alimento pulverizado y el su secos/mojados entonces formado en forma deseada. También en ^: tallarines, galletas.
--puede cubrir, colorear mueren los alimentos con otras sustancias

Tipo del ruido R63 [DY el 14 de febrero de 94]
. - ver los directorios en: E/G/K para las ideas del producto referentes a sonidos indeseados que enmascaran, puesto que son extensión de R63.
- usuario mientras que juega la música que hace el instrumento (música de computadora, música electrónica, eg.: cualquier instrumento hecho por Yamaha, Casio, Korg, Rolando)
+-designate que el tipo suena son indeseados vía: ""/"del uip pp"

Nota miscelánea:
Desde aquí - 21 de febrero de 94: no hizo para fotocopiar copias de DY (Yomiuri diario). La N descrita después de es solamente la descripción de producto existente antes del contacto Info de la frecuencia intermedia.

El envase R64 mantiene las botellas del motivo calientes o frías. En la parte inferior del envase es el material desprendible que puede ser congelado o ser calentado. El material desprendible se mantiene congelador o microonda antes de uso. [Disero KK, 766-1, Kamikochi, Itsu-kaichi, Saeki-ku, Hiroshima 731-51. Teléfono 0829027-7207. NK 21 de febrero de 94]

Reloj de tiempo R65: El LCD provee de usuarios la información en cómo a los datos de entrada, tales como cambio y salario cada hora. Instrucciones detalladas dadas en cómo utilizar el sistema. Puede ser preestablecido para 10 diversos cambios. Calcula las épocas de conmutación, el etc. apuntados a las compañías grandes con muchos empleados por horas. [Co máximo: 6-6, Nihonbashi-Hakozaki-cho, Chuo-ku, Tokio 103. Teléfono 03-3669-0311. NK 28 de febrero de 94]

El cepillo eléctrico R66 rocía el agua vaporizada, o el líquido especial en el pelo mientras que cepilla. Substituye la necesidad de acondicionadores del pelo. [Matsushita Electric Works Ltd. NK 28 de febrero de 94]

Walkietalkie R67: El uso de las estaciones de repetidor permite la comunicación entre los esquiadores separados por las montañas. [Fabricantes: TH78 de Kenwood; Icom Inc's ' s IC-W21T; FT-41 de Yaesu Musen. 7 de marzo de 94]

puede activar/desactiva la alarma. [Electrónica de Kato: 55-2, Nishi-morimae Odakacho, Midori-ku, Nagoya, prefectura de Aichi 459. Teléfono 052-622-3937. NK 28 de marzo de 94]

La cámara R76 todavía captura ambos y películas. Los cuadros inmóviles convirtieron más adelante de la versión del movimiento. [Bronica Co Camphoto VX3000 NK 28 de marzo de 94]

R77 rellenó movimientos del juguete, entrega el mensaje cuando la persona camina por su sensor óptico: La cabeza montada en la pared de los ciervos mueve la boca y la cabeza y habla los mensajes registrados por los usuarios sobre el IC. El producto apuntó a la gente en los años 20, los años 30. [Bandai Co - fabricante del juguete]

Palillo teledirigido -5E020 con el interruptor: controla el sistema.

- OTD D (dibujo): Este ~ C (computadora del sistema de N (invención) (sistema) () del ') =

CARRO (música, interruptor de las funciones (del movimiento)); EDUC (canalones Info para la memoria humana/aprender); MIC (la voz del u del expediente = del aparato de lectura (padre que regana a cabrito) = activado por el "analizador" = analizador determina cuando (w5) sucede cualquiera de siguiente: abrir las horas programadas exterior del refrigerador - para adietar; el bandido tiene el "acceso" (las horas estándar del exterior); cabrito que mira el juego excesivo de tv/video (el jugar); alimento en la estufa lista; campana de puerta; cualquie función del nr (notificador) de KN (invención)); MULTIUSOS (funciones diferentemente para diverso u (usuario) (vía su tr/access)); NOTIFICADOR (emite luces, el oscilador); OSCILADOR (); Banda (); Picosegundo (multiusos, la picosegundo-zona efectúa la función); Q (); S (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); TDS (); T (); UIP (); ANALIZADOR VISUAL (); WA ().

- acciones del u de los mimicks del sistema (movimientos, palabras) vía: juguete de la robusteza, Yamaha Miburi, efectos visuales sobre el S.

La robusteza R78 reúne pelotas de golf en las gamas vía los sensores. [Takamaru dirige el Co también planea las robustezas para cosechar vehículos, siega la hierba. NK 21 de abril de 94]

> la varita mágica R79 crea mensajes en aire fino.

- movido a la "inclinación" 6.96

R79-1 "juego" con la varita mágica que crea mensajes en aire fino:

cada jugador crea imágenes como parte de la interacción del juego entre los jugadores. Ejemplos:] los jugadores 1 crean las zonas de la blanco visibile por los jugadores, tales blancos son alterables por el jugador

Notificador móvil de la localización del teléfono -3E010: deja u (usuario) saben cuándo el Walkietalkie le está acercando límite de la recepción.

Emisor del cepillo de pelo R68: Diversos cepillos eliminan extremos partidos y los parásitos atmosféricos (debido a la constitución del cepillo). Otros cepillos protegen contra luz UV; hacer el pelo más brillante; protege contra hacer el brushing; antiestático. Harasawa farmacéutico; Cepillo Ind de Ikemoto. Co; Kao Corp; Kai Corp, Tokio; Shiseiko. 14 de marzo de 94 NK]

La venda de muñeca R69 quita electricidad estática. [Fabricante: Hisanaga. Vendedor: Ing Corp: 2-12-5-204, Shiba-Demonio, Minato-ku, Tokio 105. Teléfono 03-3459-4342. NK 21 de marzo de 94]

R70 TV formó como la poder de bebida. Para la mesa, cabecera, enchufable en el alumbrador del coche. No puede descolorarse en luz del sol. [Casio: 2-6-1, Nishi-Shinjuku, Shinjuku-ku, Tokio 163-02. Teléfono 03-3347-4811]

Dispositivo de atajo del agua R71 para las bañeras: automáticamente los cortes del agua cuando están deseados llano se han alcanzado. Contiene una válvula "hidrodinámica" para apagar el agua. Hisonic sacó los E.E.U.U., europeo, patentes japonesas. [Hisonic KK: 3-21-9, Toyotamanka, Nerima-ku, Tokio 176. Teléfono 03-3994-0760. NK 21 de marzo de 94]

La impresora R72 hace imágenes inmóviles de la TV. Impresiones también de los juegos de la TV, vídeos, PC. [Película de la foto de Fuji, Tokio]
- OTD D (dibujo): U = este ~ C (computadora del sistema de N (invención) (sistema) () del ') =
ANALIZADOR VISUAL (imprime/registra las imágenes/audio que emparejan ciertos criterios (uip, DB)).

El tablero de dibujo magnético R73 permite mayor control: Las líneas solamente 1m m ancho se pueden dibujar vía cápsulas magnéticas del polvo. Erase frotando detrás de tableros con el borrador magnético. Tomy Co: 7-9-10, Tateishi, Katsushika-ku, Tokio 124. Teléfono 03-3693-8630 NK 21 de marzo de 94]

Los cargadores R74 circulan el aire alrededor de pies vía sistema de bombeo del aire. Descente Ltd: 1-11-3, Dogashiba, Tennoji-ku, Osaka 543. Teléfono 06-774-0365 NK 28 de marzo de 94]

El sistema antirrobo auto R75 detecta el movimiento: Los sentidos para cuando la puerta se trata de forzar con, o el vehículo se sacude. Topetones más pequeños producen solamente un sonido amonestador. Teledirigido

(cualesquiera). 2] Los cambios en la velocidad de a] del palillo que viajaba en ajustes de interruptor del aire/b] en el palillo = el tipo representación visual/efectos del efecto del oscilador crearon (por los jugadores).
- OTD D (dibujo): U = este ~ C (computadora del sistema de N (invención) (sistema) (R79-1) del ') = ACCESO (); ANALIZADOR (); CEREBRO (); CARRO (tipo imágenes creatable); MULTIUSOS (); OSCILADOR (); Banda (); Picosegundo (); Q (); S (); CUENTA (juego); SENSOR (); ANALIZADOR de SONIDOS (sonidos emitidos por otros jugadores); UIP (); ANALIZADOR VISUAL (visiones hechas por otros jugadores); +VR; WA ().

El Walkietalkie R80 también envía mensajes escritos. [Sharp Corp: 22-22, Nagaikecho, Abeno-ku, Osaka 545. Teléfono 06-621-1221. NK 2 de mayo de 94]

El dispositivo R81 permite la comunicación rudimentaria entre los zambullidores del mar. Presionar uno de 16 grabó grabaciones de antemano verbales, eg.: "zambullida más profunda". Puede oír a 5-10 metros. [Compinche del mar de s del Co. de la braza ', en Hyogo prefectura NK el 9 de mayo de 94]
- enviar/recibir (estándar pre-redactado) los mensajes encendido: paginadores, beeperes, T.
- el UIP determina lo que debe ser el mensaje estándar.
- ("juego"): el oscilador/los mensajes/las imágenes estándar sent/rc utilizaron reglas del juego de w/in.
- el uso c = el tipo interruptor (software) de las "ventanas" a seleccionar deseó opciones

La cámara inmóvil de R82 Digitaces tiene transmisor incorporado: cuadros tomados transmisible vía líneas del teléfono.
- movido a la "cámara" 6.96

¿R83 copió? El podómetro sugiere el pulso de la blanco para los exercizers. Los usuarios entraron edad y pulso de reclinación antes del comienzo. [Omron Corp: Nanajo-Sagaru, Karasuma-dori, Shimogyo-ku, Kyoto 600. Teléfono 075-344-7000 NK 23 de mayo de 94]
- KN (invención): (del ejercicio) batería accionada movimiento

Tinta sospechada de la pluma R84: el color dice el tipo de usuario olor cuando se rasguña la tinta. [El fabricante es Tomy. NK 23 de mayo de 94]
Alarma dominante del sonido del sostenedor R85 cuando está caído: sonido accionado por cierto nivel de aceleración; sigue siendo silencioso cuando está colocado en bolso. [Resina Co de Mitsuwa: Tneri 1-16-12 Adachi-ku, Tokio. Teléfono 03-3899-1477. NK 13 de junio de 94]

La venda principal R86 emite los pulsos de baja frecuencia que ayudan a bajar dormido. La venda también contiene la solución isotónica del cloruro sódico que realza el efecto. Fijar el contador de tiempo por 30-60 minutos en el tiempo de la cama. [Osaka Nishikawa Co: 1-3-15 Honmachi, Chuo-ko, Osaka. Teléfono 06-262-1171 NK 20 de junio de 94]

Acompañamiento de orquesta R87 para los músicos practicantes. Los usuarios juegan junto con la orquesta entera, o aíslan los instrumentos específicos. El paso es controlable. Jugador del disco blando automatizado. $863. [Roland Corp: 1-4-16 Dojimahama, Kita-ku, Osaka. Teléfono 06-345-9521. NK 20 de junio de 94]

Los susurros R88 encienden la lámpara. [Desarrollo de mercado de Koizumi Co: 6 Tomiyamacho, Chiyoda-ku, Tokio teléfono 03-3256-3466 NK 27 de junio de 94]
- OTD D (dibujo): U = este ~ C (computadora del sistema de N (sistema) () del `) =
COMPOSICIÓN (); MQ (); MULTIUSOS (); OSCILADOR (); Banda (); Q (); R (); ANALIZADOR DE SONIDOS (); ESTÉREO (); SYNTH (); WA ().

Plumas libres de gérmenes R89: el material antibacteriano utilizó. [Pentel Co: 7-2 Koamicho, Nihonbashi, Chuo-ku, Tokio teléfono 03-3667-3333 NK 4 de julio de 94]

¿R90 copiado?? Cargador de batería portable: Carga las baterías recargables estándar. Previsto para esos entusiastas al aire libre que no tienen acceso al enchufe eléctrico. El caso es cubierto por los paneles solares. La caja se puede atar al morral para la exposición del sol. Puede revitalizar cuatro baterías del AA dos horas en día claro. Otro modelo recarga la batería de la videocámara en velocidad igual. [Mont Bell Co: 1-6-17 Itachibori, Nishi-ku, Osaka. Teléfono: 06-531-4761. NK 4 de julio de 94]

Sistema de la llamada de la enfermera R91: vía radiofrecuencia; transmisor y receptor de bolsillo. [Sistema KK de Nihon Ryutsu: 3-7-16, Furukawanishi, Matsuyama, Ehime prefectura teléfono 0899-57-6722 NK nota del 18 de julio de 94]: hay muchos KN (invención) desarrollados en este tema en 92, 93.

El reloj R92 mide la temperatura superficial de la tierra, agua. "Explorador termo llamado" [Casio. NK 1 de agosto de 94]

R93 impermeabilizan la radio: las tazas de la succión se sostienen en el lugar dentro de cocina. [Sony NK 15 de agosto de 94]

Aparato de medición R94: Ajustes en el microscopio. Ayudado por interferometría del laser. 500.000 Yenes ($50.000). [Tecnologías de Nikon. De sept. de NK [sección de la ciencia y de la tecnología del papel] el 5 94]

¿R95 copiado?? Descortezador electrónico del perro: el ojo eléctrico examina 5-6 metros. Hay algunas más viejas variedades mencionadas en papel, pero no claras si utilizaron el descortezamiento del perro. Éste utiliza Shepard alemán. [Dindon Co: 4-2-1 Rinkaicho, Edogawa-ku, Tokio. De sept. del teléfono 03-3680-9010 NK el 5 94]

Pianos tradicionales de la modificación R96 en los silenciosos que usan los auriculares. [Instrumentos musicales Mfg Co de Kawai: 200 Terajimacho, Hamamatsu, Shizuoka. De sept. del teléfono 053-457-1213 NK el 5 94]

Cuentas de reloj R97 abajo al día grande: exhibe el número de días antes de un acontecimiento grande, eg.: vacaciones, examen, retiro. [Reloj Co del ritmo: 2-27-7 Taito, Taito-ku, de sept. de Tokio NK el 5 94]

R98 que toma el despertador cuenta abajo de minutos. [de sept. de Casio NK el 12 94]

Las ondas ultrasónicas R99 miden interiores. [Bosch KK: 3-9-1 Ushikubo, Kohoku-ku, de sept. del teléfono 045-912-8046 NK de Yokohama el 5 94]

El auricular R100 da vuelta a latido del corazón en mantra de la concentración: lee entonces convierte pulso en sonido compuesto, y en golondrina de mar efectúa ondas cerebrales. [Hayashibara Biochemical Laboratories Inc: 1-2-3 Shimoishii, Okayama. De sept. del teléfono 0862-24-4311 NK el 5 94]

> expedientes del VCR de la vigilancia R101 durante 24 horas: tomando pocos tiros por minuto. [Sanyo, teléfono 06-991-1181. De sept. de NK el 5 94].
- movido a la "pista" 6.96

Las tijeras R102 cortaron apenas sobre cualquier cosa. También tiene funciones separadas basadas en el diseño de metal: las botellas abiertas, las latas, los tarros del tornillo, el corte y la cáscara superiores dan fruto, los paquetes sellados abiertos. [Sanko KK: 2-17-24 Higashi-Uradate, de sept. del teléfono 0256-32-4071 NK de Sanjo, Niigata el 5 94]

Exercizer de relajación del ojo R1O3: los usuarios siguen una pista hecha centellando luces del diodo electroluminoso. Otro método: ojos cercanos y luces que oscilan de la sensación. Direcciones expresadas. [Matsukyu Co: 4-6-7 Nishi Shinkoiwa, Katsushika-ku, Tokio teléfono 03-3694-1213 NK 10 de octubre de 94]

El clip R104 lleva a cabo documentos sin dejar marcas. [Bunpodo Co: 1-21-1 Kanda, Jimbo-cho, Chiyoda-ku, teléfono 03-3634-1461 de Tokio. NK 17 de octubre de 94]
// en la superficie plana razonablemente grande, uno puede inventar características adicionales, eg.: lugar para escribir notas....

Indicador del laser R105 con la viga ajustable: indicar el punto, el círculo o la línea, secciones de las figuras, gráficos, texto. Elegir la forma presionando el botón, y el tamaño vía el dial. [Plus Corp: Otowa 1-20-11, Bunkyo-ku, Tokio teléfono 03-3942-3045 NK 17 de octubre de 94]

+ pluma Anti-Vibratoria del laser R105-1: el temblor del laser de mano se reduce.
- inventar la mano anti que vibra el laser (tecleo cuando el usuario quiere el artículo marcado para ser estable, entonces el unclick para la desactivación...)
- D: la vibración de la mano = el sensor de la vibración = el movimiento del laser que emite el dispositivo (encapsulado dentro del dispositivo del anti-movimiento) al revés se actúa vía su movimiento opuesto.
- sistemas similares de las aplicaciones como con el movimiento anti en cámaras, el etc.
¿- demasiado costoso fabricar? En este caso, utilizar la tecnología existente futura para degradar costes de producción.

El bastón R106 tiene alarma que los gritos para el termómetro de la "ayuda", luz. [International de A&C: 7-26 Hiroshiba-cho, Suita, Osaka teléfono 06-384-2843 NK 24 de octubre de 94]

¿R107 copiado?? El laser detecta el bloque en pista del tren. [Aviation Electronics Industry Ltd que trabaja con la gama del este del Co. el 1km del ferrocarril de Japón cuesta 5 millones de Yenes [$50.000]

El casquillo de goma R108 evita que los paraguas se deslicen: también conveniente para los postes de esquí. [Yokota Ryohan Co: 960-1 Shimoyasumatsu, Tokorozawa, Saitama teléfono 0429-45-9550 NK 31 de octubre de 94].

Nota miscelánea: n de siguiente (invención) fue transferida del archivo 2R: este N tenía previamente N # ' principio de s con una "c" ("c" está para: Copiado, no computadora)

Las cargas del teléfono de las cuentas del teléfono R109 ("T"), exhibición ("S") demuestran cuánto cuesta la llamada. antes de 92 frecuencia intermedia.

-5A-72 supervisa el número de llamadas y longitudes de la conversación entre ciertos departamentos. Una base de datos de la computadora ("C") puede demostrar todos los tipos de gráficos para los propósitos diversos, eg.: qué departamentos pudieron necesitar moverse más cercano a otros (durante o sin cualquie reestructuración corporativa), los planes futuros, viendo los valores y los flujos de departamentos, el etc.

- OTD:

ACCESO: "cuenta" para las cargas según ^: qué código de acceso era Reino Unido (hacer: las llamadas interurbanas, las llamadas al detalle # ' s/los departamentos), las cargas diferencian según el tipo acceso británico (diversos portadores interurbanos tienen cargas de diferenciación, e instrumento del teléfono ("T") (w o wo: el carro, el mfh) calcula cargas por consiguiente; BALANCE: ; PALMADA: para activar, dedicar, desactivar la comunicación; Exhibición ("S"): el país, el código de área, el co, el departamento o el otro usuario de la zona llama resultados en elementos de diferenciación en la exhibición ("S") (la determinación/la selección de qué va en via^ causado de la exhibición ("S"): mecanografiar el acceso Reino Unido del usuario, identificación de llamador de # siendo llamado, # siendo llamado (mfh) envío de estos datos; FLOTADOR: ; FS: ; JUEGO: ; MD: ; "M": ; "mic": ; MAÑANA: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono ("T"): ; UIP: ; Reino Unido:.

Pizarra electrónica R110: Documentos, imágenes y presentaciones de la parte de los participantes. Compartido vía las líneas del teléfono ("T") para la visión simultánea y corregir por los usuarios distantes. Los gráficos pueden ser recuperados y poner a bordo de un archivo o ser explorados electrónicamente encendido. Puede exhibir ("S") el vídeo también. ¿[De sept. el 92? Frecuencia intermedia: Fuji, Xerox].

- OTD:

ACCESO: ; ARTISTA: ; BALANCE: ; CÁMARA: ; CARRO: ; C: ; PALMADA: ; %COMPOSITION: ; Exhibición ("S"): ; EDUC: ; EGH: ; ENTRETENER: ; FS: ; JUEGO: ; MD: ; "M": ; MAÑANA: ; Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; TGH: ; JUGUETE: ; UIP: ; Reino Unido.

La puerta automática del animal doméstico R111 se abre cuando identifica el transmisor del animal doméstico. Noviembre de 93 X.

(relacionado-c) - localizador del animal doméstico 8B-010-083004: Saber donde está su animal doméstico, y encontrarlo.

- (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.

- La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera.

- el collar del animal doméstico tiene transmisor que demuestre si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la exhibición especial ("S");

- + el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala si el dueño está consiguiendo más cerca o más lejos de animal.

- útil para localizar a niños. Animales en parques zoológicos grandes; áreas de la naturaleza; etc.

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- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral

- el collar del animal doméstico también tiene un altavoz del analizador del receptor..... Esto hace los sonidos diseñados para llamar el perro, eg.: "silbar", o el animal oye su nombre.

Nota al pie de la página:

Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; localizador

- OTD:

ACCESO: ; CARRO: ; PALMADA: (para que animal haga el sonido: maullido, corteza...; Exhibición ("S"): (cuenta en el animal (su localización)); "M": cuenta; "mic": ; Paladio: usado por el animal; PP/MP: ; MQ/UQ: ; MULTIUSOS: (multi-animal (cada uno usa diverso paladio w posee el tipo código que es transmitido); NOTIFICADOR: ; OSCILADOR: ; TELECONTROL ("R"): ; CUENTA: ; TDS: ; UIP: (usuario que es animal, eg.: para el estudio de laboratorio de los movimientos animales/comportamiento); Reino Unido; %WA usado por el animal (hace el sonido si caminan demasiado lejos; hace los sonidos interesantes (animales salvajes para excitar el animal doméstico).

> + buscador del animal doméstico R111-1:

Saber dónde se localiza el animal doméstico. No necesitar preocuparse si se pierde el animal doméstico. Localización del animal doméstico conocida vía uno o más de modos siguientes: el transmisor del collar del animal doméstico envía señales al receptor dentro de la casa, si su hogar; el receptor de la puerta del animal doméstico sabe si salió el animal doméstico por último adentro o; una versión no electrónica de la puerta del animal doméstico es tal que es la manera que se cierra así que demuestra salió qué animal doméstico de la manera (estes 3ultimo no patentables?).

- movido al "picosegundo" 6.96

El voltaje eléctrico R112 cambia colores de gafas de sol. Diciembre de 92 X.D (dibujo): vidrios = C (computadora del `) = tr = el otro producto

- OTD:

ARTISTA: (gancho en su c/mfh, para los efectos adicionales); BALANCE: ; CARRO: ; C: ; PALMADA: ; COMPOSICIÓN: (cambio de las visiones según: mecanografiar sano = analizador = los cambios de los sonidos en la visión; componer la música y tales cambiarán el siguiente sobre los vidrios: su exhibición ("S"), tipo color del vidrio, flashes de la luz coloreada; Exhibición ("S"): el usuario puede cualquiera ver a través los vidrios/ver efectos visuales sobre la exhibición ("S") (CRT); EDUC: ; EGH: ; ENTRETENER: ; "M": ; MAÑANA: ; %PD: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: (alarmas a los peligros, eg.: alarma de incendio, teléfono ("T") que suena...; OSCILADOR: ; TELECONTROL ("R"): ; ESTEREOFONIA: ; SYNTH: ; TGH: ; JUGUETE: ; UIP: ; Reino Unido: ; WA:

¿> R113 < fecha del origen? la llave >Intelligent de la habitación va más allá de viejas llaves de la tarjeta magnética, tiene viruta de circuito. Puede ser programado con referencia a datos referente a usuario, a la facturación, al etc.

- movido al "acceso" 6.96

> el reloj R114 vibra en vez de alarma audio ruidosa. Para la gente sorda, y de radio de DJ.

> la computadora R115 ("C") pronunciar el discurso que entrena a hearing-impaired. Una computadora-semejanza de labios y una lengüeta mímico los movimientos correspondientes de los labios y de la lengüeta de un aprendiz. Para practicar cantar, las notas musicales de la canción anotan, se forman como pájaros. Si la echada vocal de un aprendiz está correcta, el pájaro abre su boca. $400. - movido al "tgh" 6.96

> R116 GPS (sistemas de navegación mundiales) localiza la posición de carros. Este Info usado para ajustar horario de operación del plan. $10,000/truck.

- movido al "picosegundo" 6.96

Teléfono R117 ("T"): automáticamente con./desc. del contestador automático de las vueltas basada en cuando el usuario viene y va normalmente (aplicaciones pi). [Kenwood, el 20 de enero de 93, yarda; Noviembre de 92 - octubre de 93 frecuencia intermedia]

- OTD:

ACCESO: ; BALANCE: ; PALMADA: ; COMPOSICIÓN: oído por los llamadores; Exhibición ("S"): ; ENTRETENER: ; FS: ; JUEGO: ; MD: ; "M": ; MAÑANA: ; Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: ; SYNTH: ; TDS: ; Teléfono: ; TGH: ; JUGUETE: ; UIP: ; Reino Unido: ; %WA: (recibir los mensajes (correo de voz, mensajes del teléfono ("T"), +multimedia, otros) mientras que el usuario está en experiencia de la realidad virtual)

> el sistema R118 registra la visión detrás de los vehículos para los conductores de camión, elimina el punto oculto.

- movido a la "cámara" 6.96

Luz laser de la intercepción R119 para desactivar el despertador: kn

- OTD:

ACCESO: (para alterar ajustes); BALANCE: (); CÁMARA: (sentidos cuando el usuario está fuera de cama "analizador visual"); CARRO: (); PALMADA: (para activar/desactivar la alarma; Exhibición ("S"): ; ENTRETENER: ; "M": ; +MORNING: (producto de la combinación con otras características de producto de la "mañana"); Paladio: ; PP/MP: ; MQ/UQ: ; MULTIUSOS: ; NOTIFICADOR: ; OSCILADOR: ; IMPRESORA: ; TELECONTROL ("R"): ; CUENTA: ; ESTEREOFONIA: (oír sano/para ver la TV o el cable en despertar tiempo); SYNTH: ; TDS: ; Teléfono: ; UIP: ; Reino Unido: ; %WA.

> walkman del control R120 vía teledirigido. Sony WMWX88 modelo: 7.91 FRECUENCIA INTERMEDIA. ¡Controlar muchos otros productos y de otras maneras! Si pocos botones están en este dispositivo de control entonces puede haber pocas funciones controladas.

- movido al "wa" 6.96

> R121 producto activan/del control ("estereofonia") disparando uno o más luces laser.

- movido a "r" 6.96

> la computadora R122 ("C") predice error humano. UIP del usuario de los estudios primero. 15B: La máquina de escribir automatizada da advertencias verbales cuando el usuario está a punto de borrar algo de memoria.
- movido a "uip" 6.96

> la cámara R123 detecta los movimientos de ojo del usuario, marco del buscador de visión es donde el globo del ojo está mirando. [Canon, 17 de enero de 93 yarda]
los movimientos de +-eye controlan productos. Las posiciones del ojo representan diversas señales.
- movido a "r" 6.96

> teclado controlado de Touchless del ojo de ++ R123-1: La cámara detectó los movimientos como el ojo mira cada letra a bordo. Sobre el ojo que para en cada cuadrado (representa dominante), se crea la señal como si la tecla fuera pulsada manualmente.
- movido a "r" 6.96

Funciones del acondicionador de aire R124 según el UIP (cuando el usuario está generalmente adentro, donde están en sitio). [Enero de 93 X; Matsushita 25 de noviembre de 92 yardas]
- OTD:
ACCESO: (); CARRO: (); PALMADA: (); Exhibición ("S"): (); "M": (); MAÑANA: (soplos calientes o aire frío sobre persona en el tiempo de la alarma); Paladio: (); PP/MP: (); MQ/UQ: (); MULTIUSOS: (); NOTIFICADOR: (); OSCILADOR: (); TELECONTROL: (temperatura del control, productos de la hospitalidad); CUENTA: (); TDS: (para el uip); UIP: (); Reino Unido: ().

Regulador automático del sentido de chorro de aire de la HVAC de +++ R124-1: El sistema sopla el aire lejos o sobre del usuario según cómo está programado, y el paradero del usuario. El sistema conoce la localización del usuario vía uno o más de siguiente: 1] transmisor usado por el usuario (eg.: en el reloj), 2] sensores del calor (útiles en lugares públicos), 3] analizadores visuales (demasiado costosos en los años 90).
BALANCE de o: (algo que efectuando audio, efectos el flujo de aire (no sopla directo sobre persona)), o el vis un versa, sistema sopla sobre persona: la opción es controllable/pr por u (usuario) (vía k/r); CÁMARA: (el analizador visual para conocer las localizaciones/cómo de la persona están con gusto persona de dressed/if está

transpirando); WA: (integra con el producto de WA del usuario (temperatura deseada dondequiera que sea el usuario).

- flujo de aire generado de: respiraderos (puede volver a dirigir su flujo de aire (vía redirector giratorio del aire)); ventiladores movibles.
- usos: hogares, vehículo, %outdoors (cuando los costes de la HVAC (vía la fusión) son bastante baratos).
- incorporado con los sistemas que siguen u: (audio) "balanceador"; luces.
- D: gente = sensores = regulador de la HVAC = ventilador/aire alterado

Teléfono R125 ("T") y contestador automático: llamadas de los relais a los paginadores; o, dice ("esperar un momento ésos que toman baños"). [Reloj del ritmo, enero de 94 temprano, yarda antes de 92 frecuencia intermedia]

- n similar que dice a llamador entrante del teléfono esperar en el dir de c (un mejor n)
- OTD:

+ C/computadora ("C") = computadora ("C"). La característica central más importante de cada número del producto.

^D: 1uk (2pp/3mp)/4 el telecontrol (2pp/3mp)/5 el palmada (" P.M. "/pp/del discurso 6)/%7 [las señales tr entre otras unidades del producto/piezas (relacionadas)/9 mq/10 el uq]/8 mfh = 11 [tr/rc] = 12+C = 13 [tr/rc] = las funciones deseadas de la descripción de producto 14+applicable es/16 carro deseado controlado/15 otro" del ~ usos de la "cuenta" del ~ 17 del "notificador" (oscilador) 18 "/19/21 "impresora" de la "exhibición/20 UIP".

- Notas de D: 1/4/5/6 ^ del sistema de control (de las ayudas) (sistema de las vueltas en y de/controles otras funciones): proceso de llamadas entrantes según su identificación de llamador
- Ver IMI& para los detalles menos cruciales

R126 atonta/da una sacudida eléctrica a gente que le hace llamadas de acoso del teléfono. Enero de 93 [han impreso la información sobre este producto vendido en Japón. Este co vendió esto u otros productos en el almacén de las "manos" de Tokio. También vendido por quizá el Panasonic/el otro fabricante japonés grande.]

- la persona imponente puede ser via^: oscilador (sonido de perforación); vibración (incómoda); notificador (verbalmente/comunicación visualmente exhibida); descarga eléctrica; envío (desagradable/que da una sacudida eléctrica) de las imágenes visuales [más baratas en futuro con renombre del tipo video t].
- usos: "T". Para los seres humanos; animales; plantas; el resto de los organismos.
- OTD:

ACCESO: (); ARTISTA: (creatividad de los aumentos); CARRO: (); COMPOSICIÓN: (creatividad de los aumentos); ENTRETENER: (); K: (r); MAÑANA: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Picosegundo: (estímulos negativos/positivos según donde localizan al usuario con el paladio); S: (); CUENTA:

(tds); SYNTH: (la calidad de sonido tiene efecto positivo/negativo); Teléfono: (tr); UIP: (); WA: (picosegundo).

> + boleto de tren de viajero R127 de la tarjeta de crédito: el circuito emite la frecuencia leída por el dispositivo en la puerta del boleto. [Enero de 93 X (véase impreso antes de también, desconocido de la fecha). El JR (ferrocarril de Japón) indicó la investigación comenzada algunos años detrás. Enero de 94 yardas]
- movido a la "pista". Extracto de N existente copiado a: acceso, picosegundo, pista, cuenta. 6.96

El beeper R128 puede enviar mensajes escritos vía la radio; terminal portable sin hilos. [29 de diciembre de 93 frecuencia intermedia, yarda 21 de diciembre de 93 frecuencia intermedia - medios de la ciudad de Japón.]

Respuestas del teléfono del altavoz R129 ("T") cuando el recipiente dice "hola". [1 de noviembre de 93, el "teléfono" manufacturado por el NTT, Tokio de Haudy.]
D: c22 = c~remote~tel

> R130 Distancer. Taiyo Elecs Co: ALEJADO ("R") suena si el niño es 2 - 7 metros de ausente. Diciembre de 92. Número ruso del uso de la palmadita de KN (invención): 045892 23 de sept. 93 para "Distancer", KN archivó por profesor Tsibin.
- movido al "distancer" 6.96

Usuario de las subsistencias R131 despierto: sistemas del "sensor" de la alarma si el dedo no se mueve. 6.92 X.
- el "sensor" analiza para el when^: el dedo/la mano/las partes del cuerpo (cabeza, cuello, muñeca, brazo, pierna) dormita apagado (pierde postura: las inclinaciones/bajan dormido); consigue demasiado enérgio (los movimientos demasiado); movimientos de la manera no deseada (demasiado lejos/mucho/poco/no suficientemente lejos)
- D: más sensor=analyzer~c~notifier
- "notifica" a usuario según lo descrito en guía del ritmo R131-10
- usuario: insecto humano/animal
=

KN (invención) se movió desde: usuario de las subsistencias 2G12-C24 despierto: el "sensor" fija de alarma si el dedo no se mueve. 6.92 X.
---

el teléfono ("T") suena cuando se cae el usuario dormido; el mfh da la grabación (UIP) para despertarlos up/alert ellos

D: c24 = tel~remote

Guía del ritmo R131-10:

usos de o: jugar el instrument^ (electrónico):

--musical (tablero dominante; piano; arpa (laser) [ver mi N del dir de A/B/C]

- c/máquina de escribir k (teclado estándar)

- ^ de las ventajas: un mejor control (los sonidos mejoran (música)), pocos errores (demostrados psicologicamente reducir el número de errores); velocidad total de los aumentos (el mecanografiar/música)

. - el ritmo de mecanografiar se interpreta en el tipo comportamiento de mecanógrafo: "analizador " ~sensor=c=notifier/osc del comportamiento. (Creatividad de los aumentos/de las disminuciones según lo descrito en la "ingeniería intercultural" (sube creatividad, comportamiento del control de calidad). El movimiento/la posición del cuerpo de los correlativos del sistema en la ayuda llega la conclusión del "analizador del comportamiento", uip.

--las ayudas del movimiento/de la posición del cuerpo desarrollan el uip. El UIP puede ser constantemente un cambio (base de datos/cuenta) para (el egh)

- D: el dispositivo de /music del "compositor" de ~c~analyzer~clock~s~uip=printer/del " sensor " del k=/el otro uso deseado del producto

- OTD para el aspecto del notificador de este sistema:

CARRO: (); MFH: (uip); MULTIUSOS: (cada usuario consigue efecto de diferenciación según su "acceso" /uip); NOTIFICADOR: (); OSCILADOR: (); Banda: (el usuario/el facilitador programa el tipo efecto del notificador); IMPRESORA: (qué puede aparecer en s); Picosegundo: (cada localización tiene efectos de diferenciación del notificador); Q: (el usuario puede pedir el sistema para aclarar lo que él está haciendo bueno incorrecto); S: (); CUENTA: (tds; reloj; últimos funcionamientos; egh); SYNTH: (oscilador de los efectos); UIP: (); WA: (picosegundo).

OTD general:

- OTD:

ACCESO: (); ARTISTA: (analizador visual/studies^ del comportamiento del analizador: imágenes hechas por el usuario; su ritmo; la manera (orden/velocidad) en las cuales las imágenes se hacen (encerrado in/brushed en (electrónicamente)/cortado y pegar) = en sistema de la golondrina de mar "notificará" a usuario = alcanzando efecto deseado en usuario. Resultados: sube creatividad, y otros resultados deseados explicados en la "ingeniería intercultural "); CÁMARA: (analizador visual: estudios electrónicos/más analyzer=uip=notifier =behavioral de 3 dimensiones impresa de los objetos del texto (arte)); CARRO: (); COMPOSICIÓN: (); ENTRETENER: (); K: (r); MFH: (analizadores del comportamiento/visuales; uip); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); Q: (); S: (); CUENTA: (tds; egh); SYNTH: (synth del control del analizador del uip/del egh/del notificador); UIP: (); WA: (r).

Amaestrador del flujo de +++ que mecanografía R131-1-1: Entrenan a los usuarios para mecanografiar con incluso el flujo de dedos, porque tal hábito que mecanografía se demuestra reducir errores tipográficos y aumenta velocidad. Programa de los programas informáticos.

o enseña al usuario a moverse (las manos en el tablero dominante/dominante; cuerpo (piezas)) con ritmo/la presión deseados.

- D: el dispositivo de /music del "compositor" de ~c~analyzer~clock~s~uip=printer/del " sensor " del k=/el otro uso deseado del producto

+-analyzer (c) determina la tarea deseada (ritmo/movimientos dominantes correctos para el instrumento musical/el cuerpo que colocan) = (vía uip/pr/cart. Mientras que la situación del usuario cambia (egh/los usos de diferenciación uip), el sistema compensa (egh). Ejemplo: para aumentar comportamiento del control de calidad, el ritmo y la velocidad de mecanografiar necesita estar en 300 movimientos dominantes por minuto a una velocidad sin la desviación mayor el de 8% a tiempo entre (conclusión de) cada movimiento/huelga dominantes. A la creatividad ascendente, el sistema requerirá enfrente de: (los movimientos dominantes deben ser sobre el 8% diferente a tiempo entre cada espacio de uno o más anteriores movimiento de la llave (patrones) - patrones de llaves (una palabra en la máquina de escribir es un tipo patrón) deben cambiar en modos no repetidores - cuanto mayores son los cambios cuanto mayor es la recompensa del "notificador", y dificultad del egh.

---útil en el entrenamiento en cualquie maquinaria entre donde está "ser analizado" la sincronización o la secuencia de señales creadas por el usuario entonces "anotado".

- UIP: "egh" (la educación consigue más difícilmente): pues la capacidad del estudiante aumenta, el sistema "notificará cada vez más" /respond a parámetros más estrechos a las alteraciones en deseado: velocidad del tempo.

- "Notificador" (cuando el usuario (w5) está siendo favorable/desfavorable): los zumbidos/(suavemente) dan una sacudida eléctrica a usuario (vía k (shocker=key de c=vibrator/electric). Transmite al usuario vía at^ puesto cojín: parte de la tabla conmovedora del brazo o de una mano más baja; asiento; cojín colocado en las partes del cuerpo. El notificador trabaja vía uno o más modos (simultáneamente/consecutivamente).

--oscilador ((sonido/alarma screeching/de perforación) sonido negativo de /positive)

--"s": la exhibición del sistema da imágenes para ayudar a moldear el comportamiento del usuario

- usuario: insecto humano/animal

MAÑANA: (movimiento apropiado del cuerpo (los movimientos dominantes apagan la alarma; ver el dir de A/B/C); MULTIUSOS: (cada usuario tiene diverso acceso del uip//deseó la meta (favorecida comportamiento/el patrón)); Picosegundo: (diversas localizaciones del efecto del paladio cómo la banda efectúa a usuario, eg.: en la zona #4, el usuario debe ser más cauteloso (el comportamiento del control de calidad));

El cardiógrafo portable R132, tiene memoria (datos de los almacenes sobre la cinta de cassette). 30 de diciembre de 93 X.
- memoria de los almacenes digital (c)

> + R132-1 comportamiento - analizador médico del síntoma: El sistema correlaciona a paciente del comportamiento con sus síntomas médicos. El gráfico del paciente para cambiar el estado emocional se empareja con los gráficos del síntoma del cuerpo, dando a investigadores análisis necesario adicional. La invención es la combinación del software de datos.
- movido a los "vagos" 6.96

> + R132-1-5 retroacción biológica - analizador de la función del cuerpo: El usuario puede mirar sus analizadores médicos y ver cómo son/se realizaban (psicologicamente).
- movido a los "vagos" 6.96

Vibraciones de la sensación R133 de la música en asiento.
[El pionero tenía antes de 92, Yupiteru 92 frecuencia intermedia, 23 de agosto de 92]

El paginador R134 integró con el organizador del bolsillo. ¿(Cojín del aire del cheque, alejados) Casio? 5 de enero de 94 X y FRECUENCIA INTERMEDIA.

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integrar el "teléfono". Existe en un cierto formato (pero sin todos mis códigos), eg.: AT&T
D: c27 = tel/c27/mfh~remote

Funciones de Miburi de R135 Yamaha: sensores en ambas muñecas, codos y hombros. Muñeca: volumen de controles, dando vuelta muñeca adentro - cambios vol. al julio de 93 frecuencia intermedia.

Calculadora R136 con el despertador. 22 de noviembre de 93 X.

Ordenador portátil R137 ("C") con el lector de clave de barras. 9.93 X, lanzado 10.93 X.

Cámara de vídeo R138 que imprime la foto sobre el papel regular. 28 de enero de 93 FRECUENCIA INTERMEDIA. (Comprobación para de OTD "impresora" conjuntamente con cámara).

Ordenador portátil R139 ("C") con construido en impresora (el "cojín del aire" aceptable también, pero se cerciora de su built-in). IBM piensa el cojín 550BJ... Fecha de lanzamiento X. de enero de 93.

Silla de rueda activada por voz R140. 18 de octubre de 93 X.

R141 cámara de vídeo teledirigida - cámara de los movimientos en ángulo deseado. 20 de diciembre de 93 X.

La grapadora R142 perfora las puntadas acuncadas del agujero entonces, ninguì□n metal necesario. (El golpecito de Ur # es B no A). Noviembre de 93 X.

La oscilación R143 canta a niño al sueño, sentidos cuando grita el bebé, entonces enciende (con.) sonidos previos de antemano, o la voz previa de antemano de la mamá, y la horquilla de las rocas. 5.93 X.

El reloj R144/el reloj consigue su tiempo comprobado vía la transmisión de radio. La radio tiene tiempo perfecto y fija el tiempo del reloj si es incorrecto.

Regulador del TELECONTROL de la muñeca de R145 Casio ("R"). Los controles TV, VCR, tienen reloj.

El sistema R146 limpia la calculadora impermeable del agua de baño (archivamos quizá una patente en esto, éramos #28) (cheque OTD). Enero de 94 X y frecuencia intermedia.

R147 Fuji-Xerox: El traductor Handheld habla oraciones. X diciembre de 93.

Ajustador audio del teléfono R148 ("T"): Cuando los anillos del teléfono ("T"), los productos de la hospitalidad que son utilizados en ese entonces automáticamente más bajo en volumen.

Detector de mentira del teléfono R149 ("T"): Juez vía la tensión de la voz de la persona en el teléfono ("T"), si son honestos o mentira.

Estereofonia de adaptación del automóvil R150: la llave en código y sistema de área del teléfono templará automáticamente en estaciones de radio en área. Vencedor Co. 03-5684-9311. Yomiuri edición del 4 de julio de 93. Ninguì□n arte. recortes.

R151 organizador - Walkietalkie: usando la luz infrarroja, puede comunicar entre dos organizadores hasta 8 metros. "JR estupendo de Denshi Techo". Casio. Las ventas comenzaron el noviembre de 92. Yomiuri edición del 20 de octubre de 93. NinguÌ□n arte. recortes.

Máquina del masaje R152: colocar sus pequeños cojines en partes del cuerpo. Mayo de 93 X NK

La ventana R153 abre/cierra debido resistir a cambios. (hay 2 N (invención) con esta función, quizá C46 o C-47) X NK mayo de 93

=

KN (invención) se movió desde: $ de control de 2G17-C48 la abertura y el closing de ventanas vía: ordenador teledirigido, o del módem, o central. Aparece existir: La ventana abre/cierra automáticamente (vía el sensor) debido resistir a cambios (eg.: guardando hacia fuera la lluvia, cambios repentinos indeseados en temperatura). - (hay 2 N (invención) con esta función, quizá C46 o C-47) X NK mayo de 93

---c48 = "teléfono" /tr = control de la otra localización

- copiado a: 5E020 9/95

La computadora R154 ("C") se convierte en videófono también (véase y hablar con la persona en el teléfono). Mayo de 93 X NK

R155 imprime las transparencias para el proyector ligero de arriba. Ricoh. Agosto de 93 X NK.

R156 descompone la basura para el uso como fertilizante. Agosto de 93 X NK

Sistema antirrobo R157: Cuando "Reino Unido" en el transmisor del usuario después del hurto, una alarma suena en coche robado, etc. el julio de 93 X NK

La exhibición de la PC R158 ("S") se agranda vía: cubierta que magnifica grande; y o un LCD separado o una CRT más grande. Sanyo julio de 93 X NK

La ventana R159 se cierra en caso del fuego. De sept. 93 el X NK

La lámpara accionada solar R160 se gira cuando viene la persona cerca. Octubre de 93 X NK

Advertencias de los gritos del dispositivo R161 a los parkers ilegales. Diciembre de 93 X NK

Libros personalizados R162 de la historia. El cabrito puede ser carácter en su libro especialmente impreso. ¿Tenemos quizá versión del programa? Diciembre de 93 X NK

Carro eléctrico de R163 Driverless: sigue la línea en piso. Febrero de 94 X NK

El sistema trae el teléfono ("T") (llamada del teléfono) a la persona señalada: c58 = "teléfono". Uno fue necesitado en el fiasco muy último de junio de 96 de la estrella de deportes que conducía el carro en el aeropuerto de SF Int'l.

Tipo del ruido R164: el sistema activo de la cancelación del ruido reduce ruido indeseado, eg.: tráfico. Aspectos originales - 1: utilizar los auriculares, 2: utilizar mientras que escucha el sistema/el walkman de la música.

> R165 los olores/incienso dijeron alterar la tensión/el comportamiento. 17 de mayo de 93 NK
- movido al "tgh" 6.96

Funcionamientos electrónicos de la muestra R166 en energía solar. 5 de mayo de 93 NK

Robusteza de la lucha R167 que perfora. 21 de junio de 93 NK

Vídeo teléfono ("T") datación servicio 21 de junio de 93 R168 NK

Sistema de altavoz esférico R169: difusiones en todas las direcciones. 7 de junio 93 NK

El juego de fútbol electrónico R170, controla a jugadores defensivos y ofensivos. 7 de junio de 93 NK

R171 la puerta automática infrarroja "sensor" "lanzó el junio de 92". 19 de julio de 93 NK

Purificador del agua R172 para el fabricante de café. 26 de julio de 93 NK

Función del zumbido R173 en los retroproyectores (eg.: comprobar para que cualquier capacidad manipule imágenes). 26 de julio de 93 NK

> la computadora R174 ("C") comprueba la huella digital de la persona antes de dar un plazo "acceso" del 2 de agosto de 93 NK
- movido al "acceso" 6.96

El dispositivo R175 emite frecuencias, ayuda al usuario a dormir. 16 de agosto de 93 NK

> juego del arma del laser R176: el chaleco del usuario reacciona al laser cuando consiguen golpe. 30 de agosto de 93 NK
- movido al "juego" 6.96

La luz portable R177 va en automáticamente cuando está acercada. El 6 de sept. 93 NK

El reloj R178 dice el tiempo. El 31 de sept. 93 NK

Peatones del punto de lasers del coche R179 y otros coches. 4 de octubre de 93 NK

La computadora R180 ("C") convierte "Reino Unido" en la exhibición de la lengua de muestra ("S") para la gente sorda. Hitachi. 4 de octubre de 93 NK
ver 5A-800

> el despertador R181 muerde la mano de la cual botón de empujes para darle vuelta. - movido a la "mañana" 6.96

R182 convierte la corriente eléctrica del coche a la corriente de la casa, así que puede utilizar más productos de la batería de coche. 13 de diciembre de 93

El dispositivo R183 advierte a usuario si olvidaron trabarse para arriba al irse. La puerta es azul cuando está trabada, rojo cuando está abierta. 20 de diciembre de 93

El sistema R184 convierte palabras habladas en palabras legibles en la computadora ("C"). 14 de marzo de 92 NK

Comunicación video portable del teléfono R185 ("T"). NEC 11 de abril de 92 NK

La cámara R186 almacena las fotos en del disco blando. Cañón. 25 de abril de 92 NK

La bañera R187 tira el agua y burbujas en la sinc. con música. 2 de mayo de 92 NK

El banco guarro R188 cuenta su dinero. 23 de mayo de 92 NK

Juguete: c83 = "teléfono" = mfh = "teléfono" /caller/letter que crea la máquina. Envían el cabrito las letras que indica el equilibrio de su banco guarro (guardado en el país).

> la alarma antirrobo del coche R189 memoriza la posición del coche [eg.: conseguir N para el distancer usado para los coches].
- movido al "picosegundo" 6.96

El traductor electrónico R190 habla palabras/frases hacia fuera deseadas. Fuji/Xerox 29 de agosto de 92 NK

Expedientes electrónicos de la cámara R191 todavía y imágenes móviles. Ricoh 3 de octubre de 92 NK y 8 de marzo de 93

El visor de la videocámara R192 coge programas de la TV si se utiliza un adaptador opcional. 5 de octubre de 92 agudo NK

> el navegador de coche de R193 GPS da comandos verbales de dirigir el conductor. 2 de noviembre de 92 NK
. - movido al "picosegundo" 6.96

R194 impermeabilizan los libros para baño (no electrónico) el 30 de noviembre de 92 NK

> sistema gestionado huella digital de la entrada R195. 25 de enero de 93 NK
- movido al "acceso" 6.96

Las microondas de la máquina expendedora R196 su alimento congelado, entonces dispensan el alimento. 25 de enero de 93 NK

Los olores R197 se emiten para emparejar escenas en películas. 22 de febrero de 93 NK

El globo del helio R199 vuela alrededor de sitio sin la cuerda; ajustar los pesos para alterar la altura. 8 de marzo de 93 NK

La máquina de fax R200 defiende hacia fuera mensajes indeseados. Ver el fax en la exhibición ("S"), los faxes deseados impresión. NTT 29 de marzo de 93 NK

Juego video R201: lanzamiento mientras que conduce. 22 de marzo de 93 NK

Cuerda retractable del auricular del walkman R203. Sony 14 de marzo de 92 NK

Los anteojos R206 contienen las pantallas miniatura de la TV. Sony 23 de noviembre de 92 NK

Saco hinchable R207 para los pasajeros autos del asiento trasero. Nissan 23 de noviembre de 92 NK

R208 TV transmite audio a las estereofonias sin los alambres. Sony 7 de diciembre de 92 NK

La robusteza de la máquina expendedora R209 decide a qué tipo producto a dar; un tipo de juego. MF=Kokoro. 1 de febrero de 93 NK

La calculadora R210 calcula unidades de tiempo. Casio. 15 de febrero de 93 NK

R211 suprimió debido a ser la misma idea que R202.

Los cambios del sistema de iluminación R212 a crear desearon la atmósfera. Mitsubishi Electric. 26 de abril de 93 NK

R213 se movió desde: 2G22-C107 TV: pequeño y impermeable. Sony 20 de octubre de 93 también incluye otras funciones. D1: S=C.D2: uk/remote = c~c107 = teléfono/estereofonia/aplicaciones de cocina (horno, fabricante de café)/abrelatas de la puerta/otros productos

El proyector R214 proyecta imágenes de objetos sólidos en una exhibición ("S"). Fuji-Xerox. Del 8 tiempos de sept. 92 (JT) Japón, Tokio

=

movido desde: el proyector 2G23-C108 proyecta imágenes de objetos sólidos en una exhibición ("S"). Fuji-Xerox. El 8 de sept. 92 yarda (diario de Yomiuri, Tokio).

D: c~c108=tel=c~c108. Transmitir deseó el elemento quiso ser proyectado vía el teléfono ("T").

El reloj R215 exhibe ("S") la hora local para las ciudades importantes en mundo. Seiko. 10 de diciembre de 92 YARDA

> los juegos video R216 ligaron al teléfono ("T"). AT&T, Sega. Junio de 93 yarda
. - movido al "juego" 6.96

R217 movido a R122.

Piano silencioso R218: El teclado tiene auricular. Yamaha agosto de 93 yarda

Teléfono sin cuerda del reloj R219 ("T"). Similar a CMD10 de Casio excepto esto es el teléfono minúsculo ("T"). [Panasonic 5 de junio de 93 yarda]

La televisión por cable R220 deja a usuarios selectos cuando quisieran que el programa comenzara. AT&T 3 de junio de 92 YARDA

Televisión por cable R221 sobre línea del teléfono. AT&T 20 de enero de 93

> la tableta manuscrita de la imagen de la entrada de la computadora R222 saca en tapa el teclado. 27 de mayo de 93 agudo JT
. - movido a "k" 6.96

> el "oscilador Uno mismo-que apunta R223" gira automáticamente según la música y el tamaño del sitio. Vencedor 29 de julio de 92 JT
- movido al "oscilador" 6.96

R224 movido a R205.

Correa R225 para el ordenador portátil. Correas a la pierna mientras que se sienta. "Brutus" 15 de marzo de 94 (del compartimiento japonés), P. 53

R226 movido a R216.

Dispositivo teledirigido R227 controlado por las señales del sistema nervioso humano. Uso en los juegos video. [Crónica del 2 de julio de 95 S.F., P.B1]

- esto es ya una datación de KN (invención) antes de 1995. El Info de siguiente pudo duplicar limaduras anteriores.

- cómo el sistema (sistema) distingue entre el sudor (w sus productos químicos) causado por la tensión/la glándula/los cambios de la adrenalina en sudor de la temperatura ambiente = "analiza" para el múltiplo otras señales (el uip, otros productos químicos, el otro EL pulsó cogido de cuerpo).

- OTD D (dibujo): Este ~ C (computadora) del `(R/estado/cuenta/señales del sistema de N (invención) (sistema) (R controlado por el sistema nervioso) excreciones del cuerpo del organismo del ~ (eléctrico, químico, analizador del comportamiento, analizador de sonidos) UIP =

ACCESO (); ANALIZADOR (cuenta); + VAGOS; CARRO (funciona diferentemente por el usuario: multiusos, uip, k, acceso); EDUC (el uip/el tgh = el sistema (sistema) ajusta al "humor" de u); M (DB); MIC (analizador de la voz); MULTIUSOS (); NOTIFICADOR (); OSCILADOR (juego video); Banda (cómo las señales de proceso cogieron de u); Picosegundo (); Q (); S (imágenes alteradas por el estado de la mente del u); CUENTA (juegos); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); + R; TDS (); T (MES = m);

UIP (modo del interruptor influenciado por el estado mental/físico de u (usuario)

--(fondo del color; synth llano de la agresividad (de jugadores del juego video); cómo es interactivo con el carro)); ANALIZADOR VISUAL (monitor inteligente 2E251); WA ().

Final de las invenciones de la lista de R

Etiqueta 7J01 del envenenamiento de los mariscos

Las Sensor-Etiquetas colocadas en el alimento (del mar) tienen indicadores el notificar del siguiente:

- se anota el nivel del deteriation del alimento.
- edad del alimento
- si la temperatura excedió nunca cierto punto (y durante cu3anto tiempo).

Etiquetas múltiples para los pescados grandes. Etiquetas consolidadas atadas a los pescados (aleta/cabeza), los pedazos (rotura/cáscara) apagado para las piezas individuales (puestas con (bandejas plásticas)). Todos tienen mismo comienzo (tds, sensores, cuenta).

UIP: las características del alimento se analizan para qué ayudará a determinar los desperdicios posibles del alimento, eg.: productos químicos emitidos para el tipo de pescados o de cerdo - los indicadores/los sensores tan aplicables pueden ser utilizados. Nivel de tolerancia de los desperdicios para los seres humanos u otros animales que comen el alimento.

Para todos los tipos de alimento: especialmente productos animales. Versiones químicas y electrónicas.

Diagrama: alimento = indicador. Piezas: sensores, tds, notificadores.

Archivo: I misceláneo/VA Outsourcers

Guía de la lengua y analizador de la voz:

Enseña los principiantes de lengua a cómo pronunciar nuevas palabras. Un amaestrador 7J02 del acento de la voz

Extracto: Educa a usuarios para mejorar sus acentos, a través del analizador de la voz. Ayuda a los principiantes de nuevas idiomas perfeccionan su pronunciación; y los que son discurso impared.

Algo relacionado existe - por el software real de Micaela C. - distribuye. Trabajos claros del discurso - nombre de producto. SunburstMedia.com/CSW.html se convirtió en 1994.

Antecedentes:

. Los usuarios = anotaron según cómo está cercano sus acentos son similares a la pronunciación señalada.

. Pronunciación señalada: puede tener en cuenta dificultades que los tipos particulares de gente tienen en el discurso de un idioma extranjero. Por ejemplo, los nativos franceses pueden tender a tener un mayor sonido nasal en su discurso = por lo tanto un nivel señalado de nasal se analizan como siendo parte de una buena cuenta de los sonidos.

. Cuenta: el nivel de desviación del acento del usuario, se anota. Una versión simple puede tener luces verdes, amarillas y rojas. Los usuarios recompensaron/castigado (financieramente) cuando las cuentas medias van más allá de un nivel medio señalado = según lo determinado por el analizador del comportamiento.

. El analizador del comportamiento ajusta el VA a U: Los vagos VA = analizan la voz del usuario = entonces: 1. Cuenta por consiguiente (el anotar consigue más resistente mientras que u (usuario) progresa en la educación VA)/2. ajusta según todos los tipos de altavoces basados en sus acentos (regionales)/los deterioros del discurso o de oído.

. Guía: U puede oír el correcto contra el acento incorrecto (él habló).

Aparato de lectura: u (usuario) puede conseguir educado después de que él hablara (y cuando las líneas del teléfono no están ocupadas).

. Acentos ideales de la blanco: El Bavarian contra los acentos alemanes norteños (Hoche) es diferente, por lo tanto africanos contratado para hablar alemán es educado/anotado según el acento regional señalado de la lengua objetivo.

Término "acento":

utilizado para significar particularmente la región geográfica hablada acento estandardizada de un grupo de lengua, eg.: Scot contra el inglés Galés. El "acento" también significa el "acento extranjero" oído a menudo cuando uno habla la lengua objetivo como altavoz extranjero. Los Bavarians y los alemanes norteños que aprenden hablar inglés de Brooklyn, pueden tener un diverso sistema de sonorización como los Bavarians pueden mispronounce en diversa manera de a levemente (cuenta) que alemanes norteños.

Métodos del acento que anotan: Los niveles de diferenciación del acento ideal se anotan vía:

1. grados variables de registración de acentos = anotándolos (por el ser humano) en diversos niveles del acento ideal.

2. El VA puede analizar los acentos según los cuales no emparejar exactamente cada variación: nivelar en cuál es el acento entre un u otro acento irregular, eg.: una cuenta negativa de 2.5 implica el acento oído está entre una mala variación de 2 y 3; y una cuenta de 2.3 sugiere que el acento esté más cercano a 2 que 3.

3. La mayoría de las palabras importantes: Registrar las palabras lo más comúnmente posible más probablemente habladas, con énfasis especial en las palabras para ser falta pronunciada, y o usada con frecuencia. Tales palabras pueden tener una mayor variedad de diversos acentos, por los cuales el VA llegará una cuenta más exacta.

D: Los usuarios = corrigieron por VA = educando = cómo mejorar la pronunciación del usuario.

CARPETAS DEL DIRECTORIO DE LAS INVENCIONES DE "J"

Archivo: J/carpeta KN de J

"ARCHIVOS DE LA CARPETA DE J": 2J&, 6J, 7J, MARKABLE CD.

ARCHIVO 1J

1J082 hielo Poppers: Sobre el hielo que derrite a su base, el hielo reacciona cerca: fabricación de un sonido que hace estallar; o emitiendo una sustancia sabrosa/colorida, riéndose de consumición hasta el extremo.

. No la versión basada hielo puede hacer esto. Ver las bolas calientes del hielo 7G.

ARCHIVO: 2J - ELECTRÓNICO GENERAL

CAMBIADOR AUTOMÁTICO de la MÚSICA 2J-01:

Tipo de los cambios de sistema de música cuando el uip del perfil del sonido no se está resolviendo.

- Appl: radio; cartuchos de los sonidos; información puesta en palabras: el analyzed= vía uip = C (computadora del `) altera/"corrige" = oscilador

WINDOWS de las COMPUTADORAS 2J-04 ABIERTO Y BOTONES CERCANOS que se hacen más grandes. El usuario puede seleccionar el tamaño de estos botones y o de los iconos. Estos puntos pueden tener todas las mismas características que disponibles ahora o en el futuro; tamaño creciente que es más funcional.

- D: u (usuario) = interruptor interactivo del ~ del icono (software) = C (computadora del `)/deseó la reacción en sistema a los comandos del u.

Archivo 2J del EXTREMO

Archivo 6J

CAMBIADORES del COLOR de la TINTA de ++ 6J010: Tinta del uso de las muestras que cambia color en las temperaturas señaladas. ¿Está esto un más viejo kn?

. Usos:

- Las advertencias aparecen cuando las temperaturas exceden umbrales altos o bajos,

O entrar dentro de otra zona señalada. Valor en eso lectores

Puede acostumbrarse a ver la misma muestra cuando las temperaturas están en normal dividir y no prestar la atención en zonas cuando la mayoría necesitaron.

- Declaraciones impresas muestra:

--Advertencias para el contenido en envase o el ambiente cuando

las temperaturas exceden niveles señalados. Por ejemplo alimentos o

sigue habiendo los productos químicos pueden las precauciones especiales de las necesidades o no pueden existir adentro

en ciertas temperaturas.

- La muestra puede tener tinta visible en todos/la mayoría de las temperaturas también.

. Búsqueda de la patente: tinta y color y (alterar o chang)

- Búsqueda del mercado para la existencia del producto: muestra del contacto compañías [por el email también...?]

. Técnico: ver el cambiador del color del cubo de hielo 1J080

- Quizás el texto es visible en todas las temperaturas, pero el cambio
de temperatura destaca y u ocurre en solamente porciones de
firmar, por ejemplo como fronteras llamativas para conseguir la especial atención.

CAMBIADOR del COLOR de la TINTA de la PLUMA 6J020: Pluma con la tinta cambiante del color debido a las temperaturas de diferenciación:
. escribir las letras cuya tinta:
- Es visible solamente dentro de ciertos parámetros de la temperatura.
- Colores de los cambios cuando cambios de temperatura
--Eg.: poner cerca de luz incandescente (para el calor) y de cambio del reloj a [rojo]; poner en refrigerador y cambios a [verde].

INDICADOR de ESTADO QUE ESPERA de LLAMADA 6J050: Al conseguir a una llamada entrante el tipo de señal sonora señala el nivel de importancia para tal llamador.
. Las latas receptoras remiten/manija llamada entrante, pues tienen gusto.
Ejemplos: las llamadas poco importantes van al correo de voz; hay una gama
de las cajas del correo de voz en las cuales el recipiente puede afinar su teléfono
(sobre el recibo de la llamada) = según el tipo llamador.
. D (dibujo): llamador = etiqueta que demuestra a su llamador identificación = identificación de llamador del recipiente
El analizador = el analizador = el oscilador del estado señala el tipo señal sonora =
el oyente oye y responde mientras que él desea

CD CAPAZ de la MARCA de la MANO 6J060 PARA las CANCIONES DESEADAS: Marca sobre el CD para demostrar a sistema se desean qué canciones. Los sistemas existentes requieren el CD ser programados por la localización específica en el estante.
- Opción 1: Los vendedores CD salen de un lugar en el CD (centro) para
marcas: completar los pequeños círculos para (no) las canciones deseadas.
- Opción 2: El fabricante del lector de cd ofrece manera de imprimir
deseabilidad sobre el CD. Ejemplos:
--El usuario aplica manualmente la etiqueta engomada ((exacto) centrada en centro),
entonces designación de las marcas del usuario o del sistema.
--el sistema grabará al agua fuerte en el código directo sobre el CD (el borde externo,

Centro) en (pequeñas) marcas legibles. El etcher puede ser a diferente o el mismo sistema del lector de cd.

- Mejora sobre sistema existente: Si el usuario quisieron tomar El CD a otra localización, reprogramando será necesario. También está más fácil mover el CD alrededor dentro del estante del almacenaje del CD.
- Uso en el CD para: música, datos, juegos, etc.
- 'Corregir los elementos señalados out/in [imágenes del `, canciones, formas de sonidos sintetizados `].

ARCHIVO 7J:

AMAESTRADOR de la LENGUA 7J02 y ANALIZADOR de la VOZ: Enseña los principiantes de lengua a cómo pronunciar nuevas palabras. Un amaestrador del acento de la voz. Adaptado al tipo de usuario de pronunciación, entonces dirige por consiguiente.

NOTIFICACIÓN de 7J03 PRE-ACCESS: Como un individuo perjudicado puede requerir más hora de llegar al cuarto de resto, pueden enviar una señal. Ver la sección de la desventaja.

7J04 ANALIZADOR del VESTÍBULO PRE-ACCESS - "BARBAS del CAT": La invención analizará la disponibilidad del espacio para las sillas de rueda o el otro equipo lisiado de la ayuda. Ver la sección de la desventaja.

LOCALIZADOR del ADA 7J05: Sistema de la cuenta de la accesibilidad del ADA de la localización. Ver la sección de la desventaja. [`Picosegundo] las ayudas de la base de datos modifican el recorrido de la gente para requisitos particulares para cualesquiera limitaciones del recorrido pueden tener, eg.: vista/audiencia - instalaciones deterioradas, etc.

7J07: AYUDA DE LAS COMPRAS DEL UIP: sugiere lo que puede querer el usuario para comprar. Un agente de las compras. Útil en lugares tener gusto de EBay.com y de Amazon.com. Ver nuestras invenciones relacionadas del GPS.

- Crear un público y (más) un perfil privado.

EFECTO MARCADO con etiqueta 7J08 de la CASCADA: Las piedras de afilar del sistema adentro en una frecuencia (sonido), y anulan otros sonidos para hacer el sonido marcado con etiqueta están más claras. El sistema reacciona cuando ocurre la acción marcada con etiqueta clara. Piedras de afilar adentro en cualquier cosa que efectúa los sentidos del hombre cinco: Colorear [brilla luces para ahogar hacia fuera [no] colores deseados; otras imágenes; Tacto/vibración [vibratorio indeseado de las cancelaciones [patrones]]; Olores

- Paso #1: Identificar la frecuencia: el analizador identifica ocurrencia de la frecuencia señalada.

- Paso #2: Cancelar las frecuencias de interferencia indeseadas: piedras de afilar del sistema adentro en el sonido, el color o la otra frecuencia. Ahoga otras frecuencias relacionadas emitiendo enfrente de las frecuencias para qué pudo interferir con el proceso que marcaba con etiqueta. Todo o las partes este paso general puede ser saltado. Es más necesario compensar dificultades del sensor del analizador de la frecuencia las' en la distinción de estímulos ambiente.

- Paso #3: Reaccionar por la adaptación.

. - La idea primero vino a Steven Kays por una mañana ideal del 30 de marzo de 2006.

. Adaptar la ocurrencia [disparador] cualquier manera programable. Ejemplos:

- Gojeando: Chirridos del pájaro de la muchacha del animal doméstico que buscan a compañero. El reconocedor sano cancela [el tráfico, el hogar, el otro bird%, aplicación] ruidos ambiente. El gojear automatizado del pájaro del muchacho reacciona gojeando [oscilador del `]. Se puede programar para emitir el pájaro del muchacho el saltar después de las ocurrencias relacionadas designadas [5-10 boquetes en gojear (cada boquete/período que gojea que dura durante 5 minutos)].

- Juegos del `: cuando está señalada la entidad actúa en la manera señalada; puede [ayuda] distingue hace entidad marcada con etiqueta; entonces reaccionar cuando la entidad marcada con etiqueta hace algo. A (el gato salta), B (la puerta se abre) y o C (computadora del `) (la puerta sigue siendo abierta durante un minuto); o dibujo (el jugador principal tiene un nivel señalado de la cuenta en aquel momento) y E (el juego ha excedido 8 minutos); o A si no F (sobre tres jugadores [con las cuentas medias excediendo el nivel determinado]); o cada tercera ocurrencia de B si F es ausente; etc.

--El `Taggable y las acciones identificables incluyen: imágenes o sonidos [del cambio] con rasgos editable señalados; la historia traza/las escenas [cuando la entidad A viene cerca de la entidad B [por los segundos 5+] [entonces árbol] de los saltos o de las subidas de A [entonces cara/ojos del b sigue las acciones de la a].

- El UIP entró: se afilan con piedra adentro en las acciones/ocurrencia menos confusable con los estímulos externos; proporcionar tan rasgos más confiables Info.

. Éste es subconjunto para las piezas: el analizador, suena el reconocedor, contenta el analizador, lo corrige, orden y sincronización, dispositivo de colocación, búsqueda y o reacciona, lo encamina, marca con etiqueta, adapta, lo sigue, analizador visual.

. D (dibujo): U = este VAGOS de // de N~C~ANALYZER = del ACCESO [hace clarificante qué señales pueden determinar el acceso] [] (analizador del comportamiento) [las piedras de afilar adentro en señales se relacionaron con el comportamiento, eg. ; cabrito de risa feliz // EDIT [ahogarse hacia fuera se señala qué; alterar qué fue afilada con piedra adentro en CUENTA // SA (analizador/reconocedor sano) // del

RANURADOR de // [rutas señaladas entidad o función] de sonidos [la cuenta señalada `es un elemento considerado al decidir a lo que a la piedra de afilar adentro encendido] // BUSCA y REACCIONA [] el SENSOR de // [dispositivo que busca] del `// TDS [la acción buscada debe have/be que ocurre en las horas señaladas].

CD CAPAZ de la MARCA de la MANO 6J060 PARA las CANCIONES/los DATOS DESEADOS:

. Marca sobre el CD para demostrar a sistema qué canciones o tipos de datos se desean. Los sistemas existentes requieren el CD ser programados por la localización específica en el estante.

- Opción 1: Los vendedores CD salen de un lugar en el CD (centro) para las marcas: completar los pequeños círculos para (no) las canciones deseadas.

- Opción 2: El fabricante del lector de cd ofrece manera de imprimir deseabilidad sobre el CD. Ejemplos:

--el usuario aplica manualmente la designación de las marcas de la etiqueta engomada ((exacto) centrada en centro), entonces del usuario o del sistema.

--el sistema grabará al agua fuerte en el código directo sobre el CD (borde, centro externos) en (pequeñas) marcas legibles. El etcher puede ser un diferente o el mismo sistema del lector de cd.

- Mejora sobre sistema existente: Si el usuario quiere llevar el CD otra localización, la reprogramación será necesaria. También es más fácil mover el CD alrededor dentro del estante del almacenaje del CD.

- Uso en el CD para: música, datos, juegos, etc.

-' Corregir los elementos señalados out/in [imágenes del `, canciones, formas de sonidos sintetizados].

. Ediciones para la acceptación en el mercado:

- Para los compradores menos sofisticados, más países del 2do y tercer mundo.

- Los que copian el CD podrían comprar a lectores de cd especiales para esta función. ¿Tales compradores pudieron apenas como fácilmente tomar sin embargo música convertida a digital?

- Los editores de música no comenzarán fácilmente esto; Las copiadoras CD podrían más fácilmente.

. Qué usuario puede seleccionar de disco:

. - En otras palabras: Qué usuario puede corregir [cualquie tipo de] de disco [como el A.C. La D. u otra se relacionó [óptico legible] el diskette [futuro].

- ciertos aspectos del software pueden [de] ser activados.

- escenas del videodisco

. Tipo del disco blando y de la cinta [discos no ópticos]:

- los datos pueden ser seleccionados marcando encripciones en la capa [externa] de la cubierta del almacenaje de datos.

- el lector del sistema puede comprobar para ver si cualquier cosa se fija en una localización comúnmente señalada en la cubierta y utilizar esto para ayudar al sistema de la guía en cuanto a cómo el sistema debe corregir o alterar de otra manera cómo (`W5) los datos deben ser utilizados.

. Búsqueda de la patente de los E.E.U.U. en demanda simple del CD-ROM solamente:
Kilovatio: ¿CD, C.D., disco compacto, marca, grabado de pistas? escribir, seleccionar, elegir, elegido, pluma, rasguño, desir, ahorro, excepto
- y no: ¿copiar, portable? ¿decreto judicial, médico, dental, paciente? ¿manufactur? ¿TV? ¿televisión? ¿VCR? radio, hurto, vehículo, coche, expediente [grabación]
- estrategia de búsqueda muy estrecha: (CD-ROM o "disco compacto ") y (la marca o el grabado de pistas o selecciona o los choos o elegido o pluma o lápiz o decreto judicial o rasguña o rasguño o desir) andnot (portable o médico o paciente o radio o hurto o vehículo o expediente)
- STR: "fill$ en", pluma, marca (marca capaz, markable)
+. Ventajas en códigos que cifran fuera de datos principales - es decir porqué los códigos se pueden almacenar por separado de los ficheros de datos principales:
- el valor aquí es que uno no necesita cifrar tal Info sobre el almacenaje de datos [cinta] sí mismo. Tales pueden ser imprácticos de entrar por ejemplo ellos requieren un dispositivo [inasequible] especial; limitaciones de la seguridad [acceso del `].
- Protección anti del virus de computadora:
miedo de trastornar las informaciones en bruto puras; protección contra virus [eg.: el usuario pudo apenas haber podido leer los archivos sino haber temido para incorporar cualquier Info/cambio sobre los archivos reales].
--Bastante de la información necesaria se puede proporcionar sin el riesgo de trastornar otros datos en virtud de virus, de error humano, de error de la computadora, del etc.
-' Acceso: el software y los datos que requieren un visto bueno de seguridad más bajo pueden hacer esto más práctico.
--hace más duro para que los piratas informáticos de computadora tengan acceso a otras secciones confidenciales de datos

Tipos de paredes entre las zonas de informaciones:
- la invención es de una perspectiva limitada como datos sobre dos o más los discos separados; si un disco consigue corrompido, los otros discos esperanzadamente permanecen en tacto [a menos que...].
- discos de la crepe: para guardar la información junta, los discos [registrables] múltiples se pueden mantener iguales [el plástico (desmontable)] cubierta. Eg.: diversos discos de los mismos tamaños en tapa la otra se separaron cerca [plástico] con la capacidad para que el sistema lea cada disco, eg.: por 1] que puede [parcialmente] expulsar hacia fuera los discos deseados, o 2] que tienen bastante sitio para que el lector quepa adentro con el boquete entre diversos discos.
- solamente datos legibles más simples [grabados/grabados al agua fuerte/escritos] sobre la cubierta o la superficie de datos.
% de los campos múltiples de los datos que necesitaban la separación se pudieron almacenar en el exacto el mismo medio, con la barrera solamente siendo software/código de computadora relacionado; eg.: diversos nombres del archivo, o los datos en diversas formas que requieren software de diferenciación leer/las utilizan

son la forma de separación. ¿Este aspecto existe? , pero esto se puede atar quizá con algunos de los otros aspectos únicos.

- el tipo de lector necesitó leer uno o el otro tipo datos [definidos por la forma física de almacenaje, o nombre de fichero, etc] pudo diferenciar según el tipo datos deseados.

--Valor: cada forma de acceso/de recuperación/de uso de la computadora de tales datos es [esperanzadamente] bastante diferente de modo que una forma corrompida de recuperación no dé lugar a corromper los otros modos de la recuperación. Eg.:

---Los virus no pueden separarse fácilmente a partir de un modo de la recuperación a otro

---' Tener acceso en limitado a una forma de recuperación por el usuario señalado [s].

. Tipos de datos/de usos en el campo separado:

- instrucciones en cuanto a qué secciones de los datos están disponibles para el acceso, eg.: qué pedazos musicales se señalan como deseable [sin importar utilizan a qué lector de cd, mientras los jugadores de diferenciación utilicen tecnología similar]

- actúa terminantemente como barrera para los propósitos del acceso de la seguridad, eg.: donde el usuario pone en su contraseña

- visualmente algunos de los datos [elementos, códigos, marcas escritos mano] pueden decir a usuario el estado, eg.: cuál/se desean cuántas canciones.

EXTREMO Del CD CAPAZ de la MARCA de la MANO 6J060

Mejoras en invenciones archivadas y nuevas invenciones

BALÓN (DE FÚTBOL) CON LA CUENTA QUE GUARDA EL DISPOSITIVO:

- Caso/cubierta transparentes sobre' pedazo que anota. Puede cambiar manualmente o por teledirigido (sin la necesidad de una cubierta abierta del tirón).

- Tirón/broche de presión/diapositiva de tragante abierto

invenciones relacionadas de la nieve 6J080

Embarque de la nieve, esquí, etc.

Nieve 1 - Profesor particular del movimiento:

Dirige a' usuario en cuanto a qué movimientos del cuerpo pueden mejorar snowboard, el esquí, y cualquier otra técnica del movimiento del cuerpo. Los sensores en cuerpo se utilizan para analizar los movimientos del cuerpo.

Detalles:

- Relacionado con profesor particular anterior del movimiento del cuerpo.

Piezas:

- Tipos del sensor:

--RF: la imagen de las demostraciones/analiza de cada proyectil el movimiento del cuerpo.

--Distancers: las medidas/analizan distancias cambiantes entre cada distancer puesto correctamente en cuerpo (tal como codos y otros puntos fijos del cuerpo).

- Orden y sincronización: analiza cambios en el movimiento del cuerpo, para cada partes del cuerpo, y la' función señalada que es analizada.

Nieve 2 - El un tomar de la foto de la mano:

Chascar los interruptores para tomar las fotos del grande al aire libre. Ahorrarse de necesitar dos manos.

Localizaciones montadas de la cámara:

- Tablón del esquí: atado directo al tablón, o levantado sobre él vía el poste (que guarda más nieve fuera de lense).
- Casco:
- Poste - de mano:
- Vidrios de los anteojos/del ojo
- Correa (hebilla)

Limpiador de la nieve de Lense:

- el dispositivo de cierre quita nieve y el agua.
- evitar rasguñar el lense de la ruina cerca: un vidrio más fuerte; lense o cubierta fácilmente substituido del lense (por el usuario)
- puede abrirse solamente por algunos segundos durante tiempo del shooting, después se cierra.

Detalles: La cámara' incluye: vídeo digital; registrador audio

Nieve 3 - Señal de vuelta Alerter:
Dejar a esquiadores detrás de usted saber la dirección que usted piensa en tomar. Reducirá accidentalmente el ser ocultado por los esquiadores del principiante que necesitan más hora de ajustar sus patrones del esquí. Especialmente útil en cuestas apretadas durante fines de semana. Ha ha.

Opciones de la representación visual:
- parte posterior y lados del casco
- trasero de la chaqueta ha encendido la flecha (que usa electrónica)
- luces que demuestran en cualquie ropa exterior - si las luces en el derecho, entonces usuario están dando vuelta a la derecha.

Mecanismo de control: Control (del telecontrol) en la manga del guante/de la chaqueta; en bolsillo; lado de pantalones en o debajo de cadera. Pequeño dispositivo teledirigido portable. Uno o más botones. Diversas señales creadas del mismo botón, basado en el número de épocas presionaron. VA. Ver "K", y "R", y el" UIP".

CARPETAS DEL DIRECTORIO DE LAS INVENCIONES DE "G"
Contenido para los archivos de G:
. 1G 2G 8G 9G
. 1G
. 2G
. 8G
. 9G

Archivo: GG/1G 2G 8G 9G
SECCIÓN DE G
SUBDIVISIÓN 1G

SEGURIDAD MODIFICADA para requisitos particulares 1G080 de la PUERTA: En caso de urgencia, las puertas cierran automáticamente el aislamiento manifestaciones del fuego, del producto químico, bacterianas o de las otras indeseadas de la extensión.
- Applications^: bibliotecas, hospitales, y laboratorios. ¿Existe?

- D: "sensor" = c = dispositivo = función (de cierre) mecánicos (cierra la puerta, abre/cierra las ventanas, seres humanos de las alarmas en premisa/departamento del fuego.

ROBUSTEZA 1G10: los movimientos de la manera tienen gusto de todo el juego de niños de las maneras, eg.: jugando con las bolas (lanzando, cogida, golpeando con el pie en direcciones deseadas); gyms de la selva que suben... Tiene usos del anuncio publicitario y del juguete.

- D: robusteza = (c = (carro, uip, banda))

1G11 IMPERMEABILIZAN y los sistemas a prueba de golpes eléctricos - una característica adicional: Sistema de KN para el uso adentro o el water^ cercano: baño, cuarto de baño, piscina, lago, océano, corriente, regaderas del agua, lluvia, pantanos. Uno o más del siguiente se pueden combinar en un solo producto y o sistema:

- Contestadores automáticos; Accesorios del equipo de la difusión; Calculadoras: productos más que también actúan como calculadoras; Videocámaras; Cámaras; Sistemas de tarjeta; Lector de cd; Alarmas del reloj; Fabricantes de café; Dictáfonos; Goniómetros; Abrelatas teledirigido de la puerta (eg.: abrir la puerta principal para el amigo mientras que su adentro baño); Tambores electrónicos; Hospitalidad electrónica; Joyería electrónica; Traductores electrónicos; Facsímil; Dispensadores del alimento/de la bebida; Juegos electrónicos; Guitarras eléctricas; Bigudíes de pelo - secadores; Tabletas escritas mano de la entrada de la imagen; Auriculares; Audífonos; Inhaladores; Productos interactivos: televisión, dispositivos de entrenamiento de la computadora ("C"), realidad virtual; Intercomunicadores; Regulador de la palanca de mando; Las plumas ligeras/las plumas que lo escriben sin embargo y la superficie de la escritura (papel) son mojadas; Relojes más ligeros (relojes de tabla con los alumbradores de cigarrillo); El marcado equipa; Máquinas del masaje; Micrófonos; Ratón - dispositivo punteagudo de la computadora ("C"); Sistemas musicales del acompañamiento - Karaoke; Centros de música; Computadoras de la música - sintetizadores; Sistemas de la llamada de la enfermera; Sistemas de radiobúsqueda: personal/público; Proyectores; Radios - novedad; Equipo de la comuncación por radio; Refrigeradores; Teledirigido; Robustezas (para los juguetes, entusiastas de la manía; excluye el trabajo de asamblea); Sistemas de entrada de discurso; Locutor - megafonía; Altavoces; Parar los relojes; El estudio equipa; Máquinas de cinta: microcassette, detección de la voz; Telecomunicaciones; Televisiones; Termómetros; Dispositivos que miden el tiempo: relojes, relojes principales, relojes de tabla, relojes de recorrido, relojes, relojes del juego; Tacto que detecta los paneles; Sistemas de la traducción electrónicos; TV - Interactivo: sistemas de conferencia; sistemas del teléfono ("T"); Juegos video; Vídeo: accesorios de la cámara, corrigiendo las máquinas, generadores video del efecto; La voz que sintetiza equipa; Walky-películas habladas.

- D: cubierta impermeable del plástico/plástico y o metal y o caucho = producto = funciones de la transferencia del producto a través de la cubierta eg.: Reino Unido; oscilador; s.

HIEDRA CRECIENTE de la PARED 1G18: La patente similar existe. Los plantadores se incorporan a las paredes, interno permitiendo una nueva pared más rápidamente a la cubierta sí mismo con la hiedra. La hiedra crece de las cavidades en los lados y mismo la tapa de la pared. Hecho de ladrillos del cemento o de la arcilla. El suelo llena porciones de pared entera permitiendo que las raíces alcancen la base de pared de cerco del suelo. La pared también tiene cuerdas que absorban más fácilmente la humedad a las cavidades de las paredes de la parte superior; estas cuerdas son plásticas cubiertas solamente en regiones más bajas de la pared. La poder de riego también se haga vía las pipas superficiales below con los pequeños agujeros. Para la fuerza, la pared puede también estar en diseños totales de diferenciación, eg.: más de par en par en la parte inferior, o tener diseños creativos del contrafuerte.

- también hace que alguna hiedra de ayuda de la construcción de terrazas se establezca. Otras plantas pueden crecer ascendente de tapa (si restricciones de la división de t del gobierno las' en alturas de paredes no lo hacen incluyendo crecimiento de la pared).

- esta N copió a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verla para las actualizaciones.

- Riego ayudado insertando el material absorbente que toma la humedad de la tierra abajo debajo hasta de la pared. El suelo puede estar en toda la/parte pared interna. Funcionar con la manguera encima de la pared con muchos pequeños agujeros para regar en esto también. La pequeña barranca especial para sostener esta manguera (en disfraz), esta manguera es reemplazable.

- los agujeros en pared permiten que la hiedra crezca a través al otro lado, mientras que los agujeros son tan cuando uno mira adentro fuera del agujero se inclina hacia la tierra (no pueden parecer horizontalmente internos)

- depósito usado automáticamente a las plantas de agua

. --(cuando el suelo es seco - con alimentadores existentes del agua del tubo con los enchufes de la absorción colocados en suelo - cuando el suelo seco, el enchufe de la absorción extrae el agua de depósito para manchar su en contacto con.)

. - tecnología: material hecho de: cemento/arcilla/plástico - materia prima (prueba del tiempo, prueba del sol (no se descolorará, grieta)). Los bloques ligaron el cemento de w (como la pared de ladrillo del edificio), o los pegamentos plásticos.

- la otra pared de vida en/el by% de las formas de vida: flores, arbustos, árboles, cactos; vida acuática (pescado, plantas, caracoles) con las ventanas incorporadas a las paredes.

- otras aplicaciones para la pared: divisores para: cuartos de interior, carreteras; porciones vacías, trituradores de viento.

- Misceláneo: las ventanas en pared pueden permitir el viento, una visibilidad más fácil - viendo cuál está en el otro lado de la pared.

- Los aparatos crecientes pueden (portable) ser hechos de: cemento, ladrillo, plásticos, piedra, (tratada) madera.

- versiones portables: la humedad se lanza/se absorbe de la tierra en la cual N puede mentir. N puede también guardar exceso de agua/para tener sistema de uno mismo-riego que almacene el agua.

- Estrategia de búsqueda de la patente: (wall+ o walls+) y (planta o plantas o hiedra) y (cavit o agujero o pote o envase)
- No. de la patente de los E.E.U.U.: Material de la pared 5213857+ para las plantas crecientes - pero no las cavidades; Fieltro 4932159 de 5099009 de D323133 D258255 potes de la planta 5042197 5044120 D323133
- + 4658541 plantadores que se enclavijan, porque uso en la erección de las paredes decorativas (las piezas de KN pueden enclavijarse/reemplazable; el agua escurre para bajar regiones; KN de hecho de un material más robusto; KN también utilizó donde está necesario el material robusto: guardar hacia fuera los intrusos/las estructuras de edificio de ayuda)
- Utiliza el envase KN de la planta en directorio de G.
- existe: los enrejados pusieron contra la pared; potes de la planta con los agujeros en el lado usado para producir las fresas.
- MK N a la frecuencia intermedia (comercialización a los fabricantes): comunicados de prensa; organizaciones arquitectónicas
- uso en cualesquiera [superficies emparedadas]: escritorios; oficinas; revestimiento de madera de la pared del edificio de interior/al aire libre; paredes reforzadas; paredes de la aislamiento; cercas de la madera/del metal/del plástico.

> 1G21: ANALIZADOR DE SONIDOS Y WA: Sonidos seleccionados permisos del walkman que se oirán por el usuario. KN: ¿2D-170, también E Dir?

Cualquier sistema se diseña para que al portador oiga todos los sonidos ambientales más música sin disturbar otros. O, el sistema vía el ruido que cancela tecnología permite que las frecuencias sanas seleccionadas sean oídas por el portador. También, la forma particular del paso de aire frecuencia de mejores permisos del oído a cierta suena con los métodos sabidos, el factor único que es la combinación con el walkman. Existe: Canceladora del ruido conectada con el walkman.

- cortar y se movió a la canceladora 7.95 del ruido del teléfono 3E041: ¿por lo tanto más Info falta para esta N? El T N aparece obvio, así que necesitar estos datos detrás.

% del Lollipop y Popsicle pegan el sostenedor: permite a gente con sus manos ocupadas gozar de los alimentos diversos en los palillos sin usar las manos. Los usuarios pudieron ser: en el teléfono y la escritura; usar ambas manos para el teclado (k); invalids: tener manos con vendaje; perezoso; aventura que busca.

- Alimentos: kabob del shish, pollo (pierna), caña de azúcar (forma natural).

Concluye este archivo 1G

ARCHIVO 2G MISCELÁNEO

Toda la (o la mayoría) N aquí está en archivo de la R-Lista.

NOTAS: Un cierto movimiento hecho 6.96 a archivar: c:\r\r - lista. Extensiones simplemente movidas alrededor de de docena N que no estaban en r-lista. Este archivo está de los productos investigados como sea posible siendo copiado. La N existente fue situada en Tokio durante 12.93 - 3.94. La única carne aquí es posiblemente algunos pedacitos que fueron faltados. Este archivo 2G es ensuciado que probablemente cualquier otro B - directorio de E del N.

Los REALCES EN PRODUCTOS ENCONTRARON Del ARCHIVO 2R

Adiciones posteriores a este archivo en R \ R-Lista (a partir del 12.94)

INTRODUCCIÓN:

Debajo de códigos describir donde localizar los fabricantes de los productos existentes.

Códigos: El C# es # asignado a la N del proceso en el cual comprobamos para ver si el producto era una copia. Por lo tanto las ayudas adicionales de este segmento de C# (C aquí no significa la computadora) localizan la fuente de material impreso en el producto manufacturado.

Fecha del producto. Las demandas de la frecuencia intermedia = del fabricante eran las primeras con este producto en tal fecha. X = artículo de la fecha fue encontrado sobre el nuevo producto en la publicación (eg.: periódico). Con todo no somos cierto 1] si producto publicado fabricante antes, 2] si había otro producto relacionado antes. La confiabilidad de la frecuencia intermedia y de X no es absoluta hasta la posterior investigación. 3] NK - "periódico del semanario de Nikkei" de Tokio. Yarda - periódico de "Yomiuri diario" de Tokio. 4] Los productos son normalmente de las secciones del nuevo producto de los periódicos. (Yarda publicada generalmente el Sun, entonces el lunes a partir de cerca de 1993). Si no se imprimió ninguì□n código de la publicación, asumir que es o "Yomiuri diario" o "Japón mide el tiempo".

- #, eg.: C1 se marca en mi copia del artículo referente a esta tecnología existente del producto.
- "---" Algunas rociadas separan el golpecito existente arriba de mi N abajo

MISCELÁNEO:

$ 2G5-C3 abren el abrelatas electrónico de la puerta vía teledirigido. Existe: la puerta se abre sobre la recepción del transmisor del collar del animal doméstico.

- La puerta automática del animal doméstico se abre cuando identifica el transmisor del animal doméstico.

Noviembre de 93 X.

El usuario activa vía el "telecontrol".

D: 2G5-c3 (puerta) =tel/tr = telecontrol ("R").

la computadora 2G6-C7 ("C") pronunciar el discurso que entrena a hearing-impaired. Una computadora-semejanza de labios y una lengüeta mímico los movimientos correspondientes de los labios y de la lengüeta de un aprendiz. Para practicar cantar, las notas musicales de la canción anotan, se forman como pájaros. Si la echada vocal de un aprendiz está correcta, el pájaro abre su boca. $400. Marzo de 93 X.

. El entrenamiento se puede conducir sobre el "teléfono" (el usuario c = mfh). D: c7=tel~remote

2G9-C19. Atonta/da una sacudida eléctrica a gente que le hace llamadas de acoso. Enero de 93 frecuencia intermedia y X.

D: c19 = remote~tel

2G10-C22. Respuestas del teléfono del altavoz cuando el recipiente dice "hola". 1 de noviembre de 93 FRECUENCIA INTERMEDIA.

D: c22 = c~remote~tel

2G11-C23. Distancer. Taiyo Elecs Co: alejado ("R") suena si el niño es 2 - 7 metros de ausente. Diciembre de 92. II palmadita Appl del ruso: 045892 23 de sept. 93.

. Usuario de las llamadas del sistema (mfh/ps) (padre) en el "teléfono" que da la "cuenta" en la persona/el artículo (que caminaron demasiado lejos/usuario buscan la "cuenta" encendido). Aquí la "cuenta" incluye: su distancia de un cierto otro punto (unidad central del picosegundo); el W5 de las actividades de la persona.

D: c23 = tel~remote

usuario de las subsistencias 2G12-C24 despierto: el "sensor" fija de alarma si el dedo no se mueve. 6.92 X.

. El teléfono ("T") suena cuando se cae el usuario dormido; el mfh da la grabación (UIP) para despertarlos up/alert ellos D: c24 = tel~remote

el paginador 2G13-C27 integró con el organizador del bolsillo. ¿(Cojín del aire del cheque, alejados) Casio? 5 de enero de 94 X y FRECUENCIA INTERMEDIA.

: Integrar el "teléfono". Existe en un cierto formato (pero el wo todos mis códigos), eg.: AT&T.D: c27 = tel/c27/mfh~remote

calculadora 2G14-C29 con el despertador. 22 de noviembre de 93 X.C29 = ~remote del "teléfono "

ordenador portátil 2G15-C30 ("C") con el lector de clave de barras. 9.93 X, lanzado 10.93 X.C30 = ~remote del "teléfono "

silla de rueda activada por voz 2G16-C33. Silla de rueda del 18 de octubre de 93 X. (c33) = ~remote del "teléfono "

carro eléctrico de 2G19-C58 Driverless: sigue la línea en piso. Febrero de 94 X NK. El sistema trae el teléfono ("T") (llamada del teléfono) a la persona señalada: c58 = "teléfono"

el banco guarro 2G20-C83 cuenta su dinero. 23 de mayo de 92 NK. Juguete: c83 = "teléfono" = mfh = "teléfono" /caller/letter que crea la máquina. Envían el cabrito las letras que indica el equilibrio de su banco guarro (guardado en el país).

2G22-C107 TV: pequeño y impermeable. Sony 20 de octubre de 93 también incluye otras funciones. D1: S=C.D2: uk/remote = c~c107 = teléfono/estereofonia/aplicaciones de cocina (horno, fabricante de café)/abrelatas de la puerta/otros productos

CONCLUYE el ARCHIVO 2G

ARCHIVO 8G: PVC/ELECTRÓNICA/MECÁNICO

INTRODUCCIÓN: Las invenciones son del "R archivan original".

espejo de inspección UTILIZADO 8G010 del ojo R261, ES 95

- combinar este espejo w (de la pequeña circular): lupa (cada uno es los mismos tamaños encima de uno a, cada doblez hacia fuera del otro, eg.: como un eclipse con un punto donde se ligan los dos.) Uno o más lupas en unidad.
- Las cosas múltiples en una son más prácticas.

CAMPANAS 8G020 (cascabeleo/oscilador) if/when el automóvil golpea el topetón. Enseña a conductores a conducir mejor. Atar la campana a cualquier pieza inmóvil del coche (interno). D: indicar el "sensor" = C = oscilador

8G040 los objetos INTERESANTES (PVC) cubrieron en (PVC) (como tuerca en cáscara), no pueden saber necesario cuál está adentro, hasta que la parte externa salga vía: disolviendo en (H20,)/que saca de los productos químicos vía: rotura/tracción/rasgado/consumición/que aspira (caramelo dulce); vía: el poner en la roca que pule como el vaso (esto da un uso adicional a los vasos existentes de la roca).

- juego del juego' que conjetura adentro. Puede haber pistas al contenido por afuera, eg.: tamaño, color, forma, etc.

LAVA LITE de 8G060 R244: Con el reloj; el sistema del EL ajusta según: uip; "humor"; banda; m. ES 95

™ de la ESCULTURA del ENREDO de 8G070 R245: estructura movible tridimensional hecha de girar los acoplamientos conectados, fácilmente twistable, dado vuelta, doblados. ES 95

- altera forma según: uip; m; banda
- cuando la forma alteró: genera electricidad
- la alteración de la forma es un sistema vía el cual a los productos del EL del control (r). Cada colocación (total) de uno o todas sus piezas corresponde con la señal particular - > los controles se oponen (juguete, robusteza, movimiento de la antena.
- el enredo plegable puede llegar a ser pequeño (para la cadena dominante)
- las piezas pueden ser extendidas/estiradas

TAPAS de GIRO de $ 8G080 R247: Genera señales mientras que hace girar/según cómo está hecho girar (velocidad, las curvaturas, la superficie en las cuales él hace girar, eg.: áspero/alisar). 1signals = oscilador (estereofonia; música); comandos de %r; usos científicos: (w5/cuánto tiempo vueltas según w5 de la situación), el tr señala (vía r) a c/m.

- señales también generadas vía la aerodinámica (solamente): cómo el aire acomete con crear del chisme (silbido como) suena.
- colocar los chismes (balanceable) de diferenciación sobre (tapa de) tapas - > creando (aerodinámicos/oscilador) sonidos correspondientes de diferenciación.
- las tapas pueden hacer girar dentro de los surcos (puntos (agujeros)/minúsculos grabados al agua fuerte en zanjas (de clases)) = el contacto (del tipo) con los agujeros/las zanjas = (""/"del analizador sensor") = OSCILADOR. Los agujeros tienen = tener "sensores" construidos dentro de ellos.

--los surcos/los agujeros se pueden hacer en los tableros "portables" con quienes se puede conectar = la C.

- fabricación: las versiones no electrónicas de memoria son más baratas producir. Considerar tener versión no electrónica sobre la cual el fabricante pueda agregar versiones electrónicas.

KITS de la BÓVEDA GEODÉSICA de $ 8G090 8R249: Construcción de sistema de Knex ES p23

- cuando los pedazos se caben juntos en uno o más (vía instrucciones) los diseños señalados, el sistema: encender para arriba/activar el oscilador/la otra función. El tipo reacción depende del tipo de diseño que se enclavija construido.

- diseños creatable en: animales, árbol de navidad, muestras de las muestras de la marca registrada o de la compañía, planas o tridimensionales, (juguete, muñeca) casas, vehículos, aeroplanos, gyms de la selva.

--D: fuente de energía - > palillos/pedazos usados para construir la estructura (bóveda del geo, casa, coche, muñeca, robusteza, montaña rusa (ES), muebles) - > analizador del rc~' = control del ~ de "c" (carro, interruptor) de la función o del objeto deseada.

PALILLO ESTÁTICO de 8G100 R250: Parte de 5E020. ES 95. Señales creadas según (moviéndose) (no horizontal) la colocación del palillo.

KITS del TRUCO MÁGICO de 8G110 R251: Parte de 5E020. ES 95. Señales creadas según (moviéndose) (no horizontal) la colocación del palillo.

GENERADOR ELÉCTRICO de la MANIVELA de 8G120 R253 (MANO): Bomba (de la mano) accionada (luz (de destello)): ¿ahora existe a partir por lo menos de mediados de 1995 [quizás esto fue archivada antes de competidor? Sierra en el recortes ahorrado del catálogo.] ES 95

-4E010: el movimiento del objeto (juguete, vehículo) activa: luz/nr/oscilador. Fuente de energía: batería/bomba - > electricidad/carga de batería

ARCHIVO del EXTREMO 8G

ARCHIVO 9G: PVC/ELECTRÓNICA/MECÁNICO

MUÑECA 9G010: De los lanzamientos pieza hacia fuera de sí mismo. Obvio y o existe - el interruptor aty. los lanzamientos (delanteros) del brazo hacia fuera, y se mantienen atados a la muñeca vía la cuerda. La hace la parte menos que probable será perdida.

D: dool = expulsando dispositivo ()/cuerda = brazo/bala del botón.

- la taza de la succión puede estar en el extremo del proyectil. Jugar a un juego: golpe de la blanco.

- manejar las ediciones de la responsabilidad por la fabricación de un producto.

- shooting del elemento hacia fuera: el brazo, la pierna, la cabeza, el pelo, los ojos, la nariz, la flecha, el arma, las balas (tamaño grande), la bola, la otra herramienta o juguete.

el MOVIMIENTO de la MUÑECA 9G020 OFRECE ALTERATOR: repliega expresiones/los movimientos humanos/animales. Facial: ojo (tapas), mejillas, boca, gritando.

- Caminando, hablando, doblando...
- D: [k=c]/controles manuales (palancas, perillas) = movimientos faciales mecánicos = cubierto por la piel (pvc)/la ropa/la piel.
- Imágenes de S = de las demostraciones de cambiar expresiones faciales, el etc.
- tener versión del interruptor, eg.: el mímico de labios humanos - existe probablemente.

MUÑECAS GEMELAS 9G030: función en unísono, eg.: sacudir las manos, caminar, hablar, y gritar. Probablemente no patentable.

Ambos comienzan simultáneamente, o cuando uno comienza envía la señal que hace la otra muñeca seguir o intercambiar.

- GEN: Sacudiendo la robusteza/las muñecas de las manos actuar en unísono:

Las manos (movimiento) abrochan la otra mano de la muñeca/de la persona (vía los "sensores").

- también caminatas; (la tenencia da ayudas para apoyar para arriba las muñecas).
- puntos de contacto actuales de tr/rc usados para comunicar entre las muñecas para coordinar: (el caminar/el hablar/que grita) movimientos.
- D: dool=hand=rc/tr=hand=doll=hand=rc/tr; muñecas múltiples = c (banda, carro)
- movimiento efectuado cerca: música/sonido - > sensor; c; k; palanca de mando; mecánico (palanca).
- cuando una muñeca habla - > responde el sensor = después muñeca: negociaciones, movimientos...
- simultáneamente ellos también: hablar o hacer los sonidos (oscilador), eg.: grito; jugar o responder a (los "juegos").

ARAÑA 9G040: tener piernas múltiples (de longitudes de diferenciación). La curva (en uno o más puntos) con las tazas de la succión en el extremo. Todas las piernas ensamblan en el punto central como un asterisco. Araña que camina.

--dependiendo de succión de la distancia la taza de pierna particular es del cuerpo, la altura de esa pierna (su rodilla...) es más alto o más bajo, el interno que crea efectos artísticos.

. --colocar la araña sobre frig, el escritorio, el etc.

- se enciende (según) cuando camina
- pudo caminar abajo de puerta del refrigerador, vía: tazas de la gravedad y de la succión en el extremo de piernas.

ÁNGULOS de la MEDIDA de $$ 9G050 De SUPERFICIES EXCÉNTRICAS: Medir el ángulo de superficies inusuales. Los dientes múltiples se colocan en una progresión toxicológica del granito áspero de la roca. Esto soluciona la dificultad de poner el aparato de medición del balance de un carpintero que requiere una superficie plana.

- La tapa de la superficie que es medida es la desviación media de las formaciones de la superficie áspera.

. Las extensiones creativas incluyen:

- Usos electrónicos y no electrónicos.

- Usos para la invención que pudo beneficiarse alterando la idea de la invención. Ejemplos: Puede ayudar a un artista a colocar pedazos de su escultura en ángulos deseados. Otra manera de ayudar a determinar el mediados de punto de la gravedad de una invención que pudo ser de otra manera difícil de balancear en la su mano o el otro dispositivo. Sillas de la creación u otros dispositivos en una playa.

¿- Qué productos portables pudieron beneficiarse de tener cierta versión de la invención incorporada a ella?

Es decir: Determinar la llanura relativa de una superficie inusual como el del aparato de medición del balance del carpintero con una pequeña burbuja en un tubo; cuando la burbuja está en el medio del tubo, el dispositivo se considera plano. Otros tubos se colocan para demostrar si el dispositivo está perfectamente a un ángulo de 45 grados. Esta invención es mejor en que se aplica a las superficies no planas también usando los dientes para saber la posición media del dispositivo que es medido.

- Método para que robustezas naveguen [fuera] caer.

- En la nave o la otra situación donde la posición [horizontal] [puede ser cambiado], el sistema analiza para el promedio/las posiciones horizontales [medias] previstas [sobre un gráfico del tiempo]

- Cada pierna alcanza a un diverso punto que analiza para:

#1: Cómo es la superficie llana. Diseñado especialmente para las superficies no planas (tener curvas, topetones múltiples). #2: También comprobaciones para el grado a el cual la superficie es horizontal/vertical (en relación a perspectiva deseada, eg.: columna diagonal, tirón de la gravedad). #3: Mide la exactitud para el grado a el cual deseó ángulo es lo que debe ser.

. - nivel de la consistencia en los puntos señalados.

- D1: piernas = punto central (c, sensor).

- versión electrónica: las luces y los ángulos se adaptan a [demostrar].

- D2: niveladores existentes múltiples que se encuentran junto (como la letra X o la forma de la estrella)

- Estrategia de búsqueda de la patente: level+ y (medida o medidas o medición) y (carpent u hous o de madera).

- No de la patente de los E.E.U.U. [a partir antes de 1990]: 4850491 4182046

- Técnico - cómo KN mira: posiblemente una burbuja circular (con (es) la tapa plana) = bolsillo de aire dentro de la burbuja plástica que sostiene el líquido = movimientos de señalar enfrente de donde hay la mayoría de la inmersión/del ángulo.

- Utilizado para la medición llana estándar, eg.: de izquierda a derecha y o frente a la parte posterior o a otra.

+ grado de las medidas a el cual el ángulo está en el grado deseado, eg.: u quiere ángulo de 45 grados: colocar llano en (plano) el rotate= superficial del then= después chascar en lugar la burbuja plástica en el point= de 45

grados dando por resultado la burbuja plástica que es perfectamente horizontal si el chisme principal está en 45 grados (en términos de gravedad de la tierra). Fijar llano para medir la exactitud del ángulo de cualesquiera (incremento de cinco grados).

- demandas: los viejos niveles utilizaron los frascos en vez de burbujas plásticas más redondas que miden el frente al norte al sur o al oeste al este o al nanovatio al SE...., mientras que KN también puede manejar ángulos señalados en relación a hasta abajo mientras que también comprueba para saber si hay otros ángulos (incongruence), eg.: (superficie plana) el ser torcido de cualquier otra manera de la manera deseó.

- Relacionado con la guía del movimiento del cuerpo humano de la invención 3E061. Esa invención mide los ángulos a los cuales los miembros del cuerpo se están moviendo. Sugiere los ángulos alternativos por ejemplo a los cuales los miembros se pueden sostener para evitar síndrome de túnel de carpal.

. --Una adaptación puede estar en que el aparato de medición del ángulo superficial 9G050, podrá calibrar el ángulo en el cual se coloca un miembro humano, puesto que no hay posiciones planas respecto al cuerpo humano.

+ COLOR 9G060 QUE FILTRA EYEWEAR

Los vidrios filtran hacia fuera ciertos colores, haciéndolo más fácil ver a través el alboroto. El ™ visual del analizador conectó con el eyewear identifica qué necesita filtrar o realzar.

- Pep encima de su humor seleccionando qué colores deben ser alterados, con los cuales los colores preferidos.

- Los filtros y o realzan: El humo (algo) se filtra hacia fuera, mientras que realzan a la gente y el ambiente físico. Los objetos señalados se realzan, haciéndolo más fácil buscar con el alboroto para las llaves, una parte específica como el" tornillo 2.

- Un uso para la realidad virtual eyewear.

- UIP: imágenes de las guías/de los controles que son corregidas [vía eyewear].

- Otra forma de ™ visual del analizador para: robustezas, gente que es daltónica o de otra manera vista deteriorada.

- Cualquier señal audio/visual se puede corregir [(en forma viva) para los usuarios] con el VA y el SA.

OTD: Ambiente: Luz de interior o al aire libre (puede tener colores la diferenciación si es de interior o al aire libre (eg.: luz indirecta) incluso si los niveles ligeros son iguales/similares. Solicita material no o semi opaco, como el vidrio [ventana].

% de los colores de qué lentes que miran efecto su color. Tecnología polaroid de las gafas de sol utilizada. también como el juguete/mordaza (para los cabritos). La diferencia es tipo color, no (necesario) opacidad. Costoso producir.

- En otras palabras: Los vidrios (de Sun) cambian el color (tipo color/cortinas de cualquier color) según nivel ligero, eg.: va de amarillo al verde.

. Estrategia de búsqueda de la palmadita: vidrio y (cambio del color near5)

- Números de patente de los E.E.U.U.: 5184156 vidrios con las lentes color-cambiables, de varias capas - para la protección agregada cuando se levanta el nivel de radiación.

- Realidad virtual del `relacionada: el color del shading se diseña para dejar elementos señalados en área visible [no] se destaca.

FREGADEROS AUTOLIMPIADORES de $ 9G070, TAZONES DE FUENTE de TOCADOR. Cargar eléctricamente la superficie a: matar los organismos (las ayudas esterilizan), superficies limpias (el EL carga sustancias libres de las ayudas de permanecer atado), ayudas eliminan colores/olores sucios.
- el EL o el otro fq aplicado a la superficie puede ser constante (las ayudas inhiben la suciedad, el etc de atarse), o girado cuando es querido por u (usuario).

DISEÑADOR del CHAPOTEO 9G080: Crea deseado salpica. Tipo chapoteo/burbujas del programa deseadas. El sistema entonces crea tales formas o efectos.
--el movimiento del agua/de aire controlado vía ventanas de las aplicaciones del interruptor U como el interruptor/la pantalla interactiva para escoger/crea efecto deseado.
--los efectos incluyen: el salpicar, burbujas, oscilador, luces (en el agua), kn: magia del agua (sonidos del agua de convertidos vía synth).
- excerciser: la mudanza de ellos requiere energía; correa/lugar sobre cada mano, brazo, pie, pierna, codo. Más lejos se está conduciendo el agua arroja a chorros el más ejercicio (con la fuerza).
--D1: c = dispositivo que controla del mechanicle = dispositivo del mueble del mechanicle

SALPICADEROS PLÁSTICOS 9G090: El kit de piezas plásticas, cada tipo señalado de fabricación salpica/burbujea (los efectos cómo sale el aire soplado adentro (vía boca, la máquina) (en el agua).

TRAJE DE BAÑO INFLABLE 9G110: <Pat: varios aty dieron las cuentas bajas para la palmadita y la comercialización y el liability> del producto. El uno mismo infla tirando de cuadro actúa como conservante de vida que salta bulto innecesario. Puede también envolver alrededor de objetos debajo del agua y traer para emerger bombeando abajo del aire. ¿Las funciones de inflación quizá fáciles del dispositivo como los chalecos de la línea aérea, y pudo guardar hacia fuera regaron? Mantenido lugares donde están factibles los chalecos del toda la vida, eg.: riesgo de ahogamiento limitado también. ¿Aprobación del gobierno probable?
- Flotador del usuario de las ayudas. El producto puede acompañar el chaleco de vida (inflable) también, ayudando al usuario a mantener equilibrado agua. La pieza usada del torso puede ser uno de los diseños del traje de baño de cualquier señora: juego del sujetador o de la una sola pieza - también usable por el hombre.
- emergencias: inflarse/tiene tubo el alcanzar de soplos del usuario de la boca en.
- infla automáticamente cuando los tirones/se giran de u: tapa/interruptor/dispositivo. Aspira en aire por sí mismo (w o sin (adicional) que sopla/de bombeo u). Puede utilizar el tipo fácilmente dispositivos inflables de la línea aérea. Pudo ayudar a guardar el agua hacia fuera if/when u infla mientras que en agua.
- tal juego de nadada puede ser un inferior/sobre la ropa usada por la gente a riesgo del ahogamiento.

- ventajas: utiliza la facilidad del movimiento del cuerpo; enrarecer el material (hasta llenado de aire).
usos del ahorro de vida del o-non: el anillo/el abrigo alrededor de los objetos que uno puede no querer hundido en el agua, infla cuando está necesitado; inflar vía la bomba de aire a los objetos sunken, que internan subida para emerger cuando tener bastante aire.
--no consigue de la manera (tanto) mientras que uninflated.
- D: dos capas de material, aire van mientras tanto, eg.: dos líneas paralelas tienen gusto: ll, aunque de largo/más de par en par planos completamente paralelos, cortados y sellados en formas de: juegos de nadada (hombres, mujeres), pantalones, chalecos, pantalones, sombreros (con las correas principales).
- existe quizá; ¿el gov't de los E.E.U.U. la aprobaría?

MECANISMOS ANTIHUMEDAD de la ACUMULACIÓN de la MÁSCARA del AGUA 9G120: utiliza uno o más de siguiente.
- Limpiadores de cristal (limpiadores de parabrisas del coche) encendido dentro de (afuera) de la máscara
- aire (caliente) de los soplos sobre (adentro) del vidrio, como en el coche
- la superficie de cristal cubrió con la sustancia anti de la acumulación de la niebla
- la temperatura de cristal guardó la temperatura por encima de la superficie, reduciendo cualquier acumulación del vapor.
- D: vidrio = superficie interior = limpiadores/ventilador/capa/regulador de temperatura.
¿- mucha gente estudió este campo?

9G130 MODIFICÓ la ILUMINACIÓN de la BÚSQUEDA para requisitos particulares: Luz de la búsqueda atada (debajo del agua) a la máscara. Libera las manos del usuario.
- luces múltiples posibles (una en cada extremo de la máscara). Las búsquedas señalaron imágenes de las formas las' = analizador visual.
- D: mask=light=switch

9G140 BINOCULAR/MÁSCARAS del AGUA de la LUPA: u puede accionar la palanca en medio o simultáneamente poder ver vía diversos modos visuales con una máscara. Funciones adicionales: microscopio, zumbido, normal.
- hecho vía: mecánico/electrónico (demostraciones de la pantalla del carro cómo el sistema del EL convierte las imágenes de la "cámara"). U puede considerar vía modos múltiples simultáneamente: diversas piezas de la máscara/de la pantalla tienen modos de diferenciación.
- D: máscara = vidrio = prismáticos/lupas = controles

9G150 QUE CONSIGUE el INFO DURANTE los ANUNCIOS DE TELEVISIÓN: El modo del normal TV se pone en una pequeña ventana w/in el s, y u puede ver otros programas de a/v durante este tiempo.

- el sistema colocará automáticamente el bookmarker de donde u deja programa a la vuelta de nuevo a programa principal (después de que se acaban los anuncios publicitarios).

- otd: u/el sys% decide a cuando los anuncios publicitarios terminaron.

--% del sistema sabe los anuncios publicitarios terminados sobre el rc tr a partir de la 3ro empresa privada que señala cuando un canal particular ha cambiado (véase el kn).

- D: antena/canal de cable/plato basado en los satélites = c (k) = crt/tv = s

- referencia hecha al "redactor".

PLÁSTICOS de $ 9G200: Los chismes plásticos ataron al exterior del sonido entrante del efecto del "mic", en la golondrina de mar que creaba barato efectos sonoros deseados. Mercado de blanco: los cabritos, presupuesto importaban de aficionados a los hobbys. Eg.: se acentúa/se amortigua el viento/otros sonidos.

- D: cualquier forma (cambiable) (con el paso de aire al micrófono) = se encaja a presión sobre el micrófono = el mic.

- los sonidos generaron/cómo los sonidos alteraron (synth): los sonidos del viento acentuaron (contrario de los silenciadores existentes que ayudan a reducir sonidos del viento); combado; suena como el sonido que viene dentro de la manta o caja o el tanque (con agua - causando ecos); ruidos de la carretera; las voces de mujeres suenan como hombres, y el versa de la visa [producto electrónico] del teléfono del consumidor existente popular %.

- atar el dispositivo al tipo siguiente mic: colocarse solamente, el receptor del teléfono, mic = C, juguete ("entretener"), dispositivo del "juego".

el EXPLORADOR del CANAL 9G220 SALTA las ESTACIONES QUE TIENEN ANUNCIOS PUBLICITARIOS:

Difusión de códigos a partir de los 3ro de la fuente estados constantemente que los canales son en modo comercial a cualquier momento. Esta N es una sección importante de la pieza del "redactor", tomando quizá sobre 20 páginas.

- El receptor para esta información está conectado con el selector teledirigido/de canal (explorador).

- la compañía a parte del canal/del cable co de la hospitalidad puede difundir vía el aire/el cable.

- se bloquea qué: los anuncios publicitarios/los créditos dados al principio y al extremo de películas/cualquier otra cosa u quieren omitido, eg.: los deportes/las noticias en general mecanografían los programas (horror, serie televisiva particular, etc). Puesto que esta información está cambiando constantemente a tiempo - u no puede bloquear simplemente los canales particulares que pueden más adelante tener lo que quieren.

- D: el reloj de los monitores humanos/escucha todos los tipos de la hospitalidad (cable, TV, radio, autopista de la información, etc) = código es k para el tipo que programa en aquel momento = estación de trabajo = m = tr (vía el aire, el módem, el cable, el etc.) = rc (en el país) = k (selector de canal) = artículo que es mirado (w) obrada recíprocamente: cable, TV, radio.

- la propaganda para este producto puede indicar: el "__% de su tiempo de observación se está perdiendo", "si usted mira la TV y la hora por día, después le ahorraremos 5 horas al mes...".
- también ver: 9G150 que consigue el Info durante los anuncios de televisión
. Movido desde 1G070:
- Durante usuario de la interrupción puede estar libre de su sistema de la hospitalidad (TV, el otro programa de la carretera del Info). Una empresa de servicios revisa todos los programas, y envía estas señales a suscribir a clientes. El sistema programa de copia hasta que el usuario vuelva, después el usuario rápidamente remite lo que él faltó hasta que alcancen y después goce al usuario a la velocidad estándar. Remotamente posible que las compañías de la hospitalidad pudieran comprar esta invención para guardarla del mercado.
- Esta señal viene del interventor que revisa toda la televisión, cable, radia y así sucesivamente difusiones de la hospitalidad.
- el interventor puede ser humano (o automatizó quizá?) quién presiona el botón que dice cuando los anuncios publicitarios comienzan y terminan. Esta señal - > sistema del usuario. Commerical comienza - > señal - > "notifica" a usuario del programa de /changes está experimentando - > extremo del anuncio publicitario (señal) - > las vueltas de nuevo al programa principal que es mirado "notifica" a usuario.
+-Auditor puede ser el servicio de a (separarse) vía el cual "transmite" sus señales - > radiofrecuencia/línea del cable/teléfono... El interventor podría incluso ser manejado por esfuerzo de grupo dice: vecindad/estudiantes en la universidad importante que toma la observación/que disfrutan de las vueltas de programa mientras que revisa también.
- este producto sostenido de para no encolerizar a publicistas.
- U chasca ciertos botones - > entonces programa de copia de la poder del sistema si u no vuelve a tiempo después de anuncios publicitarios. - > entonces u puede repetirse (a una velocidad más rápida) (mientras tanto sistema todavía que copia). - > entonces u puede reasumir para mirar (y u obrar recíprocamente) en la velocidad normal.
- D: el interventor determina cuando los anuncios publicitarios comienzan y la parada/el anuncio publicitario tiene la determinación de los códigos cuando comienzan y la parada = señal transmitida = c = convertidor de señal = transmitido al vigilante (de la TV) = oscilador (el notificador de cuando los anuncios publicitarios comienzan y o para y o es funcionamiento/manipula el sistema de la hospitalidad (TV, la radio...) por ((templando en) otro programa hizo disponible (durante los anuncios publicitarios)

CONCLUYE El ARCHIVO 9G
CONCLUYE ESTA SECCIÓN DE G

CARPETAS DEL DIRECTORIO DE LAS INVENCIONES DE "E"
Contenido para los archivos de la invención de "E":

. 2E

. 3E

. 4E

Archivo: E/2E

SECCIÓN PARA LOS ARCHIVOS: 2E, 2E, 3E, 4E.

SUBARCHIVO 2E

ORGANIZADORES DE LAS INVENCIONES:

organizador innovador 2E-200: Organizador automatizado.

- % (incluye a todos los organizadores desarrollados por Casio, sostenido, Sony con adiciones de = ""/"del cojín del aire telecontrol").

- D1: 1 " Reino Unido " /2 " telecontrol " /3 computadora 4 del " mfh " = ("C") [memoria, "fd-hdd"] = 5 " exhibición " /6 " impresora "

- D2: 4 = 5 ["micrófono" = memoria = aparato de lectura = altavoz/auricular]

- OTD: acceso; cojín del aire; artista; básico; carro 4; cc; carácter 5; 5 exhibición ("S"); %distancer; educ; entretener; uq; portable; alejado ("R"); juego; interactivo; .

- Usos adicionales para "él" [este nuevo producto general sección 2E200 - 2E230 de la categoría: cuaesquiera uno o más del siguiente los usos/los productos en "sus" campos se pueden utilizar por separado y o junto; con o sin "él":

ORGANIZADOR del REGISTRADOR 2E-220: etiquetar y organizar diferente sonidos/voces/mensajes/declaraciones. Ap: las cosas a hacer se almacenan adentro lugar apropiado = repetido según: tds, que lo indica debe alertar (usuario/sistema)/voz convertida a las palabras cuál puede ser "exhibido"/"impresora".

- OTD: compositor; interruptor

ORGANIZADOR del CARÁCTER 2E-230: el tipo "británico" de carácter necesitó según: mecanografiar la imagen querida (tipo situación, w5, uip de espectador). Corregir/crear las imágenes de la gente, animales, figuras...

CARACTERÍSTICAS MOVIDAS:

Archiva 2E010 2E020 2E030 2E040 2E050 - movido para la extensión 9/95.

> datos generales 2E-100 sobre los buscadores de visión (N 2E100 a 2E130): para ^ de los cuadros móviles (vídeo, cinematografía), aún vida...

- movido a la "cámara" 6.96

> analizador de la luz de la cámara de $ 2E110: Determina de qué dirección la luz adicional es necesaria. Sugiere el tipo ideal fuentes de luz a integrar con la iluminación existente, vía uso de su frecuencia ligera analizador. Esta invención no cubre cómo esto podría ser hecha.

- movido a la "cámara" 6.96

> buscador de opinión del cojín del aire 2E-120: Existe. Reloj ustedes mismos cuando fabricación de los vídeos mirando en el buscador de visión mientras que filma.

- movido a la "cámara" 6.96

> los Imagen-Datos 2E-130 imprimen: Transportación de imágenes no a la película medio:

- movido a la "cámara" 6.96

> investigador de la imagen $ + 2E210: Las búsquedas señalaron imágenes en el interruptor base de datos o mundo real.

- movido al "analizador visual" 6.96

> organizador de 2E-240 GPS: Tabula las ocurrencias w5 de ocurrencias.

- movido al picosegundo 2.97

> cámara del VCR 2E250: Una mejora de la cámara miniaturizada de Sony.

- movido a la "cámara" 6.96

> + monitor inteligente 2E251:

Cámara accionada por control remoto: Se controlan las funciones de la cámara como dictado por la computadora distante. Expedientes de computadora según qué su analizador visual está buscando: qué, cuando, cómo, porqué.

- movido a la "pista" 6.96

SUBARCHIVO 2E

Archiva 2E010 2E020 2E030 2E040 2E050.

ORGANIZADOR

organizador innovador 2E-200: Organizador automatizado.

- % (incluye a todos los organizadores desarrollados por Casio, sostenido, Sony con adiciones de = ""/"del cojín del aire telecontrol").
- D1: 1 " Reino Unido " /2 " telecontrol " /3 computadora 4 del " mfh " = ("C") [memoria, "fd-hdd"] = 5 " exhibición " /6 " impresora "
- D2: 4 = 5 ["micrófono" = memoria = aparato de lectura = altavoz/auricular]
- OTD: acceso; cojín del aire; artista; básico; carro 4; cc; carácter 5; 5 exhibición ("S"); %distancer; educ; entretener; uq; portable; alejado ("R"); juego; interactivo; .
- Usos adicionales para "él" [este nuevo producto general sección 2E200 - 2E230 de la categoría: cuaesquiera uno o más del siguiente los usos/los productos en "sus" campos se pueden utilizar por separado y o junto; con o sin "él":

organizador del registrador 2E-220: etiquetar y organizar diferente sonidos/voces/mensajes/declaraciones. Ap: las cosas a hacer se almacenan adentro lugar apropiado = repetido según: tds que lo indica debe alertar (usuario/sistema)/voz convertida a las palabras cuál puede ser "exhibido"/"impresora".

- OTD: compositor; interruptor

organizador del carácter 2E-230: el tipo "británico" de carácter necesitó según: mecanografiar la imagen querida (tipo situación, w5, uip de espectador). Corregir/crear las imágenes de la gente, animales, figuras...

Concluye el archivo 2E

GRABACIONES MINIATURIZADAS 3E-090 de SONIDOS: Un tipo de "carro".

Cuadro alguien que pone en sus dispositivos del bolsillo el tamaño de las monedas del dinero, que son música previa. Llevar fácilmente éstos alrededor. No rasguñan y el título del pedazo está en el exterior. Para los detalles en contenido, eg.: en los títulos y los tiempos el jugar para cada pedazo, pegar el pedazo en el jugador y ver la "exhibición".

. - puede estar en todos los tipos de formas: los discos planos, anillos de espuma, cubos, bolas %-such pueden también llevar a cabo la memoria para el software, las bases de datos, los números del teléfono, las instrucciones, los mapas y los datos para el GPS.

- los dispositivos también llevan a cabo el software, información de base de datos.

SUBARCHIVO 4E

ARCHIVOS MOVIDOS:

> + baterías recargables accionadas movimiento 4E010:

- copiado para mejorar el archivo 1.95 de N, ver la versión ampliada a partir del 6.95. Movido al directorio "me"

> comunicación registrada 4E020 de los medios electrónicos: Movido a propio archivo.

> respuesta inmediata del teléfono 4E-050 ("T")

4E-040 VR (crear las imágenes deseadas para su durante/antes de usar de la experiencia de la realidad virtual, eg.: tener un tipo pintura de la realidad virtual de la experiencia - esto puede inspirar su creatividad);

INGLÉS 4E-060 EN PROGRAMA JAPONÉS:

Las palabras inglesas adoptadas en japonés utilizan letras de las "katakanas". La katakana es similar al inglés o a otros idiomas extranjeros pero diferente pronunciados. Diversa gente interpretará el deletreo de las katakanas de palabras importadas diferentemente. Por lo tanto el software se convierte en la autoridad en el deletreo correcto.

- se aplica a todas las importaciones de palabras de cualquier lengua en cualquier otra lengua, eg.: Inglés/francés/ruso/latino/italiano - > chino/coreano/árabe

- el usuario mecanografía adentro el deletreo extranjero y consigue katakanas correctas, o mecanografía adentro katakanas para conseguir la palabra importada correcta

- si el deletreo incorrecto de las katakanas se mecanografía en entonces sistema demuestra los errores posibles encadenando deletreos incorrectos de las katakanas al deletreo correcto.

--puesto que diversas palabras extranjeras tienen con frecuencia el mismo deletreo de las katakanas, el usuario debe seleccionar de muchas interpretaciones posibles de la palabra de las katakanas. El sistema primero demostrará la lista de palabras más probable, si no las prensas llave encontrado, del usuario y hornada siguiente de las búsquedas de palabras posibles, y así sucesivamente.

- D: Reino Unido = computadora ("C") = hacia fuera/discurso/mfh de la exhibición/de la impresión

4E070: WALKMAN CON EL MICRÓFONO AL AMBIENTE:

El usuario oye qué se está encendiendo alrededor de él, mientras que en la misma hora, no disturbando a otras que no pueden oír la música del usuario. ¿Patentable? KN más viejo similar. Ver 2D-170 también.

- Uso: tener un walkman sin los problemas asociados a no poder oír qué se enciende alrededor de usuario, eg.: campana de puerta, anillo del teléfono, alarma. Sistema para u que quieren oír la música/los sonidos/news/TV demuestra/etc sin disturbar otros.
- esto es probablemente un NK antes de 95 (y antes de 4E070) en diferente N #.
- sonar en sitio - > mic ("analizador de sonidos"; canceladora existente del ruido (tipo sano)) - > WalkAbout (estereofonia, walkman, m (oscilador), TV o radio o VCR u otro difusión) ~c.
- este KN también en directorio temprano de G.
- Estrategia de búsqueda de la patente: auricular y (seleccionar o revisar o cancelación)

Kilovatio: walkman, auricular.

- No. de la patente de los E.E.U.U.: sonido +5138663 que cancela el sonido de los auriculares +5134659 que cancela los auriculares

CONCLUYE ESTE ARCHIVO 4E Y la CARPETA "E"

CARPETAS DEL DIRECTORIO DE LAS INVENCIONES DE "D"

Contenido para los archivos de la invención de "D":

. Los archivos 1D y 2.o no se podían abrir en este tiempo.

. 2.o

Archivo: DD/2.a

ARCHIVAR el 2.o

(Archivar antes 2C)

Introducción: Todos los productos son electrónicos, o como la segunda opción, electromecánica salvo especificación de lo contrario, u obvia. Otras versiones del producto se pueden desarrollar sin electrónica en lo posible con tecnología actual. Las abreviaturas para las descripciones están en el archivo titulado "los códigos de la especificación de producto". - Los diagramas primero desarrollaron 6.95

- Este archivo no es mucha parte del directorio de "D" desde que era antes el archivo 2C. Por lo tanto cualquier comentario sobre directorio de "D" generalmente es decir la unidad de diversos números del producto, refiere al archivo 1D en directorio de D.

CONTESTADORES AUTOMÁTICOS:

- Todas las invenciones consiguen gente interesadas más en dejar un mensaje, y las hojas menos de la sensación impersonal. Pone a adultos creativos. Incorpora todas las funciones estándar del contestador automático: fecha/grupo fecha/hora...
- Todas las características razonablemente disponibles del contestador automático pueden ser opciones para cada invención
- Todas las invenciones aplicables para el correo de voz y los contestadores automáticos del teléfono "T"

2D-01: CARACTERÍSTICA QUE ESCUCHA FÁCIL:

Presionar un botón para iniciar escuchar de los mensajes entrantes. El término dentro de esta descripción de producto para "transmitir" significa: aplaudir o silbar o utilizar teledirigido para manejar los mensajes entrantes sin tener que correcto en el contestador automático. El usuario puede volver llamadas vía el uso del transmisor. La conversación está en el teléfono "T" del altavoz.

- Quizás cuando la persona vuelve a casa, la primera cosa que lo hacen es consigue desnuda de los juegos de negocio, comienza a cocinar, etc; mientras tanto la gente es impaciente escuchar los mensajes. Esta invención deja a usuarios escuchar las llamadas con mayor facilidad.
- Cada transmisión puede ser: un código para el número de palmadas o de silbidos para igualar un mensaje, eg.: tres medios de las palmadas, juegan el mensaje pasado otra vez.
- Después de que la audición del mensaje querido, usuario puede almacenar transmitiendo. Tales mensajes entonces se mantienen el banco de memoria separado así que el oyente entonces puede escuchar otra vez más cuidadosamente; o recordar qué llamadas desean volver
- Otras transmisiones pueden ser: fast-forward el mensaje (tan rápidamente que puede o no puede ser entendido), en la opción del usuario
- El dispositivo se vende con un cuadro que se pueda fijar sobre el interior de la puerta del armario (se abre mientras que el usuario está cambiando en la ropa casera,)

Notas al pie de la página:

Los pedazos de joyería pueden también ser transmisores;

- D: clap/r = sensor = machine/t/c de contestación

2D-02: RECONOCEDOR FUTURO DE LA VOZ: El llamador pide persona deseada, o habla hacia fuera el número de extensión. Si el sistema no puede entender, después pide que el usuario mecanografíe el número del teléfono en su telclado numérico del teléfono "T".

--Es un producto usuario-más amistoso.

- Si el llamador menciona su nombre, el sistema sabe quién para pasar como un rayo sin pasar a través de un operador.
- D: analizador del mic = de sonidos = t

el SISTEMA 2D-021 REACCIONA A LOS PRODUCTOS del external SEGÚN W5 que SON:

Eg.: Entrante-Llamar el identificador - cribador/identificador externo del elemento.

Las llamadas de números deseados del teléfono tienen un diverso anillo. El llamador sabe por este medio si coger la llamada o no.

- (Señalando diverso tipo conexiones/llamadas (entrantes) relacionadas con otras de nuestras ideas?): el sistema responde diferentemente dependiendo de cuál quiere el otro producto de N/sys/existing "obra recíprocamente" con él.

--el sistema sabe identidad de la otra parte/sistema vía su: ""/código/teléfono del acceso #/uip (características del comportamiento de N, o U: cómo se mueve/las funciones/responde (a los estímulos de "C central" o de "M")/analizador visual/analizador de sonidos.

- esta N (invención) es un tipo de UIP, "ranurador".

- Si el usuario camina encima al dispositivo, el número del teléfono del llamador y o el nombre... aparece en la pantalla ("S").

- D: Producto central/sistema = C (computadora del `) = sensor/pieza del sistema de la identificación del analizador/de llamador del analizador/uip = tr/rc = producto externo/sistema.

- OTD: ACCESO (); BVA (); CID (); CÁMARA (LENTE) (); CARRO (tipo uip o sentidos o datos buscados); PALMADA (); DE RECUPERACIÓN DE LA INFORMACIÓN (); K (); MFH (); MIC (); RATÓN (); P.M. (); MULTIUSOS (); NOTIFICADOR (cuando el contacto deseado se ha hecho con la parte o el organismo); Banda (); Picosegundo (la localización del producto externo es un factor de determinación en decidir a si se va cualquiera/el tipo conexión/contacto a ser hecha); R (); RANURADOR (producto externo de las rutas por su tipo naturaleza); s (pantalla) (estado de las demostraciones); CUENTA (); ANALIZADOR DE SONIDOS (); TDS (); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (); UIP (); Reino Unido (); ANALIZADOR VISUAL % (); CORREO DE VOZ ().

CÁMARAS 2

- todas las opciones adaptables para las operaciones inmóviles de la vida son aplicables para las cámaras inmóviles de la vida también

CÁMARA de la EMERGENCIA de la CADENA DOMINANTE 2D-030:

Los cuadros minúsculos y crudos se pueden tomar para las situaciones de emergencia.

No puede mirar fácilmente como una cámara, fuerza incluso tomar cuadros en infrarrojo, o tener opción de la manera de la cual los cuadros se toman según nivel ligero.... D (dibujo): "cámara" = cadena dominante/k

- KN similar (invención) existe en directorio de A o de B o de C.

+ ™ del IDENTIFICADOR y del RESPONDEDOR de la DIRECCIÓN 2D070:

Saber la dirección de la cual aerotransportado y o regar las partículas natas, y están viniendo los sonidos: contaminación, fuego. Dispositivo automático de la supervisión de la contaminación. El ™ programado de la información de usuario predice: la búsqueda necesaria y reacciona funciones; cómo adaptar el sistema para los gustos del usuario; quién necesita ser notificada [basado en el UIP].

- Protección del medio ambiente: apunta los agentes contaminadores problemáticos más rápidamente, e.g.: derramamientos de aceite, incendios forestales incontrolados.

- Localizar cualquier cosa que es emitida que se puede rastrear por los sensores, e.g.: donde la mamá ocultó las galletas frescas.

. Extensiones creativas:

- Explorar en su mente, qué conocimiento ganó de un asistente automatizado pudo ser útil y porqué.

- El `sigue [más allá] las ocurrencias para W5.

- "sensor": juzga la dirección del viento. Tres o más sensores pueden decir como la dirección que tiene dos oídos en que el primer sensor para recibir estímulos identifica en qué dirección, basada cuando cómo los sensores subsecuentes detectan una ocurrencia.

. --más es tales sensores mayor es la exactitud en la determinación de la dirección.

--combinación con el analizador del olor [existencia y quizá versiones de KN (invención)]

- "analizador": los trabajos w otras fuentes de información (mejores) determinan la dirección/la naturaleza de las emisiones del olor. Eg. el sistema (sistema) "coordina" la información de fuentes de información actuales/futuras del tiempo M para determinar la dirección.

. - dice la cantidad de partículas aerotransportadas; y o tipo sustancia; tarifa la cual las partículas están llegando; registros (cuentas: w5 de índices de partículas que llegan).

- búsquedas: el polvo, generado humano (el cuerpo) huele...

- D: oler el "analizador" = C (computadora del `) = tds/determinador de la dirección de viento

- OTD: ACCESO: (para activar el sistema, o leer resultados, o la banda); CÁMARA: (analizador visual: dirección de partículas visibles (en viento), vía el microscopio que mira que es soplada cerca); CARRO: (tipos de analizadores del olor); K: (r); MFH: (base de datos de los olores); MULTIUSOS: (desarrolla el uip en los hábitos (potenciales) de diverso contaminador); NOTIFICADOR: (para exceso de la contaminación, del fuego); OSCILADOR: (); Banda: (); Q: (); S: (); CUENTA: (tds; niveles de la contaminación (uip del contaminador apuntado)).

- Usos: contaminadores (ilegales) del retén/del monitor (2E251); identificar la fuente de contaminación/de basura/de accidente (peligrosos).

- Para las sugerencias en los tipos de sustancias peligrosas también ver 7G050, y el recubrimiento de los manuales aerotransportado (los agentes contaminadores) (de fábricas/de laboratorios).

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (olor del olor de la contaminación) y (flujo de aire) y dirección.

2D-090 TOMA LA FOTO de la PERSONA, después le extraer de la foto como base. El sistema puede también tomar el cuadro de la sombra de la gente, de la silueta, del etc

- D: foto (electrónica) = s interactivo

2D-120 ANIMÓ A FABRICANTE de la HISTORIA y amaestrador y traductor electrónicos de la lengua: Desarrollar la historia con el texto y los gráficos. El texto puede (automáticamente/manualmente) ser traducido a idiomas múltiples.

- Carácteres (animated) visuales de las aplicaciones para las historias cortas o largas. Uso con las porciones escritas y verbales de comunicación en propio y o idioma extranjero.
- D: k = C (computadora) del `(interruptor)

++ 2D-140 ENVÍAN IMPRESIONES NECESARIAS vía fax u otros medios electrónicos. Cada grupo del color está vía diversa transmisión. Esto entonces se puede producir en color.

- Iguales que un KN más viejo (invención) - colorear el fax (dir de B o de C), aunque hacen no si describió el transferir de color vía el EL (electrónico) (no modo fax), eg.: Email, C (computadora del `) = C (computadora del `) (pero no fax).

¿- Tan simple y objeto de valor debe existir?

- Usos/métodos posibles:

--si hay cuatro (básico) colorea: fax/TR (transmisor) (electrónicamente (vía el módem)) cuatro diversas transmisiones para cada color (grupo).

---sistema del color del pixel (sistema) cuando hay colores múltiples dentro del mismo espacio: las transmisiones múltiples tienen la misma forma pero pixeles de diferenciación señalados dentro de las formas dichas.

- las funciones tienen gusto de una planta de impresión, u (usuario) pueden transmitir simplemente contra llevan las páginas/los datos de cuál debe ser impreso.
- D: el proceso de conversión del interruptor = los datos (EL) de imágenes se convirtió = TR (transmisor) = rc = C (computadora) del `(gráficos interruptor, carro) = impresora
- Estrategia de búsqueda de la patente: color de fax+

MISCELÁNEO:

. micrófono teledirigido 2D-230: El regulador selecciona que los micrófonos a activar y a desactivar. (Otra N?) D (dibujo): r=c=mic

calculador portable del tiempo 2D-210: Por las ondas de radio, usted puede llamar en la computadora "C" para conseguir el tiempo hasta la fecha, noticias... D (dibujo): r = m

. científico detective 2D-250: El juego deja a usuario encontrar al bandido vía todas las pistas y herramientas proporcionadas en el juego

- incluye el microscopio. Relacionado con el juego antedicho.

- opción: una persona, eg.: la madre puede poner alrededor de la casa todas las pistas según las instrucciones del juego. Eg.: las instrucciones dicen cuál es el sitio 1, 2 designados...

. ratón del microscopio 2D-260: ¿existe?

Con el tipo ratón de la computadora "C" hacer los usos de siguiente en las localizaciones deseadas: Rebanada; Cortado; parte movible; inyectar las sustancias; expulsar las sustancias en la superficie; estiramiento; muestras de la toma; enviar las señales eléctricas deseadas; alterar el tipo/la cantidad de luz; cambiar la temperatura;

- el ratón con la computadora "C" deja a usuario seleccionar el tipo de actividad en la localización deseada

- Artículo de la exhibición que es visto sobre la pantalla ("S").

- D: k/r (control vía la localización distante (vía t/modem tr) espectador/magnifier/c = manipulante del pedazo de /mouse = de s/eye del objeto estudiado (cortador/motor/papel secante)

. 2D-270; explorador médico 2D-200

. attractor del microscopio 2D-290 - reflector:

Ap: atrayendo o rechazando los organismos, células vía: fabricación de sonidos, de los productos químicos, de los sonidos, de los movimientos, de las vibraciones, de las temperaturas, del etc. sexuales.

AUDIOS DIVERSOS 2D-310/la REPRESENTACIÓN VISUAL/COMPONEN SISTEMAS.

Características opcionales estándar para cada invención electrónica:

- sintetizador, capacidad de transferir la señal al audio o a la videocinta, CD registrable.

- Las señales creadas se pueden sintetizar en imágenes de vídeo. El dispositivo puede imprimir el musical y o las creaciones video en fotografías del color/del negro y del blanco, imágenes o códigos.

- tiene exhibición "S" el demostrar de las señales que son recibidas, cómo se están convirtiendo, almacenado, enviado.

- el sistema sintetiza, archiva en memoria, y corrige todas las señales de cualquier manera que la tecnología ahora permita

- las señales se pueden convertir a también controlan luces según sonidos, ritmos, el etc. correspondientes (eg.: el destellar, mudanza, alteraciones del color vía la rotación de la hoja multicolora translúcida de la empanada, o uso de bombillas coloreadas deseadas, alteración del color ligero por el cambio en las señales electrónicas de los transmisores que generan diversas frecuencias ligeras de la misma fuente general - eg.: la misma pantalla ("S") o bulbo o pieza del bulbo

- las señales pueden crear las vibraciones que corresponden al sonido, al ritmo, al etc, efectuando: cualquie massager portable o inmóvil estándar, eg.: massager de control manual para todo el o cualquier parte cuerpo, asiento, cama, masaje del agua de la piscina del giro, etc. Estos massagers emiten en explosiones, velocidades, ciclos, rotaciones, el etc.

- señales de alertar al usuario de cuaesquiera estímulos externos vía los efectos resultantes uces de los descritos en esta categoría de producto, eg.: notificado de la vivienda que entra de la persona, sitio; fuego; ladrón; problema con el niño - gritando, despertó, alarma del tiempo, teléfono que sonaba, campana de puerta, o cosa activando cualquier llamada para la comunicación o la ayuda con o sin el usuario que sabía el tipo de situación con un código para el tipo situación. Tales señales pueden ser el único propósito del producto, o sean una característica, que interrumpe cualquier otro sistema descrito adjunto u otro (eg.: sistema de la hospitalidad, TV, juego video, etc). También aplicable para los minusválidos físicamente, ayudando saben el what que sucede, o utilizado como la rehabilitación/terapia físicas/psicologicas.

- jugar con el instrumento de percusión del laser (el laser substituye solamente el palillo), los "cojines del tambor" responden a los lasers (cada laser "palillo" que tiene diverso efecto). Libera a jugador de estar en la localización del sistema

- alternativo, el dispositivo se puede hacer en el instrumento manualmente conducido con un "mic opcional" y sin un sintetizador

SISTEMA de la AISLAMIENTO 2D-250: Los altavoces se pueden poner cerca del vigilante, de esta manera usuario pueden escuchar en un volumen más bajo de sonidos, sin tener que sentarse demasiado cerca a la pantalla suavemente radiactiva ("S").

- tv/stereo - > TR sin hilos (transmisor) - > oscilador (altavoces).

EXTREMO DEL ARCHIVO 2.o

CARPETAS DEL DIRECTORIO DE LAS INVENCIONES DE "C"

Contenido para los archivos de la invención de "C":

. 1CE
. 1CI
. 1CQ
. 3CE
. 3CI
. 3CQ
. 4CI
. 4CQ
. Encantos misceláneos de C

Archivo: Peter/A B C/HIELO

ARCHIVO: 1CE

SISTEMA TELEDIRIGIDO del PELIGRO PARA EL MEDIO AMBIENTE 1C-100: ¿<3, 2, 2, 2 Mk? >

Para los artículos que necesitan ser activados en el frío extremo y o los ambientes calientes, y o ésos donde hay el alto polvo y o la arena y o la humedad u otros artículos que pueden interferir con un mecanismo normal del interruptor, eg.: en sauna, regiones de la tormenta de desierto, Siberia.

Se aplica a los productos existentes:

(El uso de los medios de los interruptores allí es una manera para los malos elementos eg.: arena a conseguir adentro)

Se aplica a las versiones existentes de este producto:

. - Direcciones del desarrollo de la patente: encontrar las patentes existentes para los productos básicos y atar ("R") la característica alejada del control. Entonces demostrar cómo este ("R") mecanismo de control alejado se pudo considerar patentable.

Esta ("R") adición alejada del control hace el siguiente: da vuelta con./desc.; efectúa el nivel de operaciones como (la intensidad [tal como volumen, brillo...])

- Aplicaciones 1C-260

- Notas al pie de la página: alejado ("R"); exhibición ("S"); "C"; pp; P.M.; Reino Unido; fecha; todos; punto de ebullición; alerter; oscilador. Ver 1C-26. PATENTES: palabras claves - vía www.qpat de la palmadita 1977-1.97 de los E.E.U.U.:

- (peligro o peligro) y (control alejado del ajuste)

NOTIFICADOR del LASER de la UNIDAD MÓVIL 1C-160: se alerta <4, 3, 2, tren 2> cuando se bloquea la pista próxima. La emisión del laser se refleja de nuevo al tren que significa la manera está clara. Funciona durante día y noche.

- Los trenes se notifican de un bloque para arriba a continuación cuando varios del reflector de la luz laser de la pista del tren/de vehículo se bloquean. También se aplica a el resto de los vehículos automatizados.

- Si la transmisión del laser no se vuelve de varios reflectores sabe de una obstrucción.

- Notificador del laser del tren: El tren inminente transmite el laser a los receptores para arriba a continuación la pista. Cuando hay una interferencia que bloquea la vuelta del laser, el conductor es notificado por la alarma de los sonidos que algo está bloqueando el receptor, cualquier un coche, el sistema del etc. puede aumentar el tiempo de reacción del conductor durante el día o la noche.

. - hay por lo menos dos tipos de receptores, esos ascendentes más cercanos; y ésos en el extremo de una curva (curva) en el tren siguen significar al receptor del laser que éste debe ser el laser pasado dentro del alcance para el tren

. --la manera de la cual se refleja la luz determina.

. - naturalmente puede haber los bromistas (vándalos) que cambian, cambia los lasers, consecuentemente:

--el conductor necesita tomar la decisión final en cuanto a cualquier obstáculo real en pista

--los reflectores necesitan ser atados a la pista y o al carril de tal manera que es casi imposible sacar, y si está sacado se daña el reflector (eg.: el reflector consigue doblado fuera de forma y después suelta su capacidad reflectora)

--uno recuerda que la basura puede cubrir los reflectores, consecuentemente el reflector pudo también ser poco encendido el exterior de cada carril también

. - la altura del transmisor del tren necesita ser ni demasiado baja ni demasiado arriba...

- también aplicable para los coches y otros automóviles. Pueden buscar una tira especial en el camino y alertar cuando se bloquea cerca: otro automóvil, piedra en el camino, etc. (guardarse de la basura - el sistema alertará tan quizá solamente si la obstrucción cubre bastante un grande de un área)

--el reflector puede ser pintura especial (eg.: con muchos reflectores minúsculos dentro de la pintura)

- otros usos: artículos que viajan abajo de las bandas transportadoras; las pistas y el coche de carreras del tren del juguete fija (incluye el camino-carretera plástico

- OTD: exhibición ("S"); C; pp (ajustar los niveles de sensibilidad y de otras materias); P.M.; Reino Unido; el date% (expediente de las subsistencias de cuando está viajado y donde (eg.: con nuestro otro producto basado en los satélites del localizador); básico; punto de ebullición; alerter; oscilador; cuenta (las demostraciones del sistema cómo es bueno un conductor usted está por hasta dónde conductor se desvían de línea señalada).

Nuevo a partir del 5.96:

- Str 12.95 de la búsqueda de la palmadita:

- ((ondas del radar adj3) o laser) y (advertir o alertar o notif) y (movimiento o movimiento o movimientos o mudanza o tren o vehículo o coche o carro o carros)

Actúa como guía del movimiento para las robustezas y otros movimientos automáticamente controlados.

- Evita el disparar: los objetos (no normalmente) en la tierra = se notan por laser = "notifican" = u (usuario) que camina cerca. C (computadora del `) = UIP "analizaba" (el "analizador visual" = qué objetos están normalmente allí, eg.: mobiliario, plantas; pero notifica sobre las herramientas y la basura a la izquierda que mienten alrededor.

--usos: la fabricación/investigación y otras vistas con muchas herramientas y objetos se movió alrededor; hogares con los niños o envejecidos.

--dice u (usuario) cuando es seguro/no seguro caminar: Palmadita de los E.E.U.U.: Sistema de alarma 5406276 del paso de peatones.

- Patentes de los E.E.U.U.: 5465142 5406276 5371581 5314037 5293162 5388048 5467283

El movimiento se altera según la presencia de otros objetos (de mudanza): objeto potencialmente obstructor = "analizador visual" ("sensor" = este laser KN) = "analizador que controla" del movimiento = regulador del movimiento = movimiento del objeto móvil alterado.

--alteraciones del movimiento: los reductores de velocidad o retrasan (no no necesario terminar la parada) en lo referente a: velocidad del otro objeto (y qué se predice para evitar la colisión); el donante de bastante tiempo así

que del objeto percibido (peatón, objeto móvil, coche) puede salir de manera en sus los propios; dar bastante tiempo para el montar a caballo humano en vehículo automáticamente controlado de asumir el control y de dirigir claramente de obstáculo, eg.: conductor despertado de siesta cuando el nivel de la seguridad de vehículo ("cuenta") consigue alto.

<3, 2, SELECTOR INTERACTIVO de la HOSPITALIDAD de 2> 1C-180 PARA las PATATAS del COCHE: Cuando usted le consigue abajo, el proceso de la invención es a menudo mucho más desafiador que siendo puesto en la situación pasiva de observar la hospitalidad previa. Los estudios de la hospitalidad necesitan la ayuda que captura las patatas del no-coche a y pagan honorarios del cable, o consiguen sus anuncios con nuestras funciones programadas del ™ de la información de usuario. Hospitalidad modificada para requisitos particulares.

. Radiar, las difusiones de la película y la otra hospitalidad se anota según sus gustos. Sus preferencias son determinadas por cómo usted contesta al cuestionario del software, y o los programas reales que usted decidía observar. Los espectadores pueden también clasificar programas.

. Opciones del menú:

- Las estaciones se anotan para los multi-usuarios encendido: interesar llano por criterios señalados como valor educativo; contenido llano adulto; violencia; el por ciento del contenido pasado en anuncios; conservador a los niveles liberales del pensamiento; cantidad de interés que tendrá para los pensadores inventivos basados en su tema y o la manera nueva de acercarse el asunto. Una lista puede ser obvia.
- El sistema observa los interruptores del usuario del momento algo más interesante. Analiza porqué eligen que nueva estación. Cada segmento [del programa de la hospitalidad del `] se puede anotar encendido sobre 1000 elementos variables [que efectúan interés del usuario/educación del placer la', el etc].

. Las extensiones creativas incluyen. Foco:

- Beneficios del locutor de impulso.
- La gente de la ayuda aprende, e.g.: el sistema compara el nivel informativo de la demostración, con lo que prueban los espectadores de las cuentas recibidos de tomar en "hechos sobre el mundo" y tal.
- Medios de la no-hospitalidad que anotan.
- Cómo el anotar puede consolidar el pensamiento creativo.

. Más:

Menú selectivo de la estación: Seleccionar fácilmente deseó programa del cable o de la difusión según sus requisitos del gusto.

- Al ver la TV, escuchando la radio, "obrando recíprocamente" con la "hospitalidad", el etc. las preferencias para otras estaciones (basadas en el tipo estilo, modo preferred por el usuario) que cuando voluntad disponible para aparecer en la pantalla (estados el tipo programas/canciones/pedazos disponibles.

--TV: una barra en la parte inferior de la pantalla

--radio: la exhibición ("S") demuestra los números de estación de interés

- existe?: el sistema de radio auto, que deja tipos selectos del usuario de música, deseó según la región. Pues viajan a las nuevas áreas, el sistema seleccionará el tipo estaciones de radio que el usuario quiere, ahorrándolas tiempo de la búsqueda alrededor.

- UIP: memoriza las preferencias de usuario en el sistema y usadas en proceso de selección. La hora/los acontecimientos externos influencia encaminamiento de la compra de componentes de la estación/de la música/de la película/de las noticias/Info la'.

+ O - la orden en la cual las estaciones se ofrecen para la opción pone prioridad en los estilos preferred, algo que la pedido numérica de los canales.

--función: saltos del usuario de la estación a la estación (muestreo hasta que elijan permanecer o saltar después estación).

---A tiempo el usuario irá al final de las opciones del canal (los canales del extremo son el menos favorito).

. ----Si la selección de canales es demasiado grande para el usuario, después pueden limitar el número de canales dentro del lazo de estaciones. Tal limitación se puede hacer vía el número del sistema de canales máximos (puede ser cambiado a partir de minuto al minuto); y o conjuntamente con un factor numérico de la preferencia - por el que haya un equilibrio entre esas demostraciones con altos grados según el "pi" y un número excesivo de estaciones. Si hay demasiadas estaciones en una buena hora; entonces el grado de la preferencia necesitará estar más arriba y también habrá más estaciones a seleccionar de. En las horas pobres, la cuenta de la preferencia se cae así como el número total de estaciones.

- puesto que es difícil juzgar el "uip exacto" para cada usuario: fabricante de película y o código del locutor los elementos del "uip" para sus películas, programas radiofónicos.... Por lo tanto cuando encuentran al usuario para preferir ciertas demostraciones, aunque no lo marcaron en su base de datos del "uip"; la invención por consiguiente anuncio y o las preferencias de la cancelación. Eg.: Los estados de usuario tienen gusto de las películas de la comedia, y tienen aversión romances. En realidad, no favorecen el tipo de productores del humor se están convirtiendo y o están difundiendo, y por lo tanto el usuario no sabe realmente sus preferencias según las opciones del menú de la cultura. El usuario pudo sin embargo percibir romance como solamente siendo clasificado "x", y en actualidad fue encontrado el mirar de tales estaciones del romance (eg.: el romance estaba en el extremo de su lazo de la opción de la estación).

- los abastecedores de las demostraciones de hospitalidad tabulan cambios en las preferencias del vigilante por las producciones próximas futuras los suyos. Algo como el programa del almacén de Safeway en Maryland, juicio de los E.E.U.U. qué productos los usuarios están seleccionando, cuando, y en qué combinación con otros productos, y cómo los sucesos actuales efectúan sus selecciones. Notas del sistema cuando la selección de la preferencia fue hecha por el usuario y o el sistema - el tal ser útil para los productores, y en el juicio de hábitos cambiantes del usuario también.

- D: la estación de difusión envía el código adicional que etiqueta su tipo programa, eg.: clásico o música country - > receptor - > "analizador" - > el sistema (sistema) selecciona y permanece con programa deseado.

- Notas al pie de la página: exhibición ("S"); pp; P.M.; Reino Unido; fecha (de demostraciones); todos; vc; uq; mq.

Str de la búsqueda de la palmadita:

--(televisión o TV o radio) y (seleccionar o elegir o eligiendo o escoger o preferir) y (canal o estación)

- Patentes de los E.E.U.U.: 5361401 + 5323240 - y otros productos relacionados/investigación de Sony + 5317403 531592 5261117 ++ 5466488 TV programaron la señal de la distribución que tenía capacidad para bloquear selectivamente el material sin programar, eg.: anuncios publicitarios (u paga $ adicional cada vez "corregir" ocurre, induciendo a espectadores que miren los anuncios publicitarios = dando por resultado rédito al locutor del espectador o del publicista). 5333091 4605964 4259889 3721757

- Los padres/las comunidades/las compañías/los institutos (clases) pueden restringir qué sus niños/miembros/otros/ellos ellos mismos - el deseo a mirar = Reino Unido deseó parámetros ("corrigiendo")

- "corrigiendo" = entrada de cuaesquiera señales: ()/texto (interruptor del fq de la "hospitalidad" basado) = de: m/locutor/carro/explorador/rc.

- retén apenas las porciones deseadas de programas deseados.

- Str 6.96 disco de la búsqueda de la palmadita del babero: (interactiv o sastre) y (TV o televisión o radio): 5504896 5502504

Televisión interactiva +5446490 con la programación adaptada. 8.95 publicados vía AT&T

Sistema 5319455 para distribuir los anuncios publicitarios modificados para requisitos particulares a los espectadores de TV.

Un str más corto de la palmadita: (televisión o TV o radio) y (seleccionar o elegir o eligiendo o escoger o preferir) y (canal o estación o advertis)

Str de la palmadita: (televisión o TV o radio) y ((diseño o programado) near8 (seleccionar o preferir o elegir) u obran recíprocamente o

sastre). Nota: interactivo trae en el 75% de patentes.

1C-181: SERVICIO DEL GRADO DEL SELECTOR DE CANAL:

A partir del 5.96: Locutores de la tarifa de los partidos privados y otros abastecedores de los datos por cuaesquiera criterios. Selección de canal de la influencia de los grados alternadamente/investigación de los suscriptores al servicio del grado.

- D: los canales/los locutores/los editores/los transmisores = tr/rc = el suscriptor de los códigos del rater combina los programas de los códigos w del rater (con) = sistema de la selección/de la investigación (sistema) (1C-180) = las opiniones de u (usuario) materiales.

¿- KN anterior?

- usos: valor del grado (negocio/educativo/científico) de datos encendido: Internet/difusión (especialmente si no hay autocontrol para su calidad);

--los grados se pueden dar para cada aspecto dentro de cada canal o la vista en Internet: selecciona aspectos de la película o el juego/selecciona diversos artículos que w/in dijo vista en Internet.

--los comentarios del rater = pueden ser (s) visto por = u

. Para Techies: la "ruta", "corrige", "cuenta", %tds, analizador.

+ <3, 3, 4, 4 BALANCEADOR AUDIO AUTOMÁTICO de Not$> 1C-290-083004: El volumen de los altavoces ajusta según donde la persona se sienta. El sistema utiliza el punto central para dos o más personas. Ejemplo: estereofonia del hogar o del coche. Detalles movidos.

+ SEGUIDOR 1C290 y BALANCEADOR AUDIOS: La salida de altavoces ajusta y es equilibrada según su localización con el dispositivo teledirigido. Dondequiera que usted sea, suena como usted está en el medio del sistema de sonido. Camina a su escritorio y goza de similar el mismo anillo - efectos sonoros que usted tenía mientras que delante de una TV (locutores de nacróticos a las masas - no pudo tener gusto de esto).

. Las señales audio-visuales señaladas siguen según UIP (™ programado de la información de usuario), e.g.:

- Los segmentos marcados con etiqueta como anuncios publicitarios se corrigen hacia fuera.
- Ajusta según la audiencia - deteriorada, o el tipo de dispositivo de la audiencia que es utilizado en un o ambo oídos.

. Se aplica a cualquier función audio de la comunicación. Ejemplos: los juegos video educativos, sistemas de entrenamiento de la realidad virtual que enseñan a la compasión a los criminales del núcleo duro, estereofonias, TV, vaina echan. Una lista puede ser obvia.

. Las extensiones creativas incluyen:

- Cuando y o cómo el sistema elige selectivamente funcionar, basado en criterios automatizados. Para los juguetes, los juegos, el etc.
- Consolidar el pensamiento creativo.
- Características adicionales para generar mayor impacto o experiencia en oyentes.

. Según la localización del usuario, los altavoces balancean sus sonidos por consiguiente.

- transmisor del usuario; o el detector de movimiento de los sistemas determina el lugar de personas y decide a qué altavoces necesitan más o menos sonido.

--si hay más de una personas, entonces los balances de sistema suenan según el centro áspero de la gente múltiple

- ap: televisión, radio, cualquie otra música o dispositivo de generación sano

Lo que sigue era el número 1C-050 del producto: Caminata de los sonidos alrededor: continuar oyendo el sonido de lo que usted está escuchando sin importar donde usted entra en la casa o la otra premisa.

- cuando en el teléfono del altavoz ("T"), usted puede continuar hablando a la persona a través de su sitio/premisa puesto que el área cubierta tiene los micrófonos y altavoces múltiples

- cuando la observación de la televisión o el escuchar el sistema de sonido, usted puede oír casi igualmente también sin importar donde usted va. Incluso diversas pantallas del "notificador" de c/tv/(s) pueden ir automáticamente en cuando usted entra en una diversa localización. (La gente ecológico importada no quiere las TV múltiples encendido en la misma hora).

Ap: teatro en donde ciertos sonidos pueden desear ser activado de diversas regiones de etapa

- juegos

- conseguir la información mientras que camina abajo de vestíbulos

- los altavoces pueden ser portables, así como los micrófonos

- pares como sistema de radiobúsqueda en edificios grandes: el sistema (sistema) sabe donde está u (usuario), hence^: difusiones solamente en el área del u; "notifica" u (usuario) allí vía (oscilador, las luces que destellan)

- la posición de la pantalla de la televisión ajusta a la mejor posición por donde están las personas.

- el sistema identifica a persona, localización del animal vía los sensores del movimiento; entonces puede anunciar declaraciones vía altavoces lo más cerca posible su localización

- el mismo producto se pudo también utilizar para difundir vía los altavoces según el control central del producto (no basado en la colocación de seres humanos

Relacionado con el producto 1C-291

- la persona que da une vuelta tiene transmisor el identificar de su localización y o el transmitir de su voz saliente vía su "mic". Mientras que camina la persona, los altavoces cerca de ellos se activan.

- no relacionado con el producto ninguÌ□n 1C-110

. Para Techies: ("R") control alejado del balanceador; pp; P.M.; fecha (a veces el balanceador se programa para eliminar donde está la gente y tiene un equilibrio del sistema que sea necesario); el interactive%; básico; vc; el score%; md; cp; mq; acceso; uip; palmada; distancer.

(véase el diagrama en "papel de las especificaciones de producto")

- Str 6.96 disco de la palmadita del babero: (sonido o audi) y (balanc o (seguir near8 (oyente o persona o usuario))

- Patentes de los E.E.U.U.: sistema de sonido 5386478 teledirigido con el detector acústico.

EXTREMO Del ARCHIVO 1CE

Archivo: UN B C/IC1

ARCHIVO: 1CI

COLECTOR del CRITTER 1C030 - cucaracha pulida:

Fórmulas químicas deslizadizas usadas para la guarnición interna de las latas de basura. Guarda insectos del arrastre de la poder si no es totalmente llena. Esto soluciona los problemas de tener que con frecuencia sacar la basura, especialmente por la tarde.

- Similar en idea a la planta de jarra que tiene pelos que atrapen insectos en su hoyo que se llene generalmente de agua y del producto químico para digerir los insectos.
- La versión no electrónica del producto fue probada, él realmente los trabajos.
- El `modificó los sonidos para requisitos particulares [oscilador] del `, olores atrae [relacionado sexual] insectos señalados. El arreglo para requisitos particulares puede ser basado en lo que analiza la pista de su sensor' es el tipo/el número/el tamaño/los comportamientos de los organismos.

AJUSTADOR de los SONIDOS 1C-040:

- Amplificar el timbre siguiente; la microonda y o el otro zumbador del fabricante de la cocina o de café que significa el alimento está listo; ladrón de la premisa y o alarma de incendio: cuando solamente la audiencia - la persona deteriorada está en el país, o cuando hay un partido grande, o cuando la gente está en el patio trasero de la casa, etc.
- El volumen audio de cada dispositivo entra encima cuando está programado tales individualmente, o cuando es el comando central así que programado, en de golondrina de mar todos los dispositivos conectados para arriba y más bajo su volumen por consiguiente
- Ap adicional: teléfono ("T")
- Para Techies: exhibición; pp; P.M.; Reino Unido; fecha; todos; "mic"; punto de ebullición; alerter; oscilador; cuenta; acceso.

MENSAJEROS VIDEO 1C-070:

- Dejar los mensajes para la persona sobre la cinta video o almacenada en "C". La CRT anunciará mensajes verbalmente y visualmente en un rato preprogramado

Usos: eg.: cuando la mamá quisiera que su cabrito hiciera algo en el tiempo señalado, eg.: decir a su hija poner la empanada en horno antes de que la mamá vuelva a casa de trabajo; decir a esposo cuando usted será detrás casero; dejar el mensaje para el empleado en el trabajo; el presidente puede enviar el mismo mensaje a mucha gente inmediatamente - tiempo del presidente del ahorro y conseguir buen impacto

--Sistema de intercomunicación

- Ver la actividad de la oficina de su dispositivo (también actúa como tipo de seguridad), puede ver quién está en la puerta principal también
- El usuario puede también pedir para conseguir sus mensajes
- Para Techies: exhibición; "C"; pp; P.M.; Reino Unido; fecha; indica la hora y la fecha de mensajes entrantes/de salida automáticamente; interactivo; juguete; todos; hospitalidad; "mic"; synth; mfh; punto de ebullición; alerter; oscilador; vc; cuenta (número de mensajes); carro; teléfono ("T"); teléfono del SP ("T"); tr; MES; fs; cp; mq; acceso; carácter; chapaleta (la grabación activa otros artículos, eg.: estufa de la microonda)

CONTESTADOR AUTOMÁTICO VIDEO 1C-071:

Dejar los mensajes video para la gente en su oficina u hogar. También tiene característica del vídeo interactivo, por el que el usuario pueda hacer preguntas y conseguir más información.

Como un contestador automático del teléfono ("T"), dejar los mensajes audios/visuales en la máquina de otra persona transfiriendo datos vía el alambre o las ondas.

- Todas las operaciones son básicamente similares. Eg.: el aviso saliente se puede recibir vía audio, o audio/visualmente en el dispositivo del llamador; el dispositivo de recepción incita a llamador enviar sus señales de a/v (solamente el audio puede ser aceptado sin embargo también si el sistema del llamador es más limitado).

- Puede trabajar con los teléfonos video actuales más crudos, y con modelos futuros más sofisticados.

Notas al pie de la página:

También actos como un fax que recibe la máquina.

. - si el dispositivo del llamador no permite la transmisión visual, o si hay falta técnica, el sistema trabajará apenas en modo audio

. - ap adicional: recibir los videoclips en cualquier momento de (las demostraciones, naturaleza educacional [el usuario puede pedir de instrucciones detalladas del fabricante en cómo funcionar, reparar, del etc su producto])

. Para Techies: exhibición; "C"; pp; P.M.; Reino Unido; fecha; indica la hora y la fecha de mensajes entrantes/de salida automáticamente; interactivo; juguete; todos; hospitalidad; "mic"; synth; mfh; punto de ebullición; alerter; oscilador; vc; cuenta (número de mensajes); carro; teléfono ("T"); teléfono del SP ("T"); tr; MES; fs; cp; mq; acceso; carácter.

CONTROL de LUZ de TEATRO 1C-101:

- relacionado con un producto del HACHA

- caminata sobre la etapa y sin iluminación del disparador del público que sabe diversa - ahorra en costes de trabajo del ser humano para moverse y apagar se enciende. También se aplica a los interruptores ligeros normales.

Se aplica a las versiones existentes de este producto:

- Direcciones del desarrollo de la patente: encontrar las patentes existentes para los productos básicos y atar ("R") la característica alejada del control. Entonces demostrar cómo este ("R") mecanismo de control alejado se pudo considerar patentable.

Esta ("R") adición alejada del control hace el siguiente: da vuelta con./desc.; efectúa el nivel de operaciones como (la intensidad [tal como volumen, brillo...])

. Para Techies: alejado ("R"); exhibición; "C"; pp; P.M.; Reino Unido; fecha; todos; punto de ebullición; alerter; oscilador.

FUNCIONES de CONTROL del TELÉFONO 1C-102 ("T"): el activar: teléfono de altavoz, control de volumen para la voz entrante o saliente, botón del asimiento

Se aplica a las versiones existentes de este producto:

- Direcciones del desarrollo de la patente: encontrar las patentes existentes para los productos básicos y atar ("R") la característica alejada del control. Entonces demostrar cómo este ("R") mecanismo de control alejado se pudo considerar patentable.

Esta ("R") adición alejada del control hace el siguiente: da vuelta con./desc.; efectúa el nivel de operaciones como (la intensidad [tal como volumen, brillo...])

. Para Techies: alejado ("R"); exhibición; "C"; pp; P.M.; Reino Unido; fecha; todos; punto de ebullición; alerter; oscilador.

SONIDOS ACTIVADOS MOVIMIENTO 1C-103: Los cajones de la abertura, cajas, ventanas, puertas con o sin un sistema adicional/opcional de la cerradura con una combinación necesitaron

Se aplica a las versiones existentes de este producto:

- Direcciones del desarrollo de la patente: encontrar las patentes existentes para los productos básicos y atar ("R") la característica alejada del control. Entonces demostrar cómo este ("R") mecanismo de control alejado se pudo considerar patentable.

Esta ("R") adición alejada del control hace el siguiente: da vuelta con./desc.; efectúa el nivel de operaciones como (la intensidad [tal como volumen, brillo...])

. Para Techies: alejado ("R"); exhibición; "C"; pp; P.M.; Reino Unido; fecha; todos; punto de ebullición; alerter; oscilador.

AYUDA de la DESVENTAJA 1C-104: Páginas de torneado en el libro para el interno inválido o con el brazo quebrado; gente con ciertos tipos de artritis...

Se aplica a las versiones existentes de este producto:

- Usos para nuestras invenciones relacionadas: encontrar las patentes existentes para los productos básicos y atar ("R") la característica alejada del control. Entonces demostrar cómo este ("R") mecanismo de control alejado se pudo considerar patentable.

Esta ("R") adición alejada del control hace el siguiente: da vuelta con./desc.; efectúa el nivel de operaciones como (la intensidad [tal como volumen, brillo...])

- Para Techies: alejado ("R"); exhibición; "C"; pp; P.M.; Reino Unido; fecha; todos; punto de ebullición; alerter; oscilador.

1C-161-083007 El OJO de "C": El producto memoriza el ambiente y sabe moverse o funcionar dentro de él.

- Unidad móvil (eg.: el tren, automóviles, aeroplanos, naves (según las estrellas, al atracar en número señalado del puerto y del muelle, el etc) puede también utilizar las cámaras infrarrojas (cuando la visión real diferencia de la visión preprogramada [qué sistema de la cámara se ha entrado para esperar considerar] que se apaga una alarma; calentar la detección de las cámaras que detectan para los coches, los ciervos, el etc.

. - los sistemas concurrentes múltiples reducen las posibilidades del error, por lo tanto éste y otros sistemas pueden acompañar 1C-160 en circunstancias limitadas.

- futuro: los coches que viajan abajo de las carreteras, del etc sabrán si algo es inoportunamente si la representación visual es diferente: usos: recorrido común; mantenimiento de la calle que comprueba para saber si hay muestras que falta, luces, seguridad culpable que se atrinchera, etc

--uso para los automóviles en los caminos en el futuro para: automóviles a continuación, rocas en el camino...

--el sistema puede dirigirse en bosques, selvas, caminos de tierra, espacio, edificios, el etc. analiza cualquier visión desconocida pidiendo su "C" para comparar la visión extraña con toda su memoria, después el sistema sabe actuar por consiguiente

---el sistema puede moverse en territorio totalmente nuevo cuando su "cerebro" (computadora) puede actuar como un ser humano y saber responder a cada visión, eg.: sabe los diversos requisitos de movimiento para un charco de la calle del charco de un camino de tierra; o un cometa de otro objeto que vuela sabido; o hierba mojada corta, de la hierba seca alta; tipos suelo; etc.

- requiere memoria extensa de "C"

O-Si el analizador es inmóvil, se utiliza para analizar lo que ve y después actúan por consiguiente. ¡Muchos usos!

- Eg: identifica a gente mientras que ella entra, si no reconocen a la persona no puede entrar; los retenes hicieron incorrectamente los productos, piezas; búsquedas y artículos de los hallazgos; hace la fabricación pudiendo ver; etc.

SISTEMA ALERTER de la HOSPITALIDAD 1C-200:

Programar los sistemas de tv/cable/music del usuario para alarmar a usuario cuando: medir el tiempo del tiempo designado de los golpes; anillos del teléfono ("T"); persona en la puerta (el timbre se enciende)

- el producto que desarrollamos sería vendido como parte de un sistema más grande
- existe: producto de la hospitalidad cuyo volumen cae cuando el teléfono ("T") suena

Nota al pie de la página: pp; P.M.; fecha; hospitalidad; alerter; oscilador; vc; cuenta; UIP.

ACTIVADOR de la CRT 1C-280:

Se activa la pantalla de la TV cuando la persona se está colocando en frente y o está viniendo hacia la pantalla. La "c" puede/puede no permanecer encendido. Ahorra energía en los tiempos conscientes ecológicos.

- Las pantallas pueden estar para el hogar, terminales de exhibición públicos - eg.: horario del aeroplano
- los sistemas pueden apagarse si no hay cualquier persona allí durante 2-8 minutos
- reduce desgaste y el rasgón en la pantalla
- similar a la idea que la pantalla se encienda en el tacto de un botón
- el sensor que detecta la presencia de persona activa la pantalla vía: estándar - detectores de movimiento
- ap: consigue las atenciones de la gente cuando está girado, útil para las ventas...; personaliza la sensación de las computadoras para el público; las direcciones que dicen a gente donde está algo (algo substituyen la sensación personal del tener recepcionistas costosos)

O-puede poner en palabras la información; tiene función del reconocimiento de discurso que las guías "C".

- Para Techies: exhibición; "C"; pp; P.M.; Reino Unido; fecha; todos; "mic"; mfh; alerter; oscilador; vc; cuenta; teléfono ("T"); MES; fs; cp; cm; uq; mq; acceso; uip.

MEDICIÓN 1C-320 De la TEMPERATURA:

La taza del café/de té, vidrio cambia colores y o su exhibición demuestra la temperatura - toda de acuerdo con la temperatura del contenido.

- Bueno para los envases que sirven los alimentos para niños; los ancianos que pueden no desear arriesgar el quemar (especialmente el senil); esos invalids en hospital, el etc.

- No se aplica a las cucharas que miden temperatura: este producto fue investigado, resulta ya no claro.

- Para Techies: exhibición; portable; punto de ebullición; SP; cp.

ARCHIVO 1CI del EXTREMO

Archivo: UN B C/ICQ

ARCHIVO 1CQ:

ALARMA del ACTIVADOR 1C-060:

La unidad central activa deseó productos según la hora fijada por el usuario. El tiempo de la alarma es alterable sin el reajuste de las alarmas para estos productos.

. - eg: Despertar por mañana al producto electrónico, eg.: televisión que se enciende.

. - puede alarmar activan los productos individualmente o vía unidad central (esta unidad puede dejar al usuario selecto se desean qué artículos y en qué horas)

--los artículos pueden encenderse automáticamente o estar listos el cierto número de minutos después de la alarma usada para despertar a usuario

- los productos siguientes se pueden activar por consiguiente:

--microonda (artículo querido puesto en allí noche antes, despertando al desayuno caliente...); alistar al volver a casa

--el agua caliente de la bañera está lista en la temperatura deseada

--secador eléctrico (porque la ropa permanente, especialmente la prensa permanente necesita ser sacada enseguida cuando está terminada para reducir arrugas.) El ajuste aquí se puede activar para comenzar y final cualquier momento se espera que al usuario vuelva a casa (de compras, trabajar...).

--computadora: el sistema puede incluso tener el software y la impresora deseados para arriba y alistarlos.

- ap: los siguientes también se activan a su estado deseado: saunas

PARA TECHIES: alejado ("R"); exhibición ("S"); pp; P.M.; Reino Unido; fecha; todos; hospitalidad; oscilador; vc; cp

1C-050 y 1C-120 CALLAN la VECINDAD: Silencia animales ruidosos en vecindad vía las ondas acústicas inaudibles al oído humano. Los sonidos del dispositivo inducen a animales que dejen el área y o reduzcan sus emociones agresivas.

- Paz - silenciador animal: Callar abajo los perros, los gatos y los pájaros ruidosos en su jardín o vecindad.
- causar los organismos indeseados a llegado a ser más reservado y o dejar el área emitiendo las frecuencias del aire que hacen las callarse abajo y o licencia. Tales frecuencias se pueden diseñar para influenciar cualquier otro efecto posible, eg.:

--ser más relaxed, más o menos hambriento, más o menos sexual agresivo, morir o más largos vivos, mejoran salud...

¿- su vecino tiene un perro ruidoso, o usted desea reducir su ruidosidad? Emitir simplemente los sonidos que enseñan al perro a reducir su descortezamiento

+-dogs que raspa automáticamente da lugar a: 1] sistema que genera la respuesta saliente, puesto que su receptor oye el descortezamiento; o] el usuario 2 elige manualmente activar el sistema

- las emisiones pueden ser: los sonidos dentro y fuera de la gama de audiencia de un ser humano tal como descortezamiento de ciertas variedades y o de "C" generaron los sonidos de tonos/de las frecuencias monótonas, múltiples, de los etc que son desagradables para los animales.
- establecimiento científico de los datos de la necesidad: qué sonidos disuaden el perro que raspa y está "probablemente con buena razón" no un peligro a los animales domésticos, a los seres humanos o a las plantas comunes.
- los vecinos con sus perros ruidosos no necesitan saber el sistema son en funcionamiento
- del uso en laboratorios científicos también
- se aplica a cualquier otro organismo: animales (pájaros indeseados, gatos que luchan, etc), insectos (grillos - a menos que usted tiene gusto de su sonido), etc.
- el primer sistema emite sonidos para reducir su agresividad, si éste falla (el "mic" del sistema - > analizador de sonidos) determina si los ruidos han parado, y si no intenta el modo sano opcional siguiente: induce al animal que deje área. El tipo sonidos es automático o controlado por el usuario.

+ verbalmente dicha la tecnología existe, pero el uso pudo ser único.

. Para Techies: alejado ("R"); exhibición ("S") (tipo de las demostraciones de sonido por decibelios, etc); pp; P.M.; Reino Unido; fecha (expedientes cuando los sonidos se hacen, como evidencia de la policía, de cortes para quejarse por animal ruidoso); todos; "mic"; portable; punto de ebullición; alerter; oscilador; vc; cuenta; tgh (hace sonidos para ahogar hacia fuera el tipo de malì□n ruido); carro; cp; uq; uip.

1C-170 NOTIFICADOR - alarma video: Una representación visual y o de respuesta audible entra efecto cuando el anillo siguiente: la puerta, teléfono, alarma del reloj, contador de tiempo del alimento, partido va encima de la calzada de la vivienda.

1C-210 PANTALLA - CRT del holograma: para la televisión y o la representación gráfica de computadora, el etc.

- acompañar con música, eg. para el gráfico - vídeo musical

GENERADOR SALIENTE de SONIDOS 1C-230 - generador de la voz: Convertidos afinados en palabras a la voz. Y el versa de la visa, debe existir: palabras habladas en el texto.

- Registrar la voz de una persona que hace muchas sílabas. Entonces el sistema generará las oraciones deseadas basadas en los pedacitos de la voz de sílabas registradas.

--usando un vocabulario muy grande sobre de 20.000 palabras, el sistema puede tener cerca de discurso natural.

---el conocimiento del sistema de la gramática lo dejó generalmente saber donde están los acentos correctos en la oración, eg.: la conclusión de la oración en una pregunta se trata diferentemente.

- La voz de registro de amigos y o de otros, y el sistema pueden entonces alterar las voces en gran parte de modo que la voz de la persona registrada aparezca ser generado del discurso deseado

. - tal entrada de la voz puede necesitar ser hecho diferentemente según el nivel de tecnología deseado:

. --requieren al locutor indicar cualquier número de sílabas, "C" entonces genera sonidos por consiguiente

--la computadora estima el tipo de voz que recibe (según su software, que clasifica voces por el tipo y entonces el "tipo voz" es una vez resuelto, después puede sintetizar sonidos para resolver las diversas características de la voz del altavoz

- el usuario selecciona el tipo de la lengua, del acento o del otro patrón de discurso/estilo, de sexo o de tipo carácter (eg.: jefe, madre, vendedor...) deseado

O-traduce idiomas: mecanografiar adentro el texto en cualquier lengua, después señalarlo que el discurso de la lengua se deba hacer adentro

- sintetizador: el usuario sabe hablar en el texto deseado para outputted en la voz alterada

- Nota al pie de la página: exhibición ("S"); pp; P.M.; Reino Unido; fecha (cuando las grabaciones deben ser jugadas, longitud de época de grabaciones,...); interactivo; educ; juguete; todos; hospitalidad; "mic"; synth; portable; sst; impresora; mgh; punto de ebullición; oscilador; vc; carro (idiomas, música de fondo/sonidos)...; funciones con los dispositivos de las telecomunicaciones; fs; uq; mq (eg.: qué lengua); tener acceso (si el audio está para el lanzamiento público)

- ap: dispositivo que traduce portable (llave adentro y habla para usted); tutoring, dirigiendo, sistemas educacionales; conseguir la información audio sobre líneas del teléfono ("T"); ayuda para el sordo

. PATENTES: las palabras claves buscaron vía www.qpat de la palmadita 1977-1.97 de los E.E.U.U.:

- (la voz o el sonido o el discurso o hablan) y (convertido o translat) y (computadora o software o eléctrico) no extranjero

SINTETIZADOR de la CARICATURA 1C-240:

Incorporar la imagen visual del carácter (ser humano, historieta, etc) y entonces ordenar/modificar la imagen para requisitos particulares al acto según deseos: la sonrisa, risa, caminata, salto, guiña el ojo.
- programa en el texto que se hablará y fregaderos del labio del carácter entonces (los labios se mueven en el movimiento de los sonidos para cualquier lengua sabida [o inventó lengua]). ¡Ahorra cantidades enormes de tiempo y de problemas!
- también se aplica a los animales, caricaturas de la historieta, cualquier otro gráfico
- aplicaciones numerosas: personajes de dibujos animados pronunciar discursos en el disco; utilizando las personalidades famosas para las cuales han consentido los derechos reservados de sus imágenes que se utilizarán cualesquiera propósitos, especialmente considerando pueden estar demasiado ocupados hacer todo personalmente, eg.: tienen un lema estándar e insertan el nombre/la dirección de la localización particular de la dirección de un almacén importante particular

SEGURIDAD MODIFICADA para requisitos particulares 1C-260: ("R") interruptor de seguridad alejado del control: La maquinaria peligrosa es desactivada por un observador distante, si algo es incorrecta. El analizador anota los niveles de la seguridad basados encendido: sensor, analizador del comportamiento, y boquete en el conocimiento requerido para utilizar el sistema con a lo que ha enseñado la guía usuario.
- si el usuario utiliza un dispositivo y hay un peligro evidente de el cual el usuario los mayo o mayo no saber, el observador distanciado puede apagar la maquinaria y o enviar cualquier otro tipo de señal al usuario de ser consciente del peligro y o de necesitar divertir su atención a una cierta otra materia que no sea peligrosa
--alertar a usuario se puede hacer vía: el apagar o rechazo (reducción/retraso/etc) de la máquina del usuario
--el chasquear de luces en sitio; una señal sonora en la máquina; luz que destella en la máquina; etc
Ap: trabajo con electricidad; trabajo con los animales peligrosos; corte de árboles grandes y de otros dispositivos del corte y de la perforación; usar la otra maquinaria peligrosa; etc
- cuando el sistema se ha utilizado más allá de la hora máxima para el usuario particular, el sistema advierte el usuario u otro partido para que ese miembro pare el usar del dispositivo
- Notas al pie de la página: alejado ("R"); exhibición ("S"); "C"; pp; P.M.; Reino Unido; fecha; todos; "mic"; punto de ebullición; alerter; vc; cuenta; cm; uq; uip.

EXTREMO Del ARCHIVO 1CQ
Archivo: Un B C/3CE
ARCHIVO: 3CE

+ contadores de tiempo automatizados del cocinero 3C141: <4> <2#, 2#>
El sistema analiza cuando los alimentos se cocinan completamente al nivel deseado. Llaves del usuario en el tipo alimento, y tamaño (eg.: carne asada gruesa de los 5cm), y deseado llano de cocinar (eg.: pozo - hecho). El

termómetro colocado en alimento debe alcanzar temperatura mínima/máxima sobre cierta duración, en golondrina de mar que el alimento se juzga listo, el usuario notificado por la alarma o el paginador. El calor puede [automáticamente] ser reducido para calentarse cuando el alimento está listo. Paginan el cocinero cuando el alimento está listo. Es ideal para las aves de corral y los platos grandes.

- el horno puede refrescarse abajo algo si el termómetro pasa por encima temperatura deseada. Utilizar uno o más termómetros con este fin. el sistema (sistema) "analiza" la mejor temperatura para el alimento a través del curso del ciclo de cocinar, eg.: el calor pudo ser más alto en el principio (trampa en jugos de la carne). sistema (temperatura del horno de la banda)/u (usuario) del sistema (w w5) (y qué temp en la cual tiempo en ciclo).

- Telecontrol que cocina el "analizador":

- (versión "alejada") cuando la porción interior de alimento ha cocinado hasta el nivel requerido

- Métodos:

+ un termómetro insertado en el centro del alimento, significa cuando el alimento se cocina completamente

- Patentabilidad. Existe: el plástico hace estallar fuera del pollo, usuario después sabe que el pollo está listo. La porción del paginador aparece patentable, así como "analizar" y los modos "interactivos" [que alteran las temperaturas para la situación automáticamente].

- el horno cambia temperatura en las horas ideales, eg.: cocinar el pollo en una temperatura más alta en el principio es cierto método. Eg.: u (usuario) banda = C (computadora) del `(tipo alimento, tamaño, receta, etc de k) = cuenta (contador de tiempo, tds) = notificador.

. - Cada alimento, eg.: cocineros del pollo diverso debido a: volumen de pollo (más grande dura para conseguir caliente)

- "Nr": La señal se envía a una alarma cerca de la estufa, o al usuario con su receptor inmóvil o portable, y o el dispositivo de cocinar alarma o hace el aviso o el código de las señales sonoras para el estado.

. - programar el transmisor para alarmar después de que su temperatura haya estado sobre cierta temperatura mínima más allá de cierto plazo. Si el alimento/horno consigue más caliente que el mínimo, después el plazo antes de que se reduzca el alarmar. Puede conseguir un más caliente debido a: cambio de la temperatura por u (impaciente); horno que funciona incorrectamente.

. --la programación pudo ser hecha colocando el transmisor en: un dispositivo más grande con su teclado, "S", etc. D (dibujo): u=k=c (analizador, s, interruptor (software) (menú de las opciones del alimento, opciones del tamaño del alimento, cómo el alimento quiso cocinado, etc)) = TR (transmisor) (transmisor) ()/regulador de temperatura (del alambre/de la radio del horno) = termómetro (temperatura del tr (alimento del interior) a c)/calentador (del horno) (EL, gas)

+ también: hacer estallar hacia fuera el artículo pudo ser disponible y cuando hace estallar, hace un sonido particular que active la alarma. Permite que el fabricante inserte tales poppers baratos, no electrónicos. D (dibujo): sonido o señal que hace estallar/otro que crea el dispositivo = el sensor (mic) = analizador = C (computadora del `) = pager/nr.

. --los consumidores pudieron conseguir la alarma libre después de que la "compra de ahorro selle" en el 2582 paquete de cada artículo. Los trabajos del dispositivo que hacen estallar con o sin (el usuario ve la cosa hecha estallar hacia fuera...) alarma.

- el calor puede ser apagado automáticamente o ser reducido (mantener el alimento caliente) cuando el alimento está listo.

. Para Techies: "R"; "S"; pp; P.M.; fecha; tds; todos; "mic" (para el tipo sonidos que identifica el progreso del alimento); "M"; alerter; oscilador; vc; cuenta; cm; uq; mq.

- D: contador de tiempo de cocinar automático 3C141 =

ACCESO (evita que los cabritos usen el sistema)/CÁMARA (jueces visuales del analizador cuando el alimento está listo)/CARRO (interruptor para el tipo alimentos)/PALMADA (el horno de la vuelta con./desc. o altera temperatura)/FECHA (el contador de tiempo controla cocinar el ciclo)/s (pantalla) ()/EDUC (enseña a cómo cocinar/sistema del uso; q)/K ()/M (base de datos de la receta del alimento)/MIC ()/MES (girar el horno de la posición remota, vía c) MQ (usuario de los avisos si el req del u aparece impar/impráctico)/MULTIUSOS (memoriza uip de cada u (sus gustos de cocinar, eg.: la persona #5 tiene gusto del pollo cocinado más de largo que la persona #82). Acceso determinan diferencia entre U.)/NOTIFICADOR (tiempo a cocinar partida/parada)/OSCILADOR ()/banda ()/Q ()/R (`teledirigido) ()/CUENTA (alimentos del pasado comidos (para los propósitos de dieta))/SENSOR (termómetro)/ANALIZADOR de SONIDOS (los sonidos de cocinar el alimento (ayudas) determinan cuando está listo, eg.: mayor salpicando de aceite por 175% demuestra su listo)/DISCURSO ()/ESTADO (hasta dónde alimento de listo; qué está sucediendo (w5 del alimento); información alimenticia (y cómo cambia a través de cocinar el ciclo))/TDS ()/T (llamadas u cuando) listo/UIP (carro) del alimento.

- D: calor cambiante del alimento - > termómetro - > sensor = analizador = tr/rc = C (computadora) del `(interruptor, uip) = s/pager/osc/[mecanismo controller->heating] del calor /r/k/ MES m

- Otras cosas que necesitan el nr cuando están listos: los productos químicos han cambiado como señalado (del experimento), cualquier otra condición requerida han sido envase interior resuelto según lo medido por ""/"del sensor analizador".

- str de la palmadita: (cocinero u horno) y (analy o alarma).

-5341728 patente de los E.E.U.U.

. - qué cocinaron, y bajo qué circunstancias:

cualquie tipo de: carne, cazuela, etc; cocinero vía modo lento [comienza automáticamente anterior [mientras que u está en el trabajo]] para cocinar de la baja temperatura; si u no vuelve el sistema del home= (sistema) ajusta el alimento automáticamente cuando: 1] alimento se cocina bastantes; 2] u no volvieron 30 minutos antes de que su listo y [u programado] cocinar cambiados al modo de la baja temperatura puesto que u (usuario) no quiere el alimento listo cambiado al modo caliente para mantener el alimento caliente.

+ ver "para reaccionar": el sistema responde y "obra recíprocamente" con un arsenal diverso de acontecimientos según lo programado.

. PATENTES: las palabras claves buscaron vía www.qpat. Palmadita 1977-1.97 de los E.E.U.U.:

- los tirones demasiadas patentes a menos que estén enangostados por el año de patentes buscan.
(alimento o carne) y (cocinero u horno) y (páginas o paginación o estudio o estudios o analyz)

la fantasía del agua 3C400 juega el ™: + <3or4, 4, 2>

Los niños pueden desnatar la invención a lo largo de la superficie del agua de la piscina. El agua es forzada a través de los tubos de la invención, y aplasta en el aire. Encajar a presión la invención hacia una diversa forma y crear las nuevas formas del agua.

. Los sonidos interesantes se activan según la forma actual y la intensidad de la invención del agua que aplastan a través de sus tubos. Cada sensor del agua tapa adentro el módulo crea sus propios sonidos. Manera de la diversión para que niños aprendan cómo pueden controlar los elementos de su ambiente.

. Extensiones necesarias para incluir:

- Utilizar la fuerza del agua de la invención para accionar los adminículos a base de agua. ¡Una fuente energética alterna para los juguetes, más.!

- Las formas del agua crearon: el paraguas tiene gusto de la fuente; burbujas de aire en el agua. Usos: juguetes de giro; la fuerza del agua difunde el alimento de pescados u otros elementos en el aire, o debajo del agua; ¡más.!

los dispositivos de +-Protection contra los cabritos que mandan el agua demasiado lejos, como ella pueden aterrizar en gente u objetos secos.

+-Attach a cualquie dispositivo o vehículo móvil del agua, eg.: tablero de resaca, barco de vela, o a la parte posterior de un snorkeler.

. Cuando las corrientes o los movimientos, hacen sonidos interesantes debido a la forma de los túneles de agua o los micrófonos y los sintetizadores. Método para arrojar a chorros el agua sin usar el disparador de la mano, juntado con el sintetizador posible que emite sonidos según cómo se está arrojando a chorros el agua.

- El micrófono (necesario si los deseos de u (usuario)) a coger en salpicar el agua, en golondrina de mar sintetiza los sonidos y las difusiones más ruidosamente que salpicar real.

. Otros métodos para generar sonidos del agua:

-/agua que soplan vía el dispositivo para producir burbujas.

--los dispositivos incluyen: paja; agujero; el otro (agua/viento) instrumento musical jugó con agua; instalado tubos en agua o aire (bajo alta presión), eg.: de la manguera del agua de la casa o de la bomba de aire común.

. - insertar y mezclarse con el agua que atraviesa el dispositivo: colorear los dados; aire (burbujas); calentador de agua...

. - Cuando en baño, la mujer creativa puede salpicar un poco, y ésta hace sonidos encantados interesantes.... más interesante y divinamente que un baño de burbuja

- los sonidos también se hacen según cómo se generan los sonidos mientras que toman la ducha; agua corriente; fuente de agua (en jardín, fuente de consumición); arroyos (próximos).

. - también "synth"/sonidos de las máscaras (kn Soundbuster/ruido que cancela los dispositivos) de: naturaleza (pájaros); sonidos del fastidio (perros, tráfico, contaminación sana de interior (refrigerador, voces), la mayoría del todo lo demás banda (por u/mf)

- D: fantasías del agua 3C400 =

BALANCEADOR ()/BVA (para la caracterización: el sistema (sistema) identifica vía tipo del analizador de sonidos de fuente sana, eg.: pájaro)/C ()/CARRO (cómo sonido alterado/synth/uip)/COMPOSICIÓN ()/LOCALIZADOR (el synth en efecto solamente donde u va/viaja vivienda de w/in)/M (analizador de sonidos)/MIC ()/MQ ()/MULTIUSOS (el sistema juzga identidad de u (usuario) vía los sensores: peso corporal (en baño) y o: tienen acceso, agua temp seleccionado, hora sistema utilizado)/NOTIFICADOR ()/OSCILADOR ()/banda ()/Q ()/R (`teledirigido) ()/CUENTA ()/SENSOR ()/SONIDO ANALIZADOR ()/DISCURSO ()/ESTEREOFONIA ()/SYNTH ()/TDS ()/UIP ()/VR ()/WA ().

. PATENTES: las palabras claves buscaron en www.qpat. Los E.E.U.U. abstraen 1977-1.97:

- agua y (el sonido u oye o escucha o audi) y (arrojar a chorros o kim o empujar o arrastrar o forzar o el forzar o juguete)

. agua Squirter del ejercicio 9G100: Plástico plano que es desnatado a través del aire de las fuerzas superficiales del agua en el aire vía los pequeños agujeros. Mayores resultados del ejercicio en un flujo más agua-aire. <3, (1.5-pat, 3 mk), versión simple de 1.5 pat>

- plástico de la onda a través de la superficie del agua - > los apretones de la presión de agua entonces arrojan a chorros a través el agua lejos - > vía embudo. Mayor es la presión de agua (velocidad más el dispositivo de la profundidad está debajo de superficie del agua) que más lejos el agua arroja a chorros lejos.

¿- técnico viable?

--D: agua < - un extremo más pequeño del extremo abierto del agujero del embudo móvil = del agujero del embudo - > agua que arroja a chorros hacia fuera. Barato para producir.

- la pieza estrecha del embudo se puede mover/atar al tubo movible - > el agua arroja a chorros en direcciones de diferenciación.

- Para Techies: las ayudas para que el dispositivo sea cierto nivel de profundidad debajo de la superficie para maximizar la cantidad de agua arrojaron a chorros por la unidad de energía usada para empujar el dispositivo. N (invención) es pedazos del "juego": jugado entre los jugadores humanos. +Attach a los juguetes de los deportes de agua. Esta N (invención) puede ser juguete: barco, mano, pies, aletas, tabla hawaiana, paleta, rueda de agua.

JOYERÍA SOLAR 3C420: <2, 3, 2, $> calienta para arriba en el invierno vía energía solar. Más interesante para los adolescentes que la joyería estándar.

+ los costes de fabricación demasiado arriba para el mercado del precio llevarían.

- calienta para arriba en invierno y las ayudas guardan le, los oídos, el etc se calientan. El panel en la joyería, la ropa, la joyería del etc. pudo incluso almacenar energía y hacer los sonidos, música previa, actuar como instrumento musical.

¿- La versión de la microonda calienta para arriba también, patentable?

- el artículo fue combinado con 4A280
- Activado por la combinación de aire exterior ligero y frío
- el nivel real del calor no pudo ser demasiado grande, sino es no interesante menos; no requiere las baterías
- es fresco en verano
- el cambio de temperatura es activado por el contacto con el producto químico u otras características corporales de la piel humana
- aplicable a otros artículos usados por los usuarios: zapatos, sombreros; (pantalones, camisas, chaquetas, algo usada sobre cuello, eg.: mecanografiar la bufanda...)
- probablemente salidas: aparatos de la calefacción con pilas para la ropa.

. Para Techies: fecha; todos; ejercicio (subsistencias usted refrigerador); portable; punto de ebullición; SP; carro.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1977-1.97 www.qpat:

- (energía solar del ajuste) y (joyería o paño o sombrero o chaqueta) y (el calor o se calienta)

ARCHIVO 3CE del EXTREMO

Archivo: Un B C/3CI

ARCHIVO: 3CI

PRODUCTOS DE LA CHAPALETA: Los puntos siguientes iniciales a desactivar y o a activar según conceptos dentro de invenciones asociadas incluyendo ésos en el archivo 2-A que funcionan aplaudiendo. Ver la chapaleta ofrecer también. Cuando se aplauden las manos las acciones siguientes pueden ocurrir. "Chapaleta" = "R" (dispositivo teledirigido). Sonido - > analizador de sonidos - > reacción - > la función accionó.

. llamadas entrantes/salientes del teléfono del altavoz 3C-010 (; marca (ciertas palmadas señalan dígitos del número de "T")

. puertas 3C-020: abrirse y cerrarse físicamente; sus cerraduras

. Identificación C-030: cada persona que camina compra hace su código verbal y el sistema de "C" registra quién era. Aplicaciones: localiza donde la gente pudo estar... Movido a la "pista"

. 3C-040 abre la puerta del animal doméstico para el perro o el gato que busca in/out to/from jardín. O el sistema pudo responder simplemente a la corteza del animal o meow o rasguñar o empujar. El sistema no pudo también permitir la operación en ciertas horas...

. 3C-050 giran la ducha o el baño. El sistema sabe ya en qué temperatura usted quiere su agua aplaudiendo.

- pre-seleccion la temperatura del agua deseada no es patentable por sí mismo

. 3C-060 que gira la televisión, VCR, estereofonia de la música aplaudiendo

OTRAS IDEAS (algunos abajo pueden utilizar la "chapaleta"):

BATERÍAS SOLARES 3C-080:

Dejar el dispositivo hacia fuera en el sol, y carga automáticamente para arriba vía energía solar. O la fuente de energía tiene células solares grandes y almacena la energía que en golondrina de mar se puede dar a los productos portables cuando ella está conectada por el tiempo requerido (como tapar en electricidad); o el dispositivo portable se debe tapar en este dispositivo solar y después los dispositivos recogerán la energía del sol y la transmitirán al producto portable simultáneamente.

- baterías ellos mismos cuando está ido en recarga del sol ellos mismos sin la necesidad de cualquie dispositivo de recarga - todo es un producto. Considerar sobre la calefacción en el sol también. Esto pudo ser bueno, incluso si lleva una semana o más la recarga.

. --simplifica las cosas para el usuario si tienen muchas tales baterías. Tales baterías pudieron caber solamente ciertos productos debido a la forma infrecuente. Grande para los productos ecológicos también.

- OTD: "S" (las demostraciones nivelan de carga en batería); juguete; portable; SP; cm.

ACTIVADOR TELEDIRIGIDO de los SONIDOS del JUGUETE AL AZAR 3C-100:

El control de "R" activa el siguiente:

+ el botón cuando está presionado causará la pista del tren que cruza para sonar a continuación, y cercano la puerta, luces de la pista del tren del flash; luces del tren de destello... Diversos sonidos y o las acciones ocurren (cuando se presiona R (`teledirigido)).

- el transmisor puede también causar el siguiente en el dispositivo del receptor en un arsenal diverso de juguetes:

luces que destellan; "s visual" que demuestra palabras o gráficos; movimiento físico, eg.: abriéndose/puerta de cierre, bola que cae para solar, etc

- el transmisor puede transmitir presionando del botón, o siempre que se mueva (interior tiene un detector de movimiento)

COJÍN de TACTO del TELÉFONO 3C-120:

Presionar el cojín suave y la manera de la cual usted la presionó se transmite al receptor. Esto permite algo más cercano a contacto físico mientras que habla con sus amigos. Solamente popular para las culturas razonables

- el tacto superficial de las manos se diseña para maximizar placer humano, y reduce cualquier sensación de la humedad.

- si la otra persona presiona, usted puede presionar en el mismo punto también. Esta tensión agradable permite que el más fuerte de las dos personas fuerce detrás a la otra persona - apenas como dos manos que juegan junta.

- Nota al pie de la página: P.M.; todos; juguete; ejercicio; cr y cp; "T".

FABRICANTE de CAFÉ MÓVIL 3C-150:

Hacer el café en coche mientras que conduce. Los conductores aman el café caliente. Dispositivo de seguridad pudo tener en cuenta solamente el abrirse mientras que:

el usuario ha parado el coche, o si el coche tiene más de un pasajero.

- puede enviar el líquido a los labios vía el tubo también para los líquidos frescos o calientes
- el líquido se puede dispensar en el dispositivo, que es casi prueba del derramamiento mientras que el envase está en sostenido en el lugar recepción del líquido caliente. Cuando se saca este envase, es algo prueba del derramamiento usando una tapa especial.
- el café está listo en cierto tiempo cada mañana así que el usuario lo consigue mientras que entran en el coche del frío. TDS.

FABRICANTES MÓVILES de la CITA 3C-160:

Los vendedores que viajan siempre en el camino pueden conseguir su calendario de cita llenado más fácilmente vía el método siguiente. Las negociaciones de la secretaria con el cliente y pueden concertar rápidamente las mismas citas del día (gran servicio de atención al cliente) comunicando con el dispositivo del representante de ventas (vía ondas de aire). Los dispositivos del vendedor almacenan su horario y tiempo aproximado necesarios en la cita y a y desde las localizaciones.

- si el vendedor necesita hacer algo diferente, piden su dispositivo si su horario permite. El dispositivo es razonable en la asignación del tiempo necesario. El dispositivo funciona mejor para ciertos tipos de gente de las ventas, especialmente las cuya hora necesaria para cada cita sea algo fiable. Recordar, allí es menos caos en el oeste, y la gente espera mucho menos en línea, el etc....
- también ahorra el tiempo del recepcionista requerido y del hombre que viaja en "T", tratando del recepcionista que está ocupado con otra llamada...

Características adicionales - objeto de valor para las aplicaciones empresariales limitadas:

- las llaves del hombre que viajaban en uno de los puntos siguientes necesitaron por el cliente: cantidades para las fuentes específicas; una diversa persona a salir y visita; etc

--este Info es almacenado por el dispositivo, después automáticamente transmitida la persona cada vez que viaja conecta en alrededor su horario

- el hombre que viaja pone el dispositivo en el zócalo de su coche que maneja automáticamente la comunicación con "C central". No requiere ninguna operación adicional
- tiene impresión fuera de citas, con direcciones, "T" numera, y quizá incluso un mapa del área, o de la página en el libro común del mapa del área, con los números coordinados dentro de la página (eg.:) Facilitación mencionada B-4 localizando la localización
- la secretaria puede notificar siempre (la señal sonora...) el hombre que viaja para llamarla
- hombres que viajan en el tipo de negocio que hace difícil saber exactamente cuánto tiempo tomará, puede afinar en su tiempo previsto de la terminación, y tiene horario que sean solamente uno o dos citas delante de la cita actual

Ap:

- Robaron a los mecánicos del cliente de la entrega del periódico que entregan los papeles a los hogares que faltaron su de papel (de puerta exterior, del etc)

- Reparar a hombres; los que llenan las máquinas para arriba expendedoras cuando se dicen la funcionaron de fuentes; los que tienen que entregar simplemente un artículo simple ellos mantienen almacenado en su carro; etc

OTD: "R"; "S"; c; pp; P.M.; Reino Unido; ratón; fecha; tds; "mic"; portable; sst; au; "M"; punto de ebullición; alerter; oscilador; vc; cuenta; tgh; carro; "T"; SP "T"; tr; MES; fs; RPC; cp; uq; mq; acceso (prevenir piratas informáticos de "C", el etc); uip; carácter. Modificado para requisitos particulares.

SONIDOS del COLOR de la CURIOSIDAD 3C-170:

Sonidos de los convertidos a las visiones: ¿otro número del producto?

- Acordando a los sonidos uno oye de la TV, de la estereofonia, del etc que los colores en la pantalla especial alterarán. Las formas diversas se pueden también crear con este producto, según el tipo sonidos.

- Los gráficos creados pueden también ser mantenidos memoria, y ser impresos más adelante en la impresora

REPRESENTACIONES VISUALES 3C-190 CONVERTIDAS A los SONIDOS: El sistema lee claves de barras y hace sonidos deseados. Ver las invenciones relacionadas y la partición vieja.

Una de mis viejas ideas (bajo claves o música de barras)

Puede también leer, algo como las 2.as superficies de una lectura del jugador de registro

CHAPALETAS de la PRÓTESIS de OÍDO 3C-240:

Conseguir la atención de una vieja persona apenas aplaudiendo sus manos. Necesitar no más tocarlas para conseguir su atención. La prótesis de oído entonces enviará la señal ruidosa al usuario. Relacionado con el diseño de producto 2B-12, sino el mecanismo de la chapaleta no fue establecido todavía cuando fue lanzado.

JUGUETE de la REALIDAD VIRTUAL 3C-250: (Distancer)

La pluma transmite cómo se está moviendo. Los altavoces del receptor separado transmiten sonidos según cómo la pluma fue movida.

- Controles del usuario cómo el receptor sintetiza las señales de la pluma. - Eg: un movimiento puede sonar como muchas campanas, o sonar como la pluma se está moviendo en arena, el etc.

. Otro: Grande para los cabritos. Aplicable a cualquie dispositivo (con o sin la pluma), eg.: palillo, bola, cubo, muñeca, coche del juguete, aeroplano del juguete... Relacionado con 3A-790

DIVERSIÓN del TECLADO 3C-260:

Como uno mecanografía en el teclado, usuario oye los sonidos para cada llave. El usuario selecciona el tipo sonidos, y cuando desean oír esta función.

- definitivamente un KN más viejo.

REGULADORES de la ETAPA del TEATRO 3C-280: (Chapaleta)

Aplaudiendo y o silbando, los agentes pueden hacer ciertas funciones suceder automáticamente, eg.: dibujo de cortinas; causar otros sonidos (lluvia, conduciendo para arriba del coche; anillo del teléfono; etc). Reduce el número de gente necesaria para efectuar un juego. Puede incluso ser hecho del hogar para la cámara de vídeo (una persona es necesaria para esto ya).

(Controlar luces está vía otro número del diseño).

GENERADORES del CONTACTO 3C-293:

Cuando el artículo entra en el contacto con, o pierde el contacto con la base, se genera el sonido.

- Usos: Cuando el aeroplano del juguete saca del aeropuerto (base) los sonidos del aeroplano, puede también tener diverso sonido mientras que está funcionando en tira de la tierra. Cuando la muñeca toca el correo del perro de juguete, el perro raspa o mueve la cola

3C-300 JUGUETE del CLIP DE PAPEL CHIRPER: Cuando los papeles se encajan a presión adentro o hacia fuera, hace un chirrido amistoso. Formar de la seguridad [que aseguraba fueron insertados en una carpeta/una carpeta/un chisme correctamente. RFID o los sensores en el papel/el rotura señalan. Cada componente electrónico - uno en la hoja el otro en el elemento obligatorio pudo encajarse a presión/cerradura hacia uno a, o esté dentro de la distancia requerida.

PERILLA de PUERTA de la FANTASÍA 3C-320: Mientras que se da vuelta, sus colores cambian en dos o más colores.

- En un color cuando se abre la puerta, en otro cuando está cerrado.
- el color en perilla cambia, y o en obscuridad la perilla demuestra una poca luz, y puede enviar la luz en el cuarto también

CABEZA del DISEÑADOR 3C-330 O AFEITADO CREATIVO: El afeitado diseña sobre la cabeza según formas deseadas. Hombres afroamericanos populares que usan el pelo muy corto.

- El capítulo se lleva a cabo contra la cabeza, después la máquina de afeitar se permite mover maneras laterales en cualquier dirección para las cuales se programe cortar el pelo para crear la forma deseada. El usuario decide cómo difícilmente empujar la máquina de afeitar en (protege la piel contra daño)
- el marco ajusta a la forma de la cabeza, y se mueve sobre el cuero cabelludo si el diseño necesita estar en más de una área general
- la función programada deja a usuario elegir una diversa forma que sería complicada también manualmente.

- acordando (los negros) a los gustos de compra afroamericanos solamente, esto debe esperanzadamente demostrar ser absolutamente popular. Cerca de las posibilidades cero de la comerciabilidad de otros mercados, excepto quizá: punkies y esa clase de gente.
- debe ser diseñado para ser tan seguro utilizar como máquina de afeitar eléctrica estándar
- el diseño se crea cerca: 1. seleccionando el diseño preprogramado en la memoria; 2. los diseños existentes de combinación con los propios del usuario crearon diseños; 3. el usuario crea propios diseños con el ratón.

PERSEGUIDOR 3C-340: Cada vez que una persona entra en un cuarto, el sistema sabe y envía la señal. Eg.: el usuario camina a través de una luz laser. ¿Obvio?

el asiento 3C-350 en el cual el jugador juega vibra según el tipo de actividad en la escena de la acción del juego.

- Puede también inclinar: cuando el usuario está siendo un conductor en un coche y da vuelta a una esquina; etc.

PRODUCTOS de la EMISIÓN del OLOR 3C-360:

+ diseñado crear sensaciones positivas en gente.

La cantidad real de olor es tan leve que puede ser que no sea consciente sensible, aunque ella influencia a la persona inconsciente.

- El olor viene de descarga electrónica, eg.: calentando un producto químico y dejándolo salir; un pequeño ventilador sopla hacia fuera una poco de la sustancia almacenada a la vez; una puerta de trampa se abre en ciertos momentos que dejan hacia fuera el olor (sin la necesidad de la quema o del pequeño ventilador)

Usos:

- al saludar a un cliente que incorpora o que sale el almacén, la oficina, el etc.
- cuando se presiona la estera de puerta o la campana de puerta
- cuando la caja registradora se suena para arriba

se abren los alimentos de +-when: la sensación real de un alimento es la combinación de olor y de gusto. Productos de la muestra: líquidos conservados, en botella; tarros que sostienen los alimentos; packagings secados del alimento; empaquetado de la bolsa de plástico que emite el olor cuando se abren ciertas costuras. ¿Otro producto #?

--la fuente del olor es no-carcinógena

--las muestras de fuentes posibles del olor son necesarias para la especificación pedida. Hablar con un químico.

TELÉFONO del OLOR 3C-370:

Cuando el jefe habla con sus subordinados, quisieran que la gente estuviera en un estado de ánimo de atención, la emisión del etc. de ciertos olores cuando el discurso en ciertas situaciones puede ser deseado.

- El sistema puede el mejor trabajo dentro de una red especial de "T".
- Usos para los tipos de olores que son emitidos cuando la gente está hablando en las situaciones siguientes, con: clientes; contabilidad; surtidores; la mamá llama a hijo mientras que ella todavía está en el trabajo; etc. Diversos comportamientos se requieren para cada situación.

OLOR del TACTO 3C-380:
Presionando un botón, usted puede elegir se desea qué olor. La longitud de programas del usuario o de máquina del olor del tiempo se emite. ¿Obvio?

REGULADORES del SEMÁFORO 3C-390:
De acuerdo con el volumen de tráfico que va cada manera, el mecanismo del control de tráfico decide a cuánto hora de la luz verde darán para cada dirección del tráfico.
O-Combinado con no siguiente: cambiador de la luz de calle de la emergencia 8B-120: las ambulancias y los coches policía pueden cambiar luces próximas para adaptarse a sus propósitos.

El dispositivo se diseña para trabajar bien delante de tiempo. Esta manera, hay una ocasión para el modo necesario de la luz ámbar, que entonces cambia al rojo (que bloquea el tráfico que pararía el tipo el automóvil de la ambulancia)
- Usos adicionales: para los coches importantes del gobierno. En casos raros la ventaja siguiente de la fuerza también: colección de basura; limpieza de la calle.

¿- Existe?
Las luces de la O-Calle están cambiando su color en el medio de la noche en que un coche está dirigiendo en la dirección de la luz - especialmente aplicable donde hay ninguì□n apaga los caminos, aunque da vuelta apagado a luces del camino podría también ahorrar la gasolina con este sistema.
- OTD: "C"; pp; P.M.; Reino Unido; fecha; todos; mfh; alerter; oscilador; cuenta; acceso (hacer alteraciones en la programación); "mic".

SISTEMA AUDIO DISFRAZADO 3C-430 del COCHE: hecho para no mirar como cuál es, tan menos probable ser robado. (Los ladrones no ven que hay un sistema de la música en el coche.)

CORRELADOR del FLUJO de la ENTRADA DOMINANTE 3C-470: El software hace música/sonidos según el flujo de letras que son afinadas adentro. Si hay cierto nivel de tensión, la carencia de la creatividad "C" nota y hace sonidos para realzar comportamiento positivo/el pensamiento. "C" pudo también sonar guardar a mecanógrafos el mecanografiar bien, incurriendo en pocas equivocaciones - los sonidos simples o rectos (mono frecuencias) esa subsistencia el claro de la mente del alboroto que causa errores).

ORQUESTA del JUGUETE 3C-480:

Dispositivos plásticos formados como instrumentos musicales. Transmite sonidos a la estereofonia cuando está activado. Crear a orquesta.

- este sistema permite: necesidad del cambio frecuente de la batería; control de volumen eficaz de los sonidos; muchos pequeños pedazos a jugar con; deja a cabritos primero comenzar a jugar con las piezas y descubren más adelante que pueden generar sonidos audios cuando son activados por el padre; menos restrictivo en la fijación de los instrumentos grandes; dar los instrumentos a las muñecas
- el padre o el fabricante limita el volumen máximo de sonidos sin el miedo del niño joven que hace el sonido demasiado ruidoso

Usos:

- el niño presenta muchos instrumentos en piso, y sobre el tacto o presionar de su botón (uno de uno o uno de muchos botones) crea algo como una orquesta de sonidos
- los cabritos dejaron sus muñecas jugar con los instrumentos; los cabritos saben jugar a menudo la música junta a través de sus muñecas
- Usos adicionales:

+ los diversos instrumentos musicales de "R" alrededor del cuarto se activan cuando el dispositivo de control central de "R" los activa. Estar en un cuarto de diversos instrumentos musicales.

+ activar los artículos para moverse (más fácil si dentro de la posición inmóvil) así como sonido: animales, muñecas....

OTD: "R"; "S"; "C"; pp; P.M.; Reino Unido; fecha; interactivo; educ; juguete; todos; "mic"; portable; "M"; punto de ebullición; SP; oscilador; vc; egh; cuenta; tgh; md; carro; cp; uip; carácter; distancer; receptor acústico del movimiento; flotador; cc; inclinación; composición.

ACTIVADOR del SONIDO del JUGUETE 3C-481: El transmisor de la onda del juguete activa los sonidos de otros juguetes. Ejemplos: La leña del arma del juguete causa el fuego enemigo; la granada que lanza activa sonidos estereofónicos.

- Similar a un KN más viejo: el juguete activa sonidos de diferenciación según la localización del juguete. Picosegundo-Zona.
- El arma del juguete cuando está presionado hace su propio sonido, pero por otra parte da lugar a: sonido de otros armas en las localizaciones de la distancia (de altavoz de "R"); el sonido de las personas que son golpeadas por el fuego del arma; sonidos del vidrio, del etc siendo destruido.
- sensor" de la granada del juguete el "transmite la señal cuando golpea la tierra (sensor de la vibración o de movimiento), o el niño puede presionar el contador de tiempo antes de lanzar que entonces active el sonido de la estereofonia alejada.

OTD: "R"; "S"; "C"; pp; P.M.; Reino Unido; fecha; interactivo; educ; juguete; todos; "mic"; portable; "M"; punto de ebullición; SP; oscilador; vc; egh; cuenta; tgh; md; carro; cp; uip; carácter; distancer; receptor acústico del movimiento; flotador; cc; inclinación; composición.

ABRELATAS MÚLTIPLE de la PUERTA del GARAGE 3C-520: Si la puerta del garage que usted intenta entrar tiene un coche, después otra puerta se abre para usted. Piezas: Tener acceso, multiusos, los sensores (para la presencia de coche en garage).

+ SISTEMA de RADIOBÚSQUEDA PERSONALIZADO 3C-540:

Los altavoces que difunden para la persona deseada se activan solamente si están cerca de la blanco deseada. Blanco deseada: en hospitales los equipos de gente están cerca de los ciertas carros, máquinas u otra móviles los vehículos del uso del interior; transmisor usado por la persona (en este caso hay ciertas razones por las que el beeper estándar no se utiliza para conseguirlos, ellos es doctor y no puede quizá esterilizar sus manos tocando el beeper); autobuses de la compañía.

- ap: si usted necesita solamente a una persona en el grupo; su no rentable o incómodo para que cada uno use un beeper puesto que el sistema se pudo activar por usuario demasiado infrecuentemente; la persona olvida/pierde a menudo su beeper
- teléfono: cuando suena para la persona, suena solamente en área donde están. El concepto de un anillo especial es opcional en este sistema. La opción del sistema depende de los gustos del usuario, estilos del trabajo...

. Para Techies:: U = este n~c~analyzer = acceso [solamente cierto u (usuario) puede recibir el nr (vía heuristically u otros medios)] wa multiusos de // uip [] // de la pista de // tds [] // t [] // del analizador de sonidos de // del sensor de // del s&r de // de la cuenta de // de la picosegundo-zona de // del oscilador de // del nr de // de los vagos de // (analizador del comportamiento del `) [el nr ajusta al estilo de la opinión del u] [] [] [] [] [] [] [] [] [usuario] [].

INHIBIDOR del HAMBRE 3C-590:

Los estímulos siguientes necesitan la investigación determinar cómo reducen hambre:

- sonidos; visiones; vibraciones de la máquina o de la silla del masaje; generaciones del olor (eg.: incienso).

Piezas: vagos; el uip ajusta estímulos a u (usuario) según efecto máximo.

PRIMATOLOGY:

Elementos en campo común a todas las invenciones del primatology:

- Dispositivo atado al primate vía: el atar con correa; inserción en cuerpo vía la operación.

. Las invenciones permiten que los científicos midan y que estudien el siguiente:

--efectos medicinales sobre primates, y en seres humanos de la golondrina de mar;

--cómo los factores ambientales, que influencian a primates, pueden internar a seres humanos del efecto: densidad demográfica; mecanografiar a compañeros de cuarto en jaula; toma de comida; temperatura; efectos sonoros externamente generados.

--otros artículos estudiaron: efectos de operaciones médicas

. Estas invenciones son aplicables a cualquier tipo (o quizá al ser humano) de actividad animal.

. Detalles técnicos obvios (véase el archivo IMI7 para las definiciones; estos elementos se incluyen solamente para la viabilidad técnica en vez de usos útiles)

"R"; "S"; "C"; pp; P.M.; ratón; fecha; TDS; interactivo; juguete; básico; "mic" (generación y correlativos de los sonidos del animal de las medidas con otros artículos que son estudiados); los sistemas enteros se pueden fijar afuera en naturaleza con los animales salvajes; sst; impresora; "M"; BP; alerter (para el animal y o el científico); OSCILADOR (para el animal y o el científico); egh; cuenta; tgh; md; tr; cp; cm; uq; uip (en el comportamiento del animal).

MEDIDOR del MOVIMIENTO 3C-600:

Atado con correa a partes del cuerpo, los movimientos del primate se miden según la agitación llana contraída al dispositivo.

- Uno de los métodos vía los cuales para medir la agitación: una pequeña bola por el cilindro; cilindros del mínimo nueve.

--la intensidad de movimientos se colocó según cómo la bola dura golpea los extremos del cilindro [sensor de la vibración].

--el transmisor del primate es registrado por "C" a través de su receptor

- usos: relación entre el nivel de movimiento del cuerpo a otros fenómenos que son estudiados, eg.: salud, enfermedad, cambios ambientales. "C" tabula y correlaciona el movimiento corporal con otros fenómenos simultáneamente de ocurrencia.

- mecanografiar los movimientos hechos:

--brazo, piernas, cabeza, cuerpo entero, movimientos del dedo

--tipos de movimientos enteros del cuerpo: saltando y haciendo pivotar, y distancia de cada acción

- ciclo el dormir de las medidas

Detalles técnicos obvios:

"C" "S";

DETERMINANTES TELEDIRIGIDOS del PRIMATE 3C-610:

Enviar las señales particulares receptor de los primates el', que en resultados de la golondrina de mar en la invención ató con correa al primate para crear el efecto deseado.

- Menú de efectos posibles: envía reforzadores del comportamiento positivos o negativos, eg.: vibraciones, cargas eléctricas del placer o dolor a las partes del cuerpo particulares

- Este producto trabaja conjuntamente con nuestra invención de la medidor del movimiento.

IDENTIFICADOR de la PREFERENCIA del PRIMATE 3C-620:

Saber qué varones o primate de las hembras prefiere, y cuantas veces los dos están cerca de uno a.

- Metodología: utiliza un distancer para saber cuándo los monos están más cercano a uno a
- Analiza comportamiento antes de resolver el otro mono, eg.: cantidad de movimiento con el detector de movimiento. El movimiento se puede medir como "cortejando" antes de la reunión real, vía "C".
- Tipos de los correlativos de comportamiento con otros primates femeninos o masculinos según factores externos.

CORRELADOR del ENTUSIASMO 3C-630:

Correlacionar llano del entusiasmo del primate con los otros elementos que son estudiados.

- Un método para medir el entusiasmo: golpe de corazón mientras que el primate no está en el movimiento físico importante. La inactividad del detector de movimiento mientras que el ritmo cardíaco está batiendo más rápidamente que normal significa el entusiasmo del primate.

--el sistema memoriza el latido del corazón normal del primate mientras que es inactivo, y mientras que en diversos niveles de actividad. Si pasa a ALTO el nivel de curva del entusiasmo que la curva correlacionada normal del golpe de corazón de la actividad física, el científico puede ver que hay un nivel medio antedicho de entusiasmo.

. Usos:

- trabajos con las otras invenciones

--eg.: cuando el control de "R" se utiliza para generar efecto en el primate, capaz de medir el nivel del primate de entusiasmo

- las medicinas del efecto tienen en los niveles de entusiasmo, y la curva correspondiente del entusiasmo

ANALIZADOR de la SANGRE 3C-640:

El implante comprueba para saber si hay cambios en el contenido de la sangre.

- Métodos: "sensor químico" del dispositivo (laboratorio químico miniatura)
envía señales a su transmisor de enviar señales vía la radio
- cheques: temperatura; cuenta de sangre roja/blanca; productos químicos; anticuerpos; virus; Balance del pH; etc

. También analiza:

temperatura (también: frecuencia y longitud de cuaesquiera fiebres); respiración; orina; heces; sudor; movimiento de las tapas del ojo; frecuencia de la limpieza; analizador de la activación del músculo; estómago (frecuencia de la consumición; la longitud del contenido del tiempo está en estómago; Balances del pH; cuaesquiera trastornos de estómago...); frecuencia y duración de la masticación.

. Tabulador de la frecuencia del uso del producto:

Medir la frecuencia, la duración y el método en los cuales los productos fueron utilizados.

Productos: campanas para lanzar cólera, o utilizado para la diversión; dispensadores del alimento;

--- EXTREMO DE LA SECCIÓN DEL PRIMATOLOGY ---

EXHIBICIONES PROYECTADAS INTERACTIVAS 3C-660:

"S" se proyecta sobre cualquier superficie plana, eg.: pantalla, pared. El usuario puede obrar recíprocamente con el sistema y su "S" bloqueando la luz, que va del dispositivo a la superficie plana.

- Relacionado con un KN más viejo (invención) (quizá en C, y esta pantalla interactiva más vieja de los repartos w de KN (invención) (con) en el tablero de instrumentos del coche).

- El dispositivo sabe que se ha bloqueado una luz. Los sistemas de usuario el dispositivo de la distancia son de pantalla. Si el reflejo ligero (volviendo al sensor de recepción visual del dispositivo) observa que la vuelta de la luz es de una distancia más corta (el sistema cuenta el número de ondas de la luz)

O-otra señal interactiva que crea modos: bloqueando cualquie otro ligero (nuestras ideas del interruptor del teclado del laser o del laser)

--o la pantalla puede estar en ángulo que no envía la luz de nuevo al dispositivo, y bloqueando una luz con el dedo o cualquier otro dispositivo no-opaco, el dispositivo consigue la luz detrás para la parte particular de "S" que signifique lo que quiere el usuario.

---diversos pedazos opacos coloreados reflejan detrás diversa luz y el interno genera diversas señales

. ---defender el transmisor del proyector, y el receptor ligero visual (que analiza señales del bloque ligero...) puede estar lejos de uno a - para no requerir la pantalla ser en ángulo. O el proyector puede estar en ángulo.

. - el transmisor del proyector de la pantalla pudo ser dispositivo portable

. - algunas funciones limitadas dentro de esto sobre todo el arsenal posible de características: apenas ser un "S" que se proyecta sobre una superficie plana del exterior. Tal "S" puede siempre estar en ocurrencia mientras que el dispositivo es "ON", o puede ocurrir solamente en los momentos importantes.

- usos: jugar a juegos, eg.: cualquie juego de mesa - el ajedrez, inspectores, va, monopolio; juegos de tarjeta.

- "Localizador": la localización de la persona y o de sus dispositivos activa ciertas funciones, y o menús de los iniciados ciertos.

- OTD: "S"; "C"; pp; P.M.; Reino Unido; ratón; interactivo; educ; juguete; básico; juego; entretener; el exercise%; el portable%; el printer%; ch; au; "M"; punto de ebullición; oscilador; el balance%; discurso; vc; el egh%; el score%; md; carro; uq; mq; acceso; el pi%; carácter; localizador; multiusos; "R"; notificador; el composition%; cojín del aire.

("R") RATÓN ALEJADO del CONTROL 3C-670:

Tiene todas las funciones del ratón estándar, a menos que trabaje sin un alambre. Más tiene un teclado con 4 - 70 botones.

Está situado en el archivo IMI.

¡- este producto fue lanzado probablemente público después de esta limadura de la patente original!

ARCHIVO 3CI del EXTREMO

Archivo: Un B C/3CQ
ARCHIVO: 3CQ:

ANALIZADOR de la PARTÍCULA AEROTRANSPORTADA 3C-220:
Juzga el contenido del envase o del artículo que es envase exterior estudiado por los olores que emite (cantidad, sincronización, frecuencia...). Para los biólogos.
- el sistema analiza para la cantidad de partículas totales en el aire; el sistema también se pide comprobar para saber si hay el tipo particular sustancias
- el tds cualquiera cambia, y tipo de expedientes cambio
- el acordar al tipo cambio en el olor, sistema puede actuar según programa, eg.: cambiar la temperatura, dispensar los productos químicos...
--imprime gráficos de cambios en el olor (partículas aerotransportadas) y de cambios en el ambiente, eg.: temperatura, dispensación de productos químicos...
- existe: el oler trabaja a máquina, busca la anchura humana, bombas, calidad del alimento (eg.: probadores del gusto). Una nueva área floreciente.
. Para Techies: "S"; "C"; pp; P.M.; Reino Unido; ratón; fecha; tds; educ; todos; "mic" (cambios en sonido); alerter; oscilador; cuenta; carro (de las partículas aerotransportadas que se dispensarán por el producto); cp; uq.

JUGADOR de MÚSICA de 3C-270-083001 TOUCHLESS: Hacer los sonidos que imitan o que sintetizan sus movimientos. Los movimientos de los pequeños transmisores colocados en los brazos o las piernas son analizados por el receptor. Ejemplo: los tambores del juego con ambas manos sin tener que tocar cualquier cosa.
- relacionado con el guante existente de la música
- El usuario (de Distancer) pone transmisores en sus tobillos y muñecas, las danzas a la música de una cierta estereofonia o radio, después la muñeca del dispositivo bailará en estilo similar a la persona. El receptor de la muñeca reconoce las posiciones de cuatro o más transmisores el uno al otro, y se mueve por consiguiente.
. - Puede ser que sea provechoso tener un transmisor en la correa pues el punto central vía el cual las localizaciones de los otros transmisores están situadas.
Para Techies: venda de la mano con tal transmisor (abrigo sobre la frente)
- Existe: dispositivos que se mueven en ritmo a cualquier tipo de sonido. Eg.: puede doblar cada vez que hay un golpe a los tambores o al piano.

PANTALLA INTERACTIVA del COCHE 3C-580: Cualquier superficie semi plana en el coche puede tener las funciones de una pantalla interactiva de la CRT. Por el lugar apropiado conmovedor, el usuario puede hacer los comandos deseados.

- Lasers (invención de la arpa del laser) cuando demostración disparada donde el dedo tocó la pantalla.

. - pantalla interactiva: ventanas delanteras o laterales; el tablero de la rociada... cuando está tocado en cierto lugar, activa la señal (este sistema existe con los sistemas interactivos de la CRT)

- las marcas claras o débiles pueden estar en las superficies que señalan el sistema o que cambian menús y las opciones para esa sección de la superficie.

--si en ventana, puede utilizar ven a través la tinta

--la superficie real puede dar vuelta en un sistema de "S", que cambia imágenes según el usuario de la pantalla está adentro.

---superficies: ventanas (deja a gente ver adentro y hacia fuera también); surgir "S" del tablero de instrumentos...

- Algunas de las opciones del comando: sistema audio, calefacción, aire acondicionado, trabando puertas, opciones de conducción seguras

. - la gente quiere muchos productos para conducir, con todo ella es insegura utilizar. Esto es un sistema mucho más seguro y de uso fácil. Ninguna necesidad de doblar abajo y de seleccionar llaves complicadas. Los usos serán los, para las cuales se desean y compatible con la conducción.

--otras opciones interactivas están solamente para ésas en los asientos de pasajero

- producto aplicable en otros ajustes: hogar, oficina, laboratorio del R&D. Eg.: el panel de control está prendido (pared, tabla, ventana, papel, plástico (la hoja)) al control^: TV, estereofonia, aplicaciones de cocina, computadora (c), "t". Esta N (invención) es otra versión de "r".

- existe: pantalla táctil interactiva en coches en el tipo pantalla de la CRT

. Para Techies: "R"; "S"; "C"; pp; P.M.; Reino Unido; ratón; fecha; interactivo; educ; juguete; todos; hospitalidad del juego; portable (la parte o todo el producto se puede sacar del coche); impresora; "M"; punto de ebullición; oscilador; vc; cuenta; egh; tgh; carro; uq; mq; uip; carácter.

ARCHIVO del EXTREMO 3CQ

Archivo: Un B C/4CI y 4CQ

ARCHIVO 4CI y 4CQ

ADAPTADORES del ANILLO de OÍDO 4C-010:

Convierte los pendientes diseñados para los oídos perforados para ésos sin los oídos perforados. Guardar la belleza de las ganancias tapándolas en los imanes.

- relacionado con las ganancias del imán 5A-440: las ganancias del asimiento (no electrónico) sobre el lóbulo 2599
de oído sin tener que perforar los oídos por muy fuerte enfrente de los imanes.
- los pendientes pudieron destellar las luces según

LLAVE 4C080 ADENTRO PARA MEJORAR la CONEXIÓN:
Recipiente de cualquie comunicación, remitente de las señales para alterar cómo están transmitiendo. La meta es mejorar a la recepción para el receptor. El remitente puede (no) sabe que el receptor pidió a esto - la permisión de una mejor comunicación (sin la interrupción).
- Ejemplo de la opción del teléfono: El volumen de controles del oyente de registrado o vive información (que es el usuario que afina adentro dice a remitente en línea del teléfono alzar automáticamente su volumen) - no requiere el equipo complicado del oyente, apenas cierta llave del sacador en el cojín dominante de "T"
- las señales de la otra llamada son más ruidosas cuando el usuario presiona eg.: # en su teléfono (que no tiene la capacidad para hacer los sonidos entrantes de su sistema de t más ruidosos).
- menos necesidad de gritar en llamadas internacionales con la recepción pobre, o cuando está utilizado en los muchos países con las líneas pobres del teléfono (cuando hay una mala conexión).
- relacionado con el otro 4CG N.
- D: t (posición remota) = k (llave de los sacadores) = tr/rc = t (un sistema más complejo de t: recibe afinado en la petición de t alejado - > aumento/disminución/que altera (correo de voz) osc/pr (programa audio) según lo oído en el telecontrol t).
. D (dibujo): u (usuario) = este N~C~ANALYZER = ACCESO [] // MULTIUSOS [cada usuario que comparte el sistema en diversas horas tiene ajustes de la conexión/estilos preferred no similares de la comunicación)] // NR [el receptor notifica silenciosamente el remitente (transmisor del `s)] ANALIZADOR de SONIDOS de // S&R [maÌ□n modo para mejor] // de la CUENTA de // del RANURADOR de // R [] // del OSCILADOR de // [] [comunicación de la ruta para mejorar el canal] [tipo/calidad de la comunicación] de la comunicación [calidad de sonido audible] // WA [teléfono celular].
- Mejora: comprensión del usuario [audio/representación visual]; compatibilidad de sistema.

4C180 MODIFICAN MANERA para requisitos particulares que SE INCORPORAN los GOLPES DE TECLADO: Según la programación, la fuerza requerida para iniciar una llave se altera. Es decir, el usuario puede seleccionar cómo quieren difícilmente golpear las llaves para las computadoras, las calculadoras, el etc.
- programar la sensibilidad del tacto, programa si habría un sonido saliente en cada uno que presiona.
- costoso producir, pero quizá para la producción del gran escala
- la cuenta del `puede demostrar la intensidad del golpe de teclado para la educación: alguna gente golpeó demasiado difícilmente/demasiado poco, trastornando el sistema, e.g.: causar el doble golpea cuando solamente uno fue significado.

ARCHIVO 4CQ

teléfono ACTIVADO del ALTAVOZ de la IDENTIFICACIÓN de LLAMADOR 4C-040:

El sistema pone automáticamente llamadas de la gente especial sobre el altavoz. Las tomas del contestador automático llaman si el usuario está hacia fuera o no contesta.

- Cuando las llamadas vienen de cierto "T" numeran, el altavoz "T" cogen automáticamente la llamada.

. - trabajos con 4C-041, 4C-042

- OTD: exhibición; pp; P.M.; Reino Unido; fecha; tds; básico; sistema de identificación del llamador (identifica el número de "T" del llamador); micrófono; synth; portable; au; punto de ebullición; oscilador; balance; discurso; vc; el score%; el cart%; SP "T"; cp; pi; flotador (flotadores del sistema de la mano); multiusos (se emiten las diversos señales sonoras, etc dependiendo de los cuales se está llamando el receptor; identificador del anillo 4C-041 - si "multiusos" entonces antes de la activación del altavoz de la voz del llamador, hay una señal sonora cifrada o un aviso audio que indica para para quién la llamada está; cc; alejado; notificador.

IDENTIFICADOR del ANILLO 4C041:

Si los "multi-usuarios" utilizan la misma línea del teléfono; entonces según el llamador identificación #, habrá un diverso anillo cuando viene la llamada adentro.

- Los números sabidos y desconocidos (vía la identificación de llamador) se procesan diferentemente. Cada tipo de llamada entrante genera un diverso tipo anillo, ahorrando a dueño de tener que comprobar si la llamada entrante es de un número sabido.

- el dueño programa su "t" para deseado teléfono # ' s (el sistema busca llamadas entrantes particulares). Cuando viene la llamada entrante deseada, el sistema del receptor procesa tales llamadas (cuando está deseado) de diversa manera de llamadores desconocidos/de llamadas de números indeseados del teléfono.

--eg.: llamador deseado - > suena en el microteléfono del usuario; llamada desconocida/llamador indeseado - > llamada tomada por el contestador automático (sin el receptor que disturba)

. - la persona #1 programa su deseado teléfono # ' s y cuando la persona #2 oye el anillo para la persona #1, la persona #2 deja la persona #1 o el contestador automático tomar la llamada. El llamador está desprevenido de este sistema.

+ existe?:

¿- alguien dijo este producto existe, y que la utilidad para el recepcionista es solamente área quizá patentable?

- la segunda persona dijo: anillos diferentemente por el tipo llamada entrante. El campanero personalizado de la llamada entrante existe.

- OTD: exhibición; pp; P.M.; Reino Unido; tds; básico; oscilador; vc; discurso (dice para de quién es la llamada y quién); vc; el score%; SP "T"; cp; uq; el pi%; multiusos; notificador.

GRABACIÓN SALIENTE PERSONALIZADA 4C-042:

Estados de la identificación de llamador de los cuales la llamada es. Si el receptor no quiere tomar la llamada, pueden fingir no ser en el país pero haber creado un mensaje especial para este llamador. El aspecto importante es que una señal sonora sigue el mensaje espontáneo hablado por el usuario en el micrófono, de modo que el llamador piense recibieron una grabación personalizada solamente. Incluso el mensaje audio oído por el llamador podía perder algo de su calidad para ayudar al llamador a sentirlos alcanzó una máquina.

. - trabajos con 4c-040, 4C-041

- OTD: s; pp; P.M.; Reino Unido; tds; básico; oscilador; vc; discurso (dice para de quién es la llamada y quién); vc; el score%; SP "T"; cp; uq; el pi%; multiusos; notificador.

ARCHIVO 4CQ del EXTREMO

Archivo: Encantos misceláneos de un B C/de C

ARCHIVO MISCELÁNEO DE LOS ENCANTOS:
ANTES CONSOLIDADOS ARCHIVOS SEPARADOS.

ARCHIVO DE LA DIVERSIÓN

BARATIJAS DE FABRICACIÓN SANAS. Adminículos electrónicos que suenan como:
las campanas, palmada del clippity (tipo sonidos) doblaron los pedazos de metal, mordedores, silbidos, percusiones diversas.

- Pequeños juguetes musicales electrónicos con 1 o más botón, cada fabricación posee el sonido sobre empujarlo (jugarlos juntos pueden hacer que la música también, el etc. ponen todos en cadena/la secuencia para la pulsera, el collar, el etc y cuando se tocan hacen el sonido (juguetes incluyendo de la música electrónica). Cada forma tiene poseer el sonido: el loro, incluso se imagina como lo que suena una naranja, una pequeña casa de la escuela (el decir "nos dejó aprender" el donante de la buena primera impresión a los cabritos).
- Juego #1: Encantar los sonidos de los interruptores de los objetos, persona debe recordar qué objeto hace que suenan. Antes del juego siguiente, seleccionar diversa opción sana para cada encanto.
Juego #2: Tipo juego de Pascua. Cuando el usuario encuentra una sola pieza y presiona el botón de los sonidos del encanto, el primer sonido activa el encanto siguiente (que recibe el primer sonido) debe hacer un sonido, pedazo siguiente de los hallazgos de la persona y va al pedazo siguiente en círculo completo hasta todos encontrados.

- Aprender las idiomas: La forma de cada encanto puede asemejarse a la palabra que hace. Para los niños que aprenden sus primeras o segundas idiomas, eg.: frutas, animales. Opción: puede reprogramar encantos en diversas palabras y u oraciones

- Misceláneo: sonidos en dialectos estándar o regionales o en alguna parte mientras tanto; puede comprar, pedir prestado de biblioteca de escuela, o pagar alquilar

ALTERNATIVAS:

. los pedazos usados por los inventores para poner piezas juntas, en sus combinaciones producen los sonidos orquestrados, diseñados para obrar recíprocamente mágico con uno a. Marca: Bloques mágicos de la música.

. para la mujer cuyo amante o marido olvida poner el asiento de tocador en el suelo - el encanto alarma después de limpiar con un chorro de agua si el asiento no está abajo

. sonidos cuando tacto de dos zapatos

. fijación a los cajones, sonidos al abrirse. Especialmente para las chicas jóvenes.

. herramientas del carpintero: salen a menudo de las herramientas detrás. Hace un solo sonido corto si la herramienta está también lejos del bolso de la correa de la cintura del carpintero.

. para la caja del juego de niño, sonidos siempre que esté abierto: el cajón, pecho, caja del juego, caja vendió por el fabricante para sostenerse a

. broma: puesto debajo de la alfombra así que suena como el piso de madera está crujiendo gravemente

. sonidos de la ceremonia de boda: bromear para la datación de la gente, en luna de miel, el día de tarjeta del día de San Valentín, el etc.

OPCIÓN: hacer que los encantos creen sonidos sobre su laser de recepción. Hacer la música. El sonido puede continuar a partir de un segundo a varios minutos, permitiendo los sonidos solos o múltiples que ocurren simultáneamente. Una opción más barata: los encantos se pudieron activar solamente manualmente.

- opciones: tener muchos pequeños encantos del pájaro que puedan sonar simultáneamente. Comprar algunos y disfrutar, después volver almacenar de comprar más para el mayor efecto. ¡Gozar el tener de gojear entero del sitio o de la casa!

REGISTRAR EL ARCHIVO

TRANSMISOR del RELOJ B4-51: El usuario despierta una audiencia más feliz la alarma, el tiempo, el tiempo y el tipo noticias deseadas, sin anuncios publicitarios. Da un plazo de los minutos preciosos adicionales bajo cubiertas de cama. El producto único integra el reloj de la voz con en la línea tiempo y selecciones de las noticias. Incluye: "oscilador"; "tds"; funciones según: pp; P.M.; uip; carro. DETALLES TÉCNICOS:

OPCIONES DEL TIEMPO:

. Gancho en la línea telefónica, diales de reloj adentro para el Info. Recibe el Info numerado o puesto en palabras. El fabricante del producto puede proporcionar las líneas telefónicas de la información, que los diales de reloj que hablan en antes del tiempo que despierta programado.

. los estados resisten antes de dejar la cama ventana y o de abertura y o las cortinas. Saber vestirse antes de salir de la casa. El exterior del lector del tiempo (termómetro) se engancha en el reloj y da verbal leído fuera de temperatura y quizá, humedad.

OPCIONES DE LA INFORMACIÓN DE LAS NOTICIAS:

. El usuario oye solamente el tipo información que necesitan. Pueden seleccionar personalmente para oír: Noticias;

Mercados financieros: Promedio de Dow Jones, NYSE [la Bolsa de Nuevo York], Amex [intercambio americano] de los metales, informe de OTC, mercado de obligaciones, metales preciosos, informe de las materias; Deportes; Actualizaciones de la telenovela; Tiempo local, nacional e internacional; etc. Seleccionar lo que usted quiere a uno mismo del ahorro del bombardeo de los anuncios y del otro Info indeseado.

EFECTUAR 2 ELEMENTOS:

Habla con el usuario en gran medida por ejemplo cuando es hora de despertar e incluso da el tiempo afuera.

Cotizaciones:

. tiempo del almuerzo, tiempo del descanso para tomar café

. ¿Consiguiendo el trabajo hecho? (programado para hablar cada tan muchas horas)

. () minutos hasta: usted tiene que irse por trabajo/su hora de ir a casa/suegra viene/plazo (tan muchos días y horas ausentes)

. "Buena mañana Susan, Sr. y señora Tanaka, su hora de levantarse"

. ahora está (): medir el tiempo quizá con día, la fecha y el mes

. Etapa 2: usted tiene las citas siguientes hoy

ARCHIVO DEL TELÉFONO REGIONALIZER

A3 TELÉFONO REGIONALIZER

Los llamadores de los enchufes de ventas importantes del teléfono, del servicio de atención al cliente, del teléfono directo y de departamentos relacionados consiguen en tacto con la gente que puede mejorar ajuste sus tipos de personalidad. Cuando consiguen el correo de voz o están en asimiento oyen la música popular para su región de país.

El teléfono que recibe las centralitas telefónicas juzga la personalidad probable del llamador basada en sus expedientes para la historia anterior del número de teléfono de ese llamador con su organización. Para los números de teléfono sin historia sabida el código de área del teléfono (y quizá los primeros tres dígitos de teléfono # demostrando la región de código de área) determinan sus tipos de personalidad posibles (como las compañías de seguros que juzgan a gente por sus códigos postales). /

La legislación probablemente pronto permitirá que los receptores de las llamadas telefónicas sepan el número de teléfono de llamador. Tal es actual posible solamente dentro de. interior/de las llamadas

Para aliviar la situación ideal del hacer el teléfono contestar en las áreas regionales a escala nacional, el acento y o la música convertirá lentamente al estilo de la gente en el lado receptor. (Eg.: el llamador de Carolina del Sur llama Manhattan, primero oyen los golpes de Nashville, después los acentúan y la música comienza a acentuarse al dialecto de Manhattan. El equipo de teléfono también ajusta voz y la música hecha salir según el tipo receptor del negocio está adentro. Si empleado con ese acento (o más probable disponible, la disposición de la personalidad se adaptó más al área del llamador, eg.: conseguir a nueva persona de la edad tomar llamadas del oeste y del sudoeste; Bilingüe español para tomar llamadas de Miami, Puerto Rico, partes de Tejas; personalidades burbujeantes calientes para tomar llamadas del sur; preppies para tomar las llamadas de de nordeste, centro de los tipos de la manera para tomar llamadas del centro de América; tipos lujosos de la princesa o del príncipe para tomar llamadas del área del metro de New York City, y así sucesivamente./

- software de la blanco para los siete Baby Bells en los E.E.U.U. indicar que desarrollamos el ™ de Supernumber que era utilizado por Baby Bells - TM en Illinois el a principios de an o 80, S.

- investigación: ¿esto existe? ¿Cómo usted condujo la investigación?

Piezas: VAGOS, UIP, ranurador

DIARIO de la DIETA A3-6

Después de que sea extendido utilizar, el sistema dice el usuario cómo el alimento afecta a sensaciones, a comportamiento, a funcionamiento, a pensamiento, al sacador del etc. en humores, y los alimentos comidos. Puede comprar o pedir prestado de doctor, de terapeuta, del almacén a ayudar a evaluar los alimentos en emociones, de la capacidad del pensamiento creativo, funcionamiento, y se divierte capacidad, problemas del sueño, el etc. Utilizar por varias semanas a un año. La máquina recomienda qué prescription/OTC (sobre el contador) narcotiza para tomar, y se puede felicitar más a fondo con la máquina de la terapia para mayores alteraciones y entrada de los datos para los cambios deseados necesarios. Para seleccionar el alimento comido, la llave en la categoría del alimento, entonces usuario ordenó vía más subcategorías al alimento (y o marca de

fábrica común en país). Para las sensaciones del usuario, seleccionar de categoría general y o entonces de las subcategorías que describen mejor sensaciones. Virtualmente cada uno quisiera saber las respuestas. La información es lejos más fácil de calcular por la máquina.

Opciones:

recomienda dietas: alimentos negativos a los cuales puede haber una preferencia fuerte - sin importar su efecto negativo; producto alimenticio pobre del balance

DIARIO DIARIO DE AA3-6A

Puede mezclar idea con el diario #AA3-6 de la dieta. Medidas cómo influencian al usuario cerca: la música, las demostraciones de hospitalidad, la gente, las maneras o los tiempos particulares del recorrido, lectura o lectura del periódico, trabajando en la computadora, cualquier cosa las estancias del usuario y cuando es mejor evitar, resistir, encenderse, del sitio o del lugar, duerme, lee, o come en..., los colores, las actividades de interior o al aire libre, etc.

Aplicaciones de la investigación: bueno para el comportamiento de consumidor, comportamiento psicologico, sociológico, médico, científico, de organización, investigación del diseño de producto

Usuario de las ayudas sugiriendo: qué donde porqué cuando cómo hacer, observar, responder a las cosas (no) de maneras alteradas; hora en que su toma de decisión y o la intuición ha sido la mayoría del acertada (las llaves del usuario en el asunto de las decisiones tomadas, hora aproximada. El producto puede complementar la interacción con el psicólogo/el asistente social (socios).

Nota: El fabricante debe estudiar el comportamiento de la humanidad mucho antes software que se convierte. La máquina puede sugerir terapias en las áreas del arte, de la música, del juego, de cultivar un huerto, y del tipo manías...

Opciones adicionales:

La máquina pudo hacer los sonidos científico seleccionados/música, que pueden ayudar al usuario según su situación actual. Eg., música para hacerlos más salientes, creativo, despierto, positivo....

Recomienda qué actividades, alimentos a comer (y quizá incluso cuando) en general. Y o sugerencias apuntadas solamente para ciertas actividades, eg.: pensamiento creativo

Detalles técnicos: requiere a usuario afinar en todos arriba o cualquier número de influencias se estén comprobando que. Antes de autoanálisis del principio, el usuario pudo ser hecho preguntas (eg.: historia; ¿cuál hace usted tiene gusto más, a, b, c o d? ; etc) que demuestra su del comportamiento - estilos del pensamiento

¡El tipo productos del diario pudo ser software insertado en la PC casera, o aún el portable con construido en software! Cultural adaptado a las docenas de idiomas y de su tipo dietas, actividades.

Marcas registradas: Máquina de la terapia, gurú, ayudante personal, y guía personal

ARCHIVO del DIVISOR A4-70

Un sonido y o dispositivo ligero de la disección.

DIVISOR DE LOS SONIDOS:

Trabaja como el divisor ligero para los sonidos, éste de la prisma divide el sonido en diversas piezas que se oigan normalmente solamente simultáneamente. La gente de la reparación podría utilizar para diagnosticar problema de la máquina. Para la diversión de ella embroma puede estudiar sonidos de: refrigeradores, maullidos del gato, motores, música, divisoria del etc. por el fq o dimensión del tiempo. Identificar el objeto o el problema de la máquina --> la máquina dice a usuario cuáles es el resultado. Opción: una característica opcional para el sintetizador de los sonidos, G. omite ciertas frecuencias, guardando las otras. Para personal o, propósitos científicos. Al escribir la descripción, centrarse en usos del consumidor.

APLICACIONES DEL DIVISOR DE LOS SONIDOS:

reparación de o: los motores fuera de la alineación sana, por el sonido uno pudieron coger algo incorrecto también. Divisores del sastre a las funciones particulares de la reparación.

analizador del comportamiento de o (vía echadas de la voz)

el contenido de o de la materia por cómo golpea, sacude

analizador de la música de o - cómo efectúa a gente. Aplicaciones: cómo influencia a gente durante estudios, music/tv apropiado rápidamente que empareja suena a las inserciones del anuncio (el Info de la máquina es otro elemento para influenciar la decisión).

APLICACIONES LIGERAS DEL DIVISOR:

- puede leer los colores recibidos, o exhibir el espectro dividido de colores que su espectador recibe

o de una distancia: analizador contento superficial (contenido analizado según color y cómo las máquinas irradian, los lasers, la despedida del etc de nuevo al receptor de la máquina

o de una distancia: la máquina envía el sonido y el receptor analiza el contenido interno del artículo

o localiza la aguja en haystack en usos comerciales. Eg.: cuando el color del objeto empareja los criterios de la lente tira hacia fuera el laser para oponerse.

ARCHIVO DE LA RECETA

RECETA ELECTRÓNICA AA3-1

El sistema desarrolla/sugiere recetas/los elementos necesarios para sus alimentos deseados.

Programar el tipo alimento, # y el tamaño de porciones o el volumen/peso, asiduo - bajo - ninguna dieta de la sal, alergias, preferencia por más de cierto tipo hierbas, máquina del etc. dará a usuario las porciones exactas de

cada ingrediente adicional necesario. Ahorrar de porcentajes calculadores de cucharillas, de cucharas de sopa y de otros líos complicados. Conseguir la receta perfecta cada vez sin importar la porción del tamaño.

Terapia para tocar el punto derecho según cómo usted siente. Para los tallarines, las preparaciones (ensalada, etc.), beben. Puede tener líquidos también. Puede tomar sus propias fórmulas personalizadas también. Bueno para los almacenes que no venden las hierbas. El fabricante puede enviar las hierbas directo también. Concepto polaroid: chisme de la fuente de la compra de la necesidad del cliente - ningu□n relleno del uno mismo; la máquina de la venta en el precio bajo, hace el dinero en el suyo. Cliente mayo o mayo no poder agregar las especias particulares cuando funcionan hacia fuera. El precio para la fuente de la hierba puede levantarse más rápidamente que precio de la máquina. El impreso o la pantalla demuestra cuánto de la otra necesidad de las cosas u (usuario), eg.: los ingredientes para los aliños de ensaladas, mezclas de las pastas, bebidas, lasagna, guisaron el pollo, etc. M también se sostienen: las habas, los pequeñas vehículos y setas tajadas secadas y la carne junta las piezas, las bases de sopa, leche en polvo, tuercas, pulverizadas (la mantequilla, los pedacitos de las pastas, el etc. artificiales conecta con agua para dispensar, pueden también almacenar el agua embotellada. Produce los brotes.

Selector de la hierba; Hierbas del cocinero; Apenas la derecha; Hierbas principales; Mezcla mágica, terapia de la hierba. TT, LL, E, W2

SECRETOS de la RECETA 1A//: mezcla con el selector de la hierba. Sobre el alimento de dispensación cocina vía microonda o calor. u (usuario) puede llamar m remotamente y los pp qué comer. M puede sostener el alimento congelado en la sección congelada.

TM: Cocina/ing convenientes

RECETAS del MUNDO 1B//: secretos de la hierba del MI 1, secretos de la receta 1A. la categoría británica del país y del alimento y elige de opciones. De Op. Sys.: Receta de "S" solamente.
SELECTOR de la VITAMINA 1C//: da las vitaminas y o las sugerencias escritas del ao de las hierbas (y o) según la dolencia del u, deseo y también las fórmulas generales la base para el normal y el resto de los días

Marcas registradas: Selector de la hierba

Llevar a cabo el párrafo para el desarrollo posible de la etapa 2:

Los ingredientes vienen abajo de poco lanzamiento de cada hierba, se enciende que cuando el envase presiona contra él; o la mezcla entera viene abajo de un lanzamiento principal (mejor anterior). Hierba quizá exceso enviada para todos o las pequeñas porciones para la exactitud. Ciertas hierbas del uso frecuente tienen reservas más grandes (cajas). Substituir la colección entera de la hierba periódico en paso simple (excepto de substituir cada uno manualmente). Artículos de los asimientos 12 - 200. Opción de poner sus propias hierbas para propias fórmulas; dispensador de la mezcla de sopa (producto químico libre).

. D (dibujo): u (usuario) = este N~C~ANALYZER = EDUC [dieta sana] // [usuarios' poseer recetas] // MULTIUSOS NR [algo no la derecha, eg.: petición del u, o CUENTA final de // del OSCILADOR de // de la

receta] [] [de cuál es: visa querida un vis cuál es] disponible/UIP [recetas adaptadas] // WA [lista de compras para el almacén].

ARCHIVO DE LAS ESCALAS

Piezas para below: cuenta, tds (cuando píldoras dispensadas), uip (sugiere cuánto algo es necesario (basado en el tiempo, la vez última algo dispensados). Se anotan los elementos y analizado basado en su [cambiando/cambiable] peso, ese sistema [el `predice cómo a] modifica para requisitos particulares por consiguiente.

Escala de la píldora: las medidas aproximan el número de píldoras en envase. Ahorra de tener que contar píldoras. Del uso a la gente que necesita saber cuándo su hora de conseguir repuesios (grandes para los que se preocupan constantemente de sus píldoras que toman y materias relacionadas - la invención pudo enfocar algo de su nerviosismo más con eficacia) grandes para las farmacias, los hospitales, los laboratorios químicos, el etc.

El usuario pesa una píldora y pone el peso en la memoria de la escala. La escala entonces divide el número de píldoras posibles de la botella entera en escala. - verter el contenido de la píldora en la escala o cualquier otro envase. No necesitar ajustar el peso si el usar escala el envase. Los ajustes de menor importancia pudieron ser necesarios para los profesionales debido al desgaste y al rasgón en el envase - la escala permite tal opción.

- tener sistema de usar ciertos tipos de la botella y la escala sabe el peso de la botella por el usuario que afina en el tipo botella, o el usuario pudo conjeturar el peso de la botella para ser igual a cierto número de píldoras
- la escala se diseña para este propósito particular, facilitando el número de golpes de teclado necesarios, y esté de tamaño y de precisión apropiados. Cambiar el producto un poco del de tipo standard y conseguir más ventas de la escala.

Escala del pienso: los laboratorios que estudian el comportamiento animal pueden tener gusto de saber el peso de alimento seco a cualquier momento. La escala también memoriza los ciclos de las costumbres alimenticias del animal y puede demostrar el Info en su exhibición, o poner el disco de la escala en la computadora con el software apropiadamente diseñado para el análisis.

- si el animal come demasiado o responde demasiado poco durante cierta invención del plazo cerca: quitar el alimento para en caulquier momento la duración; donante de más alimento; alimento cambiante; la fabricación suena (eg.: otro o animales relacionados, llamadas de acoplamiento, música, voces humanas, sonidos no significativos que dan sensaciones de buenos o malos humores o cólera, etc); dispensación de líquidos, olores, ducha del agua sobre animal; jaula vibrante; puerta de abertura que deja otro animal adentro o el animal enjaulado hacia fuera; dando vuelta luz con./desc., o de disminución o cada vez mayor, calor, ventilador,

radio/tv/music/sound; alertar el investigador del animal doméstico/a tomador del cuidado; abastecimiento de cualquie otra sustancia para los propósitos de prueba.

Escala del zapato: mide el peso aproximado de la persona en su zapato leído. Leer los zapatos exteriores o interiores hacia fuera localizados: grande para el mercado de la zapato tenis.

Escala del asiento de tocador: mide el peso de la persona.
- las exhibiciones o imprimen el peso sobre tocador o el papel regular.

Escala de la persona oculta: aplicaciones Braille

SELECCIONAR EL ARCHIVO DE A/V

AA-B3 SELECCIONAN LA VISIÓN AUDIO (LA MÁQUINA DE LA REALIDAD PRE VIRTUAL)
Los vidrios especiales ven solamente lo que y cómo quiere uno para ver algo, o bloquea elementos indeseables de la visión.
- cambios todos o ciertos colores. Programado por el fabricante y o el usuario. EG.: todo pero el verde da vuelta amarillo, esto también permite un tiempo de búsqueda más rápido para una partición verde.
- da el sonido según el color que baja dentro del área de blanco de la lente. Puede también tomar una entrada general de todos los colores para un área más grande y hacer salir por consiguiente sonidos el emparejar. Eg.: en un cuarto con solamente el rojo de cereza (paredes, alfombra, muebles, etc) habría ("cereza") el sonido rojo puro. Fabricante o programas del usuario qué sonidos emparejan colores. El fabricante puede ajustar por área regional, las blancos de la comercialización de la categoría de edad, el etc.
- apenas escuchando y sentándose, uno mira dentro de los vidrios o la pintura sobre la representación visual para los colores creados por los sonidos.
- las versiones del producto de la hospitalidad permiten que el usuario seleccione el tipo formato por el cual los colores son emparejados a los sonidos -- variedad de los anuncios
- imaginarse las aplicaciones en juegos interactivos
- los artículos dentro del área de blanco aparecen flotar (los alrededores bloqueados, artículo de la experiencia como está en espacio)
- tipo visiones de la visión lsd
- agregar las visiones inmóviles que no existen, eg.: flores, ángeles de la fantasía...
- utilizar un interruptor para ver diversos efectos en el control de los usuarios

¡Sonido de los convertidos y o música en colores! Crea las formas, líneas, gráficos de barra (con el círculo del baile encima de cada barra). Cada bola bate simultáneamente o en orden consecutiva al ritmo.
Piezas: analizador visual; VR; artista; uip; educ; tgh

ARCHIVO DEL RELOJ DEL CIELO AA4-59

¿Curioso sobre el tiempo natural, o el fieltro como dejar su reloj en el país? Aprender la hora natural por el ángulo del sol. La máquina tiene capacidad de saber cuál es horizontal para el marco que se convierte de la referencia. Cada este u oeste del kilómetro tiene un diverso rato de levantamiento del sol y por lo tanto diverso tiempo. Inafectado por tiempo de los ahorros de la luz del día.
Técnico: el compás que señala al norte dice el dispositivo donde el pico del sol. En noches claras, busca las constelaciones de la estrella, juntadas con el reloj interno que sabe qué posiciones stars, está en la luna, etc debe estar con respecto al punto norteño. El reloj debe trabajar en días ligeramente cubiertos también. Modelos realzados buscan otras frecuencias del cielo y trabajan en cualquier clase de condición, de día o de noche del cielo.
Comercialización: Apuntar las High Schools elementales y secundarias, aficionados a los hobbys, entusiastas del marinero, caminantes.

ARCHIVO VIDEO

USOS DEL MUNDO AA4-67 VIDEO

Visualizar cómo otras culturas obran recíprocamente con los productos similares. Ver con cómo la otra gente obra recíprocamente, y o diseñar las cosas similares. Mirar usar/el obrar recíprocamente de los extranjeros con el artículo/el asunto del interés seleccionados por el espectador. El usuario selecciona asunto y después ve todas las culturas en fichero de datos automáticamente, o pueden optar por ciertas culturas solamente. El usuario experimenta el vídeo y o efectos audios (los sonidos redactan música).

Usos: Investigación y desarrollo y departamentos de nuevo producto (conseguir las ideas frescas); proyectos de la escuela del estudiante; agencias turísticas - demostrando a viajeros potenciales cómo diversas culturas manejan los intereses del cliente: manías, ocio, cocina, etc.

Para los publicistas, el académico, los departamentos del nuevo producto, el etc: Experimentar las interacciones sociológicas y psicologicas con los puntos dados del foco (eg.: aplicaciones de productos) ese comportamiento de forma-compra de la ayuda en países por todo el mundo.

Estadísticas comerciales: ciertos espectadores (especialmente ésos más cercano al lado de la distribución del desarrollo) pueden desear ver el volumen de consumición por mercado cultural (eg.: Ventas árabes). De menos interés para ésos que usan la máquina para generar el flujo creativo para las ideas originales del producto, que se pudieron alterar más adelante por otra persona que seleccionaba la opción de las estadísticas. Incluye: promedios para las rentas, los ingresos disponibles, los productos de competición, los márgenes de beneficio para las compañías relacionadas en mercado, el etc.

(Pequeño mercado del usuario) para los encargados de la hospitalidad: aprender integrar el estilo de su ejecutante con el de la cultura apuntada.

Detalles técnicos: Las culturas extranjeras a la cría del usuario pudieron ser menos extrañas en las expresiones faciales, el vestido, el etc centrándose en la novedad de los usos del producto. Esto ayuda a choque de la cultura de la facilidad. Por ejemplo: Los Británicos pudieron ser dados una sacudida eléctrica viendo japonés slurp alegre sus tallarines del tazón de fuente levantado mano al seleccionar las pastas, el restaurante de los alimentos de preparación rápida o las opciones de los utensilios del alimento.

publicidad: El "hombre ha aprendido históricamente de otras culturas." "El acertados son los más rápidos a aprender de otras culturas." "Otros países tienen una gran cantidad de ideas sin aprovechar en nuestro propio país." Para los americanos: "Es un mercado mundial." "Pensar global"

Marcas: 144 países, fertilización intercultural, idea, Europa de un vistazo..., manías de un vistazo..., mundo de un vistazo, usos del producto, usos creativos, posibilidades creativas
. D (dibujo): U = este ANALIZADOR MULTIUSOS de SONIDOS de // S&R [ofensiva o iconos/lemas/ideas culturales menos eficaces con los mejores] // de la CUENTA de // EDUC [] // características de diferente (submarino) - culturas] [del DB (base de datos) // de N~C~ANALYZER = de los vagos (analizador del comportamiento del `) [] [(no) compatibilidad de las invenciones/de los servicios/idea para el mercado de blanco/la cultura/el modo de pensar] [que las inflexiones sanas trabajan un mejor W5] // UIP [adaptado para el usuario (negocio)] ANALIZADOR VISUAL de // [sugiere colores o formas alterados (para los productos/las insignias)] // WA [].

DEMOSTRACIÓN DEL VÍDEO DEL PRODUCTO DE AA4-69A

Un cliente está interesado en un producto o un servicio particular - ellos en los botones de la golondrina de mar que demuestran más información vía efectos audio-visuales.

USOS DEL ALMACÉN:

Esta máquina tiene información de producto, que demuestra cómo el producto funciona en de las muchas aplicaciones posibles. La máquina y o el cliente puede seleccionar qué usos se desean para la visión. Para: las herramientas caseras tienen gusto de los utensilios de la cocina
adminículos misceláneos: masaje, tecnología del acuario, nuevos productos electrónicos, cultivando un huerto, preparación de alimento para vender los ingredientes comestibles; uso cosmético; artes y artes; tablero/juegos video; fotografía del lapso de tiempo de bulbos, de semillas, del etc

ayudas educativas; ventas de la enciclopedia - la máquina pide la edad potencial del comprador de sus cabritos primero y o de cualquier interés especial; procedimientos médicos uno mismo-aplicados (poco arriesgados) fáciles; la costura casera de maneras, las pañerías, las almohadillas, los etc. consiguen ideas, piden la máquina para imprimir los planes para los diseños tuvo gusto. Entonces comprar tela recomendada; equipo del ejercicio con los modelos atractivos

OPCIONES: El cliente y o el empleado de la compañía puede comenzar/control la presentación de A/V.

EXTREMO DEL ARCHIVO: ENCANTOS MISCELÁNEOS de C - archivo: encantos misceláneos de b c/c/c

CARPETAS DEL DIRECTORIO DE LAS INVENCIONES DE "B"

Contenido para los archivos de la invención de "B":

. 1BI
. 2BG
. 8BG
. B7I
. 2BQ
. 6BE
. 6BG
. 6BI
. 6BQ
. 8BI
. 8BQ
. B7Q
. BN-MENU1
. COMP-GI

Archivo: Peter/A B C/1BI 2BG 8BG B7I

ARCHIVO PARA LAS INVENCIONES EN SUBARCHIVOS:
1BI, 2BG, 8BG, B7I

CONTESTADOR AUTOMÁTICO PERSONALIZADO 1B010: el receptor programa el contestador automático de teléfono para dar hacia fuera diversos mensajes, según el número de identificación del teléfono del llamador,

- producto muy relacionado en el archivo A6.
- (Los dispositivos especiales existen que permiten que el receptor sepa el número del teléfono del llamador.) El receptor puede entrar tan el hogar del llamador y trabajar números del teléfono, y da apenas llamadas del trato especial de esos números.

Posibilidades del trato especial: diversos mensajes de salida (más agradables o más negocio tener gusto, etc); cuando una llamada viene del número deseado del teléfono que el beeper del contestador automático puede entrar en contacto con a dueño del contestador automático o el dueño pudo conseguir una llamada del contestador automático con haber registrado o voz cifrada/sonido que indicaba que un mensaje del número deseado del teléfono fue recibido, después el receptor puede llamar la máquina y conseguir el mensaje, o la máquina puede dar el mensaje al dueño; las llamadas de números deseados son llamada remitida a la localización del dueño (el teléfono #1 llama llamada de las transferencias del teléfono #2, después del teléfono #2 automáticamente al teléfono #3 puesto que ésta es una llamada tan importante).

- para el dispositivo estadístico de los propósitos guarda los expedientes de todas las llamadas entrantes para las oficinas.
- Notas al pie de la página: diversa longitud del dispositivo del tiempo puede registrar mensajes entrantes.

. Para Techies:: todos; número del teléfono de las exhibiciones que viene adentro o siendo marcado; pp; P.M.; Reino Unido; fecha; interactivo; micrófono; synth; portable; mfh; vc; cuenta; teléfono; uq; pi; carácter.

DISPOSITIVO del REALCE de la CREATIVIDAD 1B120 (llamado antes, luz del cerebro): (Eran la invención # 1A-6)

La máquina mide las ondas cerebrales creativas de la persona y retroactúa la información para su desarrollo de capacidades creativas. Un barómetro claro de sus niveles de la frecuencia permite que los usuarios ganen mayor claridad para el control.

- movido al "tgh"

ALUMBRADOR de la PALMADA 2B-150:

Activa con una palmada o un silbido de la mano. Utilizar para encender un cigarrillo.

- Los alumbradores en las tablas pueden también ser activados golpeando ligeramente en la tabla - (los sonidos transmiten al sensor de la vibración).
- El compartimiento puede abrir a las cenizas, etc vía otro tipo de palmada o sonido. Entonces se cierra después de la época requerida de acabar de fumar el cigarrillo medio. O puede abrirse en el empuje del botón.

. OTD: Alejado ("R"); todos; pp; P.M.; fecha; juguete; hospitalidad; "mic"; t; punto de ebullición; SP; oscilador; cm; palmada.

EFECTOS INTERACTIVOS del OLOR 8B-100: Los dispositivos interactivos utilizan el olor para crear mejores efectos. Ejemplos: El juego video emite olores demostrado inducir el entusiasmo; también para
- el olor emite cuando: golpean a la persona o a la criatura; uno entra cierta área: pantano fofo, descarga de basura, sitio hediondo; uno viene cerca de criatura hedionda; cuando está al acecho el peligro; abertura del paquete, del etc; entrar en un restaurante; el cocinar; el conseguir sudoroso de actividad; el conseguir nervioso; etc
- los olores pueden también ser muy sutiles
- la cantidad real de olor pudo ser mínima.
- se aplica a otros paquetes audio-visuales del producto: Entrenamiento basado de "C"; vídeo interactivo (sistema activado por el usuario que toca un grito - los tableros dominantes pueden ser utilizados, pero no ser requeridos)
- oler a usuario del nuevo producto pudo desear comprar, eg.: dentro del nuevo coche; cuero del olor para los productos de cuero; olores también para los productos siguientes que son vendidos: alimentos, servicio de entrega de la flor, etc
- el producto fue combinado con el producto 8B-19.

. Para Techies:

"S"; pp; P.M.; Reino Unido; ratón; fecha; interactivo; educ; juguete; todos; juego; hospitalidad; oscilador; vc; cuenta; tgh; enseñar; md; carro del olor que causa elementos; acceso (si el dispositivo del olor se utiliza en las arcadas [lugares públicos con los juegos video]); uip; carácter; el sistema alerta a usuario que los productos químicos necesarios para causar olores están hacia fuera o funcionando bajo en fuente.

analizador de la máquina expendedora 8B-280: Comportamiento de la compra al por menor de los estudios. Conecta la época del artículo vendida con otros acontecimientos que suceden simultáneamente: la gente de la hora prefiere comprar, las noticias, etc.

- Estampillas de fecha cada venta. Esta información se incorpora en las computadoras, que corresponden esto con el tiempo, los sucesos actuales en el tiempo (especialmente como difusión/publicado en medios de comunicación). Entender la compra de comportamiento mejor.

. Para Techies: Algunos modelos pudieron también tomar el cuadro del comprador; "S"; "C"; pp; P.M.; "S"; básico; cuenta; carro; acceso

Excitador de los pescados B7-070:

¡Puesto algo excitar pescados en el su tanque! Sonido, vibración de menor importancia, olor, alimento, etc. Opción: puede cambiar fácilmente su aspecto y u oler que crea nuevas curiosidades
- También debe alimentar los pescados
- No necesitar ser electrónico

- Se aplica para pescar vendido lo más comúnmente posible en almacenes del animal doméstico
- No debe asustar la mayoría de los pescados.

Notas al pie de la página:

Todos; "S" (el efecto visual influencia pescados); pp; P.M.; Reino Unido; fecha (cuándo alimentar, o estimular pescados - hace tan periódico); educ; juguete; juego; hospitalidad; portable (a los otros tanques de pescados, mares, etc); "M" (para los estudios biológicos complejos); punto de ebullición; SP; alerter (si el pescado no puede realizarse, o es enfermo); oscilador (los pescados oyen vía la vibración de la molécula de agua); cuenta; carro (sonidos, olores, alimento).

RETARDADOR del REFRIGERADOR B7-110:

. Delayer del tiempo: no puede abrirse por cinco minutos y entonces no debe ser allí durante la segundo abertura 60. El control usted mismo (de ir al refrigerador) por estos sesenta segundos y usted no puede conseguir en la puerta sin el recomienzo de la opción de comienzo de abrir la puerta. Más el hecho de que uno tenga que pasar con este procedimiento está un inhibidor. Los comedores crónicos comen a menudo para evitar una sensación psicologica y venir un poco más adelante, el deseo de la espontaneidad puede reducir. Bueno para los caucásicos, que están a menudo sobre el peso (exportación del japonés a tales mercados, aunque comen más sano que la mayoría).

- también para otras cosas una quiere inhibir la abertura, eg.: gabinete de licor, puerta de la despensa.
- el dispositivo hace malos comentarios o sonidos verbales sobre la abertura - diseñó reducir el placer en la abertura
- si hay una emergencia para abrir el refrigerador, puede todavía ser abierto pero con una alarma horrible. Y si se abre antes de tiempo, el botón especial o la otra necesidad del disparador activó.

Notas al pie de la página:

Este dispositivo se puede utilizar apenas para ciertas secciones del refrigerador o de otras oficinas; todos; "R" (abertura de la puerta); pp; P.M.; Reino Unido (plazos según lo descrito en la descripción); ejercicio; alerter (si puerta abierta demasiado a menudo); cuenta (frecuencia de la puerta de abertura...); carro; acceso; uip; carácter.

EXTREMO DEL ARCHIVO PARA LAS INVENCIONES EN SUBARCHIVOS: 1BI, 2BG, 8BG, B7I

Archivo: Un B C/2BQ

ARCHIVO: 2BQ

INTRODUCCIÓN PARA ARCHIVAR las INVENCIONES 2BQ: Como en otros archivos señalados, estos productos responden a aplaudir humano generado, rotura de dedos, silbando, equipo o los objetos sanos de generación, etc. El sonido humano generado inicia la función deseada. Esta palmada que reconoce la parte se inserta en cada descripción de producto abajo.

Nuestro número de la invención precede cada invención.

- El buscador del analizador de sonidos del `causa la reacción. Reacciones a los sonidos en el archivo 2BQ. SA - > reacción - > función modificada para requisitos particulares. Utilizar la pieza básica del micrófono oye ciertas frecuencias sanas (palmada, el silbido...) y la frecuencia específica de cierta duración y o del número de ocurrencias activa o desactiva la operación electrónica.

2B-1: FABRICANTE DE CAFÉ DEL SILBIDO:

comienzo que elabora cerveza en el sonido de la mano natural del silbido o el aplaudir de la persona. La estela de la gente en diversas horas y él puede tener gusto de la libertad de tenerla en el momento en que él la quiere (un poco diferente cada mañana), también siempre que durante el día. El receptáculo puede sostener bastante agua para varios brewings. La vez última que una persona consigue el café, ellos puede depositar rutinas en el colector.

2A-2: SILBIDO: requiere el tono de los silbidos del usuario particularmente, que requiere vigilancia mental para que se apague la máquina.

2A-3: LAS MANOS LIBERAN: ¿sus manos atadas con algo (o no tener manos)? Silbar y cuando está hecho en ciertos códigos de Morse, puede iniciar los mecanismos simples para la robótica, las computadoras del escritorio, los artistas con las manos llenas, el etc.

2A-4: CÓDIGO MORSE: según el código Morse del silbido - lámpara se traslada a la posición particular - ideal para la persona cuyas manos se dedican afanosamente también. También, deja a usuario guardar su ojo en proyecto sin la mudanza.

2A-5: ANUNCIADOR: La huésped o el código Morse de donante residente del silbido sobre entrar hace su nombre anunciar. Grande para la gente que vive en el país y no quiere mencionar ella es hogar. Hacen los buenos amigos para sentir como tales cuando están dados su propio código personal - les no darían sin embargo un código para entrar puesto que los vecinos pueden aprenderla.

2A-6: MÚSICA QUE HACE PRODUCTOS: De acuerdo con el tipo de silbar o de instrumentoes de percusión, la máquina de la música responde con los sonidos programables sus los propios. Hacer que una venda de un

hombre se convierta en una venda múltiple del hombre. La mayor parte de la música del usuario no entregará comandos a la máquina de la música. Las percusiones solamente de ciertos instrumentos proporcionados y o el silbar del tipo, etc son lo que las notas musicales o los sistemas correspondientes del disparador. Compositor. . Memorizer de la música. Sonidos de los expedientes creados por los juegos del usuario y entonces del sintetizador detrás:

a: más rápidamente

b: más lentamente

c: más rápidamente

d: en diversas echadas

e: con los sonidos adicionales insertados.

RELOJES del JUEGO 2A-8: conseguir el tiempo silbando un código y oyendo tiempo en señales sonoras o el equivalente verbal. Grande para la novedad, las persianas, la gente que trabaja en sitio oscuro de la fotografía, el etc.

EQUIPO de la AGUAFUERTE 2A-10: El mismo principio que el arte sano, el este vez el laser o el otro dispositivo de la aguafuerte es dirigido por las creaciones de los sonidos del usuario.

AURICULARES de la REALIDAD VIRTUAL 2A-11:

Oír los sonidos alrededor de usted de nuevas maneras como usted da une vuelta. ¡Disfrutar de la nueva opinión de la realidad diaria sin la pérdida de funciones! - Cada sitio entrado crea un diverso sonido, eg.: nuevo sonido del fondo. Sobre re=entry al sitio, un nuevo sonido no oído antes es posible.

RECORDATORIO de la PÍLDORA 2B140: Dice a usuario cuándo tomar qué píldoras.

Se desactiva Alerter cuando se saca la píldora. Existe.

. Tiene el memorizer, que anuncia su hora de tomar la píldora o de hacer tarea necesaria. Grande para esos perder su memoria. Los modelos del diseñador pueden dar los mensajes cortos del amor amados a sus padres en las horas preprogramadas del día.

. - conectable al dispositivo de la prótesis de oído; sistema de alarma de la vida (gente envejecida que presiona el collar que pide policía o ambulancia vía línea del teléfono ("T"), simplemente presionando el botón).

¿- Existe? Notas al pie de la página: Todos; exhibición; pp; P.M.; Reino Unido; fecha; portable; alerter; oscilador; cp.

. Para Techies: Todos; exhibición ("S"); pp; P.M.; Reino Unido; fecha; portable; alerter; oscilador; cp.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- píldora y (la alarma notifica recuerda la alarma) y (calendario del reloj de tiempo).

CHAPALETA del TIEMPO 2B-16:

En la palmada o el silbido conseguir el exterior del tiempo: apenas temperatura o el resto de vitals. Fuente: de los alambres a los instrumentos de medida electrónicos afuera; o el módem que los diales encima del tiempo mantienen número y respuestas del teléfono su aviso sobre altavoz o consigue el Info en código y lo traduce al tipo verbal preferred por el usuario o como determinado por el tipo usuario del producto compró. Ahorra el tiempo en que usted está consiguiendo se vistió para ir al aire libre.

- Poner el dispositivo cerca de los armarios donde se guarda la ropa, capas, en el interior cerca de la puerta.
- Puede ser activado presionando el botón también

PETICIÓN de la PALMADA 2B-17: el aplaudir es más fácil para el viejo que alcanzar/que camina para el botón de un intercomunicador. El número de palmadas señala se quiere qué, lo ahorra en trabajo de la enfermera y el tener que mayor entonces explicar sea disturbado por la enfermera otra vez con qué fue querida en el primer lugar.

- Cada diversa combinación de la palmada (por el número de palmadas, de velocidad, de tempo, de etc) significa un diverso comando
- El usuario puede usar el dispositivo como joyería, eg.: collar, pulsera; mantener monedero, el etc.
- El dispositivo puede también tener botones como una medida de reserva (o ningu□n audio se utiliza en absoluto); cada botón representa diversa petición (el usuario o el fabricante decide lo que significa cada botón); o diversas combinaciones de botones se pueden utilizar para transmitir deseos básicos (eg.: un botón representa un palmada, etc.)

MICRÓFONOS 2A-17-1: Programado para comenzar la grabación en la palmada o el silbido. Ahorra de la grabación excesiva. Paradas en un código levemente más complejo que reduce al mínimo grandemente la ocasión de parar el registro en el centro.

METROS de RUIDO 2A-18: Saber cuando alguien se está acercando, aunque pueden no saber los están midiendo. Comprobaciones para del metro sonidos familiares eg.: mecanografiar o cualquier conducción de automóviles en la calzada;

- moverse al "analizador de sonidos"

SISTEMAS DE DIRECCIONES PÚBLICOS 2A-18: la seguridad se notifica después de aplaudir semi-complejo, silbando, "absolutamente" alarma de la frecuencia accionada (eg.: llevado por los altos profesores de escuela de Reino Unido, de los E.E.U.U.). El sistema conoce el sitio de la fuente sana inmediatamente.

ROBUSTEZAS 2A-19: vienen cuando usted aplaude, silban.

MAMÁ 2A-21: Escribe letras a su mamá. Tiene toda la mamá jugosa de las cosas como para oír pero para en cuál usted está demasiado ocupado pensar. Permite que el usuario personalice la letra también. Las letras se convierten mejor que el auténtico y la mamá no sentirán izquierdos hacia fuera.

TRÍPODES 2B-22 y CÁMARAS: Las cámaras inmóviles y las cámaras de la película señalan a la dirección de la palmada o el silbido o el disparador teledirigido. El código aplaude el punto él en direcciones preprogramadas. Ideal para los consumidores. En la palmada, la cámara tira cuadros. O transmisor del director (eg.: según lo utilizado por los dispositivos teledirigidos para la TV...) puede hacer la cámara señalar. Valor: los centros representan correctamente para los cuadros inmóviles y móviles; permite que la cámara se mueva entre los primeros y segundos tiros....

MONITOR 2B-23: En una palmada, el silbido, cambiar de teledirigido o el tacto del botón con el código posible para la persona buscada, una puede ver rápidamente donde está la persona querida y ver lo que él está haciendo dentro de las premisas cubiertas por las cámaras. Cada miembro usa una brocha... que sea cogida por el sistema.

- Mirar su niño (ren), los viejos padres, la gente enferma, el etc.
- Los niños no necesitan siempre saber que la joyería que están usando contenga un transmisor

CONCLUYE el ARCHIVO 2BQ

Archivo: Archivo: Un B C/6BE

ARCHIVO 6BE

GUÍA del ESPACIO de ESTACIONAMIENTO 6B210: Parquea automáticamente el coche. Los jueces del sistema para la distancia y dan instrucciones el coche para mover las ruedas correctamente. La idea se amplía en concepto obvio.

. - medidas el espacio disponible para el paralelo o el estacionamiento del estacionamiento. Las dimensiones aparecen en la pantalla.

. - conductor de las guías en cuanto a hasta dónde y cómo deben conducir y dar vuelta a la rueda; ¡o mejores parques para usted! El sistema mide distancias, sabe tan no tocar todo lo demás.

. - algunos encintados de la calle pudieron ser difíciles para que el sistema calibre, por lo tanto: 1. el sistema entra mientras que el encintado cercano lejano como otros coches (en frente y detrás) se parquea; 2. el conductor puede entrar si estos otros coches

. - es probable este producto puede existir ya (el foco especialmente en invenciones recientes de enero de 1990, habla con los expertos autos si este producto existe con todo no es patentable).

+ se aplica al estacionamiento de: barcos, naves; carros; autobuses; aeroplanos y otros vehículos.

. Para Techies: "R"; "S"; pp; P.M.

+ "inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (coche auto) y guía y (el estacionamiento del parque parquea)

- Patentes de los E.E.U.U.: 5011356 4145681 4641994 410186 3942257

MAGIA de la VENTANA 6B270: Las cortinas se abren y se cierran automáticamente en las horas deseadas. Activado por el contador de tiempo, o el "sensor ligero" para la salida del sol y la puesta del sol.

- abre las cortinas, persianas, ventanas (en verano - oír los pájaros) en el tiempo señalado. También tiene el tiempo "S" y sonido de la alarma.

- enciende luces en el tiempo señalado

- el "mic al aire libre" amplifica el sonido de pájaros a partir de tiempo señalado. Continúa según PARA ARRIBA, después apaga.

- las ventanas se abren bajo condiciones siguientes: no hay lluvia, y la temperatura sobre y debajo de ciertos niveles. Los metros exteriores son necesarios.

- el dispositivo es útil en que deja a persona dormir durante madrugada con las cortinas cerradas. El levantarse es más fácil con las cortinas, y... su abierto las ventanas la manera natural de despertar.

- el sistema electromecánico entero con las cuerdas para las cortinas se diseña

- otro utiliza: reduce crimen haciendo a gente piensan que usted es casero mientras que lejos el vacaciones.

- Después de que este producto llegue a ser muy popular, puede ser diseñado para cerrarse/se abre en diversas horas cada día mientras que el usuario está el vacaciones.

- puede ser diseñado abrirse breve por las tardes en que hay una Luna Llena (quizá, cuando la luna se coloca para verter la luz en el cuarto). Agradable para la gente - quién pudo olvidar apreciar la luna.

- cortinas abiertas con el dispositivo de control de "R"

- las cortinas se cierran cuando consigue obscuridad, o cuando los programas del usuario, o seleccionan para cerrar en todo momento el aviso

OTD:

"R"; pp; P.M.; Reino Unido; fecha; hospitalidad; el escritorio de los hoteles abre las cortinas en el tiempo señalado por el cliente (la alarma y ajusta a las nuevas zonas de épocas naturales [que solucionan el retraso de jet])

- ver KN (invención) en directorio de A.

. A1-240 Windows interactivo y cortinas: Programas del usuario que se abren y horas de límite. Ejemplos: se cierra automáticamente durante la lluvia, se abre cuando se levanta el sol o cuando las alarmas del reloj de la mañana.

- Cuando llueve, o el viento sopla demasiado difícilmente, las ventanas se cierra automáticamente. La gente puede ahora con seguridad dejar ventanas abiertas para el aire fresco sin el miedo del daño de la lluvia.

- reacciona a los cambios en temperatura exterior también

- se abre en la luz del día y cerca de oscuridad exterior, por los sensores o el pedazo ligeros del tiempo programado ya para las transferencias y posiblemente las latitudes del tiempo del ahorro de la luz del día - las ayudas evitan el cierre prematuramente o en absoluto en épocas nubladas. Bueno para la salud del cuerpo, despertando naturalmente, prevención del hurto. Puede ser un aviso para la hora (alarma), romper-tiempo (café), está en armonía con golpe de la música, da el nivel correcto de cortina para las plantas. Mezcla con la máquina de la terapia. Persianas del cambio por el botón o el control de "R" (usted puede permanecer tan en cama, en el escritorio, TV, silla). Este "R" es característica estándar en TV "R", y o teléfono; o es un tipo chisme del interruptor ligero que hace múltiplo o todas las ventanas en la vivienda.

- OTD: también activatable es la abertura/el cierre de las persianas, ventanas, puertas, calentando sistemas de aire acondicionado.

- "Inclinación": controla las funciones del sistema, eg.: posiciones de las ventanas.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- la ventana y se abren y se cierran y automáticos. 0 palmaditas encontraron.

CALCULADORA del TIEMPO del MUNDO 6B310: El sistema más exacto para saber la época para cada región del mundo. Soluciona el apuro que los hombres de negocios internacionales tenían con cada país que comenzaba y que terminaba sus programas de tiempo del ahorro de la luz del día diversas fechas. Substituye cartas impresas de las zonas horarias. Puede ser combinado con las calculadoras, organizadores electrónicos del bolsillo.

. - Diversos países van sobre tiempo de los ahorros de la luz del día en diversas horas y otros incluso no lo tienen, eg.: México, Japón, Hawaii...

. - Los investigadores buscaron un dispositivo, que calcula el exacto contra tiempo aproximado, pero no podrían encontrar uno para la venta, ni tenía cualquier persona oída hablar la otra para la venta. Los operadores del teléfono que miran sobre la información impresa sobre zonas horarias dan con frecuencia momentos inadecuados - puesto que la tabulación correcta es levemente complicada e información ligera del día no se imprime normalmente. Esto es un producto muy importante puesto que el mundo es muy pequeño ahora, y los occidentales están llamando siempre por todo el mundo. Los que lo hacen así que hacen los sueldos más altos también.

. - Decir el dispositivo advertirle cuando es cierto rato en el país deseado, después la calculadora convierte a su hora local, así que usted puede entonces hacer la llamada deseada. Al fijar la calculadora en el modo, le dirá cuáles será la hora local.

. --Puede también ser fijado solamente dando la hora local.

. - Fecha (véase el papel de la definición)

- el sistema puede tener la opción de las alarmas del ajuste en cualesquiera de tres diversas zonas horarias, eg.: si las zonas horarias de Nueva York se hacen active, alarmarán en el 08:00, pero no alarmarán en absoluto si se desactiva esta característica o si las zonas horarias de Tokio son en funcionamiento.

. - esta opción se puede incorporar en los organizadores electrónicos (diarios), que son computadoras básicas de cerca de 0.3 kilogramos populares en el oeste.

- una versión del hardware de este producto es necesaria para la patentabilidad, como con todos los productos relacionados del software

. - el sistema dice a hora donde está el usuario

- mecanografiando en el número del teléfono de donde usted está, primero el código de área del país, el dispositivo le dirá la hora natural que es, eg.: Yalta está al este de St. Petersburgo, pero sus relojes son una hora detrás - con todo está realmente (mirando la posición del sol) más adelante en St. Petersburgo. Este dispositivo está para la diversión curiosa.

- OTD:

Todos; "S"; "C"; pp; P.M.; Reino Unido; educ; hospitalidad; portable; punto de ebullición; alerter; oscilador; vc; cuenta; carro; cp; uq.

- copiado más adelante por Seiko y uno o más empresas de informática de la PC. Todo alcance del mercado de consumidores.

- ver: ajustador del retraso de jet 5J07: Los usuarios de las ayudas ajustan horario el dormir antes y después de la llegada en nuevas zonas horarias.

--Si los planes de u (usuario) en hogar de vuelta (dentro de una semana) los ajustes en las zonas horarias temporales no van hasta el final = dando por resultado el usuario que vive en zonas horarias entre ambas zonas horarias. Las ayudas u comienzan el ajuste antes de la salida de hogar.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (zona del tiempo near/6) y (tiempo ligero del ajuste del ahorro del ajuste del ajuste del día)

- Patente 4102121 de los E.E.U.U.

+ LUZ MÓVIL 6B780: El movimiento "sensor" ordena la luz para seguir a persona mientras que se mueven.

- conveniente; ahorra costes laborales en teatro; uso en las calzadas del jardín para el efecto dramático.

o cómo se identifica el paradero de la gente:

- el movimiento "sensor" puede utilizar disparar del sistema del laser

- los agentes usan los transmisores que identifican su lugar o son identificados por otros medios; reduce la necesidad de un hombre de la cámara y de los controles complicados que necesiten ser aprendidos y puede estar roto

. - sin embargo no puede estar para el ballet más sofisticado, hará para los juegos de la High School secundaria, el etc

. - el sistema es muy básico y económico: las luces vienen en uno de varios las medias cajas abiertas (que hacen instalaciones fáciles), cada caja pudieron tener uno o más luces por agente, dependiendo utilizan a cuántos agentes

. - también pistas: animales; objetos (vehículos); objetos llevados.

OTD:

Activar el movimiento de luces por la persona ligera que utiliza controles de "R" (ahorra de necesitar los alambres); "C"; pp; P.M.; controlar las luces vía ratón o el palillo de alegría; hospitalidad; juguete; todos (excepto: #6); juego; ejercicio; portable; índice de inteligencia; "M"; punto de ebullición; alerter (en el momento de la instalación, antes de sistema el comenzar [para el juego, el etc]), oscilador; vc; cuenta; enseña a actuación; md; carro (software y o soporte físico para la generación del efecto); cp; acceso.

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

- otros factores (que influencian cómo las luces son controladas): vagos; multiusos (vagos) de persona seguida; uip; tipo de situación (según lo determinado por los vagos, uip, multiusos, tds, sensor, analizador (de la representación visual)). --Eg.: si hay mucha gente cerca de la persona que es seguida (determinada por va o la hora w (con) mucha gente encontrada comúnmente) = la luz es menos intensa, o no funciona en absoluto, ni utiliza diverso sistema para seguir a persona.

. --Eg.: el tipo (color de) luz depende de persona o del segmento del tiempo del juego del teatro.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (laser de la luz) y (seguir el movimiento de la pista) y (teatro del agente de la persona) - kilovatio: sensor

ENMASCARADO SANO 6B840:

+ el sintetizador marcará con etiqueta especificó sonidos según su dirección, distancia, frecuencia y los altera según el UIP en cualquier cosa sintetización avanzada directa disponible.

+ puesto que puede haber un boquete de poca monta entre el principio de sonidos indeseados y de los sonidos que enmascaran, el interino entre los sonidos utiliza el "uip-DB" a partir de diez minutos anteriores para predecir probables sonidos futuros.

- abajo pueden todos existir:

Desarrolla sonidos especiales del fondo en el sitio, enmascarando ruido indeseado. El dispositivo desarrolla los sonidos diseñados para cubrir sonidos de la calle, de vecinos, de las impresoras de "C", del etc.

- el sintetizador funciona según el tipo sonidos que vienen del ambiente para el efecto máximo.

- Sonidos del fondo: Propósito: Para convertir y o eliminar sonidos indeseados. Convertido y o (o reducir) sonidos cortados de las direcciones indeseadas, frecuencias, distancias.

- el sintetizador balancea los sonidos indeseados; desarrolla los sonidos que hacen que el ruido indeseado aparece menos obvio, eg.: tráfico de coche (motores y neumáticos convertidos al viento; cuernos convertidos a los sonidos del pájaro); perro del descortezamiento convertido a los sonidos de la selva con los pájaros, monos, viento y lluvia ocasional o tempestades de truenos

- conversiones de la muestra: los sonidos exteriores de las construcciones se convierten a los sonidos de una fuente de agua; traficar los sonidos convertidos a los sonidos en el bosque, incluyendo los pájaros, agua, viento, sonidos caminando sobre las hojas secadas;

--Los sonidos se pueden también convertir en: ondas de océano con el griterío de las gaviotas de mar poco; tambores jamaicanos apacibles; etc

¡- hay un mercado enorme para este producto si es bueno!

- el usuario puede seleccionar a que el tipo de conversión él está buscando

- cualquier sonidos que enmascaran; o suena quizá el funcionamiento en frecuencias opuestas pudo ser utilizado

- Usos: hogares; ningul□n lugar en donde la gente quiere estudiar pero no puede conseguir reservado; restaurantes nuevos en el oeste; transporte público

. Para Techies: Control de "R" (el usuario puede seleccionar que las opciones ellas quieren el funcionamiento); "S"; "C"; pp; P.M.; Reino Unido; fecha; beh del usuario; interactivo; juguete; todos; hospitalidad; "mic"; t; "M"; oscilador; vc; cuenta; carro (posibilidades de la generación de los sonidos); RPC; uq; mq; uip.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- Sistema 1 y sistema 2. El canto escribe quizá todos en una secuencia debido al qpat.

--Sistema 1: (sonido del ruido) near/6 (el preceder anterior temprano anterior)

--Sistema 2: cancelar la máscara de la cubierta de la piel

- Palmadita de los E.E.U.U.: 5481192

CONCLUYE el ARCHIVO 6BE

Archivo: Un B C/6BG

ARCHIVO 6BG

CONTADOR MÚLTIPLE 6B080: El contador de la mano cuenta 5 tabulaciones múltiples simultáneamente. Ejemplo: el pulgar activa el número de gente que entra, el otro número de la cuenta de los dedos de gente que va a las secciones particulares del edificio.

- cantidades de las cuentas dentro de cada tipo categoría. Eg.: el dispositivo tiene cinco modos, y cuando en cualquier un modo, persona que cuenta a pasajeros que entran en el aeroplano para un estudio cuenta el número de gente con dos continúa bolsos, modo siguiente está para ésos que llevan tres cosas, etc.

. - los contadores convencionales manuales comunes apenas cuentan el número total sin importar tipo, eg.: un contador para todos los pasajeros, sin importar tipo

. - aplicaciones adicionales: el protector en la entrada del edificio cuenta el número de gente que continúa caminando en el edificio según qué sección están incorporando o su tipo de paso de la entrada, el etc.;

+ electrónicamente, el dispositivo se puede diseñar para manejar hasta 100 o más categorías. Vía: un botón que selecciona el mode= permite a los botones restantes tener modos múltiples.

. - también una versión mecánica con cinco contadores idénticos, cada contador tiene un número impreso sobre la cubierta para identificarla por separado. Diseñado tan puede ser utilizado con una mano y los cinco dedos. O si es fácil, habría cuatro contadores en lugar de otro.

. Nota al pie de la página:

. - cada cuenta puede ser con impresión horaria para desarrollar mejor cartas y el gráfico.

. - el número de categorías pudo estar cerca de infinito, si el usuario mecanografía simplemente adentro un código después de que cada cuenta (en otro archivo dentro de la invención, cada código puede ser explicado) Códigos: todos; "S"; Reino Unido; fecha; portable; t; "M"; punto de ebullición; oscilador (cuando cierto número deseado se ha alcanzado - demasiado grande, o demasiado grande en una categoría en lo referente a la otra categoría, etc); cuenta; cm. % "de la inclinación": el número de movimientos/tipo posiciones representa la cuenta de funciones del mecanismo.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (la calculadora calcula cuenta tabula) y dedo

GENERADOR ELÉCTRICO del SABOR 6B720. El alimento se sirve con el sonido y el olor que emiten efectos. Realza sabor y la experiencia del alimento sin la ingestión química. Crea el nuevo tipo gustos no posibles antes. ¿Las patentes relacionadas anteriores archivaron, más adelante unas copiadas?

- el gusto es la combinación de sensorio recibido por la lengüeta (limitada a cuatro sabores) y de las mayores variedades de olores perceptibles por la nariz

. - substituye limitaciones de productos químicos en alimentos (porque los agentes carcinógenos, las toxinas...); conseguir el impacto mucho mayor iguales/de otros productos químicos emitidos en aire por los gramos que se absorben en cuerpo vía nariz contra comido.

. - puede también ser vendido a la gente que carece tastebuds; querer experimentar con los nuevos alimentos, experiencias

. - olores que realzan o reducen el apetito (emitido con o sin el alimento y o las píldoras)

. - TM: alimento de la realidad virtual, realidad virtual del alimento, olor, alimento del olor

. - debe poder demostrar a un fabricante algo de los olores potenciales que pueden ser creados y de cómo; no debe utilizar ninguì□n agente carcinógeno sabido

. - los gustos w5 (automáticamente) se crean (para multiusos) vía: uip; vagos; humor; hospitalidad.

--las listas de productos químicos (con olores) que se sabe para ser sabroso a la gente (o a los animales) se pueden utilizar en ensayos para seleccionar los productos químicos factibles. Esta lista incluye: utilizado previamente/aprobó los elementos, prohibidos más adelante por los gobiernos (el FDA de los E.E.U.U.)

- los efectos (del gusto) pueden ser emitidos (solamente cuando): sensor del borde de cristal del tacto de los labios; tacto del utensilio del alimento (bifurcación, cuchillo, cuchara, paja, palillos) ['área señalada] de la placa o del tazón de fuente.

. --D: el utensilio o los labios - > activar el sensor - > C (computadora del `) = crea efecto 5 segundos después de cada activación.

. Para Techies: Efectos de emisión sanos; todos; efectos deseados pp; P.M.; Reino Unido; hospitalidad; portable; índice de inteligencia; t; punto de ebullición; SP; carro (del olor que crea elementos); (burbujas de las réplicas del oscilador) o el chisporrotear (de la carne).

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- (gusto del sabor) y (sensor electrónico) y (artificial emitir activan generan)
- Patentes de los E.E.U.U.: 5261424 5060671 4947875 4947874 4922901 4735217 4446747 4068672 3881059

INTERRUPTOR DISTANTE de 6B750 TOUCHLESS: Gente en un cortocircuito o una distancia lejana del dispositivo, unidad de control bloqueando uno o más rayos laser.

- mandar los lasers en distancia grande (o muy corta) el público y los miembros del grupo pueden disparar el sonido que crea ligero y o la música. Esto es o es similar al teléfono copiado existente del telclado numérico de la invención de la arpa del laser, y del laser de KN.
- cada secuencia (de rayo láser) tiene diverso sonido
- algunos botones o secuencias pueden también accionar sonidos del fondo, eg.: orquesta del fondo
- los modelos pueden trabajar en la luz y o la obscuridad
- modelos para uno o más jugadores: la distancia entre el transmisor y el receptor pudo ser ajustable
- cada secuencia pudo estar de diverso color: si la visibilidad de la luz es un problema para algunos usuarios, después una línea se pudo pintar sobre el fondo que demostraba la localización de rayo láser.
- puede ser diseñado como instrumento especial con opciones de 100 de sonidos, o ser diseñado representar a: la arpa, va (arpa japonesa como el instrumento que es tocado desplumando cada secuencia), etc.
- los lasers se pueden programar por el usuario: hacer un solo sonido en la viga del tiempo está quebrado por el dedo, el etc sin importar cuánto tiempo la luz fue interrumpida; o, el sonido continúa durante la duración entera de la interrupción ligera

. OTD: Los jugadores adicionales pueden jugar utilizando sus instrumentos controlados de "R" transmitidos en el receptor del dispositivo, que se pudo colocar lejos de la unidad principal bloqueada por el jugador. Códigos: "S"; "C"; pp (salidas sanas deseadas, etc); P.M.; Reino Unido; interactivo; juguete; todos; hospitalidad; "mic"; synth; portable; índice de inteligencia; "M"; punto de ebullición; alerter; oscilador; vc; cuenta; carro (tipo sonido que hace opciones); RPC; uq.

. - "Inclinación": controla las funciones del sistema

- copiado a 5E020 en 8.95.

LOCALIZADOR de la TENSIÓN 6B820: sitúa qué músculos tienen más tensión y o ser más apretado.

. - estar del valor (no requerido sin embargo) si el dispositivo se podría utilizar por no los doctores (sin embargo podrían tener una licencia de practicar masaje después de un año de entrenamiento). Por lo tanto el artículo debe ser totalmente seguro de utilizar.

- la demostración de los estudios tal producto podría ser útil puesto que muchos usuarios no saben articular exactamente donde están los dolores principales; también del uso a los doctores para la diagnosis de dolencias

OTD:

Segunda parte de masajes del dispositivo. Códigos: "S": demuestra qué músculos son tensos; "C"; pp para las secciones del cuerpo que quieren ser comprobado; P.M.; Reino Unido; beh del usuario; educ; todos; hospitalidad; ejercicio; portable; índice de inteligencia; "M"; alerter; oscilador; cuenta; tgh.

. - también medidas que las partes del cuerpo (músculos) son fatigadas, sobre trabajado; músculos tirados o de otra manera funcionamiento en la manera óptima.

. - método de identificación (como existe), eg. diferencias en: la química o la fatiga o el otro condition= según lo visto vía cualquie de los exploradores existentes (CAT, va), (analizadores existentes del músculo); etc.

. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- el músculo y (tensión tensa) y (identificar localizan el aislante) los E.E.U.U. patenta: 5368042 4688581 4236528 4240444 4318301.

ANALIZADOR MÉDICO del OLOR 6B940: El dispositivo mide los cambios corporales del paciente cuando las sustancias particulares que olían encontraron para causar respuestas inusuales si la persona es ayudas de la reacción del paciente de Illinois determina el tipo enfermedad. Este sistema conjuntamente con otros sistemas que analizan se utiliza para compilar las listas de características del comportamiento en la definición de las causas de enfermedades desconocidas.

- el 'analizador = las cuentas = cambia en: humor; comportamiento [vagos] = cuando la persona huele ciertas emisiones de olor. Medida tomada vía: La exploración de CAT, los alambres enganchados sobre cuerpo, el nivel y el tipo de sudor (el contenido químico puede cambiar), el movimiento de ojos, la presión arterial, y los otros sensores y equipo diversos.

- Eg: reacciones positivas o negativas del usuario a la alergia potencial que induce sustancias. Incluso la repulsión (suave) se puede influenciar por los síntomas subconscientes u otros del cuerpo que intentan evitar sustancias negativas.

- Eg: puede ayudar a identificar sustancias adictivas según vagos, tales como golpe o neurosis de corazón del u sube, o el cuerpo suda más cuando hacen el usuario para pensar en o entra en el contacto con la mente que altera las drogas. Esto tiene que ser equilibrado contra el excitement= de la población sana que requiere los vagos adicionales (analizador del comportamiento del `) (escrito, psicologico) las pruebas y desarrollo del DB del uip- (base de datos).

- todo el útil desarrollada del DB del uip- (base de datos) para otras bases de datos: uip; vagos; investigación médica/científica general.

. - también probar las reacciones de todos los organismos vivos: animales, plantas, insectos, organismos acuáticos (las sustancias del efecto de las medidas en agua tienen en ellos).
- 'tracks= del analizador todas las reacciones de cada sustancia contra tipo: organismo/cantidad/frecuencia de contacto/de sincronización (patrón, tds) - > desarrollando un gráfico científico/DB
. Para Techies: Todos; "S"; "C"; pp; P.M.; beh del usuario
. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:
- (la contaminación del polen del polvo del aire del olor del olor inhala la respiración del inhalador) y (la reacción reacciona el apego del alergénico de la alergia) y (la medida de la prueba tabula el monitor del estudio de la cuenta identifica) y (medicina médica humana de la persona).
- kilovatio: detectar

CONCLUYE el ARCHIVO 6BG
Archivo: Un B C/6BI

ARCHIVO 6BI

FAX ALEJADO 6B410: de su dispositivo portable, llave en número del código y de teléfono o el código de recibir el fax o el dispositivo. Su código en resumen formará el mensaje del estado deseado transportado, sin la complejidad de tener que encontrar un "T" y entonces hacer la llamada, el etc, también ahorrándole tiempo, o allí no es quizá "T" alrededor
- el dispositivo que transmite puede ser: "t", o cualquie otro sistema transmisible vía el aire, o el dispositivo que el usuario puede poner hasta el microteléfono regular o del público celular "T"
- el receptor puede ser máquina de fax regular con capacidades de recepción especiales; un sistema de "C" que leerá los códigos y el "S" ellos o los interpretará para el lector en la recepción de la localización.
- El cojín en transmisor puede dejar a usuario escribir en los mensajes para la transmisión.
- El dispositivo portable, incluso sobre el tamaño del paginador común del bolsillo más un teclado minúsculo, puede enviar mensajes a una "C central" que entonces retransmita los mensajes a cualquier máquina de fax.
- Propósitos: decir el partido de recepción que usted está viniendo tarde, "hola mi amor", etc. Para la comunicación corta. Ahorrar de conseguir a una paga "T".
. Para Techies: "S"; "C"; pp; P.M.; Reino Unido; fecha; "mic"; impresora; punto de ebullición; alerter; oscilador; vc; carro; cp; acceso.

PAGINADOR VERBAL 6B411:
La llave en un mensaje, o habla un mensaje, después el dispositivo transmitirá a "C". Esta "C" entonces transmitirá vía línea de "T" la entrada memorizada.

Después de mecanografiar en resumen el mensaje, transmitir vía ondas de aire, la "C central" pudo también llamar el partido deseado y hablar hacia fuera una declaración registrada de la voz, eg.: "Hola Nancy, ésta es David, yo será hogar el mañana por la mañana" --(este tipo de grabaciones salientes es ya común en el oeste para otros tipos de situaciones, eg.: las compañías de la comercialización llaman hogares y dan avisos registrados de las ventas.

--si "C" no reconoce una palabra de su memoria (inverosímil), dirá que "explicaremos la palabra siguiente del mensaje...."

- las transmisiones en este sistema necesitan ser más baratas que vía "T celular".

- El golpeteo verbal portable puede recibir mensajes de la manera similar a.

. Para Techies: "S"; "C"; pp; P.M.; Reino Unido; fecha; "mic"; impresora; punto de ebullición; alerter; oscilador; vc; carro; cp; acceso.

FAX del COLOR 6B430: transmitir cada color por separado. Cada separación se cifra para el tipo color (y o parte o sección de la imagen). El dispositivo de recepción asigna el color y compila las imágenes múltiples en las combinaciones que crean color.

- Sistema similar para las transmisiones del módem (sea por línea o el aire).

- Ser extraordinariamente cauteloso: ¿obvio o tecnológico demasiado difícil? Muchos están pensando ya de cómo tener fax del color.

- apresurar una transmisión, usuario puede solicitar el dispositivo para combinar más colores que normal por el sistema de imágenes enviadas, eg.: el azul y el amarillo se podían separar normalmente, o combinar en un solo color, eg. una cortina particular del gris, o del verde - de tal modo apresurando y simplificando la transmisión

. Para Techies: "S"; "C"; pp; P.M.; Reino Unido; fecha; juguete; hospitalidad; portable; t; punto de ebullición; alerter; oscilador; vc; carro (con excepción de la tinta o del papel); cp.

TRANSMISIONES TRIDIMENSIONALES 6B440:

- transmitir las imágenes tridimensionales para el negocio, las persianas, el etc.

Vía el módem transmitir los códigos de Braille, el dispositivo de recepción crea en Braille sobre menos material costoso (PVC (plástico), tipo material del tablero de tarjeta, o pantalla de Braille (véase las notas).

Transmitir las imágenes tridimensionales, eg.: esculturas minúsculas de piezas, del etc. O enviar los códigos vía los cuales la recepción del sistema automatizado puede entonces hacer los mismos tamaños y las dimensiones en los materiales deseados, especialmente un cierto tipo del plástico o el metal

- puede ser hecho tallando las secciones indeseadas del bloque

- para una transmisión más fácil, considerar solamente enviar las imágenes para un lado de un artículo a la vez. Eg.: usted inventa un nuevo producto electrónico y quiere demostrar el diseño de cada uno de los seis lados en seis diversas transmisiones. Esto se podría también hacer vía usar 500 pernos, que pueden entrar hacia arriba o hacia abajo en diversas posiciones según el código digital.

- la nota, el producto siguiente existe:

Imaginarse el poner de su mano en la nieve, él deja una impresión. Imaginarse el poner de su mano a una toalla que sale de una impresión interior y exterior. Lo que sigue existe: poner sus manos sobre un dispositivo con muchos pernos (no lastima) y como usted presiona, el otro lado del dispositivo demuestra la impresión que usted dejó.

OTD:

Juegos; "S"; "C"; P.M.; encima de; Reino Unido; fecha; interactivo; educ; hospitalidad; índice de inteligencia; impresora; "M"; egh; cuenta; carro (para los tipos de comunicación); "T"; tr; MES; fs; RPC; cp; uq; mq; acceso.

ESTEREOFONIA PORTABLE 6B530: combinación de alarmas en auriculares si: su beeper/paginador se está apagando (alarmando); sonido del timbre; el sonido externo es alto (el sistema amplifica ruido exterior si su frecuencia o volumen adentro cierta eg.: sonidos de los cuernos de coche estándar, el screeching de los coches que vienen aprisa parar, etc).

- Lo que sigue existe ya: cuando el "T" suena, el volumen de su TV, estereofonia va abajo
- el sistema es un sistema de alarma también, con el ajuste de alarma programable ese usuario de las señales cuando es tiempo
- puede ser parte de walkman, de estereofonia, de etc

. Para Techies: Todos; "R"; c; P.M.; encima de (ser interrumpido para los ciertos sonidos o situaciones); interactivo; "mic"; "M"; punto de ebullición; alerter; oscilador; vc.

CÓDIGO de COLOR 6B590:

El explorador coge solamente ciertos colores. Permite que el usuario anote las cosas para ciertas aplicaciones con todo no deseadas para la entrada en "C".

- cada color (aspecto de la información) se puede separar fácilmente una vez dentro de "C", para corregir, el etc.
- Similar a la idea sobre las máquinas de la copia (eg.: Xerox) que no copia el azul del color.
- El usuario puede seleccionar colores al escribir sobre el papel, y o cuando da instrucciones "C" o el otro dispositivo para poner ciertos colores en el suelo.
- Muchas aplicaciones, por ejemplo:

--el usuario puede escribir en el azul (no cogido por el explorador) al hacer notas sobre el papel que no quiere cogido

--un ciertos datos son necesarios, otros no están para la ocasión particular (el usuario decide qué colores están o no se quieren para la ocasión).

- Las plumas se pudieron vender con el dispositivo, asegurándose que tal escritura no sea cogida

. Para Techies: "S"; todos; "C"; pp; P.M.; Reino Unido; educ; juguete; juego; hospitalidad; portable; sst; t; "M"; punto de ebullición; carro (eg.: para trabajar con ciertos colores); cp; uq; carácter.

PROTECTOR del OLOR del ™ de la MOFETA 6B660: emite el olor terrible para disuadir a la persona que ataca o que quiere violar. El olor se diseña científico para apagar a gente. No dañoso a los seres humanos.

- Ropa de la mancha de t de Doesn'
- algunas versiones pudieron permanecer con la persona que se rocía en por una época que es (como cómo una mofeta trabaja) ayudar a policía a identificar al bandido
- la dispersión del olor pudo también estar con la tinta (probablemente rojo), que también ayuda al bandido de la etiqueta (la tinta puede eliminar en lavadero)
- esto es diferente del gas lacrimógeno, aunque el olor se pudo mezclar con el gas lacrimógeno (los lugares donde está poder el gas lacrimógeno ilegal apenas tienen los productos químicos del olor)

. Para Techies: La poder de aerosol emite hacia fuera hasta 5 metros o más, trabaja así que no consigue el aerosol sobre el usuario; Todos (excepto esto no está un dispositivo electrónico, sin los elementos #6, #7, #8, #9 en "toda la" sección); portable; cm.

El usuario puede también botón lanzar el olor sobre bandido mientras que están saliendo de estancia. Eg.: el área de puerta de salida tiene movimiento "sensor" y lanza el olor o la tinta cuando las caminatas de la persona compran...

CONCLUYE el ARCHIVO 6GI

Archivo: Un B C/6BQ

ARCHIVO 6BQ (era el archivo 6A)

MENSAJE de TELÉFONO 6B010 RETREIVAL: si el llamador deja el mensaje, el recipiente debe volver llamada para conseguir el mensaje. El recipiente que quisiera que los amigos sintieran voluntad cómoda tuvo que llamar detrás y por lo tanto llamador pudo sentir un mensaje que se iba más cómodo. El recipiente pudo después conseguir a llamador y hablar con ellos directo si el llamador original está en su teléfono ("T").

CALCULADORA del RECONOCIMIENTO VOCAL 6B070: anunciar verbalmente los números que usted quiere calculado y cómo.

- PARA ARRIBA: La calculadora repetirá verbalmente detrás los números y el método de cómputo (asegura exactitud)
- la respuesta matemática se anuncia verbalmente y o se exhibe

DRAMA INTERACTIVO 6B090: el sistema hace a agentes preguntas; inversos con ellas; juegos con ellos; etc. La actuación del dispositivo conectado con la cámara viene en las cintas/los discos que pueden ser

comprados. Introducido le, verlo en la pantalla de la TV, y agentes puede responder. La versión final de la película demuestra las versiones preprogramadas y posteriormente desarrolladas en la orden deseada.
- esto da las ideas de la gente para la película
- cintas de la compra de la gente que pide que los usuarios (agentes) se rían; loco; cosas creativas; ejercicio. O práctica para: el solicitar un trabajo; ventas; entrenamiento del servicio de atención al cliente.
--la persona que ve la versión final, pudo poder juzgar cómo los buenos agentes están para los tipos particulares de trabajo - la persona que es calificada para juzgar comportamiento puede ver a más gente esta manera que personalmente
- bueno para la terapia. psicologico: actúan hacia fuera los comportamientos que ayudarán a la mente; comprobación: el movimiento de ayudar al cuerpo físico - el doctor del paciente pudo repasar las cintas para cerciorarse de que los movimientos del cuerpo se están haciendo de manera correcta - este sistema interactivo seguiría naturalmente personalmente sesiones de práctica.
- crear las películas bien hechas con los avisos diseñados para el sistema o el número flexible de agentes para completar.
- los agentes comienzan a actuar en el aviso del sistema, o el agente recibe el aviso del sistema después presiona una tecla de partida cuando está listo. El anterior es bueno en que induce a gente que actúe con la espontaneidad - la demostración de los estudios que cuando la gente tiene que elegir cuando ella comienza, su creatividad es más probable congelar.

("R") CONTROL ALEJADO 6B140: girar la cámara con ("R") control alejado. Ventajas: ninguna limitación de alambres (la longitud limitada, enredos, cuerda pudo demostrar debido a cámara)
- girarse de otro sitio, sin la persona que es vista siendo consciente

ESTIMULADOR del OLOR 6B150: hace a gente que es más fotogénico fotografiado sobre los olores que huelen emitidos. Diversos olores para diversos tipos de efecto deseado. Los olores pueden también ser similares a los de situaciones relacionadas reales, para ayudar a una persona a volver a vivir las experiencias anteriores relacionadas que tienen en cuenta una mejor actuación, eg.: piden los agentes imaginarse que están hablando con la persona encantadora y huelen el perfume o el cologne de esa persona.

EXHIBICIÓN de la CARRETERA 6B190 ("S"): demostraciones: velocidad y o densidad del tráfico a continuación (para el número señalado de kilómetro a continuación); el mismo Info para otro encamina un conductor pudo elegir hacer a continuación; velocidad del recorrido sugerida (existe)

6B230 TICKETER: si un boleto de cualquier tipo fue publicado contra el coche y o el conductor, limpiar los sacadores en llaves para efectuar en el coche sí mismo. Este empleado del gobierno puede necesitar llave

especial, el código, o dispositivo vía el cual para tener tal acceso en el dispositivo de la grabación (evita a vándalos).

- propósito: el dueño del coche sabe si el conductor hizo algo malo, y o está sujetando a dueño a las penas si el boleto era o no era pagado; sabrá si el boleto es pagado; el gobierno pudo encontrar tal organización en el coche sí mismo del interés (la custodia de registro)

SISTEMA de IGNICIÓN del CÓDIGO de ACCESO 6B250: Comienza solamente la ignición sobre afinar en código correcto, más el uso de la llave. Este producto pudo existir ya, habla con los expertos del coche y hace una búsqueda de la patente.

- marca: código del coche. ¿Obvio?

RELOJ de la LUZ del COLOR 6B290: emite luces múltiples del color en el tiempo de la alarma y o cada hora (o cuando ENCIMA DE).

- sonidos cuando está deseado

ESTAMPILLA de FECHA del TIEMPO 6B300: la característica obvia llama automáticamente en el número del teléfono ("T") o la otra fuente para conseguir el tiempo exacto. Hace esto periódico. Pudo ser hecho fácilmente simplemente con el acceso de un módem en un ordenador principal ("C")

ALARMA del FABRICANTE de CAFÉ 6B320: sonidos cuando está listo, o al casi secarse encima de la hornilla activa (este 3ultimo ocurre juzgando el peso)].

- el dispositivo apaga automáticamente sin la necesidad de la alarma cuando el peso de la jarra cae a cierto nivel; o el dispositivo sabe vía otros mejores medios cuando se va el líquido.

--sin este sistema, la jarra cualquiera se rompe cuando consigue caliente y vacia, o el dispositivo da vuelta apagado después a hacer el café y debe todo estar borracho antes de conseguir frío

- el calentador de la jarra reactiva cuando nuevo café o agua caliente plana

se hacen en el sistema

- "S" demuestra el número de tazas de la izquierda líquida (taza de café del tamaño estándar de las aplicaciones como medida). El cálculo se hace vía peso.
- "S" demuestra cuando el líquido fue elaborado cerveza por último (induce a gente que elabore cerveza tazas de café más nuevas, especialmente en oficinas con mucha gente, y cuando la gente no sabe cuándo fue elaborado cerveza por último.)
- hace un sonido cuando toda la cantidad completa de líquido caliente está lista, eg.: un sonido corto alegre del monosílabo

FABRICANTE de CAFÉ MODIFICADO para requisitos particulares 6B321: El nuevo café se hace automáticamente cuando 6B230 determina el café ha funcionado hacia fuera.

ANALIZADOR del COMPORTAMIENTO 6B330 y FACTORES AMBIENTALES: Interruptor que correlaciona todos los grados dados en las escuelas, universidades, funcionamiento del empleado con acontecimientos externos; cambios en hotel y reservaciones del recorrido; ventas de artículos; médico (comprobación y o salud mental); control de calidad en empleados; etc. eg.: nuevos políticas, acontecimientos de noticias, etc. El sociólogo, el psicólogo etc pueden encontrar este Info valioso para la organización específica y o las industrias o los tipos específicos de organizaciones en conjunto.

- UIP-DB. Los VAGOS utilizan este Info para el arreglo para requisitos particulares.

GONIÓMETRO 6B360: alarmas si una sección o una parte del producto no está en la relación correcta a otras piezas o a la pieza principal de la maquinaria, robusteza, dispositivo.

- El h esto es vago, encuentra los usos únicos (el tiempo mínimo del gasto)

6B380 PUERTA GREETER: sobre área que entra cerca de la puerta principal (el detector de movimiento detecta a persona), o, el carillón de puerta de sonido, sistema anuncia algo en palabras, o sonidos (eg.: música). Pueden indicar, el nombre de la familia, la compañía, hola, el fabricante del etc. o el usuario puede registrar el aviso saliente.

+ puede registrar el mensaje de la campana de puerta el sonido de la persona

- D: persona (del peso o de la altura mínimo) = sensor (movimiento/escala) = c = oscilador/S.

SISTEMA DE VIGILANCIA de la MANERA de la ENTRADA de PUERTA 6B381: búsquedas y bandidos de los retenes (el sistema es banda a buscar). Analizador visual.

- D: persona = cámara = analizador visual = analizador = oscilador/s/impresora/[t = llama = policía].

FAX de TIEMPO 6B400 Y de la ESTAMPILLA de FECHA: tiempo de expedientes del fax adentro y de la salida

- La persona de quien recibió (pudo saber vía el número del teléfono de remitente - en algunas regiones de mundo, de demostraciones del receptor su teléfono #); remitente que envió el fax.

- Aplicaciones la tecnología actual existente de la identificación de llamador (el receptor de la llamada del teléfono ("T") puede identificar el número del teléfono del llamador): si un mensaje de fax fue recibido pero no transmitido bien bastante, el sistema puede decir al usuario de donde vino el fax (el fax está faltando quizá el número del teléfono y o fax y o dirección del remitente debido a la falta mecánica o al mindedness ausente del remitente)

- copiado a: verificador del contenido 4e020 y de la fecha, secretario, el TDS% - 8.95

TRANSPARENCIAS del FAX 6B420: enviar y recibir las imágenes, que se pueden entonces demostrar vía un proyector ligero (luz de la demostración con imagen y proyecto sobre una pared). Puede requerir el proyector especial.

- enviar y recibir las diapositivas del cuadro (eg.: diapositivas de cuadros de la cámara). Proyecto vía el proyector de diapositiva.
- sistema similar para las transmisiones del módem.
- objeto de valor para las presentaciones del grupo

PANTALLA de 6B450 BRAILLE: dispositivo que hace estallar fácilmente hacia fuera los pernos que crean las letras que en golondrina de mar se pueden poner detrás abajo y hecho estallar retirarse otra vez = como una pantalla de la CRT para las persianas, etc.)

- Cada punto (varios o más los puntos hacen una letra o un número) se pudo crear por un o vario pernos muy finos.
- puede recibir la información vía el módem, computadora ("C"), reconocimiento vocal, dispositivo el tomar de cuadro (toma cuadros del ambiente o de palabras impresas), exploradores.
- la pantalla solamente pudo estar a parte de electrónica y puede ser llevada y o ser enviada (eg.: para las letras personales) y o producido en masa a partir de una fuente original. La pantalla pudo ser reutilizable (un poco como una cinta de cassette en blanco).
- Para [no] la vista deterioró a gente también; ver las cosas tridimensionales
- puede recibir datos de discos de la computadora ("C") también (la manera mucho menos abultada de ver las cosas tridimensionales)

DAR LAS TABLETAS ESCRITAS DE LA ENTRADA DE LA IMAGEN - TELEDIRIGIDAS/ACCESO:

. 6B500 controlado por menú: las opciones surgen en tactos de la pantalla y del usuario simplemente dentro del cuadrado para la opción deseada

. selector del color 6B520: pulsando la tecla del color deseada, de todos los movimientos de la llave, movimientos, etc estar en ese color hasta que se seleccione la otra opción del color.

- el mono cromo o el negro/el blanco es la opción si no se selecciona ningu□n color anterior

. 6B540 (era 6A-54) m+ consiguen vibraciones convertidas de sonidos. Los cojines de la vibración se pueden colocar en cualquier parte del cuerpo; silla; el panel de tacto en el portable o sistema no portable de la música, tactos de la persona para la vibración cuando sienten como él. Cierto porcentaje de la población disfrutará más lejos de la experiencia de la música, especialmente para la danza y los sistemas de la roca y del rodillo.

AUDÍFONOS 6B550: la emisión de olores particulares tiene ciertos significados, eg.: emergencia. El comunicador, ayudas substituye el oscilador.

- La vibración se puede dar para el efecto similar, y puede ser un sistema de alarma más rápido

RECORDATORIO de la PLANTA 6B560: ENCIMA de frecuencia el tipo planta debe ser regado. En cada uno que riega: presionan un botón; o sentidos del "sensor" cuando está regado (esta sección para una protección más fuerte de la patente). Demostraciones del sistema entonces
número de días hasta el riego necesario.
- alarmas si riega necesario o atrasado vía: luz que destella, sonido - puede ser continuo o por intervalos
. Encender las demostraciones cuando el riego es necesario. Provechoso para las áreas donde está difícil el drenaje, eg.: pasillos del hotel con los envases grandes del suelo

EXPLORADOR de la IMAGEN 6B570: convertidos dos y tres dimensiones en: sonidos, representaciones visuales, [olores, vibraciones], holograma (en aire o impreso). Por ejemplo, una calzada pebbled crearía un sonido agradable y o el arte abstracto (los mayo o mayo no estar en todo similar a la calzada del guijarro.
- salida efectuada por la constitución de la sustancia, eg.: una fotografía de una pintura al óleo creará diverso efecto de la imagen de la pintura al óleo original

VÍDEO del KARAOKE 6B640: la historia video preprogramada en la película consigue los clips insertados de usuarios. Los clips son insertados por el Karaoke que inspira y o el donante de la gente incita para llenar las secciones insertables de la película. Jugadores mayo o mayo no saber mucho o poco sobre la película que están haciendo (puede hacer la más interesante, y mayor sorpresa cuando está acabada - si se sabe menos)
- métodos que incitan: hace preguntas; pide que las personas digan, hacen, acto, sensación, demostración, sonido algo de cierta manera; la gente puede ser pedida dar a otra persona un aviso, aquí los mayo o mayo más pronto para no ser dado una indirecta (que requiere una poca creatividad de la diversión en la transportación de aviso)
- trabajos bien en los pequeños espacios, luz corta, mucho ruido de fondo (el micrófono es diseñado y o controlado por el usuario para registrar sobre todo solamente de ciertas distancias
- sobre la terminación, gente puede ver el producto final y o tomar una copia del hogar de la cinta
. "Corrigiendo" capacidades [para la hospitalidad]:
Karaoke que corrige, sintetizando características: puede alterar las imágenes de las maneras que agregan creatividad y reducen la imagen del comportamiento refrenado que algo pudieron tener, el llevar a la persona que quiere intentar el sistema otra vez puesto que vinieron hacia fuera mirando mejor que anticipado. La alteración puede ser: hacer que las imágenes el tiro parecen muy no de por vida como, y o semi-animated
- para cada parte movible, agente pudo hacer brevemente o la posibilidad muy remota que implicaba cualquier cosa de una experiencia facial particular hasta un discurso largo
- el usuario pudo escribir para poseer la escritura; insertar sus acciones y palabras; insertar de la reserva de otros clips, cosas como tiros de las calles muy transitadas, muchedumbres de gente, naturaleza, una casa, conduciendo un coche (como si él puede ser que haga lo, etc), estos clips están disponible en la memoria de

sistema, los clips adicionales se pueden comprar (creando la biblioteca muy grande) y o el usuario pudo crear sus propios clips también. Todo el esto se puede hacer a la una que se sienta. Una manera excelente de ser creativo.

- los clips pueden solamente estar de ésos con excepción de usuario (si están deseados tan)
- el sistema puede crear voces de las palabras afinadas adentro; el usuario (director) puede seleccionar el tipo patrón de discurso también, eg.: mujer buena, mujer fuerte, voz de la camarera, hombre del correo, doctor (varón o hembra), etc.
- las pinturas pueden todas ser vida real, vida semi-verdadera, y o animación (más fácil y más barato convertirse, y limita a usuario a comprar los clips, aunque él puede hacer quizá los clips animated en modelos más costosos)
- integrar con los juegos video, donde jugador (persona) que es tirado por la cámara, entran en juego/la interacción con sus imágenes
- alterar los juegos estándar en los formatos deseados, eg.: jugar el ajedrez por el que el caballero sea un caballo verdadero con el caballero, o un dragón. Todo ocurre vía la pantalla.
- cada marco tiene un número el correlacionar a la secuencia cronológica, a estos números provechosos para corregir y o a las piezas móviles alrededor
- El usuario puede seleccionar de diversas ventanas, que pueden demostrar que diversa película de las acciones/de las direcciones puede tomar. Cada ventana puede demostrar la acción adentro aún o la manera móvil, con o sin las palabras dando la información adicional sobre contenido dentro de la opción.

. Usos:

- puede estar el tipo de terapia incitando a usuarios y posiblemente dirigiéndolos y o corrigiéndolas. El dispositivo puede preguntar a usuarios cómo solucionarían problema de otra persona; posiblemente vía una selección determinada de opciones (que previenen demasiado loco de una respuesta)
- ciertas barras pueden hacerse en barras del vídeo del Karaoke; tener la presentadora, camareros, camareras, la ayuda de la barra, etc salvajes; alquilar o utilizar los trajes, avisos.
- aprender extranjero y poseer idiomas. El sistema puede incitar gente en términos de qué decir, a usuario después termina oraciones y o selecciona de la opción múltiple la respuesta correcta. Esto se puede juntar con progresos de argumentos
- instalar los dispositivos en barras; arcadas de juego video; lugares educativos; escuelas temporarias; estudios de la película que quisieran ver el ejemplo de la película antes de tirar en un modo más de alta calidad; agencias de publicidad para las muestras de anuncios antes de tirar; lugares en donde la gente está esperando; unidades portables y en-portables para el uso del consumidor
- los usuarios pueden componer sus propios juegos video

. Técnico:

- esta invención es compatible con otras características del Karaoke en mercado
- el dispositivo se puede poner en cada tabla con la pantalla incorporada a la tabla; los usuarios pueden seleccionar el tipo película, juego, característica deseada. Uno o más gente puede hacer el proceso de la

película. La cámara puede salir de la tabla (el shooting apenas hace frente quizá y o cuerpo superior), de la pared detrás de un vidrio, de un etc.

- los softwares y las películas pueden estar en discos de la computadora ("C"), los discos laser (registrables y no registrables), el vídeo y o [las cintas de la película]

- los efectos visuales crudos se pueden encontrar en modelos anteriores; las pantallas que retrataban representaciones visuales pudieron ser los mismos o la calidad levemente mejor que corriente la CRT de la computadora del color ("C").

- tiene una clase particular

- puede imprimir cada uno y o escenas seleccionadas sobre el papel

MÁQUINAS TOCADISCOS:

. (era 6A-65) selector de la música 6B650 y de la luz: seleccionar la música, los avisos, el etc; el tipo más se enciende (destellando y o moviéndose), que o ASCENDENTE responderá automáticamente a la música, los sonidos.

. 6B670 a la cerradura abierta, usuario debe también botón en la cadena dominante. Esto demuestra la época y la frecuencia de su unidad, etc. que entran (tiene la persona sida honesta sobre sus actividades)

. 6B680 Alerter: emite la sirena y o las luces que expresan la precaución del peligro

- Amplifica cualquier sonido creado, eg.: usted está gritando, gritando para la ayuda, el ruido del atacante

6B690 QUE ABONA el DISPOSITIVO: Los habitantes de apartamento pueden ahora ensamblar la cultura verde abonando sus basuras. Descompone los artículos que no se pueden descomponer en una descarga. El mejor sistema comprable en el invierno en que el abonamiento es más difícil para ésos con los jardines. Solar accionado.

. - da vuelta rápidamente a los desechos del alimento en el estiércol vegetal para el jardín o para las plantas nuevamente potted, el etc. buenos para las que 1. no quiera para ir afuera para la pila del estiércol vegetal, 2. querer el estiércol vegetal en efecto rápidamente, 3. quieren guardar hacia fuera las ratas al aire libre, cucarachas

- el dispositivo especial maneja el problema de olores

- pudo funcionar en energía solar

. - realizar que preparan a los occidentales para pagar los precios poco económicos valor ecológico (incluso si puede ser que sea tonto desde el punto de vista de un experto). Mirar Alemania que quiere pagar sobre $1.00 reciclar muchos del producto de consumo que empaqueta, aunque podría costar cerca de $0.03 para quemarlo o para descargar en lugar de otro. Hay muchos otros ejemplos.

. - es esencial esto es solar accionado. Queremos un anuncio que diga que "dar vuelta rápidamente a sus desperdicios en el estiércol vegetal con energía solar..."

. - para los artículos biodegradables: materia vegetal; el resto de la materia non-vegetable indicada por el fabricante como siendo biodegradable, eg.: plásticos, empaquetado non-paper.

- OTD:

PP; P.M.; todos; fecha; hospitalidad; índice de inteligencia; t; alerter (cuando el estiércol vegetal es listo, etc); cartuchos de las bacterias para apresurar proceso.

. - Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por el material (de los reactivo de este N) producto químico de w. NR demuestra qué productos químicos presentan W5. Esta N copiada al agosto de 95 7G050.

CONVERTIDOR del ALIMENTO de ANIMAL DOMÉSTICO 6B700: toma a ciertos desechos y convertidos del alimento en el alimento de animal doméstico vía:

- agregando sabores adicionales para tentar el tipo animal de la especie guardado como animal doméstico
- pudo poner en nueva forma, eg.: pelotillas
- pudo moler el alimento, el cambio de su textura
- pudo cocer al horno el alimento
- pudo la carne del anuncio, o el alimento de animal doméstico estándar de la poder o de la caja

TECLADO del LASER 6B760: mecanografiar la información disparando las luces laser de la manera correcta. Trabajar de cama.

- disparando un laser, sistema se gira rápidamente. Grande por notas y las épocas cortas en que es demasiado apuro para girar la computadora ("C") o la máquina de escribir.
- puede ser conectado con la computadora principal ("C"), o transmitir la información a ella
- puede también generar música, actúan como el teléfono ("T"), el paginador, etc

MÁQUINAS DEL MASAJE: Comunicador vía la vibración. Los cambios de la intensidad de la vibración según terapia consiguen más difícilmente.

. guante del masaje 6B800: manos de los masajes, pies, piernas, brazos...

. masaje múltiple de la dimensión 6B810: emite durante masaje: sonidos, música, vibraciones de la tabla o silla, representación visual ("S") en los olores de la pantalla de la CRT, sutiles o fuertes para hacer el masaje de más agradable y o de experiencia eficaz.

. Massager 6B830: eg.: Silla del masaje:

- decir la máquina continuar trabajando en la parte del cuerpo que está en (prolonga o continúa hasta pedido parar).
- pieza de programa del cuerpo es dar masajes con el plazo deseado

. 6B840 + luz de pulsación: emite las luces que mejoran la sensación o la eficacia positiva del masaje. Opciones ligeras para los efectos deseados de: relajación; energía; mejor interior de sensación; pasión; etc. Conectado con la función del masaje.

- un o más colores

. el dispositivo que mide el tiempo 6B850 apaga la máquina del masaje en el tiempo señalado. Las ayudas previenen a gente de excesivo haciéndolo, dando por resultado su trabajo, etc. que evitan.

6B860 PERSONALIZÓ a PROTECTOR del TIEMPO: Llave en lo que usted quisiera que el sistema le advirtiera para según sus estudios, etc agrícolas, científicos, eg. cambios en: presión de aire, humedad, iones del aire, temperatura, precipitación, luz, llave del etc. en software qué usted encuentra importante para usted. El sistema consigue su Info de fuente exterior vía línea del módem o del teléfono de los datos ("T") o de su propia estación meteorológica exterior

HISTORIA del TIEMPO 6B870: las demostraciones más allá de la temperatura, de la humedad, de la precipitación, del viento, de la memoria del etc. vuelven a partir del primer día que fue utilizada, o el fabricante pudo construir en tal información de promedios. La persona sabe cuándo mira lecturas actuales del tiempo, cómo ese día o mes comparó con otros días de r en el pasado. Para el hogar, escuela, uso de la oficina.
- reloj, alarma

REACTOR del JUGUETE 6B900: el juguete responde cuando está hablado a. Tiene uno o respuestas múltiples a cualesquiera o a sonidos particulares
- puede estar en sonido la respuesta más o no

ARTE de AIRE 6B910: Los sentidos y los expedientes de la computadora ("C") y en golondrina de mar hacen arte según cómo el objeto se lanza, cayendo y (con ASCENDENTE) aterrizando posiblemente en la tierra.
- Imaginarse un dispositivo electrónico que sea como el cubo o la otra forma ese las abolladuras según cómo baja

GRUPO FECHA/HORA Del ALIMENTADOR 6B980: cuando estaba la vez última alguien animal alimentado, bebé, niño; las plantas regadas, fertilizadas o el otro artículo botánico.
- TDS

EXTREMO Del ARCHIVO 6BQ
Archivo: Un B C/8BI

ARCHIVO: 8BI

IMPRESORA de la CUPÓN 8B040: mientras que ve la TV, solicitar una cupón para ser impreso para usted. ¿Grande para el publicista, y puesto que tienen ya un grupo interesado, por qué no hacerlo fácil para que ellos hagan un paso hacia la compra?

- Info impreso petición de materias similares o posteriores
- TV o tablón de anuncios de "C", que demuestra los anuncios o los avisos rápidamente uno o varios a la vez (velocidad y selección del anuncio controlada por el redactor/el locutor o el usuario). Los anuncios no pudieron demostrar bastante Info a tiempo asignado, también usuario pueden pedir qué tipo de Info en materia anunciada quieren.
- la CRT pudo "S" Info adicional por requerimiento: la difusión todavía está o vida móvil
- el usuario pudo incluso tocar la pantalla para elegir lo que él quiere impreso (interactivo)

BEEPER 8B060: dan cada persona que espera para ser llamado un pequeño receptor. Cuando están listos para ser llamado, el transmisor envía la señal para el receptor particular, después el receptor: la señal sonora, luz, vibra, etc para notificar el sostenedór que se están llamando o que qué él está esperando está listo. Ahorra a gente de tuvieron que: leer continuamente un "S" para ver si se ha llamado su número;
permanecer dentro de la gama visible o de audiencia de anunciador o de demostración de "S" que ahora es su tiempo, eg.: la persona puede ir a hacer compras en alameda mientras que están esperando a sastre para hacer ajustes finales en la ropa, o a esperar para conseguir un boleto hecho, o a esperar para ver el doctor, el etc. El aviso se pudo hacer en términos de número de minutos aproximados antes de que sea tiempo ("S" del receptor puede demostrar el número de minutos, o dar un código en cuanto a: el tiempo es mucho a continuación, tiempo medio, o el venir se cierra, o ahora está....)

- la distancia de transmisión pudo también trabajar hasta muchos kilómetros
- pudo utilizar tecnología celular o del beeper, el etc.
- Si la persona va más allá de gama admisible, el receptor pudo demostrar esto cerca: el ir ligero con./desc.; emitir un sonido breve y agudo particularmente manera.

Usos adicionales: alimento que ordena en el restaurante (la mayoría de los restaurantes quisieran que los clientes permanezcan y que pagaran bebidas, con todo los restaurantes únicos con este servicio (especialmente ésos sin las licencias de licor) se placerán conseguir a clientes adicionales esta manera. Los clientes pueden dar un paseo en el parque, la tienda, el etc mientras que esperan. El zumbador dice a cliente que el alimento estará listo en alrededor minutos del _. También bueno para los miembros de familia con la gente por todas partes la casa grande, mamá consigue gente preparada a tiempo - dejar el proyecto del final de la gente que ella está despertando encendido, las manos de la colada, el etc.

. Para Techies:

"R"; "S"; "C"; pp; P.M.; fecha; interactivo; juguete; todos; hospitalidad; "mic"; portable; sst para modelos más complejos más grandes; punto de ebullición; alerter; oscilador; vc; cuenta; tr; RPC; acceso; uip.

8B070 REACCIONAN: Cuando el caminar en sitio, gira automáticamente todos los dispositivos deseados o aplicables, eg.: luces, música, altavoces (si música de otra fuente), sistema del intercomunicador o de radiobúsqueda y o "T" que recibe - el sistema identifica donde alguien (o si se utiliza el control personalizado de "R", donde está ese individuo), purificador del aire, calefacción/aire acondicionado, "C"
- el mismo resultado pudo ocurrir con encender de la luz o del otro interruptor.
- ENCIMA de lo que él quiere girado sobre entrada. Puede diferenciar de sitio al sitio.
¿- Todos los aspectos obvios?
- Transmisor localizado en: joyería, bolso, etc
- La luz laser que dispara, activa los mecanismos deseados
- Artículos adicionales a activar: música; grabaciones educacionales (la persona oye cómo hacer algo, qué a no hacer, eg.: tener cuidado de los productos químicos, etc...); luces; calefacción/aire acondicionado
OTD:
Todos; "R"; "C"; pp; P.M.; hospitalidad.

IDENTIFICADOR del TABLERO de INTERRUPTOR 8B150: el recepcionista que recibe llamada cifra el instrumento de "T" del respondedor aplicable con código o la información de declaración puesta en palabras de la grabación sobre el llamador, eg.: su naturaleza (cliente o surtidor); nivel de importancia, urgencia; longitud del tiempo han estado en asimiento; si su una llamada local o interurbana; persona y u organización; mecanografiar la personalidad (agradable...). El receptor de la llamada consigue esta información sobre "S" de "T"; o "C" (puede entonces almacenar tal información con o sin cualquier Info adicional introducido por el receptor (la persona con quien habla y las manijas llaman - ahorra el tiempo que afina en el Info, más receptor no pudo poder afinar todo a tiempo y u olvidar después de la llamada, especialmente si hay otra llamada que viene pronto después de eso). El receptor puede oír o leer esta información antes o durante de la llamada del teléfono.
- toda esta información se puede retransmitir encendido a la tercera (o cualquie subsecuente persona) tomando llamada (la persona no era quizás anteriormente a la derecha una para manejar la situación.
. Para Techies: "S"; "C"; pp; P.M.; fecha; todos; "M"; cuenta; uq; mq; uip; carácter, acceso.

ESCAPE 8B250: insertar el dinero y seleccionarlo deseó la característica (el usuario elige efecto total, o selecciona las piezas que hacen el excesivo todo el efecto. Piezas seleccionables: los olores, sonidos, música, las representaciones visuales, dando masajes, presiden la vibración que son relacionadas o elogiosas el uno al otro)
- bueno para el uso casero también
- comercialización: un escape agradable de la rutina diaria
- quizás especialmente popular en mercado japonés; ¿la gente será ciertamente bastante curiosa por lo menos intentarlo, por qué no?

ARCHIVO 8BI de los EXTREMOS
Archivo: Un B C/8BQ
ARCHIVO 8BQ

impresora del olor 8B-02: La impresora de color también tiene ciertos productos químicos que huelan sobre el rasguño. El usuario de los programas de la computadora ("C") donde quieren el tipo específico huele simplemente para ser impreso.

("R") impresora alejada del control 8B-03: ("R") el control alejado y o el receptor portable imprime la información que recibe a través del aire. El usuario pudo pedir el tipo información que quiere, después esto es se imprime qué. Eg.: cupones del anuncio publicitario de televisión
83
Información adicional disponible: mayores detalles sobre un anuncio, eg.: las descripciones de producto, listas de precios, mapas al distribuidor autorizado, sistema pudieron incluso identificar a la persona cierran a distribuidor autorizado basado en el lugar de su sistema, o por el usuario que mecanografiaba en código postal...

portero 8B-08: lleva artículos (eg.: las cajas) en un carro, en los brazos, el etc. - sigue adonde va el dispositivo que transmite (eg.: es llevado por la persona que dirige la robusteza)
- la robusteza evita las paredes, yendo demasiado cerca o también lejos del transmisor de la persona
- cuando está pedido, va a la localización deseada y coge y entrega el material

8B-09 Greeter: saluda a gente en la puerta. Programado por el usuario o el fabricante. Opciones:
- en la forma del ser humano, de la robusteza, del animal, de la planta, de la estatua, de la computadora ("C") con la exhibición ("S") y del altavoz
- los arcos, caminan, abren la puerta, se cierran y puertas de cerraduras
- pide quién está en la puerta, después lo permite adentro si ellas: es la persona adecuada, tiene código correcto, aparece no tener mucha tensión, deja cada uno en (persona los mayo o mayo sin embargo que entran no saber esto)
- el saludo saliente puede cambiar acordar: al día, la hora, usuario (o dueño) del dispositivo, la persona que se identifica, mecanismo de control utilizó por el dueño: el dispositivo puede ser cortés, sonido grosero, chistoso, profesional un poco, etc.
- sabe jugar la música previa, radio, TV, cable...
- armar o tal dispositivo puede sostener la capa de la huésped, bufanda, sombrero...

8B-13 mide el tiempo de cosas y de alarmas cuando el tiempo llevado se desvió más allá de cierto parámetro de la norma. Para los científicos.

interruptor del teléfono 8B-16 ("T"):
El dispositivo transfiere una llamada entrante del teléfono móvil a un teléfono regular ("T"). Propósito: ahorrar el dinero. Para los que la llamada comenzada en oyente móvil del tel. no necesite saber el interruptor está ocurriendo.
posibilidades de transferencia del método: tener línea regular dial del teléfono ("T") en la línea celular del teléfono en qué hora asumirá el control la línea regular del teléfono ("T") llamada. El teléfono móvil de recepción ("T") debe tener característica especial para permitir esto.

reconocedor de la voz 8B-180: las exhibiciones y o imprimen palabras de la TV, de la radio, de la música previa o del vídeo

8B-200 cuando los cambios de temperatura, el siguiente se pueden programar para cambiar automáticamente también: oler las emisiones, sonidos, música, vibraciones, luz, humedad
83
Usos:

placer del cepillo de dientes 8B210: Hace música y fragancia agradables.
Existe.
- Niza cepillo de dientes: emite el siguiente mientras que siendo utilizado: olores, sonidos, música. Hace el cepillado de dientes más agradable.
- comercialización: Mercado japonés
83
- comercialización: el otro asiático pone posible también, los mercados no occidentales
. - OTD: básico; entretener; portable; cp; receptor acústico del movimiento
- desde 1/1997
- mecanografiar los sonidos/los olores/las vibraciones determinadas cerca: uip-taylor (tipo de usuario dientes, horario de cepillado [necesitan quizá cepillar la motivación])
- el tipo de los sonidos es el movimiento o el tipo coordinatable vibración de la mano de w (con) del cepillo de dientes, eg.: el modo sano altera cada vez que el cepillo de los movimientos de la mano, o la vibración es magnificado por el sintetizador. D (dibujo): sensor de la vibración - > C (computadora del ') = synth - > oscilador.
. PATENTES: la búsqueda de la palabra clave de los E.E.U.U. abstrae 1.74-1.97 www.qpat:

- cepillo de dientes y (música sana de la melodía de la fragancia del olor del olor del perfume)

identificador de la placa 8B-220 (no electrónico!): la crema dental hace que el color muera que aparece donde la placa en los dientes tiene todavía ser cepillada apagado. Más fácil utilizar que la forma actual de la píldora.

principiante portable 8B-230: hace preguntas en lenguas extranjeras o maternas y quisiera que el usuario respondiera vía la opción múltiple o afinar en palabras correctas, o la fabricación de correcciones a la lengua pobre.
- aprender el vocabulario
- puede ser parte del sistema que traduce electrónico también

8B-240 palabras populares actuales, términos. Éstos van dentro y fuera de la manera rápidamente, se substituyen tan por los discos, los etc que se substituyen periódico (quizá vía la suscripción). Términos por ejemplo: "racionalización" que es actual un término popular en Japón. El altavoz aparecerá en una luz mucho mejor cuando han ido más más allá de lengua del libro de textos (mucho cuyo no puede ser ayudado, por lo tanto el valor de esto - así que la gente no puede como rápidamente decir, "ella habla inglés del libro de texto")

8B-260- desafiador: el usuario pone en dinero para comprar lo que él seleccionó. Después él puede ser hecha una pregunta o hacer una tarea (eg.: jugar el juego video, el juego) y si ganan, consiguen otro de mismo o de diverso artículo. Ésos que querían otra oportunidad pudieron comprar un segundo artículo para jugar otra vez.
- la ocasión media de ganar pudo ser el solamente 10%, el margen de beneficio en los productos adicionales vendidos pudo ser el 30%, y las ventas pudieron aumentar el 50%, dando por resultado mayores beneficios. Los precios para los artículos pudieron ser iguales o los 10% más altos que otros puntos de venta.

máquina expendedora del condón 8B-270: en la época de la venta, la máquina da consejo a los hombres en conseguir a su mujer en cama. Esto anima a hombres a comprar para la máquina y a utilizar el de goma para volverse y comprar más. El consejo pudo ser del tipo de la galleta de fortuna (el pequeño trozo de papel viene con caucho, o la información se pudo exhibir antes o después de ventas; o el cliente pudo hacer la pregunta y conseguir respuesta). El consejo pudo ser un poco serio, o solamente diversión.

8B-310 sobre la vivienda o el sitio que entra, dispositivo coge el distancer de la persona y los alertará if/when: 1. tienen un mensaje. La pantalla allí podía demostrar y o imprimir el mensaje en aquel momento, si las peticiones de la persona. 2. demostrar su calendario para el día, semana... las reuniones 3. se programan para 4. acontecimientos que podrían estar de interés a ellos
- la persona de la respuesta recibe pudo indicar llano de urgencia en la comunicación, eg.: menos urgente; urgente; muy importante. La persona pudo estar ocupada con algo en ese momento.

- comercialización: conseguir sus mensajes más rápidamente y fácilmente; notificarse cuando usted tiene mensajes importantes en vez de tener que vadear a través de mensajes menos urgentes a menudo. Las ayudas substituyen la necesidad de la secretaria.
- categorías: chimers de la puerta, puerta TV, contestadores automáticos, software, computadoras, paginadores, intercomunicadores .....

8B-330 según el tipo uso, voz de la persona se cambia por consiguiente, eg.: su voz para anunciar el plano está lista para el embarque, el plano es atrasado (la frustración, o la cólera en la voz del locutor que tiene miedo de ser atacado con cólera de pasajeros y que en golondrina de mar es semi hostil en voz como protección - ésta es malas), etc.

8B-340 demuestra la dirección en la cual la persona está caminando; velocidad. La exhibición ("S") pudo demostrar flechas y o el patrón del recorrido en carta.

¿8B-350 +? Notificador: si el teléfono móvil de la persona ("T"), el teléfono ("T"), el paginador, Walkietalkie, o como el dispositivo de transmisión-recepción los está llamando y están ausentes, el su reloj o el otro dispositivo portable más pequeño pudo alertarlos vía la vibración del sonido, ligera o reservada.
- el dispositivo pudo notificar lo si hay algunos mensajes en el contestador automático o el correo de voz, y o el número de mensajes. Tal aviso pudo ocurrir con o sin la petición de usuario tal información.
- el usuario pudo saber el teléfono del llamador ("T") o el número de identificación; entonces el usuario puede dejar quizá un dispositivo de contestación tomar un mensaje

proyector del tiempo 8B-360: los proyectos miden el tiempo sobre la pared o el techo.
¿- existe?

8B-370 aprenden el reloj: Hasta aprender las palabras, los hechos, las fechas, la exhibición del etc. ("S") hace estallar para arriba aprendiendo la función en la voluntad del usuario. También, pueden utilizar mientras que esperan, tomando el tren, el etc.
- bueno para aprender conceptos cortos. Por ejemplo, aprender: vocabulario en propias u otras idiomas, abreviaturas, términos eg.: científico, curiosidades (para la diversión - popular en los E.E.U.U.), fechas, capitales en todo el mundo, gente famosa, etc.

reloj médico 8B-380: Nombre del paciente (quizá con la dirección y el teléfono), tiempo, alarma (cuando ENCIMA DE, para tomar la medicación). Para el uso médico.

reloj del arte 8B-390: crear los diseños para la parte posterior del dial del reloj. Elegir de o crear para poseer los gráficos, cuadros.

Métodos:

- el diseño en sistema de la computadora ("C"), después transfiere gráficos vía disco minúsculo y los inserta en el reloj. El disco puede llevar a cabo diseños múltiples. El usuario puede entonces seleccionar de la selección del reloj; los diseños pudieron cambiar periódico según los comandos del usuario; [el usuario pudo el pedido por correo para los discos y hacer que hagan deseó cambios]
- El reloj pudo venir con las opciones del diseño incorporadas y el usuario selecciona y o altera; el usuario pudo comprar discos deseados
- si el disco se programa en el dispositivo separado, el usuario puede afinar en la información importante para aparecer en la exhibición del reloj ("S"), eg.: función de la alarma y para qué alarma está; cumpleaños; teléfono ("T") y dirección
- El reloj pudo también ser un reloj/una alarma portables

reloj del olor 8B-400: como alarma o en cada hora en la hora emite el tipo olor tenido gusto por el usuario. El reloj o el reloj puede tener diversos olores, perfumes, etc para cada vez, ocasión

- olores - los perfumes vienen en paquetes insertables
- entretener a amigos con su novedad
- tener olores agradables diseñados para despertar psicologicamente a persona para arriba por mañana
- dar como broma (por el que el portador no sepa la fuente de los olores). El donante posterior del regalo puede decir, mi, usted parece ciertamente poner hacia fuera olores (farts) en la hora untada, "apuesto que usted olerá otra vez en minutos del _!"
- oler el tiempo: para la novedad, los que son sordos y o las persianas.
- marca: Oler el tiempo

caja del juego 8B-440: (Patente de diseño - no electrónica)

Tiene área extensa donde todos los tipos de cosas se pueden almacenar para alcanzar el tamaño máximo permisible para la línea aérea llegan. Además, hay una sección donde el usuario puede poner en su ropa en las suspensiones (no dobladas antes de insertar).

vainas del vuelo 8B-450: ¿(basado en la nueva invención existente cerca, la marca Litos llamó el "Samara"? - él es comercialización hacia ejecutivos)

Cuando el entrar la invención del aire suena o hace música. Lanzar para arriba varios a la vez y crear un pedazo musical múltiple. La invención existente se diseña para flotar en el aire en la manera abajo - similar a la manera las tierras de la semilla del árbol de arce.

- en la obscuridad, se enciende para arriba cuando 1. en el movimiento, y o 2. cuando en el aire (que no toca algo)
- etiqueta en la publicidad de la compañía
- uso en juegos
- alarma del reloj: coger la al despertar, o el retén y o lanzar esto u otro objeto formado. Al lanzar conseguir en una cesta, y alarma se apaga en este tiempo - no prohiben el usuario tiempo reservado entre la alarma inicial y el tiempo requerido para lanzar algunas cosas en ninguì□n tipo cesta/bolsillo
- joyería, cadena dominante
- la pluma expulsable, el lápiz, el mercado mágico, la linterna, la llave, ("R") el control alejado, cepillo de dientes (el objeto externo tiene salidas de aire), etc. naturalmente, el objeto se deben balancear de manera para permitir capacidad flotante del aire apropiado
- galleta de fortuna: el restaurante, el almacén, la barra del Karaoke, el etc pueden lanzarlos. Partes movibles de la alternativa: cupones, cheques, efectivo, etc. Puede exhibir ("S") la información sobre la exhibición ("S") también (el artículo encajonado en material recubierto de goma)
- puede imprimir el vuelo, la manera de la cual circundó en aire y o el movimiento de cualquier curso central o medio del objeto. Atar a la impresora/a la computadora. Propósito: crear el nuevo arte.
- formado en el caramelo, chocolates, goma, galletas, píldoras, galletas animales

8B-460 componen la caja: llaves del usuario en el tipo de humor que quieren crear, y o colores queridos, y u ocasión. El dispositivo del sistema o de los programas del usuario para el lugar en el cual utilizó (compone se usa diferentemente en culturas diversas, o regiones de países también)
- la programación inicial del usuario pudo requerirlos afinar en el país y el código postal de su dirección para hacer el sistema funcional. El usuario pudo seleccionar de varios compone opciones después de afinar en sus deseos (tal selección se hace de muchas maneras). Portable (`W5).
- el usuario del fabricante pudo poder seleccionar de tipos de las tipografías, del pelo y de la piel
- negro y blanco (mono cromo) o la exhibición de color ("S") también indica que el tipo compone utilizado con o sin marcas de fábrica
- grande para las chicas jóvenes y ésas en los sus años 20 y años 30, más los que se aburran con sus miradas, y o los que amen creativo componer. Bueno para los sketches caseros (juegos)
- el usuario puede aplicarse compone en sus amigos; bueno para componer a gente de las ventas que va a domicilio (el sistema puede imprimir las cupones para la derecha compone) o que trabaja en un almacén
- música de los juegos mientras que está abierto; ENCIMA del tipo música - consigue uno en el humor creativo para poner componen
- las lengüetas del nr del lugar en la cara para determinar la constitución química antes o después de aplicar los cosméticos/los otros productos químicos = sistema del interno (sistema) "analizan"/el nr de la lengüeta (ninguì□n EL) qué tipo de balance/de tipo cosméticos del pH trabajará la cara de w.

--Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por material (de los reactivo químicos de este N) w (con). NR demuestra qué productos químicos presentan W5. Esta N (invención) copió al agosto de 95 7G050.

- el "analizador visual", uip-adapta

juguete 8B-470 para los niños o los adultos:
cuando el juguete ha cruzado cierta línea, o ha entrado en un campo dentro de un transmisor, sonará una vez. Suena solamente otra vez cuando está tomado fuera y entonces nuevamente dentro de la zona.

- movido al "picosegundo" 6.96

Archivo: UN B C/B7Q
ARCHIVO: B7Q

ESTE DIRECTORIO ABARCA ENCANTOS

Sistema de numeración del producto: La "a" en "A7" fue cambiada a "B7"

A7-3 ROLODEX TELEDIRIGIDO: los números de teléfono de sus amigos, familia, etc surgen en su pantalla, después diales del usuario el número o apenas los puntos y los lanzamientos exhibidos para que el dispositivo alejado marque número también.

Opción: Rolodex se incorpora al microteléfono; o los números de teléfono queridos se proyectan sobre cualquier pared y la mayoría de las superficies planas vía cortinas de diferenciación de la luz

CALENDARIO de la ALARMA de SISTEMA de la HOSPITALIDAD A7-5: El sistema de la hospitalidad es programado automáticamente por el usuario para hacer una interrupción en el programa que indica que es hora de despertar, va a la oficina, alimenta el animal doméstico, el comienzo cocinando la cena para la familia, el etc. Para la TV, vídeo, radio, magnetófono, juego video...
Opción: si la unidad está apagada, se girará automáticamente, después va a la derecha apagado otra vez en sus la propia o con el aviso del usuario.

FRASE A7-8 del CLUB del MES

¿Qué productos podían integrar mensajes insertables enviaron a sus usuarios sobre una base mensual, o a unos adquiribles en los almacenes? Para:

. Contestadores automáticos

. Botones electrónicos del lema

EL MOVIMIENTO DE A7-9AA ACTIVA EL SONIDO: Ducha Rod Belces: ¡como la cortina abierta o se cierra, suena! Sonidos/música accionada en el momento de movimiento dando por resultado sonido del sistema, o el sonido creado según cómo estuvo abierto/se cerró. También se aplica a: puerta de la ducha; cajones del pecho; llave en cualquie tipo botones: computadora, otros dispositivos electrónicos; la manera una bola de la arcilla se mueve dentro de su piel

. Para Techies: El sensor de la vibración, OSCILADOR, reacciona.

JUEGO SANO DE LA MEMORIA DE A7-9B: Recordar qué correlativos del sonido con los cuales el botón/la llave/etc. suene al localizador se puede cambiar más adelante la correspondencia. Nuevo tipo de desafiador de la memoria. ¿La venta a la gente en campo de la música es un golpe seguro solamente? Versiones más fáciles pueden utilizar sonidos diarios fáciles normales/palabras, modelos más difíciles pueden tener sonidos levemente diversos. El fabricante o usuario según sus habilidades mejoradas puede ajustar quizá el nivel de la dificultad. Los botones pueden también venir en una esfera.

. El usuario puede cambiar pertenecen qué botones donde. Esto se puede hacer vía un proceso al azar hecho por la máquina.

HISTORIA ANIMATED A7-10:

Los carácteres de los movimientos de la computadora [juego del `] y hacen que hablen. Desarrollar un argumento en orden cronológica. Usted llama ciertos carácteres de una opción de posibilidades. Cada movimiento sería almacenado como unidad separada en máquina. Usuario que puede dividir cualquier número de unidades en cualquier número de capítulos.

Usos: para la diversión, jugado por la gente en la computadora; para la diversión y una herramienta en la cual para aprender simultáneamente nuevas idiomas o palabras difíciles en lo suyo lengua, o los términos en ciencia, electrónica, el etc.

. Para los usuarios [del inglés], anotar las cotizaciones de cada carácter (argumento).

Para el aprendizaje de idioma extranjero: el usuario desarrolla historia y escribe en el idioma extranjero. Opción: mirar la acción y la computadora hace preguntas del usuario en idioma extranjero, eg.: "Yoshiko, cuál es ése?". El ratón señala a la respuesta correcta o mecanografía adentro respuesta y la máquina corrige la gramática pobre, deletreando - da la respuesta correcta (entonces opción: solicita a usuario mecanografiar adentro la respuesta correcta, dando a usuario experiencia positiva del uso, después la computadora permite que el usuario proceda al paso siguiente).

. La conjetura cuál está dentro de una caja, detrás de una cortina, de un etc. recibe indirectas.

. Desarrollar las oraciones de cadenas de cuadros. Las cadenas de cuadros pudieron también acompañar las oraciones que eran doctas - aumento de la capacidad psicologicamente probada de la absorción de la lengua

. Enviar las notas del amor a los carácteres, o leer unos que son enviados

. Juego que conjetura: cada caja en la pantalla puede llevar a cabo un cierto objeto secreto. Cada persona debe recordar qué objeto hace que suenan. Antes del juego siguiente, seleccionar diversa opción sana para cada encanto. Las indirectas pueden estar en las palabras, representaciones visuales, sonidos, olores

5 EXTREMO DEL ARCHIVO DE B7Q
Archivo: UN B C/BN-MENU1
ARCHIVO BN-MENU 1 (antes 1BX)

alarma de 1B-080-032003 Dangly: La alarma de Dangly está para el consumidor creativo que necesita la ayuda que despierta en la mañana. La alarma innovadora le despierta colgando a una criatura sobre su cama. Puede hacer un sonido, hablar, o aún pedacitos de la gota del agua en __. La única manera de desactivar puede estar levantándose y comenzando su día productivo.

la magia 1B-110-032002 abotona la alarma de la mañana: La alarma mágica de los botones ayuda al consumidor a comenzar la alarma del día laborable. Usted tiene 3 segundos para apagar la alarma tocando la combinación correcta de botones. Hay una nueva combinación cada mañana. Un pequeño crucigrama.

alarma de la mañana de la demostración del concurso 1B-111-032002: En vez de su café de la mañana, hay una manera más sana de jump-start en su día. La contestación de las preguntas desactiva correctamente la alarma de la mañana de la demostración del concurso. Una alternativa sana al cafeína.

CONTESTADOR AUTOMÁTICO PERSONALIZADO 1B-010-032003: Para el hogar o la oficina, el contestador automático personalizado es un dispositivo útil que cada uno puede utilizar. El contestador automático de teléfono puede dar diversos mensajes según el número de identificación del teléfono del llamador.

IS-IS muy conveniente y dispositivo timesaving para el llamador.

alarma feliz de la mañana 1B-050-032006: El despertar a los mensajes felices es la mejor manera de comenzar el día. La alarma feliz de la mañana envía sonidos subconscientes y mensajes verbales en el tiempo de la alarma.

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dispositivo del realce de la creatividad 1B-120-032008: El dispositivo del realce de la creatividad es un dispositivo útil para el consumidor innovador. La máquina mide las ondas cerebrales creativas, después retroactúa la información creativa. Esto es una gran ventaja en mundo del rey.

Archivo 2BX

arte sano 2B-090-032002: ¿Convertir los sonidos en arte? ¡Sí! El arte sano es el dispositivo perfecto para el artista y el innovador. El arte sano puede convertir sonidos en las formas y los colores interesantes se imprimen que.

caleidoscopio de los sonidos 2B-091-032002: Con la nueva tecnología, los nuevos dispositivos se están individualizando. Esto es verdad para el caleidoscopio de los sonidos. Su opinión cambiará según los sonidos que usted oye. Cada sonido convierte diferentemente según la diferenciación
botones presionados.

recordatorio de la píldora 2B-140-032002: Cuando la enfermedad, nosotros no puede recordar siempre tomar nuestra medicina. El recordatorio de la píldora es un vital a su bienestar. Se desactiva un alerter cuando se saca una píldora. Esto simplifica esfuerzos asi que usted puede concentrar en conseguir sea
r.

Archivo 2BG

2B-120-032006 Alerter: Estamos haciendo una más vieja sociedad. Los ancianos están haciendo autosuficientes y el alerter puede ayudar en este proceso. Notificará a más vieja persona de emergencias oyendo señales sonoras. Las señales sonoras son parte del sistema de la prótesis de oído.
oirá el teléfono o el timbre sin demasiado esfuerzo.

alumbrador de la palmada 2B-150-032003: En estas épocas ocupadas, no tenemos tiempo para parar el trabajar por un minuto. Cuando usted necesita un cigarrillo, pero no tiene la época de encontrar un alumbrador, utilizar el alumbrador de la palmada. Se activa con un handclap del silbido. Fácil.

Archivo 6BX

cribador de la llamada 6B-020-083002: El contestador automático de teléfono eficiente puede ahorrar tiempo. Las llamadas de teléfono de pantallas del cribador de la llamada de cierta gente. El sistema anticipado reconoce
a ciertos llamadores usando tecnología de la identificación de llamador. Otro llama el anillo normalmente.

guía del espacio de estacionamiento 6B-210-083002: Para apretado-exprimir el estacionamiento, la guía del espacio de estacionamiento parquea automáticamente el coche. Con más coches en el camino y en el estacionamiento, cada espacio cuenta. Los jueces de este sistema para la distancia y dan instrucciones las
ruedas de coche

magia de la ventana 6B-27-083001: La magia de la ventana es un dispositivo útil para el hogar o la oficina. Automáticamente, las cortinas se abren y se cierran durante épocas deseadas. Éste puede ser una seguridad o un dispositivo recreacional que es activado por el contador de tiempo o por un sensor ligero de una salida del sol y o
y puesta del sol.

calculadora del tiempo del mundo 6B-310-083005: La calculadora del tiempo del mundo es una necesidad para los hombres de negocios que trabajan nacionalmente o internacionalmente. Este sistema innovador dice exactamente la época para cada región del mundo. ¡Otro dispositivo timesaving!

viajero de la realidad virtual 6B-630-083002: Un juguete a que ninguì□n niño dará vuelta nunca lejos. ¡Una nueva aventura cada vez! El niño experimentará diversos movimientos y efectos audio-visuales cada vez.

6B-690-083005 Composter: El ambiente es algo cada uno las partes. Ahora, los habitantes de apartamento pueden tomar una parte activa de abonar sus basuras. El Composter descompone la basura que no se puede descomponer en una descarga. Cada hogar debe tener esto solar
dispositivo accionado.

tapa interactiva 6B-710-083001: Este dispositivo de seguridad protege a nuestras familias. La tapa interactiva advierte cuándo han expirado nuestros contextos del alimento o del producto químico, si es peligroso abrirse, y/o si la tapa necesita ser sujetada mejor.

juego del arma del laser 6B-740-083004: El nuevo juego video, el juego del arma del laser, es el juego video del futuro. Usted golpeó objetos del vuelo con un arma del laser. Es mucho más complejo que los juegos video actuales.

regulador sano 6B-840-083004: El dispositivo perfecto que aumenta funcionamiento de trabajo. El regulador sano hace sonidos especiales del fondo para enmascarar ruido indeseado. Previene sonidos de la calle, de los vecinos, de la impresora de la computadora, y de las otras. ¡Grande para quién usted necesita el resto, también!

ratón teledirigido 6B-920-083005: El ratón teledirigido es un ratón sin hilos de la computadora. Evita síndrome de túnel de Carpal y otras lesiones del ordenador. Puede ser utilizado en la casa como dispositivo teledirigido para los aparatos electrodomésticos. El producto del futuro.

guante del laser 6B-970-083005: ¡Usted puede bailar y crear la música toda al mismo tiempo con el guante del laser! Cada dedo emite la luz laser. Usted crea sus propios sonidos con cada sensor portable. Grande activar otros productos en una distancia. Éste es un dispositivo recreacional y productivo del futuro. Progreso.

Archivo 6BG

contador múltiple 6B-080-083003: El contador múltiple es un dispositivo de seguridad que sale muy de poco para el error. El contador múltiple descifra hasta 5 tabulaciones múltiples simultáneamente. Esto es muy importante en nuestro mundo ocupado.

6B-11-032007 cámara Alerter: La película es una industria provechosa que necesita las cosas hechas a la derecha la primera vez. La cámara Alerter hace apenas eso. Señala el cameraperson cuando las dificultades técnicas ocurren durante la película. Pensar en el tiempo y el dinero que usted tiene. La cámara Alerter trabaja para inmóvil o indica cámaras.

sistema de la identidad del conductor 6B-24-083005: El hurto de coche está en un punto más alto. Incluso las alarmas del coche no parecen trabajar. ¡El sistema de la identidad del conductor es la solución! El conductor es identificado por el peso corporal que empareja la memoria del coche. Usted puede programar el sistema para adaptarse a más de un conductor.

alarma del fabricante de café 6B-320-083007: Nadie hace que el tiempo siente y que mire el fabricante de café. La alarma del fabricante de café suena cuando está lista o cuando es vacío en una hornilla activa. Esto es un dispositivo timesaving para el hogar y la oficina.

explorador de la voz 6B-580-083003: El explorador de la voz es una necesidad para los que no tengan tiempo para sentarse y para leer. El dispositivo explora la palabra, después los lee de un altavoz. Una gran ayuda para los cabritos y la persona con deficiencias visuales.

alimento virtual 6B-720-083003: El alimento virtual es sueño de cada dieter. El alimento se sirve con el sonido y el olor que emiten efectos. Ninguna ingestión química, con todo el alimento virtual realza el sabor y las experiencias del alimento.

interruptor distante de 6B-750-083003 Touchless: El interruptor distante de Touchless se utiliza para la conveniencia. Usted puede controlar una unidad bloqueando algunos de los rayos laser. Perfeccionar para los almacenes.

luz móvil 6B-780-083003: La luz móvil permite movilidad en teatro o película sin los alambres complicados o los controles. El sensor de movimiento ordena la luz para seguir los movimientos del agente. Gran instrumento recreacional.

localizador de la tensión 6B-820-083006: Ahora un dispositivo para librarle del dolor muscles. El localizador de la tensión encuentra los músculos que son extremadamente apretados. Un instrumento práctico que ayuda en la reducción de dolor y de la tensión.

abrelatas universal de la puerta del garage 6B-860-083003: Este dispositivo innovador hará vida más fácil. Ninguna necesidad de conseguir mojado o resbalón en el hielo mientras que abre el garage. Para utilizar el abrelatas universal de la puerta del garage, tocar la bocina varias veces. Provechoso en el país u oficina.

analizador médico del olor 6B-940-083003: El cuidado médico es un problema universal. Dispositivos de la necesidad de los doctores nuevos a ayudar a curar a pacientes. El analizador médico del olor mide los cambios corporales del paciente oliendo las sustancias encontradas para causar respuestas inusuales. La reacción de la patente determina la enfermedad. Este dispositivo ayuda a definir causas de enfermedades desconocidas.

retransmisor teledirigido 6B-971-083006: El retransmisor teledirigido es un dispositivo innovador. Permite la movilidad para el usuario. Usted tiene libertad a sentarse en un cuarto, con todo sea móvil. El teledirigido puede enviar mensajes al receptor y al retransmisor.

amigo del animal doméstico 6B-990-083003: ¡Los animales domésticos son gente, también! Necesitan los juguetes innovadores guardar su interés. El amigo del animal doméstico es hospitalidad para su animal doméstico y usted disfrutará de la diversión también. Se utilizan los ciertos sonidos y olores que el interés acaricia.

Archivo 6BI

6B-410-083007 Faxer alejado: La invención del fax aumenta funcionamiento de trabajo permitiendo que la información sea transmitida inmediatamente. Con el faxer alejado, usted aumentará funcionamiento de trabajo debido a la movilidad que permite a usuario. Este portable
el hielo le ahorrará tiempo y dinero.

paginador verbal 6B-411-083007: Mejor que el teléfono móvil, el paginador verbal nos deja llave-en o habla un mensaje. Entonces, el dispositivo transmite mensajes a la computadora inmediatamente. Con las ondas, la computadora habla la declaración registrada de la voz a
partido deseado e. Tecnología, personalizada.

fax del color 6B-430-083007: Los faxes no tienen que estar en blanco y negro más. La transmisión es perfecta para los propósitos e incluso la hospitalidad de la comercialización. Cada color se transmite por separado, teniendo cada separación cifrada para cierto color. El fax de recepción asigna el color y compila las imágenes múltiples para crear color. Este dispositivo creativo cambiará la comercialización.

transmisiones tridimensionales 6B-440-083007: Este dispositivo innovador transmite imágenes tridimensionales en negocio. La transmisión tridimensional también ayuda a la persona con deficiencias visuales transmitiendo los códigos de Braille a través del módem.

estereofonia portable 6B-530-083009: ¿Cuantas veces usted ha faltado a alguien en la puerta porque usted tenía sus auriculares encendido? La estereofonia portable es única. Le alerta del sonido externo amplificando el ruido exterior. Esto también ayudas en seguridad.

código de color 6B-590-083007: El código de color es conveniente para el usuario ocupado de la computadora. El dispositivo único permite que solamente los colores particulares sean explorados en la computadora. Usted escribe notas a se o a otros, pero no aparece a través del explorador.

protector del olor 6B-660-08300C: La protección es vital en este mundo creciente. Desafortunadamente, necesitamos protegernos contra contacto indeseado. El protector del olor puede ahorrarle. Emite un olor horrible que rechace a persona que ataca. Esto científico
el olor diseñado dará vuelta a gente ausente, pero no nos dañará.

registrador de tiempo de computadora 6B-730-083009: El registrador de tiempo de computadora aumenta funcionamiento de trabajo registrando el tiempo en la computadora. Grande para cuando usted está en un plazo apretado.

analizador de la voz 6B-830-083009: Un dispositivo único que ayuda en analizar patrones del comportamiento y de la personalidad de la gente y de animales. El escuchar la pronunciación de la voz de ciertas palabras hace esto.

Archivo 8BX

localizador del animal doméstico 8B-010-083004: Usted nunca se preocupará que su animal doméstico se ha preguntado apagado. Este dispositivo innovador permite que usted sepa donde está su animal doméstico siempre. El receptor del dueño coge si el animal doméstico está adentro o afuera.

sistema de equilibrio del altavoz automático 8B-110-083004: El sistema de equilibrio del altavoz automático individualiza su disfrute que escucha. Cada altavoz ajusta según donde usted está. Incluso ajusta a sus movimientos.

terapia interactiva 8B-140-083001: ¿Necesitar un hombro gritar encendido? ¿O necesidad alguien de escuchar sus problemas? La terapia interactiva está para usted. Su terapeuta personal analiza su voz para determinar la mejor terapia para usted. Usted nunca está lejos de un oído comprensivo.

identificación avanzada del teléfono 8B-170-083001: No más de llamadas de teléfono falsas. Ningunos retrasos. Con la identificación avanzada del teléfono, usted tendrá más información sobre el llamador. Esto también trabaja cuando usted hace llamadas de teléfono.

placer del cepillo de dientes 8B-210-083005: Este cepillo de dientes único hace el cepillado de sus dientes más diversión. Usted oye música agradable y huele una fragancia agradable mientras que usted cepilla. El placer del cepillo de dientes le tendrá el cepillar más de largo. Sus dientes le agradecerán.

escala de la radiografía 8B-420-083005: La escala de la radiografía es vital para el análisis de la subdivisión. Este dispositivo útil descubre las secciones internas de cualquier artículo por peso, de la densidad, y de otras características.

Archivo: 8BG

efectos interactivos del olor 8B-100-083006: Los efectos interactivos del olor son un dispositivo útil que está para cada uno. El dispositivo interactivo utiliza el olor para realzar efectos, por ejemplo en los juegos video o en entrar en un restaurante.

analizador de la máquina expendedora 8B-280-083003: Este nuevo dispositivo de la comercialización es útil para estudiar comportamiento de la compra al por menor sin un examen. El analizador de la máquina expendedora determina los artículos vendidos con acontecimientos simultáneamente de ocurrencia. Grande para entender
el consumidor medio.

Archivo: 8BI

impresora de la cupón 8B-040-083008: En este nuevo mundo interactivo, el consumidor tiene una gran ventaja. La impresora de la cupón ayuda al consumidor. Mientras que ve la TV, usted pide una cupón. ¡Fácil!

beeper 8B-060-083007: La nueva tecnología hace vida más fácil. Si usted vive en un mundo ocupado, donde está un regalo el tiempo, el beeper está para usted. Este nuevo dispositivo transmite señales a un receptor particular que, interno, señales sonoras, luces, o vibre que un mensaje fue recibido. Puede ser utilizado en todas las facetas de la vida.

telecontrol automático 8B-070-083009: El telecontrol no está apenas para la televisión. El telecontrol automático es un dispositivo conveniente que activa ciertos usos sin apenas la elevación de un dedo. El dispositivo personalizado es activado por la luz laser.

efectos del juego video 8B-100-083006: Los efectos del juego video son un dispositivo único de la hospitalidad. El efecto deja a usuario oler a las criaturas inusuales en el juego video. El dispositivo se puede también utilizar para otros productos audio-visuales, tales como vídeo interactivo del entrenamiento de computadora.

identificador del tablero de interruptor 8B-150-083008: El recepcionista puede ser la persona más ocupada de la oficina. El identificador del tablero de interruptor puede ayudar. Este dispositivo útil simplifica el trabajo recibiendo los códigos de la llamada que dan la varia información sobre el llamador. A
en el dispositivo timesaving.

escape 8B-250-083009: ¿Necesidad de escaparse? ¿Relajación del hallazgo en la oficina o el hogar? El escape está para usted. Este dispositivo permite que usted elija la característica deseada: olores, sonidos, música, representaciones visuales, masaje, y vibración de la silla. Relajarse.

8B-290-083008 el amaestrador: Este dispositivo de entrenamiento es vital en la anticipación de las situaciones y de las actividades futuras. El amaestrador mejora funcionamiento de trabajo representando las situaciones futuras por sugerencias, advertencias, o la alarma.

8B-410-083008 escala Alerter: La escala Alerter es vital para la buena salud. La obesidad y la anorexia son los problemas del peso que pueden efectuar su salud. La escala notifica w5 que predice cambios del peso en usted. También, puede ser utilizado para el estudio científico, el etc.

mezclador 8B-430-083007: El mezclador es un dispositivo timesaving para los que utilicen con frecuencia la escala. Este dispositivo combina los productos químicos múltiples. El mezclador es útil especialmente cuando el peso exacto y final no es crucial.

Archivo: Un B C/1BX

ARCHIVO 1BX

la magia 1B-110-032002 abotona la alarma de la mañana: Apagar la alarma por la combinación correcta conmovedora de botones en el plazo de 3 segundos. La exhibición demuestra a nuevas combinaciones necesarias cada mañana. Las ayudas despiertan la cabeza soñolienta.

. En la hora untada, la exhibición del reloj demuestra las combinaciones necesarias para ser afinado adentro para desactivar el reloj. Las ayudas de proceso hacen la alarma principal soñolienta.

- era 1A-4) DESPIERTA EL JUEGO:

Hacer las actividades de siguiente u otras unas de los sobre despertar para apagar la alarma. El trabajo requerido despertará a usuario.

. Las instrucciones de las maneras diferentes se transportan al durmiente:

- primero es sano que alerta a usuario - este sonido puede intensificarse en 30 segundos o seguir siendo constante, apaga cuando el juego se juega correctamente o bien bastante (arriba bastante cuenta)

Juego #1:

las demostraciones de la exhibición que abotona se deben presionar y en qué orden; entonces la exhibición puede las instrucciones de repetición repetidamente hasta que el usuario solucione problema (hace se requiere qué). Eg.:

- el usuario tiene 9 [3 filas de 3 llaves cada uno (o más)] llaves en pequeño tablero dominante; las demostraciones de la exhibición que afina se deben presionar y en qué orden poniendo un número en la caja de cada llave en la exhibición. El tablero dominante plástico sigue siendo igual diario, con todo los números en las cajas de presentación que representan las llaves del individuo y la orden en las cuales deben ser presionados cambian aleatoriamente cada día.

- todas las características de 1B-111 son mergeable con este producto.

- Cerradura interactiva:

La persona traba o abre el dispositivo usando las características de la desactivación de la alarma de la mañana. Puede utilizar para ganar la entrada, el etc.

- la manera de la cual los botones se deben afinar adentro para desactivar la alarma (pp, P.M.).
- OTD/: alarma de la mañana; exhibición; pp; P.M.; Reino Unido; fecha; tds; interactivo; básico; juego; entretener; ejercicio; punto de ebullición; oscilador; discurso; carro; pi.

alarma de la mañana de la demostración del concurso 1B-111-032002: Desactivar la alarma contestando a las preguntas correctamente. El humor de la vigilancia de las causas de las preguntas.

- Alarma interactiva de la pregunta: - el dispositivo pide preguntas del usuario, y respuestas del usuario mecanografiando en la información sobre el tablero dominante. La exhibición demostrará qué tecla necesita ser pulsada para seleccionar, eg.: sí, no, blanco, azul, rojo, pequeño, grande, los etc en contestación a preguntas tienen gusto: "usted ahora ve 14 coches en esta exhibición...", o "cuál es su favorito de estas opciones del color" o "usted prefiere perros pequeños o grandes", etc.
- las preguntas se diseñan psicologicamente para hacer que el durmiente piensa en patrón para apresurar su estado el despertar, y consiguen su curiosidad
- las preguntas se almacenan en el microchip por los 2 años próximos (reemplazables comprando cartuchos adicionales con preguntas)
- otras versiones pueden tener características interactivas: la pantalla de la TV pide y responde a las preguntas, eg. dice que "despertar la cabeza soñolienta, la respuesta es incorrecto!". El sistema interactivo utiliza el lector especial y discos del CD-ROM; o aplicaciones otros sistemas automatizados.
- esto y otras alarmas de la mañana se pueden desarrollar cerca o el uso TM: Alarmas de la mañana; Morning Alarm(s), Inc; Alarmas creativas de la mañana

Cada llave no puede ser diverso haber coloreado con todo tener ninguì□n número o ponerlo letras (las razones: deja a tablero dominante del uso del usuario para diversas opciones; mantiene el tamaño del dispositivo pequeño; hace que el usuario piensa), con todo otras versiones tienen uno o más sistemas de llaves con número o ponen letras a las impresiones.

Detalles adicionales:

Hay un botón en la parte inferior del dispositivo que puede apagar la alarma si el usuario no puede desactivar el sistema vía el método del juego.

El usuario querrá naturalmente evitar esto y tomar el desafío de dejar la máquina despertarlos. Requerido probablemente por estándares electrónicos del gobierno occidental.

- El tablero dominante es una unidad separada que comunica a la unidad principal vía teledirigido.
- El usuario tiene opciones sobre la manera que las preguntas de los cartuchos se tratan él, eg.: dificultad, número de preguntas cada mañana.
- Códigos: fecha

- Cerradura interactiva:

La persona traba o abre el dispositivo usando las características de la desactivación de la alarma de la mañana. Puede utilizar para ganar la entrada, el etc.

- si el usuario la despierta entonces es innecesario desactivar la alarma jugando al juego. Las desactivaciones unas de los del despertador de la mañana se pueden también utilizar hacia fuera de otros archivos, eg.: la canalización vertical.

Nota al pie de la página para 1B-11:

El dispositivo puede ser parte de otras características de producto, eg.: radio, opciones de tipo standard de la alarma. El sonido de la alarma pudo variar cada mañana. Desactiva cuando el peso de la cama se reduce. Códigos: todos; exhibición; pp; P.M.; Reino Unido; interactivo; educ; juguete; juego; hospitalidad; portable; mfh; oscilador; vc; egh; pruebas de la cuenta (como de bien usuario hizo adentro los últimos juegos. ; enseñar al carro (otro); RPC; PC; uq; acceso; pi; carácter.

Archivo 1BG

CONTESTADOR AUTOMÁTICO PERSONALIZADO 1B-010-032003: el receptor programa el contestador automático de "T" para dar hacia fuera diversos mensajes, según el número de identificación de "T" del llamador,

- producto muy relacionado en el archivo A6.

- (Los dispositivos especiales existen que permiten que el receptor sepa el número del teléfono del llamador.) El receptor puede entrar tan el hogar del llamador y trabajar números del teléfono, y da apenas llamadas del trato especial de esos números.

Posibilidades del trato especial: diversos mensajes de salida (más agradables o más negocio tener gusto, etc); cuando una llamada viene del número deseado del teléfono que el beeper del contestador automático puede entrar en contacto con a dueño del contestador automático o el dueño pudo conseguir una llamada del contestador automático con haber registrado o voz cifrada/sonido que indicaba que un mensaje del número deseado del teléfono fue recibido, después el receptor puede llamar la máquina y conseguir el mensaje, o la máquina puede dar el mensaje al dueño; las llamadas de números deseados son llamada remitida a la localización del dueño (el teléfono #1 llama "T" #2, después llamada de las transferencias de #2 de "T" automáticamente a "T" #3 puesto que ésta es una llamada tan importante).

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- para el dispositivo estadístico de los propósitos guarda los expedientes de todas las llamadas entrantes para las oficinas.

Notas al pie de la página:

- diversa longitud del dispositivo del tiempo puede registrar mensajes entrantes.

CÓDIGOS: todos; número del teléfono de las exhibiciones que viene adentro o siendo marcado; pp; P.M.; Reino Unido; fecha; interactivo; micrófono; synth; portable; mfh; vc; cuenta; teléfono del SP; RPC; cp; uq; pi; carácter.

(era 1A-6) dispositivo del realce de la creatividad 1B-120-032008 (llamado antes, luz del cerebro):
La máquina mide las ondas cerebrales creativas de la persona y retroactúa la información para su desarrollo de capacidades creativas. Un barómetro claro de sus niveles de la frecuencia permite que los usuarios ganen mayor claridad para el control.

Técnico: la creatividad se pudo medir por uno del siguiente: presión arterial, medidas neurológicas de la frecuencia vía los casquillos del cerebro, receptores grabados sobre ciertas regiones de cuerpo, movimientos de ojo, u otros medios eficaces.

- Requerido ser simplemente un proyecto de investigación que correlaciona todos los millares de señales del cuerpo con los niveles de creatividad - el antedichos son solamente algunos de ellos demostrados ser relacionado. Una síntesis grande de señales divergentes puede ayudar a validar resultados.

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Muy difícil verdad hacer operacional. Hay bastantes estudios para demostrar que ciertas ondas cerebrales están relacionadas con el pensamiento creativo, otras medidas posibles (dilatación frecuente de pupilas, del golpe de corazón rápido mientras que está asentado). Todavía las características físicas a comprobar para son probablemente limitadas. Realizar esto antes de tomar esta idea interesante del producto.

- Propósito principal: Creatividad cada vez mayor identificando cuando usted es creativo. Alcanzan en el momento y olvida a la gente a menudo saber qué se está encendiendo dentro de sí mismos... Por ejemplo, una luz verde pudo ir en cuando está actuando la persona creativo. Realizándole es creativa, será probablemente más fácil para la gente más consciente a puesto nuevamente dentro de este estado de ánimo. Controlar su pensamiento de proceso y la guía de ella en el modo creativo pueden algo subconsciente ser dirigidas, y teniendo la luz decirle cuando usted ha cruzado la línea o no, hace quizá más fácil cruzar la línea con frecuencia.

- Otros propósitos: para los científicos que estudian el proceso del pensamiento creativo; la gente de ayuda corrige desordenes mentales del pensamiento.

Notas al pie de la página:

Exhibición; "C"; pp; P.M.; Reino Unido; fecha; beh del usuario; interactivo; educ; juguete; juego; hospitalidad; ejercicio; portable; impresora; mfh; alerter; oscilador; vc; egh; cuenta; tgh; enseñar; md; carro; RPC; PC; uq; mq; pi.

(Esperanzadamente el antedicho fue traducido ya a ruso en 8.93 tempranos)

CARPETA DEL DIRECTORIO DE LAS INVENCIONES DE "A"

El contenido para una invención archiva:

. 3AX

. 4AX

. 5AX

. 6A

. 7A

. ARCHIVO de U-ALL de la a

. A1X

. A2

. A3 A4 A5 A8

. A5X

. A6X

Archivo: Peter/A B C/4AX

ARCHIVO 4AX

Nota: La mayoría de las invenciones en 4A fueron ampliadas en el archivo 4AX. Otras invenciones de 4A no fueron transferidas.

FILTROS de CAFÉ 4A050 Y COMPRESOR de la RUTINA: Hace la dispensación más fácil. El tubo de la máquina sale lanzando el líquido de la rutina hacia fuera exprimido.

. - "Inclinación": controla las funciones del sistema

LIMPIADOR del CAFÉ 4A060: Señales cuando la máquina del café requiere la limpieza. El usuario activa el sistema autolimpiador fácil. Conseguir un mejor café de la prueba.

- La exhibición/la luz demuestra cuando la máquina del café necesita ser limpiada. Puede hacer que el mecanismo de la limpieza de uno mismo sea activado por el usuario, o limpia después de cada uso.

- Los depósitos químicos se acumulan en sistema y necesitan ser disueltos y ser enjuagados
- OTD: "S"; el c%; P.M.; el pp%; Reino Unido; fecha; TDS; todos; alerter; oscilador; cuenta; carro (de los productos químicos de la limpieza); cp; el cc%

TERRARIO 4A160; ACUARIO: crecer el pequeño camarón (tamaño de pulgas), las plantas acuáticas, el etc adentro ven a través la joyería - pulsera gruesa, el anillo grande...

MONITOR del PRODUCTO de la PÍLDORA 4A170:

Método 1: dispensador de la píldora insertado en la boca, debe permanecer por la duración en la cual la píldora disolvería si no tragado, y quizás incluso un tiempo más largo. Para los pacientes que son incooperativos en tomar sus píldoras - ahorra el dinero en tener que contenerlas y supervisarlas que están tomando la prescripción. Si las píldoras no tomadas, quizá los cheques de bienestar, los desiertos, el etc pararon como castigo. Marcas del calendario del dispensador cuando píldora tomada, y usuario de las alarmas en cuanto a la hora para tomar píldoras. Puede dispensar prescripciones múltiples en cada propio calendario asignado. Dispositivo usado alrededor de cuello, o guardado de otra manera por el paciente.

Técnico: el dispositivo debe colocar la saliva y o la temperatura del cuerpo específica para activar completamente hecho de que la píldora fue tragada. Dispositivo de tamaño/forma que no puede estrangular a paciente.

Método 2: Monitor de la saliva: Cada píldora puede dejar los productos químicos en saliva; por lo tanto, el monitor comprueba la saliva a veces que comprueba para saber si hay producto de la píldora. Opciones: Supervisar las alarmas pacientes en la píldora que tarda tiempo, dispensa las medicaciones, alarmas pacientes por tiempo de la supervisión.

Técnico: el dispositivo puede tener fácilmente parte insertable aplicable para el tipo píldora tomada. Las píldoras pudieron venir con otros ingredientes naturales inofensivos que aparecerán fácilmente en la saliva que ayuda a asegurar que la píldora fue tomada, si el ingrediente principal se coloca mal. O, el dispositivo puede dar el placebo requerido para ser tomado con la píldora verdadera, por el que el paciente no sea consciente en cuanto a cuál es placebo y cuál no es. O, una gota química se puede poner sobre cada píldora (para el producto químico marcado con etiqueta) sensible por el monitor de la saliva.

Usos: desamparados y mentalmente - la gente enferma fuera del confinamiento tiene que ser guardada a menudo bajo supervisión; o visitado por el empleado del hospital. ¡El producto no pudo ser perfecto, con todo ahorra el dinero!

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias.

BARÓMETRO del COLLAR 4A180: el tamaño compacto da el Info necesario en los cambios futuros del tiempo que suben. Puede también medir cualquier otra medida estándar del tiempo, eg.: temperatura, humedad. Puede ser el objeto separado del pedazo de la no-joyería.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias.

4A210 COMPOSTER: los productos químicos, y o el compartimiento y las instrucciones proporcionaron así que las virutas del lápiz se pueden hacer en la buena tierra vegetal. Estiércol vegetal in/outdoors. Las semillas de las plantas que están particularmente bien adaptadas a tal suelo se pudieron mencionar/incluido. Grande para los cabritos - pudo incluso hacerlos más impacientes al usar sus lápices.

- Bueno para otros artículos de la basura también

JOYERÍA 4A230: funciones como control de "R".

- anillo de oído, anillo, pedazo del collar, hebilla de correa, reloj, venda principal. Insertar las opciones estándar del dispositivo de control de "R" dentro para: televisión, radio, Cd, cinta, expediente, VCR.

. - "Inclinación": controla las funciones del sistema. La "inclinación" está en forma de la joyería.

4A240 LEVANTA LA TAPA de la PODER de BASURA en el silbido o la palmada de la mano para cierto número de segundos.

- el compartimiento de basura con el sello apretado diseñó guardar hacia fuera pequeños insectos. O-utilizado por municipal (gobierno) para recoger basura de las latas diseñó guardar hacia fuera: gente, animales, insectos. Puede ser que sea demasiado fuerte para que se abran.

- posible conseguir la basura adentro con facilidad relativa.

. - "Inclinación": controla las funciones del sistema

CHAQUETA SOLAR 4A260: Luz de convertidos externa de la guarnición al calor.

- calentado por los paneles de energía solar atados a la capa. El resto de la capa puede ser cualquier color/material, eg.: nilón/algodón negros. Los paneles pueden ser muchos pequeños duros, o de una naturaleza flexible. Actos como una manta eléctrica.

- opción: funcionamientos en solamente/también de las baterías

- OTD: hospitalidad; el exercise%; termómetro (para la temperatura interior y exterior) %; carro (del calor que crea los productos químicos) %.

SOMBRERO SOLAR 4A270: Luz de convertidos al calor.
- calienta la cabeza en climas fríos
- el refrigerador vía energía solar existe
- OTD: hospitalidad; el exercise%; termómetro (para la temperatura interior y exterior) %; carro (del calor que crea los productos químicos) %

4A290 tiemblan monitor: ¿El conseguir viejo? Medir cuánto usted es temblante con la joyería atada a su dedo, muñeca, y cuello. Aprender identificar el temblor como un problema y trabajo para reducir síntomas.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias = "análisis" por el doctor.

CONVERTIDOR del DIALECTO 4A320: el dialecto de la persona de convertido (del producto futuro) en sus el propio sin importar si están llamando de Escocia, Brooklyn, Mississippi, tecnicidades del etc. pudo limitar el grado de la conversión. El SA, teléfono, adapta sonidos.

teléfono disfrazado 4A340 del coche: "t móvil" hizo para no parecer el teléfono, reduciendo al mínimo potencial del hurto. Eg.: en coche hizo para tener gusto su de una pieza del automóvil; para caminar hizo para parecer caso cosmético, la linterna, el etc. ¡Nueva clase de prevención del hurto!

termómetro del traje 4A360: cuando la temperatura golpea ciertos puntos cambia aspecto o mueve un accesorio o envía un flagger. Especialmente cuando ha caído bajo cero, o está alrededor (para los jardineros que necesitan ahorrar las plantas de helada), los golpes debajo de cero (f), o pasan ciertas temperaturas calientes.

4A390 Camouflager sano: sobre la elevación de cualquier tapa del tocador, el comienzo sano automático así que otros no pueden oír a persona el "hacer de su negocio" en tocador. Posibilidades sanas: precipitación del agua (en muchas frecuencias, especialmente sonidos mejores en enmascarar sonidos deseados; viento; selva;

música; etc. Más eficaz que la agua corriente, y ahorra el agua (especialmente para las áreas secas como la Arabia Saudita, California, España, el etc.)

ahorrador del agua 4A480: funciona solamente cuando la boca coincide con cierta área cerca de tromba marina.

- Opciones: Omite la necesidad de presionar el botón. Ahorra esta agua para: jardín, tocador que limpia con un chorro de agua, etc. La mayoría de los otros fregaderos del agua admiten el agua del jabón por lo tanto son problemáticos. Esta función realizable con las fuentes de agua nuevas y viejas de la idea. verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip). "Inclinación": controla las funciones del sistema

Archivo: Introducción a la palmadita/5AX

ARCHIVO 5AX

Nota: El archivo 5A-Old fue ampliado más adelante en el archivo 5AX. Algunas invenciones no fueron transferidas.

reloj de tiempo alejado 5A200: Registra las horas trabajadas cada día. Simplifica el cálculo del sueldo.
- actúa como las horas de registración del sacador del tiempo trabajaron. Rápidamente registros que ha accedido.
- demostrar sus claves de barras de id/badge cuando in/out que va. "C" recuerda y tabula sus horas trabajadas.
- ahorra tiempo y molestia en la parte del empleado que es registrado, y el tiempo del empleado necesario para tabular las horas trabajadas

5A260 o personalizó el cuerno de coche, y las alarmas y los avisos internos del sonido (eg.: señales sonoras porque la correa no está prendido, o alarma verbal que está pasando a BAJO el gas, etc): Hacer el sonido que usted quiere oír.
- los sonidos están dentro de los parámetros de las regulaciones del diseño del coche del gobierno (diversos coches de la nota hacen que diversos cuernos del sonido - ahora elijan lo que usted quiere!)
- vendido como opción por la compañía de coche, o por la compañía del accesorio del coche

Karaoke auto 5A280: Cantar mientras que conduce. También, versión para los grupos del viaje del autobús.

- sistema para los conductores de coche que cantan mientras que están en coche.

¡- Versión especial para los jinetes de autobús japoneses de viaje también!

- OTD: "S"; "C"; pp; P.M.; fecha; el interactive%; juguete; básico; "mic"; synth; portable; sst; punto de ebullición; vc; el score%; md; carro (posibilidades de generación sanas); cp; cm; uip.

accidente de automóvil 5A290 Alerter: El conductor oye que el sonido en la dirección del peligro posible si la velocidad y la dirección del conductor son tal que presenta de riesgo elevado él chocará con otro automóvil a una velocidad, a una dirección, y o a una distancia peligrosa.

- el dispositivo calcula vueltas él u otros están haciendo

- el hecho de que él o el otro conductor puede ser que decelere es una indicación importante que están notando otro vehículo, peligro potencial

Comercialización: incluso si el coste excede un nuevo coche, alguna gente rica que es así que propenso a los accidentes comprarán uno, puesto que puede ser que ahorre: 1) teniendo que comprar varios coches; 2) las primas de seguro debido a a) bajan accidentes, b) el descuento del asegurador para tener dispositivo, 3) algunas personas mayores no conducen simplemente para el miedo de su capacidad de conducción, con todo se sientan en millones de dólares y no quieren tuvieron que siempre confiar en chófer.

- el sistema "analiza para cualquier tipo de en potencial/w del accidente: lugar de trabajo (piso de la fábrica); cuaesquiera vehículos.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip); las ayudas demuestran quién (w5) era más culpable en accidente

nota 5A300: el dispositivo de la grabación para el usuario de las ideas consigue mientras que conduce.

teléfono estéreo del coche del coche 5A301: oír a persona el hablar con usted en la estereofonia del coche. El usuario puede cambiar entre los altavoces o el modo conversacional determinado de la mano.

reloj del mundo 5A310: Anuncia la hora en cualquier lengua.

- anuncia verbalmente que la hora en cualquier usuario de la lengua selecciona de "c" 'menú de s de idiomas.

- Grande para los entusiastas de la lengua y eso a menudo pensamiento en el recorrido. El producto deja a usuario sentir un poco como están en el país extranjero de su selección. La programación mantiene sonar verbal la misma lengua hasta cambiado por el usuario. Del interés para los niños también.

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- Reloj que habla: habla en los acentos diversos, tipos de sonidos (el domineering, apacible, extraño, etc.).

- ENCIMA de la opción del tipo formato del sonido, o del tiempo dado visualmente y con la alarma de la señal sonora solamente.

escala de la placa caliente 5A340: apaga la hornilla cuando la escala lee la jarra está cerca de vacío. Viejos modelos en el mejor de los casos: apagar en dos o tan horas; utilizar el thermos que las subsistencias por varias horas y no pueden quemar, sino pueden romperse fácilmente.

- si el café, té ha estado en la hornilla por una absolutamente cierta hora, el dispositivo calcula fácilmente el nivel aproximado de la evaporación y agrega el agua/el líquido al nivel contrario de la evaporación

vibración 5A350: emite esto vía llaves y o la silla, escritorio para:

- realzar el control de calidad (pocos errores)
- mayor capacidad mental
- sensaciones agradables

página Turner de la computadora 5A360: El software emite los sonidos de papel naturales de las páginas de cambio cuando la pantalla va a la nueva página. Como la persona progresa a la nueva página, oír el sonido del torneado de páginas.

- sonidos de papel para progresar a diversos capítulos, e incluso más ruidoso más ruidosos al comenzar o acabando el libro/el directorio

- Uso: consumidor, anuncio publicitario, estudiantes estudiando en juegos de "C", de "C", el etc.
- OTD: "S"; "C"; P.M.; pp (tipo sonido querido, con./desc. de audio); demuestra la página, el volumen y o el archivo #, directorio.

paquete del arroz de la microonda 5A370: verter a cocineros del agua y del horno a la perfección.

No electrónico.

- puede tener muchos otros ingredientes populares en diverso tipo cocinas. Ninguna mezcla sucia, limpiando. ¡Conseguir la receta perfecta!

- cualquier otro tipo alimento que necesite/no necesita el agua agregada

protector del humo 5A390: cocinando el dispositivo apagan automáticamente sobre la detección de la cantidad mínima requerida de humo. Para las microondas, gas/estufas y hornos eléctricos, tostadoras, pequeños hornos, cacerolas de fritada eléctricas, placas calientes, etc.

puntos ligeros de 5A420 w (con) en la dirección del calor y o movimiento y o localización del transmisor portable de la persona y o en que los asientos se están sentando

reflectores del "sensor" del movimiento 5A430: La luz sigue automáticamente los pasos de la persona. Para una entrada dramática a los clubs de noche exclusivos, la escuela juega, etc.

- Sigue los pasos de la persona mientras que caminan. La tierra coge los sensores. De interior/al aire libre.

- ahorra costes laborales

pendientes del imán 5A440: Tener la mirada perforada del pendiente sin los oídos perforados.

- los pendientes del asimiento (no electrónico) sobre el lóbulo de oído sin tener que perforar los oídos por muy fuerte enfrente de los imanes.

- las ventas grandes golpearon para los hombres occidentales. Quieren la mirada perforada del oído pero muchas se refrenan debido a la marca permanente del oído.

competencia del Karaoke 5A450:

los participantes ganan según cualesquiera de un número de categorías mensurables por frecuencias, golpes, el etc. También el regulador del Karaoke, o el examen de votos de observadores y o de participantes puede clasificar a contendientes. A menudo el ganador puede ser la persona que la gente quiere seleccionar para la diversión, propósitos amistosos.

. Criterios de prueba: persona que ríe lo más a menudo posible; voz de la echada más alta; la voz más profunda; el más lento (con pocos cambios en la frecuencia/ritmo); lo más rápidamente posible (también medido por cómo pueden terminar rápidamente palabras y todas de la canción); número de bebidas borrachas durante la canción/el juego/el proceso; más original; la persona muy probablemente a tener/tenía la mayoría de los socios de sexo; el más ambicioso; el más creativo; el más amistoso

la persona real seleccionada (ganador) pudo ser controlada por la presentadora de la barra, o esté por criterios al azar, o algo culpables. Sus todos para la diversión.

diseñador del laser del alimento 5A470: Para el cocinero del japonés que quiere ser creativo. El laser quema diseños preprogramados por la máquina (seleccionar de diversas opciones del diseño), o el cocinero utiliza su tacto artístico para propios diseños. Grande para el japonés: pedazos del desierto; insignia de la compañía sobre pedacitos del alimento; etc.

- Los fabricantes de alimentos pueden utilizar esto para la producción alimentaria que apunta cualquier hábito alimentario cultural. Pudo crear nuevas sensaciones en futuro.
- Característica opcional para la microonda/los hornos convencionales.
- Aplicable a los alimentos no comestibles (no enviar ni utilizar esto puesto que su otro producto que es dirigido por separado)

alarma de la tensión 5A530: cuando su o la voz de otra persona está creando las frecuencias que representan la tensión probable, las alarmas vía luz o sonido o voz. El usuario entonces puede intentar reducir su u otro tensión

- para la investigación/el "analizador del comportamiento": verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" las ocurrencias w5 (para el uip, vía vagos)

podómetro de 5A540 A/V: según cómo camina el comprador creativo del producto, las sacudidas, dispositivo emiten audio y o señales visuales en los ritmos correspondientes, intensidades, volúmenes.

- Las emisiones audios incluyen: mono y o frecuencias múltiples, ritmos; canciones
- Las emisiones visuales incluyen: Las luces, que permanecen constantes, cambian en intensidad, entran ritmo. "S" es una alteración de líneas, de gráficos, de puntos, de imágenes, de carácteres, de colores, del etc.

llamador de la camarera 5A560: presionar simplemente la luz secreta para conseguir a camarera, excepto el apuro de guardar su ojo hacia fuera para ellos.

. Los restaurantes innovadores de la diversión pueden atraer a clientes con esta novedad. Podía convertirse un nuevo golpe. El cliente pide simplemente camarera sin tener que guardar el ojo hacia fuera para ellos. Mejorar que teniendo una luz embarazosa sobre la tabla que se apaga conseguir a camarera. Solamente el cliente y la camarera saben que están preguntando a alguien.

- H-separar las llaves para diversas peticiones: regar, más café, la cuenta, querer ahora ordenar, etc.
- Mando a distancia
- (llamada) cualquie u

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

identificador alejado 5A570: Saber quién está viniendo cogiendo en su pequeño dispositivo que transmite portable. Cada partido sabe con quién está en vecindad próxima o sin las paredes. La porción de recepción de invención identifica el código de la persona y exhibe su número de código, el tipo frecuencia, y quizás su nombre correspondiente si la máquina sabe. Quizás el transmisor envía código con el nombre y cualquier otro Info del remitente sobre ellos, eg.: su afiliación del co, nacionalidad, etc.

- tener acceso a través de puertas, el etc se pudo determinar por el código enviado con tales constantemente o de vez en cuando (en el comando del usuario) los códigos que transmitían
- D: u (usuarios) (c=distancer=rc) = sabe otro = distancia; la persona que era "siguió" = "" portable/"" del tr/"del picosegundo cid" = RC = C (computadora) = persona de la supervisión.

colector del vándalo de la pintura de aerosol 5A590: el receptor especial incorporado a las paredes, al etc envía la alarma a la policía sobre la recepción de la pintura de aerosol

- sentidos del receptor vía partículas de pintura, o productos químicos usados para entregar la pintura (no pudo incluso tener que ser pintado encendido para alarmar)
- el receptor es fácilmente reemplazable, y mezcla fácilmente adentro las paredes que no son totalmente planas
- los receptores falsos de la alarma pueden también ayudar a frustrar de vándalos

Verificador del contenido -4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip); bandidos de cogida de la policía (servicios como evidencia de la corte). El sistema (sistema adaptante) "sigue" = movimiento "sensores" donde estaban los bandidos antes o después de cualesquiera/del crimen.

monitor inteligente -2e251

software del almacén de la invención 5A610: Caminata abajo de las islas del almacén dentro del tipo compañía que usted seleccionó. Conseguir las ideas alrededor, los nuevos productos, nuevas estrategias empresariales eg.: comercialización, empaquetando.

- desarrollar una tierra del producto de la fantasía

- OTD: "R"; "S"; "C"; pp; P.M.; Reino Unido; ratón; interactivo; educ; juguete; básico; juego; entrar; el portable%; impresora; "M"; oscilador; vc; egh; cuenta; el tgh%; md; carro; tr; MES; cm; uq; mq; uip; carácter; palmada.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

amaestrador de perro 5A650: Enseña a perros perezosos a raspar.

para los dueños del animal doméstico con los perros que son descortezadores pobres. Siempre que ocurra el sonido externo, los altavoces transmiten en frecuencias que perro de la causa de la ayuda para sentir como el descortezamiento. Éste es un cambio del comportamiento que continuará generalmente trabajando después de que se apague el sistema.

- los altavoces pueden transmitir en los sonidos audibles y no audibles a los seres humanos

- modelos más costosos tendrán micrófonos que cojan solamente los sonidos que son de ciertos puntos (eg.: evitar el coche suena lejos apagado, etc.) cuál en disparadores de la golondrina de mar los altavoces.

- el altavoz puede también hacer sonidos del descortezamiento

- OTD: "R"; "C"; pp; P.M.; Reino Unido; fecha; el interactive%; básico; "mic"; alerter; tgh; el score%; carro; cp; acceso; uip.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

- cosechadoras con los sistemas existentes que hacen animales reducir sus comportamientos negativos (descortezamiento) cuando la corteza (demasiado de largo/demasiado en alta voz). Agregado para archivar 5/96.

luz peatonal de la seguridad 5A670: momentos antes de escuela y después de la escuela, cuando el laser o la otra presencia media del sentido de persona que viene o que se coloca, luz da vuelta al verde para ellos a la cruz. Invención puesta dentro de parámetro deseado en todas las luces cruzadas peatonales.

- sin la invención: los cabritos pueden jugar mientras que esperan a la cruz y se caen quizá sobre la calle con la bola, el etc; puesto que más allá de parámetro deseado - la luz no da vuelta automáticamente al niño verde no

asumirá caminatas cruzadas siempre para ser verde, además, los semáforos cerca de escuela pudo de vez en cuando tener espera del niño para no construir la asunción que las luces serán siempre verdes, por lo tanto no la necesidad de mirarlas.

- si cualquier persona cruza la luz cuando aún el rojo, un sonido pudo alarmar. Puede ser utilizado en cualquier luz cruzada de la caminata (incluso en ciudad entera)

Walkietalkie de la combinación 5A690 - teléfono: "T" está con opciones sin cuerda y de la cuerda

regulador del niño 5A700: para activar [llamada saliente/el programa particular (TV)) la característica, primero presionar un botón especial (una vez o cualquie número de épocas repetidas en orden) que le deje conseguir [señal para marcar/programa]. El llamador debe marcar los números/código pronto después de eso o se pierde señal para marcar/la conexión/connectability/"acceso" y el cualquier presionar de otras llaves en el cojín se no hace caso.

- Además, habrá un anillo/señal sonora (oscilador) si (t/%program) viene un call/tr entrante y se puede escoger solamente encima de (si el microteléfono está de gancho) presionando iguales o el otro botón especial - esto previene a cabritos de [contestando al teléfono (si son demasiado jovenes)/mirando programas particulares].
- los padres no pueden controlar siempre a sus cabritos de usar el sistema ("T"), por lo tanto esto es una característica valiosa.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue" ocurrencias; "analiza" ocurrencias (para el uip)

- Cribador del programa de la hospitalidad: 9G-220: Las pantallas/seleccionan del sistema (sistema adaptante) (indeseado/querido) ocurrencias (dentro de programa)
- movido en parte "corregir"

sintetizador de 5A730 TV: programas del convertido a su estilo sano preferred. Ir más allá de la base tradicional, triple y así sucesivamente. Cambiar según el tipo acentos y expresar los estilos preferred.

- movido a 9G220 en 8/95

protector de 5A740 TV: Los estudiantes de las ayudas estudian más recortando su tiempo de visión de la televisión. El padre restringe épocas que el dispositivo puede ser activado.

- cortes de la televisión después de cierto plazo (ENCIMA de la duración permitida mirar). Ciertos modelos permiten que el usuario devuelva la TV encendido, otras no están permitiendo esto
- expedientes cuando la TV fue vista
- llaves del vigilante en su código para girar la TV. No se prohiben los minutos/día o mes del número limitado... La cantidad de tiempo dado un plazo se pudo determinar cerca: sus grados en escuela, el otro funcionamiento.... El padre que considera a más de una persona el ver de la TV sin cada uno de sus códigos afinados adentro puede hacer la TV no permita que vean la TV para cualquier plazo como castigo
- OTD: "S"; pp; P.M.; Reino Unido; fecha; tds (el máximo # las horas que anotaban permitieron por día, o mes de la semana; # las horas que pueden ser miradas ("acceso") basaron en el funcionamiento de la persona (eg.: cuentas de la escuela)); educ; básico; alerter; acceso.
- Cribador del programa de la hospitalidad: 9G-220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)
- copiado a 9G220 en 8/95

5A750 Warner: separar o ató el dispositivo que observa si tv/monitor tiene peligro para la salud convertido (la radiación excesiva, la imagen pobre que lastima ojos {las disminuciones eye la visión en un cierto plazo}). El mejor como dispositivo separado vendió por alguien que no hace televisiones.
- OTD: "S"; "C"; sensores diversos de la radiación, del etc; alerter.
- Cribador del programa de la hospitalidad: 9G-220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

los esloganes 5A770 marcan la máquina expendedora: oír los segmentos de la demostración (teatro, cine, etc) y o de revisiones en las máquinas del boleto.
- la P.M. o SUBE para la opción la cual desean escuchar
- "Hospitalidad"/cribador del programa (interruptor): 9G-220: las pantallas/seleccionan del sistema (tales/las ocurrencias indeseadas/queridas señaladas/los modes%/programs%)

palanca automática del asiento 5A781: baja el asiento y la tapa de tocador sobre limpiar o la salida del cuarto de baño o de la película con un chorro de agua del interruptor. Los aumentos asientan y o tapa en la película del interruptor.
- Relacionado con el dispositivo existente, que tiene luz verde o roja, si el asiento está hacia arriba o hacia abajo.
- D: posición = sensor = analizador = luz/oscilador/nr del asiento

metro del uso del cepillo de dientes eléctrico 5A790: cuenta el número de épocas utilizar-demostradas en "S" y o alerta a usuario cuando es hora de cambiar los accesorios del cepillo

- OTD: básico; tds; alerter; cuenta; trabajos con los cepillos de dientes regulares y eléctricos.

intérprete simultáneo 5A800: palabras del altavoz traducidas a lengua deseada: en la pantalla o puesto en palabras en el teléfono del oído del oyente.

- convertidos en idiomas de oyentes
- puede también escuchar vía altavoces
- OTD: "S"; "C"; pp; P.M.; Reino Unido; fecha; educ (enseña a la lengua, pronunciación, hace los taladros de la lengua, el etc); entretener; "mic"; synth (en efecto sonoro deseado); portable; impresora; "M"; punto de ebullición; oscilador; vc; egh; md; carro (idiomas, sonido sintetizando efectos); trabajos con los teléfonos, tr, MES, fs; RPC; uq; mq; uip (preferencia por ciertas frases, estilos del discurso, el etc); carácter; palmada.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

selector de la música del correo de voz 5A870: El oyente selecciona el tipo música deseada mientras que espera en asimiento.

- el oyente pide el tipo música que desean escuchar (o ningúno)
durante su estar en asimiento
- OTD: "C"; radio; Lector de cd; recepción del satélite y transmisiones de cualquie información basada audio, eg.: servicio de noticias; base de datos de la información enciclopédica accesible por el oyente; fecha; tds; básico; juego en "T" - interactivo; "mic"; el synth%; "M"; carro; punto de ebullición; "T"; SP "T"; tr; MES; fs; cp; uq; mq; acceso; uip.

discurso sordo 5A890 a las persianas: como llaves de la persona sorda en las palabras sobre el teclado del dispositivo, el altavoz emite los sonidos de las palabras. Usos para otras situaciones también.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

5A1000 Info cogen: templar en (los medios diversos) y conseguir el tiempo exacto, el tiempo, las noticias, cualquier otro Info deseado, el etc.
- su reloj, reloj, "C", juego electrónico o calculadora o cuaderno coge códigos vía: El "t", la transmisión vía satélite, la radio -, el fm, el interruptor, el mw, el lw o la otra frecuencia del aire. El dispositivo convierte tales señales en el Info, que se puede retratar, al usuario vía "S", audio o la impresora

5A1010 calculan el cambio en el peso cualquier cosa durante tiempo para demostrar fácilmente la información vía el cualquier gráfico automatizado o el otro tipo software de la base de datos.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

5A1020 mide el peso adicional necesario para cumplir el requisito

calculadora de la densidad 5A1030: la llave en el tipo sustancia y o volumen y escala da densidad
- puede tener sistema para el volumen la medición fácilmente, eg.: la diferencia en el levantamiento del líquido sobre la inserción del material - el dispositivo calcula la diferencia a un decimal del minuto.

registrador de la dieta 5A1040: cada alimento tiene poseer el envase y la escala correspondiente. Tabula todo el alimento entrado y lo recuperó para hacer cualquier carta numérica posible, gráficos. Grande para los científicos que estudian los animales, gente; para la gente que mira sus dietas.
- poner el interruptor en el surco para el "alimento entrado" cuando está entrando el poner en nuevo alimento, o simplemente llave en ese nuevo peso. Incorporar el comando relacionado al sacar el alimento para alimentar. La escala sabe para no registrar disturbios para escalar cuando es agitated mientras que entra en o recupera el alimento - la escala pone el nuevo peso en memoria cuando se termina la tarea.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

patín musical 5A1050: El tipo sonidos de los programas del usuario generó cuando en el movimiento. Sonar como un avión de reacción, un coche de deportes, un etc.
- hace los sonidos, música mientras que las ruedas están dando vuelta. Tiene característica con./desc. para girarse sano y lanzar las cerraduras de rueda (si se quiere la seguridad, combinación del uso o la cerradura de la llave)
- sonidos: motores del rugido, coche de silbido, patín de silbido
- el micrófono amplifica los sonidos reales creados por el usuario mientras que embarque del patín

analizador del cambio de temperatura 5A1070: como los cambios de temperatura él analizan resultar cambian en cualquier material que es estudiado, cómo el cambio siguiente: volumen de productos químicos ampliados o contratantes, líquidos; cambia en el color de los crecimientos de los productos químicos, de la planta o del animal (el sistema pudo identificar cambios del color a través de su ojo que analiza el color y esperanzadamente los pequeños cambios del color también); la actividad de los animales, insectos en sus jaulas (están más o menos active) - pudo detectar para la vibración y u observar frecuencias del movimiento, del etc; la frecuencia en la cual los animales, insectos comen, entra ciertos lugares, ciertas cosas del tacto. El sistema compara temperatura con muchas otras cosas también. Entonces puede trazar la información docta sobre todos los tipos de gráficos y de tablas.

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

CONCLUYE el ARCHIVO 5AX

Archivo: Introducción a la palmadita/6A

ARCHIVO 6A

ESTEREOFONIA PORTABLE 6B-530: combinación de alarmas en auriculares si: su beeper/paginador se está apagando (alarmando); sonido de campana de puerta; el sonido externo es alto (el sistema amplifica ruido exterior si su frecuencia o volumen adentro cierta eg.: sonidos de los cuernos de coche estándar, el screeching de los coches que vienen aprisa parar, etc)

- lo que sigue existe ya: cuando el teléfono suena, el volumen de su TV, estereofonia va abajo
- el sistema es un sistema de alarma también, con el ajuste de alarma programable ese usuario de las señales cuando es tiempo
- puede ser parte de walkman, de estereofonia, de etc
- Para Techies: Todos; alejado; "C"; P.M.; encima de (ser interrumpido para los ciertos sonidos o situaciones); interactivo; micrófono; mfh; punto de ebullición; alerter; oscilador; vc.

EXPLORADOR de la VOZ 6B-58-600: El explorador ve (admite) palabras, después las lee audiblemente.

- este solo producto es una combinación de los diseños 1B-58 y 1B-60)

Grande para: los cabritos, las persianas, las que estén demasiado ocupados leer pueden apenas dejan el explorador leer (incluso por el alimentador de hoja de papel) y hacer lo que hacen sin sentarse, eg. conducción, etc.

- Los actos algo tienen gusto de un jugador de registro a partir de las 2.a superficies.

- Para Techies: Exhibición; fd-hdd; pp; P.M.; Reino Unido; educ; juguete; hospitalidad; micrófono; portable; mfh; punto de ebullición; oscilador; vc; cartucho (para el tipo la voz deseó, eg.: seleccionar de diversos personalidades, acentos...)prc; cp.

. Opción del jugador de registro: Otra parte de nuestra compañía está trabajando en la idea de leer claves de barras u otros códigos relacionados para generar sonidos, música, el etc. deseados. Esta faceta se anima para la solicitud de patente, con todo los porcentajes del beneficio para esta faceta son ya reservados para otro partido.

--Incluso un nuevo tipo de jugador de registro de la diversión con el alimentador de la rueda o de hoja pudo ser utilizado. Propósito: controlar la velocidad en la cual se reciben los datos

--El sistema pudo poder leer códigos en muchas velocidades, con todo sondea solamente los datos en el sonido deseado. En este caso, el lector debe ser diseñado para ciertos códigos.

. Explorador luminescente: como explorado uno o más colores ligeros, sonidos, música se emiten en la manera que corresponde al artículo que es explorado. Cambiar el artículo que es explorado y conseguir diversas luces, sonidos. Explorar las palabras del papel, cuadros; hojas; piedras; azulejo; tela; caras; etc.

- mercados: juguete, parte del producto

- exhibiciones: diversos gráficos según el artículo que es explorado. Puede convertir los cuadros que son explorados en algo diferente.

- ENCIMA del dispositivo de la manera realiza sus cambios, eg.: en formas más simples más grandes, más azul y verde, cambiar todos rosados al etc. anaranjado.

¡- Grande para los cabritos! Pueden caminar alrededor de su sitio que se divierte creativo magnífico....¡cuántos otros productos en su sitio podrían ser tan imaginativos!

Para Techies:

El explorador envía la luz y o las ondas acústicas (no no necesario audibles a los oídos humanos) y entonces dependiendo de cómo despide de nuevo al dispositivo, los estímulos apropiados (luz, sonido, la música...) para el usuario, se crea;

. Para Techies: Todos; exhibición; fd-hdd; P.M.; pp (los tipos de efectos desearon de cualquier explorador ve, eg.: las superficies brillantes pueden crear una luz más blanca o más de oro...); Reino Unido; interactivo; juguete; hospitalidad; ejercicio; portable; sst; índice de inteligencia; impresora (imprime gráficos, color, el etc según qué fue explorada - el impreso es la reacción, como la luz que es la reacción como arriba); punto de ebullición; oscilador; vc; egh; cuenta; carro (tipos de reacciones que pueden ser creadas y de cómo); RPC (para la parte principal del producto); cp; uq.

CÓDIGO de COLOR 6B-590: El explorador coge solamente ciertos colores. Permite que el usuario anote las cosas para ciertas aplicaciones con todo no deseadas para la entrada en la computadora.

- cada color (aspecto de la información) se puede separar fácilmente una vez dentro de la computadora, para corregir, el etc.

- similar a la idea sobre las máquinas de la copia (eg.: Xerox) que no copia el azul del color

- El usuario puede seleccionar colores al escribir sobre el papel, y o cuando da instrucciones la computadora o el otro dispositivo para poner ciertos colores en el suelo.
- Muchas aplicaciones, por ejemplo:
--el usuario puede escribir en el azul (no cogido por el explorador) al hacer notas sobre el papel que no quiere cogido
--un ciertos datos son necesarios, otros no están para la ocasión particular (el usuario decide qué colores están o no se quieren para la ocasión).
- Las plumas se pudieron vender con el dispositivo, asegurándose que tal escritura no sea cogida
. Para Techies: Exhibición; todos; fd-hdd; pp; P.M.; Reino Unido; educ; juguete; juego; hospitalidad; portable; sst; t; mfh; punto de ebullición; carro (eg.: para trabajar con ciertos colores); cp; uq; carácter.

COSA de la CAMINATA 6B-630: amplificar y alterar los sonidos creados por su dar une vuelta.
- sonar como usted están caminando: en una playa; a través de bosque; en la pila de latas de lata (para el humor); a través del agua; etc.

- usted puede caminar alrededor del cuarto, con todo suena como usted puede ser que camine encendido: arena, nieve, hojas de otoño, chapoteando en agua poco profunda por la orilla o el lago de mar...
- cada movimiento de la pierna acciona el mecanismo de fabricación sano
- los altavoces pueden estar para el aire, o vía los auriculares estéreos portables
- hace caminar a trabajar, el etc más interesante
- el usuario puede crear diversos efectos sonoros de muchas de las opciones enumeradas adjunto
- aplicaciones la tecnología existente del podómetro como parte del sistema (el podómetro cuenta el número de pasos que una persona hace al caminar), más tecnología adicional
- éste es un de tipo precoz del producto de la "realidad virtual"
- otros títulos para el producto: Caminata de la realidad virtual, caminata del cielo, sonidos que caminan, fabricante de la caminata, compañero del basculador. Aplicaciones adicionales: para activar (lo hace más interesante)
. Para Techies (OTD - otros detalles técnicos):
- diversos cartuchos permiten diversas opciones de fabricación sanas; todos; fd-hdd; pp (tipo de efecto sonoro deseado); P.M.; Reino Unido; interactivo; juguete; juego; hospitalidad; micrófono (determina el tipo sonido hecho por el usuario, después sintetiza el sonido por consiguiente); ejercicio; portable; sst; correa inútil; punto de ebullición; oscilador; vc; cuenta; actúa como podómetro también; carro; RPC; cp.

PROTECTOR del OLOR 6B-660: emite el olor terrible para disuadir a la persona que ataca o que quiere violar. El olor es científico diseño para apagar a gente. No dañoso a los seres humanos.

- Ropa de la mancha de Doesn't. Algunas versiones pudieron permanecer con la persona que se rocía en por una época que es (como cómo una mofeta trabaja) ayudar a policía a identificar al bandido
- la dispersión del olor pudo también estar con la tinta (probablemente rojo), que también ayuda al bandido de la etiqueta (la tinta puede eliminar en lavadero). Esto es diferente del gas lacrimógeno, aunque el olor se pudo mezclar con el gas lacrimógeno (los lugares donde está poder el gas lacrimógeno ilegal apenas tienen los productos químicos del olor)

. Para Techies: La poder de aerosol emite hacia fuera hasta 5 metros o más, trabaja así que no consigue el aerosol sobre el usuario; Todos (excepto esto no está un dispositivo electrónico, sin los elementos #6, #7, #8, #9 en "toda la" sección); portable; cm.

El usuario puede también botón lanzar el olor sobre bandido mientras que están saliendo de estancia. Eg.: el área de puerta de salida tiene sensor de movimiento y lanza el olor o la tinta cuando las caminatas de la persona compran...

6B-690 COMPOSTER: (puede ser convertido?) da vuelta rápidamente a los desechos del alimento en el estiércol vegetal para el jardín o para las plantas nuevamente potted, el etc. buenos para las que 1. no quiera para ir afuera para la pila del estiércol vegetal, 2. querer el estiércol vegetal en efecto rápidamente, 3. quieren guardar hacia fuera las ratas al aire libre, cucarachas

- el dispositivo especial maneja el problema de olores
- pudo funcionar en energía solar
- realizar que preparan a los occidentales para pagar los precios poco económicos valor ecológico (incluso si puede ser que sea tonto desde el punto de vista de un experto). Mirar Alemania que quiere pagar sobre $1.00 reciclar muchos de los packagings del producto de consumo, aunque podría costar cerca de $0.03 para quemarla o para descargar en lugar de otro. Hay muchos otros ejemplos.
- es esencial esto es solar accionado. Queremos un anuncio que diga que "dar vuelta rápidamente a sus desperdicios en el estiércol vegetal con energía solar..."

. Para Techies: PP; P.M.; todos; fecha; hospitalidad; índice de inteligencia; t; alerter (cuando el estiércol vegetal es listo, etc); cartuchos de las bacterias para apresurar proceso.

CONTROL de la TAPA 6B-710: el sello de envase demuestra todas las veces que se ha abierto. Para activar, llaves del usuario en la fecha en la cual el alimento primero fue preparado y o insertado en el envase. Los tiempos subsecuentes ocurren automáticamente.

- propósito: frescura; hurto del alimento; los estudios en la frecuencia del uso y de éste pueden también demostrar....; cuando el artículo está de mayor renombre, eg.: Lunes, y o tardes.
- la alarma si la tapa se abre más allá de la fecha programada original para (gente puede no hacer caso de la nota escrita, o piensa que es todavía aceptable - ésta hace psicologicamente a gente hacer más cuidadosa de usar el alimento más allá de la fecha. Contenido: alimento para la gente, los animales, la botánica, el etc; productos químicos; medicinas; fuentes industriales; etc.

- da la advertencia verbal sobre la abertura, eg.: "esto es una sustancia química peligrosa... dirige con cuidado"
- para abrirse: levantar la lengüeta de la tapa; torcer la lengüeta de la tapa; etc
- la programación de la tapa se pudo hacer de: exterior o interior de la tapa, o del exterior la base del envase.

Otras características: memoria, exhibición

- da la advertencia para poner la tapa, casquillo, tapa, sello detrás encendido si: no perfectamente en el lugar; no puesto detrás encendido después de tiempo requerido (según lo programado por el usuario)
- las comunicaciones, las advertencias y o las alarmas pueden estar vía: aviso verbal, sonido de la alarma, luz roja que destella, mensaje de la exhibición
- la tapa puede dar el saludo cuando está abierto, eg.: la tapa del almacén del caramelo o de alimento dice "hola", "intentar por favor una muestra libre"... cuando está abierto
- el sistema se puede conectar con la escala (que pesa el sistema), que también tabula cambios en pesos con tiempos de la abertura de la tapa

Para Techies: Todos; exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; comportamiento del usuario; educ; juguete; micrófono; portable; índice de inteligencia; t; mfh; alerter; oscilador; carro (tipo programas informáticos); teléfono y o módem (usuario de las alarmas); uq; mq; acceso.

ALIMENTO VIRTUAL 6B-720: el alimento se sirve con el sonido y el olor que emiten efectos. Realza sabor y la experiencia del alimento.

- nota: el gusto es la combinación de experiencias sensoriales recibidas por la lengüeta (limitada a cuatro sabores) y de las mayores variedades de olores por el analizador de la nariz/del olor.
- puede substituir las limitaciones para los productos químicos en alimentos (porque es carcinógeno); conseguir el impacto mucho mayor iguales/de otros productos químicos emitidos en aire por los gramos que se absorben en cuerpo vía nariz contra comido.
- puede también ser vendido a la gente que carece tastebuds; querer experimentar con los nuevos alimentos, experiencias
- olores que realzan o reducen el apetito (emitido con o sin el alimento y o las píldoras)
- TM: alimento de la realidad virtual, realidad virtual del alimento, olor, alimento del olor
- debe poder demostrar al fabricante algunos de los olores potenciales creatable y cómo; no debe utilizar ningu□n agente carcinógeno sabido

Para Techies: Efectos de emisión sanos; todos; efectos deseados pp; P.M.; Reino Unido; hospitalidad; portable; índice de inteligencia; t; punto de ebullición; SP; carro (del olor que crea elementos).

JUEGO del ARMA del LASER 6B-740: el objeto del vuelo del golpe, si se vuelve ninguna reflexión usted la golpeó. El espejo causa la reflexión. El arma debe ser acentuado de la posición correcta ganar capacidad de una reflexión si tirado para ser faltado. Además, uno puede tirar solamente en la distancia durante la caída o volar en el aire mientras que arma medio llevado aire del artículo y espejo pequeño o grande.

- sostener el arma en la posición correcta, o hacerlo de un sostenedor del arma
- el objeto del vuelo puede ser una bola del espejo, requiriendo a persona del arma golpear en ángulo recto en el centro, causando una reflexión
- objeto del vuelo, si es lanzado por el dispositivo (o la mano) de la manera correcta, su sensor en centro, al recibir el laser puede sonar: señal sonora; desplome; explosión sana; etc
- Variante: el objeto del vuelo (probablemente bola) refleja la luz laser al receptor del arma, significando cuando un golpe fue hecho. Para el uso al aire libre también. La bola está de material reflector de la luz no frágil
- programas de usuario la frecuencia, la fuerza y la velocidad en las cuales se expulsan las bolas
- La exhibición demuestra la cuenta de jugadores
- Para Techies: Todos; pp; P.M.; Reino Unido; interactivo; educ (enseña a práctica del shooting); juguete; juego; hospitalidad; portable; índice de inteligencia; t; punto de ebullición; oscilador (eg.: cuando un golpe fue hecho); vc; cuenta; carro.

SECUENCIAS del LASER 6B-750: enviar los lasers en distancia grande (o muy corta) el público y los miembros del grupo pueden disparar el sonido que crea ligero y o la música.
- cada secuencia (de rayo láser) tiene diverso sonido
- algunos botones o secuencias pueden también accionar sonidos del fondo, eg.: orquesta del fondo
- los modelos pueden trabajar en la luz y o la obscuridad
- modelos para uno o más jugadores: la distancia entre el transmisor y el receptor pudo ser ajustable
- cada secuencia pudo estar de diverso color: si la visibilidad de la luz es un problema para algunos usuarios, después una línea se pudo pintar sobre el fondo que demostraba la localización de rayo láser.
- puede ser diseñado como instrumento especial con opciones de 100 de sonidos, o ser diseñado representar a: la arpa, va (arpa japonesa como el instrumento que es tocado desplumando cada secuencia), etc.
. los lasers se pueden programar por el usuario: hacer un solo sonido en la viga del tiempo está quebrado por el dedo, el etc sin importar cuánto tiempo la luz fue interrumpida; o, el sonido continúa durante la duración entera de la interrupción ligera
. Para Techies: Los jugadores adicionales pueden jugar utilizando sus instrumentos accionados por control remoto transmitidos en el receptor del dispositivo, que se pudo colocar lejos de la unidad principal bloqueada por el jugador. Códigos: exhibición; fd-hdd; pp (salidas sanas deseadas, etc); P.M.; Reino Unido; interactivo; juguete; todos; hospitalidad; micrófono; synth; portable; índice de inteligencia; mfh; punto de ebullición; alerter; oscilador; vc; cuenta; carro (tipo sonido que hace opciones); RPC; uq.

LUZ MÓVIL 6B-780: el sensor de movimiento tiene la persona de siguiente ligera mientras que se mueven
- Otro: o el disparar de las aplicaciones del laser
- los transmisores del desgaste de los agentes que identifican su lugar o son identificados por otros medios; reduce la necesidad de un hombre de la cámara y de los controles complicados que necesiten ser aprendidos y puede estar roto

- sin embargo no puede estar para el ballet más sofisticado en Bolshoi de Moscú, hará para los juegos de la High School secundaria, el etc

- el sistema es muy básico y económico: las luces vienen en uno de varios las medias cajas abiertas (que hacen instalaciones fáciles), cada caja pudieron tener uno o más luces por agente, dependiendo utilizan a cuántos agentes

. Para Techies: Activar el movimiento de luces por la persona ligera que utiliza mandos a distancia (ahorra de necesitar los alambres); fd-hdd; pp; P.M.; controlar las luces vía ratón o el palillo de alegría; hospitalidad; juguete; todos (excepto: #6); juego; ejercicio; portable; índice de inteligencia; mfh; punto de ebullición; alerter (en el momento de la instalación, antes de sistema el comenzar [para el juego, el etc]), oscilador; vc; cuenta; enseña a actuación; md; carro (software y o soporte físico para la generación del efecto); cp; acceso.

LOCALIZADOR de la TENSIÓN 6B-820: sitúa qué músculos tienen más tensión y o ser más apretado.

- estar del valor (no requerido sin embargo) si el dispositivo se podría utilizar por no los doctores (sin embargo podrían tener una licencia de practicar masaje después de un año de entrenamiento). Por lo tanto el artículo debe ser totalmente seguro de utilizar.

- la demostración de los estudios tal producto podría ser útil puesto que muchos usuarios no saben articular exactamente donde están los dolores principales; también del uso a los doctores para la diagnosis de dolencias

. Para Techies: Segunda parte de masajes del dispositivo. Códigos: Exhibición: demuestra qué músculos son tensos; fd-hdd; pp para las secciones del cuerpo que quieren ser comprobado; P.M.; Reino Unido; comportamiento del usuario; educ; todos; hospitalidad; ejercicio; portable; Índice de inteligencia; mfh; alerter; oscilador; cuenta; tgh.

ANALIZADOR de la VOZ 6B-830: analiza un comportamiento de la persona o del animal, personalidad vía su voz

- el sistema de reconocimiento vocal del sistema identifica el tipo de pronunciación para las palabras particulares, eg.: "amar", "felicidad", "esmero", "mi esposa"... Esto permite al sistema ayudar a juzgar la psicología del altavoz referente a tales.

- el sistema pudo comparar los tonos totales y otras frecuencias sanas del usuario, usando esto como base, después considerando cómo las palabras importantes comparan con la línea baja.

- trabajos en diversas idiomas

- el reconocimiento vocal que es absolutamente complejo, quizá con bloque diagrama para la tecnología existente satisfaría la oficina de patentes, después esa sección de la tecnología mejora más adelante después nuestro producto podría ser comercial.

- si una mejor información es necesaria, la persona que es estudiada puede contestar a preguntas sobre sí mismos, y toma otras pruebas psicologicas estándar. Estos datos se utilizan con el antedicho para mayores resultados.

- algunos usos adicionales: solucionar las causas penales usando las grabaciones del teléfono, la tensión y el tipo de tensión para las palabras claves pudo ayudar; etc.

- Para Techies: Exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha (cuando ocurrieron las conversaciones); comportamiento del usuario; educ; todos; micrófono; portable; Índice de inteligencia; impresora; au; t; mfh; punto de ebullición; alerter; oscilador; vc; cuenta; carro (para las palabras claves deseadas según el tipo estudio); cp; uq; mq; acceso; pi.

SONIDOS del FONDO 6B-840:

Propósito: Para convertir y o eliminar sonidos indeseados. Convertido y o (o reducir) sonidos cortados de las direcciones indeseadas, frecuencias, distancias,

- el sintetizador marcará con etiqueta especificó sonidos según su dirección, distancia, frecuencia y los altera según ASCENDENTE en cualquier cosa sintetización avanzada directa disponible.

- conversiones de la muestra: los sonidos exteriores de las construcciones se convierten a los sonidos de una fuente de agua; traficar los sonidos convertidos a los sonidos en el bosque, incluyendo los pájaros, agua, viento, sonidos caminando sobre las hojas secadas;

--Los sonidos se pueden también convertir en: ondas de océano con el griterío de las gaviotas de mar poco; tambores jamaicanos apacibles; ¡el etc. allí es un mercado enorme para este producto si es bueno!

- el usuario puede seleccionar a que el tipo de conversión él está buscando

- Usos: hogares; ninguì□n lugar en donde la gente quiere estudiar pero no puede conseguir reservado; restaurantes nuevos en el oeste; transporte público

- Para Techies: Teledirigido (el usuario puede seleccionar que las opciones ellas quieren el funcionamiento); exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; comportamiento del usuario; interactivo; juguete; todos; hospitalidad; micrófono; t; mfh; oscilador; vc; cuenta; carro (posibilidades de la generación de los sonidos); RPC; uq; mq; pi.

MICRÓFONOS - el SONIDO GENERÓ RESPUESTA vía la interpretación de sonidos externamente generados, nuestras invenciones envía la señal para que el dispositivo de respuesta reaccione. El dispositivo de respuesta interpreta código y reacciona por consiguiente.

- la misma invención puede estar atento cualquier número de diversos sonidos y enviar códigos de diversas naturalezas a diversos dispositivos dependiendo del sonido oído

ABRELATAS UNIVERSAL de la PUERTA del GARAGE 6B-860:

Número indispensable del bocinazo de épocas de abrirse: puerta del garage - buena para los embarcaderos públicos en invierno en donde diversos conductores no tienen transmisor especial para abrir garages; [del cambio del semáforo áreas viajadas adentro no pesadamente -]

- el exterior de la muestra dice en letras claras grandes cómo conseguir la puerta del garage abierta. Ahorra en el coste de trabajo muy alto en el oeste también. Aplicable para los aspectos de la seguridad no alta. Un protector pudo ser interior sin embargo (mientras que éste los ahorra el apuro de abrir la puerta)

ANALIZADOR de la PUERTA del ELEVADOR 6B-880: Sobre los pasos de la audiencia que caminan hacia el elevador, el elevador puede esperar antes de puertas cerradas. La lógica confusa decide a ir o a esperar basado encendido: el tiempo transcurrió puesto que la llave del número de la primera planta fue empujada; número de llaves del piso empujadas (pudo demostrar el número de gente aproximado en elevador); peso adicional de gente en elevador; hora; el número de elevadores contra la congestión de tráfico y los mejores patrones de flujo; etc.

- sabe si los pasos son inminentes o que dejan al elevador; pudo saber si los pasos están en la línea que camina más allá de los elevadores o hacia (el sistema pudo trabajar mejor donde está menos probable el caminar más allá de los elevadores, dependiendo de esta capacidad de la tecnología un coste de producir)
- tal invención es especialmente valiosa donde está muy costosa la tierra y donde hay mucha congestión.
- Para Techies: Se aplica a otros tipos de puertas también. Ver los códigos IMI: Alejado; fd-hdd; pp; P.M.; Reino Unido; fecha; todos; micrófono; mfh; alerter; oscilador; cuenta; acceso.

RATÓN TELEDIRIGIDO 6B-920: como un ratón excepto, 1. ningunos alambres necesarios, 2. puede trabajar en el aire. El dispositivo pudo tener funciones limitadas.
- Para Techies: Todos; fd-hdd; pp; m; Reino Unido; ratón; portable; mfh; punto de ebullición; alerter; carro; cp.

ANALIZADOR del OLOR 6B-940:
cambios de la medida en las sensaciones, comportamiento cuando la persona huele ciertas emisiones de olor. Medida tomada vía: Exploración de CAT, alambres enganchados sobre cuerpo, nivel y tipo de sudor (el contenido químico puede cambiar), movimiento de ojos, presión arterial, etc.
Para Techies: Todos; exhibición; fd-hdd; pp; P.M.; comportamiento del usuario

GUANTE de la MÚSICA 6B-970: Laser de los dedos cuando el objeto llamativo (receptores) crea sonidos señalados. El usuario puede sintetizar y o alterar el tipo de sonido creó cuando el laser golpea el receptor. El dispositivo vía el cual conseguir diversos sonidos del mismo dedo y del mismo receptor puede estar: dispositivo separado; dispositivo en la parte superior externa del guante; otro receptor de el cual recibe código del dedo del laser en el cual el código pudo ser luces con./desc. en ciertas combinaciones, eg.: tres flashes de la luz son crear campanas. El dispositivo del laser puede ser una extensión de los dedos

- El laser de cada dedo puede tener diverso efecto en el mismo receptor. Ciertos modos del receptor pueden generar pedazos musicales enteros (eg.: para el respaldo).
- comercialización: "crear un grupo musical entero todo en la aislamiento de su sitio ([quizá] sin el tacto de un botón)".

- capacidades del producto simplificadas: el tipo dispositivo del guante envía los lasers de cada dedo. Cada dedo crea un diverso sonido cuando alcanza el receptor. En modelos más avanzados, cada dedo puede crear más de un sonido transmitiendo en más que una forma.
- en lugar de ser un guante, dispositivo podía ser una caja. Cuando sale la luz, transmite la mayoría/todo el sitio, así que el receptor puede fácilmente recibir señales.
- también utiliza el número 6B-971-500000001 del diseño
- para activar el laser en dedos de la versión del guante: el dedo toca el pulgar, la otra superficie dura, o trasero de la mano o de la palma extensamente abierta.

RETRANSMISOR TELEDIRIGIDO 6B-971: Para tener más libertad movimiento y sentarse alrededor de un cuarto, el teledirigido envía mensajes al receptor y también al retransmisor. El retransmisor está en una diversa posición del cuarto, así que si el usuario bloquea el paso del transmisor teledirigido al receptor, el retransmisor en otra localización del sitio puede recibir y después en golondrina de mar transmite al receptor principal.

AMIGO del ANIMAL DOMÉSTICO 6B-990: juegos con el perro, el gato, el pájaro, los pescados, los bebés, los cabritos, el etc. vía:
- consiguiendo el animal tirar en algo la invención es tenencia y el tirar en mientras que el animal está intentando separarlo
- Más: haciendo sonidos de interés de mecanografiar el animal que es jugado con. Emite olores, eg.: la hierba del catnip (que excita gatos); productos químicos que se asemejan al olor de los animales, carne cruda; etc.
- la información investigada o publicada de la necesidad en la cual suena y las emisiones del olor excitarán gatos y perros - hacer esto quizá hacia el final del proceso de la solicitud de patente cuando aparece que la idea puede ser patentable.

Para Techies: fd-hdd; pp; P.M.; Reino Unido; comportamiento del usuario (qué movimientos u olores aparecían interesar el animal más); interactivo; educativo para los animales (especialmente perritos y gatitos); juguete; todos; hospitalidad para el dueño animal y humano; micrófono (los expedientes y los juegos mueven hacia atrás la voz del animal doméstico); ejercicio para el animal doméstico; portable (quizá versión para el uso del jardín a, el movimiento del sitio al sitio); punto de ebullición; oscilador; vc; tgh para el animal doméstico; carro (olores, sonidos).

LOCALIZADOR del ANIMAL DOMÉSTICO 8B-010: (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.

- Ver los ficheros del sistema del animal doméstico y de colocación.
- La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera.

- el collar del animal doméstico tiene transmisor, que demuestra si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la pantalla especial;
- + el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala si el dueño está consiguiendo más cerca o más lejos de animal.
- útil para localizar a niños. Animales en parques zoológicos grandes; áreas de la naturaleza; etc.
- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral
- Nota al pie de la página: Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; etc.

IMPRESORA de la CUPÓN 8B-040: mientras que ve la TV, solicitar una cupón para ser impreso para usted. ¿Grande para el publicista, y puesto que tienen ya un grupo interesado, por qué no hacerlo fácil para que ellos hagan un paso hacia la compra?

- Info impreso petición de materias similares o posteriores
- tablón de anuncios de la TV o de la computadora que demuestra los anuncios o los avisos rápidamente uno o varios a la vez (velocidad y selección del anuncio controlada por el redactor/el locutor o el usuario). Los anuncios no pudieron demostrar bastante Info a tiempo asignado, también usuario pueden pedir qué tipo de Info en materia anunciada quieren.
- la CRT pudo exhibir Info adicional por requerimiento: la difusión todavía está o vida móvil
- el usuario pudo incluso tocar la pantalla para elegir lo que él quiere impreso (interactivo)

BEEPER 8B-060: dan cada persona que espera para ser llamado un pequeño receptor. Cuando están listos para ser llamado, el transmisor envía la señal para el receptor particular, después el receptor: la señal sonora, luz, vibra, etc para notificar el sostenedor que se están llamando o que qué él está esperando está listo. Ahorra a gente de tuvieron que: leer continuamente una exhibición para ver si se ha llamado su número; permanecer dentro de visible o la gama de audiencia de anunciador o de exhibición que lo demuestra ahora es su tiempo, eg.: la persona puede ir a hacer compras en alameda mientras que están esperando a sastre para hacer

ajustes finales en la ropa, o a esperar para conseguir un boleto hecho, o a esperar para ver el doctor, el etc. El aviso se pudo hacer en términos de número de minutos aproximados antes de que sea tiempo (la exhibición del receptor puede demostrar el número de minutos, o dar un código en cuanto a: el tiempo es mucho a continuación, tiempo medio, o el venir se cierra, o ahora está....)

- la distancia de transmisión pudo también trabajar hasta muchos kilómetros
- pudo utilizar tecnología celular o del beeper, el etc.

- si la persona va más allá de gama admisible, el receptor pudo demostrar esto cerca: el ir ligero con./desc.; emitir un sonido breve y agudo particularmente manera
- Usos adicionales: alimento que ordena en el restaurante (la mayoría de los restaurantes quisieran que los clientes permanezcan y que pagaran bebidas, con todo los restaurantes únicos con este servicio (especialmente ésos sin las licencias de licor) se placerán conseguir a clientes adicionales esta manera. Los clientes pueden dar un paseo en el parque, la tienda, el etc mientras que esperan. El zumbador dice a cliente que el alimento estará listo en alrededor minutos del _. También bueno para los miembros de familia con la gente por todas partes la casa grande, mamá consigue gente preparada a tiempo - dejar el proyecto del final de la gente que ella está despertando encendido, las manos de la colada, el etc

Para Techies:

Alejado; exhibición; fd-hdd; pp; P.M.; fecha; interactivo; juguete; todos; hospitalidad; micrófono; portable; sst para modelos más complejos más grandes; punto de ebullición; alerter; oscilador; vc; cuenta; tr; RPC; acceso; pi.

SISTEMA AUTOMÁTICO 8B-070: Cuando el caminar en sitio, gira automáticamente todos los dispositivos deseados o aplicables, eg.: luces, música, altavoces (si música de otra fuente), intercomunicador o sistema de radiobúsqueda y o recepción del teléfono - el sistema identifica donde alguien (o si se utiliza teledirigido personalizada, donde está ese individuo), purificador del aire, calefacción/aire acondicionado, computadora

- el mismo resultado pudo ocurrir con encender de la luz o del otro interruptor.
- ENCIMA de lo que él quiere girado sobre entrada. Puede diferenciar de sitio al sitio.
. - Transmisor localizado en: joyería, bolso, etc
- La luz laser que dispara, activa los mecanismos deseados
- Artículos adicionales a activar: música; grabaciones educacionales (la persona oye cómo hacer algo, qué a no hacer, eg.: tener cuidado de los productos químicos, etc...); luces; calefacción/aire acondicionado
- Para Techies: Todos; alejado; fd-hdd; pp; P.M.; hospitalidad.

EFECTOS del JUEGO VIDEO 8B-10-8B-19: el olor emite cuando: golpean a la persona o a la criatura; uno entra cierta área: pantano fofo, descarga de basura, sitio hediondo; uno viene cerca de criatura hedionda; cuando está al acecho el peligro; abertura del paquete, del etc; entrar en un restaurante; el cocinar; el conseguir sudoroso de actividad; el conseguir nervioso; etc

- los olores pueden también ser muy sutiles
- la cantidad real de olor pudo ser mínima.
- se aplica a otros paquetes audio-visuales del producto: entrenamiento computarizado; vídeo interactivo (sistema activado por el usuario que toca una pantalla - los tableros dominantes pueden ser utilizados, pero no ser requeridos)
- oler a usuario del nuevo producto pudo desear comprar, eg.: dentro del nuevo coche; cuero del olor para los productos de cuero; olores también para los productos siguientes que son vendidos: alimentos, servicio de entrega de la flor, etc

. Fortaleza Techies: Exhibición; pp; P.M.; Reino Unido; ratón; fecha; interactivo; educ; juguete; todos; juego; hospitalidad; oscilador; vc; cuenta; tgh; enseñar; md; carro del olor que causa elementos; acceso (si el dispositivo del olor se utiliza en las arcadas [lugares públicos con los juegos video]); pi; carácter.

- Pantalla del olor: los olores se emiten para acentuar las sensaciones y para experimentarlas mientras que: televisión de observación; selección de opciones de una pantalla de la CRT (por ejemplo cuando hacen compras vía la computadora, ciertas maneras de la ropa pueden tener un olor elegante del cologne emitido para realzar ventas); aprendizaje algo en la computadora (retención de la memoria del aumento de las ayudas - puesto que el material se experimenta más intenso, placer); anuncios: oler el detergente o la Coca-Cola de modo que usted quiera ir al refrigerador y consigue alguno
- las emisiones del olor pueden también ser en cantidades muy minuciosas para tener el efecto subconsciente eficaz
- algunas emisiones del olor pudieron ser creatable por los productos químicos normales en el aire; bloques de productos químicos naturales de los cuales un poco se utiliza a la vez. El factor de reemplazo más difícil pudo estar con las televisiones caseras, con todo está en el interés de la televisión y de las empresas del cable para que la gente tenga éstos, así que puede ser que sean dadas lejos barato o para libre
- la gente de la demostración de los estudios goza el mirar de programas con la dimensión del olor agregada (a menos que está también sobre accionar)

EQUILIBRIO PERSONALIZADO 8B-110 del ALTAVOZ:

El sistema de sonido compensa automáticamente la localización de la persona en sitio. Cuando están más cercano a un altavoz, el altavoz más lejano consigue más ruidosamente. Para el hogar, el coche, los altavoces del etc.

- con la gente múltiple, sentidos donde está el centro "hecho un promedio" de toda la gente y ajusta el balance del altavoz por consiguiente
- el sistema identifica la localización de la gente vía: sensor de movimiento, y o dispositivo que dispara del laser, etc.
- identificar la localización de la gente también cerca: los transmisores portables que ella está usando o que está llevando; puede ser atado a un dispositivo teledirigido que también tenga muchas otras funciones; sensores en asientos, eg.: en automóviles

- Opción de lujo adicional: Si hay más de una las personas en el cuarto, y una tienen gusto de la alta base mientras que la otra la prefiere punto bajo; sistema pueden hacer una cierta remuneración ajustando según el lugar de cada persona en su sitio. Cada uno usa un diverso dispositivo que transmite; o sitio del programa de modo que permanezca así permanentemente. La opción de este funcionamiento sobre una base del transmisor no se requiere.

Para Techies:

Teledirigido; exhibición; fd-hdd; P.M.; pp; Reino Unido; juguete; todos; micrófono; synth; portable; mfh; punto de ebullición; oscilador; vc; cuenta.

CAMBIADOR de la LUZ de CALLE de la EMERGENCIA 8B-120: las ambulancias y los coches policía pueden cambiar luces próximas para adaptarse a sus propósitos.

El dispositivo se diseña para trabajar bien delante de tiempo. Esta manera, hay una ocasión para el modo necesario de la luz ámbar, que entonces cambia al rojo (que bloquea el tráfico que pararía el tipo el automóvil de la ambulancia)

- Usos adicionales: para los coches importantes del gobierno. En casos raros la ventaja siguiente de la fuerza también: colección de basura; limpieza de la calle.

¿- Existe?

Para Techies:

FD-HDD; pp; P.M.; Reino Unido; fecha; todos; mfh; alerter; oscilador; cuenta; tener acceso (hacer alteraciones en la programación)

TERAPIA INTERACTIVA 8B-140: conseguir la condolencia, librarse de su cólera, del etc. hablando con la computadora en el otro extremo del teléfono. Primera llave en el tipo modo que usted desea obrar recíprocamente adentro. Entonces hablar con o sin un aviso. Entonces el sistema responderá de manera para ayudar a la persona a alcanzar la sensación deseada.

- El sistema incita a usuario para una selección bien escogida amplia. Primero su es el tipo general categorías, eg.: felicidad; amor; tristeza; trastorno; etc. Entonces cuando se selecciona el área, eg.: el trastorno, usuario puede mejorar área de punta que buscan, eg.: los padres, mal□n tráfico, alguien robaron su idea, etc....
- El sistema puede también ser un solo dispositivo usado en el país, por el sicoterapeuta para sus clientes, etc.
- terapia principal: salir de sus frustraciones gritando es muy popular en "el mercado norteamericano de la psicología del estallido"
- también, la gente siente a menudo mejor cuando ella oye a otra persona el expresar de las emociones similares las suyas, sea canciones de amor, canciones tristes, el etc. en vez de conseguir expedientes, este producto puede establecer claramente ciertas sensaciones quizá en menos tiempo y más directo. Aunque el sistema pudo también utilizar música como forma de terapia también.

--mucha gente no sabe concreto porqué una canción satisface una necesidad emocional particular, la máquina será más científica sobre ella. Más pocas personas tener toda la música registrada para cada situación emocional, ni quieren quizá escuchar todas las muchas canciones cada sensación. Con este producto pueden incluso experimentar varias diversas sensaciones todas en cuestión de minutos.

- usos adicionales: la persona muy interesada en psicología, y una quién ha comprado ya otros productos psicologicamente relacionados, eg.: libros, cintas educacionales, máquinas de la onda cerebral (disponibles para unas centenas dólares); puesto en un walkman tener gusto del modelo; grande para la gente de las ventas que hace muchas llamadas de ventas, después de frustrar llamadas, pueden presionar el botón deseado; poner el dispositivo cualquier lugar en donde la gente puede a menudo tener frustraciones, o incluirlo en los productos que son gente cercana durante frustraciones, como los teléfonos.

--modelo del teléfono: solamente el usuario pudo oír los sonidos, no altavoz. El dispositivo sondeará en teléfono del oído o teléfono de altavoz mientras que el altavoz está hablando. Actual los teléfonos y los micrófonos de altavoz no funcionan simultáneamente - así que usted no puede hablar y oír al mismo tiempo como con los teléfonos regulares.

- combinado con las fuentes del usuario de la información sobre sí mismo (pi), más cómo el usuario pudo sentir en cualquier día dado, momento según cómo él sensaciones de la corriente de entradas en el dispositivo - el sistema generará efectos deseados. El dispositivo también incita a usuario para la información necesaria: éste puede ser cuando el usuario primero comienza a usar el dispositivo, y más adelante como las cosas cambian también.

Para Techies:

Exhibición; fd-hdd; pp; P.M.; Reino Unido; interactivo; juguete; todos; hospitalidad; micrófono; opción del ejercicio (usuario de los avisos a ejercitar más difícilmente dando el estímulo vía altavoz); portable; sst; Índice de inteligencia; impresora; mfh; punto de ebullición; alerter; oscilador; vc; egh; cuenta; tgh; cartuchos (sonido, opciones registrados salientes de la declaración); RPC; cp; uq; mq; pi; carácter (cambios según el tipo efecto deseado).

IDENTIFICADOR del TABLERO de INTERRUPTOR 8B-150: el recepcionista que recibe llamada cifra el instrumento del teléfono del respondedor aplicable con código o la información de declaración puesta en palabras de la grabación sobre el llamador, eg.: su naturaleza (cliente o surtidor); nivel de importancia, urgencia; longitud del tiempo han estado en asimiento; si su una llamada local o interurbana; persona y u organización; mecanografiar la personalidad (agradable...). El receptor de la llamada consigue esta información sobre la exhibición del teléfono; o computadora (puede entonces almacenar tal información con o sin ningu□n Info adicional introducir por el receptor (la persona con quien habla y las manijas llaman - ahorra el tiempo que afina en el Info, más receptor no pudo poder afinar todo a tiempo y u olvidar después de la

llamada, especialmente si hay otra llamada que viene pronto después de eso). El receptor puede oír o leer esta información antes o durante de la llamada del teléfono.

- toda esta información se puede retransmitir encendido a la tercera (o cualquie subsecuente persona) tomando llamada (la persona no era quizás anteriormente a la derecha una para manejar la situación.

Para Techies:

Exhibición; fd-hdd; pp; P.M.; fecha; todos; mfh; cuenta; uq; mq; pi; carácter.

identificación del RECEPTOR 8B-170: saber si el teléfono que usted está marcando es un celular/teléfono móvil y o si está siendo llamada remitida y o el número o el tipo línea del teléfono del teléfono a los cuales la llamada está siendo llamada remitida.

- los recipientes pueden optar por tal información que no se dará hacia fuera
- H [las disposiciones gubernamentales pueden no permitir todos los aspectos de la idea, dependen del país]
- también aprender arriba y el número siguiente sobre el número del teléfono que usted marcó, o del teléfono que le marcó: el nombre en el cual el teléfono es mencionado, su dirección, cuando el servicio del teléfono comenzó, cuaesquiera quejas importantes contra la compañía, estado de la compañía - por ejemplo si ha archivado para la bancarrota.
- también aprender: cuántas llamadas hicieron de ese número que día

8B-210 AGRADABLE: emite el siguiente mientras que siendo utilizado: olores, sonidos, música. Hace el cepillado de diente más agradable.

- comercialización: Mercado japonés. Comercialización: el otro asiático pone posible también, los mercados no occidentales

ESCAPE 8B-250: insertar el dinero y seleccionarlo deseó la característica (el usuario elige efecto total, o selecciona las piezas que hacen el excesivo todo el efecto. Piezas seleccionables: los olores, sonidos, música, las representaciones visuales, dando masajes, presiden la vibración que son relacionadas o elogiosas el uno al otro)

- bueno para el uso casero también
- comercialización: un escape agradable de la rutina diaria
- quizás especialmente popular en mercado japonés; ¿la gente será ciertamente bastante curiosa por lo menos intentarlo, por qué no?

ANALIZADOR de la MÁQUINA EXPENDEDORA 8B-280: Estampillas de fecha cada venta. Esta información se incorpora en las computadoras que corresponden esto con el tiempo, sucesos actuales en el tiempo (especialmente como difusión/publicado en medios de comunicación). Entender la compra de comportamiento mejor.

- Para Techies: Algunos modelos pudieron también tomar el cuadro del comprador

™ FUTURISTA 8B-290: Realizar su situación anticipada futura y o la actividad. También aprender las nuevas ideas y estrategias sobre qué hacer. Herramienta excelente del entrenamiento. El sistema pudo o no pudo dar la dirección en cuanto a las mejores estrategias para adoptar vía: sugerencias, advertencias, alarma cuando la persona está alrededor a o ha incurrido en una equivocación....

. Ver nuestras descripciones futuristas y de la predicción relacionadas de los juegos.

. Como dispositivo de entrenamiento, programar la situación para representar cerca de las representaciones de la vida que requieren la habilidad necesaria en el futuro.

8B-410 ESCALA ALERTER: los cambios anticipados del peso se programan en el dispositivo, cualquier cambio en no congruencia se alertan

- Alarma del peso: cuando el peso está bajo o sobre nivel de tolerancia, las alarmas. Aplicable para la cadena de producción, el estudio científico, los avisos para los cambios en peso, el etc

ESCALA 8B-420 PARA el ANÁLISIS de la SUBDIVISIÓN: utilizar las frecuencias eg.: sonido, radiografía, etc para juzgar densidad y el peso sección interna o de la otra secundaria de un artículo. Esta manera una puede conseguir una mejor idea del peso y o de la densidad de una sección algo cuyo una no está deseando cortar.

- la escala se pudo utilizar para cargar el artículo total también. La computadora resta el peso de piezas indeseadas.

MEZCLADOR 8B-430: cuando combinar elementos múltiples de los productos químicos, de etc, usuario primero selecciona la combinación deseada por el que la exhibición enumere los ingredientes y % para alcanzar fórmulas. El usuario entonces pone uno de los ingredientes en la escala con o sin el peso y la escala exactos necesarios entonces indica las cantidades exactas requeridas para todos los productos químicos de siguiente. Este sistema puede ahorrar una buena cantidad de hora para ésos que usan la escala con frecuencia, y es muy aplicable a las situaciones donde no está crucial el peso final exacto de la combinación.

- llaves del usuario en mezcla deseada y peso final, entonces peso exacto de cada elemento en demostrado

CONCLUYE el ARCHIVO 6A

Archivo: Introducción a la palmadita/7A

ARCHIVO 7A

Las VIEJAS ABREVIATURAS utilizaron (en este archivo):

B = dentro de las demostraciones del número de la característica dos grupos generales de la característica fue combinado junto. Si no hay número de archivo después del "B", después ambos eran del mismo archivo. Parte del número de la característica.

La "clase particular" = construido en sistema con software enseña al usuario a utilizar todos/la mayor parte de las características de producto. Va de difícil a más complejo.

"...." = etc.

CARILLONES de PUERTA 7A-010: el sombrero usted tiene gusto de saber alrededor: ¿visitante, partido que es visitado? Visitante de los estados de sistema [oscilador del `]: altura aproximada, peso

- almacenes: descripción del visitante; foto; el tiempo entró; el tiempo se fue; cualquie código que puede ser que hayan entrado para acceder; mensajes (funciones del correo de voz); etc.

RELOJ ÚNICO 7A030:

- solamente una mano, representa los minutos. La hora es demostrada por el cambio en el color del fondo: nuevo color cada 24, 12, 6, 4, o 3 horas. Para facilitar la memoria de qué color representa la hora correspondiente, pudo haber varias cortinas de un color, eg.: el 00:01 del tiempo es rosado; el 01:01 es rojo claro; el 02:01 es rojo oscuro; el 03:01 es azul claro.... Podía haber color de fondo en la orden de rojo, blanca, azul...

. - las invenciones pueden aplicarse a los relojes portables con y sin las alarmas, teniendo el dial o indicadores digitales

TELÉFONO 7A040: Llamar por teléfono al dispositivo, que está también con un teledirigido. Cuando el teléfono suena, o usted desea hacer llamada saliente, presionando a usuario apropiado del botón puede decidir si la llamada debe ser hecha en el teléfono sin cuerda o del teléfono regular (anterior es más conveniente pero la calidad de la conexión es más pobre - y los occidentales no tienen gusto incluso de parásitos atmosféricos suaves en la línea)

GLOBO FLOTANTE 7A050:

- (esto existe probablemente - visto para la venta en el pedido por correo) los postes del norte y sur tienen un imán. Sus imanes cargados opuestos se encuentran en el extremo de un pedazo de metal doblado en la forma de un "U". Por lo tanto el globo permanece en espacio.

- en espacio hay ningu□n hacia arriba o hacia abajo. Los nombres de países, de ciudades, de los ríos, del etc se exhiben electrónicamente, para cuando el globo se pone con el lado sur en tapa, poder leer todo fácilmente otra vez (las posiciones de interruptor de las letras)

- el fondo del dial podía demostrar la hora real vía: indicador digital; dial que demuestra la hora del dígito; la segunda mano que es de centro está en diversa localización

. - "Inclinación": controla las funciones del sistema, eg.: mudanza de cualquie objeto flotante.

. Ver la partición del flotador.

CONCLUYE el ARCHIVO 7A

Archivo: Introducción a U-ALL de la palmadita/a

MEJORAS A LAS INVENCIONES "DE UNA CARPETA"

Los archivos del directorio siguiente de "U" son realces subsecuentes de las invenciones del directorio de "A", e.g. archivos: 3AX, 5AX, 6A, 7A.

AMAESTRADOR de PERRO de PROTECTOR 5A-65:

- los altavoces pueden transmitir solamente ciertos tipos de sonidos. Puede tener altavoces en cada sitio.

- El sistema tiene demostración de la exhibición: frecuencias que son bloqueadas por el sonido entrante - sistema del micrófono; direcciones se bloquean y o se realzan que; volumen; frecuencias que se transmiten al perro; si el sistema está en el modo de grabación (voz del dueño de registro, cierto descortezamiento de los perros (incluso el perro que es entrenado).

. con usado con el correo del perro) el dispositivo teledirigido (o alambre envía frecuencias al perro en el comando del dueño. El propósito es entrenar al perro. Las frecuencias pueden ser placer que causa audio o vibratorio, dolor suave, y estimulan simplemente para crear resultados. La razón es perros puede reaccionar mejor a dispositivo que clase. Éstos estimulan acompañarían generalmente palabras humanas de comandos, el perro electrónico de la ayuda de las frecuencias entienden simplemente más rápidamente, también sin la necesidad del dueño de castigar (haciendo el perro tener aversión a la persona como siendo la fuente del dolor). El transmisor del perro usado en él es cuello; o cuerpo principal (sobre o abajo)

. Fortaleza Techies: el portable británico del ejercicio del juego del educ del beh del usuario de la P.M. de los pp cons el acceso (electrónico) del mq ACP v del uq del cp del RPC del ep del md LL del EL del punto de ebullición b vc del mfh del sst del comm

COLECTOR del VÁNDALO de la PINTURA de AEROSOL 5A-59:

- la psicología es asustar a vándalos potenciales, puede ser que no sepan siempre si este sistema de seguridad está instalado, y o pudo haber muestras verdaderas/falsas que daban el cuidado al efecto.

- sobre la detección del uso de la pintura de aerosol, sistema de seguridad poder: enviar la alarma audible al vándalo y o a la gente próxima; enviar la alarma solamente al partido señalado, eg.: la comisaría de policías, guarda de servicio, dueño (el vándalo no oye nada y puede conseguir cogido).

- el sistema tiene en \ de característica en caso de que la gerencia conduzca la pintura real
- los sistemas grandes pueden establecer claramente la localización del vandalismo

. El detector puede detectar las pinturas de aerosol en general y o los gobiernos pueden requerir a fabricantes de la pintura de aerosol incluir ciertos productos químicos que realcen la detección fácil.

. El sistema o los sistemas relacionados puede también detectar:

- orina (eg. de perros, de gente)
- la vibración excesiva que pudo venir de ladrón, aunque puede haber el problema de la vibración de la construcción próxima y o los carros, etc, así que dependiendo del lugar y del tipo situación, el detector de la vibración se puede comprar por separado y o dar vuelta con./desc.
- pegamento de la gente que pone encima de los anuncios ilegales del cartel

. Fortaleza Techies: acceso británico del uq ACP v del cp del RPC del ep del punto de ebullición vc LL del mfh del SP del micrófono de la fecha de la P.M. del teléfono pp (el usuario puede decidir escuchar si el detector detecta algo)

4A-1 TIEMPO INFO: Cambiar el título quizá a ---> información del teléfono

¿- es este producto obvio? Tener la persona bien informada en el correo de voz y el otro cheque de las telecomunicaciones este primer y explicar los productos relacionados en el oeste en uso común. Si esto no es demasiado obvio, demostrar la información de producto a Steven otra vez antes de hacer búsqueda.

- para sistemas más grandes, dispositivo puede conseguir la temperatura exacta para diversas ciudades alrededor del estado (provincia, país, mundo. El usuario utiliza simplemente su teléfono de "touch tone" para pedir la ciudad deseada, eg.: presionar el número 1 para seleccionar la ciudad en esta provincia, después seleccionar el número 2 para Osaka. El sistema más grande puede conseguir la información electrónicamente marcando en otro ordenador principal. Guarda a gente el esperar de un poco curioso y con algo hacer si desean. Tal tipo selección de la información está también disponible al buscar para las noticias, la acción, las cuentas de deportes, la información miscelánea del negocio, y todo lo demás los usuarios pudieron ser interesados adentro, incluso la información de producto de la compañía, los etc .....

DISPARADOR del OLOR 4A-3:

- lanzar los olores en las horas preprogramadas de confundir gente, el animal del estudio y o la conducta humana
- los olores lanzaron cerca: acciones del animal o de seres humanos por ejemplo: presionar un botón; el conseguir o el pedir algo (eg.: alimento, entrada)
- también, puede lanzar el olor siempre que el botón de lanzamiento del olor se reclame, incluso partidos, el etc
- puede comprar los cartuchos de diversos olores

- el sistema se puede también conectar con la calefacción interna del edificio sistema y o de aire acondicionado y o los ventiladores (el normal o el acuerdo formó de modo que uno no pudiera incluso saberlos para ser un ventilador sin una inspección más cercana).

. Ver el papel de la definición del código para el siguiente:

Exhibición: demuestra son qué olores: disponible en la fuente de la acción del sistema o del exterior y o de la cantidad (no entrar el detalle aquí en el uso si demasiado es difícil); tiempo preprogramado y o elemento/situación que accionará un lanzamiento particular del olor.

. Fortaleza Techies: Comportamiento del usuario; AU; T; MFH; BP; MA/FE; TGH; LL; EP; RPC; CP o metal; UQ; MQ; ACP; PÁGINA; Pi

RELOJ ESTACIONAL 4A-11:

- los diseños se pudieron también cambiar vía los medios de la visualización electrónica (LCD, etc) en color o negro/blanco.
- ciertos accesorios se pudieron hacer a la pieza externa del reloj, eg.: agregar las alas así que el exterior (y la circunferencia) están en la forma de la mariposa - tales piezas pueden estar de plástico o de metal.
- el tiempo real se puede exhibir en un dial o digital

. Fortaleza Techies: ep accionado solar portable ACP v pi del ll del md del punto de ebullición vc del contra/comm del educ británico de la fecha de la P.M. de los pp (y o puede ser una versión del reloj en la tabla) (puede hacer los sonidos relacionados con los nuevos diseños en la opción de la alarma, o los sonidos pueden estar de menú separado de la selección) (o del tiro el reloj de la variedad lejos también como comúnmente - visto en el oeste con el "reloj de muestra" etc)

TAPA 4A-24:

- la poder de basura se puede también levantar por el dispositivo y o la tapa abierta cerca: accionando el dispositivo teledirigido que emite una luz y o el tipo sonido (audible o inaudible a los seres humanos). Entonces botón otra vez (si pp esta manera) para volver la poder de basura a la original o al otro lugar (según lo dirigido por el usuario vía: otros botones, usando un palillo de alegría, o dirigiendo el dispositivo real que vuelve la poder vacía, o el sistema dejan simplemente la poder detrás del carro en el mismo lugar cada vez (un sistema más barato a producir)
- latas hechas del plástico, del caucho o del metal fuerte (variedad no corrosiva)

. Fortaleza Techies: ep británico del ll del au de la P.M. de los pp

MÁQUINA EXPENDEDORA del MASAJE 4A-24-1:

Pagar el sistema necesario de la cantidad (vía monedas, los billetes o de la tarjeta de crédito - existe) entonces dará masajes a su: manos, brazos, parte posterior, cuello trasero, cabeza con los instrumentos que tocan el

cuerpo con los extremos de goma. La seguridad se considera en el diseño de producto - hacer a todas las partes del cuerpo que pueden ser hechas con seguridad y agradable.

- el sistema ha medido el tiempo apagado (el usuario puede pagar más dinero en comenzar una sesión más larga)

4A-39 CAMOUFLAGER SANO (continuo):

- el sonido del fondo se puede también acciónar cerca: abertura de la puerta, caminando en el botón (situado en piso, la pared, el etc)
- el solo botón, o los botones separados puede accionar lanzamientos del olor.
- diseñan a los locutores y a los disparadores del olor para soportar humedad alta
- para los cuartos de baño en los edificios, automóviles, aeroplanos
- el sistema puede también permitir el diseño especial de la iluminación, eg.: para la ducha que tomaba, el baño que tomaba (quizá más bajo o una luz más alta con diversas direcciones), luces dirigió hacia las plantas.
- películas del reloj en la cinta (simplemente caja negra del parte movible para las características audios, video: radio, Cd, cinta, expediente....)
- la piscina de agua (masajes rápidos del agua) para ésas en bañera, los otros sistemas puede compensar y todos programados para obrar recíprocamente junta, eg.: cuando el masaje va en él es la música de los fósforos del golpe, y la luz puede incluso emparejar los sonidos/música. Esta característica pudo ser provechosa para la gente que como baños pero conseguir a poco aburrida y tiene demasiado dinero.

. Exhibir (para los cuartos de baño costosos de los ricos, demostraciones que las características son en funcionamiento y de qué manera, de la fuente de olores, del control de volumen, del etc)
Puede venir con o sin un tel.

. Fortaleza Techies: acceso británico del mq ACP v del uq del ep d sd od del ll del md del tgh de la hospitalidad del beh del usuario de la fecha de la P.M. de los pp (tan los cabritos, los etc no juegan truco en características cambiantes cuando la puerta al sitio es cerrada)

pi

ALARMA ALEJADA 4A-39 y 4A-30 (continua) ---> notificador (nombre de nuevo producto):

Nota: la complejidad de los tipos de producto dentro de esta línea de productos general es absolutamente grande. Por consiguiente, quizás daremos solamente ciertas piezas a la vez, y hacemos quizá las búsquedas adicionales de la patente y emparejar con los ingenieros cuando las solicitudes de patente iniciales se han enviado en orden el bueno (por su opinión). Naturalmente, usted puede preferir reservar este número de la invención para el tipo ingeniero que 1. ha acabado una invención y está ya listo para el siguiente, 2. la persona que parece la más confiable, seria e interesada, 3. más calificados. Es más difícil dar esto a los inventores múltiples puesto que pudo haber un cierto conflicto entre las invenciones. Después de la limadura inicial, demostrar que este número de la invención otra vez Steven y a él pudo dar características adicionales en aquel

momento. Dar los nuevos números de la invención para cada tipo de producto si necesitan estar en diversos usos (pedir el agente de patente) - eg.: 4A-30-2 para el dispositivo de abertura de la puerta.

- saber cuándo: la puerta se abre sin un sonido ruidoso que toda debe oír (su receptor puede sonar y o encender absolutamente decir una puerta/la puerta/se abre qué puerta)

. Fortaleza Techies: exhibir la cubierta británica del cp del ll del punto de ebullición vc b ma/fe del mfh del SP del micrófono del juguete de la fecha de la P.M. del teléfono pp del acceso del metal ACP v

ANILLO ALERTER del TELÉFONO de la JOYERÍA 4A-33 --> joyería Alerter o Alerter (nuevo nombre):

- el sistema también transmite: campana de puerta; niño, abuelo que grita en la señal de socorro (sonido en grandes cantidades que dura más de largo que apenas un desplome algo que baja abajo, o que responde a las explosiones cortas del sonido ruidoso también);

. OTD: acceso portable del cr ACP v del cm del cp del ep del ll del punto de ebullición b vc del mfh del SP de los pp de la P.M. del usuario del juguete británico alejado del beh

ANILLO ALERTER del TELÉFONO del COCHE 4A-35:

- nota: cuando se indica el "teléfono no es expedición de llamada" que significa que uno puede ordenar a un teléfono que suene encima a otro número del teléfono.

- el alerter es más barato y más pequeño que teniendo otro teléfono con usted pues usted camina (algo puede preferir sin embargo tener este segundo teléfono móvil). El mercado móvil del coche es enorme y creciendo rápidamente, este dispositivo está para la parte de ese mercado.

- el altavoz en la pieza externa del coche que suena (esta característica se puede activar/desactivar). Este mayo o mayo no ser acompañado por una luz que destella (si usted oye el anillo que usted puede ser que no sepa si es el su o coche siguiente)

. Piezas: acceso británico del cp v del ep del ll del Pb de la fecha de la P.M. de los pp

DISEÑADOR del LASER del ALIMENTO 5A-47:

- diseñó acceder en las grietas de los alimentos, etc, y esos alimentos, que son difíciles de estampar con un elemento caliente.

. Ver los códigos de las abreviaturas para below:

Exhibición: La CRT o el otro dispositivo de visión deja a usuario ver el diseño. El diseñador pudo incluso crear diseño vía ratón o códigos regulares del tablero dominante en la computadora, que puede ser transferida, al laser

- el sistema de automatización puede implicar uno o más productos.

pp; P.M.; Reino Unido; impresora (puede demostrar diseños al jefe, al cliente, al etc puesto que la muestra para el estudio no será demostrada fácilmente en forma del alimento); t; punto de ebullición; oscilador (quizás

cuando el alimento está listo para ser quitado); cp; cm; cr; ACP; v; mem (los diseños del pasado se pueden recordar encima de otra vez); "carro" de diseños (eg. en discos)

ALTERNADOR de la VOZ del WALKIETALKIE 4A-47:

Jugar a los juegos, que requieren el cambio de voces, eg.: ser diversos carácteres (los juegos que requieren el número determinado de jugadores se pueden jugar por menos con cada persona que es varios carácteres; o el usuario utiliza diversos carácteres para facilitar sus punterías en el juego de la vida real).

Exhibición (eg.: demuestra el vol., que estilo de la voz seleccionado); pp; P.M.; interactivo; las versiones futuras pueden considerar las transmisiones visuales de otras también; ¡el dispositivo futuro puede utilizar esta opción en opciones del producto de la realidad virtual!

. Fortaleza Techies: micrófono; portable; sst; contra; comm; índice de inteligencia; punto de ebullición; SP; CRT; oscilador; vc; egh; tgh; md; LL; carro (eg.: opciones de la voz en discos); ep; teléfono; tr; RPC; cp; cm; cr; uq; mq; ACP; v; acceso (no incomodar si demasiado es difícil diseñar); pi.

FUENTE de AGUA del AHORRADOR del AGUA 4A-48:

pp; P.M. (eg.: la boca de la distancia y o la persona debe ser de agua antes de que se encienda el agua); tiene purificador del agua; mem; ll; cm; v

Existe: las fuentes de agua con el pie pedal para girar el agua - con todo ésta no es muy moderna; fregaderos que giran su agua cuando la mano funciona debajo del grifo (sin el tacto cualquier cosa)

ANALIZADOR del COMPORTAMIENTO 4A-9:

Ajustado según diversas idiomas y sus dialectos programando del fabricante o de usuario. La patentabilidad esperanzadamente no nos requerirá afinar en las señales exactas que son necesarias accionar análisis correspondiente - requiere la experimentación científica extensa que se pudo considerar trabajo semi-obvio.

. Fortaleza Techies: pp; P.M.; Reino Unido; fecha; comportamiento del usuario; educ; juego; mem; hospitalidad; micrófono; portable; sst; índice de inteligencia; impresora; au; mfh; punto de ebullición; CRT; oscilador; vc; carro (eg.: discos para el análisis de dialectos, de idiomas, del tipo gente que es estudiada, del etc. diversos); cp; cm; uq; mq; ACP; v

4A-12 RETALIATOR:

Cosechadora con funciones, eg.: indica la hora verbalmente (existe?); tiene un dispositivo de la grabación del microchip, que deja a usuario decir cualquier cosa sobre su memoria del tiempo limitado. Pregunta: puede ser que sea difícil que el reloj reaccionar solamente a los sonidos del otro reloj y no haga caso de los otros muchos sonidos en sociedad. ¿El accionar del usuario de la respuesta saliente no es obvio?

. Fortaleza Techies: exhibición; pp; P.M.; Reino Unido; fecha; juguete; mem; hospitalidad; micrófono; portable; punto de ebullición; SP; vc; cp; cm; v

SIGNALER de la LIMPIEZA 4A-6:

La característica de la limpieza de uno mismo puede activarse después de que número del sistema de aplicaciones y de usuario alerta o limpiar el sistema sí mismo; o el uno mismo limpio cuando la determina necesita ser limpiado. ¿El estudio qué sucede a las máquinas del café cuando él no se limpia, qué un poco depósitos se deja y qué dispositivos reconocerán los restos de rutinas, del agua sucia, del etc?

MONITOR del PRODUCTO de la PÍLDORA 4A-17:

pp; P.M.; Reino Unido; fecha; beh del usuario; portable; t; mfh; punto de ebullición; CRT; oscilador; vc; tgh; md; carro; ep; cp; cm; cr; uq; mq; ACP; v

4A-21 COMPOSTER:

La exhibición demuestra eg.: volumen o peso del material adentro, de la edad y o llano de la descomposición, de la temperatura creada de la descomposición (interesante), del etc.

. Para Techies: SP; ll; carro (eg.: tipos especiales de bacterias para apresurar proceso, o para los tipos particulares de material, de etc); cp; cm; ACP; v

SOMBRERO SOLAR 4A-27:

Puede tener células solares duras planas, o material más flexible (si existe tal); la exhibición demuestra la cantidad de calor generada y o dada al usuario y o # de horas en sol.

- Si esto es una idea factible, desarrollarla. Tener cuidado.

ALARMA de la TENSIÓN 5A-53:

Exhibición; pp; P.M.; educativo (enseña a una persona a reducir su tensión identificando cuando y qué los consigue agotadores); micrófono; portable; sst; collar; punto de ebullición; las señales sonoras si la tensión es demasiado alta (pueden incluso tener diversas luces y o sonidos para los diversos niveles o tipos de tensión); vc de sonidos salientes; cp; cm; ACP; v; pi

COMPETENCIA del KARAOKE 5A-45:

mem; hospitalidad; micrófono; synth; CRT; vc; enseña a una habilidad buena en los juegos que ganan en el sistema del producto; RPC; cp; cm; uq; mq; v

PESEBRE MUSICAL 5A-16: pp; P.M.; interactivo; micrófono; el sistema consigue un poco tan más duro que el bebé crece; señales sonoras para el programador - adulto que instala y supervisa el sistema; vc; unidad central - cp, cm; ACP; hacer que el niño impermeabiliza así que el cabrito no puede conseguir en la programación

AMBIENTE 5A-15:
pp; P.M.; mem; micrófono; vc; egh; EL; v

PALILLO de ALEGRÍA del COLOR 5A-13:
pp o P.M. (eg.: los botones particulares se pueden programar para crear el color deseado de ese botón, o la combinación de colores); Reino Unido; señales sonoras; vc; cp; cm;
v

5A-02 QUE RÍE el PIN: Exhibición (demostraciones todavía o cuadros móviles que responden a presionar de botones, etc); pp; P.M.; . Para Techies: fecha; juguete; mem; micrófono; portable; punto de ebullición; vc; cp; cm; cr

CARACTERÍSTICAS del CONTESTADOR AUTOMÁTICO 5A-03:
Exhibición (eg. características de las demostraciones en modo activo, y o su estado); pp; P.M.; Reino Unido; fecha; mem; micrófono; synth; señales sonoras; carro de sonidos o de la música deseados; teléfono; teléfono del SP; RPC; cp; cm; ACP; v; tener acceso (puede coger mensajes de la posición remota por código el afinar en el tel. de "touch tone".

AMAESTRADOR de PERRO de PROTECTOR 5A-65:
los sonidos creados para hacer el perro raspar los mayo o mayo para no ser perro real suenan, podrían ser otros sonidos que inducen psicologicamente el descortezamiento y o el comportamiento agresivo en perro.
Exhibición; pp; P.M.; beh del usuario; mem; micrófono; sintetiza el sonido del perro del dueño también; señales sonoras; carro (sonidos alternativos); cp; cm; ACP; v

SINTETIZADOR de 5A-73 TV:
La exhibición demuestra el tipo factor del sonido en funcionamiento. ¿Puede este producto ser hecho? Si es así la demostración Steve y a él entrará más detalle en el producto. En la pregunta es cómo, eg.: uno puede convertir una demostración al este del ucraniano a los acentos ucranianos del oeste, o a otros acentos que pudieron ser más sensibles.

5A-27 FUERA de la LUPA de los SONIDOS:
pp; P.M.; mem; micrófono; señales sonoras; vc; v. Instalar en automóvil. Maximizar la capacidad de oír la dirección del sonido de modo que el sistema de altavoz múltiple pudiera dejar el oído rápidamente saber qué sonido de la dirección está viniendo. Más de cuatro altavoces son ideales.

INVENCIONES VIDEO DEL FÓSFORO:

A3-3

A3-3AA

A3-3AAA

A3-3Z

A3-3A

Debajo de descripciones de producto aplicarse a los números antedichos del producto/de la invención:

- El sensor visual coge en colores del ambiente, eg.: vía los pixeles detectará los globs de ciertos colores y determinará el nivel de ciertos colores en su exhibición para hacer similar y o los fósforos coordinados color.
- El administrativo o el otro dispositivo que controla de la persona puede vía llave teledirigida en cierta información sobre grito de la visión de la persona.
- P.M.; beh del usuario; interactivo; mem; micrófono (sonidos salientes, eg.: la información sobre se está vendiendo qué, los servicios proporcionados o la información de carácter general, se pueden hacer en el tono similar al espectador si incitan al espectador decir algo, eg.: si el espectador hace cualquier sonido, o ningúno, incluso, el producto pudo responder como si dijeran algo y la respuesta está según lo que dijeron.
- synth; mfh (puede guardar expedientes de toda la máquina de épocas hizo algo de cierta manera y corresponden esto a las ventas en los cajeros pronto después (o en el plazo de de uno o dos horas) para el producto relacionado - tales ayudarán a enseñar al almacén o el otro abastecedor del servicio o del producto, los etc qué los métodos utilizaron por la invención video del fósforo tienden a aumentar ventas, o aumentan otros tipos de respuesta deseada.

CONVERTIDOR del DIALECTO 4A-32:

- el micrófono, sintetizador, vc, v, ACP, hospitalidad, exhibición demuestra el tipo de acento, pp, P.M., señales sonoras

¿- cómo este producto sería hecho? Si usted hace que cualquier idea después dé detrás a Steve así que él puede dar las especificaciones adicionales.

DISPENSADOR del CARAMELO 4A-38:

El sonido saliente puede con o sin el caramelo dar instrucciones verbales y o alabanza verbal después de cada uno o el paso más importante en curso de ir al cuarto de baño (el niño oye/se recuerda sobre los pasos para ir al cuarto de baño (eg.: la persona oye algo cuando puerta abierta, tapa abierta del tocador, levantando el asiento dan lugar a diverso aviso; etc). El producto es grande puesto que los adultos son realmente los que está desconcertados sobre ir al insignificante con sus cabritos.

- synth, micrófono (el sistema pudo utilizar la voz para los comandos, alabanza del padre; señales sonoras; vc; egh; tgh; carro (el producto se pudo también utilizar como broma, y la gente puede comprar cintas con avisos salvajes); acceso (especialmente para la versión adulta del producto).

. Para Techies: P.M.; pp (por el padre, el etc);

REGISTRADOR MÉDICO 4A-40:

¿Es este producto obvio??

El usuario puede registrar cuando ellos: dientes cepillados; comió (y comió lo que); tomó medicaciones particulares; tenía movimiento del tipo 1 o de intestino 2; etc

- obvio?: el dispositivo pudo alarmar si cierta función (eg.: la píldora que toma) no se hace
- OTD: exhibición; pp; P.M.; beh del usuario; educ; mem; micrófono (el usuario pudo registrar para poseer la voz para que el sistema dé comandos del usuario; o el sistema pudo tener su propia voz para dar comandos verbales; micrófono; punto de ebullición; portable; señales sonoras; vc; cm; cp; mq; uq; v; acceso; pi; int'l

REGISTRADOR MÉDICO 4A-40: mantenerlo el cuarto de baño, quizá montado en la pared.

. Para Techies: Exhibición; P.M.; fecha; beh del usuario; au; cp; cm; v

ANALIZADOR de la FRECUENCIA de LLAMADA 5A-72:

exhibición; pp para el tipo deseado de análisis; el software del sistema pudo ser compatible con las programas informáticos para bases de datos muy populares; P.M.; u; fecha; beh del usuario; mem; índice de inteligencia (el sistema puede conducir tareas simples o complejas); impresora; mfh; uq; mq; ACP; v; acceso

CONVERTIDOR de la VOZ 5A-90:

Estrategia de marketing: porqué pasar con el apuro y la gran dificultad en gente de entrenamiento hablar el uno al otro en ciertos estilos que creen los resultados deseados, eg.: un funcionamiento de trabajo más alto. El uso del producto para un funcionamiento de trabajo más alto puede traer alrededor de un cambio en la cultura corporativa puesto que el estilo de la audiencia será alterado y por lo tanto, la gente llega a estar acostumbrado incluso al discurso en estilos relacionados cuando con la gente personalmente....los estudios pueden demostrar esto para ser verdades. Cuando la gente oye algo en un tono contra otro, su funcionamiento diferencia con frecuencia. ¡Una gran herramienta para el beneficio de negocio!

. Para Techies: Exhibición (demostraciones el altavoz el sonido saliente sintetizando que ella ha seleccionado - por su efecto deseado sobre el oyente); pp; P.M.; la fecha se demuestra en la exhibición a petición de usuario; educ; mem; micrófono; el sistema utiliza el dispositivo que corrige el mal□n teléfono señala enviado o recibido cuando usa mal calidad alinea según lo encontrado en ciertos países (eg.: Los americanos pueden oírnos mejorar en el teléfono que cuando escuchamos ellos, porque los E.E.U.U. convierten nuestros sonidos, qué ellos enviamos a ciertos países puede mutilarse levemente; mfh; vc; teléfono del SP; tr (transmisor) (eg.: teléfonos móviles; Walkietalkie y otros dispositivos de la radiofrecuencia); carro (para las frecuencias sanas deseadas); el usuario puede también pedir para oír sonidos entrantes en estilo que prefieren más; fs; MES; cp; cm; uq; ACP; v; acceso; international (las versiones de un producto más costoso pueden tener efectos de diferenciación del

sintetizador al trabajar para un tipo de lengua y o de dialecto, no obstante somos todos humanos y las cosas básicas sobre humanidad no cambian necesario mucho entre las culturas

PATÍN MUSICAL 5A-105:

El sistema de sonido puede utilizar la radio, cassettes, CD, el Walkietalkie (que se puede sacar de la pistolera también - grande para ciertos tipos de cabritos); la fuente de energía pudo conseguir energía del movimiento de ruedas y o también de la batería; el sistema puede tener botones cuando está presionado hace a cierta P.M. de los avisos o registrado por el usuario en el micrófono y sobre el microchip; el patín pudo también tener constantemente, el destellar, estroboscópico y otros tipos de luces cuando: la mudanza, o encendido, y o va automáticamente en (puede ser apagado sin embargo) cuando obscuridad (vía uso del sensor especial la detección cómo la obscuridad él es exterior (de este sensor especial existe, eg.: en coches - sus luces se encienden automáticamente en la obscuridad.

. Para Techies: pp; P.M.; juguete; mem; el sistema se diseña para tomar porciones de choque (el patín será sacudido mucho); ejercicio; portable; sst; punto de ebullición; vc; carro para: tipos de sonido/de música/de declaraciones verbales; vía el uso de teledirigido el usuario puede iniciar ciertas funciones sin tener que alcanzar abajo y o parar el patín, eg.: dar vuelta encima de volumen; teléfono móvil; acceso

ANALIZADOR del CAMBIO de TEMPERATURA 5A-107 (nombre de nuevo producto: Analizador del cambio del ambiente)

Observa los cambios previamente mencionados incluso cuando los otros factores cambian - la humedad, precipitación (lluvia, nieve), presión de aire, cambios de la dieta se utiliza en otra solicitud de patente (satisfacer tan no cubren esta área, sonidos (eg.: si hay o no es clásico o música pop - las plantas se conocen para crecer más rápidamente con música clásica), contaminación atmosférica general o el sistema observa cambios según cambios en ciertos productos químicos en el aire.

Exhibición; pp; P.M.; fecha; educ; mem; micrófono; portable; mfh; punto de ebullición; SP (cuando es funcionando en el salvaje; punto de ebullición; vc; carro (sonidos, productos químicos para las emisiones del aire, etc); ACP; v; acceso; el sistema se diseña para no ser destruido o para no ser alterado accidentalmente en la programación por los animales, el etc; fd-hdd

ANALIZADOR del CAMBIO del COMPORTAMIENTO del ALIMENTO 5A-108:

(véase el producto 5A-107 para los detalles en cómo este producto debe ser convertido, excluir simplemente las materias no-aplicables, eg.: recubrimiento de los aspectos, humedad, temperatura, sonido .....)

El sistema pudo ser compatible con programas informáticos para bases de datos populares.

COMPOSITOR DEL AMBIENTE DE A3-4B:

- cada laser puede transmitir en uno o más frecuencias, colores, etc - permitir a un solo receptor generar un diverso sonido de cualquier transmisor particular. Más cada receptor puede recibir señales de más de un dispositivo el transmitir del laser - por lo tanto un arsenal grande de sonidos es posible.

Los receptores se pueden activar para accionar: programas previos de la música - eg: cassette, Cd, expedientes, etc; dispositivo de la grabación del micrófono; televisión; televisión por cable; jugador del vcr; registrador de la cámara de vídeo; todavía cámara de la vida; tipo registrador de película - 35 milímetros, etc del cine; contestación del teléfono (eg.: el usuario sabe hablar con la persona vía el aparato de teléfono del altavoz del teléfono; abre la puerta principal (eg.: cuando los anillos y usted de la campana de puerta no quieren el apuro de ir a la puerta abierta); activar su grito para ver quién está en la puerta vía la cámara de la puerta; todavía exhibir los colores y la mudanza/de las demostraciones del grito los gráficos y o los personajes de dibujos animados que se mueven según el comando del usuario y o de la música que es creada (eg.: se trasladan al golpe de la música) - Telecontrol; exhibición; pp; P.M.; Reino Unido; interactivo; educativo; juguete; juego; mem; hospitalidad; micrófono (el usuario activa el micrófono y puede hacerlo cambiar alrededor y o ser repetido en su comando); este producto se puede utilizar como forma de ejercicio mezclada con la hospitalidad (alguna gente encuentra el ejercicio doloroso, la alegría puede hacerlo más agradable y ayuda a gente a conseguirse para ejercitar); índice de inteligencia; mfh; CRT; oscilador; vc; cartuchos (eg.: tipos de transmisiones; sonidos, representaciones visuales que se pueden crear después de la recepción de la transmisión del laser); cm; uq; v; acceso

DIARIO DIARIO DE A3-6A:

El sistema puede también actuar como un calendario y rolodex electrónicos (organiza el teléfono de la gente numera y las direcciones); si no es demasiado trabajo a convertirse - el grito de la exhibición del sistema demuestra a personas que hablan al usuario de la manera que les ayuda, eg.: los calma, les da más energía, etc; exhibición (esta tecnología es más para el futuro en términos de rentabilidad?); interactivo; beh del usuario; pp; P.M.; educ; juguete; juego; mem; hospitalidad; micrófono (el usuario puede dar comandos de sistema y hacer que tales comandos vuelvan a ellos aural a veces; el sistema no pierde de vista cuando el usuario ejercita también; portable; sst; índice de inteligencia; impresora; au; mfh; punto de ebullición; vc; carro; cp; cm; ACP; v; acceso

VIGILANTE de la EMOCIÓN A3-13:

- el usuario también sabe vía están haciendo emocionalmente: gráficos solos o multicolores; caras (las expresiones demuestran a estado de ánimo que puede ser que estén adentro); un dígito numérico, eg.: un punto de porcentaje o punto de la cuenta (con un posible más bajo o más alto de la cuenta sabido al usuario por el software manual- del producto no puede demostrar las cuentas altas o bajas); el sistema pudo también dar una declaración verbal en cuanto a los niveles de usuario; el sistema pudo decir a usuario su estado de ánimo en sus los propios (accionado para ocurrir periódico o cuando una de las cuentas es demasiado alta o demasiado baja, o cuando las peticiones de usuario la información, o la información es siempre visible al usuario.

- El sistema pudo sugerir lo que puede hacer la persona para aliviar sus problemas, ellas pudo incluso dar más de una sugerencia y o dar variantes a veces diversas (reduce monotonía).
Propia historia y preferencias personales de la persona por actividades, tipos música, manías, escritores famosos, el etc. es importantes para la función antedicha.
- pp; m; fecha; beh del usuario; educ; mem; micrófono; punto de ebullición; oscilador; vc; carro; cp; uq; mq; ACP; v; acceso

BALANCEADOR DE LA VOZ DEL TELÉFONO A3-R14:
- el usuario y no el oyente en el otro final de la conversación pudieron oír solamente cualquier sonido del fondo
- los llamadores del teléfono, recepcionistas, operadores pueden tener un grito de la exhibición de computadora que los dirija de maneras emocionalmente convenientes, eg.: uso de colores apropiados (véase los manuales de la psicología del color), tipos de gente en grito que señala o que habla, etc.
- cuando viene el teléfono entrante, el sistema de la música que era oído en el cuarto pudo ir automáticamente apagado el teléfono se coge en ese entonces y o transferido a la porción que escuchaba del usuario de microteléfono y o del volumen pudo ir abajo al punto señalado donde puede todavía ser oído por la persona en sitio pero no sobre la línea del teléfono (hay tal punto del umbral para los teléfonos occidentales de la tecnología)
- algunas de estas características se dirigen naturalmente más a las que sigan instrucciones específicas y estén en el teléfono todo el dia, eg.: tal gente pudo oír los avisos verbales que analizan sus frecuencias vocales (como siendo bueno o malo), y o pudo apenas dar las negociaciones de pep automáticas que inspiran a gente del teléfono (eg.: para vender más productos).
. Para Techies: pp; P.M.; Reino Unido; fecha; comportamiento del usuario; interactivo; educ; mem; hospitalidad; micrófono; índice de inteligencia; impresora (da la información al usuario); mfh (expedientes de toda la gente del teléfono, su funcionamiento [longitud media de las subsistencias de la llamada - ella habla quizá demasiado de largo; número de ventas; qué días son buenos o malo y porqué; etc]; CRT; oscilador; vc para su discurso entrante y saliente (este 3ultimo es una materia rara en el mercado); índice de inteligencia; au; carro; mq (eg.: cómo es usted que hace, el usuario responde hablando y o afinando una respuesta sobre el su cojín dominante del teléfono o el otro cojín dominante; ACP; v; tener acceso (guardar hacia fuera a los virus, a vándalos de la computadora/teléfono)

PLUMAS A1-3 QUE HABLAN (los nuevos nombres de producto posibles: Película hablada, pluma que habla, alegría de la pluma (este título bueno para el mercado japonés), pluma musical)
- tiene un dispositivo teledirigido simple que permita que el usuario gire una música que genera el dispositivo, eg.: radio y o cinta y o CD y o sistema de generación sano preprogramado que emite sonidos preprogramados (eg.: como la caja musical) con una u opciones sanas múltiples. Este sistema permite baterías reducidas en plumas (la tecnología sigue siendo muy posterior en el área de la energía de batería, las baterías pesadas grandes todavía se requiere)

- tiene un teledirigido más complejo, que permite que el usuario seleccione diversas opciones de la música, los canales de televisión, vcr... mientras que trabaja con la pluma. Hay algunas plumas muy grandes en los mercados occidentales, sin embargo, uno pudo desear de encoger el mecanismo alejado tanto cuanto sea posible. La gente puede controlar lo que ella está escribiendo mientras que simultáneamente teniendo control sobre sus sistemas de la hospitalidad sin tener que levantarse del asiento
- puede hacer pequeños sonidos cada vez que la pluma se mueve, eg.: sonidos del agua como ondas, lluvia, el etc; y cuaesquiera otros tipos de nueva edad y o de música de computadora
. Para Techies: Reino Unido; juguete; juego; mem; hospitalidad; ejercicio; punto de ebullición; señales sonoras; vc; cartuchos de opciones sanas; cp; ACP; v

ALIMENTO A1-13 (NUEVO TÍTULO: REFORZADOR DEL ALIMENTO):
- el dispositivo electrónico pudo indicar la fecha en la cual el artículo primero fue abierto y posiblemente el número de aberturas subsecuentes, la fecha pasada de la abertura
- productos que son costosos en el oeste mientras que los adminículos electrónicos que producían en masa que eran envases relativamente baratos, más costosos del producto alimenticio pudieron emitir sonidos y o luces como elemento interesante. Puede ser que incluso destellen un poco en los estantes de una tienda que agregaban interés de los consumidores que caminaban por los estantes apretados. La opción sana pudo estar para el uso casero (y diseñado así que no puede ser accionada fácilmente accidentalmente antes de que consiga al consumidor)
- el dispositivo electrónico u otro accionará la emisión de olores cuando: se abre el envase; un sensor siente los labios el beber de la boca de la botella; cuando se toca un botón o una lengüeta
- el consumidor puede detectar cuáles es el olor del dispositivo antes de comprar rasguñando un cojín del olor (usado con frecuencia para vender perfumes en anuncios de compartimiento)
- la invención se puede utilizar en recipientes reutilizables. El usuario compra envases con o sin el alimento
- el envase puede incluso indicar la temperatura y o calidad o volumen o peso del alimento o del otro tipo de contenido
- utilizar el producto para contener otros artículos, eg.: juguetes, cosméticos, dinero
- códigos: exhibición; P.M.; juguete; mem; hospitalidad; micrófono (permite que el usuario registre sobre la viruta que los juegos mueven hacia atrás mensajes deseados; portable; sst; índice de inteligencia; punto de ebullición; señales sonoras; oscilador; vc; cartuchos de sonidos y o de olores; acceso

ANALIZADOR del teléfono A1-16:
- el reconocedor de la voz categoriza a gente por su opción de la palabra, eg.: "fresco" puede demostrar a la persona para inclinar hacia culturas alternativas... tales palabras (especialmente si ocurren categorizan más de una vez altavoces
- la gente es tal que ella tiene gusto a la afirmación del estilo del comportamiento de otra persona (especialmente en los E.E.U.U. donde está quizás [en promedio] menos intuitiva la gente porque la cultura es

más superficial y pudo haber menos a ver debajo de la superficie [muchos americanos no entran en esta categoría sin embargo]. Además, tales ajustes del análisis bien en la cultura americana.

- el sistema pudo dejar a usuario afinar en la información adicional sobre el otro partido. Tales se pudieron almacenar con las notas y los análisis de llamadas anteriores del teléfono.

- Esto ayuda a desarrollar un mejor sobre todo el cuadro. El sistema pudo entrar efecto después de marcar cierto número del teléfono. Después de que se marque tal número (antes o después del sonido, el sistema puede preguntar se desea el nombre a qué persona - útil si hay más las personas de una en tal número en la memoria de computadora), o el usuario puede afinar personalmente nombre y después seleccionar cuáles de sus números del teléfono son preferred para marcar.

- actúa como detector de mentira. El sistema pudo ser especialmente útil cuando: el usuario pregunta si está mintiendo la persona en el momento (el sistema pudo también comparar frecuencias vocales con el altavoz más allá de patrones de discurso).

- los paquetes de programas informáticos pueden organizar todos los tipos de ediciones, de preguntas, de historias, del negocio Info, de la personalidad Info, de etc. Tales datos se pueden cuando/en caso necesario combinar, analizado, del etc

- el sistema se puede combinar con el teléfono del fax (transmite imágenes visuales cada pocos segundos), versiones posteriores puede transmitir a la persona en el movimiento perpetuo. Las características faciales se pudieron analizar también, eg.: el fruncir el ceño de cejas, sonriendo, etc.

- la pantalla de visualizaciones puede demostrar cómo está analizando a persona. Además, el usuario hace a sistema preguntas, después sistema particular puede intentar calcular una respuesta. Las preguntas pudieron ser de un número del sistema de posibilidades de la pregunta que el sistema se programa intentar contestar. Las respuestas pudieron incluso tener una probabilidad del porcentaje el señalar de cómo la respuesta exacta pudo ser, eg.: si ocurre la palabra clasificable raramente el análisis de sistema pudo ser menos exacta y o la persona pudo inclinarse menos en la dirección que el sistema sugiere que el altavoz esté adentro o que vaya (del comportamiento, etc.)

- códigos: pp; P.M.; Reino Unido; fecha; beh del usuario; educ; juguete; mem; hospitalidad; micrófono; portable; índice de inteligencia; impresora; au; mfh; punto de ebullición; CRT; oscilador; vc; carro (eg.: programas informáticos); teléfono; teléfono del SP; fs; uq; mq; ACP; v; acceso

INHIBIDOR del ALIMENTO A1-23:

- también poner el artículo en las partes del cuerpo, que reducen el hambre (probada por la preferencia y la experiencia de usuario, o va por las sugerencias del fabricante). El dispositivo puede: enviar las vibraciones, frecuencias de un cierto tipo (ultrasonido, radio, etc.). Alternativo, el dispositivo puede actuar una acupuntura poco semejante.

- un producto puede hacer muchas cosas, permitiendo que el usuario intente incluso muchos diversos modos si un no pozo del trabajo bastantes.

- el dispositivo puede también enviar las frecuencias, los sonidos, el etc sin el tacto del cuerpo.
- el dispositivo puede tener calibradores, que regulan el nivel de frecuencia, de vibraciones, de etc que son óptimos para el usuario
- puede ser el dispositivo uno usa alrededor de cuello, mantiene bolsillo o monedero - dispositivos más pequeños pueden tener pocas características
- códigos: exhibición, pp, P.M., mem, portable, con pilas, señales sonoras, cartuchos (eg.: para los olores), v, ACP

ROBUSTEZA FURTIVA A1-35:

- el sistema informático detecta la manera que una persona está moviendo su cuerpo, eg.: vía transmisores que usan del usuario en los accesorios del cuerpo, o ciertas etiquetas coloreadas que la cámara se diseña para coger, etc. Eg.: el ejercicio de la persona puede considerarse en la TV. Considerándose en iguales o especialmente, la variación alterada, podía ser interesante. Agrega el entusiasmo al proceso del ejercicio (los incentivos de la necesidad de la gente para hacer tales)
- existe y u obvio?: puede seguir instrucciones ordenadas verbales o teledirigidas: levantarse o sonar o encenderse de cierta manera, del etc. Eg.: instrucciones dadas a un perro.
- códigos: exhibición; pp; P.M.; beh del usuario; interactivo; juego; mem; micrófono; portable; índice de inteligencia; punto de ebullición; SP; CRT; oscilador; vc; egh; carro (eg.: los juegos y o la computadora de los trucos pudieron jugar); cp; cm; acceso

REFORZADOR de la VOZ A1-43:

- incluso sintetizar su propia voz al escuchar él en el futuro
- el usuario puede afinar en el comando para: mecanografiar el aviso que desean otros o ellos mismos para oír; manera desean el sonido que se alterará; etc
- control de volumen para otros (quién oyen a locutor [usuario]), o para que usuario oiga el altavoz.
- ver su propio nivel de tensión como usted habla (ésta ayuda a locutores a controlar su tensión). El producto también analizará altavoces otras calidades de discurso, eg.: volumen; etc
- el sistema permite que el usuario escuche la música sin la audiencia del oyente (usada en otro producto los nuestros)
- códigos: exhibición; pp; P.M.; Reino Unido; fecha; comportamiento del usuario; interactivo; educ; mem; hospitalidad; micrófono; Índice de inteligencia; mfh; punto de ebullición; CRT (puede trabajar con el sistema informático también); oscilador; vc; carro (eg.: para las características adicionales); teléfono del SP; fs; RPC; cp; uq; mq (eg.: "está usted ansiedad de la sensación, autorización...."); ACP; v

AMIGO DEL TELÉFONO DE A1-43A:

- el tipo selecto llamada, entonces sistema pudo seleccionar arbitrariamente de cierta colección de declaraciones verbales o escritas posibles que puede hacer salir. Las posibilidades de las entradas dadas al usuario son

numerosas, especialmente de maneras que pueden ser pedidas, y el sistema de manera puede dar hacia fuera ayuda.

- el sistema puede alzar la psicología de la persona incluso sin la función del teléfono, eg.: mientras que están en el escritorio, cuando son tristes, el etc.
- cosechadora con la radio, magnetófono, Cd.... Tener sintetizadores eg.: para que bajo, triple, etc mejoren estar atento a usuario
- sintetizar los sonidos entrantes y salientes
- el sistema puede tener representaciones visuales que ayuden al usuario con los cuadros y o las palabras
- códigos: girar el sistema con teledirigido; exhibición; pp; P.M.; Reino Unido; fecha; beh del usuario; interactivo; educ (enseña a gente sobre su psicología y cómo ser más positivo y o eficaz, el etc); juego; mem; hospitalidad; micrófono; índice de inteligencia; mfh; punto de ebullición (para el respaldo si la parada de la electricidad...); CRT; oscilador; vc; egh; tgh; carro (eg.: de la palabra y o del sonido que crea opciones); RPC; cp; uq; mq; ACP v; acceso

CAMBIADOR del SOMBRERO A1-44:

¿No es este producto considerado obvio? Si es así enviarlo a Steven. Él no lo ha repasado.

A4-R29: DESODORANTE ELECTRÓNICO:

Activar las frecuencias, que matan y o inmovilizan y o restringen el índice del crecimiento/de la multiplicación de hongos, de virus, y de otros gérmenes/bacterias. Tales frecuencias se pueden activar vía:

- piezas cuaesquiera dos o más distantes que transmiten - reciben
- una difusión general (dentro de pequeña gama [normalmente]) a partir de una fuente - esto debe ser inofensivo a la gente, a los animales y a la mayoría de las plantas. Tal locutor puede ser lugar dondequiera en cualquier variedad de fuerzas de la difusión para los zapatos, armarios, cuartos de baño, coches, cabañas del jardín, tocadores al aire libre, cocinas, hospitales, refrigeradores
- la emisión del dispositivo puede incluso ir dentro de ciertos envases de alimento. En tales situaciones, el fabricante pudo cortar o reducir los preservativos químicos todos juntos.
- algo que pudo funcionar como un ionizer del aire, que las partículas aerotransportadas de los agregados a las paredes y el piso, el etc.; o algo tiene gusto de los glóbulos blancos y cómo trabajan
- pintar y o la cubierta externa del plástico y o caucho y o metal se podría diseñar para cambiar color o para notificarlo en otros medios sobre cambios excesivos. Y o pintura pudo ser diseñado reaccionar mejor a las emisiones del sistema de frecuencias. Los productos químicos de tal pintura se pudieron diseñar para tener aplicaciones múltiples, eg.: reacciona en una forma para una frecuencia y otra al responder a otra frecuencia. (la idea de pinturas con los herbicidas existe - pero qué sobre obrar recíprocamente con electrónica?)
- ciertos productos pudieron tener energías de limpieza automáticas de las bacterias
- ver los códigos "imi5": todos; alejado; exhibición; pp; P.M.; Reino Unido; portable; sst; punto de ebullición; SP; alerter; oscilador; cuenta; carro (software para zapping en diversas frecuencias; instrucciones y software

para diversos tipos de usos); teléfono y o tr (transmisor) y o MES y o fax (persona de las alarmas a que el estado ha cambiado cuando la situación es bastante importante).

Stylizer del traductor A4-AAR30:

- tiene aplicaciones alternativas: eg., aprendiendo otras destrezas: las matemáticas y las otras habilidades, etc. básicos.
- ver los códigos "imi5": todos; exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; beh del usuario; interactivo; educ; juguete; juego; hospitalidad; micrófono; synth; portable; índice de inteligencia; impresora; mfh; punto de ebullición; alerter; oscilador; vc; egh; cuenta; enseñar; cart (para diversas idiomas, aplicaciones dentro de una lengua particular, eg.: gente de la reunión; negocio; etc); tr, MES; RPC; cp; cm; uq; mq; carácter

MAPA ESPIRITUAL A4-R32:

- el sistema puede pedir que el usuario dibuje cuadros con el ratón que el tipo dispositivo a la ayuda #1 soluciona un problema psicologico; #2 analizan su psicología actual
- sugiere lo que pudo hacer una persona durante su hora de repuesto de aliviar la tensión, el dolor, el etc.
- hace el horóscopo, biorhythm
- la gente de diversas religiones puede tender a ser dado preguntas en estilos alternativos y o diversas preguntas todas juntas.
- ver los códigos "imi5": todos; exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; beh del usuario; educ; portable; sst; índice de inteligencia; impresora; mfh; punto de ebullición; alerter (dice a usuario y o su consejero de la dirección si la persona ha alcanzado estados críticos, etc.); oscilador; vc; egh; cuenta; tgh; enseñar; carro; cp; cm; uq; mq; pi; carácter

COLECTOR del INSECTO A4-33 ("colector de Mooshi" en japonés):

- los insectos muertos (de cualquie especie) pueden ser dados vuelta en el estiércol vegetal (suelo) después de que degenere. El olor (si es sensible) necesita ser limitado. El producto pudo apelar a los "verdes" (la gente en la ecología y poco en productos locos)
- el producto reduce la basura puesto que mayores partes son reutilizables (está un hábito extremadamente tenido aversión en el oeste, especialmente Alemania donde muchas que empaquetan no se pueden incluso lanzar hacia fuera, pero se debe volver exceso de la basura al almacén donde comprada
- los insectos frescos pudieron conseguir tentados por el olor de las reses muertas, pero por otra parte consiguen atrapados también
- ver los códigos "imi5": todos; hospitalidad; cuenta (volumen de las demostraciones de los insectos recogidos)

VACÍO DEL INSECTO DE A4-33A:

- si los insectos se permiten comer las reses muertas, sirve como sostenimiento para la vida continua de otros parásitos.

- el accesorio puede alcanzar en todos los tipos de lugares difíciles, eg.: localizaciones estrechas, etc detrás del refrigerador, etc.
- el sistema se puede hacer parte de ciertos productos, que atraen cucarachas y otros insectos, eg.: estufa (útil después de periodo de tiempo cuando está apagado cuando los insectos están comiendo la grasa que salpica de los alimentos cocidos al horno); armarios; detrás de refrigeradores; etc. Dentro de vacío el sistema pudo ser un olor que atrae insectos. Tal función del vacío pudo entrar además efecto solamente cuando detecta allí es un insecto, eg.: como la trampa de la mosca de Venus que entra efecto cuando la mosca está en su cojín.
- o producto pudo atraer insectos haciendo ciertos sonidos, eg.: llamadas de acoplamiento
- ver el código en el archivo IMI5 para "todos".

SELECTOR de CANAL A4-37:

- el sistema alerta a usuario a las demostraciones de tal interés vía una impresión hacia fuera o de la exhibición en la pantalla - facilita la dificultad en la lectura a través todo, la consideración de que la televisión por cable puede tener superior a 30 canales ahora para cada media hora/hora o período de dos horas, el etc.
- mientras que la observación de una demostración, sistema se puede programar alertar al vigilante de otras demostraciones que vienen en la línea (quizás estaría de mayor interés, con todo el usuario puede ser demasiado perezoso comprobar alrededor.
- ver el código en el archivo IMI5: todos; alejado; exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; alerter; oscilador; enseñar (los padres pudieron desear programas particulares para ser acentuados si están de valor a su niño, y o del censor tipo indeseado hacia fuera que programa) - también se aplica a otros eg.: los que no quieren violencia, etc.; carro (eg.: mecanografiar la programación; capacidad de coger ciertas estaciones; etc; acceso (cabritos de la subsistencia de la observación a veces, del etc. - este producto sí mismo aparece existir posiblemente ya); carácter

A4-38 CANAL INTERPRETER/TRANSLATOR:

- el locutor necesitará enviar en el código para el receptor (quién es oculto o sordo) para comprender la información.
- la persona sorda pudo ver un carácter y o las manos que hacían lengua de muestra
- tales códigos pudieron también permitir a gente (tal como ésos que miran en los aeroplanos, en hoteles, ciudades muy internacionales como Nueva York o Amsterdam) para mirar en sus idiomas deseadas, con la transcripción abajo y o la voz sobre hecho.
- ver los códigos en el archivo IMI5: todos; alejado; exhibición; pp; P.M.; educ; hospitalidad; mfh; alerter; vc; egh; tgh; enseñar; md; carro; cp; acceso; carácter

SELECTOR DEL ESTILO DEL CANAL DE A4-38A:

¿- este no obvio está considerando cómo es fácil está para que la gente video corrija las cintas en el cuarto que corrige?

- ver los códigos en el archivo IMI5: todos; alejado; pp; P.M.

TRAJES ELECTRÓNICOS DE A4-43A:

- ver los códigos en el archivo IMI5: todos; alejado (como parte de la diversión o del juego, uno puede girar algo en el traje de la otra persona); exhibición; pp; P.M.; juguete; hospitalidad; micrófono; synth; portable; sst para ciertos elementos solamente; índice de inteligencia; punto de ebullición; SP; oscilador; vc; egh; cuenta; enseñar; carro; carácter.

BALANCEADOR DE LA VOZ DEL TELÉFONO A3-R14:

Seleccionar el tipo efecto que usted desea de etiquetas fácilmente reconocibles, eg. para el movimiento propio: "paz y armonía". Para su propio efecto del carácter, eg.: "novia dulce", "colector de cuenta (uno quién recoge las facturas sin pagar para su compañía)", "Sr. atractivo", etc.

Estos efectos pueden estar para su saliente y o los deseos entrantes, eg.: usted puede quisiera que otros le oyeran de cierta manera, o usted puede desear oír otros de cierta manera, por ejemplo, una persona con personalidad terrible que usted debe escuchar con frecuencia pudo ser convertido en una personalidad más atractiva sin la pérdida de información en su discurso.

--si ambas partes tuvieran similar los sistemas del teléfono (tardaría un tiempo largo para que el mercado sea dominado por este sistema) el sistema pueden: #1 reconocen el remitente como uno usando tal synthesization, #2 que las palabras no necesitan ser embarulladas o incomprensibles de todos modos puesto que las transmisiones digitales están razonablemente claras (un efecto sonoro o el otro)

--anuncios de producto una pequeña fantasía, diversión, beneficios y muchas otras cosas a su vida y o a su negocio.

--al vender un producto en el teléfono (una práctica muy común en el oeste), el usuario puede tener synthesization estándar y o llave en el tipo de persona que están intentando vender a y el teléfono del vendedor ajustará rápidamente o lentamente en respuesta. El vendedor pudo incluso saber el tipo de personalidad del comprador potencial antes de la llamada vía: el tipo de productos que han comprado previamente de la misma compañía u otras compañías, tales bases de datos están disponibles para la compra, eg.: al conseguir descuentos en ciertos mercados del alimento en los E.E.U.U., usted necesita una tarjeta (usted se aplica y en la misma hora dar su teléfono #, número de cuenta bancaria, dirección, etc... si el Info no dado le no consigue la tarjeta del descuento - eg.: con la compañía llamada Safeway. Safeway es probablemente el supermercado más grande del país. Las computadoras en la caja registradora leen cada artículo vía la clave de barras del producto y almacenan actual lo que compran con lo que, cuando y en qué volumen, etc. Esta información se correlaciona con campañas publicitarias - los acontecimientos de noticias de mundo etc y tal así que las computadoras pueden analizar alto estilo de compra individual.

. Es los estímulos totales que una persona recibe vía sus cinco sentidos (representación visual, audiencia, sensación (eg. vibraciones), el oler, gusto) ese influencias cómo una persona siente en cualquier momento dado. Esta capacidad de cubrir tal área extensa se relaciona con los productos futuros de la realidad virtual que vienen

sobre el mercado. ¡Por lo tanto, aunque nuestro producto no pudo ser factible ahora, las derechas de patente pudieron permitir a los fabricantes futuros a que poseer las derechas de hacer otros productos consideraba obvios a nuestros modelos actuales!

- la persona en el teléfono pudo conseguir todos los o algunos cinco sentidos mientras que en el tel. el producto pudo también ser bueno para un nuevo tipo de juego de la datación (por el que usted encuentre a nueva o conocida gente) y conjeturar quién son realmente, o donde usted desempeña ciertos papeles en un juego electrónico mezclado con vida real, etc.
- representación visual vista por el locutor (puede estar sin sonido). La fuerza incluso viene con una pequeña vibración, eg.: con música de danza
- gusto: pudo dispensar el caramelo condimentado y o píldoras, eg.: con el ginseng o el cafeína para energizar le, o las hierbas que le relajan.

VIGILANTE de la EMOCIÓN A3-13:

. La tensión adicional de las maneras puede ser identificada: cuando en el teclado y la persona incurre en equivocaciones numerosas, la computadora reconoce cuando los espacios traseros del usuario con frecuencia y las letras de las cancelaciones (tal es diferente cuando uno está escribiendo el texto libre y cambia oraciones, etc puesto que este 3ultimo es más de una función de edición. Uno incurre en equivocaciones cuando su cabeza no es toda junta bien;

- el cojín de la llave de computadora pudo tener un monitor de la temperatura en alguno/todas las llaves en las gotas de la temperatura de la persona del acontecimiento (muestra de la tensión), no obstante la temperatura ambiente total necesita ser considerada de también, más la cuestión de cuánto tiempo la persona ha estado en la computadora, (acaban de venir quizá adentro de una cámara fría....). Dependiendo de la exactitud de esta área, el producto pudo preferir utilizar los dedos fríos como solamente uno de varias muestras antes de que la computadora tome la decisión sobre la tensión del usuario. El modulador de la temperatura pudo estar en las ocho llaves que los dedos se están reclinando generalmente encendido. Las llaves para otras idiomas serían alteradas por consiguiente.
- la cantidad de agitación preside personalmente
- en Oriente (donde la gente saca virtualmente siempre los zapatos dentro de la casa, los cojines del pie pudieron comprobar para saber si hay temperatura y otras materias.
- comparar esto con el producto A3-13A en "O titulado directorio" de Steve y en su archivo titulado "A3&". pedirle este número del producto el 1 de diciembre de 92

DIARIO de la DIETA A3-6: ¿Dónde está la segunda adición a este producto? ¡Este producto fue dado a Steven después de la investigación inicial!

. Del uso a estudiar de los doctores solo y o una gran cantidad de pacientes y las interacciones entre cuaesquiera dos o más del siguiente: hora; alimento particular comido; mecanografiar la prescripción tomada y el tiempo y

la frecuencia tomados; música escuchada; horario el dormir; tipo y época del ejercicio; la sincronización y el tipo de cualquier tipo de actividad tal como ésos enumeraron adjunto; gente hablada con en el teléfono; brotes adentro (empeorando) de la condición de una persona, y o de mejoras; tipos de programas mirados en la TV; efecto de ciertos productos químicos (eg.: preservativos en alimentos preembalados); estado de ánimo emocional, eg. felicidad, depresión, energía, energía baja, capacidad de obrar recíprocamente con otras, temperamento, control de cóleras, suicidio, aumento de peso o pérdida o estabilidad, accidentes (eg.: coche, ocupacional, etc.); longevidad (vida)

- este producto se relaciona con el producto A3-6A
- el producto pudo sugerir uno o más menús para comer para cocinar en el país, para comer en restaurante, o compra como alimento precocinado.
- el sistema puede recomendar el plazo del tipo y del ejercicio necesario trabajar de exceso de calorías en dieta
- peso de cada persona de sistema monitores
- la memoria de sistema puede demostrar todos los efectos sobre la salud físicos posibles (positivo y o negativa) de cada alimento, eg.: tiene tales y tales vitaminas, es bueno para mejorar vista del ojo, y o puede causar el cáncer de estómago en 0.03% de población... (comiendo el artículo en tales y tal daño/ventajas de la salud de los aumentos/de las disminuciones de una manera.
- basado en las preferencias personales por ciertos ingredientes, eg.: los tomates, sistema pueden sugerir los alimentos para comer. Las sugerencias también son el producto de muchas otras maneras de las cuales el sistema esté intentando ayudar al usuario.
- el sistema puede también sugerir ciertos alimentos para los grupos de personas grandes si son necesarios estar listos para los deportes, el pensamiento cerebral, un día muy frío (reducir enfermedad), el etc.
- computa fácilmente cuánto de cada ingrediente es necesaria para el cierto número de gente, facilita las fórmulas matemáticas para más o menos gente que pedido en recetas, más él puede calcular fácilmente para los gustos regionales o personalizados, eg.: más picante.
- ver "los códigos de las especificaciones de producto IMI5" para:

todos; exhibición; fd-hdd; pp; m Reino Unido; fecha; educ; micrófono; ejercicio; portable; sst; índice de inteligencia; impresora; au; mfh: punto de ebullición; alerter (cuando la persona está consiguiendo en el mal□n estado, haciendo error, el etc); oscilador; vc; egh; cuenta; tgh; enseñar; carro de softwares; el sistema los transmitirá vía radiofrecuencia a la supervisión de la persona, para: el comprobar para arriba ellos y o si la persona está consiguiendo en apuro serio....; RPC; cp; cm; uq; mq; acceso; pi; carácter

WALKIETALKIE INTERACTIVO 4A-47 (título inicial del producto: Alternador de la voz del Walkietalkie):

- intento que conjetura el lugar de su socio del juego por las pistas dadas (eg.: pedazos al rompecabezas en imaginarlo)
- puede ser de un número de dos simples o más juegos del jugador con vídeo y posiblemente las transmisiones audios entre sí mismos. Los usuarios pueden jugar simplemente en diversos cuartos, y o sobre el teléfono/el módem, el etc.

- el sistema permite que los usuarios hagan sus propios juegos con y o sin los cartuchos que actúan como idiomas que son autor (la lengua básica del software de la cual el programador crea desarrollado un programa)
- las comunicaciones (o escrito o verbal) se traducen entre diversas idiomas
- el receptor y el transmisor pueden registrar lo que reciben o envían para re-escuchar futuro

ARTISTA PRINCIPAL 5A-11:

- el arte se puede crear en las maneras descritas mientras que también lo hace por una suma de música y o los efectos sonoros o grabación verbal (mientras que se está encendiendo el audio, el efecto visual se está creando en ritmo, el etc con los sonidos). Tal sistema puede también ser aplicado para el desarrollo de vídeos musicales, de la diversión pura, del etc.
- el usuario puede programar los tipos de efectos visuales y la exhibición puede hacer estallar hacia fuera tales posibilidades visuales (dentro de los parámetros seleccionados) mientras que se está creando cualquier sonido, eg.: el escuchar la música; el escuchar el profesor (el usuario tiene dispositivo portable en sala de clase); mientras que camina alrededor de ciudad un niño puede ver todas las representaciones visuales creadas por los sonidos todo alrededor; etc

--los tipos programados de efectos visuales podían incluir las peticiones que demostraban las preferencias por: colores; velocidad en la cual se crean las representaciones visuales; tipos de movimientos del cepillo; tipos de formas, eg.: gráficos que se mueven hacia arriba y hacia abajo o arte abstracto que está en el movimiento o collage, etc.

--diversas barras que querían atraer a su propia clientela vía los números limitados de pistas populares de sonidos pudieron ajustar a su efecto especial vía esta idea del producto

. Crear automáticamente el arte por el que cuando usted pide uno o más colores para la parte del cuadro, el sistema seleccione los colores coordinados color para el resto de áreas (que completan las secciones como un libro de colorante por el que el usuario complete cada bloqueada área de su opción del color). Por ejemplo la cara de una persona se puede representar en centenares de maneras diferentes.

. La pintura del arte [artista del `] puede entonces resultar' reacciona en ciertos sonidos/música. La porción audio pudo estar dentro de los parámetros preferred por el usuario, eg.: trompetas, alto bajo, buen ritmo, etc.

SOSTENEDOR REUTILIZABLE del CUADRO A4-41:

Cosas alternativas que pueden ser soportadas:

- muestras: nombre del co; direcciones; lista de empleados y de sus números de habitación que se fijarán en un pasillo; promoción de ciertos productos en almacenes, el etc - facilita el cambio de exhibiciones
- el artículo que era fijado se pudo hacer para moverse para: atraer la atención; moverse a la localización señalada para el propósito deseado; etc
- habitaciones, apartamentos, oficinas: cambiar el cuadro según el tipo gente que viene por el tiempo/la ocasión
- existe y siendo convertido ahora por Microsoft en los E.E.U.U.: cuadros electrónicos, que pueden ser cambiados programando para que un diverso cuadro aparezca en la pantalla

- poner los avisos, eg. en la puerta de cada persona, o en marco

. Puede tener un tablero en quien se escriban los artículos o a qué letras o gráficos se atan manualmente.

. El dispositivo puede asir cualquier tipo de papel que sea de importancia, eg.: la lista de compras, el pasaporte, el etc así que la persona lo recuerda. Tales se pueden poner en el refrigerador o el interior de la puerta principal, del etc.

- existe: uno pudo poner actual un papel en el refrigerador con un imán

SISTEMA AUDIO DEL GUARDA DEL BEBÉ DE A1-12-A

adición de -1st

- ciertos botones accionarán a bebé para parar el gritar vía: el botón de risa, botón a relajarse, abotona para tonto y o la diversión suena como los cascabeleos, el botón para la música, el etc.

- entretener a bebé mientras que el guarda está ausente

- el sistema envía vía transmisor al receptor del guarda el hecho de que está gritando el bebé. Da a guarda mayor flexibilidad en dejar a bebé temporalmente (eg. cuando en almacén) y también entretiene a bebé cuando ellos están ausente así que el bebé es grito menos propenso.

--los sonidos salientes pudieron automáticamente: cambio y o comienzo cuando está gritando el bebé

--el carro de bebé pudo incluso mover (roca) un poco cuando el bebé comienza a gritar y o se puede activar simplemente por el guarda

LOCALIZADOR DE A1-12-B - COMUNICADOR:

clarificación del producto de -1st (este concepto de producto estuvo partido del número A1-12 de la idea)

- el receptor se ata a la persona, animal

--cuando se pierde el organismo y o es necesario para cualesquiera razones el transmisor que trabaja vía el satélite obra recíprocamente según lo deseado. Ejemplos de interacciones: se lanza el sonido, la música, el comando verbal, la alarma, el etc (vía los comandos del receptor)

--una llamada de acoplamiento se pudo emitir a un oído particular para conducir el animal al punto específico en el planeta - mientras que el animal dirige levemente apagado en la dirección equivocada, su oído recibe el sonido de una dirección levemente diversa en el oído (o en la sección del cerebro que juzga la localización de la fuente sana)

- el sistema dice a persona si están entrando en la dirección correcta o no vía: diversas luces, eg.: el verde es bueno, el rojo está en la mala dirección, y el amarillo es que están entre el rojo y el verde; comandos verbales; sonidos; etc

INSTRUCTOR del DISCURSO A1-11 (viejo título: Comunicador animal):

adición de -1st

- enseñar a los animales a hablar, cantar y o hacer los sonidos, por ejemplo para los pájaros, quizá también para algunos otros animales en circunstancias aisladas, eg.: ayudar al sonido del descortezamiento de un perro más agresivo

- el usuario señala el tipo de animal y o compra un sistema y o el software para el tipo animal eg.: pájaro y o tipo especie, eg.: el pájaro del cockatiel.

- el sistema se diseña para hacer los sonidos que se repliegan fácilmente para el tipo animal apuntado

- el sistema puede hacer en varias ocasiones un sano (la repetición sola puede inducir a animales que mímico el sonido)

- también inducir a los animales que mímico el sonido vía la recompensa de ellos con el alimento y u otros desirables cuando el animal hace el sonido deseado

--el sonido deseado puede repetir cuál era apenas difusión y o la fabricación de un sonido particular que represente el alimento o hacer de los sonidos que el animal tiene y o es aprendizaje.

- el sistema pudo incluso fijar un modo conversacional con los animales que son solos. Esta idea posiblemente alto comercial puede contestar al animal en un diverso sonido. Cada especie de animal pudo tener diversos sonidos según especie. Los dueños del animal doméstico pudieron ser entusiásticos cuando ver sus pájaros el conseguir cargó todo para arriba.

--Recordar las incidencias donde un pájaro en un apartamento canta en el entusiasmo con otros pájaros fuera del conveniente cuando la ventana está abierta, el pájaro continúa en gran interés. Sin embargo, pudo haber un límite en cuanto a la longitud y o frecuencia de la operación de sistema.

--el modo de enseñanza puede trabajar conjuntamente con el modo conversacional interactivo. La psicología de cada especie puede ser tal que el producto hablará con ellos diferentemente según su patrón del comportamiento para conseguir cualquier tipo posible del resultado uno puede conseguir de un animal

--Si el modo conversacional solamente es "obvio", el modo de enseñanza pudo ser "no obvio" por el que nuestro modelo en el mercado pudiera tener las características avanzadas no disponibles para los competidores, aunque este modo de enseñanza particular pudo ser la razón principal del interés en tal categoría de producto. Sobre interés que se convierte, los compradores tienen gusto a menudo de características adicionales también.

- recompensar los animales con el alimento dado hacia fuera cuando han hecho una tarea bien.

--El sistema del alimento se pudo tener memoria de la cantidad total de alimento dada y dar para el resto del día/24 períodos de la hora, y la cantidad total que pudo querer ser dado dentro de un período de un día. Por lo tanto, todo el buen comportamiento no se pudo recompensar con el alimento

---otras recompensas: quizás con los sonidos de la alabanza (según lo interpretado por el animal) mientras no interfiera con el aprendizaje de otros sonidos; ofrecimiento de un baño de agua para los pájaros (lo aman). La bandeja del agua bastante grande para bañarse desaparece después de los extremos de baño de la actividad (saber vía los sensores de movimiento) o después de dos a cinco minutos; cualquiera viene primero.

SINTONIZADOR VISUAL 4A-34-ZC:

adición de -2nd

- acordando a donde el ojo se mueve, el sistema sabe qué números y o las letras y o los símbolos está mirando una persona.

--permite que la persona mecanografíe la letra, hace funciones muy básicas de la computadora, hace tareas básicas de la automatización casera

---eg.: cocina el alimento en el tiempo señalado cuando el cocinero pudo haber dejado el alimento en el horno microondas por la mañana y el inválido puede comenzar a cocinar y solamente se requiere la actividad vigorosa de llegar a la cocina solamente una vez (cuando el alimento es caliente)

---dar vuelta con./desc. a cualquier aplicación o dispositivo; etc.

---girarse solo y o los sistemas de iluminación múltiples, eg.: un cantante puede encender muchas diversas luces y o los colores y o los sonidos que crean un musical importante y o sonar y o la demostración ligera sin la necesidad de mucha gente o el uso de manos. ¡Las manos se utilizan quizá para el algo más!

---dar el Info de una pantalla de crt/tv. Eg.: usted está en la cama con su amante y cansada también para tocar un cojín dominante. ¡Mirar simplemente la pantalla en el techo y llamar adelante sus sueños! Los precios de las acciones, las demostraciones sexuales o non-sexual, y o los segmentos del programa, del etc. Incluso "tiros del marco de helada ciertos" de la demostración. ¿Por qué no gozar de lo que tiene que darnos la electrónica?

ELIMINADOR 4A-5 (viejo título: Filtro de café y compresor de la rutina)

Nota: este número del producto y 4A-6 se deben hacer uno tras otro, ambos no se pueden dar hacia fuera simultáneamente

adición de -1st

- del sistema manijas también: hojas de té usadas; pulpa del zumo de naranja y de otros artículos usados para hacer el jugo, eg.: tomate, zanahoria, manzana. Tales alimentos pudieron ser puestos en el dispositivo en su totalidad y o cortar en pedazos y después ser puestos en el dispositivo.

- la basura que salía se pudo enviar en la disposición de basura del dren de la cocina (la disposición de basura recibe todo el desecho del alimento (no los huesos, el plástico etc después los muelen y los limpian con un chorro de agua abajo del dren). Tal disposición pudo permitir la recepción de pedazos levemente más grandes del alimento de nuestro dispositivo

- Códigos (véase el archivo IMI5): todos; exhibición; cm; cp

SIGNALER de la LIMPIEZA 4A-6:

adición de -1st

- para el café automático y o los fabricantes de té. El agua hervida sale de depósitos químicos dentro de la máquina, que cambia el gusto del café o del té.

- el sistema señala cuando el filtro del purificador del agua necesita cambiar

- Códigos (véase IMI5): todos; alerter; cp

SIGNALER del ESTORBO de la PIPA 4A-6A:

adición de -1st

- ciertos tipos de pipas (dependiendo de su uso) pudieron conseguir estorbados y convertirse en un problema más adelante y ellos pudieron estorbarse sin fácilmente ser notado. Por lo tanto el valor en tal conocimiento que es hecho
- tal obstrucción se pudo disolver automáticamente
- útil para la tubería usada en: las máquinas, agua drenan, el tratamiento del aguas residuales, de aguas, etc.
- Códigos [esto significa otra vez OTD también]: todos; alerter; cp; cm

DETECTOR DE METALES ESPECIALIZADO A4-R29A (viejo título: Detector de metales que identifica el tipo sustancia localizada)

adición de -1st

- el detector identifica el tipo sustancia (diversos metales tienen diversas estructuras moleculares y aparecen diferentemente en detectores). La fuerza incluso identifica artículos con excepción de los metales, eg.: piedras; plásticos; nivel de radiactividad (obvia); edad y o llano del empeoramiento de la sustancia; grueso y o volumen y o densidad
- la densidad pudo entonces aparecer en la exhibición del sistema que el artículo posible de las sustancias podría ser. Modelos más baratos pudieron encontrarla difícil considerar la diferencia entre los materiales semejantemente densos
- (obvio) demuestra profundidad en el suelo o el otro material circundante
- demostraciones la presencia de cualquie movimiento y o de la velocidad del artículo apuntado
- la exhibición puede demostrar la forma, el tamaño, el tipo sustancia, el etc.
- Códigos (véase el archivo IMI5): todos; exhibición; los pp para el tamaño y o el tipo objeto desearon - haciendo el trabajo de la búsqueda más fácil - pueden incluso utilizar el producto en área con muchos otros productos, eg.: buscando cierto artículo del tamaño en una bandeja baja de muchas otras tuercas pequeñas - y - pernos, etc.; P.M.; Reino Unido; juguete; portable; sst; mfh (el sistema puede memorizar donde se localiza cierto tipo sustancias [forma, tamaño, material, etc], eg.: ¡por número de la bandeja - cuando el usuario quiere tales y tal pedazo que pregunta a computadora dónde se localiza! ; punto de ebullición; oscilador; vc; cuenta; enseñar; carro; cp; uq; acceso; carácter

BALANCEADOR DE LA VOZ DEL TELÉFONO A3-R14

adición de -2nd

- selector de los sonidos del fondo: el usuario elige el tipo de música/de sonido que oyen sin otras la audiencia adentro. El artículo anima a usuario a escuchar en su sistema de la audiencia, en vez de decir "oh, yo tiene que escuchar este teléfono terrible"

--El sonido del fondo pudo también cambiar automáticamente según la hora, el tiempo, el tipo empleado, el tipo llamadas que están recibiendo, el etc. Este tipo de cambio en sonido se diseña: mejorar el control de calidad, el funcionamiento de trabajo del empleado, la satisfacción del trabajador, el etc.

--el sonido del fondo pudo caer en volumen cuando el sonido entrante del oyente del altavoz exterior cae un poco en volumen

ALARMA de la TENSIÓN 5A-53:

Primera adición:

- identifica qué tipos de sonidos son bastante importantes autorizar la atención, eg.: un tipo del grito del bebé o del niño; maullido del gato cuando es bastante serio autorizar la atención, eg.: para acceder en puerta automática (o cualquier maullido/perro raspar para acceder). Si el acceso sí mismo es obvio, el sistema de juzgar la validez del acceso de permiso pudo ser unobvious.

- notifican al usuario en el nivel de tensión de su u otra voz vía: exhibir (con los dígitos y o las palabras) y o las luces en el producto. El producto pudo también actuar como teléfono - con el interruptor fácil teniendo sistema identificar la voz del recipiente de la llamada o del llamador.

- el sistema se puede programar para dar alarma siempre que un nivel de tensión de cualesquiera o de partido señalado exceda niveles deseados. Esto después ayuda al usuario a hacer acciones necesarias y o cambia.

- del sistema pares también como detector de mentira - la alarma puede ir en cùando la voz es bastante agotadora

- cuando el sistema se utiliza en-no medios de las telecomunicaciones, el usuario puede ordenar sus micrófonos para concentrar en la generación de los sonidos de partido/de partidos y o de regiones señalados de sitio. Las personas señaladas pueden usar un transmisor que señalan su localización.

. Para Techies: todos; alejado; exhibición; fd-hdd; pp; P.M.; Reino Unido; fecha; beh del usuario; micrófono; sintetizador; portable; sst; mfh; punto de ebullición; alerter; oscilador; vc; egh; cuenta; tgh; enseñar; md; carro; teléfono; teléfono del SP; tr; RPC; cp; uq; mq; acceso; pi; carácter

ACTIVADOR de los SONIDOS 5A-50 (título anterior: Cerradura de los sonidos):

Primera adición:

- si esto es patentable, es quizá una patente excepcionalmente valiosa. Este uso ha durado demasiado. Debe ser hecho por la persona competente el 20 de febrero de 1993.

- éste es el mecanismo que cuando es accionado por cierto sonido envía las señales de activar y o de desactivar cualquier tipo de función. La utilización de la señal de esta parte del producto está hasta el producto en el cual se incorpora.

- diversos tipos de sonido pueden activar y o desactivar el producto en cualquier número de maneras, eg.: cambiar las combinaciones; restringir el acceso a ciertos partidos (cada partido tiene poseer el sonido)

- OBV: ¿es este producto similar a decir, el abrelatas automático del garage, activado por un dispositivo teledirigido?

- Activar: Abrirse/las ventanas cercanas en la casa, coche. Tocador rasante (la gente no quiere tocar lo que tocan otras con sus dedos sucios, con todo el pedal del pie para los tocadores se considera clase muy baja en el oeste). Tapas a la basura (también hace que el sello apretado guarde hacia fuera insectos). Aire acondicionado y o sistema de calefacción - usted necesita no más salir de cama, del baño caliente (que arriesga descarga eléctrica), del etc

- el sonido es accionado por el ser humano o sostenido electrónicamente significa

- las radiofrecuencias del los medios de mano son también posibles

- Steven es curioso sobre la evidencia de estas adiciones. Hacer por favor una excepción al organigrama de producto y señalar cuál es y no es obvio y dar los resultados cuanto antes.

. Para Techies: todos; alejado; exhibición (eg.: modo de las demostraciones en funcionamiento y o posibilidades de la selección de menú del software); fd-hdd; pp; P.M.; Reino Unido; fecha; beh del usuario; interactivo; educ; juguete; juego; hospitalidad; micrófono; synth; portable; mfh; punto de ebullición; alerter; oscilador; vc; carro; RPC; cp; cm; acceso; pi; carácter

5A-75 WARNER:

Primera adición:

- también deja a usuario fácilmente alterar el color y o niveles de intensidad.

- quizás el nivel de radiación correspondiente será exhibido (que es usuario puede alterar algo y reducir la radiación [de alguna manera] reduciendo el nivel de visibilidad de clases. Fuerza no ser técnico posible.

- notas si el sonido saliente de cualquier dispositivo está dentro de los pp o del espectro sano de la P.M. deseados, eg.: comprueba la calidad de las estereofonias caseras.

. Para Techies: alejado; exhibición; el sistema puede observar los tiempos cuando una desviación ocurrió e incluso desarrolla gráficos allí de demostrar las tendencias para los científicos, el etc; fd-hdd; micrófono; portable; mfh; impresora; alerter; oscilador; cuenta; carro; cp; acceso; carácter

+ CERRADURA del LASER 5A-48:

- códigos (véase el archivo IMI5 para los significados): todos; alejado; exhibición; pp; P.M.; Reino Unido; fecha (eg.: el acceso o las salidas de las épocas ocurrió); micrófono (los expedientes los tiempos cualquier persona hicieron algo con un rato pre-seleccion antes y o después del acceso); portable; mfh - eg.: hace o no permite los códigos de acceso de cierta gente/las señales si se encienden - los almacenes entrantes y las horas de salida para el salario cada hora de la nómina de pago; alerter; oscilador; acceso; carácter

- comprobar la solicitud de patente que presentamos en Ucrania/Rusia para esto.

ARTISTA del LASER 5A-49:

Primera adición:

- la pantalla sobre cuál escribe la imagen deseada puede permitir posteriormente cambios en la imagen

- imprimir el mismo tipo de imagen y o de imagen en diversos tipos de las superficies (metal, vidrio, madera, plásticos, papel, cartulina, piedra, cemento, tela hecha de cualquie subproducto químico, etc). Esto puede estar mucho mejor que clavando o pegándose para arriba firma adentro muchas circunstancias.
- una diversa opción permite que disminuyea la misma imagen sea aumentada o de tamaño
- códigos (véase el archivo IMI5 para los significados): todos; exhibición; fd-hdd; pp; P.M.; Reino Unido; juguete; hospitalidad; portable; impresora (impresiones sobre todos los tipos de material - la impresora puede recibir los materiales del grueso de diferenciación; au; mfh; punto de ebullición; enseñar; carro (de diseños, del etc posibles); cp; carácter (el sistema incluso permite que el usuario seleccione los carácteres que se pueden sobreponer en imagen impresa)

THERMOS SOLAR 5A-41:

Primera adición:

- la energía se puede también utilizar para refrescar el thermos
- el sistema del thermos puede estar de grande o de tamaño pequeño. Incluso ideal en localizaciones sin electricidad
- dar vuelta al sistema en estufas, y o los refrigeradores, las incubadoras del pollo, etc.

. Para Techies: todos; fecha (eg.: cuando la puerta o la otra tapa fue abierta por último y cuando el artículo puede necesitar ser sacado antes de la fecha de vencimiento [cuando el alimento conseguirá demasiado viejo, frío, etc]); portable; sst; punto de ebullición (para el respaldo en caso de que la Sistema Solar falle y o necesita la energía adicional almacenada); alerter; cp; cm.

teléfono del CARÁCTER 4A-22:

- cartuchos de los tipos de personalidad diversos
- tener diales, que pueden acentuar, o de-acentúan características sanas particulares
- la exhibición demuestra que la historieta del usuario del carácter ha seleccionado con el título escrito del tipo carácter también

MONITOR de la SALUD 4A-29 (viejo título: Tiembla el monitor)

- las características temblantes del usuario se almacenan para desarrollar los gráficos que demuestran cualquier cambio importante en el temblor
- la computadora que analiza el temblor puede correlacionar esto con datos sobre otros síntomas físicos para llegar mejor las conclusiones médicas

--mucha gente es demasiado vaga en la descripción de sus dolencias físicas y condiciones. Este monitor ayuda a aclarar.

- usado por el usuario en la muñeca, alrededor de cuello, alrededor de pecho vía correa, o la otra parte del cuerpo

- también supervisa la respiración, golpes de corazón, presión arterial (el sistema consigue la presión arterial automáticamente a veces)
- el monitor de la presión arterial también captura la presión arterial cuando cualquier otra muestra corporal indica que es bueno tomar la medida en aquel momento
- la cámara se puede colocar en el escritorio, el tablero de la rociada del coche, el etc y las comprobaciones para comportamiento inusual del ojo, eg.: movimiento rápido, ojo rojo, y u otros movimientos extraños
- monitor de la transpiración
- anotar simplemente cada sola función del cuerpo que pueda ser supervisada y desarrollar una solicitud de patente para éstos
- los monitores se pueden juntar con otras medidas, eg.: la persona de la reacción tiene que un tratamiento médico (operación, tiro, píldora, los etc)

AHORRADOR del AGUA 4A-48:

- la altura del agua se determina cerca:
--colocación de la cabeza y o de labios y cómo efectúan disparar del laser
--funcionamiento de dedos a través del cojín dominante del laser (no requiere el tacto, ven nuestro número 5A-71 de la solicitud de patente)
- Mecanografiar el selector deseado agua:
- elegir con si su agua estará o sin el fluorito y o la clorina
- temperatura
- volumen
- incorpora el filtro de agua

5A-22 LADRÓN SPOOKER (viejo título: Reflector de los sonidos)

- los expedientes aislaron los sonidos creados por el ladrón, el vándalo, o cualquier persona por ejemplo una persona indeseada, o como broma a un amigo
- los sonidos aislados se pueden entonces repetir dentro del contexto de otros sonidos, eg.: sirenas de policía, descortezamiento de los perros
- las sirenas de policía se activan dentro del plazo del sistema después del robo o de cualquier otro tipo actividad
--en vez de las sirenas, cualquier otro sonido se puede generar también, eg.: "usted está incorporando las premisas ilegal, han convocado a la policía", "su cuadro se ha llevado y se ha transmitido electrónicamente la comisaría de policías"

. Mordedores de la foto del ladrón:

sobre cualquier acceso ilegal o después de cualquier tipo de función, que genera la señal a la cámara, la cámara toma el cuadro

- la cámara puede ser inmóvil, o se diseñe tirar la foto en la dirección del movimiento
- usos: ladrones, experimentos científicos

- si este producto es unobvious, después convertirse como solicitud de patente separada y tomar la cotización adentro sobre 5A-22 sobre "nosotros han sacado su cuadro"
. En los funcionamientos vivos [hospitalidad del `] el mundo occidental goza de vez en cuando el oír que la audiencia participa en el funcionamiento. Por lo tanto aislar las regiones particulares de la audiencia y sintetizarlas por consiguiente

5A-27 FUERA de la LUPA de los SONIDOS:
Tercera adición:
- se magnifican los sonidos externos cuando la gente está trabajando en cualquier tipo de maquinaria, adminículo (especialmente los que son peligrosos un cierto grado y o los que hagan considerable ruido)
- un o vario micrófonos se pueden adoptar, y colocar en localizaciones más probablemente para significar un sonido importante para el uso del usuario, por el que reduzca en otros sonidos innecesarios, eg.: poniendo el micrófono portable cerca de las campanas (puerta, teléfono, alarma del reloj, sistema de seguridad, etc)
- el sistema funciona siempre que un sonido exterior necesite ser magnificado (aumentado de volumen) y o el usuario necesita ser alertado y o el sistema en el cual el usuario está trabajando necesidades de ser retrasado o de ser apagado. Pensar simplemente en utilizaciones posibles según lo descrito adjunto y después aclarar.

CARACTERÍSTICAS del CONTESTADOR AUTOMÁTICO 5A-3:
Tercera adición:
- los sistemas pueden responder al tipo de la persona de voz (significa el tipo de los sonidos/de las palabras/etc que pueden preferir. Toda la gente no puede ser categorizada naturalmente perfectamente por su tipo de la voz, pero este tratamiento preferred es por lo menos mucho personalizado

SINTETIZADOR de 5A-73 TV:
- seleccionar el tipo voz por el carácter, eg.: al mirar la historieta o la otra animación, seleccionar el agente deseado al escuchar y o la observación
--eg.: tener un menú de el cual seleccionar carácteres, voces de sabido y o a agentes desconocidos
- una herramienta también útil en crear una película principal y corregirla para los mercados diversos con menos costo.

A4-R29A: DETECTOR DE METALES ESPECIALIZADO (viejo título: Detector de metales que identifica el tipo sustancia localizada)
adición de -2nd

BALANCEADOR DE LA VOZ DEL TELÉFONO A3-R14:
adición de -2nd

- El teléfono del programa para cuando la llamada se hace al número particular del teléfono poder activar las características siguientes apenas para las llamadas a ese número particular del teléfono, o todos los números del teléfono que comienzan con dice el mismo código de área y los primeros cuatro o cinco dígitos del teléfono (de tal modo que consiguen el otro teléfono # ' s dentro de la compañía grande)

--si ponen al oyente nunca en asimiento, él conseguirá el tipo seleccionado sonidos/música para escuchar

--el synthesization ['sintetizador] de su voz se altera según su preferencia que escucha, eg.: una echada más alta o más baja y bajo

--ahorra el apuro de tener que recordar y o teléfono del programa según las necesidades

- transferir la información sobre los partidos que hacen y o recibiendo el teléfono llama de otras fuentes (eg.: base de datos de computadora, etc) al teléfono

ARTISTA del LASER 5A-49:

- puede tomar cuadros vía cámara, después las porciones o todo el cuadro se pueden retratar en cualquier número de maneras sobre la mayoría de los tipos de superficies vía el laser

--el laser puede hacer ciertos tipos de esquemas de la foto también

- el laser puede distinguir entre los colores por diversos grados de quema en el material

- el laser puede quemar imagen sobre el producto químico especial en la piel para:

--identificando donde la tinta del tatuaje debe ir. Usar etiquetas engomadas puede ser menos provechoso, puesto que cada uno individual puede querer un tamaño de diferenciación de una imagen, y las etiquetas engomadas pueden funcionar hacia fuera, y el sistema del laser permite más fácilmente el diseño de la imagen (incluso en una computadora, un etc.) y después realizar cualquier cambio y después considerar lo que puede ser que parezca exactamente en piel (incluso el laser puede poner hacia fuera en colores)

- el color se puede retratar vía poner una solución química sobre el material, después diversa frecuencia de la luz laser se diseña para dar vuelta solamente a los productos químicos para ciertos cambios del color cuando la toca. Eg.: un laser hace el producto químico dar vuelta al verde, las otras causas del laser el color del rojo que se producirá - un pedacito similar a la película de color que se convierte también.

THERMOS SOLAR 5A-41:

- lema de la comercialización:

--¡la luz del sol de la ventana de la oficina o aún los trabajos regulares de la luz del día!

--Incluso si usted tiene que resolverse en el frío, apenas ponerlo en el sol (eg.: para los trabajadores de construcción, granjeros, ésos que hacen porciones de paradas en su coche (teniendo que dejarlo en el frío para las partes del día..., de etc)

CONTADOR de la PLUMA A1-1:

Mide la distancia aproximada que el instrumento escribió, eg.: 100 metros o más. Calcula esto vía: la cantidad de tinta utilizó; etc.

- calcula el número de metros que se pudieron dejar para la escritura, dibujo. Calcula la cantidad de metros cuadrados disponibles para el dibujo (la diversión para los artistas)

SOSTENEDOR REUTILIZABLE del CUADRO A4-41:

Adición de la descripción de producto:

El imán se puede encajar detrás de las paredes.

- También bueno para los espacios usados para las convenciones del negocio, donde los cuadros deben ser cambiados con frecuencia.

CUCHARA A1-6:

- tener un nivelador (como unos usados por los carpinteros) que señale si la cuchara está o no está llano vía sonido y o luz
- el tamaño de la cuchara se puede alterar mecánicamente y o electrónicamente
- en el laboratorio animal:

--memoriza el volumen total y o el peso dado a cualquier una jaula o sección de jaulas o las plantas, memoria del etc. se basa en los volúmenes totales dentro de cualquier hora, día, mes, año. Puede también crear gráficos. Puede conectar con la computadora.

- construido en escala; y o cuchara puede caber sobre o en un mecanismo de la escala
- la memoria también trabaja por el tipo sustancia
- el sistema puede decir a usuario cuánto es necesario ser dada
- fabricante de la receta: seleccionar el volumen deseado para la receta particular, y el sistema también indicará la cantidad necesaria por cada producto químico y o la sustancia del alimento

. Al dispensar, el sistema recuerda y o sabe cuánto para dar a cada sección de la caja o de la secundario-caja en una banda transportadora.

CONTROLANDO DESPUÉS DE INVENCIONES POR APLAUDIR, OTROS SONIDOS, EL ETC:

Los productos siguientes responden a aplaudir humano generado, rotura de dedos, silbando, equipo o los objetos sanos de generación, etc. El sonido humano generado inicia la función deseada. Esta palmada que reconoce la parte se inserta en cada descripción de producto abajo.

Nuestro número de la invención precede cada invención.

- Marca registrada posible: Clapman, hombre de la palmada
- Utilizar la pieza básica del micrófono oye ciertas frecuencias sanas (palmada, el silbido...) y la frecuencia específica de cierta duración y o del número de ocurrencias activa o desactiva la operación electrónica.

REGISTRADOR DE CINTA ROTATORIO: ¿oír nunca un sonido y no seguro qué usted oyó? Publicidad apuntada a cierta gente, tal como ancianos, madre levemente paranoica en leyes, etc.

- los sonidos de la subsistencia de los microchipes por cierto tiempo, "sistema de lazo" pueden continuar registrando y borrando más viejos sonidos

- repetirlo en un volumen más alto si está deseado; los que quieren sistemas más elaborados pueden volver más adelante al almacén y comprar los micrófonos adicionales u otras opciones, que pueden registrar de diversas localizaciones para conseguir un mejor sonido.

- puede ayudar a la dirección de la demostración del sonido también con el goniómetro

INVENCIONES ACTIVADAS SONIDO MISCELÁNEO:

. Otros artículos a desactivar y o a activar según conceptos dentro del archivo 2-A:

. Llamadas entrantes/salientes del teléfono del altavoz (; marca (ciertas palmadas señalan dígitos del número del teléfono)

. Puertas: abrirse y cerrarse físicamente; sus cerraduras

. Identificación: cada persona que camina compra hace su código y sistema informático verbales registra que era. Aplicaciones: localiza donde la gente pudo estar...

. Girar la ducha o el baño. El sistema sabe ya en qué temperatura usted quiere su agua.

- pre-seleccion la temperatura del agua deseada no es patentable por sí mismo

. Girar la televisión, VCR, estereofonia de la música

Luces: Abre la puerta del animal doméstico para el perro o el gato que busca in/out to/from jardín. O el sistema pudo responder simplemente a la corteza del animal o meow o rasguñar o empujar. El sistema no pudo también permitir la operación en ciertas horas...

OTRAS SECCIONES DE LAS INVENCIONES - CONTROLADAS NO NO NECESARIO APLAUDIENDO:

Regulador de sexo femenino del animal doméstico:

Cuando su gato o perro femenino, el etc va fuera de este dispositivo: disuadir los perros masculinos ausentes o hacer a hembra interesada menos en los varones de sus especies.

- esto se pudo hacer cerca: dispositivo que emite un olor (eg.: poner el collar del animal); suplemento dietético (no un producto electrónico); el dispositivo que da hacia fuera suena no fácilmente audible a los seres humanos (con todo no hace los animales que oyen este demasiado loco).

- los estudios científicos necesitaron demostrar a esto trabajos

SOLAR ACCIONADO: Dejar el dispositivo que pone en el sol, y carga automáticamente para arriba vía energía solar. O la fuente de energía tiene células solares grandes y almacena la energía que en golondrina de

mar se puede dar a los productos portables cuando ella está conectada por el tiempo requerido (como tapar en electricidad); o el dispositivo portable se debe tapar en este dispositivo solar y después los dispositivos recogerán la energía del sol y la transmitirán al producto portable simultáneamente.

SONIDO DISTANCER:

Instrumentos musicales que juegan junto el cambio sus sonidos según cómo está cercano o lejano se mueven desde uno a. Puede estar para una sola persona utilizar dos o más porciones; o dos o más personas con sus instrumentos.

- se aplica siempre que el volumen de sonidos, frecuencia, o tipo sonido deba ser alterado según hasta dónde o cerca dos o más porciones de uno a.

--ejemplos: juguetes - cuando un coche policía conduce cerca de un cierto objeto o lugar, sirena, o una declaración audio se enciende, eg.: "tirar sobre"

JUGAR EL ACTIVADOR TELEDIRIGIDO DE LOS SONIDOS:

Un juguete puede activar el sonido en otro juguete. Eg.: el botón de un tren del juguete cuando está presionado causará la pista del tren que cruza para sonar a continuación, y cercano la puerta. El receptor de puerta consigue la señal del transmisor del tren.

- el transmisor puede también causar el siguiente en el dispositivo del receptor:

luces que destellan; representación visual que demuestra palabras o gráficos; movimiento físico, eg.: abriéndose/puerta de cierre, bola que cae para solar, etc

- el transmisor puede transmitir presionando del botón, o siempre que se mueva (interior tiene un detector de movimiento)

GATOS DE SALTO:

Distancers entre las piernas o los brazos. Cada vez que la persona ejercita separando sus piernas o brazos más allá de cierta distancia, el distancer sonará.

- el distancer puede también contar el número de épocas que el movimiento fue hecho (si las piernas o los brazos fueron más allá de distancia mínima.)

COJÍN DE TACTO DEL TELÉFONO:

Presionar el cojín suave y la manera de la cual usted la presionó se transmite al receptor. Esto permite algo más cercano a contacto físico mientras que habla con sus amigos. Solamente popular para las culturas razonables, eg.: Japón.

CÁMARA DEL HORNO:

El cocinero puede disfrutar de la compañía de su marido o amigos en o fuera de la cocina sin tener que ir mirar la ventana del horno. La cámara demuestra el estado del artículo adentro. Otros ojos de la cámara pueden también ver la estufa de cocina.

FABRICANTE DE CAFÉ MÓVIL:

Hacer el café en coche mientras que conduce. Los conductores aman el café caliente. Dispositivo de seguridad pudo tener en cuenta solamente el abrirse mientras que:
el usuario ha parado el coche, o si el coche tiene más de un pasajero.

FABRICANTE MÓVIL DE LA CITA:

Los vendedores que viajan siempre en el camino pueden conseguir su calendario de cita llenado más fácilmente vía el método siguiente. Las negociaciones de la secretaria con el cliente y pueden concertar rápidamente las mismas citas del día (gran servicio de atención al cliente) comunicando con el dispositivo del representante de ventas (vía ondas de aire). El dispositivo del vendedor almacena su horario y tiempo aproximado necesarios en la cita y a y desde las localizaciones.

- si el vendedor necesita hacer algo diferente, piden su dispositivo si su horario permite. El dispositivo es razonable en la asignación del tiempo necesario. El dispositivo funciona mejor para ciertos tipos de gente de las ventas, especialmente las cuya hora necesaria para cada cita sea algo fiable. Recordar, allí es menos caos en el oeste, y la gente espera mucho menos en línea, el etc....

CONCLUYE EL ARCHIVO: ARCHIVO de U-ALL de la a
Archivo: Introducción a la palmadita/A1X
ARCHIVO A1X

Podómetro de la pluma A1-010: La pluma del juguete mide el número de metros de tinta escritos, y el número aproximado de metros adicionales de permanecer de la tinta.

- pluma contraria: artículos que miden la cantidad de capacidad de la escritura dejada o que ha ocurrido ya en las plumas, lápices, marcadores mágicos. La cantidad de vida se fue en productos antes de que analicen.
. - verificador del contenido 4E020 y de la fecha. 5E020
- "juego": aspecto del juego en el cual la longitud de la escritura llega a ser importante, eg.: los jugadores deben escribir dentro de longitud mínima máxima y o de la duración (""/"de la cuenta tds") (durante cada movimiento/para el movimiento del juego o para todo el juego).
- 'Palillo del r: anota todos sus movimientos, eg. en términos de: las distancias viajaron (en aire), # de ángulos en el movimiento, el etc.

Condones A1-02 para los hombres y las mujeres, que prueban como varón y o los jugos sexuales femeninos.

- Nombres comerciales: Auténtico, casi el auténtico, como el auténtico.

. - Ver el dir KN, específicamente 7G de G sobre los condones. Agregar los productos químicos compatibles con los condones que crean gusto deseado y u oler.

Taro del software A1-050.. Da la fortuna para usted y o usted puede darle el nivel de instrucción deseado. El tacto electrónico del taro o la señala a la persona y da la lectura. Utilizar el taro de Waite, similar, o la quiromancía japonesa, oriental. Numerology electrónico: el sacador en todo numera asociado con la persona, el negocio, el concepto, la estrategia, la idea, el elemento político, el etc., la máquina anuncio todos los números para arriba y divisoria conseguirá el número mágico o hará un promedio más probablemente hacia fuera de cada número dado consigue su significado y cuenta todos los promedios y cualquier número del estado de lecturas para cada significado o da análisis general.

- "Hospitalidad"/cribador del programa (interruptor): 9G-220: Las pantallas/seleccionan del sistema (sistema adaptante) (tales/las ocurrencias indeseadas/queridas señaladas/el modes%/programs%). "Inclinación": controla las funciones del sistema

Termómetro de la cuchara A1-060: mide temperatura. Dispositivo sanitario del cocinero. Uso como agitador. Una cuchara más pequeña para el bebé.

- cuchara que mide temperatura. Temp demostrado por los cambios del color o del número o subida del mercurio en la manija. Utilizar el material de hoja en mercado como termómetro quizá. También bueno para los bebés. También mantener taza, tazón de fuente, el etc para calibrar a temp.

. Para Techies: "S"; fecha; juguete; portable; punto de ebullición; SP; alerter - si demasiado es caliente, frío...; cp; cm; uip (usuario de las alarmas cuando la temperatura está en nuestro fuera de cierta gama).

Etiqueta engomada de A1-070 A que cambia lemas según la temperatura y o edad o si un coche es con./desc. Lemas que dicen "ahora que el coche es con./desc....." dará vuelta a las cabezas. O han automatizado leído en la ventana posterior, alambres conectados con el motor/la batería para la indicación con./desc. del coche.

Posibilidades de la pinza de pelo A1-090:

Con opciones siguientes de la función: 1] \ \ se convierte en muchas pinzas de pelo cuando está deseado y de nuevo a una sola pinza de pelo semi-compacta. Se aplica a todos los tipos de los clips 2] mantiene insectos

ausentes vía los productos químicos y o las señales electrónicas 4] (éste se convierte en "3") son una radio 5] envían los productos químicos, electrónica que atraen a socios sexuales o hacen a gente como usted, o son hechas simplemente por el diseño especial 6] llevan a cabo números de teléfono en un electrónico o el rolodex manual que pudo marcar su número de un \ de "touch tone" \ es del teléfono 7] un legado de la autodefensa usando la carga química del aerosol, electrónica o eléctrica - más fácil alcanzar que en bolso. Buena hora de lanzar el producto, mujeres más puritanas, eg.: Clarence Thomas... 8] \\ llamadas para la ayuda eg.: el silbido 9] "mic miniatura" en el disfraz 9] envía - recibe las llamadas 10 del teléfono] es un legado del juguete 11] para encontrar cosas que usted coloca mal a menudo: el sacador en el código aplicable que encuentra el punto correspondiente 12] lleva a cabo pares adicionales de las llaves 13] abre puertas vía su transmisión secreta 14] envía automáticamente vibraciones de sonidos agradables o las frecuencias consciente o inconsciente 15] llevan a cabo su maquillaje y o el dinero o el cuadro 16] tiene reflector de la noche así que los coches pueden ver que usted en la obscuridad 17] es un reloj 18] detecta niveles de la radiación con construido en la medidor que usa la variedad que usted acortó previamente sobre su camisa ....20] \\ gente pueden localizar le detectando donde está su pinza de pelo, cualquier joyería programada para que el portador decida a si quieren o no quieren allí paradero ser sabido vía el "picosegundo".

- D: cabeza de la persona y pelo = pinza de pelo = mecanismo de funcionamiento.

Carro de bebé A1-120 con la voz de la madre cuando la mamá está allí o no allí. Utilizar la cinta de cassette o el microchip. Puede dar a bebé deseó efectos pues he escrito sobre un de los otros productos. La voz de la mamá se puede convertir en términos de sus frecuencias para alcanzar efecto deseado. O padre del uso, hermano u otra voz. Mezclarse con 10, 11, 8 (el satélite del bolsillo localiza a niño perdido, dice les volver a casa, a etc.)

- "Inclinación": cuando en la posición señalada, la madre es nr. El R naturalmente mejor (`teledirigido) está para levemente más viejos niños que necesiten tiempo de entrenamiento para utilizar el sistema correctamente.

Reforzador del gusto A1-130: Los fabricantes pueden ahora ofrecer mayores variedades de gustos en alimentos preembalados. El gusto es la combinación de olor y de reacciones químicas en la lengüeta. La nariz es más sensible a los elementos diversos que la lengüeta. Más seguro que poniendo las condimentaciones químicas en el alimento. El envase, o la consumición del utensilio emite los olores que complementan el alimento.

- alimento: reducir la digestión química con olores en los envases de la soda, las bifurcaciones, los cuchillos, las cucharas, los palillos, los toothpicks, desgaste de China, gustos del etc. de la acidez, dulzor, amargura, salinidad, e incluye todos los elementos encontrados malsanos hasta la fecha.
- los diseños son electrónicos y no electrónicos.
- ver el reforzador químico del gusto de KN en parte anterior del directorio de "B".

Reloj de A1-220 Biorhythm: le dice la hora que usted es probable ser: creativo, alarma, necesitando la precaución de lastimarse físicamente o de otros, hambriento, no hambriento todavía debe comer, necesitando la medicación o el café, el trastorno emocional. De acuerdo con su bio carta, y o el horóscopo, quiromancía, taro, terapeuta, su entrada en la máquina.

Inhibidor del hambre A1-230: Reducir el peso reduciendo en sensaciones del hambre.
- Mecanismo de la dieta: Parar el comer: al anhelar el alimento, el adminículo electrónico enviará frecuencias de los estímulos, y o los sonidos, vibraciones, olores, palabras, música para reducir hambre. Puede ir en preprogramado automáticamente. Mezclarse con 22 y sus mezclas.

Máquinas expendedoras A1-250 que toman las tarjetas de crédito para el caramelo, bebidas alcohólicas (cuando sea legal como Japón), o cualquie otro artículo.
. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251); el anti-tratar de forzar; estudio de mercados.

A1-270 canalización vertical del aire O. La poder abierta y su líquido emite a elementos del aire. Puesto le sobre el calentador. Pone los buenos iones en el aire, da el buen olor. Producto no electrónico.

Pelele A1-300: Emite burbujas de la parte inferior de la bebida para una hora. Las burbujas vienen de la taza o de los cubos hundidos en parte inferior.
- Placer del cubo, cubo de la burbuja: agrega las burbujas, efervescencia, carbonatación a cualquier líquido - bebidas, acuarios, para los propósitos químicos o científicos. Contenido químico (eg.: oxígeno, monóxido de carbono) de la burbuja determinados por necesidad particular.
- versiones electrónicas y no electrónicas; seguro

Amante de la planta A1-330: La máquina da frecuencias de las plantas para alzar la salud, crecimiento, verde, suelo de las subsistencias húmedo dando solamente el agua que el tipo planta necesita. Un producto que es programado por P para hacer el suelo húmedo en hasta o sobre diez ajustes de la humedad, por el tipo planta.

Con el manual viene decir en lo que fijar M. Versión avanzada de jugar a Mozart sabida para ayudar a crecimiento.

Maneras creativas A1-400: arropando cuyas costuras parte fácilmente w (con) E M desmagnetizando. Cambiar en nuevos patrones diversos de la ropa. Elegir los pedazos para S M L o XL. Encajar a presión la manera, cortar y la goma, manera convertible, ninguna cose. Pueden utilizar el Velcro, las cremalleras, los broches de presión y o los botones, el etc. buenos para el pedido por correo, puesto que en almacén la versión parcial de programa complicó. Pudo trabajar con la máquina la "costura" de HH o del TT.

Cambiador del sombrero A1-440: el sombrero llega a ser más oscuro en buena luz, y alumbrador en luz corta. Para efectuar máximo la visibilidad del portador y de otros (conductores, cazadores, mamáes que buscan a cabritos afuera, etc).

- También, el sombrero oscuro en sol crea menos reflejo de luz y es más fácil de mirar hacia fuera.
- Utilizado como parte de estrategia en el juego donde el jugador cambia lados en el centro del juego. Sobre todo no electrónico.
- ver A1-490

A1-490 refrescan dicha de la almohadilla: Las estancias se refrescan el noches de verano, ahorran en el aire acondicionado.

- subsistencias que usted se refresca en noches de verano calientes, excepto en el aire acondicionado. Puede también calentar para arriba. Reduce las cuentas de la electricidad del acondicionador de aire. La manta fresca, refresca sueño.

Esto se puede hacer químicamente, y o electrónicamente.

- temperaturas electrónicamente ajustables

Magia del agua A1-510: el sistema mantiene el agua limpia, y fertiliza las flores de corte.

- crecer las raíces de la planta en agua y guardar las flores de corte. El sistema mantiene el agua limpia y la fertiliza.
- limpiador del agua del corte de la planta. Las tabletas o el envase chemicalized o electrónico guarda los crecimientos nauseabundos, flores de corte en el mínimo. Muchas plantas pueden continuar creciendo en tales por años.

- utilizar simplemente el tipo de emisión de la frecuencia que inhiba o mate algas y otros crecimientos hediondos en agua, sin el daño de las plantas, o aún la ayuda de ellas. Los pruebas de laboratorio simples, y el material impreso ya sobre efecto que tales frecuencias tienen demostrarán se desean qué frecuencias.
- las necesidades del bloque D (dibujo) de cubrir todos los tipos de emisiones de la frecuencia en el agua: eléctrico, sano, ligero, etc.

Cortador del alimento de la diversión A1-520: Alimento rápido formado interesante de los animales en pequeños pedazos.
eg.: pepino del palillo en quijadas de rotura del ser humano, pescado (piraña). Alimento de la rebanada contra el tipo máquina de cortar de la rejilla de tiburón, vieja abuela
- activatable solamente con los sistemas especiales para guardar a niños de usar, eg.: el código especial, llave, o comienza para arriba comandos, el etc.
- La "inclinación" substituye funciones del cuchillo, del etc.

Archivo: Introducción a la palmadita/A2

ARCHIVO A2

Las abreviaturas de la característica usadas aquí requieren el archivo "IMI viejo" para las explicaciones.

SELECTOR de la HIERBA A2-010: programar el tipo alimento, # y el tamaño de porciones o el vol.-volumen/peso, asiduo - bajo - ninguna dieta de la sal, alergias, preferencia por más de cierto tipo hierbas, edad de hierbas, fórmulas del m del etc. da a hierba perfecta salida combinada. Viene abajo de poco lanzamiento de cada hierba se encienda que cuando el envase presiona contra él; o la mezcla entera viene abajo de un lanzamiento principal (mejor anterior). Hierba quizá exceso enviada para todos o las pequeñas porciones para la exactitud. Ciertas hierbas del uso frecuente tienen reservas más grandes (cajas). Substituir la colección entera de la hierba periódico en paso simple (excepto de substituir cada uno manualmente). Artículos de los asimientos 12 - 200. Opción de poner sus propias hierbas para propias fórmulas; dispensador de la mezcla de sopa (producto químico libre). Terapia para tocar el punto derecho según cómo usted siente. Para las pastas, las preparaciones (ensalada, etc.), beben. Puede tener líquidos también. Puede tomar sus propias fórmulas personalizadas también. Bueno para los almacenes que no venden las hierbas. El fabricante puede enviar las hierbas directo también. Concepto polaroid: chisme de la fuente de la compra de la necesidad del cliente - ningu□n relleno del uno mismo; la máquina de la venta en el precio bajo, hace el dinero en el suyo. Cliente mayo o mayo no poder agregar las especias particulares cuando funcionan hacia fuera. El precio para la fuente

de la hierba puede levantarse más rápidamente que precio de la máquina. Imprimir o la exhibición ("S") demuestra cuánto de la otra necesidad de las cosas u (usuarios), eg.: los ingredientes para los aliños de ensaladas, mezclas de las pastas, bebidas, lasagna, guisaron el pollo, etc. M también se sostienen: las habas, los pequeñas vehículos y setas tajadas secadas y la carne junta las piezas, las bases de sopa, leche en polvo, tuercas, pulverizadas (la mantequilla, los pedacitos de las pastas, el etc. artificiales conecta con agua para dispensar, pueden también almacenar el agua embotellada. Produce los brotes.

Selector de la hierba; Hierbas del cocinero; Apenas la derecha; Hierbas principales; Mezcla mágica, terapia de la hierba.

. Para Techies: TT, LL, E, W2

- Analizador químico del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por el material con los reactivo químicos. 7G050 = demuestra qué hierbas/alimentos fueron guardados/almacenados y para la longitud del tiempo; las ayudas determinan si el alimento se lanza hacia fuera (fecha expirada).

SECRETOS DE LA RECETA DE A2-01A: mezcla con el selector de la hierba. Sobre el alimento de dispensación cocina vía microonda o calor. U puede llamar m remotamente y los pp qué comer. M puede sostener el alimento congelado en la sección congelada.

RECETAS DEL MUNDO DE A2-01B: secretos de la hierba del MI 1, secretos de la receta 1A. la categoría británica del país y del alimento y elige de opciones. De Op. Sys.: receta del ds solamente.

SELECTOR DE LA VITAMINA DE A2-01C: da las vitaminas ao-y o las hierbas y o las sugerencias escritas según la dolencia del u, deseo y también las fórmulas generales la base para el normal y el resto de los días

A2-020. CHEQUE DE CUERPO: periódico correo adentro como chequeo físico en curso que busca cuaesquiera anormalidades que puedan necesitar pronóstico adicional. La orina (pequeños envases con los casquillos), sangre (tomar el pequeño sello agudo del instrumento-entonces, la jeringuilla con la aguja), pelo, ojo Dabber (para el líquido en esquina del ojo - al gritar, bostezando, siempre, para el moco especialmente al despertar) - entonces sella; heces - cuchara con el pequeño envase; Amortiguador de la transpiración (de hoyos de brazo después de la ducha antes de desodorizar); Raspador de la piel (especialmente si ver las anormalidades); Palillo de la cera de oído (con el sellador); Raspador de la nariz (para el moco con el sellador); saliva (puesta en la pequeña tapa del envase de la boca entonces lo después de sacar, o puesta en el tipo amortiguador (con resultado-intentar rápido o lento acumular elementos particulares de la mayor importancia). Aunque quizás costoso, el rico puede comprar una cierta paz interior y o medidas preventivas. Incluidas pueden ser las instrucciones para el uno mismo - cheque - suben, eg.: pechos, testículos... Ellos o el doctor elige en los cuales muestreo al correo y a la frecuencia para cada uno. También registra lecturas del cuerpo en memoria:

golpe de corazón, presión arterial... Muestra del cuerpo (r, cheque (del uno mismo) (para arriba), cheque encima de la muestra (r/s)

. - verificador del contenido 4E020 y de la fecha: (cualquie dicho) de ocurrencias, eg.: "sigue"/"analiza" ocurrencias (para uip (mejora) del DB, monitor inteligente 2E251)

. - Analizador químico del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por el material con los reactivo químicos. NR (notificador adaptado `) demuestra qué productos químicos eran actuales W5. 7G050

CHEQUE ANIMAL DE A2-02A: para el hogar, parque zoológico, animales salvajes. Mezcla con el cheque de cuerpo. Ayuda si u (usuarios) está demasiado ocupado concertar la cita con el veterinario, situación de o (o) no ve bastante serio para autorizar una visita con todo la preocupación de las causas. TM: Diagnóstico animal

FÓSFORO VIDEO A2-030: los vídeos del minorista demuestran la manera, modelos del producto y el fondo arquitectónico con emparejar/que felicita de los colores alguno/todo colorea gastado por los clientes que caminan cerca. El vídeo también puede emparejar al minorista, disco, decoración del lugar público por color/forma/diseño/el período de estilo. (Manera/ropa/estilo/producto) fósforo video. Es influencia sociológica, psicologica inducir ventas. De entrada del minorista, la caminata en clientes, computadora principal (controlada quizá por el fabricante del producto o del servicio especializado co) la música/el sonido, líneas de productos, colores, verborrea puede alterar según el tiempo, tipo almacén, región, línea de productos, día, semana, mes, año; raza (dentro de límites); competición (en general o qué él está haciendo en ese entonces), sucesos actuales/noticias. Puede utilizar automatizado, la historieta, imágenes de la vida real (quizá). Pegar la cara de la persona sobre un cuerpo: juegos, exhibiciones de la lavadora. Cliente que camina de los fósforos de la impresión de la voz.

. - verificador del contenido 4E020 y de la fecha

. - "Hospitalidad"/cribador del programa (interruptor): 9G220: Las pantallas/seleccionan del sistema (sistema adaptante) (tales/los programas indeseados/queridos señalados/los modes%/programs%)

FÓSFORO DE A2-03A NEUROLINGUISTIC: el caminar del cuerpo (y la velocidad y dirección), la colocación, el sentarse, la raza, expresiones faciales, emparejadas y alteraron en moldeado en modo. Mezcla con el fósforo video.

. - verificador del contenido 4E020 y de la fecha.

VIBRADOR del ASIENTO de la MÚSICA de A2-040//: empareja la música jugada. Conectar la silla por el alambre con música/fuente sana, o la silla tiene micrófono. La silla hace la conversión. Puede substituir la silla por (cama, asiento de coche, asiento del transporte público, sala de baile, vidrios, reloj, pulsera, collar,

pendientes, guantes, pluma, taburete, vidrio de consumición (para el disco también), persianas, cortinas. El tipo portable puede ser el asiento puesto de on/below (todo arriba), que reacciona (para la portabilidad, la broma cuando usted grita, el etc.) Vibra sano (tor/tions), vibrador de la acción. HH, TT, W1, BP, E, contra, pequeño grande directo, cabritos, adulto, diversión, humor, LL

TARJETA A2-050 UNO: combina la licencia de conductor, cuadro, las tarjetas de crédito a las cuales para arriba le firman, microchip con (su historia de la salud encajona de emergencia de la salud, copia de las partidas de nacimiento originales, Seguridad Social y otros números, firma, las huellas digitales, los números de cuenta de otras cuentas como el aviador frecuente, los números de cuenta del cliente, los números del teléfono, etc.). También para: el acceso de la seguridad, pasaporte, la política del seguro médico (los hospitales saben cuánto y qué tipo de crédito a dar), almacenes el Info en qué fueron comprados (ayudas soluciona facturaciones cuestionables y las ahorra de necesitar recibos)

La tarjeta puede trabajar con todas las o algunas opciones. Apenas la tarjeta del palillo en lector y otras pueden tener acceso solamente al Info de la tarjeta con la contraseña del sostenedor, y entonces solamente el Info que quieren dar hacia fuera.

. - verificador del contenido 4E020 y de la fecha.

DIARIO de la DIETA A2-060: después de que sea extendido utilizar, diga u (usuarios) cómo el alimento efectúa sensaciones, comportamiento, funcionamiento, pensando, sacador del etc. en humores, y los alimentos comidos. Puede comprar o pedir prestado de doctor, de terapeuta, del almacén a ayudar a evaluar los alimentos en emociones, de la capacidad del pensamiento creativo, del funcionamiento, de la capacidad de los deportes, de problemas del sueño, del etc. Utilizar por varias semanas a un año. M recomienda qué prescription/OTC narcotiza para tomar, y se puede felicitar más a fondo con la máquina de la terapia para mayores alteraciones y entrada de los datos para los cambios deseados necesarios. Para seleccionar el alimento comido, llave en la categoría del alimento, entonces plomo de u (usuarios) vía más subcategorías al alimento (y o marca de fábrica común en país). Para las sensaciones de u (usuarios) selectas de categoría general y o entonces de las subcategorías que describen mejor sensaciones. Virtualmente cada uno quisiera saber, él es más fácil de calcular por el M.

. Para Techies: CRT HH, BP, E, contra, SM, M, W1, adulto, LL de la DD.

Humor/comportamiento/funcionamiento - vigilante/analizador/diario

. - verificador del contenido 4E020 y de la fecha.

DIARIO DIARIO DE A2-06A: mezcla con el diario #6, máquina de la dieta de la terapia. Medidas cómo u (usuarios) influenciado cerca: la música particular, demostraciones de hospitalidad, gente, almacenes hizo compras en, los tiempos del recorrido, llamadas de las maneras o del teléfono hechas gente recibida y cuando su mejor hablar, los sucesos actuales leídos/oídos, trabajando en la computadora, cualquier cosa y cuando su mejor

evitar, viajar, resistir, los sueños o de las estancias o encenderse, del sitio o del lugar u (usuarios) (o) (o) lee o (o) come..., escritura o de la recepción de p las letras en general o particular de o (o), colores, vestir usado u observado.

Aplicaciones de la investigación: bueno para el comportamiento de consumidor, comportamiento psicologico, sociológico, médico, científico, de organización, investigación del diseño de producto

Usuario de las ayudas sugiriendo: qué donde porqué cuando cómo hacer, observar, responder a las cosas (no) de maneras alteradas; la hora cuando su toma de decisión y o la intuición ha sido la mayoría del acertada (asunto británico de la decisión DA automáticamente sabe hora/la fecha para mí - decisiones posteriores de las cuentas de u (usuarios) sin ser recordado la época para anotar de la c; puede la interacción del auxiliarate con el psicólogo/el asistente social (socios). La frecuencia intermedia debe estudiar el comportamiento de la humanidad mucho antes desarrollar el interruptor M puede sugerir terapias en las áreas del arte, música, juego, cultivando un huerto, tipo manías..

TD: requiere u (usuarios) afinar en todos sobre las influencias se están comprobando que, más estilo/historia del comportamiento personales (pudo ser o transferido (o) complementado por la máquina de la terapia.

. - verificador del contenido 4E020 y de la fecha, pista.

SELECTOR de la ESTACIÓN A2-090: tipo hospitalidad de la petición por categorías de #8. Bueno para las compañías, viajeros, conductores. Cambios TV, estaciones del cable por la demostración. Mezcla con el convertidor de la música. Elegir los restaurantes, disco, clubs, teatros, almacenes. Registrando en M usted conecta con L C.

. Para Techies: "Hospitalidad"/cribador del programa (interruptor): 9G220: Las pantallas/seleccionan del sistema (sistema adaptante) (tales/los programas indeseados/queridos señalados/el modes%/programs%). Palillo 5E020 de la inclinación

PLANTAS ARTIFICIALES A3-16: curvas hacia cualesquiera/luz del sol como las plantas naturales (solamente ésta pudo doblar más). Opciones: se inclina después de que cantidad determinada de oscuridad o fija hora y anima para arriba en tiempo ligero o cierto; negociaciones de vez en cuando con o sin incitar; ajustado a las variaciones estacionales: (los cambios colorean y) cae las hojas en otoño, decoraciones de las floraciones en la Navidad, tiene ramas nevadas, floraciones deja o reata o toma las nuevas hojas compradas, lleva la fruta/el caramelo/los juguetes artificiales, paquete del fertilizante de las necesidades para hacer alguno/todas las funciones (envase del palillo en base). Dice hola a la gente que camina cerca: clientes, etc; raspa en los sonidos cuando el ur no casero, baila a la música, programados para hacer cualquier función en cualquier día, eg.: cumpleaños, regreso al hogar, etc, sorpresa alguien con el regalo - si piensan su apenas una planta artificial normal. Puede mezclar artificial con las plantas verdaderas en el mismo pote. Slogans publicitarios: no necesita el agua, no puede matar it/die, garantizado para vivir () los años. Por ejemplo: sobre el riego de la primera vez, la alineación dentro de los vástagos de la planta (que tienen alta absorción) transfiere el líquido a:

hojas (cambios y caída químicos del color de las causas; frutas minúsculas a bombear con agua y para cambiar quizá color también; etc)
Diversión de la planta, diversión/mágico/salvaje/con sabor a fruta/mudanza/árboles verdaderos/plantas estacionales/del diseñador/.

CARAMELO DE A2-16A E: sensaciones sanas vibratorias o deliciosas mientras que come el lollipop (e m en la manija),

BANCO GUARRO A2-180: sonidos animales sobre la inserción de monedas: el perro raspa, pájaro canta, los oogles de los pescados, rugidos del león, oso ruge, los pollos..., los burros..., los caballos..., las serpientes y los lagartos hacen que los sonidos de slither, el maullido de los gatos, el etc. Los animales hacen sonidos shreaking apropiados cuando la puerta abierta para sacar el dinero. Los objetos, animales pueden también sonar el de: otros animales, burp, cajas registradoras, exageran el sonido de la moneda que cae, de las monedas que silban en aire o en bien sobre la calle o en el tocador entonces que consigue limpiado con un chorro de agua. Los sonidos pueden cambiar, programar hasta sobre 100 sonidos que sondeen en orden cronológica por el que el comienzo del primer sonido en diga la 101a moneda. el MED wl del vb S (pantalla) del SP del ep del punto de ebullición del tt del hh de e cons la P.M. adulta del semi-ll de la diversión de los cabritos
Banco de sonido, sonido banco, ruidoso banco, ruidoso dinero/moneda/ahorro/animal (tipo animal)/(tipo sonido animal Eg.:) - Perro de descortezamiento, que gojea/polluelo, ahorros divertidos (banco). El banco puede moverse con la inserción del dinero en 3D o en su exhibición ("S"): el aleteo del pájaro se va volando, pene que va erguido, pollo/pato que pone otra moneda sobre la inserción, cola del meneo del perro, el mono rasguña (estómago), los pescados que las aletas traseras menean, el león/el tigre abre la boca (y o recibir el dinero)
- las partes del cuerpo menean sobre la inserción monetaria

MENDIGO del GOLPEADOR de PUERTA A2-210: sobre golpear en puerta, ahuecar alcanza hacia fuera pedir la ayuda, donación (para la diversión o la causa). Golpeador normal, o mano del mendigo. O un prospecto sale sobre golpear la puerta, o la exhibición ("S") lee el mensaje.

A2-220 PUERTA CHIMER: habla en voces. Voces de la P.M. PP. Dice, "hola (cualquier persona hogar)", "alguien en la puerta"," (los sonidos del descortezamiento) ", las voces de la buena broma del etc., sonidos. Cuando la persona suena la campana, pueden recibir la respuesta, se registra que (bromea quizá el estilo), sobre el inquilino pasado que deja la premisa - se apaga la grabación saliente.

DOCTOR DE BRUJA DE A2-23A: el cuerpo británico o la dolencia emocional, m de e M. hace los sonidos/música/las instrucciones o el absurdo verbales que no pudieron curar necesario sino se pudieron a veces encontrar científico para curar.

También hace: las instrucciones verbales (sound/po/dd) para la dieta, exc, pensamiento positivo, producto líquido, llaman a doctor (el futuro marca el teléfono ("T") # para usted [comercialización para los médicos]); toma las pruebas del cuerpo (producto descrito ya); audio para caer dormido; enseña a qué u pudo necesitar aprender en necesidad de la clase o de saber sobre sucesos en el co que trabajan adentro; destellan los cuadros de cuando p era sano/feliz.

A2-23B ACCUPUNTURIST: cuerpo británico de e M. o dolencia emocional, la DD dice dónde aplicar m (quizá con la representación gráfica de las partes del cuerpo) y entonces los pernos agudos o embotados, puntos grandes, pinzas - empujar, pellizcar, tirar. Tener quizá uno apenas para la mano; diversos modelos para cada mano clasifican/tipo o modelo de la orden de encargo. M agarra la mano y o el pie como el aparato de medición del pie para encontrar el tipo correcto puntos de la presión. M da la alarma suave si mano y o pie no adentro correctamente.

Otros modos de antedicho: anillo; pulsera para el brazo/la pierna; anillo de oído; asentar el cojín; calzar los cojines (para sentarse y o caminar).

DE OP. SYS.: cosechadoras con él que hace salir la música/los sonidos curativos, voz, charla, sugerencias del ejercicio (simultáneamente o (o) más adelante); envía la cura fq

DANZA DE LLUVIA DE A2-23D: e m hace sonidos (científico jk de o (o)) que causa la lluvia efectuando el pensamiento positivo de los cielos (grupo). Muchas de las máquinas pueden sondear quizá aumentar probabilidad de la lluvia. Necesitar estudiar efecto, si cualquiera sobre efecto sonoro artificial sobre cualquier tipo de tiempo deseado.

23D MANTRA: e M. sondea su mantra, subsistencia p de las ayudas del foco perdidoso en mantra. el Info personal británico, m da el mantra personalizado para: diversos problemas, mismo para la vida, amigos, soluciones del problema del mundo. Cosechadora de mayo con los sonidos curativos/música sin sin mantra.

ENCANTOS MÁGICOS DE A2-23F: el propósito británico de e M., deseo, los encantos sí mismo o del molde de la víctima entonces m (o) dice u (los usuarios) cómo hacerlo (basado en métodos modernos clásicos de o (o))

JUEGO DE A2-23G: e M. soluciona ao-y o, crea el mundo y o compañía y o país y o de organización y o las galaxias externas y o histórico y o futurista y o interpersonal y o guerrea -- los problemas y o las escenas y o el G. Reino Unido en paradigma de la lengua que es autor y o la frecuencia intermedia g que pueden ser totalidad admitida y o alterado y o combinado sin el papel de tablero del interruptor g del G. PO, los pedazos, las reglas y o interruptor (software) g que se jugará en este o (o) el otro interruptor del M.G12 (software) AL EL (los papeles selectos de la P.M. de los pp [de personal Info-basado en productos descritos con el Info personal] es EL (electrónico) de interacciones y o las instrucciones y o equivocaciones incurridas en...)

- "VR"

. Para Techies: "Hospitalidad"/cribador del programa (interruptor): 9G220: Las pantallas/seleccionan del sistema (sistema adaptante) (tales/los programas indeseados/queridos señalados/los modes%/programs%)

- Directorio "D" %

AMBIENTE G DE A2-23I: Dios del MI 23G. Panoramas: iglesia/religión política que se separa, de la contracción, interno y externo, exorcismos; política del gobierno; Depts de R y de D/compañías: inventando nuevas soluciones, los productos, las fórmulas, los opositores que luchan exteriores y la organización interior, ladrones, procesos de la patente, ley se adapta...; cualquie tipo trabajo, academic, campo estrecho o más grande creativo;

GUANTE del ANILLO A2-240: guantes con el material claro que demuestra los anillos, pulseras, relojes. Hecho de (plástico claro, vinilo, Plexiglás, etc flexibles o sólidos). O guantes totalmente claros que esperanzadamente permiten una cierta circulación de aire eg.: agujeros pequeños o micro. Los guantes del encanto, ven a través los guantes, guantes de la joyería

NEGOCIACIONES del CUADRO A2-250: cuadro de p sabido, con el sitio en la parte inferior o sobre el cuadro para los mensajes de la escritura con los marcadores o instrumentos borrables de la escritura del registro o notas fijadas. Usos: la muchacha quisiera que el novio live-in recordara su cuadro cuando ella está en el mejor de los casos, da a comunicación la buena sensación; el padre deja instrucciones con los cabritos que sienten asustados levemente. Cuadro de la imagen doble por la lámina detrás del lucite/del vidrio y o de la superficie de la escritura del convertido en cuadro. Clavar con tachuelas en la pared, foto/usted/amor/encanto/cuadro adultos del ll D. de la diversión de los cabritos w2 - notas/mensajes/negociaciones/nota/tablero/comunicación

CEPILLOS DE PINTURA MÚLTIPLES DE A2-25A: g23 crean arte por cada u (usuarios) que hace adiciones/alteraciones

PLANTA A2-26 del CLUB del MES: conseguir a plantas extrañas cada mes como programa del regalo o para el uno mismo. Eg.: las trampas de la mosca de Venus del aire, plantas de jarra, plantas de la hoja, té se pegan, los cocos que crecen de sentarse en el agua, inusualmente de crecimineto rápido y o las plantas robustas, las plantas del Amazonas Nueva Guinea y otros lugares extraños, los bulbos, las plantas del cojinete del alimento, etc. de Op. Sys.: los terrarios, envases del crecimiento de la diversión, bombillas del crecimiento vegetal diseñaron soportar el envío (puede caber en los terrarios)

Plantas exóticas (club), político plantas correctas/crecimientos/club

GRAPADORA A2-27: La grapadora y los contratos más fuerte que estándar con esto no se pueden disputar como siendo hecho las páginas substituir. De Op. Sys.: tipo sello at/near/del notario lejos del área conectada; el pegamento - arroja a chorros entre las páginas - p pone el palillo en applier de s; legado estándar de la grapa también; cuadrado fácilmente estropeado del elemento 2 cm insertado en el punto de conexión. el autobús del MED del ep w2 del punto de ebullición del tt del hh cons sin ll. Grapadora de la opción, estupendo/caja fuerte (r)/Strong (er) - Bonder/grapadora/Attacher/conectador/arma, pegamento de la grapadora (encendido)

ALARMA de A2-280 DISTANCER: 3 pedazos. Los pedazos minúsculos con el microchip atado a cada guante, un pedazo más grande mantuvieron capa/monedero. Si es separado por más que distancia de la P.M., alarmar. el vb s w1 del punto de ebullición del hh cons las clases adultas. Ahorrar un guante, guante/manopla - ahorrador/alarma/buscador/protector.

El producto se aplica que todo lo demás uno puede no querer separado por distancia de la banda, eg.: animales domésticos (las alarmas del pedazo del dueño, pedazo del animal doméstico en el collar dicen en la voz "Charlie casero venido" del dueño, o"... "o tienen quizá perro del silbido son acostumbradas a estar para él con el entrenamiento anterior por el dueño. Algo prestó/utilizado por el empleado/el amigo/el extranjero (pluma del almacén). Los automóviles, carpetas, monederos, joyería, efectivo acortan, el compañero de la herramienta del carpintero del etc. (pp); Ladrón/mejor amigo del fugitivo;

DESODORANTE ELECTRÓNICO A2-290: zap los gérmenes (bacterias, virus, hongos, etc) de cosas antes de tocar (los asientos de tocador, los asientos, los escritorios, las plumas, las perillas de puerta, los hoyos de brazo, cuerpo entero, etc.

- Determinar la presencia de cualesquiera/de tipo gérmenes presentes: Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por el material con los reactivo químicos. NR (notificador adaptado `) demuestra qué productos químicos eran actuales W5. versión (electrónica) del EL muy impráctica. "Embolsa" de productos químicos en goma, utilizado para calcular NR. Propósitos de NR: el tipo de dolencia encontró a hospitalizado, cambios de la saliva del paciente según su salud "estado".

A2-R29 (era A4-R29) DEODERIZER ELECTRÓNICO: zap los gérmenes (bacterias, virus, hongos, etc) de cosas antes de tocar (los asientos de tocador, los asientos, los escritorios, las plumas, las perillas de puerta, los hoyos de brazo, el cuerpo entero, el etc. limpia las superficies, que no se pueden limpiar en absoluto o demasiado a menudo, eg.: cuero ornamental con moho.

Detalles técnicos: eg.: un guante por el que la diferencia potencial en frecuencias entre el pulgar y el rosado zaps a criaturas.

Teléfono A2-310 ("T") REGIONALIZER: el llamador oye el acento y la música populares para su región de país, según código de área del teléfono mientras que pasa a través de correo de voz o en asimiento. Si el empleado disponible con ese acento toma llamada (quizás el número central transfiere llamadas a la misma región de país en donde el empleado allí toma llamada).

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TRADUCTOR ELECTRÓNICO del MAPA A2-320: el mapa en el interruptor ofrece direcciones, cargas del peaje, tiempos de recorrido, precauciones, el etc en 12 idiomas. Cubiertas la mayoría de las ciudades importantes mundiales. Planeta posterior de las cubiertas la mayor parte de.

TD: Enchufe en el alumbrador del coche, incorporado al automóvil, autobús; el MED w1-2 del SP s del ep del punto de ebullición del hh de e cons P.M. adulta b exc del ll- de la diversión de los cabritos del autobús (partes movibles de las necesidades para los mapas regionales); tiene fecha de derechos reservados de la revisión pasada y de las rutas nuevas/alterada/del favorito de los pp- (, de etc, el dejar auto le toma allí). El mismo mapa alterna para la forma del usuario de transporte: carretear, automóvil, autobús, poseer el coche, el tren, caminando (cuál es más escénico), volando (qué uno puede ver del cielo (las rutas y las señales alternativas del recorrido de w con las explicaciones detalladas, historia, explicaciones geológicas, sucesos actuales (el gancho de m en C principal (computadora) anterior o va en línea vía el teléfono celular ("T"), el etc). Imprime los mapas (color también, o las cortinas de negro/del blanco que señalan diversos códigos). Tal traza disponible de la agencia de viajes.

MAPA ESPIRITUAL A2-320: mapa para los estados espirituales. Mezcla con la máquina de la terapia y el traductor electrónico del mapa. Que contesta la opción múltiple a preguntas da la comprensión de la máquina de lo que usted siente/pensar... y el mach le dará declaraciones (escritas, aurales) verbales como sugerencias, preguntas, uplifters creativos. Los mapas espirituales por la religión o (o) mecanografían la filosofía.

. - "Hospitalidad"/cribador del programa (interruptor): 9G220: Las pantallas/seleccionan del sistema (sistema adaptante) (tales/los programas indeseados/queridos señalados/los modes%/programs%)

VACÍO DEL INSECTO DE A2-33A: pequeña versión del tipo del polvo y o escarchos de la matanza, etc electrónicamente. Los sellos cuando están apagados, eliminando desinsectan de comer las reses muertas.

ARTE de la CARTULINA A2-340: La cartulina, que se pliega, y se pliega, en que u (usuarios) pinta. Para la esquina del sitio (3 pedazos de la cartulina: el piso, uno para cada pared), la escultura de Op. Sys. u (usuarios) de la cartulina puede crear, altera y o pinta. Apoyado contra la pared plana (2 pedazos). Los cabritos llevan a la escuela y o de escuela el hogar, actividad para el día lluvioso. Montar la cartulina en formas: cajas, animales

(pájaros, animales domésticos del hogar, casas, gente, árboles (la Navidad), coches, aeroplanos, soldados, etc) TM: Arte de la cartulina, arte del estallido (hacia fuera).

JUGUETES de la BASURA A2-350: Insertar e en cualquier cosa crear: los coches, robustezas, radios, Walkietalkie, plumas, lápices, envase para el rolodex archivan, el teléfono ("T"), los rattlers, altavoces para el sistema de la música o substituyen el discurso vivo

Fuentes de Op. Sys. de la frecuencia intermedia: cortadores de cristal estándar de s, tijeras para el plástico duro de la hoja, cartulina, latas de lata, alambre; los pegamentos, alambre, b, campanas, instrucciones, goma-ons que hace productos miran semi-genuinos, etc.

Crear los productos de: botellas, latas, cartones, productos rotos (la TV, radia, mira, coche, latas, huevos ahuecados, juguete, productos falsos suministrados por la frecuencia intermedia (grapadora hueco para el teléfono ("T"), embalaje de la cartulina del refrigerador o del fax o (o) C (computadora) o s del otro producto para el sistema de la hospitalidad)

Notas: cuando sus difíciles convertir el artículo, insertan solamente la parte del sistema del producto y dejan la comunicación alejada entre la función de las piezas como un sistema, eg.: altavoces alejados; dispositivo teledirigido para cualquie sistema de la hospitalidad (estereofonia, TV, juego de C (computadora), abrelatas de la puerta, interruptor ligero)

CÁPSULA A2-360: cuando está quebrado (con todo poder todavía permanecen en sello) llega a ser muy frío. No totalmente idea de Steven Kays. TM: Cápsula fría, TD: las fórmulas químicas crean frialdad cuando los productos químicos multi entran en el contacto con otros productos químicos.

MÁQUINA DE LOS SONIDOS DE A2-36A: botón para la risa, gritar, gritar, el etc. Ayuda a la sensación de u (usuarios) qué él quiere y o es un compañero y un simpatizante. También sonidos de: risa/griterío/que juega del bebé la sorpresa de around/in, reganando - "no hacer eso" en estilo serio o chistoso, la frustración, el reck nervioso, los "di DA del la...", el etc.

Opción: comprar cualesquiera sobre de los partes movibles una docena para el tipo variedades queridas

SELECTOR de CANAL A2-370: u (usuarios) pp qué él desea oír/para ver, eg.: tiempo, noticias (general o por el tipo, eg.: financiero, regional), cantantes particulares, grupos, agentes, directores, tipo general películas de la hospitalidad (roca, clásico, italiano...), producciones de regiones particulares. Seleccionar de TV, TVAD, cable, radio, hamm de radio (los CB del lw del interruptor del fm de la (software) mw...) El locutor da hacia fuera código en otro fq de la difusión real, selección de los pp de los oyentes, después su m dará real o de Op. Sys. cuál está el más cercano. M indicará # y los tipos de de Op. Sys. que los ajustes o viene cerca del gusto pedido. Entonces, M o u (usuarios) puede cambiar automáticamente a la estación, fq sin sin el tacto del botón. También tener exploración para el tipo hospitalidad/Info que viene con en la gama de selección.

- Incluso los programas de televisión de la serie tienden a tener diferencias de la demostración a la demostración. La serie que buscaba nuevos espectadores pudo alterar más adelante la demostración bastante para atraer a nuevos vigilantes. M indicará # y los tipos de de Op. Sys. que los ajustes o viene cerca del gusto pedido. Entonces, M o u (usuario) puede cambiar automáticamente a la estación, fq sin sin el tacto del botón. También tener exploración para el tipo hospitalidad/Info que viene con en la gama de selección.

A2-380 CANAL INTERPRETER/TRANSLATOR: mezclarse con el selector de canal, y m interpreta verbalmente o visualmente simultáneamente (o con un cierto retardo). Templar en difusiones el mundo (quizá más adelante, cosmos) de par en par. Perfora hacia fuera en Braille (material barato: el plástico, el subproducto de papel), imprime para la gente oculta, sorda.

SELECTOR del ESTILO del CANAL 38A: ¿tener solamente 100 canales a elegir de? ¿Preferir generalmente el romance, misterio, acción, violencia, no-ofendiendo (para los cabritos de u (usuario) o (o))? Los Pp labran, el modo deseado y el selector de canal #37 1] agregarán en los clips no usados en corregir final para las audiencias totales, y o 2] alteran excedentes de la voz, y o] la mezcla 3 con el convertidor de la música #8, la máquina de la terapia y conceptos relacionados, y o 4] censura hacia fuera los aspectos (escenas, algunos sonidos/palabras sin sin afectar a la representación visual. TD: el accesorio del MED w2 del ep del punto de ebullición del tt del hh del interruptor C (computadora) e cons P.M. adulta exc D. TM de los pp del ll del humor de la diversión de los cabritos del autobús (mezcla con el fósforo video): Censor personal (o), su/estilo (ized) personal de /Individual (ized) -/censor (o) /Entertainment (sistema) /Program (el ming)

39 METROS DE FRANQUEO: para las persianas (las aplicaciones Braille, tienen b que explique verbalmente m, los problemas que necesitan ser comprobado y las soluciones posibles). Pedazo del recorrido, convierte en el franqueo para el país local (eg.: bueno en la EC, URSS anterior, los E.E.U.U. pueden Mex, el etc). Facturado o pagado por adelantado en diversas monedas y entonces trabajar a máquina calcula el tipo de cambio (puede guardar la época de la impresión de mandar la cuenta o de alterar debido de las cantidades debido a las fluctuaciones de intercambio). Calcula el peso en sistema local del peso.

ESCRITOR de LETRA A2-400: los agregados al metro de franqueo #39 o (o) son un accesorio opcional incorporado. Las direcciones de los almacenes, impresiones letra la matriz del laser/de punto/la rueda de margarita. Tiene fusión de correo y puede tomar la mayoría de los programas de tratamiento de textos. Puede aumentar memoria, tiene módem, puede hacer llamadas del teléfono ("T") (u marca en el accesorio del teléfono ("T") o los diales de C (computadora)) y cuentas automáticamente a ur-su tarjeta de visita/acct si es más barato que tarifas locales.

SOSTENEDOR REUTILIZABLE del CUADRO A2-410: bueno para los hombres de negocios con los escaparates que viajan, galerías de arte. Fijación a emparedar. El montaje amó su cuadro sobre oficina. Ata quizá e para emparedar un cuadro, no estropeando superficies. O imanes de las aplicaciones para las paredes del metal y o los marcos.

O el cuadro flota entre el tipo magnético legados abajo y arriba.

OBJETOS FLOTANTES A2-420: flotar cualquier cosa arreglando el tipo magnético dispositivos por consiguiente. Ver #41.

EJEMPLO VISUAL del ANALIZADOR A2-430: VIDRIOS SELECTOS DE LA VISIÓN: ve solamente qué u (usuario) quiere ver, o bloquea elementos indeseables. Mezcla w: (hasta la fecha) concepto semi-poco realista de los vidrios de la radiografía.

TRAJES ELECTRÓNICOS DE A2-43A: demostrar a persona que está intentando influenciar cómo usted piensa que u (usuario) considera el mundo su manera, los vidrios del desgaste con su título (mamá, el jefe...) o nombrar en esquinas exteriores superiores de lentes. De Op. Sys.: seleccionar los marcos exagerados para imitar su tipo comportamiento; el registrador del microchip/la parte posterior del juego que da una cierta línea que dicen siempre - u (usuario) puede girarlo siempre que, eg.: "usted nunca hace lo que le digo".

¿Las cosas salvajes del juego del amor japonés, recuerdan cómo es salvaje era la tapa de los romanos del mundo, cómo los americanos eran en los sus años 60? Modificar el traje para requisitos particulares.

Vidrios de la broma: Demostrar a persona que está intentando influenciar cómo usted piensa que u (usuario) considera el mundo su manera, los vidrios del desgaste con su título (mamá, el jefe...) o nombrar en esquinas exteriores superiores de lentes. De Op. Sys.: seleccionar los marcos exagerados para imitar su tipo comportamiento; el registrador del microchip/la parte posterior del juego que da una cierta línea que dicen siempre - u (usuario) puede girarlo siempre que, eg.: "usted nunca hace lo que le digo".

Opciones: el marco de cristal puede tener muchos accesorios opcionales adquiribles por separado que puedan crear 100 de carácteres. El LCD puede exhibir ("S") el nombre del carácter, el título o el tipo persona.

Los usos, usuario pueden ser: Mercado japonés: vaquero (sombrero adicional), pintor francés (sombrero adicional), vendedor de coche americano "americano de la compra", princesa. Mercado japonés del niño: Carácter cómico de Manga, samurai, Elvis Presley, hombre del espacio, vaquero, geisha.

Mercado norteamericano: Agente famoso, presidente Bush, candidato presidencial, ama de casa irritable. La persona puede ser su hermano, vecino, profesor, amigo, amante, conductor de tren, conductor del autobús. Para los payasos profesionales, los actores, cabritos, aburrieron a adultos, dan como broma alguien el cuadrado o ya salvaje.

¡Los vidrios del día de fiesta - uso en Víspera de Todos los Santos, año tras año - incluso cambian los trajes cada hora! En el país de América: uso en los Años Nuevos, tarjetas del día de San Valentín, días de fiesta presidenciales, desfile del día de mayo - ser una cierta extravagancia, 4 de julio - ser algu□n patriota, acción de gracias - ser un pavo - engullen engullen... ¡(por algunos minutos a la vez), la Navidad - ser santa o un duende o lo que! Esto es un dispositivo pre-Virtual del mercado de la realidad. También uso de realzar su creatividad siendo diversa gente - sale del moho. Uso para el comportamiento positivo que modela - quizá.

. Para Techies: ¡El audio puede salir de un walkman como el dispositivo atado a la correa o dondequiera que! Audio también quizá del collar. La salida audio preprogramada por el fabricante y o el usuario - comprar el audio como la gente hace para sus contestadores automáticos - la cinta puede venir con el accesorio de cristal para ciertos carácteres. Poner en cortocircuito preprogramado o el audio de la voz del usuario puede venir en pequeña viruta, por lo tanto necesita solamente el pequeño walkman.

Vidrios del día de fiesta - cierto accesorio que compra opciones puede ser varios carácteres con algunas alteraciones de menor importancia de piezas incluidas. La opción audio simplemente selecta y él continuarán jugando de nuevo ese número en solo presionar de un botón.

. Opción: tiene pequeños dispositivos colgantes, que se pueden exprimir por un amigo, o el usuario para hacer sonidos audibles o palabras... éstos puede estar para la diversión o el choque. Un dispositivo puede sugerir al amigo para encontrar el dispositivo siguiente y así sucesivamente... entonces para encontrar el rojo - quizá su ocultado en... el foreplay sexual.

ETIQUETAS ENGOMADAS A2-440: lemas, pernos, marcas registradas para la manera (camisetas, accesorios...), pegatinas para el parachoques, productos (consumidor, anuncio publicitario: electrónica, juguetes, juegos, trucos, bromas, interruptor, publicidad, empaquetando...). Esto se aplica a todo el tipo futuro lemas de la etiqueta engomada según lo descrito adjunto.

TM: Muchacho del planeta, planeta/mundo/International/cosmos/Marte/luna - sistema de la robusteza/del ser humano/del hombre/del muchacho/de la muchacha/del recorrido/de jet/viajero -- para: bolso, manera, complementos, eg. reloj, manera eyewear, accesorios del recorrido, continente del etc./país/planeta - puente

LUCES de la NAVIDAD A2-450: los flashes al sistema de la hospitalidad del ritmo o (o) conectaron, audio, visual. TD: el MED w2 del ep del interruptor (software) C (computadora) e tt cons la P.M. adulta del ll de la diversión de los cabritos del autobús

CONTROL de LUZ de CALLE A2-460: propósito: reduce el tiempo que espera en el automóvil, tren, plano, a pie. La luz de calle cambia más rápidamente en el favor de los elementos móviles (automóviles, etc) que quieren ir más vía una trayectoria. Para el sistema de rejilla del semáforo de ciudad (ajusta según entradas totales de todos los elementos móviles y ajusta otras luces de calle por consiguiente según incluso flujo a través del área del metro. Atado al vehículo y va encendido sobre la detención o coger de la señal de luz que es señal

cercana; la destinación de los pp y m dirigirán o auto (o) u (usuario) en patrón con menos obstrucción de señales, tráfico (m está en línea con el transporte c del metro, la congestión de los monitores de estes 3ultimo por la cuenta del coche de la c, el helicóptero, la historia de la circulación en este tiempo, el etc); [mezcla con idea electrónica del mapa] [m dice la mejor hora de u (usuario) viajar y el tiempo de recorrido posible, antes de salir], Info en recorrido del metro también.

. Para Techies: el vp w2 del SP del ep del punto de ebullición de la auto-contador-tapa del hh del interruptor C (computadora) e cons P.M. adulta exc D. de los pp del ll del autobús.

TÚNELES DE A2-46A: túneles extensos de la estructura en districtos centrales del autobús. Ahorrado de luces de la parada. EG.: en Manhattan, construir abajo de las avenidas, y de algunas calles (que interconectan los túneles de la avenida). Túneles múltiples, eg.: La Quinta Avenida A, este 3ultimo de la Quinta Avenida B. conecta u (usuario) con los 57.os túneles de la calle C. para el transporte eléctrico. Los túneles con el extractor del gas utilizan los ejes de aire. Entonces bloquear quizá alguno/todas las calles superficiales de los automóviles y el verdor de la planta, ensancha las aceras.

TABLEROS del JUEGO A2-480: su listado atado al tablero (por los clips etc) y a él produce a agregados de papel de los pedazos u (usuario) del tablero del juego a objetos más pesados. Elegir el juego u (usuario) quieren, eg.: monopolio, su propio juego que usted ha programado, o comprado e insertado en el M. Puede alterar reglas. Mezclarse con el juego electrónico #47 del patio. TD: el MED w2 del ep del punto de ebullición del tt del hh del interruptor (software) c (computadora adentro) e cons P.M. adulta exc de los pp del ll del humor de la diversión de los cabritos

TRANSMISOR del RELOJ A2-510: según hora, hace de vez en cuando declaraciones, como: "su hora de levantarse" - en el reloj de tiempo dispuesto para alarmar; "comienzo ahora" - 9 del día del trabajo: 00; "tiempo del almuerzo", "el jefe se está volviendo de almuerzo pronto", "hora para las noticias de la TV". Suena cada hora//or de media hora. Contenido verbal de los PP o de la P.M.

DESCORTEZADOR del ABRELATAS de PODER A2-520: los gatos, perros, animales vienen a la cocina cuando la audiencia puede abrirse (eg.: esperando pescados), así que enviar la corteza hostil durante y o después de abrir. Contra el descortezamiento, puede enviar inaudible sano para servir que rechace moderado animales. TM: Gato lejos

LABORATORIO DE IDEAS MACRO A2-530: una enciclopedia de especializado o a través del espectro Info. Pidiendo el Info en asunto particular, elegir todas las áreas en enciclopedia que se menciona este asunto. Entonces p puede pedir más Info en el subtema. Eg.: Se selecciona el asunto "teléfonos", después título o Thomas Edison explicativo principal, diseño italiano - teléfonos, compañías de la selección del estado - los

teléfonos... TM: Einstein, laboratorio de ideas TD: el MED cd w5 del ep del punto de ebullición del tt del hh del interruptor de c (computadora adentro) (software) cons el mem adulto de la P.M. v de los pp del cp del mfh de la DD del crd del po del ll del ed del cabrito del autobús

MAPA del ZAPATO A2-55: el zapato, calcetín, joyería, manera (accesorio) actúa como marcador con el mem. Saber más adelante donde ha estado p. Hacer solamente esto donde el ambiente (de sitio al país) tiene fq saliente que m admita. El seguidor sabe si son frío (muy lejano), caliente (más cercano), caliente (algo el cierre) - basado en color (sonar quizá también - daría sin embargo el seguidor lejos al seguido)

ASPECTOS A2-560 de los G: MI el resto del G descrito anterior y más adelante según si su nrl del rl o.
1] Mapa G del zapato: mapa del zapato del MI 55. rl. seguir otro olor cogiendo solamente donde han estado con el retardo del tiempo/de la distancia del sistema creado por el producto del seguidor. Incorporar el aspecto en un G. más complejo.
2] Invertir la orden de la cinta/del microchip de extranjero y su lengua y sus dialectos. Conjeturar qué lengua. rl. Puede también ser jugado adelante.
3] El destructor crea las trayectorias de la destrucción. sin sin el enemigo que reconstruye/construye/lucha el destructor. nrl.

MÁQUINA DE CORTAR A2-570: vía el laser de: alimentos grandes de la cocina del hogar o (o); ¿existe? productos =industrial, productos demasiado lejos para alcanzar fácilmente o (o) en espacio. MK: mantiene el cuchillo aseado limpio, agradable y o más fácil y o más rápidamente/un pedazo más pequeño/ningu□n metálico después de gusto (eg.: para los cortes de la lechuga)

DECORADOR A2-580: el laser corta una pequeña trayectoria o hasta el final adentro, alimento del diseño with/on de págs., madera, metal, plástico, piedra, papel... Cortar y goma, artes. Mover el objeto/laser.

ANALIZADOR de la DISTANCIA A2-590: la luz del laser o (o) demuestra distancia entre m y el objeto (eg.: montaña, árbol) por tiempo que toma para que la luz refleje detrás o vía otros medios. También pudo la pista en contenido del objeto distante por manera que la luz/sound/fq refleja de nuevo a producto.

Exhibición A2-600 ("S")
PROYECCIÓN: como en proyector de diapositiva, el cable, TV, vídeo proyectó sobre la pared, lona blanca, vidrio especialmente reflejado (ventanas del transporte público, coches (mientras que en la luz de la parada, parqueada; para automáticamente cuando las ruedas dan vuelta y re-continúa de donde ido cuando las ruedas trabadas). También proyecto: todo el nrl G describió hasta ahora de modo semejante y los interfaces de o (o) g con el rl cuando estaba colocado entre g m y reflector; cualquie CRT Info de cualquier persona producto eg.:

computadoras; mapas; instrucciones; luces/lasers que despiden al derecho (existe pero no como de Op. Sys.); vista posterior del conductor auto o del peatón o (o) del bicyclist.

ESCALADOR del COMPORTAMIENTO A2-610: como m que detecta si la persona está mintiendo por la tensión... en voz, detectar cómo:

a] sexual otra persona siente. Incluso intentarla en se para ver que trabaja. Saber si usted persigue otro por una fecha caliente.

b] confiable y o constante/organizó/confiado/capacidad de seguir el plomo de o (o)

De Op. Sys.: da la lectura de muchas otras características del comportamiento posibles vía el po, DD, CRT del p; cara de la entrada p y po/show en la CRT qué mirarán como la fecha futura de los pp, o el de sus niños... . Para Techies: JK (hasta ciencia ha avanzado bastantes para validar resultados)

- Opción portable: Pequeño y portable - mantener bolso o bolsillo y mirar más adelante para determinar análisis, apenas giran el interruptor para escuchar adentro longitud de tiempo preprogramada. Y o uso guarda la mano en el interruptor en cuanto a cuando quieren a o no recibir la entrada para el análisis, eg.: determinado por la sincronización de declaraciones importantes, mientras que el hablar del menor de edad pudo ser menos importante para el análisis.

INFORMACIÓN del MUNDO A2-620: sucesos actuales de los di del mfh en la parte del globo seleccionada cerca: continente, país, ciudad o metro-área del área específica w/in, asunto (tiempo, finanzas, tipo industria, política, guerras...), o acontecimientos principales mundiales; predicciones de la moneda (en el boletín de noticias que existe ya en algunas formas) que digan las predicciones de u (usuario) para el tipo de cambio futuro de moneda para los hombres de negocios que necesitan tomar decisiones del punto; hora y fecha en cualquier momento conversiones calculadoras del tiempo ligero del día de la zona (existe como producto por sí mismo) (muchos productos no hacen esto); traducciones de lengua (véase traducir la invención de la máquina); radio -, fm, interruptor, mw, lw; televisión;

TD: si el mfh no es práctico para las cosas que no cambian tan rápidamente, u suscribe al Info en el disco se inserta que (en disco de 3.5 pulgadas o en el tamaño más pequeño futuro), y o consigue el Info templando en un interruptor, mw, estación de radio del lw que envía el Info en el código (hacer tan mientras que no usa la máquina) - ningu□n coste y accesibilidad fácil.

MANIFESTANTES del ALIMENTO del SUPERMERCADO A2-630: m prepara los alimentos para los clientes posibles de nuevos productos mientras que miran a través de ventana. los fabricantes de m qué gente comprará y o dan muestras libres.

MK: ahorrar en el trabajo (requiere sin embargo p guardar el ojo por horas), /novelty atrae a gente, toma poco espacio.

ANIMALES DOMÉSTICOS ARTIFICIALES A2-640: caminan con usted, cantan, nadan. Ahorra apuro.

TARJETAS PREFABRICADAS A2-R65: competir con el sello... Comprar con los cuadros del color y o algunas frases. Reino Unido su c (computadora adentro) las palabras. u pudo también conseguir la selección de lemas que quieren personalizar para su special a alguien. La fecha especial m del calendario o del registro de S o (o) recuerda las fechas para enviar.

MK: correo directo vendido, computadora/almacenes grandes

Opción: ¡comprar un microchip en un pequeño caso, que es terminantemente una tarjeta verbal (sonido solamente)! Idea nueva. Puede incluso venir en el empaquetado plástico, los corazones, el etc atractivos, que el usuario puede oír en varias ocasiones, incluso con el imán para el refrigerador.

TRANSMISOR PÚBLICO A2-660: e m que habla para el efecto socio-psicologico deseado, eg.: en el R&D u otros lugares creativos, sonar excesivamente serio reducir el malo helado de la sensación para el alcohol creativo del grupo; juega música/sonidos; etc

Donde: en elevadores, vestíbulos (cuando detecta p está caminando abajo), entradas a los cuartos, pisos, garages de interior/al aire libre de los edificios.

CUADROS del PLANETA A2-67: ver cómo diversas culturas lo hacen, la manija, administrar, stylize las cosas similares, objetos. c (computadora adentro) y o vídeo y o con audio: música de las palabras de los sonidos

Usos: Organizaciones de la investigación y del desarrollo; proyectos de la escuela del estudiante; agencias turísticas - demostrando a viajeros potenciales cómo diversas culturas manejan los intereses del cliente: manías, ocio, cocina, etc.

A2-680 CUADRO ALTERATOR: la cámara y S (pantalla) que altera la foto moviéndose/que agrega pedazos, los colores cambiantes, agregando suena (para las presentaciones de diapositiva)...

ALTERNADOR DE RADIO de A2-690 TV: el producto de la diversión-broma, en una distancia e m cambia la estación que ella quiere, eg.: p confiado selecciona 94FM clásico pero en ese punto del dial él consigue música country en lugar de otro, él mira el dial otra vez y no puede entender. Partes movibles: cinta del canal del playboy o video; canal de noticias extraño - incluso noticias falsas; en almacén de la TV, la persona de las ventas pone cierta demostración sobre el canal - quizá para caber el estilo de compra percibido del cliente. Para controlar a niño, consiguen a mala recepción para cierto de radio negativo y o las cadenas de televisión.

DIVISOR de los SONIDOS A2-700: como el divisor ligero de la prisma, esto divide el sonido en diversas piezas que se oigan normalmente solamente simultáneamente. De Op. Sys.: una característica de Op. Sys. para el sintetizador de los sonidos, g, EL

Laser de la LUPA del SOL A2-710: cosas de las quemaduras en una distancia o un cierre para arriba. La lupa grande es absolutamente de gran alcance. Aplicaciones: hacer el arte; comenzar los fuegos sin fósforos; calentar el agua sin el fuego; decir p "no cruzan", laser quemará p un poco si cruzan la línea

RETORNADOR de la FRECUENCIA del teléfono A2-720 ("T"): el fq registrado, entonces música/sonidos del llamador en fq similar, tensión, felicidad, nivel/tipo de sensación es oído por el llamador mientras que están en asimiento. Propósito: hace que el llamador siente a la una con el otro partido. e m pudo hacer alteraciones para cambiar el comportamiento del llamador.

EXTREMO del ARCHIVO A2
Archivo: Introducción a la palmadita/A3 A4 A5 A8

ARCHIVO A3:

CHEQUE de CUERPO A3-2: periódico correo adentro como chequeo físico en curso que busca cuaesquiera anormalidades que puedan necesitar pronóstico adicional. La orina (pequeños envases con los casquillos), sangre (tomar el pequeño sello agudo del instrumento-entonces, la jeringuilla con la aguja), pelo, embadurnador del ojo (para el líquido en esquina del ojo - al gritar, bostezando, siempre, para el moco especialmente al despertar) - entonces sella; heces - cuchara con el pequeño envase; Amortiguador de la transpiración (de hoyos de brazo después de la ducha antes de desodorizar); Raspador de la piel (especialmente si ver las anormalidades); Palillo de la cera de oído (con el sellador); Raspador de la nariz (para el moco con el sellador); saliva (puesta en la pequeña tapa del envase de la boca entonces lo después de sacar, o puesta en el tipo amortiguador (con resultado-intentar rápido o lento acumular elementos particulares de la mayor importancia). Aunque quizás costoso, el rico puede comprar una cierta paz interior y o medidas preventivas. Incluidas pueden ser las instrucciones para el uno mismo - cheque - suben, eg.: pechos... Ellos o el doctor elige en los cuales muestreo al correo y a la frecuencia para cada uno. También registra lecturas del cuerpo en memoria: golpe de corazón, presión arterial... Muestra del cuerpo (r, cheque (del uno mismo) (para arriba), cheque encima de la muestra (r/s)

. Para Techies: Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por los reactivo químicos del material w (con). NR (notificador adaptado `) demuestra qué productos químicos eran actuales W5. Esta N copiada al agosto de 95 7G050.

VENTANA DE CUADRO DE A3-8A: en la pared tener terminal de la CRT el demostrar de escenas al aire libre cambiantes: árboles, orilla de mar con la paloma, etc. opcional: aroma, plantas verdaderas, sonidos: grillos.

ARCHIVO A4:

DEMOSTRACIÓN VIDEO DEL PRODUCTO DE A4-69A: el administrativo ve a cliente interesar particularmente el producto - ellos en el botón de la golondrina de mar que demuestra qué cliente está interesado adentro.

- FOTÓGRAFO DEL LAPSO DE TIEMPO DE A4-R71A: variedad disponible. Las plantas del reloj crecen, subida de los soles y o sistema, cambio de las estaciones.

A4-R73 TATTOOER: ratón de los gráficos w del diseño (con). Impresión hacia fuera sobre el papel especial, transferencia sobre el cuerpo para el tatuaje temporal. Opción: conectar la computadora con el dispositivo electrónico, que pone diseños sobre cuerpo permanentemente - facilitación de los miedos del tattooist con habilidades artísticas pobres. Comprar diseños, y o cambiar los colores. Los cuadros del amante, máquina toman el cuadro.

Exhibición de MERCANCÍA A4-74 ("S") ER: sobre la eliminación del artículo, de sonidos y o de la música apropiada al producto. Botón de empujes del cliente para el producto Info. Incluir el distancer - el sonido llega a ser cada vez más alarmante mientras que se está tomando demasiado lejano. Características alternativas, colores disponibles en el pedido por correo o en almacén.

COMUNICADOR LIGERO A4-Q75: la luz del color es indicación de cierta área de la comunicación. ¿Usos?

ANALIZADOR DE LA CINTA DE A4-78A: dice la calidad del sonido en la cinta. Eg.: reproducción pobre, grabación original pobre. Las ayudas convencen el mercado comprar los registradores del CD, de DAT, el etc. En el interés del fabricante electrónico. Hacer barato bastante para los que no pudieron producir normalmente una máquina costosa de la música.

ANALIZADOR DEL DISCO DE A4-Q78C'COMPUTER: si la calidad ha caído incluso un poco, la gente consigue nerviosa y quiere substituir. El carro es así que analizado.

AMO LIGERO A4-80: DJ controla los colores ligeros de la música, del sonido y el emparejar que bailan a los ritmos. Para el disco, uso del hogar.

ARCHIVO A5X

JUEGO QUE CONJETURA A5-050: el usuario conjetura qué llave representa, si recuerdan conectando pares iguales, después ganan.

SIMULADOR de la MUCHEDUMBRE A5-100: el cliente oye que los sonidos sutiles del distribuidor al por menor/co del tráfico w/in de un cliente que camina más pesado vía el ms/v del ms/V. pueden también emparejar los movimientos del ms/p para causar un fósforo de clases con efecto subconsciente. M sabe quién es cliente puesto que él viene a través de puertas del cliente, empleados debe utilizar normalmente la entrada del empleado (prevención del hurto). M sigue a cliente.

ARCHIVO A8: ENCANTOS

A8-03 PUESTO ENSAMBLA en número del sistema de crear preprogramado de las posibilidades: nuevos objetos, carácteres; u oraciones. Opción: Los nuevos sonidos se pueden crear consecuentemente también. Puede hacer en el software, pedazos en tablero electrónico especial.

- Cada pedazo es una partición IMI.
- D: A8-03 ~ c (computadora adentro) = oscilador/S ()/r de la pantalla

Los ENCANTOS A8-05 para la mujer cuyo amante o marido olvida poner el asiento de tocador en el suelo - el encanto alarman después de limpiar con un chorro de agua si el asiento no está abajo

FIJACIÓN de los ENCANTOS A8-07 a los cajones, sonidos al abrirse. Especialmente para las chicas jóvenes.

A8-08 ENCANTA las HERRAMIENTAS del CARPINTERO: salen a menudo de las herramientas detrás. Hace un solo sonido que recuerda corto si la herramienta está también lejos del bolso de la correa de la cintura del carpintero. Puede integrar a partes importantes con absolutamente los pedazos.

ENCANTOS A8-09 PARA la CAJA del JUEGO de NIÑO: sonidos siempre que esté abierto: el cajón, pecho, caja del juego, caja vendió por la frecuencia intermedia para sostener los juguetes. Hacer como sensible y activa por algún tiempo período. Especialmente uso en el cajón de objetos de valor: diarios, compartimientos del sexo (cabritos de la subsistencia hacia fuera), etc.

A8-10 ENCANTA BROMA: puesto debajo de la alfombra así que suena como el piso de madera está crujiendo gravemente

A8-11 ENCANTA SONIDOS de la CEREMONIA de BODA: bromear para la datación de la gente, en luna de miel, el día de tarjeta del día de San Valentín, la bola del etc. y la cadena: diseñó ser atado a la pierna. Siempre que la persona coja la bola en la tabla, suena la ceremonia de boda.

ARCHIVO A9

USOS A9-02 de los SOFTWARES QUE REPRESENTAN a GENTE de PENSAMIENTO, MENTES:

MÁQUINA de la DATACIÓN A9-04:
máquina por cuál puede familiarizarse con otros mejores, totalmente nueva gente o los viejos amigos. Hacer las cosas en nuevo/maneras diferentes poner en evidencia los nuevos comportamientos/que piensan/sensaciones.

CONCLUYE LA CARPETA DE LAS INVENCIONES DE "A"

Archivo: Introducción a la palmadita/A5X

ARCHIVO A5X

Nota: El archivo A5-Old fue ampliado más adelante en el archivo A5X. Algunas invenciones no fueron transferidas.

JUEGO QUE CONJETURA A5-050: el usuario conjetura qué llave representa, si recuerdan conectando pares iguales, después ganan.

SIMULADOR de la MUCHEDUMBRE A5-100: el cliente oye que los sonidos sutiles del distribuidor al por menor/co del tráfico w/in de un cliente que camina más pesado vía el ms/v del ms/V. pueden también emparejar los movimientos del ms/p para causar un fósforo de clases con efecto subconsciente. M sabe quién es cliente puesto que él viene a través de puertas del cliente, empleados debe utilizar normalmente la entrada del empleado (prevención del hurto). M sigue a cliente.

+ identificador del reemplazo A5-110: La pieza del producto cambia color cuando el tiempo necesario ha transcurrido para el reemplazo.

- notar esto cuando una pieza cambia color, eg.: consiguió demasiado caliente o recibido demasiada frecuencia o el tipo incorrecto. El color del cambio puede significar la posibilidad de la parte de necesitar el reemplazo; su edad; el nivel de fragilidad, conductividad, elasticidad, del peso eso cambiada, grueso cambió, temperatura, etc.
- dar esto a un ingeniero químico también.
- las versiones electrónicas y no electrónicas de este producto deben ser construidas

. Para Techies: Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por material (de los reactivo químicos de este N) w (con). NR demuestra qué productos químicos presentan W5. Esta N (invención) (invención) copió al agosto de 95 7G050.

Archivo: Introducción a la palmadita/A6X

ARCHIVO A6X

Nota: El archivo A6-Old fue ampliado más adelante en el archivo A6X. Algunas invenciones no fueron transferidas.

Los ELEMENTOS COMUNES a LA MAYORÍA de los ENCANTOS NUMERARON LÍNEAS DE PRODUCTOS EN el ARCHIVO A6:

(Escritor: insertar por favor los elementos aplicables de esta sección del principio en las descripciones de producto reales)

. Pequeño sonido que hace las baratijas. Emite cualquier tipo suenan como gojear del pájaro, silbando, campanas, percusiones diversas.

. Tiene opción de estar en la cadena dominante, pendiente, collar, pulsera.

. Colgar del árbol de interior o al aire libre, pasamano, árbol de navidad, cortina, barra de cortina de ducha, cabeza de ducha, sombrero, collar.

. Cada artículo puede ser un no-descriptivo o la forma específica puede tener poseer el sonido: loro, vaca, coche de bomberos, señora atractiva. Cada forma, sonido, función se apunta a diverso mercado.

. Brilla intensamente en obscuridad.

. Los mecanismos internos pueden ser totalmente sólidos, permitiendo que la piel coriácea externa contenga la arcilla como la sustancia, que puede remolded. Los botones y digitales leídos están con seguridad a ras de la piel, sustancia de la arcilla que rodea el resto de los lados del encanto.

. Viejo para las formas: presionar el objeto en molde en la forma del gato, corazón, flor... La forma llega a ser permanente. Un modelo de sistema más costoso permite el formar de nuevo otra vez.

. Agregados a otros objetos vía: etiqueta engomada fuerte del pegamento sobre la eliminación del sello; Velcro; imán; pequeña correa (eg.: alrededor de propia correa del monedero).

. La salida audio, digital o video del encanto es determinada por el mercado apuntado. EG.: en producto A6-1 enderezan debajo de la "música de cadena", alteran el tipo opciones según categoría de edad, cabritos de la música consiguen consonancias del niño...

ENCANTO del AMOR A6-07: Forma del corazón dada a su amor uno. Los recuerda llamarle. Programable solamente por el donante y o el usuario. No reutilizable solamente (solo tipo grabación). Opción: tiene voz del amor uno que dice que "amo su", el etc.

. Atar los cuadros detrás del protector plástico claro. El producto se pudo vender con el tipo plástico plantilla en forma del corazón de cuál puede cortar fácilmente la parte del cuadro en la forma del corazón para la inserción exacta en encanto

A6-8B QUE CAMBIA PERIÓDICO A ANUNCIADOR

. El horóscopo de la persona para el día o dado hacia fuera durante día como estrellas cambia periódico. Cada muestra consigue su propia versión, fabricante produce doce versiones cada año.

LLAMADOR de ACOPLAMIENTO A6-12

Ha preprogramado sonidos para tentar el interés del animal. Habla en su lengua que usted es amistoso e impaciente encontrarse. Hacer las llamadas de acoplamiento con los pájaros, ranas, grillos, gatos, perros, otros pequeños animales peludos.

Opción: tipo animal y o propósito del programa

Opción: Aparato de lectura del registrador: Cuando el viajar a la máquina exóticos de las tierras y o si usted no sabe el tipo pájaro, al mono, del etc. registra su voz y la amplifica de nuevo a ellos. El "mic direccional" coge sobre todo los sonidos distantes que vienen de fuente acentuada.

. Versión subacuática para los pescados, y los delfines del mamífero.

. Comunicador del animal doméstico: ¡Obrar recíprocamente con sus animales domésticos caseros a las nuevas alturas!

Animales domésticos quizás ciertos hasta la fecha menos populares en el hogar responderán bien realzando su renombre como animales domésticos.

. El producto puede también juntarse como instrumento musical que mezcla diversos sonidos. Los sonidos se pueden incorporar a la máquina con el otro musical que crea sonidos, o sean una opción agregada a una máquina musical.

. Esto se combina con el producto siguiente: Comunicador animal A1-110-121004:

comunica en los sonidos animales, que crean efectos específicamente deseados en animales. Por ejemplo puede hacer un animal de la seguridad parar el raspar o llegar a ser agresivo si la persona que controla la máquina percibe peligro. Enseñar a los pájaros a hablar, cantar. Puede inducir a animales que tengan menos o más

hambre, sensación menos sola, agujereado, cansado, tímido, agresivo, rápido y antipático. Utilizar apenas para la diversión. Diversión animal, transmisor animal, hombre de la charla, película hablada de la película hablada. Inducir o reducir el comportamiento sexual.

AYUDA del VIAJERO A6-13:

¡El traductor de la voz se adaptó a los dialectos regionales y a las ocasiones serias o sociales! Presionando cualquier un botón seleccionar a anunciador automático de la oración en la lengua del país. El botón así que el extranjero oye, eg.: ¿"puede usted ayudarme? ¡esperarme, dejar por favor mirar en mi diccionario", "hace cualquier persona hablan (la lengua del usuario)", "ayuda! ", "llevarme por favor a esta dirección" - con lo cual el usuario demuestra el papel del taxista con la dirección, "cuánto", "gracias", el etc. Un botón deja a usuario selecto de cualesquiera de las idiomas una docena. Cuando en modo de la lengua del sistema, las declaraciones convirtieron a esa lengua. Los comandos de la máquina pueden estar en de las idiomas.

- Los modelos futuros dejarán a usuario hablar en el "mic" que en golondrina de mar habla hacia fuera en la lengua y el dialecto deseados.

. Técnico: al presionar "ayuda!" si el ser con túnica, etc, volumen entra automáticamente máximo.

. Comercialización: la gente que cruza muchas fronteras no consigue a menudo aprender todas las idiomas. Es muy común a la impulsión con medias docenas de los países al viajar a través de Europa en algunos días. También una herramienta de lengua-aprendizaje.

. Relacionado con otros números del producto.

. Opción del reloj: recuerda algunas frases importantes, y la prensa la necesaria de emergencias, del etc

AMPLIADORA de la PANTALLA de la CRT A6-18: Magnifica la pantalla de la CRT. Trabajo más lejos lejos, reduciendo la exposición radiactiva.

. Trabajar más lejos de la pantalla radiactiva de la CRT colocando la lupa clara fácilmente conectable del plástico o del vidrio encima de la pantalla. También, más fácil en ojos. Conectable a las televisiones también.

- Deja fabricantes hacer pantallas más pequeñas también, causando menos radiación.

. FLOTADOR =

Las partes más portables del sistema tienen enfrente de los imanes en cada extremo. Una "c" formó la base también tiene imanes que atraen cada uno de los extremos del pedazo en espacio. los .2cm a los 2cm de aire está entre los imanes de atracción. El artículo portable es ligero. Los imanes y el diseño se diseñan para soportar gravedad y el viento, y usar abajo de las fuerzas del imán para el mínimo cinco años.

. Para Techies: D: 1+ = 2 - = 3 = 4+ = 5.

- Notas de D: 14 imanes positivos; 25 imanes negativos; 3 no magnético conductores (entre 1/2/4/5) que es/parte del producto; 1 y 5 es cada uno en sus extremos individuales del bastidor de "C"; uno de los propósitos del flotador es crear un diseño interesante (entretener); el artículo que flota se puede sacar del marco de "C"

(usado sobre premisa/puesto en la tabla); cc. "Inclinación": colocan/el functions% de los controles del objeto flotante

- Formar de la flotación = del nr/de la otra forma de comunicación al usuario. Pista = tipo flotación.

. Para Techies: PIEZA DEL FAX - FX/FS =

Construido en máquina de facsímil, envío/que recibe en diversas velocidades.

D: datos/imagen = "sensor" = "C" = TR (transmisor) = impresora

- cojín del aire (envía y recibe faxes); carro (cómo se envían y o se reciben los mensajes); "S"; "C"; Reino Unido.

- La máquina de fax C95 defiende hacia fuera mensajes indeseados. Ver el fax en la exhibición ("S"), los faxes deseados impresión. NTT 29 de marzo de 93 NK. D (dibujo): C95=tel~c~remote

. - matriz contenta de la fecha 4E020: Los registros y organizan ocurrencias anteriores.

CARPETAS DEL DIRECTORIO DE LA INVENCIÓN DEL <<CONCLUDES "YO J G E D C B A" >>

INVENCIONES DEL <<<< POR EL >>>> DE CATEGORY

La mayoría de las invenciones enumeradas adentro sobre archivos

Categorías principales: Producto químico, profesor particular del movimiento, Musical, plástico y mecánico, telecomunicaciones.

RELACIONADO QUÍMICO - LAZOS A OTRAS CLASIFICACIONES

Contenido para los archivos químicos (lazos a otras clasificaciones)

. Introducción

. Indicadores químicos - un más nuevo Info

. Patentes del indicador

. Indicadores

. Piezas

. Para Techies

. 7GN

. 7GQ

. 7GR

. Producto químico en general 7G

Archivo: Categoría/química/introducción

INTRODUCCIÓN del ARCHIVO 7G

Ver los archivos relacionados para los detalles. 7Gi antes titulado.

Las invenciones incluyen los indicadores químicos que demuestran qué sucedió cuando, donde, porqué y cómo. ¡Consumidor interesante y otros usos.!

+7G050 PVC - guantes, condones, etc:

Alerta a usuario cuando ha estado perforado o contacto entrado en con los productos químicos dañosos. Versión química: la capa interna está de diverso color en la golondrina de mar que se expone, o la capa interna emite la sustancia coloreada cuando está pinchada. Versión electrónica: el sensor notifica si cualquier contacto se ha hecho con los productos químicos específicos en superficie interna, externa o superior.

- guantes de las aplicaciones R259 (seguridad), ES 95

+ (no-EL) (en todas partes) el guante colocado los sensores químicos "analiza" /nr cuando el guante entró en el contacto w (con [o fuera a un cierto grado]) peligroso/señaló los productos químicos.

+ esta N (invención) ampliada en 20-30 páginas, combinando: 7G050, 7G051, 7G052.

+ NOTIFICADOR del PVC 7G051:

Alerta a usuario cuando se ha agrietado, o ha doblado más allá de cantidad deseada, en la golondrina de mar que lanza la sustancia coloreada. Ver 7G050.

- la exposición al aire de la sustancia interna causa: descoloración (en área general (incluso dentro de varios mm/cm en superficie normalmente expuesta, visible).

+ esta N (invención) ampliada en 20-30 páginas, combinando: 7G050, 7G051, 7G052.

+ 7G052 dobló el notificador llano:

Hacen el usuario enterado el número de épocas excesivas y el grado de material de doblez emprendió más allá de niveles deseables. Usos: alambre, bisagras (existe?), el cubrir flexible (vinilo). El sensor electrónico analiza la situación: cuando, donde, qué, cómo algo fue doblado. Útil en laboratorios del R&D, eg.: prototipos de prueba del nuevo producto, usos de los específicos no identificados.

- corte y movido a: Archivo REG30 7.95

+ esta N (invención) ampliada en 20-30 páginas, combinando: 7G050, 7G051, 7G052.

DIRECTORIO del archivo 7G del extremo

Archivo: Patentes del indicador categoría/producto químico/7G

PATENTES del INDICADOR del ARCHIVO 7G (los E.E.U.U.)

Los números siguientes son patentes de los E.E.U.U. Los diagramas se extraen de cada número de patente con sus descripciones al título de esa sección. La información encontrada después dos puntos del número de patente de los primeros es probable más allá del alcance del número de patente sí mismo.

El color cambia para 7G y 1G20 y 1G20R

Indicadores del cambio de temperatura: Estrategia de búsqueda de la patente: (Color near9 (cambio o cambios o cambio)) y ((temperatura o termal) near5 (cambio o cambios o cambio))

DIAGRAMA: INDICADORES del CAMBIO de TEMPERATURA del ~ de KN (invenciones) = ~

CAMBIANTE del MÉTODO del COLOR

-5215378

-5202677

-5175944: color del cambio de la ropa

-5165797 5153066 5115825 4804275

-4781597: para el suelo, las paredes, estructuras cerca de elementos calientes, estructuras que sostienen o que rodean elementos calientes, y todo lo demás hechos del concreto.

indicador de tiempo-temperatura -4859360 y 4834017 y 4805188 [para cocinar] y 4824827 indicadores del Tiempo-color: similar a KN; combina los efectos del tiempo y de la temperatura en la determinación de cuando la temperatura señalada se ha alcanzado sobre una duración mínima/máxima/predeterminada; cuanto más alta es la temperatura, menos el tiempo necesario cambiar posiblemente NR.

-4832046 4834500 4835899

-4877633 y 4844933: seguridad del alimento demostrada por (niveles de diferenciación de natural) NR; una cierta descoloración se pudo reducir, pero bastante hacer disponible para demostrar cualesquiera peligros o carencia del valor alimenticio debido a su edad y o a las temperaturas excesivas alcanzada vía cualesquiera circunstancias.

-4854160 4854332 4888219 4818215

-4888219 flor artificial termosensible

Indicadores ligeros del cambio: Estrategia de búsqueda de la patente: ((Luz o laser) near9 (cambios o cambio)) y (color near5 (cambio o cambios o cambio))

DIAGRAMA: INDICADORES del CAMBIO de la LUZ del ~ de KN (invenciones) = ~ CAMBIANTE del MÉTODO del COLOR

-5338631

-5308900: el nivel de resistencia a los cambios del color se reduce según cómo este indicador se desea rápidamente para demostrar la exposición luminosa.

-5308900: el nivel de resistencia a los cambios del color se reduce según cómo este indicador se desea rápidamente para demostrar la exposición luminosa.

-5178091 niveles bajos de detección del líquido en depósito - el color líquido sí mismo cambia: (peligroso) niveles bajos de cualquie líquido = NR; las ventanas en envase pueden demostrar los colores cambiados del líquido; el indicador del color de lubricantes y de otros líquidos necesitó prevenir: averías mecánicas, continuación de efectos deseados.

-4772529 4772561

-4779120: "tener acceso", "pista", "visual-analizador"

-4867552 y 4865440 y 4865439 y 4840477 contactos coloreados: los cambios colorean para encenderse

-4844866

-4847736

-4854332

marca de -4769310 y 4861620 lasers: nr (el notificador alerta a usuario) si (indeseado/cualquiera/los niveles peligrosos de) el laser ha entrado en contacto con el material: el vestir, la piel humana/del animal/del organismo, el plástico o el otro material sintético actuando como engranaje protector (para los seres humanos, los organismos, el equipo, los materiales inanimados).

-4863694 4863832 4864144 4889794

INDICADORES QUÍMICOS PELIGROSOS (funciones de NR cuando ocurre el producto químico peligroso (indeseado)): Estrategia de búsqueda de la patente: (peligroso o peligro o agente carcinógeno o mercurio o plomo o cadmio o gas o gases o gaseoso

dosímetro o (contador del ajuste de Geiger) o radiactivo o isótopos o cianuro o arsénico o fenol o allerg o asma o producto químico o droga o farmacéutico

) y (color near5 (cambios o cambio))

DIAGRAMA: INDICADORES QUÍMICOS PELIGROSOS del ~ de KN (invenciones) = ~ CAMBIANTE del MÉTODO del COLOR

-4875914 y 5239175 y 5318912: Salida KN (invenciones) del gas = Nr

-5338643 5302749

-5187363: donde la humedad no se quiere. La humedad puede ser el agente que acciona cuando el agua se combina con otros productos químicos y u ocurrencias (del undesirable).

-4962039: donde la humedad no se quiere. La humedad puede ser el agente que acciona cuando el agua se combina con otros productos químicos y u ocurrencias (del undesirable).

-5120511

-5099132 dosímetro

-5114570 nr del filtro de agua: la acumulación de productos químicos en filtro del líquido/de aire aumenta el nivel de NR, eg.: colores más brillantes o de diferenciaciones.

-5117116 5124129 4844866 4854332 4863694 4772560 4822743

4854332 4863694 4777018 4820755 4826772 4864144

4772940 4776612 4777018 4787398 4790327 4810631 4820755 4821710 4884866 4846182 4863694

-4784959: cuaesquiera salidas vía líquido/gas

-4834017: Indicador de tiempo-temperatura [para cocinar] y 4824827 indicadores del Tiempo-color: similar a KN; combina los efectos del tiempo y de la temperatura en la determinación de cuando la temperatura señalada se ha alcanzado sobre una duración mínima/máxima/predeterminada; cuanto más alta es la temperatura, menos el tiempo necesario cambiar posiblemente NR.

Indicadores superficiales de la capa (NR funciona sobre (indeseado) las ocurrencias (del contenido químico): Estrategia de búsqueda de la patente: (superficie o pintura o esmalte o anondiz o capa o capa o alambre o cableado o tela o paño o materia textil o cemento o asfalto o piso) y (color near5 (cambios o cambio))

DIAGRAMA: INDICADORES QUÍMICOS del ~ de KN (invenciones) = ~ CAMBIANTE del MÉTODO del COLOR

-5102046 5124172 4774835 4844706 4863694 4884752 4884752

-4792092 sistema del cambio del color de la pintura: cubrir cualquier superficie

-4863620: tela del nr (el notificador alerta a usuario)/material/ropa planos flexibles sobre ocurrencias (ácidas) señaladas.

Estrategia de búsqueda de la patente: (tensión o fatiga o estiramiento o rotura o rasgón o corte) y (color near5 (cambios o cambio))

- comprobado a partir desde de 1989

-4775835

-4802255 el cepillo cambia el color que indica llano de uso: materiales (del filamento similar) usados al color del cambio en: telas; alfombras; zapatos; cubiertas flexibles (de piezas) (por el que el nivel de doblez/mudanza/uso (ayudas) indique llano de uso, eg.: la caja de engranajes de la mano del cambio de palillo del automóvil tiene el material flexible en la parte superior que guarda hacia fuera la ruina, o tarps.

+--barrenderos: fregonas arrebatadores manuales/vehículos/escobas eléctricos/de la calle/: el nr (el notificador alerta a usuario) indica: contacto químico peligroso (para reducir ocasiones de productos químicos (indeseados) de extensión; excesivo usar-y rasgón.

Tiempo: Nr de la causa de los cambios a tiempo (y el efecto sinérgico con otras ocurrencias) (el notificador alerta a usuario) que refleja llano de cambio/de efecto/de tiempo más allá.

Estrategia de búsqueda de la patente: (Tiempo o épocas o sincronización u hora o minuto o en segundo lugar) y (color near5 (cambio o cambios o cambio))

- ver otras subdivisiones de esta sección de la patente

EL TIEMPO DEL ~ DE KN RELACIONÓ LOS INDICADORES = EL ~ CAMBIANTE 4804275 DEL MÉTODO DEL COLOR 4805188 4824827 4840806

Misceláneo: comprobó a partir de 1992

KN = MÉTODO CAMBIANTE DEL COLOR =

5094286 4804275 4807387 4809901: cuando los metales alcanzan temperaturas excesivas - tales materiales que sueldan, dispositivos, métodos se pueden utilizar para ayudar a actuar como NR.

+ - título - calibrador del envejecimiento. Cambia el color que demuestra su edad: se aplica a KN diversos (invenciones) que demuestren edad/otras ocurrencias cambiando el color/el otro NR. El número de patente H630, uso número 177308, archivó 1988 04 05 del inventor Betts.

Resistencia: NINGUNAS BÚSQUEDAS REALES HECHAS: pero una cierta N (invención) encontrada.

Resistencia a los cambios del color: el nivel de resistencia a los cambios del color se reduce según cómo este indicador se desea rápidamente para demostrar llano de ocurrencia.

Estrategia de búsqueda de la patente: (Resistir o prevenir o evitar o parar o inhibir o limitar o reduc o cortar [abajo] o fuera o alimento [cambios del color no queridos a menudo]

KN = MÉTODO CAMBIANTE DEL COLOR = 5308900 4812517 4818568 4823245 4824246

- Alimentos: 4853235 y 4840806: para otros alimentos

Palabras claves: producto químico, química, colormetric, peligro [bio peligro o peligroso], peligro, dañoso, tóxico, indicat

Estrategia de búsqueda: chem y (peligro o peligro o daño o tóxico o carcinógeno) y (indicat o colormetric)

Colormetric: término usado para cuando dos o más productos químicos obran recíprocamente y cambian color. Causa el cambio del color en espectro [visible] de a.

CONCLUYE EL ARCHIVO: PATENTES del INDICADOR 7G

Archivo: Indicadores categoría/producto químico/7G

7G050 I N D I C A T O R S

Tipos más beneficiosos de indicadores. Mucho N diversa en las páginas siguientes 30+.

Productos del uso general:

Guantes

Juegos, delantales, zapato (cubiertas)

Envases: llenado demasiado arriba cuando tapa colocada encendido; presurizado

+ tubería: descarga ilegal vía limpiar con un chorro de agua en sistema de aguas residuales de la ciudad

+ cableado: corrosión interna

Esteras

Edad del contenido

Suelo: cementos, azulejos, tapas contrarias, fregaderos

+ indicadores del accidente: topes autos contra conductores del atropello y fuga

+ indicadores superficiales para los objetos comunes: plumas, teléfono, teclados, interruptores, manijas, tiradores, rodillo impulsor, herramientas

+ máscaras, anteojos, vidrios.

+ ruedas

+ vendajes

Tipo indicadores:

+ sincronización: contacto, deterioración, empeoramiento de contenido

Etiquetas

Material intermedio: entre la superficie y el indicador

Frecuencia intermedia: simplemente los indicadores de la capa sobre de productos del estante, entonces hacen los moldes para los productos disponibles si las ventas son altas.

(Todos) N (invención) en varias categorías:

- indicadores de la fractura
- mecanografiar los indicadores del contacto
- indicadores de la tensión. Exceso: temperatura, doblez, estirando, edad.

Elementos únicos de N: Algunos fundamentos solamente

- bolsillos en el PVC
- mecanografiar las mezclas usadas PVC w (con [o quizá un poco fuera]) necesitó mejor los productos químicos inducir el tipo reacción del nr (el notificador alerta a usuario)
- cambios del color de los nr
- donde el nr (el notificador alerta a usuario) colocó: zapatos, tierra, ropa, guantes
- ventajas: la seguridad, anti-contaminación, no lanzando genes no comprobados en el ambiente, substituye la carencia de las sensaciones de la mano en guante
- u selecciona el tipo: PVC y sensores y nr del producto químico
- tipo Secundario-UNo inactivo productos químicos

- capas

El usuario descubre si su plástico-tipo producto ha estado perforado, deteriorados o entrados en contacto con los productos químicos peligrosos. Para los guantes, los condones, laboratorio cubren, los envases, problema del etc. evidenciados vía: lanzamiento del tinte del color.

OTRO:

. Deterioración

. La pieza de recambio necesitó

. Notificador químico del contacto

. La presión aumentada notificó: pipas; envases a presión (patentes encontradas en el DB de la patente?)

. Guantes: toxinas de extensión u otros contaminantes a los usos subsecuentes del trabajo.

. corrosión (mirada corrosiva)

fraseología de +-printed (esa aparece dependiendo del tipo ocurrencia). La fraseología pre-se hace en el material: sus cambios del color vía la reacción química (en lo que concierne nr).

<3, 3.5, 3.5, 4, notificadores de 3> 7G050 (plástico)

SE DEMUESTRA QUÉ:

Cualquier tipo de usuario de la ocurrencia quiere "notificado" (abreviatura: Se demuestra NR). el nr (el notificador alerta a usuario) es una advertencia cuál deja al usuario o a otros saber vía diverso significa que sucedió una ocurrencia (indeseada) específica. Ejemplos del tipo ocurrencias:

. Condiciones de la calidad del PVC demostradas:

- Misceláneo: agujero; rasgón;

+ (menor de edad) estirando que podría llevar más adelante al rasgón verdadero debido al área débil creciente; si entró en la sustancia corrosiva del contacto w (con [o quizá un poco fuera]) (que podría debilitar el pvc (enrarecido)), puede haber corroído ya la capa externa de pvc; si el pvc se está estirando más allá (deseado/banda) de capacidad, eg.: dar la superpresión demasiado grande para el guante, o. El grado de deterioración se refleja en más o menos de ciertos colores/tipo nr. funciones del nr (el notificador alerta a usuario) en la anticipación de perforaciones.

--relacionado con: el aeroplano cansa el caucho acodado de diferenciación de w (con [o quizá un poco fuera]) así que el equipo sabe cuándo cambiar los neumáticos.

+-Age (del uso): si el PVC es demasiado viejo, o expuesto al aire/al producto químico (demasiado de largo/más allá del plazo de pr/tds).

+ excedió las temperaturas demostradas: cambio en temperatura para contenido (tubería, envases,)/ambiente de las tapas. Diversos colores representan diversas temperaturas.

--si la temperatura ha excedido una temperatura mínima o máxima.

. - Cambios biológicos demostrados: El minuto cambia en temperatura resultando de comportamiento del microorganismo. Mecanografiar los organismos y o en cuál él es hacer (w5) demostrada - > su efecto mensurable del "nr" de la causa de las actividades (los productos químicos excretados por la actividad del tipo organismo, temperatura, pvc llano del movimiento (cantidad de fricción/de vibración) reciben, etc.) - > reacción (química) (pvc) - > nr.

--resultados llanos de la fricción - > cambia en condiciones químicas del PVC/de cambios químicos resultando de mezcla de sustancia (de mudanza) estudiada con el PVC.

- Tipo químico contacto demostrado: diversos colores representan el tipo contacto w: ventilar (calidad), nivel del pH, producto químico específico querido (ser evitado). Porcentaje del contenido químico particular: cómo está deshidratado, sulfúrico.

+ diversos lados del PVC tienen nr de diferenciación (el notificador alerta a usuario) según lo que entra en ese lado el contacto con lo que (w5). Ver la subdivisión "de múltiples capas". Usos: saber qué lado del plástico había señalado ocurrencia.

+ las superficies duras (instalación de tubos, echando a un lado) demuestran cualquier perforación, tensión excesiva en cualesquiera como maneras al PVC que tiene problemas. Eg.: la instalación de tubos para la agua caliente/los productos químicos está cercana a estallar. NR:

1] color exuda hacia fuera vía el líquido (pegajoso, gooey, alto líquido - el derramarse al piso, aceitoso, se separa fácilmente (casi por todas partes coger la atención). Fácilmente lavable.] el EL 2 (el sistema electrónico busca acoplamientos adaptables a las características asociadas) "sensor" envía el nr (el notificador alerta a usuario) vía los cambios externos del color de la C. 3], debido a: reacción química (dentro de la capa interna o de la capa/entre la capa interna y externa.] el nr 3 (el notificador alerta a usuario) aparece abajo de la tubería, eg.: los cambios instalaron tubos el color del material; el algo más se emite o se cambia en el material que es transportado, eg.: fragmentos de un poco de material (no daña cualquier cosa).

- el pvc incluye los productos químicos (mezclados/incorporados) diseñados para obrar recíprocamente las sustancias apuntadas de w (con [o quizá un poco fuera]). La reacción química puede ser inmediatamente considerado/adelante/cómo la banda - w5.

. - cualquier elasticidad necesaria todavía se encuentra en el PVC.

. - ciertos tipos de contacto cuyo nr (el notificador alerta a usuario) no es fácilmente prestable a la inspección por el ojo humano sin ayuda: sostenido debajo del microscopio (con: ciertos filtros de la "lente"/ven en cierto fq, eg.: luz ultravioleta).

- NR demuestra la sincronización de la ocurrencia: el contacto sulfúrico hizo hace 5 horas por 8 minutos, nivel de contacto/de porcentaje sulfúricos de la sustancia que era sulfúrica en aquel momento (w5) era 40-50%.

O-Hornadas: para comprobar mejor w5 el tipo exposición, diversas hornadas de los productos químicos usados en el pvc se diseñan para un efecto de la cápsula del semi-tiempo (cada hornada se hace eficaz en las horas de diferenciación, por lo tanto más reaccionar accionado las hornadas/para no reaccionar, una lectura más exacta en cuanto a el tipo acontecimientos (cuando, cuánto qué, w5).

. - diversas hornadas pueden el nr (el notificador alerta a usuario) (búsqueda a la demostración): tipo múltiple contacto por el tipo químico/w5.

- diversas hornadas se pueden atar sobre el PVC/tomar o pelar apagado/activatable cerca: tirando de la lengüeta/del color/poniendo el PVC anterior en el tipo solución (el PVC diseñado para llevar a cabo o para trabajar con eficacia el paso tan anterior hecho es útil para cualquier futuro que identifica para el tipo contacto. la sección/la pieza de la reacción química de +-needed en el PVC se cubre cerca: lengüeta, cinta, capa externa del PVC. La reacción ocurre cuando:

---+ se saca la parte externa (por u, momentos antes que el nr (el notificador alerta a usuario) es necesario)

---. gastado o erosionada/o sale apagado de una cierta otra manera.

--la combinación de diversas hornadas y cómo se activan puede pintar un mejor cuadro para: mecanografiar el contacto químico/w5. Eg.: la sustancia con dos productos químicos puede ser identificada cuando cada lengüeta diseñada para cada sustancia se ha efectuado/nr. El "análisis adicional" del tipo producto químico es comprensible determinando cuántos y cuáles de las reacciones químicas múltiples posibles ocurrió - toda la porción como evidencia adicional.

--las lengüetas/las hornadas puestas sobre el PVC son: absorbente para uno o etapas múltiples para determinar el tipo contacto. Puede comprar lengüetas por separado del PVC. El PVC diseñó mejorar el asimiento/el trabajo con la lengüeta/hornadas cerca: el mejor pegarse con la lengüeta (permanece tan en/puede salir); las hornadas no se tocan: (los marcadores colocados en el pvc donde cualesquiera/ciertas lengüetas pueden ser puestos, marcadores para las lengüetas fijan en localizaciones menos probablemente para tocarse basaron en para lo que se diseña el pvc, eg.: guante (que evita los puntos donde los dedos tocan otras partes del guante.

. - Mecanografiar los productos químicos que el plástico puede demostrar que el contacto fue hecho con: microorganismos, tipos específicos de: bacterias, virus (VIH, frío que induce), tuberculosis, molde; agentes carcinógenos; ácidos; toxinas a los seres humanos o a otras formas de vida que el guante pudo tocar posteriormente; etc.

- sección de cada PVC (eg.: el dedo del guante) tiene diversa función. Cada sección puede tener aspecto de diferenciación: tipo color-coded/de diferenciación plástico (aspecto/superficie). Usos: las ayudas identifican qué sección del PVC tenía que mecanografían la ocurrencia (w5) (después de que pvc movido/sacado del chisme/de la mano anteriores).

Cómo funciona el nr (el notificador alerta a usuario):

cómo cierto tipo ocurrencia se hace sabido (a u (investigador/protector de seguridad) /observer/ "sensor" /sys).

- la superficie del rasguño/lleva a cabo la lengüeta para considerar: cambio del color/de la textura. fraseología de +-printed (esa aparece dependiendo del tipo ocurrencia). La fraseología pre-se hace en el material: sus cambios del color vía la reacción química (en lo que concierne nr).

. --si sale la capa externa, el poner letras se puede imprimir sobre una capa más baja, y se expone sobre retiro de la capa externa.

. --La fraseología puede indicar: el peligro, advertencia, contacto químico hecho, agujero, perforación hecha, precaución del _____, considera el manual, el código numérico que se explica en manual de sw/printed. el cambio de +-color es "nr". "Nr" puede también estar vía: cambio (superficie) del PVC físico, eg.: las burbujas, consiguen más difícilmente/más suave más o menos flexible/excreta sustancias (el líquido, polvo, olor, (concentrado) tinte de la tinta frota apagado). Cada tipo de situación se puede representar en tipo de diferenciación de acción del "nr", eg.: azul contra el rojo para la temperatura, el olor del hedor para el peligro, y el perfume para una situación más segura.

. - Cemento/pintura: el nr (el notificador alerta a usuario) altera vía cambio del color; cambio de la textura superficial (corrosivo (mirada), burbujas para arriba)

. - El vidrio/ve a través el PVC: nivel de cambio (coloreado) = de nr de la opacidad. Eg.: la ocurrencia de un poco de producto químico señalado se demuestra vía el enrojecimiento del material. Cualquier presencia de deterioración (grieta, viruta) es acentuada por el color en la grieta, viruta.

. - el material pierde su elasticidad/flexibilidad/llega a ser más frágil/deteriora después de la reacción C del chem (adaptar características asociadas de las búsquedas de la computadora) ocurrió. Esta deterioración puede ser (+only/and o) servir como la función (especificada) del nr (el notificador alerta a usuario). Eg.: Guante de N-Dex, plásticos existentes que llegan a ser frágiles después de que las temperaturas excesivas/productos químicos de los contactos w (con [o quizá un poco fuera]) ciertos.

+-Resin usado en la fabricación del plástico tiene productos químicos que acentúen la mirada/la sensación/el olor corrosivos/deteriorados que actúan como NR. Esto pudo suceder en ciertas circunstancias como el plástico ahora se hace, con todo no siempre. Por lo tanto el plástico usado producto químico de w (con [o quizá un poco fuera]) se diseña para alterar el aspecto del plástico en la ocurrencia señalada, donde no tendría de otra manera.

%-any el otro cambio unordinary que puede ser notado: visualmente, "sensor". Eg.: cualquier otro cambio que pueda/ocurre de plástico en otras situaciones, puede tener reacción reproducible similar cuando el plástico entra en el contacto con otros productos químicos que no causaron tal reacción antes.

- Emisiones de NR: Cambios del color; el líquido exuda hacia fuera; gas oloroso; ("sensor") gas perceptible; nr; la reacción (química) a la ocurrencia hace el sonido no electrónico, eg.: rasgado/sonidos vibratorios/de la fricción; (menor de edad) haciendo estallar o burbujeando suena mientras que las hebillas del pvc/las deformaciones/alteran en la reacción química.

Cómo el sistema (el sistema busca acoplamientos adaptables a las características asociadas) (automáticamente) reacciona (señalado/cualquiera) a NR: Cómo el PVC/el sistema responde favorable a la señal/a la reacción química de NR: Ocurrencia (primera reacción - > produce Chem C) - > nr (el notificador alerta a usuario) - > reacción (descrita en esta subdivisión, chem secundario-c).

- El flujo de las paradas del mecanismo (EL) (adrede) de líquido/de sustancia hasta problema alivió.

- el sistema (entero) cerró (hasta que reparación/la alteración hecha)

. - Seguridad/policía de T, eg.: el vandalismo ocurrió.

- OTD D (dibujo): u (adaptación que busca del usuario) = este ~ del sistema de N (invención) (cómo sistema reacciona a nr (el notificador alerta)/"del usuario estado" de la ocurrencia) C =

ACCESO (); ANALIZADOR (); CARRO (efectos del interruptor cómo responde el sistema);

NOTIFICADOR (si se desarrolla el tipo químico múltiple de diferenciación nr (el notificador alerta a usuario), el compuesto de ellos puede significar una situación/una ocurrencia = un nr más complejos (que significa tales)).

OSCILADOR (las alarmas se apagan a través del departamento/del edificio (unidad)); Banda (); Picosegundo-Zona (); Q (); CUENTA (); SENSOR (para la presencia química); ESTADO (); TDS (); T (); UIP (); ANALIZADOR VISUAL (); WA (capa de goma del laboratorio = EL n).

las puertas de +-automatic shut=seal en la contaminación y o la gente que intenta salir/entran. Cerrando adentro de la contaminación vía el cierre/fijación de puertas, las ventanas, HVAC expresan, etc causado cerca: nr (el notificador alerta a usuario) - > C - > cerrado mecánico/fijación.

modo de +-Combat: cualquie otro sistema en el "estado del arte" a combatir: (indeseado/peligroso) lanzamiento de sustancias, eg.: las caretas antigás dispensaron automáticamente.

+--Extinguidor: el retardador es aplicado/rociado sobre el punto/el área/sitio/unidad. Retardador: ignífugo, el otro producto químico/microorganismo diseñó combatir/w interactivo (con [o quizá un poco fuera]) el tipo químico (indeseado) B.

. - el personal de seguridad especializado entró en contacto con vía: la persona llama/uip-analizador = t = seguridad.

- u/C (adaptar las características asociadas) de las búsquedas de la computadora (uip-DB) entró en contacto con/información dada (vía t) que la ocurrencia podría estar de interés (para los usos de la investigación). "Perseguidor".

- el "analizador visual" "analiza" el material (alterado): monitor inteligente 2E251.

- hay tipos de diferenciación de NR (dentro de un experimento/de un material/de una parte particulares), la manera de la respuesta del sistema depende del tipo de NR.

Multi-Capas:

- La capa interna/externa (del guante) de diverso color en la golondrina de mar que se expone, o la capa interna emite la sustancia coloreada cuando está pinchada.

+-three o más capas, cada w (con [o quizá un poco fuera]) poseer las características (color, qué busca y nr). Eg.: nivel de deterioración ácida demostrado por en qué capa ha comido.

- un material más costoso se puede señalar en posiciones más cruciales, eg.: capa externa.

Funciones electrónicas: [esta sección electrónica no se debe utilizar en la reescritura]

El sensor notifica si cualquier contacto se ha hecho con los productos químicos específicos en superficie interna, externa o superior. Ambas versiones analizan el tipo de ocurrencia en términos de cuando, y cómo un

tipo particular contacto químico fue hecho. La ventaja más grande es la característica de la seguridad para la humanidad.

- PVC = EL (el sistema electrónico busca acoplamientos adaptables a las características asociadas) "sensor" = c (analizador/memoria/estado) conectable a PVC = S (la pantalla y el analizador del 'adaptan el menú para las necesidades actuales de los multi-usuarios')/C (adaptar) asociado/m/carro/guantes/PVC de las características de las búsquedas de la computadora

- Pista: (producto químico) ocurrencias de la "pista" de los "sensores" para: DB del R&D (compilación de la historia referente a experimentos particulares), tds, nr (el notificador alerta a usuario) (w5).

- OTD D (dibujo): u (adaptación que busca del usuario) = este ~ C del sistema de N (invención) Alerter (adaptar características asociadas de las búsquedas de la computadora) =

ACCESO (acceso necesario antes del activatability del nr); ANALIZADOR (reacciones químicas); CARRO (productos químicos, interruptor); EDUC (); MULTIUSOS (); +NOTIFIER (); OSCILADOR (alarma, nr de las señales sonoras); Banda (funciones de: nr, analizador, estado, tipo producto químico (reacciones) buscado); Picosegundo-Zona (u/chemical/pvc debe estar en cierto sitio); Q (qué cada reacción del nr significa; el sistema pide q pertinente para ayudar a determinar "estado" de la ocurrencia, eg.: qué productos químicos u trabajaba w (w5)); Capa del nr de S (w revestido (con [o quizá un poco fuera])); CUENTA (contacto w5/reacciones químicos); SENSOR (los sensores químicos, cada sensor pueden diferenciar por el tipo contacto químico buscado, este sensor son a menudo desmontables/lanzados fácilmente hacia fuera después de la reacción ocurrieron; D (dibujo): producto químico que entra en el sensor del contacto w (con [o quizá un poco fuera]) = el sensor químico (in/on/attached al pvc/al sistema) = reacción química = reacción química al convertidor de señal = a la señal = a c ("analizador") = ~ del nr la otra función deseada; ANALIZADOR de SONIDOS ("analiza" los sonidos emitidos de la reacción química, eg.: el tipo burbujeante o ardiente sistema del aislante de la ayuda de los sonidos del producto químico podía ser, estos datos usados para emparejar con datos en UIP-DB para el tipo productos químicos en el DB del sistema); ESTADO (cualquie contacto químico hecho); TDS (las ayudas entienden w5 para: aislando cuando/donde sucedió la ocurrencia química); T (nr); UIP (uip-DB: características de productos químicos (u puede entrar en el contacto w), uip de u (adaptación que busca del usuario) (la lista de tipo productos químicos u puede ser el funcionamiento w), el w= emparejado UIP-DB UIP de U); ANALIZADOR VISUAL ("analiza" antes de que/durante/después de que de las imágenes las reacciones químicas para ayudar a determinar la naturaleza de la ocurrencia, UIP-DB); WA (el sistema trabaja el wa de w (tipo de R&D) n).

- el sistema del EL reduce costes de la mano de obra, vía su "análisis funcionado c" /diagnosis.

Patrones generalizados del uso:

- Manipulación de materiales peligroso, sondeando en fábricas de productos químicos y refinerías, basuras municipales, guantes del dentista/del investigador. Mercado enorme.

- cuando consigue al nivel del peligro, el "nr" necesita ser muy identificable/sensible/eficaz en la cogida de la atención del u, eg.: muy brillante contra los colores no-sensibles, oscilador ruidoso.

. --Problema: animase a u (adaptación que busca del usuario) se pudo que confíe en n, incluso si se previenen sobre el nivel inevitable de inexactitud en ser prevenido del apuro.

- ropa del laboratorio, también: juegos, pantalones, camisas, chaquetas, delantales, zapatos, sombreros...

equipo de +-lab (capas): cuando la superficie ha deteriorado exponiendo el material peligroso - > NR. El material peligroso incluye: radiactivo..., agentes carcinógenos, gases, peligros quizá no a la vida humana - pero al experimento o a la vida de la planta no humana, animal, insecto, temas del microorganismo en el experimento.

- las demostraciones nivelan de uso/del frotamiento/de la fricción. La capa externa de guante usa hacia fuera demostrar su hora de cambiar el guante. Si usa por tiempo largo/rasgón de menor importancia, estirar.

el plástico de +-if recibió desgaste excesivo y el rasgón.

+--esas partes del pvc que consiguieron mayor uso ya - > nr, pueden dejar uso de u (adaptación que busca del usuario) otras piezas de separar el área del uso/del desgaste. Eg.: La manopla del PVC (guante) se puede mover de un tirón encima en la misma mano.

demostraciones "nr" del material de +-covering. Abrigo del material de cubierta/PVC para: asiento, manteles, delantal, sombreros, cubierta sobre la ropa, manija de la pluma (existe: pluma que mata los gérmenes en contacto). Actos también como la demostración del desgaste de la gente de las divisas con qué productos químicos han entrado en el contacto.

- el PVC mata los gérmenes (algunos): en el contacto superficial/sobre (semi) la penetración (puesto que la capa protectora externa cubre (posiblemente) los productos químicos peligrosos para anestesiar. Los gérmenes de las matanzas sobre superficie del contacto w están de plástico.

Comerciabilidad/valor:

- Guantes: Mucha gente es absolutamente temerosa de la contaminación, el número de tal gente crece probablemente anualmente debido a la sofisticación cada vez mayor de la población. Reduce la ocasión de: separando microorganismos nuevamente dirigidos, enfermedad (VIH, cáncer, quemaduras (del producto químico)). Los sueldos para el producto químico/Biotech aventurado/los trabajadores médicos son más altos, usar tales guantes reduce riesgos y excepto en nóminas de pago. Con la publicidad, los empleados exigirán los guantes. El envío, la dirección y los costes de fabricación pueden ser bajos.

ahorrador de +-Time: ahorrar el tiempo de estudiar la naturaleza de la situación; las reparaciones se pueden eliminar a menudo por el reemplazo (de la vieja/deteriorada parte que ha cambiado color debido a su condición alterada). Se cambia la parte antes de que ocurra el apuro; uso de la investigación del laboratorio; previene el mayor daño que podría ocurrir si el problema (deterioración) no se rectifica; saber qué necesita la limpieza/que substituye algo que haciéndola como costumbre de todos modos (después de un cierto plazo periódico).

daño de +-Minimizes: eso puede resultar si problema (deterioración) no rectificado a tiempo; substituir la parte que podría causar el sistema grande en la falta (que daña más piezas); el producto/sistema pudo ser abajo/inoperable de por algún tiempo si advirtió el sistema no utilizado.

ahorrador de +-Money: substituir las piezas menos a menudo fuera periódico (mantenimiento incluso si el producto no es defectuoso, puesto que no puede ver su estado real wo (con [o fuera a un cierto grado]) de nr); el tiempo ahorró; bajar las primas y los sueldos de seguro porque el trabajo es más seguro.
sensibilidad de +-Hand: un material más fino se puede utilizar dando la mayor sensación a las manos, porque los métodos alternativos se utilizan en la respuesta a la deterioración del guante.
las manos de +-Sweating en guantes son menos convenientes notar los pequeños escapes.
- otras ventajas mencionadas en todas partes

Uso del mercado que predice del guante:
. - los usuarios que intentaban guardar abajo de costes (del guante), pudieron usar el guante claro sobre el guante de esta n. Por lo tanto: hacer los guantes que usan sobre este guante difícil vía: ineficacia del nr (el notificador alerta a usuario) en tales circunstancias (ventilan/etc de las necesidades en la perforación - > nr); fricción (parecida a la goma) que consigue el segundo guante sobre el guante de esta n; la función del nr reduce en eficacia después de cierto plazo usado guante (tener nr el demostrar de la edad del guante); ¿el gobierno permitirá todos estos factores del estímulo de las ventas que comprometan la seguridad para los cortadores del presupuesto?
. --tales guantes dobles se pueden vender por separado por la misma organización, para reducir los costes para el mercado de extensión del interno de los usuarios. Pero guante externo diseñado para funcionar guante interno de w (con [o quizá un poco fuera]).

NR: Cómo (problemas) demostrado
los síntomas de +-Multiple son nr: nr de diferenciación (no-en conflicto) (de los productos químicos) (el notificador alerta a usuario) activatable, eg.: 1] dos diversas rayas coloreadas; 2] C (adaptar características asociadas de las búsquedas de la computadora) = nr; 3] dígitos particulares/los efectos visuales aparecen en el PVC (en lugares de diferenciación).
- Demostraciones de N donde ocurrió la ocurrencia (en el pvc). Hecho vía: venas que funcionan vía reacciones químicas de la deterioración/de la ocurrencia - > punto donde NR aparece para u/el S.
+-U siente algo (picadura, prickle, ácido) sobre/después de la perforación/de la fractura. Las ayudas encajonan u (adaptación que busca del usuario) que no mira el guante. El agente introducido a la superficie = indicador de la reacción química w (con [o quizá un poco fuera]) = sentía por u (ácido, descarga eléctrica, oscilador). Especialmente útil para: los guantes, los condones, las máscaras, o el otro material en (dirigir) contacto con la piel.

++ otras maneras de notificar a usuarios del estado:
- Sobre la visión: Los usuarios no prestan a menudo quizá la atención al indicador. Por lo tanto más que apenas un cambio del color puede conseguir la atención.
- Formas de notificación. Vía:

--sensación física (la picadura, prickle, lanzamiento del olor, oscilador [pieza sana saliente del comunicador] como un sonido de la alarma, %flashing enciende el notificador, cierre del sistema (el sistema busca acoplamientos adaptables a las características asociadas) conectado/relacionado con el plástico/la ocurrencia en la pregunta/causar la preocupación.

--La sensación de Prickling se puede generar del interior y o del exterior del PVC, eg.: la fractura del condón se puede sentir vía prickling (lanzamiento ácido) por ambos al masculino/a la hembra que reciben la penetración del condón en su orificio.

--Diagrama: estado indeseado de la ocurrencia/de la perforación químicas/fractura del material que contiene el indicador - > sensor/reacción química (exposición/contacto del aire entre aislado previamente (capas)) - > químico lanzamiento ()/oscilador del ácido

+-pvc brilla intensamente en obscuridad: útil para los condones puesto que no puede ver el cambio del color como fácilmente en obscuridad.

--o la fractura puede solamente ser discernable bajo iluminación [infrarroja] especial...

+-taste del PVC cambia sobre la deterioración/la ocurrencia: condones. Especialmente útil en sexo oral.

+ ajustes con 1G20. Ver las patentes de los E.E.U.U. aquí también, eg.: indicadores color-cambiantes.

NR: Cómo está demostrado - después del hecho:

PVC de +-place bajo ciertos luz/sonido/tipo frecuencias de la radiografía. La deterioración resultante de la demostración de las reflexiones (tipo específico) (por tipo la reflexión/las imágenes vistas).

--Esto ensancha los tipos posibles de indicadores que puedan ser utilizados. También, puede haber los casos donde u puede no quisiera que cada uno supiera que el indicador fuera accionado, eg.: para no alertar a la otra gente que pudo ser: dado una sacudida eléctrica, o snooping alrededor.

--Los tintes fluorescentes diferencian en términos de sus frecuencias de la emisión basadas en la naturaleza del problema. Los tintes son efectuados vía la reacción química por el tipo ocurrencia. La palmadita 5329127 de los E.E.U.U. - identifica el tipo plásticos basados en el tinte fluorescente usado.

cambios de +-color al tipo tipo de entonado de colores ocurrencia: Palmadita 3743846 de los E.E.U.U. KN (invenciones) permite que los solos indicadores/plásticos busquen ocurrencias potenciales múltiples.

. --Éste puede ser w combinado, eg.: resultados de 1] indicador que son mantenidos semi-confidenciales requiriendo ciertos procedimientos ver si sucedió la ocurrencia; 2] indicadores (del múltiplo) que demuestran la sincronización de ocurrencias.

+-after señaló el tipo ocurrencia sucedió, puso el PVC en las situaciones que causarán reacciones químicas subsecuentes - > ver/"para analizar" el tipo PVC del contacto tenía w5. Eg.: colocar el guante en las soluciones químicas/el tipo específico luz/cierto nivel del calor. Quizá un método más barato para detectar la deterioración (después del hecho).

--Es decir: el pvc especialmente diseñado de a] entra en su potencial de las sustancias del contacto w (con [o quizá un poco fuera]) diseñado para - > el PVC de b] después se altera/se efectúa de cierta manera para crear la reacción química sobre vía la cual el tipo ocurrencia (eventualmente) se considera fácilmente: el ojo sin ayuda/la razón adicional del proceso químico/del microscopio/etc. de pasos adicionales es: el coste o el nivel de sofisticación no permite una lectura inmediata para el tipo contacto w5; mayor exactitud (estado, nivel, w5) para el tipo contacto; las compañías pueden recoger todo el final de los guantes (nombre del u de w) de cada vez que el período y las procesa en hornadas más grandes - > entonces el nr/dice u de cualquier tipo exposición o uso para el estudio de la investigación, eg.: como las tabletas contrarias de semi-Geiger usadas por la gente en reactores nucleares.

Cómo interpretar los resultados de los nr:

- ciertas ocurrencias son más probables ser más serias que otras, eg.: cierto contacto químico más probablemente que otros productos químicos para tener mayor deterioración causada (agujeros en guantes); sustancia tóxica (biológica) de la contaminación (extensión de virus, pérdida de esterilidad, contacto (excesivo) w (con [o quizá un poco fuera])).
- cambiar: pieza (de la máquina); guante
- "estado" de la situación
- otras aplicaciones de laboratorio de investigación: características del PVC en circunstancias de diferenciación.
- Misceláneo: limpieza/edad/tipo de material
- La pureza del PVC del material entró en presencia del contacto W. de cualquier producto químico indeseado/otro notado (nr).

%-Tabs se puede colocar en el material (siendo estudiado). Los productos existentes que los cambios de la medida de cualquier tipo se relacionaron con qué se describe en esta N, son aplicables a este N. general Eg.: lengüetas que miden (los cambios adentro) temperatura, el pH, el etc.

Con el notificador, el usuario puede identificar más adelante mejor la fuente de ocurrencia/de contaminación separadas:

1] ocurrencia identificada, después 2] el tipo ocurrencia identificada, después 3] u pueden intentar localizar la fuente w (con [o quizá un poco fuera]) la información disponible:

+-Indicators que demuestra la sincronización de ocurrencias, puede permitir la interpretación del rastro vía el cual extensión de la ocurrencia/del producto químico, llevando a persona de investigación a la fuente de problema/de contaminación.

+ la ropa (del laboratorio) demuestra NR: deterioración de la capa externa (el ácido comió lejos). Ropa diseñada para los "sensores químicos (desprendibles)" de las lengüetas w (con [o quizá un poco fuera]).

Dejarnos que el usuario sabe que la contaminación se ha separado en un primero tiempo: saber antes de la piel de los tactos, deterioración adicional de las causas a la ropa/pvc.

+-Shoes/la cubierta de tierra (capa, capa, pintura) demuestra NR. El único color de la causa de los productos químicos in/on cambia en la tierra sobre ocurrencias señaladas. Ejemplos: ver las huellas coloreadas en (embaldosado/cubrió difícilmente) el suelo y saber su que es separado. Colorear los cambios en gente de la alarma del piso al problema, después identificar quién/que los zapatos son el problema mirando su planta del pie (después de que la ocurrencia como comenzado/terminó). Los indicadores del piso pueden ser protector revestido de w (con [o quizá un poco fuera]), así que la coloración ocurre cuando la capa externa penetró (por los ácidos....), este especialmente útil cuando los indicadores del piso pueden ser levemente tóxicos/dañosos en otros respectos.

--D (acoplamientos asociados de la búsqueda del dibujo): los indicadores en planta del pie (y el producto químico del piso de w/indicadores mezclados) necesitaron causar el cambio del color al piso/al zapato.

. --los cambios del color del suelo son posibles vía piso que se lava con: regar, señalado las coladas del producto químico/los decolorizers no tóxicos.

Mecanografiar el PVC usado: seleccionado por u

- utilizar el PVC vía el cual puede mejor crear los bolsillos: pocos pasos; simplemente de molde/cómo el PVC sale o se refresca después de verter; uso químico subsecuente que induce el desarrollo de bolsillos.
- que mezcla/reacciona favorable los productos químicos deseados/las aplicaciones/los ambientes de w (con [o quizá algo fuera])

Color: Color/cambios/emisiones = NR del olor.

- color generado de los productos químicos: mezclado en el PVC; cubierto sobre el PVC; bolsillos interiores.

+ BOLSILLOS: El material puede alternativo también llevar a cabo los productos químicos del indicador con sí mismo.

- En otras palabras:

El PVC (el otro material) tiene bolsillos (minúsculos) que se sostengan/tipo interactivo producto químico/condición de w (con [o quizá algo fuera]) buscó = el ojo/EL "analizador" del u = estado en tipos de contactos hechos w5.

- en otras palabras: el PVC puede llevar a cabo los productos químicos necesarios para reaccionar con los nuevos agentes que entran en el contacto con el producto químico en los bolsillos. De bolsillo de molecular hasta varios ajustar los centímetros/los metros.
- embolsar las formas: cualquier tipo cavidad donde hay una abertura y un interior grandes/pequeños él consigue más estrecho/más de par en par mientras que consigue más profundo; cualquier proporción de anchura a la profundidad; el bolsillo se puede crear vía una superficie circundante de la pared incluida, w (con [o quizá algo fuera]) o el wo (con [o fuera a un cierto grado]) cualquier cavidad hecha en la superficie del pvc, paredes puede aletear. Los puntos de la superficie áspera (muescas de w) se pueden llamar bolsillo también.

- los bolsillos están completamente o llenado parcialmente, en estes 3ultimo, los agentes químicos subsecuentes pudieron conseguir en los bolsillos (y crear una mejor reacción química).

- Bolsillos parcialmente llenados:

--Cómo la subsistencia embolsa totalmente de llenarse de los productos químicos atados adrede al PVC: la pieza externa de paredes rechaza (ciertos) productos químicos/pegamento no se pega allí; reducir al mínimo la cantidad de producto químico aplicada/dada al PVC para no llenarse embolsa totalmente.

- la limpieza del PVC puede no disturbar los bolsillos

- Superficie dentro de la capa: sustancia lisa/áspera o revestida de w (con [o quizá algo fuera]) (función adhesiva) a ayudar a atar al producto químico señalado. Esta capa pudo [ayuda/PVC del protector contra] los productos químicos (reacciones).

- Nódulos: los bolsillos pueden ser w substituido: nódulos químicos atados a la superficie (que come con eso en la superficie para un mejor apretón/la adherencia.

- Cubierta: las cubiertas (minúsculas) de bolsillos pueden (casi) sellar en sus productos químicos. Tales cubiertas pueden abrirse (parcialmente) cuando es el PVC: sumergido en líquido; la estructura química del PVC alteró bastantes vía agente introducido; + la cubierta deteriora de: el ácido que la come lejos/producto químico que los ataques/comen el PVC y también/edad de la cubierta del PVC/de la otra ocurrencia mencionada (que efectúan el material del pvc, la cubierta se hace del material (iguales)).

--El valor de la cubierta puede ser no disturbar los productos químicos en bolsillos excepto a veces.

- los productos químicos en bolsillos se pudieron salir vía proceso químico (sumergir en de/capa o aerosol del líquido químico/de la colada en el producto químico que sale los productos químicos de los bolsillos).

- puede reaplicar los nuevos productos químicos en los bolsillos para los usos la diferenciación. Eg.: una capa del laboratorio usada para un tipo de experimentos se puede utilizar en el tipo de diferenciación experimentos después de cambiar los productos químicos en bolsillos. Ahorra de tener que rechazar el PVC, ahorra tiempo de tener que comprar nuevos tipos de PVC si solamente el proceso químico es necesario para los bolsillos de relleno/que alteran el PVC de la otra manera así que actúa como nr.

Pegamentos: si hay o no es bolsillos o ninguÌ□n tipo de aspereza que se pueda crear en la superficie del pvc, las capas de pegamentos ayudarán a los productos químicos señalados para pegarse a pvc = interno reaccionan con los agentes introducidos. Estos pegamentos pueden ser quitados (w cuaesquiera productos químicos) (en uno o pasos múltiples).

- el pegamento sí mismo puede ser o contener los productos químicos necesarios para accionar el nr.

el >User de la idea inventiva selecciona simplemente 1] propósito (tipo ocurrencia), 2] que las reacciones químicas deseadas para servir como el nr (el notificador alerta a usuario) (ocurrencia de las demostraciones), tipo 3] qué tipo de PVC y o los productos químicos ser compatible junto (puede ser mezclado/atado junto) al servicio como parte de la ocurrencia de la reacción química w (con [o fuera a un cierto grado]), 4] de nr/de sistema del nr desearon.

- hecho vía: EL/aplicación de indicadores señalados

LAS REACCIONES QUÍMICAS GENERALIZARON: pasos, etapas, inactividad.

. Reacciones retrasadas tiempo:

- algunos productos químicos/reacciones biológicas tienen resultados más claramente discernable para el nr, si tiempo dado un plazo, eg.: el microorganismo excreta los productos químicos después de días del _ del _ = tales excreciones = nr. El producto químico del PVC = del indicador utilizó funciones bien en un cierto plazo: no puede caer o lavarse fácilmente apagado.
- productos químicos secundarios-UNo inactivos

. Reacciones de varias fases: (para de retraso de tiempo)

- se accionan algunos (posteriormente productos químicos) del indicador eficaz después de que las ocurrencias = la causa anteriores señalaran reacciones químicas. D (dibujo): El producto químico B = producto químico A = producto químico de la reacción = reacciona w (con [o quizá algo fuera]) pvc (inactivo) del producto químico C (era w (con [o quizá algo fuera]) anterior) = produciendo el producto químico de la reacción que acciona = nr.

. Inactividad:

- algunos productos químicos pudieron requerir hora de reaccionar. O, el nr (el notificador alerta a usuario) diferencia según la longitud del tiempo: la reacción ha sido el ocurrir/cuánto tiempo hace la reacción (el producto químico C) fue hecho.
- valores en inactividad: los contactos de menor importancia (medidos por el plazo de la exposición) no pudieron autorizar el nr. O, NR- "cuenta" podía ser más bajo/más arriba.
- qué disparadores químicos fuera de inactividad: plazo de la exposición a % químicos; producto químico de capa del anillo (a) gastado apagado (por cómo B/C lo desaparece); la cubierta del bolsillo usada de/hizo más impenetrable para los productos químicos de B/C.
- Productos químicos Secundarios-UNo inactivos: reacciona el producto químico B/C. del w=.
- Los productos químicos en capas internas de PVC se pueden también considerar inactivos en que las capas externas del PVC son sus barreras. Con todo la inactividad del término para tales situaciones es limitada, eg.: quizás las búsquedas del nr cuando la capa externa ha deteriorado, en este caso (una reacción = un nr más rápidos) puede ser deseado, y por lo tanto inactividad no se aplican.

Mejoras sobre patentes existentes del nr del guante por el que las perforaciones estén demostradas cuando los guantes se colocan dentro de las soluciones líquidas/agua:

- mecanografiar el producto químico B que pudo haber estado presente = nr. Las búsquedas de Chem A (en la solución) para demostrar el chem B de if/where estaban dondequiera en el PVC/si incorporó puntura.
- otras partes de este KN, por el que el chem (producto químico) A esté en la solución química de fórmulas señaladas.

Capas/remiendos del PVC: cada capa/remiendo tiene características de diferenciación, algunas capas/los remiendos está más interesada en:

+ remiendos de indicadores de diferenciación: permite el nr múltiple, que no interferirá w, como fácilmente por físicamente la separación. - Poner cada nr (el notificador alerta a usuario) en la ocurrencia señalada del punto donde más probablemente crear el contacto/donde no interferirá el nr función de w (con [o quizá algo fuera]) del plástico.

- fuerza: da el tipo elasticidad de la fuerza w necesaria; evitar la deterioración
- reacciones químicas: mezclar los productos químicos de w (con [o fuera a un cierto grado]) (a); bolsillos.
- desaparecido fácilmente; fácil deteriorar = exponiendo capa interna.
- aspecto cosmético
- permeabilidad de: aire, agua, productos químicos (a, b+, c)
- demostrar las muestras de la deterioración: puntura = nr; el color-nr puede venir solamente de ciertas capas.
- cómo es el pegamento ellas, o cómo trabajan fácilmente los pegamentos agregados de w (con [o quizá algo fuera]), o como de bien se adhieren a las capas de diferenciación/material (interno) (son capa).
- inactividad de la reacción: productos químicos más profundos A del asimiento de las capas
- los productos químicos en una capa/región (no linear, sino los remiendos) tienen propósitos de diferenciación del nr.
- esterilización/desactivación/retraso de daño de: producto químico/microorganismo B
- u puede considerar visualmente más fácilmente el grado de la deterioración, basado en el número de capas deterioradas.

Los puntos soldados con autógena en el PVC pueden causar efecto del nr (el notificador alerta a usuario) cuando tales puntos han deteriorado (el líquido ha filtrado en sus grietas/grietas desarrolladas). Demuestra una debilidad en la estructura del PVC, aunque ninguna salida fuera del pvc/del envase puede haber ocurrido. Ayuda si el PVC es claro/opaco considerar alguì□n nr (cambio del color donde se considera la deterioración).

- las bolsas de plástico: puede demostrar puntos más débiles de la soldadura
- la parte de material usada en el proceso de la soldadura se puede tratar como una capa separada (según lo descrito en la descripción de esta n). Ejemplo: es (una porción de) este material soldado con autógena que causa el nr (sobre la exposición/la deterioración del material soldado con autógena).
- frecuencia intermedia: antes de la soldadura, los puntos que se soldarán con autógena tienen indicadores aplicados sobre ellos. Estos indicadores pueden soportar la temperatura necesaria para la soldadura.

Valor: cogeř la deterioración/la fabricación pobre de PVC n, antes (más lejos) de uso.

Si solamente un externo/capa interna (material principal) ha deteriorado, después cualquiera que deterioró la capa/o el material/la capa subyacentes pueden inducir el nr (emitir el tinte del color) que señala el lado/la localización de la ocurrencia. Ejemplo: el guante de múltiples capas, capa externa se usa (la capa externa emite

el nr suave (el notificador alerta a usuario) hasta que su de todo gastado/deteriorada); posteriormente, cuando se expone la capa interna siguiente, este 3ultimo emite el tinte rojo, funcionando como la piel de animal.

U se da la advertencia antes de salida/de la deterioración completa. Valores: al usar guantes, reduce la ocasión de los elementos indeseados de contratación que son carcinógenos, si no malsano, evita el líquido caliente del tanque del trabajo que llena en guante, eg.: trabajo con los objetos agudos.
- el nivel de la sensibilidad perdió en los guantes de situaciones peligrosas puede ser ganado algo cuando la medida protectora de ayudas de esta N (invención) compensa la mayores delgadez/sensibilidad del material del guante.

Contaminación NR: U (usuario) para la contaminación antes de que tenga ocasión del suceso.
- Una herramienta puede transferir el material indeseado a su uso en actividad subsecuente. Por lo tanto la importancia en saber la presencia de productos químicos (indeseados) (en la superficie del pvc) (bajo la forma de polvo, espec., embeddedness, etc).
- Los artículos plásticos incluyen: los guantes, pinzas, palillo, envase, tapa pudieron separar otros productos químicos o insectos indeseados (el nr busca los productos químicos emitidos por los insectos); (funcionado automáticamente) piezas del equipo; capa externa del termómetro; neumáticos; correas giratorias de la máquina; ruedas.

ESTRATEGIA DE BÚSQUEDA DE LA PATENTE:
- Material:
(pvc o plástico o polivinilo o poliuretano o caucho) near5
guante, condón, cubierta, vinilo
- Ocurrencia:
(corros (corroer/corrosión),
(deteriorat o disintegrat o
- No: biodegrad, recycl, non-corros, resistentes
- (caída near3 aparte) o contaminat
- Y reparación/problema/Identif (identifica)/cambio near2 color/reaccionan (no)/producto químico near2 del reactor reaccionar o entrar en contacto con/measur/las burbujas (el no otro bubbl...)

- Palabras claves de búsqueda de la patente: el pvc, cloruro de vinilo polivinílico, caucho, guante, caja fuerte, germen, penetrat-, advierte, hospital, investigación, rotura, rasgón, capas múltiples.
- atar con alambre/el otro PVC de on/within de los "sensores" cuando estaba disturbado/alteró/efectuado en cualquier w/in descrito manera esta N, acciona la señal (nr) que demuestra llano/tipo situación/problema.

Curiosidades:

el material de los contaminantes/de los productos químicos de +-any (no lavados apagado) (pvc) causa el nr (después de período señalado del contador de tiempo (vía nr basado tiempo)). u (adaptación que busca del usuario vía acoplamientos de las características') tiene el plazo limitado (%TDS), o PVC más largo hecho, mayor es del contacto w el nivel de nr/deterioration.

+-Helps u (adaptación que busca del usuario vía acoplamientos de las características los') saben la limpieza de la superficie/del área de trabajo. Esta función del nr se aplica a: pinturas, barnices, Formica, papel (tablero), PVC (caucho, vinilo, bolsos, envases (de la tapa)...

- OTD D1: Esta N (sistema (PVC)) ~ del ~ C (adaptar características asociadas de las búsquedas de la computadora) (7G051/7G052) =

TENER ACCESO (u limitado puede saber: estado, nr; o sistema del uso); ANALIZADOR (condición w5/estado de la condición del pvc); CARRO (interruptor; el enchufe pvc = ata con alambre = los elementos = c) del EL (el sistema electrónico busca acoplamientos adaptables a las características asociadas); EDUC (para la investigación educativa; uso del laboratorio); M (analizador, DB); MULTIUSOS (); NOTIFICADOR (); Banda (cómo analizar los datos); Q (u pide con referencia a la condición del pvc); ANOTAR (# el pvc de las épocas era: penetrado, dañado, y w5); El SENSOR demuestra la corriente/el pasado/%anticipated (analizador, uip): (la presión, vibración, puntura, rasgón, estiramiento, calor, frío, nivel de la humedad, edad de las demostraciones del pvc (kn) cambia en la coloración, el otro contacto químico, el nivel de corrosión); ESTADO (); TDS (ocurrencia de cualquie elemento w5);

+ UIP (para qué sistema del EL (el sistema busca acoplamientos adaptables a las características asociadas) debe tener cuidado (tipo problema/situación/actividad). Ejemplos: el archivo para la historia de u señalado comparó contra características de la actividad actual del mismo u, eg.: qué productos químicos/procedimientos que son adoptados. Áreas en las cuales u no está bien entrenado por lo tanto más probablemente necesitar nr/forewarning: para ser ignorante de protocolos o de ser consciente de ocurrencias negativas (si suceden). Productos químicos/microorganismos del guante de VR (VR "Educ"/herramienta de la investigación, "obran recíprocamente" w (con [o quizá algo fuera]) mientras que usa VR (analizador visual)).

- OTD D2: Este ~ del sistema de N (invención) (el sistema busca acoplamientos adaptables a las características asociadas) (guante) C =

+ ACCESO (antes de que (mano) pueden comenzar el trabajo/entran en (el tanque), del "analizador" de los sistemas los sentidos del "sensor" = si el tipo correcto guante de la seguridad se está utilizando vía la lectura del guante: reflejo de luz ultravioleta, lector de clave de barras); La lubricación en vagina humana causa NR si el condón usado es del tipo que es wo: NR si ocurre la deterioración; materiales de la calidad - por lo tanto más probablemente romperse; frescura (fue reutilizado antes).

+-D (acoplamientos asociados de la búsqueda del dibujo): el condón apropiado incorrecto lanza el producto químico en el orificio que obra recíprocamente w en persona/los líquidos humanos (naturales en orificio) y

activan al interno (ninguì□n) NR. Ejemplo: solamente los condones apropiados no emiten los productos químicos que causarían NR, por lo tanto producto químico de los condones existentes necesarios para obrar recíprocamente lubricante especialmente formulado de w. NR = lanzamiento de la picadura/del olor/gusto desagradable (para el sexo oral)/color de los cambios (del lubricante/de secreciones humanas/morir se emite (del lubricante o del condón, y de la extensión vía el lubricante/los fluídos corporales).

ANALIZADOR (); ARTISTA (cada dedo crea diversa tinta del color (sobre: s de papel/interactivo) vía: el dispensador de la tinta en cada dedo/reacción química de los productos químicos de diferenciación tocados de la superficie w (con [o quizá algo fuera]) por el dedo, y las partes de superficie entradas en contacto con/la carga del EL (electrónico/eléctrico) o el producto químico de diferenciación de cada dedo y cómo S interactivo (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') o la otra superficie avanzada obra recíprocamente/lee cada dedo); C (adaptar características asociadas de las búsquedas de la computadora) (); CÁMARA (el monitor inteligente 2E251 sigue solamente el guante particular, porque el guante tiene: tr (transmisor) (picosegundo), cierto color); CARRO (c/el microchip = "analiza el tipo (producto químico) ocurrencia diferentemente. Tinta. Productos químicos para causar reacciones químicas de diferenciación (por el dedo)); COMPOSICIÓN (guante KN de la música); K (como guante de la música, excepto ninguì□n teclado necesario puesto que el sistema analiza cómo el dedo toca diversas superficies - KN); M (analizador, DB); MES (c); RATÓN (c); MQ (ocurrencias w5 buscadas); MULTIUSOS (); nr (el notificador alerta a usuario) (); OSCILADOR (); Banda (); R (el analizador teledirigido del `se adapta al usuario) (k); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ESTADO (); SYNTH (); TDS (); T (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

. - R14 aplican (capa de) este material - a la capa impermeable en las superficies duras, que pueden estar dobladas. [Instituto de investigación para las ciencias aplicadas, NK].

- El sistema electrónico permite que los usuarios doblen y de cualquier otra manera alterar la forma/la posición del (metal).

- OTD:

ACCESO: (tiene en cuenta doblar del material); ARTISTA: (crear el arte de sculpture/3D); CARRO: (); COMPOSICIÓN: (curvas/movimientos del metal según música/el oscilador); ENTRETENER: (); Banda: (cómo doblar cuando y cómo/w5); Q: (); R: (); S: (); CUENTA: (tds); UIP: ().

Estrategia de BÚSQUEDA de la PATENTE y algunos números relacionados de la palmadita de los E.E.U.U.: las perforaciones Alerter, 7G052 del PVC de 7G050 7G051 doblaron el notificador llano.

- str: (polivinilo o P.V.C. o pvc o caucho o plástico) y (perforar o rasgar o romperse o agujerear o cortar o debilidad o guante o enfermedad o investigación o laboratorio o contrato o alerta o notif).

--STR: iguales que sobre pero tienen solamente guante con el tipo perforaciones: Guante del indicador de +5317760 sellos o cubierta de cuerpo quirúrgico;

- STR también: capa multi

--+ 5204632 aparatos y método para detectar los escapes en guantes quirúrgicos y de la examinación: pero esto requiere el uso de la electricidad y relacionado, sobre todo para el uso en guantes de fabricación, o guantes del funcionamiento debajo del agua [con las manos adentro]. Esta patente puede enangostar patentabilidad de la versión electrónica de mi guante.

- Str APS 69 ' al 6.92:1] (polivinilo o P.V.C. o PVC o caucho o plástico) y al guante; 2] substituyen el guante w: la alarma o el noti [el aviso/notifica] o advierte)

- KILOVATIO H: o el agujero o el corte o la debilidad o la enfermedad o el laboratorio o la alarma o el notif perforan o rasgan o se rompen o advierten

--79 ' - 82 ': No. de la palmadita de los E.E.U.U.: Patrón de proceso de la pisada del desgaste del neumático neumático 3653422.

---4344320

- + 4909069 detecta los escapes en los guantes de goma vía uso de la prueba de inmersión del agua de la conductividad eléctrica del portador. Esta patente puede enangostar patentabilidad de la versión electrónica de mi guante.

Extensión de N. incluye no-guantes también:

- tinte (coloreado) sublime emitido sobre la deterioración (visible solamente en ciertas circunstancias, eg.: bajo luz ultravioleta, o después de la inmersión en líquido especial, eg.: agua (ciertos productos químicos de w con los cuales obrar recíprocamente (tinte))).

- el material demuestra muestras de tratar de forzar: ver la clasificación de la palmadita de los E.E.U.U. # 427/7 +

--% utiliza anti-tratar de forzar (la capa, +eg.: las demostraciones que trataban de forzar fueron hechas)

<3, 3.5, 3.5, 4, 3>

(esta N (invención) w combinado 7G050 8/95) el PVC 7G051 alerta a usuario cuando se ha agrietado, o ha doblado más allá de cantidad deseada, en la golondrina de mar que lanza la sustancia coloreada. Ver 7G050. La exposición de la sustancia interna al aire induce la descoloración.

- analogía: cortar adentro la piel, causa la sangría, debido a la exposición del aire - > cambio químico - > cambio del color (en área/líneas próximas a través del pvc/(nr = oscilador)).

- Demostraciones hasta dónde él: ha estirado ya, y o cuánto puede ser que estire más lejos antes: fractura, partiendo, no pudiendo dar más. Cada etapa del estiramiento puede causar cambios aplicables en la coloración.

CHICLE DE A2-23E: los sabores múltiples del ao realzan sensaciones de: hembra o varón del sexo w; deportes; éxito monetario; entusiasmo; felicidad; estando en la nube nueve; estando en uso de las drogas (pero ningunos efectos secundarios verdaderos) en la conjunción w (con [o quizá algo fuera]) cualquiera sobre la máquina descrita o de la terapia del producto de la serie #23, máquina de la música.

. - Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por los reactivo químicos del material w (con [o quizá algo fuera]). el nr (el notificador intenta acoplamientos

adaptables a las características asociadas para notificar a usuario) demuestra qué productos químicos eran actuales W5. Versión del EL muy impráctica. "Embolsa" de productos químicos en goma, utilizado para calcular NR. Propósitos de NR: el tipo de dolencia encontró a hospitalizado, cambios de la saliva del paciente según su salud "estado".

+-Indicator Chem A: mezclado en la goma/el caramelo/la lengüeta puesta en boca.

+--ventajas: algunos pacientes (cabrito) pueden ser poco dispuestos tomarlo a una prueba wo (con [o fuera a un cierto grado]) que está en un gum=nr condimentado o en forma = nr (duros) del caramelo. También menos repugnancia del paciente.

+--la prueba del nr demuestra a tipo la dolencia médica sufrida por el paciente debido a los cambios en química del cuerpo: saliva, eg.: niveles/existencia de (detalle): bacterias, azúcares, elementos de la sangre, y otros exámenes médicos estándar en la base de datos de la patente demostrada a las anormalidades médicas de la medida vía cambios en saliva.

+--caramelo duro: la parte del caramelo puede estar del material duro del no-caramelo (no fácilmente soluble en boca) que es la porción de NR incorporada al caramelo. Este NR está en superficie del caramelo. El Lollipop se puede también atar a NR así que la persona no traga NR.

KN VIEJO (invenciones) que utiliza el nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) funciona

COLECTOR del INSECTO A2-330: entrada posible donde el aceite o la otra superficie deslizadiza (un piel, etc direccionales) inhibe la salida. Eg.: el labio del vidrio w (con [o quizá algo fuera]) curvó hacia adentro. U del prototipo de C. Quizás insecto de la piel de la visión. Tener atracción de tentación del olor.

TD (OTD): adulto wo del MED w1 del tt S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') (con [o fuera a un cierto grado])

Opción: el borde de la poder de basura tiene pocos dispensadores del control del veneno que el escarcho se fuerza a arrastrarse a través para ganar la entrada a la poder de basura. Los dispensadores del veneno son reemplazables para cierto tipo envases de la basura. TD: adulto wo del MED w1 del tt S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') (con [o fuera a un cierto grado])

A3-2//. CHEQUE DE CUERPO: periódico correo adentro como chequeo físico en curso que busca cuaesquiera anormalidades que puedan necesitar pronóstico adicional. La orina (pequeños envases con los casquillos), sangre (tomar el pequeño sello agudo del instrumento-entonces, la jeringuilla con la aguja), pelo, embadurnador del ojo (para el líquido en esquina del ojo - al gritar, bostezando, siempre, para el moco especialmente al despertar) - entonces sella; heces - cuchara con el pequeño envase; Amortiguador de la transpiración (de hoyos de brazo después de la ducha antes de desodorizar); Raspador de la piel (especialmente si ver las

anormalidades); Palillo de la cera de oído (con el sellador); Raspador de la nariz (para el moco con el sellador); saliva (puesta en la pequeña tapa del envase de la boca entonces lo después de sacar, o puesta en el tipo amortiguador (con resultado-intentar rápido o lento acumular elementos particulares de la mayor importancia). Aunque quizás costoso, el rico puede comprar una cierta paz interior y o medidas preventivas. Incluidas pueden ser las instrucciones para el uno mismo - cheque - suben, eg.: pechos... Ellos o el doctor elige en los cuales muestreo al correo y a la frecuencia para cada uno. También registra lecturas del cuerpo en memoria: golpe de corazón, presión arterial... Muestra del cuerpo (r, cheque (del uno mismo) (para arriba), cheque encima de la muestra (r/s)

FOTÓGRAFO MAGNIFICADO A4-R71B DEL CRECIMIENTO: periódico pequeños crecimientos de la fotografía de bacterias, del hongo, del etc del período en un cierto plazo. Por sí mismo, el producto inhibirá ventas de cámaras disponibles normales.

Identificador del reemplazo A5-110-022004: La pieza del producto cambia color cuando el tiempo necesario ha transcurrido para el reemplazo.

- notar esto cuando una pieza cambia color, eg.: consiguió demasiado caliente o recibido demasiada frecuencia o el tipo incorrecto. El color del cambio puede significar la posibilidad de la parte de necesitar el reemplazo; su edad; el nivel de fragilidad, conductividad, elasticidad, del peso eso cambiada, grueso cambió, temperatura, etc.
- dar esto a un ingeniero químico también.
- las versiones electrónicas y no electrónicas de este producto deben ser construidas

+ tapa interactiva 6B-710-083001: La tapa advierte cuándo expiró el contenido del alimento o del producto químico, es peligrosa de abrirse, y o si la tapa necesita ser sujetada mejor.

- Control de la tapa: el sello de envase demuestra todas las veces que se ha abierto. Para activar, llaves del usuario en la fecha en la cual el alimento primero fue preparado y o insertado en el envase. Los tiempos subsecuentes ocurren automáticamente.
- propósito: frescura; hurto del alimento; los estudios en la frecuencia del uso y de éste pueden también demostrar....; cuando el artículo está de mayor renombre, eg.: Lunes, y o tardes. Algunas patentes existen en el área de la frescura del contenido vía lengüetas del indicador.
- la alarma si la tapa se abre más allá de la fecha programada original para (gente puede no hacer caso de la nota escrita, o piensa que es todavía aceptable - ésta hace psicologicamente a gente hacer más cuidadosa de usar el alimento más allá de la fecha.
- contenido: alimento para la gente, los animales, la botánica, el etc; productos químicos; medicinas; fuentes industriales; etc.
- da la advertencia verbal sobre la abertura, eg.: "esto es una sustancia química peligrosa... dirige con cuidado"

- para abrirse: levantar la lengüeta de la tapa; torcer la lengüeta de la tapa; el botón y ella moverán de un tirón abierto de la bisagra, o hacer estallar fácilmente apagado; etc
- la programación de la tapa se pudo hacer de: exterior o interior de la tapa, o del exterior la base del envase.
- otras características: memoria, "S"
- da la advertencia para poner la tapa, casquillo, tapa, sello detrás encendido si: no perfectamente en el lugar; no puesto detrás encendido después de tiempo requerido (según lo programado por el usuario)
- las comunicaciones, las advertencias y o las alarmas pueden estar vía: aviso verbal, sonido de la alarma, luz roja que destella, mensaje de "S"

+-lid puede dar el oscilador cuando está abierto, eg.: "advirtiendo - la sustancia peligrosa", la tapa del almacén del caramelo o de alimento dice "hola", "intenta por favor una muestra libre" "que advierte...."... cuando está abierto.

- el sistema se puede conectar con la escala (que pesa el sistema) que también tabula cambios en pesos con tiempos de la abertura de la tapa
- OTD:

Todos; "S"; "C"; pp; P.M.; Reino Unido; fecha; beh del usuario; educ; juguete; "mic"; portable; índice de inteligencia; t; "M"; alerter; oscilador; carro (tipo programas informáticos); "T" y o módem (usuario de las alarmas); uq; mq; acceso.

6B-690-083005 Composter: Los habitantes de apartamento pueden ahora ensamblar la cultura verde abonando sus basuras. Descompone los artículos que no se pueden descomponer en una descarga. El mejor sistema comprable en el invierno en que el abonamiento es más difícil para ésos con los jardines. Solar accionado.
- da vuelta rápidamente a los desechos del alimento en el estiércol vegetal para el jardín o para las plantas nuevamente potted, el etc. buenos para las que 1. no quiera para ir afuera para la pila del estiércol vegetal, 2. querer el estiércol vegetal en efecto rápidamente, 3. quieren guardar hacia fuera las ratas al aire libre, cucarachas
- el dispositivo especial maneja el problema de olores
- pudo funcionar en energía solar
- realizar que preparan a los occidentales para pagar los precios poco económicos valor ecológico (incluso si puede ser que sea tonto desde el punto de vista de un experto). Mirar Alemania que quiere pagar sobre $1.00 reciclar muchos del producto de consumo que empaqueta, aunque podría costar cerca de $0.03 para quemarlo o para descargar en lugar de otro. Hay muchos otros ejemplos.
- es esencial esto es solar accionado. Queremos un anuncio que diga que "dar vuelta rápidamente a sus desperdicios en el estiércol vegetal con energía solar..."
- para los artículos biodegradables: materia vegetal; el resto de la materia non-vegetable indicada por el fabricante como siendo biodegradable, eg.: plásticos, empaquetado non-paper.
- OTD:

PP; P.M.; todos; fecha; hospitalidad; Índice de inteligencia; t; alerter (cuando el estiércol vegetal es listo, etc); cartuchos de las bacterias para apresurar proceso.

% de 8B-010-083004 del localizador del animal doméstico: Saber donde está su animal doméstico. El transmisor del collar demuestra que el receptor localizan del dueño el cuarto o la parte del animal doméstico del jardín.

+ (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.

- (no electrónico): La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera.

- el collar del animal doméstico tiene transmisor, que demuestra si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la pantalla especial;

- + el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala. si el dueño está consiguiendo más cerca o más lejos de animal.

- útil para localizar a niños. Animales en parques zoológicos grandes; áreas de la naturaleza; etc.

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- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral

- el collar del animal doméstico también tiene un altavoz del analizador del receptor..... Esto hace los sonidos diseñados para llamar el perro, eg.: "silbar", o el animal oye su nombre.

- "inclinación" y vibración "sensor": saber si animal doméstico es durmiente o caminando, etc.

- OTD:

Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; localizador; distancer

- Descifración entre los diversos animales/organismos/especie vía:

- nr aplicado a los collares del animal doméstico. Búsquedas de Nr: pulgas, gérmenes animales, demostración cómo es el animal doméstico sucio (hora para su colada).

8B-410-083008 escala Alerter: se alertan los cambios anticipados del peso se programan en el dispositivo, cualquier cambio en no-congruencia

- Alarma del peso: cuando el peso está bajo o sobre nivel de tolerancia, las alarmas. Aplicable para la cadena de producción, el estudio científico, los avisos para los cambios en peso, el etc

mezclador 8B-430-083007: cuando combinar elementos múltiples de los productos químicos, de etc, usuario primero selecciona la combinación deseada por el que el "S" enumere los ingredientes y el por ciento de qué

productos químicos/elementos para alcanzar fórmulas. El usuario entonces pone uno de los ingredientes en la escala con o sin el peso y la escala exactos necesarios entonces indica las cantidades exactas requeridas para todos los productos químicos de siguiente. Este sistema puede ahorrar una buena cantidad de hora para ésos que usan la escala con frecuencia, y es muy aplicable a las situaciones donde no está crucial el peso final exacto de la combinación.

- llaves del usuario en mezcla deseada y peso final, entonces peso exacto de cada elemento en demostrado
- el sistema determina qué producto químico allí = después está ahora mucho de cuál son necesarios alcanzar deseos como (k) indicado por u/uip-adaptan otros productos químicos.

8B-460 componen la caja: llaves del usuario en el tipo de humor que quieren crear, y o colores queridos, y u ocasión. El dispositivo del sistema o de los programas del usuario para el lugar en el cual utilizó (compone se usa diferentemente en culturas diversas, o regiones de países también)

- la programación inicial del usuario pudo requerirlos afinar en el país y el código postal de su dirección para hacer el sistema funcional. El usuario pudo seleccionar de varios compone opciones después de afinar en sus deseos (tal selección se hace de muchas maneras)

. - portable

- el usuario del fabricante pudo poder seleccionar de tipos de las tipografías, del pelo y de la piel
- negro y blanco (mono cromo) o la exhibición de color ("S") también indica que el tipo compone utilizado con o sin marcas de fábrica
- grande para las chicas jóvenes y ésas en los sus años 20 y años 30, más los que se aburran con sus miradas, y o los que amen creativo componer. Bueno para los sketches caseros (juegos)
- el usuario puede aplicarse compone en sus amigos; bueno para componer a gente de las ventas que va a domicilio (el sistema puede imprimir las cupones para la derecha compone) o que trabaja en un almacén
- música de los juegos mientras que está abierto; ENCIMA del tipo música - consigue uno en el humor creativo para poner componen

-895

- las lengüetas del nr del lugar en la cara para determinar la constitución química antes o después de aplicar los cosméticos/los otros productos químicos = sistema del interno "analizan"/nr de la lengüeta (el notificador intenta acoplamientos adaptables a las características asociadas para notificar al usuario) (ninguì□n EL) qué tipo de balance/de tipo cosméticos del pH trabajará la cara de w.

--Analizador químico 7G050 del contacto: "Analiza" el ~ "anota" el tipo contacto del "estado" del ~ hecho por los reactivo químicos del material (de este N) w (con [o quizá algo fuera]). el nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) demuestra qué productos químicos presentan W5. Esta N copiada al agosto de 95 7G050.

- el "analizador visual", uip-adapta

Envases [las bolsas de plástico]/envases/botellas: el nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) demuestra la salida/la puntura/la otra deterioración.

Película plástica: puede ser utilizado como lengüetas. La ventaja es una puede mejorar la visión cómo la película cambió cerca: el sostenerse a la luz/mirada vía el microscopio.

Información química:
- Algunas de las familias químicas (peligrosas) (derramamiento) buscadas incluyen:
ÁCIDOS: hydrochloric+; acético; sulfuric+; nitric+.
SOLVENTES: cloruro de metileno; benzene+; chloroform+; hexano; tetrahydrofuran+; Alcoholes: metanol, propanol 2; Éteres: Ethel, butílico; tolueno; carbontetrachloride+; fenol.
BASES: hidróxido de sodio; hidróxido de potasio; aminas.
Hay muchos otros.
- Algunos de los métodos vía los cuales nr (alarma u (adaptación que busca del usuario vía)/sistema de los acoplamientos de las características') eg. los indicadores incluyen: Titulación [medidas cuánto algo está en algo, demostrando el porcentaje de elementos solicitados en material. Visualizar esto (para u) vía el indicador (3ro producto químico). Eg.: el indicador cambia color cuando los estados de oxidación de los cambios. Los estados de oxidación pueden ser accionados cuando: el aire expuso a los productos químicos (vía la penetración, el corte, la deterioración), o sobre otras reacciones químicas.
--para los ácidos y las bases: los productos químicos sensibles al cambio de pH se pueden también utilizar, eg.: fenolftaleina.

D: perforación, deterioración, PVC doblado más allá de deseado:
----------. ----------
---------- ---------- agujero/grieta de este diagrama demostrada en el área del punto del punto. Los productos químicos de diferenciación pueden ser sobre encontrado/en/entre o debajo de las líneas representadas. Las líneas representan dos (de) capas en (guante) el PVC.

<1, 3, (3-mk, palmadita 4), 3.5>
7G052 dobló el notificador llano: Hacen el usuario enterado el número de épocas excesivas y el grado de material de doblez emprendió más allá de niveles deseables. Usos: alambre, bisagras (existe?), el cubrir flexible (vinilo). El sensor electrónico analiza la situación: cuando, donde, qué, cómo algo fue doblado. Útil en laboratorios del R&D, eg.: prototipos de prueba del nuevo producto. Reemplazos costosos o peligrosos de la pieza del equipo: aeroplanos, maquinaria al aire libre, equipo de la fábrica, material de construcción eléctrico. Ahorra el el tiempo necesario para determinar la naturaleza del problema de la reparación.

. - analogía: cortar adentro la piel, causa la sangría, debido a la exposición del aire - > cambio químico - > cambio del color.

- la frecuencia intermedia cuesta para este más alto que 7G050 o 7G051

- utiliza KN (invenciones) para las piezas del PVC que cambian color cuando: necesitando la reparación, más allá de cierta edad, del etc.

objeto de valor de +-system cuando (pvc, caucho) los materiales usados no son tipo para demostrar fácilmente desgaste excesivo y rasgón, u otros sufrimientos, eg.: el daño potencial ocurre bajo superficie visible (capa externa/la guarnición del interior)

- R260 "sensor" que juzga ("analizando"/"cuenta") w5 de la naturaleza flexible del elemento, no ES.

- el objeto de los jueces w5 del sistema (el alambre/el otro material flexible) estuvo doblado. Eg.: # de épocas dobló (más allá de parámetro señalado) - > nr.

- usos: útil en la determinación del futuro posible/de las faltas actuales del sistema (debido a los alambres (rotos) culpables/a los elementos flexibles).

- del sensor búsquedas también para otras características para las cuales puede ser mirado (en tales panoramas potencialmente culpables), eg.: temperatura alta-baja excesiva; (señalado) contacto químico; sobre exposición a tiempo ()/etc. de los elementos # elemento de las épocas fue utilizado o correctamente no usado/incorrectly/at todo. Usos: previene u (adaptación que busca del usuario vía acoplamientos de las características los') del material del daño potencial (antes de aparecer encendido); forma adicional "de"/"del sensor nr".

- EL D (dibujo): el sensor = el analizador = C (adaptar características asociadas de las búsquedas de la computadora) = s/osc/data tr (transmisor) a la base de datos (m)/sw sostiene o analiza datos/la cuenta.

. - Producto químico D (dibujo): (excesivo) doblando = la reacción química (cada vez) = acumulación de w (con [o quizá algo fuera]) del residuo de la reacción química = del color/de la sustancia cambia (aspecto).

Usos: máquinas importantes/valiosas donde está preocupación la seguridad importante; aeroplanos; centrales eléctricas; redes del co del teléfono y del cable; automóviles.

Cómo los problemas identificados y o notificaron posteriormente/reconocible (nr):

- utilizar la luz especial del color (ultravioleta) para ver para los problemas - subsistencias él más difícilmente para que la gente copie/robar la invención.

- poner la parte/material en la solución especial, eg.: agua (ciertos productos químicos de w) - > con eso induciendo la reacción química - > nr: cambios del color.

- nr (EL)

- la "cuenta" "sigue" # las épocas de ocurrencias señaladas = del nr después del umbral alcanzado

- el "estado" mide ("sensor") la situación (desgaste y rasgón) = nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) después del umbral alcanzado

- OTD D1: Esta N (invención) (sistema, pvc, alambre, u) daño Alerter del PVC del ~ 7G050 del ~ C (adaptar características asociadas de las búsquedas de la computadora) =
ACCESO (); ANALIZADOR (); CARRO (); EDUC (); M (); NOTIFICADOR (); CUENTA (); SENSOR ();
+ ANALIZADOR de SONIDOS (el sistema busca los sonidos que pudieron implicar la alteración (de la negativa) del material en la pregunta, eg.: sonidos del rasgado, fricción (carencia del lubricante), quemando, el hacer estallar, rasgando), sonidos del fuego (en vientos del acontecimiento fluir en la dirección lejos del detector de humos).
ESTADO (); SYNTH (analizador de sonidos (monitor inteligente 2e010) = synth - > los sonidos de las respuestas de la manera de la banda así que de u/sys pueden mejorar "analizan" estado/qué sucedió (w5)); TDS (); UIP (); ANALIZADOR VISUAL ().

- OTD D2: Este ~ C del sistema de N (invención) (el sistema busca acoplamientos adaptables a las características asociadas) (OTD D1) (adaptar características asociadas de las búsquedas de la computadora) = ANALIZADOR (el interruptor cruje todos los datos disponibles para llegar el pronóstico); AP (); ARTISTA (); BALANCE (); BVA (); C (adaptar características asociadas de las búsquedas de la computadora) (); CÁMARA (); CARRO (); COMPOSICIÓN (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (el analizador teledirigido del `se adapta al usuario) (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); tr (transmisor) (); u (adaptación que busca del usuario vía acoplamientos de las características') (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

+ nivel de la demostración de los vendajes (para los seres humanos, los animales) (nr) de deterioración/de edad del uso/del almacenaje. Valor: deja a doctor saber su mejor utilizar un vendaje alternativo. D (dibujo): el cuerpo = los fluídos corporales/los productos químicos animales/sudan = reacción química con uno o más el vendaje de las capas w/in = el nr (el color del vendaje exterior o interior o ventana cambia el tipo de entonado de colores situación, eg. ; sangre/edad excesivas/infection+.
- infección demostrada vía: vendar los productos químicos de w que obran recíprocamente comúnmente presentes sobre la infección, eg.: glóbulos blancos excesivos y productos químicos/cambios asociados del cuerpo (líquido). Utiliza el bacteria= " sensores ", el otro microorganismo "sensores".
--el vendaje intenta notar tantos casos de la infección pues posible pero no es la prueba completa.

PATENTAR la estrategia de BÚSQUEDA y algunos números relacionados de la palmadita de los E.E.U.U.:

7G052 dobló el notificador llano:

- STR: el #a determinado primero fijado del <replace w - #b] > (desgaste o calor o frío) y 2dos sistemas C del sistema w del <replace (con [o fuera a un cierto grado]) (adaptar características asociadas de las búsquedas de la computadora) - e, entonces cae el primer set> (exceso o extremo o más allá) y (polivinilo o P.V.C. o PVC o caucho o el plástico)
- kilovatio: más allá de (señalado niveles...), grieta

2] fijaron a: (corros (corroer/corrosión),

- b determinado: (deteriorar o doblar o doblado o flexión
- fijar c: disintegrat notic alerta del notif
- e: (caída near3 aparte) o frágil
- Kilovatio: la grieta, (tiempo) substituye, repara, roto, la rotura,

- No. de la patente de los E.E.U.U.: Método 5170654 para el alambre que dobla en tres dimensions%; 5145061; 5258205 de + color 5.411.034 cambios del condón sobre salida: Fecha de limadura: 12 de agosto de 94; Fecha de edición: 2 de mayo de 95. Inventores: Cubas de tintura. Artículo de noticias del Mercury de San Jose sobre la invención: 8 de agosto de 1995, página C1 y C2.

Extensión de N:

- el material [siendo mirado/supervisado] para [los cambios/las grietas/deterioración] puede ser w revestido: (pvc, rubberized, pintura, aleación (basada) metálica) el material de diferenciación, que puede mejor al nr (notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) sobre la deterioración. La sangría o el otro nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) puede venir de la capa/del material principal. Pudo haber una reacción química entre la capa y el material principal.

. Qué demostraciones del nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario), y cómo el sistema (el sistema busca acoplamientos adaptables a las características asociadas) reacciona a NR. Es decir:

Cómo el material demuestra (nr) (señalado/solicitado) tipo deterioración/qué sucede cuando el material deteriora:

- el material se puede sumergir en el material (producto químico/líquido/agua) (mejor) para demostrar cualquier deterioración. Eg.: sobre la inmersión - > nr.
- temperatura del aumento o de un material más bajo (durante plazo señalado)
- utilizar (EL basado) en construido/atado de los "sensores" al material. Eg.: puede demostrar si el alambre se rompió (ningunas señales que pasan a través) o el alambre consiguió débil (en un cierto punto identificable). El material de las demostraciones también puede tener deterioración cuestionable.

- Funciones de NR vía: (nuevo/diferenciando) los colores (de la sangría) (mejor) aparecen.
- el material llega a ser más o menos pegajoso: hediondo (tiene/reduce)/hace del olor o no brilla intensamente en obscuridad ni demuestra ciertos colores cuando está colocado bajo frecuencias ligeras particulares, eg.: ultravioleta/poroso (para los gérmenes, aire, productos químicos, líquidos
- la capa externa/material se convierte (excesivamente): peely (peladura), llega a ser flojo o escamoso o frágil.

Usos. Piezas para: vehículos (automóviles, autobuses, trenes, arte del aire, envío, máquinas/equipo de la fábrica (piso); equipo electromecánico; c; computadoras; equipo automatizado; t; puertas/puertas (acceso).

La definición de términos se amplió. Cualquier término se puede entrelazar normalmente con cualquier otro término del mismo grupo.

1] Deterioración: contusión; golpeado para arriba; impacto excesivo (sobre la porción de material); grieta; rasgón; rotura; doblado (más allá); doblado (más allá); deshacerse; (se convirtió también) frágil; arruga; pliegue; si el material es una cuerda: un nudo que estrangula (las señales tr (transmisor) vía la cuerda) da lugar a nr.

2] Tipo impacto: desgaste (y rasgón); calor excesivo o frío; (deterioración) más allá de parámetros señalados;

3] Más allá de parámetros: Extremo, excesivo, más allá, demasiado, el unusual%, el non-designated%.

] material 4 (de la cañería): cloruro de polivinilo, pvc, caucho, rubberized, plástico, tipo flexible capa/(del PVC, del PVC o del caucho capa externa,

5] NR, alarma: notificar (nr+); demostración; dar a conocer %; (la persona puede) aviso (deterioración); cambiar el color/la textura; cierta fraseología llega a ser visible (sobre la superficie del material principal en la pregunta), eg.: estados "reemplazo de las necesidades". + indicador. "Sensor " %

6] "estado" de cualquie deterioración "analizada", vía: productos químicos de la reacción química (entre (la nueva) presencia o lanzamiento de los productos químicos adicionales w (con o [(algo) fuera]) en el material principal; (EL) "sensores" = "analizador" = "nr"; ojo humano que mira los efectos del nr (cambio en color/textura).

7] Capa: pintura; material amortiguador; capa recubierta de goma; la espuma (dura) tiene gusto de la sustancia; capa externa. Área donde nr (no EL) que demuestra el tipo deterioración muy probablemente (sobre todo) para ser localizado.

+ el material demuestra el número de épocas, o llano del uso anterior (# de las horas/grado de uso intensivo, eg.: utilizado ligeramente o con mucha presión/tensión). Demuestra cualquier total combinada (desgaste sobre) el material (superficial) vía medios diversos. Funciones de Nr vía: medir el tiempo de los elementos señalados basados de los indicadores (la longitud del pvc del tiempo tenía contacto w (con o [(algo) fuera]), eg.: pelar los productos químicos).

La superficie demuestra la evidencia de tratar de forzar: ver las patentes con el kilovatio: plástico o cloruro de polivinilo y pisón

Los "sensores" "analizan" cómo las piezas se doblan con frecuencia (más allá de parámetros señalados).

Tipos del notificador:

- Localizado en la parte del guante usada no generalmente, eg.: cerca de área del nudillo (no mucha abrasión aquí, con todo consigue la exposición) - poner el indicador aquí.
- Localizado en la parte del PVC donde está más probables el contacto/la deterioración: capa interna de PVC en las esquinas, bordes (labio) (de envases: cajas, tapas, bolsos).
- Hay indicadores químicos y físicos.
- Inflamaciones del látex cuando está expuesto a los solventes. El guante da vuelta en jello. El guante lo absorbe. El efecto de la esponja dice u allí es el problema.
- El abrigo plástico da vuelta opaco cuando hay tensión (tirada).
- La deterioración vía los medios mecánicos (algo que causa un agujero, o el rasgón), diferencia de daño químico. Los notificadores por lo tanto de diferenciación (indicadores) son necesarios.

Otros puntos del contacto:

(a qué u puede separar el producto químico/los gérmenes). el nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) demuestra donde, cuando, qué fue separada (más allá del área/de los envases señalados). Facilita en saber los elementos w5 (extrañamente) fueron separados. (Las superficies cubiertas con el material del nr (indicadores), tipo indicadores usados se emparejan al tipo necesidad). On/in usado toda la manera de los artículos (usados por los seres humanos).

+-NR vendió en forma prescindible y se aplicó por U, o el nr (el notificador intenta acoplamientos adaptables a las características asociadas para notificar a usuario) se incorporó a/aplicado a los productos (n) antes de venta. Vendido en: latas de aerosol, aerosoles (de la bomba), forma del polvo (u se mezcla (w otros productos químicos), forma líquida (u sumerge los artículos (herramientas) en él, o aplica los productos químicos del nr sobre los artículos (herramientas).

+ partes inferiores: el nr (el notificador alerta a usuario) colocó en las partes inferiores de cualquier dispositivo que toque: molió ((de cerámica o el linóleo o el otro pvc) azulejo, alfombra, (piso, tabla) esteras/cubiertas, cemento, piedra, grava, arena, vidrio, cera de piso, madera, etc), las tapas contrarias, lavabos, los envases en los cuales se ponen los dispositivos, eg.: los fregaderos, tinas, estante basan (en gabinetes, los refrigeradores, hornos, ambientalmente controlaron (temperatura, calidad del aire) el equipo/los envases. el nr (el notificador alerta a usuario) también puesto en las superficies potenciales estos dispositivos puede tocar.

+-devices que tocan la tierra: silla/piernas/ruedas de los muebles; partes inferiores de cajas y de otra (plástico (cubierto)) cajas/cajones; apretones de goma (piernas) colocados debajo de muchas máquinas (EL).

+ las cosas comúnmente tocadas tienen NR. Demostración de las ayudas de la contaminación/de la extensión. nr (el notificador alerta a usuario) aplicado a =: plumas, lápices, teléfono (microteléfonos); manijas: puertas

(para los edificios, automóviles, sistema del EL (el sistema electrónico busca acoplamientos adaptables a las características asociadas) (puerta a ver dentro del dispositivo), ventanas, cajones, tapas, cajas, envases; Material fino largo: correas (dispositivos tieing (a los estantes)), secuencia, alambre, cuerda, cuerda, instalando tubos. Consumición de los utensilios: bifurcaciones, cuchillos, cucharas, palillos, herramientas de servicio, desgaste de cristal, (tiro lejos) utensilios plásticos (herramientas) del laboratorio, tazas de papel, envases (del almacenaje). Herramientas de la investigación: pinzas, cuentagotas de ojo, bombas, bandejas, escalas (plataforma) en la cual los elementos (peligrosos) pesaron, manijas, material fino largo, material plano. Vidrios del ojo: marcos, lentes. Joyería (KN funciones del EL de la joyería w (de KN (invenciones))

- botones (k) de los dispositivos de el/electrical: T, faxes, teclados de C (adaptar características asociadas de las búsquedas de la computadora), interruptores ligeros
- telas: la ropa, muebles, cubre, las alfombras, mantas, esteras, esteras del piso del vehículo.

Sistema de dos guantes: material adentro, con el indicador del color adentro (una cierta clase de tinta). El producto químico aparecería en el guante. (El color está allí ya). Morir muy se concentra en color. El color frotará apagado (y limpiar fácilmente).

Donde/cómo los indicadores utilizaron:

. Juegos usados como indicadores. Mecanografiar los tipos. Alguna gente utiliza varios diversos juegos por cambio de trabajo.

. Indicadores de la rueda: neumáticos/ruedas de carros (empujados manualmente); (de interior) vehículos (impulsados por motor): carretillas elevadoras (en almacenes de almacenaje químicos), neumáticos de coche. el nr (el notificador alerta a usuario) puede estar en S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') puesto en móvil/unidad "portable", arriba en la gama visible del ojo: neumático (o neumático del accesorio to/near) = "analizador químico" = NR.

--capas de diferenciación de neumático usadas como notificadores: ver otras partes de la invención.

. Superficie (entera) cualquier cosa (equipo (químico) de la investigación, tapas contrarias, pisos, paredes, ventana (dolores), cortinas, alfombras, puerta (perillas).

Indicadores para los agujeros:

- Tinte: selecto morir por el tipo de material que están trabajando con. Las yemas del dedo pudieron ser solamente tinte coloreado w de la parte.

--rociar el caucho sobre la mano artificial para crear la guarnición interna del guante, después rociar apenas los dedos o todo el tinte de la mano w, después plástico del re-aerosol sobre guantes.

Demandas:

- el sudar en guantes hace más duro saber if/when ha habido una salida.

la naturaleza de +-wrinkled de guantes (más finos) hace notar considerar/aviso de las deterioraciones más difícilmente. Por lo tanto necesitar más que el color que cambia NR.

. --U se da instrucciones cómo poner encendido/desgaste/saca guantes, tan: hay áreas ocultadas no/fewer, usa el guante derecho del tamaño.

- explicado a otra parte

USOS:

- Las fábricas que usan los productos químicos peligrosos son más convenientes encontrar uso en los productos que incorporan indicadores determinados. Es decir los usuarios con los usos repetidos que tratan de las mismas sustancias peligrosas son más convenientes ser requerido para comprar nuestros productos del indicador.
- Los surtidores de productos químicos peligrosos pueden también ser requeridos suministrar sus productos químicos los productos químicos señalados. Esto es bastante fácil para ellos puesto que los compradores los necesitarán probablemente, y la compra del producto químico con los indicadores es un un procesador más fácil del paso para el comprador. Tipos del indicador de la muestra:

--envases [ésos el producto químico se están transportando en así como los envases adicionales vacíos para el uso con los productos químicos peligrosos para el trabajo subsecuente]; guantes para dirigir; pinturas o aerosoles para [tapas contrarias donde los productos químicos pueden ser utilizados]

COLORMETRIC/Colorimetric (deletreo?) las maneras se desarrollan sobre todo en cuanto los indicadores. Las otras maneras que necesitan más concentración son:

- Métodos bioquímicos: ELIZA {análisis amino ligado enzima}. Eg.: ciertas moléculas orgánicas que buscan tales como un anticuerpo; el anticuerpo reacciona al producto químico señalado, llevando a la notificación señalada.
- Métodos electroquímicos: Detección de escape con medios eléctricos.

. --Un circuito de la batería es un dispositivo electroquímico simple.

CONCLUYE FIILE 7G

Archivo: Piezas producto químico/7G

TÉRMINOS del INDICADOR - PIEZAS 7G

Términos y conceptos que son permutables dentro de cada grupo:

PVC: plástico, caucho, cloruro de polivinilo, %material, %glove [su contenido material, contra solamente su uso terminantemente como guante estándar]; esta n se puede aplicar a virtualmente cualquier material, eg.: vidrio, metal, madera, piedra, cement+. El PVC se puede inter-substituir (permutable) por uno o más de otras sustancias. el nr (el notificador alerta a usuario) se demuestra simplemente en tales sustancias. Polyurathane. El otro plástico tiene gusto de las sustancias que comienzan con polivinílico...

Búsquedas: ocurrencias (del tipo) (buscadas - > nr); qué necesidades de u (adaptación que busca del usuario vía acoplamientos de las características') de saber (sucedido/sucede)

NR: la alarma, "notifica", (capaz) aviso/considera (los cambios en material), advierte; (u/sys) puede identificar el tipo problema; cómo problema/ocurrencia demostrada; se demuestra qué

> prueba para los cambios en el PVC: poner el material in/under seguro: productos químicos, líquidos, luces/frecuencias de la radio de sonidos...; % leyeron la lengüeta; % consideran el tipo nr

> deterioración (del pvc): la perforación, rasgón, rotura, agujero, corte, debilidad, grieta, deshaciéndose, corrosión, puntura, se rayó, las capas externas deterioradas, cambios en el color%/textura/contenido/fuerza/flexibilidad

Excederse (parámetros): % alteraron más allá de niveles deseados vía: el estirar, doblando, el torcer, tirando; % entraron en el frío excesivo del contacto w, calor; % entraron en los productos químicos (ásperos) del contacto w (con o [(algo) fuera]), bacterias, moldes; % de los ambientes/aplicaciones ásperos.

Producto químico "A": Producto químico del indicador; % del primer producto químico; indicador - en eso su usado para indicar la presencia algo, y ése que no es necesario el nr (el notificador alerta a usuario) sí mismo, nr (el notificador alerta a usuario) podría ser algo que los resultados después de la reacción química - ver "C"; el producto químico diseñó ser pvc usado de w; producto químico que está en el pvc antes de la reacción química señalada. % del producto químico inactivo "Secundario-UNo": algo acciona su reacción w que acciona el agente más adelante a tiempo. Quím. (abreviatura para el producto químico).

Producto químico "B": Accionar el agente; % segundos del producto químico; agente nuevamente introducido (producto químico); el producto químico que viene en alguna parte adentro del ambiente y reacciona con el producto químico A [que era pvc de w anterior]. % el Reactivo-b - uno o más de los productos químicos en la sustancia buscada que reaccionará el producto químico "A" del w= (Reactivo-UNo que preexiste en el pvc). Analito: producto químico/ocurrencia buscada/para qué "se está analizando".

Producto químico "C": NR; reacción entre el and= "B" de los productos químicos "A" - > "C". Secundario-c: secundario-UNo químico reacciona el nr (Secundario-c) subsecuente del causing= de la reacción del causing= del producto químico C de w (adaptar características asociadas de las búsquedas de la computadora); la razón es el producto químico C (adaptar características asociadas de las búsquedas de la computadora) puede en sí mismo no ser bastante para coger color de notice/nr/change.

Archivo: Categoría/producto químico/7G Techie

ARCHIVO 7G-TECH

TÉCNICO - tipos del indicador:

. Indicadores químicos del uso casero para: limpieza; pintura; reparación del equipo (los productos químicos en dispositivo pueden venir sobre las manos); uncloggers de la pipa (Draino); etc.

. El cultivar un huerto: Detecta los pesticidas, eg.: aldrina (tratada con cloro), (tratada con cloro) dieldrina; fosfatos orgánicos: ataca el sistema nervioso; familia de las clorinas del órgano: aldrina, dieldrina, el DBC%, PWB (no pesticida sino dañoso); carbamatos; herbicidas ácidos fenoxis; otros productos químicos (comúnmente) encontraron para combatir insectos/crecimientos indeseados de la planta o del microorganismo; otros productos químicos.

(a) Benzo pyren: en el humo (cigarrillos, automóvil, filetes); hojas del asfalto. Éstas son hidrocarburos aromáticas polivinílicas. Causa el cáncer de piel.

. Desechos peligrosos: gente en desechos peligrosos. Tales empleados pueden demandar para las granes cantidades si los exponen, por lo tanto pueden cargar mucho para los guantes/los envases especiales. Eg.: metales peligrosos. SW846, y ésos mencionados en la metodología de la prueba de EPA, eg.: productos químicos volátiles y semi-volátiles.

. Farmacéutico: eg.: la droga de corazón consigue en piel mientras que hace el R&d.

. Mezclas orgánicas ácidas del cloruro: el indicador puede prestarse probablemente mejor con el elemento del cloruro en mezclas orgánicas del cloruro. Ácidos concentrados (pH extremo).

- indicadores de pH: el indicador puede indicar solamente cuando el pH se ha excedido o ha entrado dentro de un parámetro señalado. Diversas partes de pvc (guante) tienen indicadores de diferenciación (pH) el demostrar de las ocurrencias w5.

- indicadores de papel: colocado dentro del guante (existe), o del envase.

. Indicador fluorescente: menos práctica, una cierta clase de luz sería emitida sobre contacto.

. Agentes carcinógenos: cloropreno; productos químicos radiactivos; M.I.C. ; benceno.

. Indicadores mecánicos de la violación:

- los productos químicos en los plásticos = y reaccionan el aire de w:
permanganato de potasio (oxidante); nitratos (nitrato de calcio); productos químicos oxidantes orgánicos (chlorobenzine, nitrobencina).
- Ocurrencias comunes: indicadores de la necesidad para apuntar las situaciones comúnmente de ocurrencia que usuario alerta: contacto indeseado, deterioración del PVC. Esta manera pocos tipos de guantes se puede fabricar para cubrir una gama más amplia de ocurrencias posibles. Las mezclas químicas de diferenciación pueden a menudo tener productos químicos comunes/similares para los cuales los notificadores sean necesarios. Los notificadores para el oxígeno, la clorina, los cambios en agua, los cambios en el pH, el etc. cabrían esta cuenta.
- Metales (peligrosos): mercurio, plomo, cadmio.
% (dañosos) de los gases.
material de +Radioactive - materia orgánica radiactiva: los indicadores son específicos a ciertos isótopos: + C14: (esto es más probable trabajar porque emite más energía, etc.); P32; H3; isótopos del yodo, del etc; alfa-emisores; emisores beta.
- productos químicos misceláneos: cianuro; arsénico; fenoles.

Indicadores - misceláneos:
- los materiales de emisión de gran energía (radiactivos, C14) podrían causar el cambio en el estado de oxidación de indicadores químicos orgánicos específicos. Los emisores de una energía más alta son también más peligrosos, es decir: más probablemente penetrar la piel y estropear internada una vez en cuerpo.
- Los oxidantes pudieron ser demasiado de gran alcance como indicador.

palmadita no 5.411.034 de +US: El condón cambia color sobre fractura. Mid-1995 publicado.

Productos químicos buscados:
- excreciones de la sémola
- productos químicos que causan los alergies, asma.

Archivo: Producto químico/7GN

MÁS NUEVAS NOTAS del INDICADOR 7G050:

Necesidades de ser organizado con el archivo principal por categorías sujetas.

Misceláneo:

- el pvc incluirá ideal los indicadores para los productos químicos diversos. Tan si se hace cualquier un tipo químico contacto = nr (el notificador alerta a usuario) = activado.

- las características (deseadas) del plástico pudieron ser perdidas al mezclarse en indicadores. Por lo tanto el plástico-tipo correcto sustancias es necesario trabajar con los notificadores señalados/tipo productos químicos/situaciones que se espera el pvc que puede entrar en contacto con. Eg.: Los guantes utilizaron cerca de los ácidos concentrados utilizan los plásticos diseñados para resistir la corrosión ácida mientras que mantenían flexibilidad y un sentido del tacto, mientras que pudiendo incorporar indicadores de pH.

- edad del guante demostrada por cuánto recogió la suciedad sobre guante.

. - costes de desarrollo mínimos: +/- $1.000.000, si la persona fijó ya. Incluye: garantía de calidad, viajantes de las ventas, servicio de atención al cliente.

. - algunos guantes son $80/pair, usando un par al día.

- Trabajo de la radiación: puede utilizar cinco paga por el día, $50/pair, por trabajador.

- para el nr (el notificador alerta a usuario) cuál es sensible al tiempo (sobre la exposición (al aire/al agua/al otro producto químico)) su tarifa de la eficacia disminuye (rápidamente) a tiempo): u (usuarios que buscan la adaptación) escribe sobre el uso señalado comenzado, u (usuarios del nr del tiempo del lugar (el notificador alerta a usuario) que buscan la adaptación) lleva a cabo (algunos, cubierta del indicador) la lengüeta (cuando comienzo químico del reloj de la fecha).

- guantes/producto químico de la oferta de los condones/etc (tentativas) sensibilidad y destreza y elasticidad asombrosas (vueltas, puntura y de la resistencia y de la oferta (adicionales) de abrasión a la forma original después de la deformación (tracción, doblando)). (Eg.: como el guante existente llamado N-Dex).

- Edad de la sustancia (alimento, producto químico (cambios en un cierto plazo)) mantenido envase = nr: demuestra edad/cuando está expirado. KN. Las patentes para iguales/los indicadores relacionados existen.

+-Sweating: los guantes permiten más respiración, reducen el sudar; la guarnición interna absorbe el sudor, guarnición interna: (tela) material absorbente/polvo (talco-como). Material = nr internos.

--Respiraderos contra sudar: las salidas de aire del EL (el sistema electrónico busca acoplamientos adaptables a las características asociadas) se incorporaron a los guantes que reducían sudar: cubre todos/la mayor parte de el guante [diversos lados del dedo, de las áreas de la palma, de la ventaja]; sensitivo al contacto/las partes importantes del guante puede ser el respiradero del wo (con [o fuera a un cierto grado]) (tubos) para reducir el trabajo de interferencia w.

--el aire se empuja vía la bomba (entre los nudillos/muñeca y codo, quizá en las partes del cuerpo superiores) en los tubos finos (flexibles). Ser sale vía otros tubos/agujeros (en guante superior).

--estos tubos pueden también llevar (algo de) señales del EL to/from los "sensores" en la versión del EL de este N.

- la elasticidad estira más que otros guantes a: manos clasificadas de diferenciación aptas con el discomforture mínimo para tamaños más grandes de la mano; doblez (de dedos).

+-structure del guante es tal que cuando su mano sacada (después de uso/de la deterioración largos): su más duro volver sobre la mano/el nr (el notificador alerta a usuario) (también) aparece en la guarnición interna de guantes (especialmente donde la mayoría del visible - las palmas/ventaja).

tamaños de +-hand: los tamaños de la mano no necesitan apenas conseguir más grandes con las mismas proporciones, puesto que algunas manos (de las razas humanas de diferenciación) se proporciónan diferentemente.

- los guantes pueden ser lavados. el nr (el notificador alerta a usuario) demuestra que principio/deterioración de menor importancia (corrosión) - > guante de las coladas de u (usuarios que buscan la adaptación) apagado - > pudo continuar reutilizando (si caja fuerte).

- el diseñador coloreó guantes: solo o multicolor; patrones. Las diversos partes/colores de los guantes/plástico/superficie pueden representar notificadores de diferenciación (NR).

- los guantes pueden subir a la muñeca, a un brazo más bajo, o a cualquier distancia hasta hombro.

- Arrugas en guantes: los guantes diseñaron reducir el número de arrugas.

ajustador N del tamaño de +-Glove: el chisme mide tamaño y proporciones de guante. Poner la mano sobre diagrama. El diagrama tiene tamaños múltiples del guante el conseguir más pequeños dentro del tamaño más grande siguiente del guante. U sabe su tamaño considerando qué tamaño/tipo ellos completamente/parcialmente cubierta con su mano (ungloved). El valor incluye: teniendo ajuste correcto tan: reducir al mínimo las arrugas, mejores ven cualquier color el cambiar de NR.

- localización de la frecuencia intermedia: en los E.E.U.U. porque países más bajos del coste laboral pusieron hacia fuera las mercancías de baja calidad. El control de calidad es muy importante en la fabricación esta N.

+-gloves vendió en los repartos de paquete w cierto otro n/sys, eg.: donde está la seguridad durante el uso de n/sys en la edición. Los guantes señalados pueden también ser recomendados simplemente. Los fabricantes de sus propias invenciones/productos pueden reducir sus ediciones de la responsabilidad por la fabricación de un producto recomendando el uso de los guantes dichos.

Trabaja conjuntamente con otros pvc's/n/%sys que demuestren los cambios realizados a su superficie. Las fórmulas químicas usadas son compatibles/trabajo mejor juntas. Eg.:

- KN: cambio de los colores por presencia o carencia de: calor, (sol/bulbo) luz.

- color del color del cambio de los plásticos (llegado a ser blanquecino) sobre la tensión excesiva (el estirar, doblando).

- indicadores químicos: balance del pH

% de las gafas de sol de la polaroid

% de la protección ULTRAVIOLETA (capas sobre: vidrio, lentes)

% N ()/sistema de la invención: Nr demuestra qué tipo de producto químico tocó cualesquiera (bastante firma, eg.: el plástico, del nr del metal) N. % (el notificador alerta a usuario) permite que u (usuarios que buscan la adaptación) determine el w5 del contacto químico. Este acceso de la invención da simplemente situaciones del ejemplo.

+ nr (el notificador alerta a usuario) = (véase a través) ventana: los cambios del indicador se pueden ver a través de ventanas en: envases (donde está opaco el resto de la pared/de la cubierta), paredes, los tanques, tinas, tubos de prueba, tazas, tubos de prueba, cubas. Cambios de la claridad de la ventana a la reacción del indicador del fósforo (chemically=/electronically=).

+ demostraciones del nr (el notificador alerta a usuario) cuando el producto químico de %any toca el objeto de %any: Las ayudas de NR determinan lo que tocaron dos (portable) %products el eachother. NR enlaza el material bien en con el cual se coloca/se mezcla. Contactos del ejemplo:

- los topes del vehículo (coche, autobús, barco) actúan ambos como nr y también emiten los productos químicos (etiquetas) que se dejan en el otro producto. Cada vehículo/producto (tipo) tiene poseer etiquetas químicas.

--utilizado cerca: investigadores; policía en la determinación de los accidentes (atropello y fuga (coche al coche o coche a otros desplomes derechos del objeto (postes del teléfono, edificios, cercas, parquímetros)).

- impresiones del dedo (existe en un cierto nivel). Artículos tocados W5 de las demostraciones.

- impresiones del pie: marcas del zapato (el frotamiento de las plantas del pie (hechas de tipo del pvc) - > obra recíprocamente químicamente con el indicador en piso. Inmediatamente/después de las demostraciones de NR de un producto químico posterior (indicador) se aplica al piso. Indicador: reacciona el material típico de la planta del pie del zapato de w.

- el área de la superficie (piso) no tocada (caminado encendido, efectuado, alterado) tiene color de diferenciación de qué no recibió ninguì□n contacto. El revés de los indicadores que buscan para los puntos del contacto. El contacto hizo causas = la reacción química que no aparece en indicadores factibles, por lo tanto el sistema reverso se puede utilizar en tales casos.

- cambios en calidad del aire, eg.: productos químicos en aire: contaminación, sulfers, ácidos, toxinas. El aire = entra en contacto con = superficie cualquier cosa (kn).

- who/if cualquier persona, donde sentado/cuando. Productos químicos de telas de la ropa, o de porciones del contacto de piel de muebles: parte inferior, resto del brazo.

. - el plazo cualquier sustancia se ha mantenido envase. Eg.: alimentos: (las bebidas, el café, el té, las sodas, el vino, el otro alcohol, jugo, agua, leche), los vehículos, carnes, harina basaron los alimentos, frutas; productos químicos o laboratorios/pacientes médicos/laboratorios.

los productos químicos de +-wrong pusieron en el envase (vertido, insertado, inyectado) (para el almacenaje, el "analizador químico"). las demostraciones del nr (el notificador alerta a usuario) = sacan tratar de forzar, eg.: colocando las toxinas en almacén contradecir los productos de los bandidos. Para a gente de reutilizar los envases por razones incorrectas: la seguridad, toxicidad, envase no pertenece para tales usos o no diseñado

contener tales materiales peligrosos. Los envases del material peligroso pudieron tener NR el aparecer cuando el material peligroso que fue diseñado para fue insertado en esto - entonces la gente/security/u sabe: el envase derecho/llenó hasta o debajo de nivel/de bandido señalados no robó el material (peligroso) vía el envase incorrecto (tales envases pudieron ser además duros de conseguir (y también tener ciertas insignias sobre eso).

- Presión de aire/velocidad del viento/barómetro/altitud = nr.

- sudor de: seres humanos, animales, rocío (humedad condensada del aire)

- grasa, aceite (tóxico, comestible, vehículo/petróleo basado). Propósito: el toxity, evita el deslizarse (cuando nr en piso, el cemento).

- presión puesta sobre la superficie: pluma de la escritura (w cualquier papel entre la pluma/equipa y emerge difícilmente w=nr).

+-NR colocado en los cosméticos (maquillaje): colorete, paquetes de la piel, sombra de ojo, lápiz labial, rimel, cremas hidratantes de la piel, protecciones solares, chapstick, otras cubiertas de la piel. el nr (el notificador alerta a usuario) enlaza la piel bien de w. Existe: remiendo patentado para NR cuando u que consigue cerca de etapa de la quemadura.

+--el aerosol de pelo/el acondicionador del pelo/el otro elemento ese pelo = nr de las capas: u (usuarios que buscan la adaptación) descubre si los productos químicos indeseados aterrizaron en la cabeza/los pelos de la piel/del abrigo de pieles. Nr enlaza el pelo bien de w.

- lente de contacto: productos químicos de usar más allá de plazo = de nr señalados: la coloración ocurre, u considera aumento (del menor de edad) en opacidad (coloreada).

- (planta de la casa) suelo (potted) = llano del contenido en agua (agua del por ciento) = nr.

- etiquetas (pegadas sobre superficies de n) = nr

NR para las piezas del producto demuestra cuando/cómo la parte excedió parámetros deseados, eg.: la temperatura, doblando, contenta w/in que el pvc revestido ha deteriorado o efectuado de una cierta manera indeseable. KN (invenciones) - piezas del directorio A5 incluyen:

- mangueras de goma, instalando tubos

- los alambres eléctricos cubrieron la capa de w

- la capa se aplicó a cualquier superficie de: calentar el material conductor (metálico), partición.

Búsquedas de NR del condón: Productos químicos en líquidos de la vagina de la mujer: acidez de la vagina de la mujer, fluídos corporales; Productos químicos de la saliva. ¿Existe en la patente de mayo de 95 concedida a Beckers?

(Señalado niveles de) la suciedad acumuló sobre nr de los disparadores del pvc. las búsquedas del nr (el notificador alerta a usuario) señalaron la suciedad de los productos químicos w/in, eg.: humos (del automóvil),

(hogar, tela) polvo, suelo, (suelo, alimento, hogar, agua) líquidos químicos/excreciones del microorganismo. La superficie acentúa el nivel de suciedad/de productos químicos que entró en el contacto con (incluso si no hay indicadores (fuertes).

NR: detecta los escapes emitidos de los envases. Quizás los escapes se fuerzan hacia fuera vía la presión (excesiva) del envase/del frasco. Grietas.

+ metal cerca () de la prisión/N (invención) (kn) de las barras = es la capa cubierta de w que cuando el corte/abrased - > nr: eye los colores/los olores de cogida/la otra forma del notificador [7G].

+ las trampas de la tubería, de los fregaderos, y de la pipa tienen NR. Propósito: alarmas si alguien intenta limpiar abajo el material con un chorro de agua peligroso. D (dibujo): u = poniendo el material peligroso abajo drena/pipa/tocador/fregadero/calle-canal/corriente/el tanque = nr (el notificador alerta a usuario) ("sensor") = sensor "analizador" = C (adaptar características asociadas de las búsquedas de la computadora) = nr (el notificador alerta a usuario) (el oscilador, t=police/management/security, flujo líquido (del agua) paró/tapado (inmediatamente)). "Cuenta": los niveles limpiaron con un chorro de agua abajo (en un cierto plazo).

U puede aplicar ciertos indicadores sobre el material (plástico). El indicador empareja el agente químico buscado. El plástico se diseña para trabajar w una gama señalada de indicadores. Esta flexibilidad es provechosa para researcher/u. También ahorra el tiempo del u en no tener que imaginar si obra recíprocamente el plástico favorable los indicadores de w. Frecuencia intermedia: cubrir simplemente los indicadores sobre de productos del estante, después hacer los moldes para los productos disponibles si las ventas son altas.

Si los indicadores son un problema en: deteriorando el plástico, no pegándose a las superficies, a las coladas apagado demasiado legible, al etc. señalados. Uso: un producto químico intermediario entre el plástico y el indicador. El producto químico intermediario puede actuar como: pegamento, neutralizador (no efectuará tan negativamente (deteriorar) el plástico/la otra superficie, da el indicador/el plástico otras características deseadas.
- el producto químico intermediario puede ser: tinta/pintura/esmalte del color; o el producto es solamente producto químico intermediario vendido de w, después u (usuarios que buscan la adaptación) aplica el tipo indicador necesario para las funciones señaladas.

Los nódulos que pegaban la superficie exterior pudieron romper después: abrasión, juego duro.... = productos químicos de los lanzamientos que reaccionan indicadores de w en (otras partes de) superficie = nr. Accionando necesidad de los productos químicos de ser insertado en estos nódulos.
- puede simplemente estar un recordatorio al usuario a tener más cuidado en el futuro para ese producto particular, o llega a ser quizá inoperable después de que el indicador aparezca.

Los plásticos permeables al aire (guantes) pueden ser más usables si hay un nr en el lugar. Puesto que u (usuarios que buscan la adaptación) puede quitar guantes antes de que esté señalado los productos químicos entra en el contacto de piel. Los usos limitaron.

+ derramamientos sobre el borde cuando: el envase llenó al colmo/cuando tapa colocada encendido. Una tira/un área de la barra apenas debajo del borde de la tapa (en fuera del envase) tiene el indicator/nr.

+ biodegradando: u (usuarios que buscan la adaptación) aplica los productos químicos al material (plástico) cuando está listo para la basura/biodegradar. el nr (el notificador alerta a usuario) demuestra si se han conducido los productos químicos necesarios/proceso: completamente/a todas las partes de plástico, entonces permitiendo que u disponga del plástico por consiguiente.

+ indicadores de los condones: funciones del nr (el notificador alerta a usuario) en demostrar la probabilidad creciente de la fractura, aunque ninguna deterioración pudo haber ocurrido necesario.
+ - indicador del Pre-uso: demostraciones del nr if/when el condón fue utilizado previamente. El objeto de valor así que la persona sabe que su socio no está suministrando un condón usado, y también que reduce a gente de la probabilidad intentará reutilizar los condones.
- tecnología: presencia de probable contacto químico - > nr (color de los cambios). Los productos químicos probables para accionar el nr incluyen: líquidos vaginales, esperma, líquidos de la pre-eyaculación del hombre, productos químicos de la piel, lubricaciones no humanas usables para el sexo (petróleo y no petróleo basado).
+ - longitud del uso: los condones se substituyen mejor después de cortos períodos de tiempo.
condón de +-Was usado antes: los indicadores del pre-uso pueden entrar en efecto después de que el plazo señalado de tal producto químico apuntado entre en contacto con.
- los condones (especialmente de la variedad estirable, que necesitan estirar antes del uso del hombre) pueden demostrar en un cierto plazo NR porque el condón ha estado en un estado estirado más allá del tiempo señalado.
--el estirar - > causa reacciones químicas - > NR
. Indicador abusado del condón: demuestra si fue abusado de cierta manera, aunque pudo no haber deteriorado necesario, eg.: cabritos usados adentro como un globo del aire o de agua; el estirar o experimentación excesivo (manos de w).
la materia prima de +-Petroleum (lubricantes) ha tocado el condón - > NR. Tales productos químicos deterioran los condones, por lo tanto necesidad de usuarios de ser recordado vía NR. U utiliza a menudo unknowingly los lubricantes incorrectos. O demostraciones de NR si el spermicide deseable o el otro antibacteriano - el agente viral es /are no presente, por ejemplo en la lubricación o el condón - los 3ultimos dos puede tener los indicadores necesarios.

NR colocado sobre las partes del cuerpo humanas:
+ colocó en/debajo de los clavos del dedo/del dedo del pie (del ser humano). Debajo de las uñas mejorar el contacto/la acumulación químicos peligrosos de las demostraciones. el nr (el notificador alerta a usuario) puede incluso brillar intensamente en obscuridad - así que u por lo menos la considera cuando se van a la cama.
- piel

NR también demuestra contenido: mecanografiar los productos químicos (el por ciento cuyo los ingredientes); volumen; peso (escala); nivel de calorías (para la consumición del ser humano o del otro organismo); temperatura (KN en dir de G, eg.: termómetro de la cuchara).

Analizador del índice de alcohol: el nr (el notificador alerta a usuario) determina el por ciento de alcohol poniendo la lengüeta en líquido. Ejemplo: usted está en el partido y no seguro de índice de alcohol, o el restaurante de la sensación le está engañando dando una bebida aguada. 7G050.

Contenido del líquido "analizado" vía: NR-Lengüetas 7G050. Eg.: demuestra niveles de información alimenticia valiosa.
- Tecnología: la información alimenticia incluye: todas las vitaminas y minerales sabidos necesitaron para la consumición humana.

Los productos existentes se diseñan a menudo para resistir cambios del color sobre ciertas ocurrencias, eg. contacto (excesivo) con: luz, calor, serenidad, (común/peligroso/otro) productos químicos. Sin embargo los agentes químicos de inhibición en los materiales dichos se pudieron reducir para demostrar un mayor nivel de cambio. El grado a el cual se reducen tales agentes corresponde a la velocidad a la cual NR demuestra tales ocurrencias sucedió.

Sistemas de la generación de las fórmulas:
Software usado en las fórmulas el convertirse/el analizar/evaluación para el alimento, la química, los indicadores, el etc.
- el uip de la función deseada es el matched= w uip de elementos/de ingredientes/de productos químicos/de elementos de diferenciación del alimento = dando por resultado fórmulas de los ingredientes que pueden (mejor) alcanzan meta deseada.
--las características de la meta son tied= vía uip = a las características de ingredientes disponibles/sabidos o (KN) sistema.
+ partes importantes: UIP-Adaptar, 7G050, banda, Pista-Analizar (analiza para cuál es el mejor de seguir = DB), inspirándose el interruptor, 2E010 20 30 40 50 softwares de la receta.

. Ejemplos:

1] desarrolla un nr (el notificador alerta a usuario) = alertando la presencia de sales/de ácidos/de elementos peligrosos = de in/for: líquidos/polvos/contacto de la superficie.

2] El otro 7G050.

el sistema de 3] interruptores (software adaptado `) puede ayudar simplemente a u (usuarios que buscan la adaptación) ofreciendo posibilidades sugeridas: fórmula/equipo/fuente de información (material de referencia,) en línea/tipo de las fuentes experimenta.

4] UIP-Adaptar = UIP-DB: ajusta a las necesidades del u.

5] La constitución necesitó en resinas plásticas/metales/la cubierta del producto ("cm", el "cp") o piezas, porque = tolerando niveles señalados de: el estirar, doblez, tirando = dentro de ambientes señalados de la variación (extremo): temperaturas, luz, abuso, desgaste excesivo, plazo del uso del elemento (edad de N).

6] Estrategia de búsqueda de la patente: software y (fórmulas o receta o ingrediente)

7] Farmacéutico: ingredientes que se convierten para las drogas; ideas para la investigación.

8] El software diseñó simultáneamente ayudar a investigadores aumenta su (relacionado sociológico, psicologicamente) creatividad: KN

- "Banda": el interruptor (software adaptado `) (con referencia a) se programa = según lo controlado por el UIP; el programador puede ayudar a dirigir/interruptor del control.

. OTD D (dibujo): u (usuarios que buscan la adaptación) = este ~ C del sistema de N (el sistema busca acoplamientos adaptables a las características asociadas) (interruptor que sugiere fórmulas) (adaptar características asociadas de las búsquedas de la computadora) =
ACCESO (); ANALIZADOR (); CUENTA (); CARRO (); EDIT (); EDUC (); MULTIUSOS (); Banda (); Q (); RANURADOR (); +SCORE (dado a cada aspecto = atado a cada elemento de: ingredientes de la meta y del potencial); SENSOR (7G050); ESTADO (); TDS (cuentas de retraso de tiempo en conseguir efecto de NR); PISTA (historia (producto químico/alimento) de los experimentos anteriores conducidos cerca: u, cuerpo de organización, DB, m); U (investigador, estudiante = "educ"); UIP ().

- Nota: las referencias en otras referencias del estado de las invenciones (no dentro del archivo 7G) a menudo apenas a 7G, pero en actualidad deben hacer las referencias a la familia 7G050 de indicadores, eg.: N que cambia color en su superficie de la no-pantalla por cualquier razón.

Movido desde 1G200

<Pat: AUTORIZACIÓN, 4>

cambiador superficial del color +1G200: Ésta es N grande, ampliada especialmente en otros archivos desde 8/95. Ver 7G.

Los colores cambian según luz o la temperatura, ayudando mantiene temperaturas deseables [el blanco es más fresco que negro] para: 1] Azoteas: pinturas, azulejos, alquitrán y grava; 2] Tarps, tiendas; 3] Pinturas para: casas, marcos de las carteleras que consiguen la atención cambiando color; 4] Tela: ropa, cortinas - ayudando mantener las temperaturas deseables.

- el color de los cambios por la estación (oscura para el invierno, la luz para el verano) a ahorrar en la calefacción de interior/el enfriamiento cuesta. El color se cambia químicamente (vía gota en temperatura o de la oscuridad o de la luz). Productos químicos en: pintura, o material de cubierta flexible, o hecho en superficies expuestas de materiales, eg.: material de material para techos.

- esta N copiada a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verlo para las actualizaciones.

. - Azotea de la temperatura especial/del material sensible a la luz, del material duro (plástico, esmalte de la arcilla, capa de metal (esmalte). - Cambiar el ^via del color: capa (fácil)/aerosol (color cambiante como con el camaleón, que puede ser cambiado de nuevo a color anterior).

--cambiar el color (%nr) vía el rf o la otra emisión

--¿ésta es una más vieja N los míos?

- Azotea de la casa de perro: más fácil poner, manteniendo temperatura más cómoda para cualquie tipo animal doméstico.

- Venta N en formas de: unidades separadas del azulejo, lonas, pinturas, esmaltes, mezclas con alquitrán (y grava)

- Usos: azoteas, caminos, calzadas, cubiertas, exteriores del vehículo, maquinaria o equipo usados al aire libre;

¡++ cómo los indicadores ayudan a guardar el calentador y el refrigerador - OBJETO DE VALOR de los usuarios!

las azoteas del color de ++Darker [el color consigue más oscuro en temperaturas más bajas] atraen calor. Inversamente, en tiempo caliente, el color de la azotea llega a ser ligero, dando por resultado una cierta reflexión del calor.

+--Conductos de la HVAC con la exposición luminosa al aire libre: ellos a algu□n en/fuera del calor de la transferencia del grado de edificios. Puede también cubrir tales accesorios con el material de aislamiento (pvc relacionado, o el otro material) la entrada en del contacto con los elementos/las temperaturas exteriores.

+--ropa: capas, sombreros, zapatos - guardando el calentador de los usuarios o más frío según el ambiente (al aire libre/temperatura del cuerpo, luz (al aire libre));

+--carteleras (al aire libre grande): conseguir más atención por su color cambiante hasta de las maneras 20+ según ocurrencia de diferenciación nivela (luz/humedad/contaminación de la temperatura (de productos químicos señalados, eg.: monóxido de carbono, mercurio, plomo) - usado por control de la contaminación o firmas del filtro de aire).

+--Cubiertas de arriba: azoteas, tarps, cubiertas duras (al aire libre) de la tierra superficial

--Misceláneo: subacuático; cuando el dispositivo se quiere ser menos sensible (brillante en el día a mezclar con la arena, después la obscuridad en la noche para evitar reflexiones de luces de destello....); paraguas; bolsos; computadora (cubiertas) usada al aire libre; (público) t; pabellones (en las entradas del edificio); tiendas; tarps; paracaídas; travesaños de la ventana; protección satinada de la ventana (w usado o wo (con [o fuera a un cierto grado]) contra: Traspaso térmico ULTRAVIOLETA, (pérdida de calor en invierno), sonido) - la ventana cambia color en las ocurrencias señaladas, más que se convierte/menos opaco también; paredes (de casas, de divisores);

+-this N es similar a/los elogios/sinergiza (de ventajas al punto de vista del usuario) notificadores del PVC 7G050 de w (con [o fuera a un cierto grado]). Eg.:

--tipo de luz (el nivel de intensidad (como mensurable por el fotómetro)/el nivel del calor determina llano/tipo del cambio del color.

--NR demuestra la combinación de tipo productos químicos y o tipo luz/calor, y longitud de la superficie de las épocas tenía tales/cualquier ocurrencia señalada.

--las lengüetas utilizaron a los niveles de la luz/de temperatura de monitor

--"sensor" = "analizador" = C (adaptar características asociadas de las búsquedas de la computadora) = NR

. - utilizar los productos químicos sabidos que cambian color por consiguiente, y que pueden ser reutilizado por 3 o más años, y mantener la forma bastante constante en condiciones atmosféricas adversas.

Impermeable/flexible (puede ser aplicado a (el pvc que cubre))productos químicos de la pintura de /for.

. --un ejemplo limitado: productos puestos para medir la tensión humana: la temperatura del cuerpo más bajo significa la tensión y crea diverso color (sobre el material de hoja) que normal o temperaturas calientes.

- el material cambiante del color se puede aplicar a: los coches, piscina basan, arropando, las máquinas de los productos (teléfono, el expendedor, las bicis, los etc al aire libre)

- D (acoplamientos asociados de la búsqueda del dibujo): el calor/la luz = reacción química = color cambia

- D (acoplamientos asociados de la búsqueda del dibujo): calor/luz = "sensor" = señal del tr (transmisor) al material que cambia color.

- esto puede (también estar) (sobre todo) solamente una invención química.

- copiado para mejorar el archivo 1.95 de N

- esta capa especial se aplicó a cualquier producto donde está necesaria su temperatura ser refrigerador o calentador guardado mientras que en sol la otra luz.

- técnico: los cambios del color debidos encenderse están en fotoquímica; los cambios en temperatura son área de la química física de termo...

+ ajustes con 7G

. aplicarse a:

+ (edificio, vidrio, pvc) ventanas: pintado/otro el tipo cubrió color del cambio de las superficies.

+ muebles (al aire libre): evitar el daño del sol/exceso del calor (más fáciles sentarse en el metal/los muebles plásticos).

- capas de cuaesquiera otros productos: K; cubierta del producto ("CP", "cm" (según lo mencionado en KN));

- actúa como camuflaje: el elemento cambia color

persianas de +-venetian: permite en luz, con todo la visibilidad de los límites de los forasteros que tienen capacidad de mirar adentro.

--Si u (usuarios que buscan la adaptación) quiere bloquear la luz entrante durante día, pueden volver simplemente las persianas la otra manera.

--Solamente la luz del exterior altera color/la opacidad de persianas. Eg.: la luz de interior (diversa frecuencia ligera de w de la luz del sol) no efectúa el cambio del color.

Luz - > golpea un lado (externo) de cada uno las persianas solamente. El otro lado de persianas bloquea el tipo frecuencia de la luz que efectuaría el otro lado (externo).

- altitud, profundidad debajo de la superficie líquida (del agua), barómetro, flujo de aire (viento, aerodinámica (que es favorable (como banda))). el nr (el notificador alerta a usuario) localiza en la máscara del zambullidor - donde u puede considerar NR (sobre el vidrio).

--también se aplica a cualquier otro material claro: ventanas, envases, parabrisas.

- parabrisas autos, ventanas

- (masticando) color de la goma. Demostraciones de NR: presencia/carencia de cualesquiera/del sabor señalado, eg.: el sabor color de rosa de la cereza de las demostraciones del color existe al grado de su intensidad de color rojo [el color de rosa es una cortina más ligera]. NR demuestra salud del chewer humano [los productos químicos de la saliva que llevaban los productos químicos señalados/pH se asociaron a enfermedad - > NR: cambios del color.

- Neumáticos: NR demuestra el nivel de la suciedad (grasa) o la presencia de eso.

- ciertos elementos (en superficies) cambian color solamente a ciertas frecuencias ligeras, eg.: mecanografiar las bombillas, sol, o asolear más arriba de 45 grados sobre el horizonte (intensidad de luz), el sol no cubierto o no cubierto por las nubes.

caramelo de +-hard (lollipop): El attached= de NR al palillo = su superficie entra en contacto con la saliva = mientras que sus otros lados son rodeados por el caramelo.

--

- impresiones del dedo: convertirse más fácilmente: visible/fijado (frotado no fácilmente apagado) después de =: la temperatura/la luz ha cambiado/o cambio realizado a él.

- (lengüeta) Nr demuestra cuando el empaquetado del producto fue abierto. El empaquetado pudo ser aire firmemente, por lo tanto presencia de las demostraciones de NR de cualquier nuevo aire (excesivo) (extendido demasiado el plazo).

. --soluciona problema del contacto limitado del aire apenas antes del empaquetado del lacre y del contacto del aire con boquetes después de sellar. Las aplicaciones miden el tiempo de NR basado (KN).

- hornos: Demostraciones de NR cuando las temperaturas deseadas durante plazo deseado se han alcanzado, eg.: 1] fijó # los minutos que la temperatura estaba sobre 80 grados de cent3igrado; o se reduce 2] iguales que #1] pero si la temperatura subió a 90 grados, después el plazo antes de que NR aparezca.

. Estrategia de búsqueda de la patente: Chang del color near5. Substituir el cambio w: alterar, sensor, sentidos, detectando; indicador.

. No. de la patente de los E.E.U.U.:

. - Algunas patentes aquí son muy importantes, otras no son, pensamiento las designaciones para las patentes (especialmente para esta N, ser menos probable demostrar su mayor/menos que valor).

-5114218: las gafas de sol cambian colores vía el modo del EL de alterar los pixeles en lentes; indicador del color de 492535 veces; Color del cambio de 4659619 imanes de la tela; + 4659649 sistemas fotosensibles que demuestran la indicación visible de la exposición, eg. a la radiación; 4687728; indicador del derramamiento del gas de escape 4751912; Radiación 4788432...; 4804275; 4804630 4805188 4814269 4818215 4820316? 4820755; + 4822743 método y paño para detectar los escapes en cuerpos cerrados: se aplica a la salida del gas...; 4829187 4863694; + 4750814 vidrios de ventana del automóvil cambian el color para antideslumbrante; + indicador de la vida útil 4382700: fieltro del material, eg.: cambios de las demostraciones de la jalea mineral en el contenido químico del contenido; + 4430299 reacciones químicas de los monitores; 4456723 4467025 4472507 4482635; + mascarilla 4488547: los cambios colorean para señalar su pérdida de capacidad a las bacterias del limador debido a la acumulación de la humedad; 4490440; 4538811; 4615828; 4614715; 4615828 4524264 4629330 4145186 4150570 4166058 4170190 4191125 4196167 4201548 4212153 +4215562 detecta los defectos subsuperficies superficiales de la American National Standard en color de los cambios de la joyería de los productos laminados 4220016 según la temperatura del cuerpo del u 4231370 que 4235108 4244693 4245997 4248597 cambios del azulejo de +4249273-pool colorean (el color de KN cambia para calentar la piscina cuando su demasiado frío - pero está este KN (invenciones) iguales que patente?) 4258000 4263850 4271121 4276190+ 4277368 4277848 4278439 4291122 4292916 4298348 4298569 4300910 4314030 4315890 4324558 4343885 4344909 4347312 4355113 4356149 4362645 3442749 3743846 3826499-for "juego" - KN

+3881929 3889530 3899677 3903423+ 3907501 3932134 3935834

3951098 3951133 3964295 3964299 3984204 3987401 3999946

diversa definición 4002139-has de la palabra "tensión"

4003707 4014670 4015462

+4015465: Color que exhibe el sensor de la fatiga: la película de plata del cinc experimenta un cambio del color que indica niveles predeterminados de la fatiga.

4015610 4015937 4016762 4123930 4028876 4030482 4046139 4062649 4094642 4096314 4121714 4126417 4128508 4129483

53405375339159 5326388 5326031 5322031 5320807 5318912 5317987 5310646 5296194 5291879 5290516 5288606

+5282650 dispositivos del cambio del color activatable doblando: a saber los precios metálicos cambian color cuando están pelados apagado.

5281393 5268146 5265959 5240844 5239942 5224373 5224221 5223403 5217874 5215378 5211182 5206118 5197464 5197464 5194224 5191317 5189979 5187363 5184895 5182212 5180554 5178091 cambios 5176704-pacifier colorean la indicación de fiebre en bebé

5171535 5164796 5152611 5149386 5139956 5139013 5137208 5136850 5132231 5130228 5124129 5117116

4229645 años el an o 80; 3984815 años 1976; 5204632; 5264886

Códigos adicionales de la categoría de producto de USPTO a leer: ¿150a? , 138.97, 138.99, 225, 427.7+ =

- existe: anillos de humor; cristales de ventana - si se construyen en las capas dobles (polarización cruzada controlada electrónicamente - girar, después los cambios del color).

El archivo de las piezas titulado "Parte-MED" también es aplicable para entender los códigos de las partes usados dentro de invenciones del archivo 7G, para los usos médicos, y biológicos (de la investigación).

Archivo: Producto químico/7GQ

INDICADORES - ARCHIVO 7GQ

Preguntas: Algunas de las áreas que necesitan la investigación

Misceláneo:

- Cómo pequeños bolsillos hechos en los plásticos: abriendo .25m m o menos con la anchura quizá .5m m y la profundidad quizá .5m m.
- Cómo PVC construido, eg.: capas, tintes del color, sistema del "sensor" del EL (cómo el analizador del EL sabe cuál está en el sensor).
- donde usted buscaría este Info, los títulos conocidos...
- sincronización de la ocurrencia
- que mecanografían los plásticos para los guantes pudieron permitir permeabilidad del aire

. - qué equipo común necesita el nr adicional (el notificador alerta a usuario) alrededor. ¿Puede explicar con todo mantener n secreta?

%-indicators para los productos químicos apuntados

%-Secret: productos químicos apuntados adicionales.

. tipos del nr (el notificador alerta a usuario): o estado apenas que acciona el producto químico

- capas
- mixings
- el indicador aparece bajo luces especiales
- indicadores que pueden soportar temperaturas altas
- infecciones del cuerpo

. - alta/baja temperatura

. - doblando

. - perforación del uso de la GEN notada vía: oxidación, clorina

. Productos químicos buscados:

- productos químicos peligrosos

. Con cómo los indicadores trabajan = las superficies duras [tales como vinculación, como de bien actúan como indicadores]:

- plásticos
- cemento
- esmaltes, esmaltes, pintura
- metales
- vidrios

. localización del nr (el notificador alerta a usuario): Cómo los productos químicos peligrosos se derramaron/los seres humanos entonces entrados en del contacto w en laboratorio/casero separados (concentrado en contaminaciones de interior).

- nombrar otros lugares que se colocan NR

. Str:

- q difícil más adelante para el crup de la persona (aumento de la creatividad)
- mencionar ambo cualquier producto químico sabido, otras ideas, donde usted miraría

Archivo: Producto químico/7GR

LA INVESTIGACIÓN DEL INDICADOR NECESITÓ: CAMBIOS del COLOR PARA 7G y 1G20R

. Material: cambios dentro y al aire libre

- vinilo, eg.: delantales, tarps.
- plástico duro, eg.: envases de plástico, Formica, azulejos de piso del vinilo
- pinturas, esmaltes: las superficies que cubren incluyen: plásticos, metales, maderas, cemento
- plásticos de goma y recubiertos de goma, eg.: tubería y guantes gruesos y finos.
- tela (algodón, poliester, otro)
- superficies de metal: todos los metales de uso general encontraron en laboratorios, eg.: superficies anodizadas
- vidrio
- alambre revestido: tipo eléctrico alambres de todos los tipos
- asfalto, cemento, esmalte de cerámica

. Porqué el indicador cambia:

- hacer los cambios de la demostración de los indicadores en temperatura [y si tan cómo rapid un cambio], y o la temperatura actual:

. --temperatura en ese momento (eg.: de cent3igrado o de 20 cero Celsius, a 30 cent3igrados o a 40 Celsius).

- la temperatura excesiva alcanzó en un cierto plazo - efecto acumulado. Especialmente sobre 40 Celsius para dos o más minuta un balance del tiempo quizás a partir una hora a 100 horas o más.
- contacto químico peligroso: enumerar los productos químicos comunes y semi-common con sus indicadores (que pueda enlazar con el tipo superficies). Eg.: ácidos, materiales radioactivos.
- edad: qué indicadores se pueden utilizar al speedup el proceso de la descoloración al plástico.
- Efectos perjudiciales de la luz del sol, eg.: su ULTRAVIOLETA [luz ultravioleta]

. Notas:

- el agua, el aire y la limpieza (con el jabón y agua) esperanzadamente no destruirán los indicadores o los plásticos.
- Qué sobre el agua forzada de las máquinas automáticas de la limpieza.
- una cierta fragilidad u otros problemas causados por los indicadores será tolerada en esta etapa en la investigación
- el tipo materiales mencionados es mismo general e incluye otros materiales de la naturaleza similar que usted pueda encontrar puede ser que trabaje con los indicadores necesarios.
- el material puede ser subacuático

Archivo: Producto químico/Chem 7G general

GENERAL QUÍMICO

1J081 CALIDAD LÍQUIDA "NOTIFICADOR": caer el elemento en el líquido [agua] = las pruebas del elemento la calidad del líquido "señalado". Comprobar el nivel de la seguridad de la salud del agua para: bacterias, virus, (adentro) compuestos orgánicos.

- Forma del "notificador": lengüeta; paja [probador en la parte inferior de la extremidad]; píldora que disuelve en líquido y [puede cambiar color al nivel designado de la seguridad deseada/de los contaminantes/etc.
- Ver 1J080; archivar 7G.
- Qué color cambia puede anotar: cualquier contenido químico señalado tiene gusto: sal, glucosa (para los diabéticos), (conocidos) alergénicos (para el usuario), %calories (por el milímetro cúbico), balance del pH (acidez).

VIDRIO de ALTERNANCIA 7J-08: Vidrio que alterna entre opaco y translúcido:

El vidrio puede estar claro, o actuar como cortina dependiendo de la película de un interruptor. Windows y otras formas de vidrio pueden ser útiles para cualquier luz y opiniónes, o la aislamiento deseada.

. Las imágenes aparecen sobre el vidrio

Técnico:

--Por el funcionamiento la frecuencia [eléctrica] señalada a través del vidrio, los pixeles u otros [elementos del producto químico del tamaño del polvo] se accionan para crear opacidad [al nivel señalado].

--En vez del vidrio puede también utilizar: plásticos; LCD [doblado]; % cualquie material usado en tecnología actual/futura de la pantalla de ordenador.

- Alteraciones técnicas - más baratas o más factibles:

--Diversas luces coloreadas se echan sobre [vidrio] en patrón señalado.

¿- Un KN más viejo?

-' Ventana del programa para crear cualquie color señalado.

- % de las funciones de cristal como una pantalla electrónica, demostrando la información o la imagen deseada. Eg.: fraseología indicada con letras; %television; etc.
- Las rayas cambiables u otras imágenes se pueden programar adentro para servir como seguridad contra la gente que camina en el vidrio. Esto es más aplicable para las puertas de cristal cuando las huéspedes han terminado. Mucha gente se ha lastimado caminando en puertas de cristal limpias.
- El vidrio se programa para comunicar cualquier forma de notificación [visualmente relacionada]. La notificación en el nivel de la imagen puede acompañar cualquier otra función como la notificación audio.

. Vidrio con imágenes creatable:

- Alternando/líneas móviles
- Cualquie derroche móvil de colores, eg.: como trabajos del fuego; formas móviles; etc.

. Misceláneo:

- La superficie de cristal puede ser lisa o levemente áspera (creando una superficie opaca con pérdida mínima de transferencia ligera).
- El vidrio sí mismo no necesita ser constante. Diversas secciones pueden crear colores ligeros de diferenciación. Eg.:

--Las líneas o la fraseología pueden haber señalado las partículas para crear imágenes señaladas.

--Las áreas ahuecadas del vidrio pueden corresponder con las partículas de diferenciación así que ambos diversos colores y las recesiones transportan una palabra. El vidrio circundante está quizá sin color, o un color de diferenciación.

- D (acoplamientos asociados de la búsqueda del dibujo): fuente de luz (eléctrica) - > vidrio claro (sin la obstrucción de partículas) - > partículas - > se refleja la luz (lejos de la trayectoria ligera original).

. Productos del ejemplo:

- El vidrio de corte de diversas formas tiene gusto de las prismas, del etc: la luz se refleja de maneras interesantes según: 1] cómo se corta/se forma el vidrio; 2] las partículas y cómo está presentado; 3] la dirección y el tipo fuente de luz.
- [Diversos pedazos de] el vidrio puede moverse/gira en una 'forma programada pre-. Crear una demostración de la luz [coloreada].

--la demostración de %Light corresponde automáticamente al tipo música/sonido

- Globo de la tierra del planeta (o globo de colores abstractos): cada país/continente tiene luces de diferenciación.

--En vez del globo que hace girar, los países se mueven en el globo.

- La batería de la novedad pulverizó el globo o la otra forma. Puede ser llevado alrededor, o ser utilizado en juego, o ser dado a los amigos.
- Suelo de cristal
- El vidrio puede también servir como forma de luz, transmitiendo la luz del vidrio. Eg.: la fuente de luz viene del borde de cristal, y las partículas en el vidrio reflejan la luz hacia fuera [en 90 grados de la fuente].

--Tal vidrio puede ser plano [y colocado a lo largo de una pared]; o en interesante [curvado] forma [por ejemplo los globos]. Las porciones del vidrio pudieron tener agujeros [demostrar fuente de luz no es de una bombilla central].

--Las capas múltiples de vidrio pueden estar sobre uno a. Mientras que cada pedazo se puede cortar diferentemente, las áreas no del traslapo pueden representar diversos colores. Eg.: el color interno de la capa demuestra a través del agujero en el área externa; o el área donde el traslapo de los vidrios amarillos y verdes crea un azul como luz.

Ver: Extracto 1J080, etc. de la bola de hielo.

Archivo: Producto químico/7G

ASPECTOS MENOS IMPORTANTES 7G

¿Existe?

- Semejanzas en productos existentes: hay muchas cosas de la dos-capa en mundo, eg.: al doblar una capa, puede exponer otras capas; las tarjetas de crédito cambian color después de clavar nombre mecanografiado.
- Semejanza: similar a uno-utilizar los calibradores para determinar la tensión que un paquete se ha sujetado a al enviar.
- el PVC deteriorado puede cambiar naturalmente su color, estructura (visible), y flexibilidad. Deterioración: envejecido, abuso. Con todo tales ocasiones pueden no significar claramente el tipo ocurrencias buscadas, o suceder solamente después de que los niveles de abuso hayan excedido el nivel de abuso que necesita ser determinado.
. - La forma líquida o dura de PVC tiene colores/características de diferenciación. Las características también diferencian entre las temperaturas de diferenciación mientras que el PVC está en su forma dura.
- que los productos químicos reaccionan a qué productos químicos a servir como función del nr; qué productos químicos mezclan bien bastante PVC de w al formar el producto del PVC. Situaciones corrosivas al PVC.

Legal:

La etiqueta en PVC (guante, condón) explica:
el "nr" no debe ser confiado sobre; el "nr" puede dar difícilmente para identificar el aviso a u; ninguna advertencia pudo ser dada. En otros productos, U dijo proceso del nr no está siempre seguro, ni él el nr u sobre otros tipos de problemas potenciales no enumerados. A pesar de advertencias, algunos países pueden todavía inhibir el uso para todos los aspectos de este producto.
- la idea es el efecto del nr es mejor que no teniendo ninguì□n tal nr.

PVC que se cae: Cuando el elemento (capa del exterior/parte desmontable) se daña/lo deterioró (automáticamente/más fácilmente) de/aparte de las caídas. Vía: su (capa/capa externa) pegar el mecanismo pierde su apretón a n/element principal.
- esto sucede porque: él mejor nr u de la condición del PVC; mejor ver la naturaleza del problema del subordinado (que no pudo ser wo visible algo que salía).

Situaciones/ambientes corrosivos: - > accionando NR
- uso en ambientes corrosivos de la atmósfera: Palmadita 5316035, 5112664 de los E.E.U.U.

- cuando el material del PVC no se hace de la corrosión o del otro material fácilmente deteriorado, para lo que otras razones, eg.: tales materiales del PVC pierden las características necesarias para lo que deseó usos que un u puede tener.
- uso de los materiales de deterioro del caucho, eg.: palmadita 5275054 de los E.E.U.U. de los líquidos
- bacterias, moldes - palmadita 5247984 de los E.E.U.U.
- contacto con: (seriamente) temperaturas calientes o frías; ácidos
- (negativa) (química/eléctrica) reacciones entre el PVC y con qué PVC entra en el contacto.
- el moho o la otra corrosión al PVC de la superficie/el material% se ata a. El causar del interno: El PVC a deteriorar (más que lo necesario), PVC (parcialmente) separa/caer (más que pudo ser necesario).
- Otros tipos de deterioración en el pvc. No. de la patente de los E.E.U.U.: 5334335 5318805 5298254 5295541 5280670 5277726 5262237 5254192 4919986 4743468 4492781 4409270 4260439 4181547 4074412 4123309 3975558 3926895 3920497 3887413.

NOTIFICADORES EXCESIVOS DEL CASTIGO: KN viejo del directorio A5.

. El indicador para demostrar temperaturas ha excedido parámetros deseados:
- Una cierta clase de metal en la capa. Entonces consigue oxidado fácilmente en una temperatura más alta.
- Aplicar la capa vía: pintura/aerosol, hecho por la frecuencia intermedia/el U.
, --incluir este tipo en el plástico sí mismo del indicador. Las oxidaciones aparecen en la superficie del plástico.
. El problema del necesario de alta temperatura para conseguir el plástico en forma líquida antes del moldeado necesita ser manejado de alguna manera, eg.: algu□n indicador que indica las temperaturas excesivas se ha alcanzado la segunda vez [la primera vez sería cuando el plástico estaba en forma líquida].
. el indicador demuestra cuando la temperatura incorporó en una cierta zona w/in los 30 grados a la gama de Celsius del grado 100+.

Elementos legales:
- las advertencias se ponen en el guante, la caja, la envoltura, y o encendido las instrucciones del interior.
- el material del guante no hace la erupción pelar. Quizá la preocupación principal de la responsabilidad legal si otras precauciones tomadas. La gente de diferenciación tiene alergias de diferenciación.
- hay muchos juegos de la ley del palillo de la aguja, pero ningunos sabidos para los guantes.
- lengua de la etiqueta amonestadora en la lengua principal del país de la blanco. No necesitar quizá poner instrucciones secundarias de la lengua.
- estos productos pueden establecer nuevos estándares del cuidado en industrias diversas.
- los juegos de la ley de la responsabilidad por la fabricación de un producto pertenecen más a los productos que son peligrosos en sí mismos. Esta n no tiene normalmente ninguna pieza móvil. El agujero o la otra deterioración o contaminación no causa lesión sí mismo, y es un paso quitado de lesión.
- puede conseguir seguro de responsabilidad por la fabricación de un producto.

Existe:

. Guante de N-Dex: una vez que se deshace su violado (consigue el agujero), él (los fragmentos, agujero consiguen más grandes rápidamente). Guante hecho de Nitril. Esto no cambia color. Problema: la mano puede estar en la solución peligrosa sobre la violación dando por resultado peligro a la salud creciente. Este guante es el superventas para el fabricante más grande del guante de América.

- Ventas al por menor para $11 por la caja del dispensador: 50 pares por la caja.
- Del mejor fabricante más grande del guante de la fabricación (los E.E.U.U.). Hacen solamente guantes. Teléfono 800 884-6413.
--Distribuidor - 2000:800 554-5683 del guante
- aplicaciones del comandante para N-Dex: trabajando con sangre, los combatientes de fuego, el etc.
- ajustes y estiramientos como látex; resiste los aceites, la gasolina, el keroseno, la grasa, y otros solventes. El látex se deshace pero éste no hace generalmente. Ésta es tres veces más fuerte que látex.
- el wasn't diseñó deshacerse sobre conseguir un agujero, vendedor tan dicho, quizá porque no alerta siempre a usuario a la presencia de un agujero.
- Patente No. 5014362 de los E.E.U.U.

Existe probablemente: papel de indicador usado por el usuario debajo del guante para notificar si se ha hecho el agujero. Fue hecho publicidad probablemente en un poco de compartimiento de la seguridad y sanidad entre 8/93 y 8/94. No era quizá acertado no ahora desde su un artículo común, ni hecho publicidad al parecer. Esto se combina con nuestra idea del producto de la notificación del PVC.

piezas plásticas 4G120 que cambian color con edad. Muchos usos. Eg.: cuando la parte necesita ser substituida, por ejemplo para la reparación, o condiciones atmosféricas indebidas. ¿Obvio puesto que el plástico demuestra a menudo el cambio del color, incluso si es inintencional? La reparación necesaria ocurre cuando la parte entera, o la parte de la parte, o el color del cambio de la etiqueta de la parte, o una inscripción escrita llega a ser visibles. Demostración de los usos: fragilidad; exposición a los elementos, eg.: temperatura o humedad excesiva.

- Ver KN, probablemente directorio de A o de B.
- Los cambios en color pueden significar uno o más del following^ para la parte dicha/objeto con las piezas múltiples: temperatura/ambiente/condiciones atmosféricas en las cuales estaba ((también) frío/caliente/húmedo); uso multi ("multiusos"); cantidad de uso que recibió (estirando (del caucho)); nivel de luz (del sol) que recibió.
- Usos:
--shows^ del pote de la planta: nivel de humedad en suelo, nivel nutriente. Las patentes existen para los indicadores que demuestran el nivel de la humedad del suelo.

--trabajar a máquina las mangueras/((pvc) cubrió) ata con alambre el show^: fragilidad, niveles de la edad, capacidad de conducir (fq/electricity) y "cuenta llana" de los factores de la impedancia

--si el artículo (parte) recibió el excessive^: temperatura (alta-baja); humedad/humedad; tensión (doblez/que estira)

--niveles de energía de batería (véase vía ventana). Mismo o patente relacionada encontró en base de datos.

- patentabilidad: aunque la aplicación los plásticos que cambiaban color con edad no podría ser nueva, la idea que su sincronizado para las ocurrencias específicas pudiera ser.

- copiado para mejorar los plásticos N 1.95For Techies:

- cuando se miden los elementos múltiples (simultáneamente), diversas secciones del producto pueden demostrar los colores señalados para las situaciones señaladas, o, los colores múltiples se pueden notar en la misma hora, eg.: el color normal es blanco, el azul señala frío, candente, y el producto púrpura de las demostraciones ha estado en ambos extremos, pero más en el frío puesto que la púrpura es azul-púrpura.

- D: piezas: [] (cubierta o caja)/(x) (cubierta o caja)/O/o/<>/═══ (de la pipa)/____ (del alambre)/ ||| /\ VX/C

- esto es probablemente un KN anterior en directorio de A.

Datos repetidores: el color también cambia cuando/debido a los cambios en: Productos químicos aerotransportados: olor (índice de la calidad del aire, polen, contaminación, nivel de otros productos químicos: oxígeno, óxidos del carbón di/mono, polvo del hidrógeno...). % (ciertas gamas del fq de) de los sonidos. % de la vibración: movimiento, fricción, sacudiendo (dentro de ciertos parámetros).

CONCLUYE ESTA CARPETA QUÍMICA

INVENCIONES RELACIONADAS DEL EJERCICIO:

Archivo: Categoría/ejercicio

generador de la recompensa del podómetro de $$ 1G22:

RECOMPENSA GENERADA POR USAGE LEVEL:

Podómetro de McDonald's: Patente relacionada.

Ejercicio y grasa floja. El podómetro anota cuántas calorías fueron quemadas, y en golondrina de mar conseguir una cupón (certificado permitiendo descuento del cliente en su compra siguiente en el restaurante). El podómetro pudo escupir hacia fuera una cupón. Alquiler o podómetro del préstamo de McDonald.

- D (acoplamientos asociados de la búsqueda del dibujo): u (usuarios que buscan la adaptación) (caminando) = "sensor" = podómetro ("analizador", K, S, impresora (de las cupones, de la "cuenta", "interruptor")).

--"Interruptor": uip; almacenar selecciona cómo el sistema (el sistema busca acoplamientos adaptables a las características asociadas) "anotará" - > usuario de la recompensa; UIP - ajusta las calorías requeridas que se quemarán/llanas de ejercicio con la edad del u (gama).

- Estrategia de búsqueda de la patente: Podómetro

- No. de la patente de los E.E.U.U.: 5164967 5117444 5065414 5117444 4649552 4651446 4741001 4771394

- + 4855942 podómetro y/o aparato de medición y método de la caloría: absolutamente similar a KN, con todo al extracto no menciona que las cupones están dadas hacia fuera, ni que el dispositivo es rentable de almacén.

- las cupones se pueden dar hacia fuera simplemente para el nivel cuantificado de ejercicio, eg.: cada kilómetro (caminado) iguala un punto.

- Tipos de la recompensa: bebida del cafeína [que guarda a clientes en el ir]; alimento; música y gente de entretenimiento de otros cartuchos. Ciertos artículos compraron resultado en mayores puntos correlacionados ganados por los clientes, eg.: bebidas caffeinated.

--un uso más libre [EL] del dispositivo/sistema/acceso

--kilometraje del aire; uso interurbano de t; regalos o parte posterior del efectivo [según lo ganado cerca descubrir la tarjeta o American Express].

+ cualquier N (invención) ese scored= del is= puede reaccionar recompensas del w=.

- Cuenta: Cualquier tipo patrón que anota puede ser aplicable, eg.: nivel del uso de $; nivel del uso de la cantidad del tiempo; cuenta solamente para el tipo particular [ofrecido nuevamente] de servicios. Cuenta = Acceso-VAGOS.

- D (acoplamientos asociados de la búsqueda del dibujo): u (usuarios que buscan la adaptación) = actividad/función = sensor/cuenta = C (adaptar características asociadas de las búsquedas de la computadora) = servicios/funciones/recompensas outputted.

- Tipos del algoritmo: mayor es el nivel de recompensa el nivel de aumentos/de disminuciones de la acumulación del punto según lo señalado [basado en la actividad w/in 24 períodos de la hora]; la hora/el year= corresponde al nivel de puntos también.

-

+ otros dispositivos que miden usage= de la actividad/u entonces que da recompensan:

- Picosegundo-Zona: recompensas según las acciones/los movimientos del picosegundo del u.

- Uso de la gasolina: si los clientes compran todos/la mayoría del gas del mismo grupo de la venta, eg.: Aceite estándar, consiguen más baratos/libres [las reparaciones autos]. El automóvil tiene sensor= que detecte los productos químicos marcados con etiqueta usados solamente por el aceite estándar. Publicidad de estados: nuestro gas mantiene su funcionamiento del coche más largo y mejor.

- Cybernet: la mayor frecuencia del detalle de acceso del u [grupos de] avista los más puntos. Acceso = cuenta = recompensas.

- 'Equipo = cuenta del ejercicio: la velocidad/los metros que anotaban del treadmills= atravesó; cargar el systems= que anota el número total del peso w de repeticiones [que dan cuentas más altas a mayores pesos que

el número de repeticiones según algoritmo señalado] = las recompensas en kilometraje del aire o el uso de la gimnasia.

- VAGOS = cuenta: el buen behavior= resulta las recompensas del in=. Eg.: buen comportamiento del niño en conseguir buenas cuentas en pruebas automatizadas; su televisión excesiva de observación o juegos del EL de w que obran recíprocamente (con [o fuera a un cierto grado]) (el sistema electrónico busca acoplamientos adaptables a las características asociadas).

. OTD (otros detalles técnicos) D (acoplamientos asociados de la búsqueda del dibujo):

U = este ~ C del sistema de N (el sistema busca acoplamientos adaptables a las características asociadas) [generador de la recompensa] (adaptar características asociadas de las búsquedas de la computadora) = actividad/recompensa del u =

TENER ACCESO [] AL CARRO de // de los VAGOS de // del ANALIZADOR de // del ARTISTA de // [] [] (analizador del comportamiento del `) [] [] // EDIT [los medios u obran recíprocamente w alteran según la cuenta del u] // EDUC [u va a de alto nivel] // que [] la CUENTA MULTIUSOS de // del RANURADOR de // Q [] // R de la Picosegundo-Zona de la banda de // NR [cuando/cómo las recompensas dispensadas/acumuladas] // [] // [] (el analizador teledirigido se adapta al usuario) [] // del `[] [] // BUSCA y REACCIONA [] la PISTA de // TDS [] // T [] // del ANALIZADOR de SONIDOS de // del SENSOR de // [] [] [] // UIP [] ANALIZADOR VISUAL DE // [] // VR [] // WA [].

Archivo: Batería ejercicio/2

BATERÍAS ACCIONADAS MOVIMIENTO 4E010

Patentabilidad en la pregunta grande. Ver la sección de la patente abajo. Nada como esto para la venta en tela encontró.

EXTRACTO

Atar el cargador de batería al accesorio del cuerpo o al objeto móvil. Por ejemplo colocarlo en su pierna antes del ejercicio, o atarlo a una rueda de bicicleta. La energía del movimiento se transfiere en energía de batería almacenada. Ejercitando energía las cargas suben sus baterías. ¡Usted puede cargar sus baterías mientras que también consigue las subsidios por enfermedad del ejercicio! Ahorrar el dinero de las baterías de compra del reemplazo que terminan para arriba en los terraplenes que dañan el ambiente. Hay muchas otras características innovadoras relacionadas con esta invención confidencial también.

USOS DE LAS DEMANDAS DE LA INVENCIÓN Y DE LA PATENTE

Fijación: ¡bajar la pierna, las plantas del pie de zapatos, los molinos de la pisada, el músculo del cuerpo que entona el equipo, la bicicleta, incluso el casquillo de eje del coche, el etc! También enjaeza energía de: ondas de océano, roturas del automóvil. El cargador consigue su energía del movimiento cinético. Buena excusa para el ejercicio mientras que ahorra el ambiente y la cuenta eléctrica. Basculadores inducidos a guardar paso constante por accionar de su radio del walkman.

Comercialización: los zapatos/otros dispositivos que son vendidos se pueden poner como generación de ciertas unidades de energía por kilómetro caminaron o funcionamiento, por la persona de cierto peso. O, por las millas biked, o, por kilogramos levantó/tirado. Eg.: energía generada por milla, contra los galones consumidos por milla por los coches. Caminata/ejercicio/bici en vez de la conducción.

- el ejercicio pagará el producto en términos de electricidad y o no-daño generado al ambiente.

. - los gobiernos pudieron dar deducciones fiscales/las rebajas para estos productos: para la fabricación, la compra, o el uso. "Cuenta" para el nivel de uso.

"CUENTA":

El usuario mide cuánto ejercicio lograron. Más o el artículo empujaron más difícilmente, movido, golpe, más alta es la "cuenta". Dejamos sensación de los usuarios: mejorar, más masculino, más fuerte, y productivo. También demuestra llano del ejercicio (fuerza), calorías quemadas, cantidad del número de energía generada/+ almacenado en la batería.

- La' pantalla demuestra se está generando cuánto energía por la cual tipo acción (mientras que está ocurriendo la acción), eg.: mientras que en molino de la pisada. El software compara los resultados (calorías quemadas, energía generada) para las actividades de diferenciación.

- el oscilador suena (los zumbidos agradable, "estereofonia") (más ruidosa) según tipo/llano/intensidad del ejercicio.

CÓMO TRABAJOS:

- el tipo recharger (modo) usado depende del tipo movimiento (dirección/velocidad/duración (no repitiendo) de movimientos) anticipado. En golondrina de mar, el sistema puede mejorar energía del movimiento del arnés cerca: (uno mismo) ajustando (uip-adaptar) sus piezas móviles.

- baterías y rechargers de las aplicaciones que son la mayoría de la energía, coste eficiente, y caja fuerte para el usuario y esperanzadamente el ambiente, eg.: baterías de níquel-cadmio.

- cualquier alternador se pudo juntar con otras fuentes generadoras de energía: energía solar, baterías (del estándar), corriente eléctrica (de la planta eléctrica), molinoes de viento.

. - Necesitar un campo creativo del imán [pieza móvil]. El campo creativo mueve el interior = el estator, como el péndulo. Sobre la mudanza - rueda alrededor. El sistema (el sistema busca acoplamientos adaptables a las características asociadas) no necesita ser atado (al hubcap de la rueda). El estator recoge = energía y amplifica = [la base del metal absorbe la energía entonces = consigue inducida en el cableado inmóvil = (que se hiere de una manera especial)]. = ahora hay corriente del aire/acondicionado vía el rectificador. = el más [+] y [-] la pieza menos del rectificador conectan con la batería + o - los extremos/las secciones = batería de carga del interno.

- las subpartes del péndulo y del estator de esta N (invención) pudieron ser piezas disponibles.

- Se adapta a cada tipo movimiento/ejercicio. Diversos dispositivos o el dispositivo ajusta su manera de enjaezar el tipo movimiento como su suceso.

MISCELÁNEO:

¿- barato fabricar? ; puede ver a muchos compradores.

- Movimientos del cuerpo: el activar, el caminar, yendo de excursión, aeróbicos, nadando (impermeable), tajando (alimento, madera), trabajando (construcción de la casa, cultivando), bailando.

- Problemas: Requeriría mucho ejercicio accionar la batería. ¿Puede desarrollar un buen movimiento al cociente de conversión atrapado de energía? ¿Probable alguien lo concibió ya?

--Pero incluso algunos que cargaban pudieron ser útiles como la motivación necesaria para que la gente ejercite. Las subsidios por enfermedad no pudieron siempre ser bastantes. También, el ejercicio de esta manera se puede anotar, demostrando almacenaje de energía creciente thee de la batería. Bueno para el ambiente. Etc.

. - amplía vida de batería. Acompaña el otro sistema del suplemento de la vida de batería, eg.: energía solar.

- Psicología: da excusa adicional al ejercicio; mejoran quizá a los mecánicos levemente sobre tal sistema de batería similar usado previamente para los relojes en los años 70, años 80.

+ D1: el giro (rueda) = da vuelta mientras que movido = causa la fricción = la superficie del punto de contacto = del convertidor (fricción a la electricidad) = tr (transmisor) = los battery~c~s (cuenta: nivel de la vida de batería)

EXISTE:

. - Seiko tiene reloj del cuarzo: reloj para no enrollar el resorte principal (no enrollar el movimiento principal). Las corrientes eléctricas van a través (cuarzo). Los convertidos indican a la energía eléctrica. Diferencia de Rolex. Esto pudo hacerla menos probablemente para patentar esta invención.

. --Los relojes de Rolex, consiguen el movimiento cinético - > aprieta físicamente el resorte del reloj mecánico.

- el resorte rewindable basó los relojes. Alternador (coche).

Si cuestionable es patentable, discutir la necesidad del producto.

- las zapatos tenis que se encienden para arriba como camina u \ él, indican quizá accionado. - El podómetro R83 sugiere el pulso de la blanco para los exercizers. Los usuarios entraron edad y pulso de reclinación antes del comienzo. [un KN copiado?]

. --[Omron Corp: Nanajo-Sagaru, Karasuma-dori, Shimogyo-ku, Kyoto 600 Japón. Teléfono 075-344-7000 NK 23 de mayo de 94]

- "Ciclo vital": ¿existe? la bici de ejercicio w llevó la pantalla accionada poniendo pedales.

- Existe: alternador que enjaeza energía de onda de océano: 4447740

- aparece la batería del alternador del reloj es el único producto sabido que convierte el movimiento y lo almacena en forma de la batería. Otros alternadores utilizan la energía como su que es transformado.

CÓMO FIJACIÓN: lugar en objeto donde hay el potencial más grande del movimiento, eg.: el más lejano hacia fuera (con el oscilación más ancho); señalar adonde la energía más grande puede ser creado, a veces cambiando para la manera más fácil en la cual puede ser utilizada todo, eg.: más seguro, menos presión requerida por el usuario, producto funciona más cercano a cómo funcionaría normalmente sin el convertidor de la energía por ejemplo con menos obstrucción, y menos bulto o materia (alambres, enchufes, convertidor, batería) pegándose hacia fuera.

+ estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U.: baterías recargables accionadas movimiento 4E010: ()

- OTD: ruedas volantes (del automóvil).

- kilovatio: pierna cinética del brazo del movimiento del talud del alternador

- Str batería de la búsqueda de la palmadita de los E.E.U.U.: talud del alternador. Disco 9.94 del babero. circuito de 5285146 reguladores para el voltaje para la batería de carga por...; 5132605; 5119010; el 5305798%

--str: alternador del ejercicio: 5238462 aparatos del ejercicio de la escalera que suben que utilizan las correas de impulsión: batería no mencionada; 5135447 aparatos del ejercicio para simular subir de la escalera: batería no mencionada.

--STR: ("movimiento accionado" o "movimiento accionado ") y batter$ y (charge$ o carga)

¿- las baterías accionadas movimiento de diferenciación existen, pero para ejercitar?

- S: compañías del alternador de la llamada, pidiendo con referencia a viabilidad

- Str: una palabra - alternador

1] <replace w 2> (el ejercicio o sacude o sacudiendo o se mueve o moviéndose) near10 (alternador o batería) y (charg o recharg o energía o energiz)

2] que siguen substituye #1] 'sección de s primer: (bicicleta o caminata o radio o rueda de ardilla)

- RM: la invención del alternador abstrae difícilmente para entender, por lo tanto las búsquedas no fiables.

-79 ' - 82 ': 4227092 operó fuente de la corriente manualmente eléctrica.

- No. de la patente de los E.E.U.U.: + exercizer con la rueda volante 4470597 1984; Accesorio 4613129 de la bicicleta del ejercicio; Convertidor eléctrico 4996637 que utiliza fuentes de energía unidireccionales y bidireccionales cambiadas. 4480966 convertidos emergen movimiento del líquido.

. Patentes de los E.E.U.U.: 6629574 6281660 6037728

+ 6316906 - Sistema de carga cinético de la batería para los teléfonos celulares

+ 5949215 - Cargador de batería

+ 3792307 - Energía cinética para accionar luces de la bicicleta con energía del pedal. ¿Pieza reemplazable de la batería recargable no de esto?

sistema del generador de ++ 4837494 y de batería recargable para el esquí.

MOVIMIENTOS QUE CREAN LA ENERGÍA (CINÉTICA)

Mecanografiar los movimientos enjaezados. D (dibujo): los movimientos = alternador de activación = resultando funcionan (batería que carga). También alternador del anuncio:

1] Puertas: movimiento más grande externo del oscilación de la parte w, o en o con la bisagra.

2] Equipo del ejercicio: Ruedas de ardilla (en sistema de la golondrina de mar requiere electricidad de less/no funcionar); Equipo del edificio del músculo: el nivel o la resistencia es alterable, y la mayor resistencia empujada contra, cuanto mayor es la energía desarrollada, eg.: campanas de la barra, tipo equipo del nautilus - substituye levantamiento de pesas (para)/cuerpo del edificio del músculo que entona el equipo que implica empujar o la tracción o estirar del dispositivo: la resistencia u abarca - > batería de las energías. Las prensas de la pierna son uno de los generadores más grandes de la energía por empuje.

--eg.: la tracción o empujar (rellenada) de la parte = tira de la cuerda atada - > como la cuerda se mueve, su resistencia - > alternador - > acciona la batería

- los chismes ataron a los empalmes del cuerpo humano/animal = su movimiento (especialmente si mucha resistencia está implicada) - > alternador - > batería de las energías. Sin embargo puede causar lesión de tensión repetidor.

3] Raquetas de tenis: o cualquier objeto que recibe la presión de golpeo.

4] Bolas: tenis, baloncestos, golf, béisbol, zapatos del etc. 5], palillo de Pogo, bastón: también enjaeza la energía de la presión a la baja. El adolescente puede accionar para arriba sus baterías del walkman con las zapatos tenis del diseñador. Bolas p100, 101: el movimiento de bolas genera energía, eg.: la bola dentro de la bola es mecanismo dominante

6] Convertidor de la vibración atado a: los automóviles, trenes, terremoto dividen la iluminación en zonas encima de ciudades enteras sin la energía (broma).

7] Mobiliario de oficinas: teclados, grapadoras, cajones, plumas.

8] Juguetes: automóviles (existir?); muñecas (energía de sus movimientos del accesorio); pistas de la raza y del tren; Yoyo (KN)

9] Rodillos, ruedas: bicis, automóviles, carros (compras).

10] Pasos de la escalera, calzadas: mientras que uno reduce, la energía creada da a algunos alza ascendente al caminante humano, dando por resultado menos esfuerzo humano total de la energía.

- Usos más seguros: Ejercitar los paso-molinos (tipo rueda de ardilla) con las barras del asimiento. Enciende para arriba la escalera. La presión necesaria es grande empujar hacia abajo algunos milímetros, por lo tanto superficie de tierra más estable como el acolchado de la alfombra.

11] Perros de animal doméstico. "Rover" nombra para la marca. Batería usada para accionar el sistema (el sistema busca acoplamientos adaptables a las características asociadas) que acompaña el animal. Eg.: acciona (supervisión) el sistema atado a los animales (en salvaje, bajo estudio). Reduce necesidad de substituir las baterías.

12] Acariciar (gerbil, ratón, perro) el funcionamiento encendido dentro de la rueda de ardilla de giro circular.

13] Giro y broche de presión del yoyo al alcanzar el extremo de la secuencia. Los cabritos pueden accionar para arriba su juguete, baterías del juego video. ¿Consiguieron a padres tradicionales comprar un juguete no-CRT, puesto que el cabrito necesitará el yoyo antes de que él pueda jugar al juego?

14] ondas (del océano) mueven el alternador = las cargas la batería dentro de la cápsula (flotante) impermeable. Energías para arriba: las luces (nr) que demuestran la tierra están cerca;

(investigación/monitoring/tr/oceanographic/nautical/navigational) equipo electrónico/eléctrico, eg.: faros encendidos, equipo de cogida de los pescados (que trabaja como parte de un sistema más grande, eg.: la atracción/que asusta pescados en trampa), envía señales el SOS (cuando es necesitado por la persona apenada): el sistema lleva a cabo (EL/vía el papel en cápsula) los datos sobre donde la persona apenada pudo ser encontrada - según lo explicado por la persona que lanzó el adminículo).

15] Movimiento del vehículo, eg.: las roturas cargan una batería algo que solamente accionando para arriba el sistema del EL (el sistema electrónico busca acoplamientos adaptables a las características asociadas). Aunque esto parece obvio fue dicha éste no existe. ¿Por qué? Aplicarse a: coches, autobuses, trenes, bicicletas...

- mecanografiando en el tablero dominante
- arte del aire: roturas; cojines de aterrizaje que cogen el choque de la lancha de desembarque
- bolso de perforación del boxeador: impactos de los convertidos en energía
- perro/animal doméstico que tira en el correo/la cuerda

. - nota: cualquier número después de la categoría de producto es la página para los fabricantes para las categorías de producto tales como encontrado en el "registro americano" 1994 de la exportación, de Thomas que publica el teléfono 212 629-1130.

- Chismes especialmente diseñados para enjaezar energía (cinética) del movimiento - > batería:
- instrumentos musicales: percusiones (presión - > convertidor de la energía); instrumentos de la secuencia (movimientos del arco).

- todos los vehículos del terreno
- aleteo: alas, aletas o aletas del pájaro en el agua atada a los pescados o a la gente, aleteando en viento, aleteo/que se mueve desde ondas de océano.
- ondas; fricción o fuerza del agua que se enfrenta: paredes (del barco, del cemento en la tierra) o mecanismos de cogida de la onda de la orilla.
- máquinas de la diversión: de fichas, juguetes. p55
. - motores: p547 - 550: actúan como generadores.
- generadores p 741-746
- reductores de velocidad p.1427: roturas que convierten energía a la batería.
- dispositivos de giro
- probadores p1427 de la vuelta
- los dispositivos absorbentes del choque traducen impacto a la batería que carga, eg.: resortes - p 1437 - 1440.
- Hidroelectricidad: agua que fluye abajo de las colinas, eg.: vía las pipas, abajo maldice.
- viento: molinoes de viento
- coctelera: piezas/flujo del interior de las bolas de lado a lado que genera energía. Eg.: la pipa sellada de 1 metro llenó de las bolas. Aros de Hoola.
- cuerdas de salto: el torcer de la cuerda - > batería de las energías
- gatos de salto - > batería de las energías
- roturas: cualquie tipo de situación donde las roturas se aplican (donde tal energía no se traduce ya a otro propósito, eg.: elevadores).
- La batería de la sacudida y su sistema alrededor en 1,000's de maneras y energiza la batería, eg.: correa al tobillo y al trabajo (mientras que pierde el peso); fijación a la rueda de la bici/del coche.
- Fijación a cualquie objeto móvil, sistema: las cosas que giran/giran (los neumáticos), las cosas que vibran (excesivamente, eg.: máquinas de la fábrica).

+-Shoes: la presión del pie (mientras que camina) = presiona encima del dispositivo (que va respaldo otra vez después de que presión del cuerpo transferida al otro pie) = alternador = función deseada (cargador de batería).
--algunos zapatos pueden tener un mayor nivel de la depresión (fieltro por u) como caminan = creando más energía. Esto puede también requerir más energía del ejercicio, usando encima de más calorías del cuerpo.
--el alternador le consigue energía de cualquier pieza del zapato, eg.: + el talón, frente de la planta del pie del zapato, el lado de la planta del pie del zapato, el nivel en el cual calza curvas en el tercero alrededor de delantero del zapato mientras que camina u (usuarios que buscan la adaptación) = la resistencia es contradicho por el pie = el alternador que acciona del interno.
tipos de %-general de movimientos enjaezados: salto (movimiento ascendente y hacia abajo); salto escocés; natación; el caminar; el activar; el ir de excursión; el sprinting; subiendo (escaleras, montañas); colisiones: del dispositivo o apenas del alternador entero de las piezas w/in, golpeando, accidentes; roturas a la detención/que retrasa; tracción (cualquier cosa); el empujar (cualquier cosa); elevación; caída; el torcer; doblez; plegamiento;

% de la tenencia (el llevar); torneado (alrededor 360 grados a la vez); onda de océano arriba y abajo del movimiento.

--la parte del producto que se mueve más (a lo más punto giratorio importante en el movimiento +) es la pieza que suministra la energía del alternador.

LA ENERGÍA GENERADA TAMBIÉN PUEDE ACCIONAR PARA ARRIBA:

- ventilador, eg.: mientras que en la rueda de ardilla o el otro equipo (mencionado) del ejercicio. Refrescarse apagado mientras que ejercita, una buena manera de motivar un ejercicio más duro.

- La energía enjaezada puede también: - > encenderse desarrollado en lámpara, hacen los sonidos (oscilador) que duran para cierta duración después del movimiento, reducen el consumo de energía para gestionar un sistema (simultáneamente).

dispositivo portable de +-Any. n. "portable". Especialmente si u (usuarios que buscan la adaptación) está lejos de los enchufes eléctricos.

- "t móvil".

. - El sistema puede puentear la batería que recarga (como pr/k por u)

DIAGRAMA: [----------l l----------l l----------l l cinético

ll de la batería--tr--l cargador l del B. --tr--l alternador l--energía ----------l l----------l l----------l

FUENTES DE ENERGÍA DE NON-KINETIC: Convirtiendo de formas de la energía con excepción del movimiento, para cargar las baterías:

- energía del calor (fuego, carbón), nuclear o de la fusión

energía de +-solar: KN. Poner el sistema en luz, y las energías encima del cargador de batería. D (dibujo): luz (del sol) - > los paneles solares = convertidor de la energía = cargador de batería = batería.

- hidroeléctrico o viento (molino), [sin embargo similar al movimiento]

- transferencia de energía de cualesquiera/de la mayoría de las reacciones químicas: ¡nuclear, fusión, fuego, etc!

- energía termal

- energía del vapor

- Convertidor de los sonidos: ¿los convertidos suenan energía en electricidad? Ninguna pista si los encargados habladores podrían impulsar alguna investigación necesaria. Fijación: micrófonos, teléfono, analizadores de sonidos. ¿Broma?

- los cambios en temperatura se traducen a la batería que recarga, eg., vía: líquidos calientes de la temperatura (agua) que se refrescan abajo, o vía reacciones químicas de otras clases. U hornos, eg.: p706 - 713. Elementos cambiantes solares/del calor enormes (puestos en las azoteas/tierra).

. OTD D (dibujo): u (usuarios que buscan la adaptación) = este ~ C del sistema de N (invención) (el sistema busca acoplamientos adaptables a las características asociadas) (alternador) (adaptar características asociadas de las búsquedas de la computadora) =

Movimiento NR del cuerpo -1J010: ("analiza"/"anota" para el tipo movimiento (del ideal) y = cuánto energía genera/almacena para la batería)

Picosegundo-Zona -3E150: ("analiza"/"anota" para el tipo movimiento (del ideal) y = cuánto energía genera/almacena para la batería)

Palillo teledirigido -5E020: ("analiza"/"anota" para el tipo movimiento (del ideal) y = cuánto las aplicaciones/generan de la energía N (invención)/almacenan para la batería)

-7G052 dobló el notificador llano: ()

Los códigos de clasificación adicionales de producto de USPTO para la patente mecanografían - para leer: 320-56, 320-61+, 320-72

ASIMIENTO

OTD D (dibujo): Este sistema de N (invención) (el sistema busca acoplamientos adaptables a las características asociadas) (alternador,)/C del sistema de la carga de batería (adaptar características asociadas de las búsquedas de la computadora) =

ACCESO (); ANALIZADOR (cómo la batería (mejor) está consiguiendo su suministro de energía; cómo su que es utilizado); CARRO (la batería sí mismo es el carro que las ranuras/los agregados al sistema que golpea ligeramente el movimiento y convierte a la energía para el almacenaje en la batèría); EDUC (S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') demuestra se está generando cuánto energía por la cual tipo acción (w5 aparece simultáneamente/más adelante (vía memory=c))); M (analizador); MIC (energía sana del convertido - > energía de batería); MULTIUSOS (las demostraciones/memorizan del sistema (c) que y la energía w5 fue obtenido y vía qué medios (actividad, índice de generación de la energía)); NOTIFICADOR (u dijo cuándo la vida de batería es almacenaje del final cercano/de la batería en la capacidad máxima); La generación de exceso de la energía (más allá de almacenaje máximo) (poder) activa: oscilador (música), calor, refrigerador, el otro sistema de la banda/función); Banda (batería w5 que recarga para ocurrir; u puede sacar el convertidor del sistema cuando (w5) eligen); Q (el sistema pide u w5 con referencia al sistema; u pide w5 q); S (cuenta); CUENTA (batería w5 que recarga: cuando, el where%, cómo (tipo, índice, duración de la actividad), qué (fue cargado, porque qué uso/era batería usada (revelador uip); SENSOR (es mechanical/el; sistema (automáticamente, (vía u que hace el ajuste mecánico) se ajusta manualmente para mejorar el golpecito en el tipo movimiento); ESTADO (batería llana); TDS (la cantidad de energía recogió cuando (w5)); UIP (); WA (agregados del sistema de la batería al wa).

OTD D2: (Cuerpo/producido por máquina) movimiento = este ~ C del sistema de N (invención) (el sistema busca acoplamientos adaptables a las características asociadas) (alternador) (adaptar características asociadas de las búsquedas de la computadora) =

ANALIZADOR (banda para cómo el sistema mejorará la energía del convertido (movimiento) controlada cerca: "cerebro" /k/ (movimiento) "sensor").); AP (la energía no se almacena ideal sino se utiliza inmediatamente para reducir pérdida de energía - > los usos: energías para arriba: luces/oscilador/el sistema sí mismo del EL); CÁMARA (); CARRO (); DISTANCER (); EDUC (); GPS (); K (); MQ (tipo de movimiento); MULTIUSOS movimientos (de cada u (usuarios que buscan la adaptación) diferentemente; diverso u determinado vía: k/access); NR (cuando la energía (usable) máxima no se está generando, o cuando u está haciendo demasiado poco/mucha energía. La "cuenta" sabe el nivel de energía necesario para el ejercicio); Q; R (el analizador teledirigido del `se adapta al usuario) (); CUENTA (); ESTADO (nivel de energía (necesario) que es generado); TDS (energía w5 hecha = cuenta); T (las energías suben t); TR (EL, t); U (seres humanos, animales); UIP (analizador para maximizar energía); UQ (); WA ((las ayudas) accionar cualquier EL portable (el sistema electrónico busca acoplamientos adaptables a las características asociadas) N).

OTRO:

. % de la fijación a otros objetos móviles de la manera creativa, eg.: pies del perro de animal doméstico y movimientos de la cola [el nombre comercial para el mercado del animal doméstico es Rover].

. Habló con en los mediados de-tarde años 90 - hacer la investigación sobre la invención. Él preguntó si oyeron hablar nunca de tal producto, a el cual su contestación era negativa:

- Powersonic, Redwood City 364-5001 Catalina, Carl.
- Batería co en el consumidor Yellow Pages, SF
- GN 909 598-1919 Juan Huang, vía Regina del árbol de hoja perenne.

. El sistema anota los movimientos del usuario para demostrar el nivel de energía que es creada para el almacenaje de la batería. El movimiento del cuerpo analizado por invenciones se relacionó con la invención 3E061 - profesor particular del movimiento del cuerpo humano.

. Atar el cargador de batería a la rueda de ardilla del exercizer: la salida más lejana (en la rueda), mayor es el impacto de la energía sobre cargador.

CONCLUYE "EL ARCHIVO DE LA BATERÍA 2"

Archivo: /la batería + Nike recompensan

GENERADOR de la RECOMPENSA del CARGADOR de BATERÍA 1G22:

ARCHIVO: RECOMPENSA DE BATTERY+NIKE. Recompensa generada por Usage Level.

La invención archivó más adelante por Nike. Palmadita no 6.585.622 de los E.E.U.U. el 3 de diciembre de 1999.

DESCRIPCIÓN:

Podómetro de McDonald's: Patente relacionada.

Ejercicio y grasa floja. El podómetro anota cuántas calorías fueron quemadas, y en golondrina de mar conseguir una cupón (certificado permitiendo descuento del cliente en su compra siguiente en el restaurante). El podómetro pudo escupir hacia fuera una cupón. Alquiler o podómetro del préstamo de McDonald.

- D: U (el caminar) = "sensor" = podómetro ("analizador", K, S, impresora (de las cupones, de la "cuenta", "interruptor")).

--"Interruptor": uip; almacenar selecciona cómo el sistema "anotará" - > usuario de la recompensa; UIP - ajusta las calorías requeridas que se quemarán/llanas de ejercicio con la edad del u (gama).

- Estrategia de búsqueda de la patente: Podómetro

- No. de la patente de los E.E.U.U.: 5164967 5117444 5065414 5117444 4649552 4651446 4741001 4771394

- + 4855942 podómetro y/o aparato de medición y método de la caloría: absolutamente similar a KN, con todo al extracto no menciona que las cupones están dadas hacia fuera, ni que el dispositivo es rentable de almacén.

- las cupones se pueden dar hacia fuera simplemente para el nivel cuantificado de ejercicio, eg.: cada kilómetro (caminado) iguala un punto.

- Tipos de la recompensa: bebida del cafeína [que guarda a clientes en el ir]; alimento; música y gente de entretenimiento de otros cartuchos. Ciertos artículos compraron resultado en mayores puntos correlacionados ganados por los clientes, eg.: bebidas caffeinated.

--un uso más libre [EL] del dispositivo/sistema/acceso

--kilometraje del aire; uso interurbano de t; regalos o parte posterior del efectivo [según lo ganado cerca descubrir la tarjeta o American Express].

+ cualquie N que el scored= del is= puede reaccionar recompensas del w=.

- Cuenta: Cualquier tipo patrón que anota puede ser aplicable, eg.: nivel del uso de $; nivel del uso de la cantidad del tiempo; cuenta solamente para el tipo particular [ofrecido nuevamente] de servicios. Cuenta = Acceso-VAGOS.

- D: u = actividad/función = sensor/cuenta = c = servicios/funciones/recompensas outputted.

- Tipos del algoritmo: mayor es el nivel de recompensa el nivel de aumentos/de disminuciones de la acumulación del punto según lo señalado [basado en la actividad w/in 24 períodos de la hora]; la hora/el year= corresponde al nivel de puntos también.

-

+ otros dispositivos que miden usage= de la actividad/u entonces que da recompensan:

- Picosegundo-Zona: recompensas según las acciones/los movimientos del picosegundo del u.

- Uso de la gasolina: si los clientes compran todos/la mayoría del gas del mismo grupo de la venta, eg.: Aceite estándar, consiguen más baratos/libres [las reparaciones autos]. El automóvil tiene sensor= que detecte los productos químicos marcados con etiqueta usados solamente por el aceite estándar. Publicidad de estados: nuestro gas mantiene su funcionamiento del coche más largo y mejor.

- Cybernet: la mayor frecuencia del detalle de acceso del u [grupos de] avista los más puntos. Acceso = cuenta = recompensas.

- 'Equipo = cuenta del ejercicio: velocidad/metros que anotan del treadmills= atravesados; systems= del peso que anota el número total del peso w de repeticiones [que dan cuentas más altas a mayores pesos que el número de repeticiones según algoritmo señalado] = recompensas en kilometraje del aire o el uso de la gimnasia.

- VAGOS = cuenta: el buen behavior= resulta las recompensas del in=. Eg.: buen comportamiento del niño en conseguir buenas cuentas en pruebas automatizadas; su televisión excesiva de observación o juegos del EL de w que obran recíprocamente.

. OTD D:

U = este ~ del sistema de N [generador de la recompensa] C = actividad/recompensa del u = TENER ACCESO [] AL CARRO de // de los VAGOS de // del ANALIZADOR de // del ARTISTA de // [] [] [] [] // EDIT [los medios u obran recíprocamente w alteran según la cuenta del u] // EDUC [u va a de alto nivel] // que [] la CUENTA MULTIUSOS de // del RANURADOR de // Q [] // R [] // de la Picosegundo-Zona de la banda de // NR [cuando/cómo las recompensas dispensadas/acumuladas] // [] // [] [] [] // BUSCA y REACCIONA [] el ANALIZADOR VISUAL de // UIP [] // de la PISTA de // TDS [] // T [] // del ANALIZADOR de SONIDOS de // del SENSOR de // [] [] [] [] // VR [] // WA [].

Archivo: La categoría/la ayuda deterioró

TAMBIÉN NOS ESPECIALIZAMOS EN INVENCIONES DE LA AYUDA DE IMPAIREMENT

SE DISEÑA NUESTRA SOLICITUD DE PATENTE ENTERA DE ADAPTAR INVENCIONES A LA GENTE QUE EL WHO TIENE DIVERSO FÍSICO Y O LIMITACIONES MENTALES. ¡HAGAMOS ESTO UN MEJOR MUNDO QUE CUIDA QUE COMIENZA HOY!

Introducción a algunos ejemplos: Las invenciones se diseñan para todos los tipos de individuos perjudicados. Éstos incluyen: físicamente lisiado; y ésos deteriorados por la vista, la audiencia, y o el tacto.

Ver el amaestrador de la lengua 7J02 y el analizador de la voz: Enseña los principiantes de lengua a cómo pronunciar nuevas palabras.

notificación del Pre-Acceso 7J03: Como un individuo perjudicado puede requerir más hora de llegar al cuarto de resto, pueden enviar una señal al cuarto de resto que notifican a cualquier inquilino de la llegada que viene de un partido perjudicado.

- Diagrama: el usuario perjudicado = teledirigido = computadora = notificador [que dice a inquilinos preexistentes de la llegada prevista]/las puertas es bloqueado si el sitio de resto es vacante así que el partido perjudicado puede tener espacio reservado para ellos.
- El partido perjudicado las localizaciones puede tener acceso:
cuartos de resto; elevadores; vestíbulos (que carecen tamaño ideal); teléfonos públicos; copiadora de oficina; cocina [el usuario puede requerir más espacio y puede ser que sea la mejor cocina se va para ellos solamente].

analizador del Pre-Acceso del vestíbulo 7J04 - "barbas del gato": La invención analizará la disponibilidad del espacio para las sillas de rueda o el otro equipo lisiado de la ayuda. Ejemplos:
- dimensiones aceptables del vestíbulo en los pasillos y para las esquinas que circundan.

cuenta de la accesibilidad del ADA de la localización 7J05: El usuario sabe que el nivel de localizaciones de la conformidad del ADA tiene antes de viajar o de incorporar esa región del sitio. Ejemplos:
- los sitios de la tela son requeridos por la ley para exhibir el grado
- la oficina de correos de los E.E.U.U. requiere el grado ser incluida dentro de la dirección si quieren el correo recibido. El grado pudo estar después del código (postal) Info de la calle, de la habitación o del cierre relámpago.
- tipo grados: los dígitos múltiples, cada dígito que representa la cuenta para corresponder publican. Eg.: Habitación 200-BCD6
--B = cuenta accesible de la silla de rueda (A es la mejor y completamente obediente, F es acceso cero en el edificio)
--C = cuenta deteriorada vista. Nivel medio, solamente presente de Braille.
--D = audiencia - cuenta deteriorada. Nada a menos que la estructura de la característica sea tal que la salida en emergencias es muy fácil.
--6 = cuenta total para todos los aspectos de la conformidad del ADA con 1 que es el mejor, y 10 el peor.

instrumentos de la fijación 8G030 (escritura) a su accesorio, molde corporales etc. Para físicamente lisiado. Instrumentos de la escritura que atan/correa-sobre/encajar a presión-sobre finger+, o... Atar cualquier invención al accesorio; el sastre de la invención' ajusta a las necesidades de usuario.
--/wrist/arm (superior o bajar) /leg /foot /toe /torso /casts utilizó por los que rompieron los huesos. Especialmente para la gente deteriorada.

+ el agujero del lugar como el chisme en el molde que (firmemente) sostiene insertó el instrumento de la escritura ((pluma del punto de bola), lápiz (mecánico), (pintura/pelo) cepillo, peine.
--los agujeros de diferenciación en N (invención) se pueden utilizar para los instrumentos de diferenciación.
--recoger a derechos de los hospitales que utilizan la novedad.
--la colocación de agujeros diseñó para el tipo desventaja sufrida por los huesos rotos w de u.

Ver nuestro archivo para que una gran manera adapte el texto para la gente con debilitaciones de la lectura como ésos con la lectura lenta, o la dislexia.

Archivo: Categoría/Hm Automation

AUTOMATIZACIÓN CASERA:

colección y sistema de distribución grises del agua de $ 1G17:
Es un dispositivo de los ahorros del agua para el riego del jardín:
Regar que los flujos de una unidad (casa, conveniente, oficina, etc) están ahorrados y después utilizados para regar un jardín, césped, granja... Regar ahorrado en el tanque, después golpeado ligeramente en por los grifos/los interruptores señalados del agua. Para las partes del mundo con poca agua, eg.: Los E.E.U.U., España, Italia, Grecia, el etc. occidentales por lo menos la idea básica existe. ¿El reciclaje del agua es vox populi, pero su hecho solamente más manualmente?
- El `se adapta cerca: eliminación (a las aguas residuales de la ciudad) de un a base de agua más sucio en como base necesaria [un agua más limpia de la subsistencia].

DETALLES:
- re-se acanala toda la agua (excepto de tocador), o el usuario determina qué agua (en la época de usarla) se acanala para la reutilización
--Controlar que le riegan quieren: uso de agua del botón o de la palanca at/during/after para determinar si se utiliza la re-canalización. El agua se pudo sostener en unidad temporal en incluso los cambios del usuario su mente sobre cómo el agua debe ser utilizada. Válvula de desbordamiento [entra sistema de aguas residuales].
. - el sistema puede tener: filtro de agua; alarma si el contenido en agua contiene características de las sustancias nocivas (pH alto-bajo, de los venenos).
- los usuarios pueden utilizar solamente ciertos tipos de jabones que sean benignos para las plantas
- un fregadero separado se podría utilizar cuando uno necesita limpiar cosas que no quieren rechanneled, eg.: los cepillos de pintura, máquina usada parte, etc. Aunque naturalmente la mayor parte de qué uno limpia w (con - el nivel de controles del adaptatro de interacción) el agua no es dañosa.

- el agua del jardín puede entrar el tanque de sujeción de el cual la bomba riega el jardín (si los desbordamientos, pueden entrar: el sistema de alcantarilla/el tanque séptico convertido y da la alimentación profunda de la tierra del suelo)

- D: agua corriente = dren = mecanismo de control (frescos) (que señala la dirección de la salida; C (la automatización del `adapta las características seleccionadas por el usuario) = sensor/analizador para el agua dañosa) = corrientes = flujos temporalmente al tanque de sujeción (tiene la "cuenta" (por completo/historia del volumen de las demostraciones)/flujos a los golpecitos del sistema = del control de alcantarilla en esto agua ahorrada primero para las aplicaciones señaladas: jardín, limpieza miscelánea (el regar inicial abajo del coche sucio, arrastrando la acera/el camino).

+ evitar que la mala agua sea reutilizada, u (multi-usuarios) se puede requerir para seleccionar a el cual la corriente de la dirección fluya hacia fuera: la reutilización, o el departamento del saneamiento soluciona: u (multi-usuarios) que olvida accidentalmente seleccionar donde el agua irá después de uso.

- filtros (puede ser) usados antes de que se reutilice el agua reutilizada.

Archivo: Categoría nueva/casa/alimento Kitchen.doc

ALIMENTO Y COCINA RELACIONADOS

% de 2J-05 de la estufa de la tapa del reflector del calor: Reducir el burning en estufa (del gas) teniendo utensilio de cocinar rechazan calor por uno de varios medios, mientras que reduce al mínimo traspaso térmico al utensilio (pote).

- Medios del rechazo:

--el aire está soplado (hacia abajo) hacia la fuente de calor (bastante) para guardarla (las llamas) del utensilio conmovedor.

--la composición química de la capa externa del utensilio (parte inferior de la cacerola) diseñó: rechazar el calor (dando por resultado algo como los imanes de la misma orientación que se rechaza, aunque sin relación de proceso científico)/las extensiones el calor sobre un área más amplia (como la capa de cobre)/transferencias hasta una cantidad máxima de calor (total/por unidad de tiempo) eg.: sustancia cuyo efecto es similar al asbesto.

taza de café 5J06 con los elementos de mantenimiento del calor:

El material incorporado a [parte inferior] de la taza de café, líquido del longer= del calor de las subsistencias por lo tanto permanece más largo caliente.

- el material se pudo utilizar a través del envase. Quizá sus más activatable sabio del calor en un horno microondas.

+-see: - CALEFACCIÓN - BOLAS de ENFRIAMIENTO del INDICADOR PARA los LÍQUIDOS, ETC 1J080

correlador de la dieta del grupo 2E030: Afinar en software que el alimento tenido gusto mecanografía, y o ingredientes, después el sistema suministrará recetas. Para las recetas de deseo de la gente múltiple del interés mutuo, el sistema encontrará recetas el emparejar la mayor parte de de sus gustos individuales. <2, 2, 2>

fabricante personalizado 2E040 de la receta: El sistema recibe grados de usuarios en las recetas recomendadas, en la golondrina de mar que mejora más lejos sus sugerencias futuras (eg.: mayor o poco uso de ciertos ingredientes). Recetas sugeridas también influenciadas vía: requisitos de salud del usuario; país o región donde se vende el software.

calculadora de la caloría 2E050: Llave en calorías deseadas máximo. Incluir la información sobre cómo una quema sus calorías (tipo ejercicio). Recibir recomendó las recetas para el alimento pedido del volumen. - <2, 2>

Archivo: Bola de hielo/indicador de la introducción de la bola de hielo

HIELO y BOLAS CALIENTES 1J080 ABSTRACTO

Contenido para el hielo y los archivos calientes de la bola:
. Introducción
. Thermos
. Leído más adelante
. Nueva tecnología

Después de congelar es la manera más rápida enfriar el jugo, la cerveza y el vino, sin la dilución derritiendo el hielo. Las bolas de hielo substituyen la necesidad de las bandejas de hielo sucias que derraman a menudo el agua cuando están llevadas al congelador.
- Más bolas de hielo se congelan y se almacenan en el mismo espacio que las bandejas del cubo de hielo.
- Las pequeñas cajas portables de la bola de hielo substituyen los pechos de hielo abultados, más un viaje posible al almacén para un bolso sucio del hielo.
- La invención ahorra a usuario del riesgo y de la preocupación temporalmente de colocar sus bebidas en el congelador para evitar derretir el hielo en sus bebidas.

La bola caliente: La bola caliente innovadora después de microwaved, de las subsistencias café y del té caliente. Ahorra a usuario de agregar el café caliente a una taza semillena, que puede calentar solamente para arriba un poco. La bola caliente también ahorra de tener que reajustar los niveles diluidos del azúcar y de la crema.
- Una de las maneras más fáciles de tener una bebida caliente al aire libre.

El caso del recorrido permite una de las maneras más fáciles de disfrutar de bebidas frías o calientes al aire libre. ¡Muchas más características únicas abundan! Hay un mercado enorme si solamente una fracción personas del mundo de las cinco mil millones compró un sistema de bolas de hielo y de bolas calientes. La mayoría de la gente bebe frío y o las bebidas calientes diariamente. El beneficio proyectado conservador está bien sobre $64.000.000.

Hay muchas otras características innovadoras relacionadas con esta invención confidencial.

INDICADORES CONTENTOS QUÍMICOS DE LA BOLA CALIENTE DEL HIELO

El cambio del color notifica la naturaleza de la no-temperatura del contenido.
- Por ejemplo:
Demuestra la calidad del té o del café, por ejemplo: tipo de carne asada, cuánto azúcar necesario para esta mezcla del café/del té (debido a la bebida inherente (acidez)).
- Calidad líquida "notificador" de la invención 1J081. Esta invención es parte de la invención principal 1J080, y ser archivado para la oficina de patentes más adelante como invención separada pero relacionada.

La edad/la calidad del líquido (eg.: el zumo de naranja) puede alterar en un cierto plazo, y tiene un estándar/un cambio sabido, eg.: un contenido ácido más alto. El notificador puede intentar tan cambios señalados en la calidad de un líquido para determinar: edad, dulzor, valor alimenticio...

% alerta a gente en dietas restrictas a la presencia de ciertos ingredientes en su bebida:
- Debido al error humano en restaurantes, uno puede nunca estar seguro si su bebida contiene el alergénico o el otro ingrediente indeseado.
- Diabéticos:
--Yendo a los restaurantes pueden pedir soda del azúcar libremente, pero reciben accidentalmente bebidas con el azúcar; o el camarero funcionó de soda libre del azúcar... Bebedores (traer sus propios instrumentos del indicador puede comprobar para saber si hay sí mismos.

+--El problema es ellos necesita mantener el frío de las bolas de hielo, quizá una cubierta fría especial que también fue precongelada antes de salir de su hogar.

--El otro contenido del producto químico que los usuarios son alérgicos se puede también demostrar también por los indicadores del color. - Etc...

Ciertos gérmenes pueden causar un cambio en el color del indicador. Los indicadores del color para diversos países pueden ser específico de la región; en ésa la presencia más alta de ciertos gérmenes diferencia por la región. Las bolas de hielo utilizan diversos indicadores del color de la seguridad basados en el país y o el tipo de uso.

- El indicador puede no saber la presencia del germen sí mismo, pero puede buscar los productos químicos asociados a la presencia de los gérmenes, tal como cualquier cosa tales gérmenes emiten y que no se encuentra normalmente en bebidas, ni es emitida por los gérmenes no peligrosos.

El otro contenido del producto químico para las cuales los indicadores pueden ser utilizados:

. - tipo de té

- cualquie deterioración de la bebida debido al envejecimiento (del material original para elaborar cerveza, o desde elaborado cerveza).

- algo sucio: grasa, bacterias, (presencia o carencia de la clorina), materias del suelo

CARACTERÍSTICAS GENERALES DE LOS INDICADORES DE LA TEMPERATURA

La temperatura ideal (por ejemplo para un bebé) se puede señalar 'notificado (por el tipo color).

El comprador selecciona la temperatura deseada que quieren comprando/que altera el dispositivo para cambiar color o para hacer lo que se señala en tal temperatura/situación.

- o comprador fabrica el cubo vía su fabricante casero "fácil de utilizar"...

Utilizar los indicadores del color para demostrar cómo el líquido caliente está consiguiendo mientras que el su ser heated. Permite al usuario parar el proceso de la calefacción quitando la bola caliente cuando se alcanza la temperatura deseada.

Bola caliente de la calefacción de la bebida:

. - formas del cubo: la esfera, el cubo, la forma de animales, las formas del etc. guardadas alisan bastantes para la higiene.

cambios de %-other según temperatura: los encogimientos/se amplían; las imágenes aparecen/desaparecen en la superficie del cubo; oscilador (zumbido leve); olor.

%--las bolas pueden ser caídas de (debajo del frasco del café)

las bolas de %-the comienzan solamente a emitir calor cuando el líquido cae debajo de cierta temperatura. Esto puede ser porque: conserva temperatura caliente mejor que la taza...

Los cubos de hielo ordinarios desaparecen cuando son inútiles, pero revestidos los plásticos no dejan a usuario saber cuándo llegan a ser disfuncionales.

Técnico:

- la temperatura del interior de la calefacción/del instrumento de enfriamiento necesita ser distinguida de temperatura exterior vía:

--(producto químico/temperatura/termómetro) el "sensor" colocó la calefacción interior/el instrumento = la ventana de enfriamiento a emerger = NR.

--en peor de los casos: la temperatura de la bebida entera efectúa grandemente el color de la calefacción/del instrumento de enfriamiento

Mientras que la temperatura del instrumento del enfriamiento/de la calefacción cambia uno de siguiente puede ocurrir:

flotadores o fregaderos de %-implement (en líquido), actuando como NR. Cargar el cambio causado encogiéndose/que se amplía/alteración química del material de revestimiento (de PVC)/de la cubierta del contenido w/in.

%-bubbles vienen adelante (el efecto de carbonatación)

. - olor lanzado

% de la calefacción del dispensador de la bola:

- Camareros del cuadro que caminan alrededor con los dispensadores de la bola en un café de alta tecnología. Su otra mano puede sostener el frasco para más café.

- El envase cambia color según su temperatura:

ahorra de tener que tocarlo o beber para comprobar la temperatura.

- Calmando algo tener gusto de los líquidos, del material granoso, del etc sin la alteración de su constitución. Útil para los usos del laboratorio, desde demostraciones cuando los instrumentos de enfriamiento o de calefacción están no más de valor cambiante de la suficiente temperatura.

--El dispositivo de tenencia sí mismo puede sevir de ayuda en la alteración de la temperatura (especialmente si su constitución se diseña para almacenar la temperatura deseada).

Ejemplos de las bebidas líquidas que son frescas deseado, pero no adaptado a la dilusión: vino, cerveza, jugo, soda, otras bebidas frescas exóticas que utilizan la leche de coco en vez del agua, etc.

- Bebidas calientes: Café, té, leche caliente con los Cocos.

--Difícil rehacer más del líquido caliente para calentar para arriba si no se hizo ningu□n líquido adicional. Cualquier líquido adicional hecho se refrescará abajo, o correrá el riesgo de secarse mientras que está mantenido caliente.

Las bolas de hielo son útiles cuando solamente las bebidas de la temperatura ambiente están disponibles:

- de sus gabinetes

- si apenas está comprado de un almacén.

- si estuvo comprado de un refrigerador del almacén, consiguió caliente en el hogar del viaje, o no era bastante fresco cuando estaba comprado.

ARCHIVO CALIENTE DE LA INTRODUCCIÓN DE LOS INDICADORES DE LA BOLA DEL HIELO DEL EXTREMO

Archivo: Bola de hielo/Thermos de la bola de hielo

BOLA CALIENTE DEL HIELO - THERMOS RELACIONADO CON CALOR DE DISIPACIÓN ALMACENADO

SUPERFICIE REFLEXIVA INTERNA:

- Tener un área inferior reflexiva, o la superficie interna entera refleja. El valor consiste en la fabricación del color actual de la bola que mucho más sensible; dando una vida a la bebida basada en la temperatura solamente. --más conveniente al claro o a los líquidos semi claros; y los líquidos que son algo color emparejaron a las bolas.
- Diversas bolas del color y sus anuncios de las reflexiones una nueva dimensión al placer de consumición, a la novedad, y charla de la mesa de centro a la pequeña...

El envase almacena bolas hasta que sea necesario:

- Las bolas se pueden verter y almacenar [lado] de la taza, mientras que su temperatura es [sobre todo] mantenido debido al buffering y al contacto de no/little con el líquido.
- El usuario en como base deseada lanza bolas.
- Diagrama automatizado de la versión de lanzamiento: el líquido = el termómetro = el analizador = el regulador del lanzamiento del mecanismo = el lanzamiento = la bola del mecanismo fluye [suavemente] en líquido sin salpicar [desde flujos no de por encima de la superficie].

Ventana termal del envase:

- Una pequeña área del envase vía la cual el usuario puede tocar la superficie de transferencia del calor para calibrar el contenido líquido. Esto es mejor que usar de cerámica/los envases de cristal que lanzan temperatura por todas partes.
- Los indicadores pueden demostrar estado de la temperatura '.
- % de la pantalla/notificador funciona como ventana también.
- Ventajas de la seguridad/de la higiene. Eg.: evitar el burning.
- Protector opcional sobre ventana.

INSTRUMENTO CALIENTE/FRÍO ALMACENADO

- [Parte inferior de] el envase termal puede conservar un instrumento de cualquier forma [con excepción de bola], como discos gruesos planos. Los discos tienen un almacenador intermediario/una tapa/una

pared del líquido real, que es (con referencia a) mueble cuando la temperatura líquida baja afuera de gama deseada.

- Instrumento de la calefacción: puede ser que sea calentado en: calentador separado; o guardado dentro (termal) del envase líquido - desde calor (de la microonda) puede acercarse a él a través del envase.

Opciones de la localización del instrumento de enfriamiento de calefacción:

- superficie interna entera [de la taza externa].
- parte inferior [mitad] de la superficie interna de la taza externa.

PROTECTOR DEL INSTRUMENTO DE HEATING/COOLING - GENERAL:

- pudo estar algo eso: hace estallar apagado; desliza; expulsa apagado.
- el instrumento pudo incluso ser pieza [permanente] de a de la taza. Los finales lisos son tales que la taza/instrumento es fácil de limpiar [sin sacar el instrumento]. En este caso es el protector que puede ser limpiado: especialmente/por separado/con la especial atención.

Protector interno de la taza: - taza [disponible] dentro de una taza

- la taza externa contiene el instrumento
- cuando baja la temperatura líquida parámetro deseado exterior. Las opciones son:

--verter el contenido interno de la taza en el contenido externo de la taza, interno que da a líquido la exposición directa al instrumento. La taza interna sirve como barrera hasta cambios de temperatura.

---si la taza interna no es tolerante a la temperatura excesiva del instrumento, un protector adicional puede ser utilizado.

- solamente la parte de la necesidad [disponible] de la taza se protege contra excesivo [calor], por ejemplo la parte inferior de la taza interna.

Protector interno de desplazamiento doble de la taza: - Dos tazas que caben en uno a de los mismos tamaños. Ambas tazas tienen [alrededor] mitad de su parte inferior cortaron. El usuario decide cuánto [si cualquiera] dará el contacto ellas a líquido a la calefacción/al instrumento de enfriamiento, como la temperatura líquida puede desviarse de parámetro señalado.

- Más el contacto líquido con el instrumento, el mayor líquido del efecto es recibir.
- Para la limpieza, las tazas internas se pueden sacar completamente.
- Las tazas traslapadas múltiples pueden ser:

--abisagrado tan resbalan sobre uno a cuidadosamente [sin mucho boquete entre cada uno], así que regar menos probablemente para tocar el instrumento [en la localización indeseada].

--marcado en tapa [cerca del labio - de donde el usuario bebe] así que usuario sabe donde están los boquetes abajo. Permite al usuario alinear las tazas en la posición deseada.

'Velocidad del instrumento del lanzamiento de la temperatura: - Su construcción pudo estar de una sustancia que lanza temperatura lentamente, para no requerir [mucho] el blindar [alterable].

- Absorbe calor deseado/el enfriamiento lo más rápidamente posible. Pero las características para la lentitud/la velocidad deseadas del lanzamiento pueden ser más importantes.

- La temperatura a la cual el instrumento se altera en calentador/refrigerador puede [determinado automáticamente por el analizador] ser relacionada con la temperatura ambiente/del ambiente en ese entonces. Es decir el café caliente necesitará más alza del calor en una cámara fría.

- Con todo las oficinas/los hogares en las temperaturas normales puede requerir simplemente un producto "de interior" estándar que no necesite ser referido sobre el cálculo en la temperatura del ambiente.

- El lanzamiento de la temperatura se efectúa cerca:

--características del contenido químico del instrumento

--mecanografiar los protectores, y los almacenadores intermediarios

Misceláneo: - las tazas múltiples que caben en uno a son posibles, continuar mantenimiento de la temperatura.

- el 'instrumento necesita sostener más de la temperatura excesiva que el líquido. ¿Qué materiales en mejor del instrumento permiten esto?

- calentar quizá/antes fresco/por separado de los instrumentos del envase w (con - el nivel de controles de la adaptación de interacción) de líquido, porque el instrumento necesita una mayor variación de la temperatura.

--producto químico para el lanzamiento de la temperatura: una barrera immobiliaria [mientras que bebe] se puede utilizar, por ejemplo contra los productos químicos del peligro, eg.: hielo seco colocado en el chisme

Ediciones: disponer de la taza interna; messiness en la colada a partir de una taza a después

Estrategia de búsqueda de la patente en los envases del thermos:

- (envase o taza) y (therm o insulat) y (calor o caliente o frío o fresco) y (líquido o café o té o bebida)

--la búsqueda refinada puede enangostar sobre búsqueda agregando el siguiente a la estrategia principal: (excepto o el almacenar o almacén o energía o talud o portable o vehículo o bebida o indicat // o latente y transferencia o conductas o el conducir o dissipat o regenerat)

Patentes de los E.E.U.U.: ++5572872 dispositivo de refrigeración por líquido, que almacena y de dispensación; +5720555 envase y tapa para indicar la temperatura; ... bebidas de la calefacción +5842353 y de enfriamiento; 5871042; 5699841; ¿? 4696338; ++4823554; +4320626; 5271244; 4320656; Réfrigerador de 5067922 bebidas y juguete que lanza; 5301508

CONCLUYE LA BOLA CALIENTE DEL HIELO - ARCHIVO RELACIONADO DEL THERMOS

Archivo: Bola de hielo/bola de hielo

BOLA CALIENTE DEL HIELO

- CALEFACCIÓN - BOLAS de ENFRIAMIENTO del INDICADOR PARA los LÍQUIDOS, ETC 1J080

Ver KN (invención) en directorio de A; % (7G050 NR); %1J081. Ver + las invenciones 7G.

. - La superficie puede demostrar el estado del contenido en las cuales los dispositivos entran en el contacto.

La superficie cambia color según la naturaleza del material en el cual su superficie entra en el contacto.

No. de la patente de los E.E.U.U.: 4016762; 4388332; ¿3935432? ; 4893477; 5180598 4028118 - también ven patente/N ()/KN (invención) de la invención en el notificador 7G050 del PVC que implica cambios del color a la temperatura. No. de la palmadita: 4919983

La temperatura de la bebida, juntada con (analizador del usuario ') saber la cantidad de la sustancia -> permite que el usuario/el analizador sepa cuántas bolas a colocar en el líquido.

Las bolas pueden felicitar las tazas existentes de la espuma de poliestireno [consumición].

Seguridad: - considerar diversas formas asistir a seguridad. Eg.: ningunas grietas en la forma que puede llevar a cabo la suciedad.

- El hielo es más deslizadizo cuando está caído en el piso.

Formas de la bola: formas más planas pueden disipar el templado más rápidamente; los instrumentos en forma de disco, pudieron tener el canto u otra forma a lo largo de los lados así que ambos lados pueden estar en un contacto más completo con el líquido, sin un lado que se basa plano sobre la parte inferior del envase líquido.

El tipo de bebida que era bebida pudo aparecer en la fraseología como el indicador del color, tal como "Coca-Cola", "café", o "jugo". Esto es hecha por el indicador que busca un ejemplar químico apenas para tal bebida.

Diversas descripciones de la invención, son aspectos limitados a la invención.

- Ninguna uno o más descripciones de la invención no necesitan necesario anularse, ni arriesgan el valor de las bolas de enfriamiento, ni las funciones cambiantes del color.

- Las características deseables y prácticas tienen que ser planchadas hacia fuera para algo que interesa por lo menos una porción del mercado que no busca la invención perfecta, solamente algo que soluciona su dilema actual para la calefacción y las bebidas del recalentamiento.

El líquido puede también ser material no humano de la consumición por ejemplo para: [acción viva o animal doméstico] animales; líquidos en laboratorios científicos; utilización del laboratorio médico; maquinaria [donde los indicadores demuestran el estado]; ver el archivo 7G. ¡Esta área amplia es aún más confidencial que otros aspectos de la invención! Esperanzadamente el socio continuará su trabajo en esta área más adelante.

La ventaja del almacenador intermediario también es reducir la ocasión de la explosión de menor importancia si el líquido de temperatura grandemente diversa que sí mismo del tacto del instrumento.

Como una novedad otros factores puede cambiar los colores del notificador:

- tipo de instrumento de golpe ligero. Eg.: resultados del sol y de la luz fluorescente e incandescente en colores de diferenciación; y su intensidad también se refleja en intensidad o el tipo de color.

Los términos simples en la comercialización de la invención como el "hielo y las bolas calientes son más convenientes" pueden ser utilizados.

Más fácil en los ojos del usuario: Más fácil leer, tales en una distancia, o para los niños o los illiterates en los países del tercer mundo. Usos médicos posibles para los pacientes menos educados que pueden ser requeridos calentar o enfriar un líquido a una temperatura señalada para el valor médico máximo.

Los anfitriones son mejor conscientes en cuanto a cuando es hora de servir más bolas sin la necesidad molestar al bebedor, que ellos mismos no puede ser plenamente consciente de la temperatura líquida actual.

Bolas del sabor: Las bolas calientes o frías pudieron también dispensar sabores también cerca:

--disolviéndose totalmente

. --guardando el material de dispensación dentro de la bola, por el que se reutilice la bola.

El estado de bolas puede también [visualmente] ser considerado bajo circunstancias especiales, eg.: luz infrarroja. Las ventajas incluyen:

- comprobando para saber si hay cualquier salida, ver: fractura del condón +7G050 o del guante.

La paja también tiene los indicadores. También cualquie tubería usada para mover líquidos alrededor, por ejemplo desde la máquina a la máquina o al envase.

Poner las bolas del indicador en los acuarios [de los pescados].

Presión aumentada notificada, si consigue demasiado caliente.

Si las temperaturas excedieron mismo frío, o muy calientes; esperanzadamente los indicadores demostrarán color [relacionado] de a [a el apenas de ser frío o caliente]. Sin embargo, cerciorarse de que por lo menos el "frío" o los colores "calientes" esté demostrado, y no desaparecer si la temperatura consigue incluso más lejos al extremo. Puede haber ediciones de seguridad implicadas si la temperatura es tan caliente que se descolora el color caliente, haciendo a usuarios piensa que el líquido es seguro.

Los indicadores también demuestran: calidad del aire pobre en burbujas de: carbonatación.

Resplandor en la obscuridad: - pueden brillar intensamente en la obscuridad [pero solamente en ciertas temperaturas]. Diversión para los partidos del patio trasero, ventas de Víspera de Todos los Santos.

- Herramienta de la datación:

las noches apasionadas con las luces apagaron - pero tener su socio acabar su whisky en las rocas antes de que salga la luz [una manera de conseguirlas listas para la diversión...].

--¡Límite de dos bebidas a la noche!

Característica de la seguridad de la fábrica o del laboratorio:

- Si de cualquier sustancia nociva de uso general en la tierra del lugar de trabajo de una persona en su bebida accidentalmente, las bolas o el indicador del envase de bebidas pueden demostrar tal ocurrencia. Esto es un pequeño precio a pagar seguridad del trabajador, y puede reducir tarifas del seguro.
- Puede trabajar con o sin características de calefacción. De otra perspectiva, algo tiene gusto de un contador de Geiger contra la radiación.
- Especialmente útil con los indicadores que se diseñan fácilmente para adquirir las características del indicador el usuario quisiera que tuvieran, sin tener que hacer un funcionamiento especial de la fabricación.

Otras maneras de notificar a usuarios del estado:

- Sobre la visión: Los usuarios no prestan a menudo quizá la atención al indicador. Por lo tanto más que apenas un cambio del color puede conseguir la atención.
- Formas de notificación. Vía:

--sensación física (la picadura, prickle, lanzamiento del olor, oscilador [pieza sana saliente del comunicador] como un sonido de la alarma, %flashing enciende el notificador, cierre del sistema (sistema ligado a las características adaptadas) conectado/relacionado con el plástico/la ocurrencia en la pregunta/causar la preocupación.

--Diagrama: indeseado estado dentro líquido/perforando/fractura de material conteniendo indicador - > sensor/reacción química - > químico lanzamiento ()/el oscilador/la otra forma del ácido de la notificación.

Las bolas que diferencian de uno a por ejemplo por su tamaño disipan temperatura rápidamente o lentamente según el tamaño. Bolas más grandes tienen un almacenador intermediario más grueso. Ésta es tanto más razón del cliente para comprar tipos múltiples de bolas.

El hielo guardó fuera de los derretimientos del congelador, aumentando la velocidad en la cual todos los cubos de hielo derriten de exceso del agua. Menos necesidad de viajes múltiples al congelador, cuenta eléctrica cada vez mayor.

ARCHIVO CALIENTE DE LA BOLA DEL HIELO DEL EXTREMO. TERMINAR ESTA CARPETA DE LA BOLA DE HIELO

Archivo: Bola de hielo/bola de hielo Techie

ARCHIVO CALIENTE DE LOS ASPECTOS TÉCNICOS DE LA BOLA DEL HIELO

Nota: Los detalles técnicos cubren una amplia gama de usos más allá apenas de las bebidas. Utilizar este material para accionar nuevas ideas, y dar menos foco a los aspectos restantes.

- Por ejemplo: esto cubre las ediciones diversas tales las perforaciones (de S (la pantalla y el analizador del 'adaptan el menú para las necesidades actuales de los multi-usuarios') en la bola, y más que pudo ser esperado,

porque mucha investigación fue hecha ya en esta área para otra invención. No se alarman por favor excesivamente debido a los detalles extensos en este tema. Esto era en gran parte un "cortar y pegar" de otro archivo, con una cierta modificación.

CÓMO LAS CALIDADES DEL INDICADOR SE PONEN SOBRE BOLAS:

Opción 1 - Bolsillos:

- alisar o el área de la superficie semi áspera guarda los productos químicos seguros en la superficie, cuando la bola se coloca en tales productos químicos en las formas de: energía, goma, líquido, gas, y o mientras que recibe las frecuencias eléctricas [que hacen las bolas ese mucho más receptivo a recibir las características del indicador].
- la superficie puede tener calidades absorbentes.

--asimismo la superficie pudo rechazar [viejas] calidades del indicador cerca: siendo sumergido en una sustancia química [del baño]; entonces estando listo para una re-administración de los mismos productos químicos del indicador, o un diverso indicador.

--el proceso se pudo simplificar para el cliente que puede no necesitar conocer a todos los mecánicos del proceso. Eg.: puede ser que apenas plop la bola en un dispositivo que "hace el resto".

Opción 2:

- la bola clara tiene los colores del indicador insertados adentro.
- la bola pudo encajarse a presión, o tornillo cerrado, o tiene una diapositiva o una bisagra de la puerta cerrada.

--entonces un sellante no tóxico se pudo poner quizá alrededor de la bola; solamente si el contenido no es el más seguro para la consumición humana.

Opción 3:

- las bolas son simplemente disponibles.

Opción 4:

- trabajo de los indicadores por un plazo largo/indefinido.

Opción 5:

- la bola es como una cebolla en que las capas externas pueden salir.

BOLSILLOS: El material puede alternativo también llevar a cabo los productos químicos del indicador con sí mismo.

- En otras palabras:

El PVC (el otro material) tiene bolsillos (minúsculos) que se sostengan/tipo interactivo producto químico/condición de w (con - el nivel de controles adaptador de interacción) buscada = el ojo/EL (adaptado electrónicamente) "analizador" del u = estado en tipos de contactos hechos w5.

- en otras palabras: el PVC puede llevar a cabo los productos químicos necesarios para reaccionar con los nuevos agentes que entran en el contacto con el producto químico en los bolsillos. De bolsillo de molecular hasta varios ajustar los centímetros/los metros.

- embolsar las formas: cualquier tipo cavidad donde hay una abertura y un interior grandes/pequeños él consigue más estrecho/más de par en par mientras que consigue más profundo; cualquier proporción de anchura a la profundidad; el bolsillo se puede crear vía una superficie circundante de la pared incluida, w (con - el nivel de controles del adaptatro de interacción) o el wo (sin a excepción de la investigación y otros propósitos) cualquier cavidad hecha en la superficie del pvc, paredes puede aletear. Los puntos de la superficie áspera (muescas de w) se pueden llamar bolsillo también.

- los bolsillos están completamente o llenado parcialmente, en estes 3ultimo, los agentes químicos subsecuentes pudieron conseguir en los bolsillos (y crear una mejor reacción química).

- Bolsillos parcialmente llenados:

--Cómo la subsistencia embolsa totalmente de llenarse de los productos químicos atados adrede al PVC: la pieza externa de paredes rechaza (ciertos) productos químicos/pegamento no se pega allí; reducir al mínimo la cantidad de producto químico aplicada/dada al PVC para no llenarse embolsa totalmente.

- la limpieza del PVC puede no disturbar los bolsillos

- Superficie dentro de la capa: sustancia lisa/áspera o revestida de w (con - el nivel de controles del adaptador de interacción) (función adhesiva) a ayudar a atar al producto químico señalado. Esta capa pudo [ayuda/PVC del protector contra] los productos químicos (reacciones).

- Nódulos: los bolsillos pueden ser w substituido: nódulos químicos atados a la superficie (que come con eso en la superficie para un mejor apretón/la adherencia.

- Cubierta: las cubiertas (minúsculas) de bolsillos pueden (casi) sellar en sus productos químicos. Tales cubiertas pueden abrirse (parcialmente) cuando es el PVC: sumergido en líquido; la estructura química del PVC alteró bastantes vía agente introducido; + la cubierta deteriora de: el ácido que la come lejos/producto químico que los ataques/comen el PVC y también/edad de la cubierta del PVC/de la otra ocurrencia mencionada (que efectúan el material del pvc, la cubierta se hace del material (iguales)).

--El valor de la cubierta puede ser no disturbar los productos químicos en bolsillos excepto a veces.

- los productos químicos en bolsillos se pudieron salir vía proceso químico (sumergir en de/capa o aerosol del líquido químico/de la colada en el producto químico que sale los productos químicos de los bolsillos).

- puede reaplicar los nuevos productos químicos en los bolsillos para los usos la diferenciación. Eg.: una capa del laboratorio usada para un tipo de experimentos se puede utilizar en el tipo de diferenciación experimentos después de cambiar los productos químicos en bolsillos. Ahorra de tener que rechazar el PVC, ahorra tiempo de tener que comprar nuevos tipos de PVC si solamente el proceso químico es necesario para los bolsillos de relleno/que alteran el PVC de la otra manera así que actúa como nr.

Pegamentos: si hay o no es bolsillos o ninguì□n tipo de aspereza que se pueda crear en la superficie del pvc, las capas de pegamentos ayudarán a los productos químicos señalados para pegarse a pvc = interno

reaccionan con los agentes introducidos. Estos pegamentos pueden ser quitados (w cuaesquiera productos químicos) (en uno o pasos múltiples).

- el pegamento sí mismo puede ser o contener los productos químicos necesarios para accionar el nr.

El usuario de la idea inventiva selecciona simplemente 1] propósito (tipo ocurrencia), 2] que las reacciones químicas deseadas para servir como el nr (nuestros notificadores no garantizados) (ocurrencia de las demostraciones), tipo 3] qué tipo de PVC y o los productos químicos ser compatible junto (puede ser mezclado/atado junto) al servicio como parte de la ocurrencia de la reacción química w, 4] de nr/de sistema del nr (nuestros notificadores no garantizados) (sistema ligado a las características adaptadas) desearon.

- hecho vía: EL (electrónicamente adaptado)/que aplica indicadores señalados

REACCIONES QUÍMICAS GENERALIZADAS: pasos, etapas, inactividad.

. Reacciones retrasadas tiempo:

- algunos productos químicos/reacciones biológicas tienen resultados más claramente discernable para el nr, si tiempo dado un plazo, eg.: el microorganismo excreta los productos químicos después de días del _ del _ = tales excreciones = nr. El producto químico del PVC = del indicador utilizó funciones bien en un cierto plazo: no puede caer o lavarse fácilmente apagado.

- productos químicos secundarios-UNo inactivos

. Reacciones de varias fases: (para de retraso de tiempo)

- se accionan algunos (posteriormente productos químicos) del indicador eficaz después de que las ocurrencias = la causa anteriores señalaran reacciones químicas. D: El producto químico B = producto químico A = producto químico de la reacción = reacciona el producto químico (inactivo) C de w (la automatización del `adapta las características seleccionadas por el usuario) (estaba el pvc de w anterior) = produciendo el producto químico de la reacción que los disparadores = nr.

. Inactividad:

- algunos productos químicos pudieron requerir hora de reaccionar. O, el nr (nuestros notificadores no garantizados) diferencia según la longitud del tiempo: la reacción ha sido el ocurrir/cuánto tiempo hace la reacción (el producto químico C) fue hecho.

- valores en inactividad: los contactos de menor importancia (medidos por el plazo de la exposición) no pudieron autorizar el nr. O, NR- "cuenta" podía ser más bajo/más arriba.

- qué disparadores químicos fuera de inactividad: plazo de la exposición a % químicos; producto químico de capa del anillo (a) gastado apagado (por cómo B/C lo desaparece); la cubierta del bolsillo usada de/hizo más inaccesible para los productos químicos de B/C.

- Productos químicos Secundarios-UNo inactivos: reacciona el producto químico B/C. del w=.

- Los productos químicos en capas internas de PVC se pueden también considerar inactivos en que las capas externas del PVC son sus barreras. Con todo la inactividad del término para tales situaciones es limitada, eg.: quizás las búsquedas del nr cuando la capa externa tiene deterioran, en este caso (una reacción = un nr más rápidos) puede ser deseado, y por lo tanto inactividad no se aplican.

CAPAS/REMIENDOS DEL PVC: cada capa/remiendo tiene características de diferenciación, algunas capas/los remiendos está más interesada en:

+ remiendos de indicadores de diferenciación: permite el nr múltiple, que no interferirá w, como fácilmente por
5 fisicamente la separación. - Poner cada nr (nuestros notificadores no garantizados) en la ocurrencia señalada del punto donde más probablemente crear el contacto/donde no interferirá el nr función de w del plástico.

- fuerza: da el tipo elasticidad de la fuerza w necesaria; evitar la deterioración
- reacciones químicas: productos químicos de la mezcla w (a); bolsillos.
- desaparecido fácilmente; fácil descomponerse = exponiendo capa interna.
10 - aspecto cosmético
- permeabilidad de: aire, agua, productos químicos (a, b+, c)
- demostrar las muestras de la deterioración: puntura = nr; el color-nr puede venir solamente de ciertas capas.
- cómo es el pegamento ellas, o cómo trabajan fácilmente w agregaron los pegamentos, o como de bien se adhieren a las capas de diferenciación/material (interno) (son capa).
15 - inactividad de la reacción: productos químicos más profundos A del asimiento de las capas
- los productos químicos en una capa/región (no linear, sino los remiendos) tienen propósitos de diferenciación del nr.
- esterilización/desactivación/retraso de daño de: producto químico/microorganismo B
- u puede considerar visualmente más fácilmente el grado de la deterioración, basado en el número de capas
20 deterioradas.

Los puntos soldados con autógena en el PVC pueden causar efecto del nr (nuestros notificadores no garantizados) cuando tales puntos han deteriorado (el líquido ha filtrado en sus grietas/grietas desarrolladas). Demuestra una debilidad en la estructura del PVC, aunque ninguna salida fuera del pvc/del envase puede haber
25 ocurrido. Ayuda si el PVC es claro/opaco considerar algu□n nr (nuestros notificadores no garantizados) (el cambio del color donde se considera la deterioración).

- las bolsas de plástico: puede demostrar puntos más débiles de la soldadura
- la parte de material usada en el proceso de la soldadura se puede tratar como una capa separada (según lo descrito en la descripción de esta n). Ejemplo: es (una porción de) este material soldado con autógena que
30 causa el nr (sobre la exposición/la deterioración del material soldado con autógena).
- frecuencia intermedia: antes de la soldadura, los puntos que se soldarán con autógena tienen indicadores aplicados sobre ellos. Estos indicadores pueden soportar la temperatura necesaria para la soldadura.

Multi-Capas: - La capa interna/externa (del guante) de diverso color en la golondrina de mar que se expone, o
35 la capa interna emite la sustancia coloreada cuando está pinchada.

+-three o más capas, cada w poseen las características (color, qué busca y nr). Eg.: nivel de deterioración ácida demostrado por en cuyo su de la capa comido.

- un material más costoso se puede señalar en posiciones más cruciales, eg.: capa externa.

+ notificador - cómo está demostrado: Los síntomas múltiples son nr: nr de diferenciación (no-en conflicto) (de los productos químicos) activatable, eg.: 1] dos diversas rayas coloreadas; 2] C (la computadora del `adapta las características seleccionadas por el usuario) = nr; 3] dígitos particulares/los efectos visuales aparecen en el PVC (en lugares de diferenciación).

ESTRATEGIA de BÚSQUEDA de la PATENTE - mucho se relaciona con los asuntos más allá de indicadores de la bebida. Material: (pvc o plástico o polivinilo o poliuretano o caucho) near5
guante, condón, cubierta, vinilo
- Ocurrencia: (corros (corroer/corrosión), (deteriorat o disintegrat o
- No: biodegrad, recycl, non-corros, resistentes
- (caída near3 aparte) o contaminat
- Y reparación/problema/Identif (identifica)/cambio near2 color/reaccionan (no)/producto químico near2 del reactor reaccionar o entrar en contacto con/measur/las burbujas (el no otro bubbl...)
- Palabras claves de búsqueda de la patente: el pvc, cloruro de vinilo polivinílico, caucho, guante, caja fuerte, germen, penetrat-, advierte, hospital, investigación, rotura, rasgón, capas múltiples.
- atar con alambre/el otro PVC de on/within de los "sensores" cuando estaba disturbado/alteró/efectuado en cualquier w/in descrito manera esta N, acciona la señal (nr) que demuestra llano/tipo situación/problema.

Las MANERAS de COLORMETRIC se desarrollan sobre todo en cuanto los indicadores. Las otras maneras que necesitan más concentración son:
- Métodos bioquímicos: ELIZA {análisis amino ligado enzima}. Eg.: ciertas moléculas orgánicas que buscan tales como un anticuerpo; el anticuerpo reacciona al producto químico señalado, llevando a la notificación señalada.
- Métodos electroquímicos: Detección de escape con medios eléctricos.
. --Un circuito de la batería es un dispositivo electroquímico simple.

OTRO:
. Preguntas: Algunas de las áreas que necesitan la investigación
. Bolsillos: - Cómo pequeños bolsillos hechos en los plásticos: abriendo .25m m o menos con la anchura quizá .5m m y la profundidad quizá .5m m.
. Tipos del indicador: o estado apenas que acciona el producto químico
- capas
- mezclándose
- el indicador aparece bajo luces especiales

- indicadores que pueden soportar temperaturas altas

. Cómo los indicadores trabajan con las superficies duras del [las porciones que pueden ser] instrumentos sumergidos [tales como vinculación, como de bien ellas actúan como indicadores]. Tipos superficiales:

- plásticos
- cemento
- esmaltes, esmaltes, pinturas
- metales
- vidrios

. La investigación necesitó en los cambios del color del indicador

. Porqué el indicador cambia:

- hacer los indicadores demuestran cambios en temperatura [y si tan cómo rapid un cambio], y o la temperatura actual:
- la temperatura excesiva alcanzó en un cierto plazo - efecto acumulado. Especialmente sobre 40 Celsius para dos o más minuta un balance del tiempo quizás a partir una hora a 100 horas o más.

Cuaesquiera efectos perjudiciales de la luz del sol, eg.: su ULTRAVIOLETA [luz ultravioleta] a los indicadores.

. El agua, el aire y la limpieza (con el jabón y agua) esperanzadamente no destruirán los indicadores o los plásticos. Qué sobre el agua forzada de las máquinas automáticas de la limpieza.

TIPOS DE INDICADORES: Esta sección es una copia del archivo 7G-Tech.

. Indicadores químicos del uso casero para: limpieza; pintura; reparación del equipo (los productos químicos en dispositivo pueden venir sobre las manos); uncloggers de la pipa (Draino); etc.

. El cultivar un huerto: Detecta los pesticidas, eg.: aldrina (tratada con cloro), (tratada con cloro) dieldrina; fosfatos orgánicos: ataca el sistema nervioso; familia de las clorinas del órgano: aldrina, dieldrina, el DBC%, PWB (no pesticida sino dañoso); carbamatos; herbicidas ácidos fenoxis; otros productos químicos (comúnmente) encontraron para combatir insectos/crecimientos indeseados de la planta o del microorganismo; otros productos químicos.

(a) Benzo pyren: en el humo (cigarrillos, automóvil, filetes); hojas del asfalto. Éstas son hidrocarburos aromáticas polivinílicas. Causa el cáncer de piel.

. Desechos peligrosos: gente en desechos peligrosos. Tales empleados pueden demandar para las granes cantidades si los exponen, por lo tanto pueden cargar mucho para los guantes/los envases especiales. Eg.: metales peligrosos. SW846, y ésos mencionados en la metodología de la prueba de EPA, eg.: productos químicos volátiles y semi-volátiles.

. Farmacéutico: eg.: la droga de corazón consigue en piel mientras que hace el R&d.

. Mezclas orgánicas ácidas del cloruro: el indicador puede prestarse probablemente mejor con el elemento del cloruro en mezclas orgánicas del cloruro. Ácidos concentrados (pH extremo).

- indicadores de pH: el indicador puede indicar solamente cuando el pH se ha excedido o ha entrado dentro de un parámetro señalado. Diversas partes de pvc (guante) tienen indicadores de diferenciación (pH) el demostrar de las ocurrencias w5.

- indicadores de papel: colocado dentro del guante (existe), o del envase.

. Indicador fluorescente: menos práctica, una cierta clase de luz sería emitida sobre contacto.

. Agentes carcinógenos: cloropreno; productos químicos radiactivos; M.I.C. ; benceno.

. Indicadores mecánicos de la violación:

- los productos químicos en los plásticos = y reaccionan el aire de w:

permanganato de potasio (oxidante); nitratos (nitrato de calcio); productos químicos oxidantes orgánicos (chlorobenzine, nitrobencina).

- Ocurrencias comunes: indicadores de la necesidad para apuntar las situaciones comúnmente de ocurrencia que usuario alerta: contacto indeseado, deterioración del PVC. Esta manera pocos tipos de guantes se puede fabricar para cubrir una gama más amplia de ocurrencias posibles. Las mezclas químicas de diferenciación pueden a menudo tener productos químicos comunes/similares para los cuales los notificadores sean necesarios. Los notificadores para el oxígeno, la clorina, los cambios en agua, los cambios en el pH, el etc. cabrían esta cuenta.

- Metales (peligrosos): mercurio, plomo, cadmio.

% (dañosos) de los gases.

material de +Radioactive - materia orgánica radiactiva: los indicadores son específicos a ciertos isótopos: + C14: (esto es más probable trabajar porque emite más energía, etc.); P32; H3; isótopos del yodo, del etc; alfa-emisores; emisores beta.

- productos químicos miscellanous: cianuro; arsénico; fenoles.

Indicadores - misceláneos:

- los materiales de emisión de gran energía (radiactivos, C14) podrían causar el cambio en el estado de oxidación de indicadores químicos orgánicos específicos. Los emisores de una energía más alta son también más peligrosos, es decir: más probablemente penetrar la piel y estropear internada una vez en cuerpo.

- Los oxidantes pudieron ser demasiado de gran alcance como indicador.

. palmadita no 5.411.034 de +US: El condón cambia color sobre fractura. Mid-1995 publicado.

. Productos químicos buscados:

- excreciones de la sémola

- productos químicos que causan las alergias, asma.

. Cómo el hielo o la bola caliente puede alterar mejor deseó la temperatura - sustancias ideales para hacer bolas con:

¿- qué material por volumen conserva más de la temperatura deseada?

- materiales que pueden ir a temperaturas más altas o más bajas, mientras que mantiene su (líquido o sólido) estado ideal.

- glicol de etileno: es el helada anti, pero probablemente el tóxico. Una forma o un material no tóxica de las características relacionadas deseadas.

. Entalpia (capacidad de la retención de la temperatura). Comprobar en dinámica terma.

. Indicadores termosensibles:

- Anillos de humor; termómetros planos cuyo color cambia según la temperatura [sin el uso del mercurio].

EXTREMO: ARCHIVO CALIENTE DE LA TECNOLOGÍA DE LA BOLA DEL HIELO

Archivo: Categoría/laboratorio

LABORATORIO Y R&D RELACIONADOS

TAZAS, ENVASES LÍQUIDOS: Para todo el envase N (invención) (especialmente en el archivo G1): Tener tapas (sacadas fácilmente). Los envases humanos de la variedad de la consumición tienen tapas diseñadas para la consumición fácil mientras que conducen, caminando (semi-derramar la prueba).

1J020 temperatura NR: el nr (nuestros notificadores no garantizados) demuestra la temperatura del agua. D: temperatura líquida - > NR: el color de los cambios de la lengüeta = el color representa temperatura.

-7G050. Ver la cuchara KN (invención) en el directorio de G, que cambia color por temperatura - para los bebés de alimentación.

ventana 1J030: ver la altura del líquido. Reduce riesgos de derramamiento permitiendo que u (multi-usuarios) ajuste sus niveles de precaución con cómo es el envase lleno.

- las luces se emiten hasta nivel de la marca líquida (tapa del agua).

calentador de $ 1J040: Guarda caliente líquido/frío a la temperatura señalada (mientras que en coche). Termómetro usado al control temperatura-que controla el sistema. Eg.: para el café o té o soda.

$$ 1J050 Carbonator: Carbonata el líquido (después de la abertura (de la soda)). Eg.: burbujas emitidas de una parte más inferior del envase. KN.

- D: insertar el carbonator en la parte inferior del envase del líquido.

O-Cubo Fizzler: después de que el cubo se altere de cierta manera, fizzles burbujas en bebida cuando está colocado en esto.

- cómo el cubo pudo emitir burbujas:

1] helada - > entonces burbujea cuando está colocado en un líquido más caliente; colocar el cubo en un cierto compartimiento (no tóxico) químico de la solución/del gas/de presión.

] el cubo 2 que golpea alrededor en el envase (fricción/presión) - > burbujea del cubo.

- Términos: el cubo puede ser w substituido: esfera o cualquie otro (dispositivo de la tenencia de la temperatura) puesto en el envase de líquido.

- Estrategia de búsqueda de la patente: +carbonat y taza. Kilovatio: envase, vidrio [taza]

- No. de la patente de los E.E.U.U.: 4745853 4735974 4886525 4423670 4596341 4211342 +3615673 bebidas carbónicas de fabricación dentro de una taza.

+ 1J060 saben la profundidad del líquido en envase "analizando" la cantidad de presión puesta en la parte inferior de la taza. D: presión "sensor" = OSCILADOR de NR/S/. El "analizador" sabe el volumen exacto de saber líquida del by=: tamaño + forma del envase + de la profundidad del líquido.

- este sistema (sistema ligado a las características adaptadas) puede ser un respaldo a otras profundidades de medición del sistema (sistema ligado a las características adaptadas) del líquido.

- Usos: saber para cambiar la manera que cualquier líquido existente en envase se trata. La cantidad de líquido determina cómo se trata, eg.: más calor se da para guardar cantidades más grandes de líquido se calienta. Cuando u (multi-usuarios) no puede considerar en envases (eg.: con los desechos peligrosos (guardados bajo tierra o lejos de U)), (cuando es peligroso a cualquiera tiene una ventana/un envase abierto). La otra investigación del laboratorio. Medida de reserva para el por ciento de medición del envase que es lleno. Líquidos gaseosos.

- El "sensor" "analiza" para los cambios en porcentaje de cada ingrediente.

- considerar los productos existentes con los calibradores que demuestran el nivel contento líquido, eg.: metros autos del depósito de gasolina.

sostén de la temperatura del envase 1J070: Custodia de frío/caliente líquidos: Envase colocado en congelador/calentador (estupendos) ((microonda (horno)). Envase hecho del material especial que: puede llevar a cabo las temperaturas frías/la gota en rápidamente/esperanzadamente de la temperatura también permanecen más largo frío que él toma para que consiga el frío (posible?)%.

- substituye la necesidad de cubos de hielo.

- existe: envases de la espuma, que rodean la mayor parte de las latas de la soda/de cerveza - actuando como barrera de la temperatura; Tazas de la espuma de poliestireno; tazas con las tapas - custodia hacia fuera del aire externo; productos que consiguen más calientes (más frío?) cuando son agitated.

organismo de la vida 5J05 que levanta software:

"Educa" a usuarios en el crecimiento o el aumento de las plantas, de los animales y de otros organismos. User= vía sw= hace en format= representativo qué él haría normalmente en vida real para tomar a cuidado de la forma de vida.

- Enseña/advierte: "dirigen" al usuario, o el usuario hace lo que piensan el mejor y el sistema simplemente "nr" cuando/después de usuario hace errores.

. Plantas:

- Luces: el usuario coloca las plantas en lugar con (qué piensan son) del mejor nivel ligero. Cada "zona" tiene diverso color el representar del nivel ligero/de horas (dirigir) de luz.

- Agua: el suelo cambia color por el nivel de la humedad. El usuario ve cualquier exceso de agua recoger en el colector inferior, a que el usuario puede quitar así que no se descomponen las raíces de la planta. "NR" activa cuando el agua sobre el 1cm se deja en ella.

- Otro: el "estado" también demuestra los niveles nutrientes del suelo; viento; cantidad/tipo insectos y otros parásitos.

. Animales: Alimento W5, preparando, "ejercicio" dado.

. Microorganismos: "estado" para los factores ambientales: temperatura, humedad, luz.

. Usos: Universidades para los estudiantes de enseñanza. Ahorra el dinero de tener que matar formas de vida, y o las situaciones de la vida real de la disposición. el interruptor (el software se adapta ligando a las características asociadas) es compatible con el usuario material pudo haber leído anterior. Este interruptor (el software se adapta ligando a las características asociadas) puede ser forma de prueba semi de la vida real ("cuestionario").

Archivo: Categoría/laboratorio concluido

Archivo: Extracto profesores particulares/3E061 del movimiento

EL MOVIMIENTO DEL CUERPO TUTORS EL EXTRACTO
Para la gente sana y ésas que necesitan la terapia de Physcial
Archivo 3E061

Contenido para los archivos del profesor particular del movimiento:

. Introducción

. Guía del cuerpo

. Cuerpo

. Demandas

. Demandas

. Otro

. IMI

. Para Techies

. Patentes

Extracto

La invención dirige a gente para mejorar sus movimientos físicos.

Las ventajas de la invención incluyen:

- Enseñanza del usuario levantar correctamente artículos pesados con menos ocasión de la lesión dorsal.
- Alivio de síndrome de túnel de carpal. La invención substituye apoyos existentes más restrictivos de la muñeca.
- Una mejor postura total del cuerpo. Colocándose y sentándose encima de derecho, mejora salud, amor propio y bienestar total.
- Mejores efectos de la yoga y de la meditación que vienen de postura correcta.
- Las ayudas desearon los movimientos llegan a ser habituales, sin la preocupación de la falta de memoria.

Los pequeños accesorios al cuerpo transmiten la información sobre los movimientos del cuerpo a la unidad central vía el alambre o la radio. Las versiones mecánicas baratas de la invención son también beneficiosas.

La invención es terapeuta físico automatizado adaptado a las necesidades únicas del usuario. La invención se adapta cuidadosamente a los centenares de necesidades de la terapia donde está parte la restricción del movimiento del cuerpo del proceso curativo normal. Esto es hecha atando las piezas de la invención a las partes huesudas necesarias del cuerpo, cuyo la colocación requiere la supervisión. Los pacientes reducidos de las horas necesitan con los terapeutas físicos costosos más que las cubiertas el coste de comprar o de alquilar la invención mientras que mejoran cuidado de calidad. Las ventajas de la invención sobre terapeutas físicos humanos son substanciales. La invención reduce responsabilidad del patrón, y ahorra a aseguradores reduciendo el tiempo necesario con los terapeutas físicos. La invención es los 24 terapeutas físicos más conocido de la hora. Es la más rápida, el más eficiente, y los pacientes conocidos más baratos de la manera pueden mejorarse.

Sobre ediciones del movimiento de cientos cuerpos de la terapia física a mejorar oscilaciones del golf ahora tener medios más sofisticados por los cuales la gente pueda visualizar las deficiencias de su propio movimiento. Los gráficos de computadora comparan su movimiento representado, con cómo su silueta debe haberse movido. La memoria de computadora sigue su mejora en un cierto plazo, y demuestra exactamente sigue habiendo qué refinamientos de menor importancia ser mejorado.

La gente con sobre cientos tipos de uso limitado del miembro publica de paraplegia a las víctimas serias de la artritis, puede creativo utilizar la invención para controlar los dispositivos electrónicos. La lengua de muestra del usuario se interpreta como código electrónico. Por ejemplo, la lengua de muestra del cuerpo permite a usuario sin el tacto cualquier cosa, activar una luz, enviar el email, o utilizar un teléfono del altavoz. La invención interpreta los movimientos del cuerpo como formas particulares de lengua de muestra, que se traduce al código de comando correspondiente. Las compañías de seguros, y las casas de retiro pueden ahorrar mil millones de dólares en costes laborales permitiendo que los inabilitados se ayuden. Más importante el lisiados y los ancianos quieren la independencia de la libertad traen.

Hay muchas otras características innovadoras relacionadas con esta invención confidencial también.

Archivo: Guía del cuerpo movimiento/3E061

Guía del cuerpo del ARCHIVO 3E061

guía de la posición de cuerpo 3E-061: Da instrucciones a usuarios para estar en la posición de cuerpo ideal para el tipo humor o función que pueden estar adentro.

+ nuestras invenciones muy relacionadas: varita de la magia 5E020; movimiento NR del cuerpo 1J010; instructor del movimiento del cuerpo 3E061; 3E150 "Picosegundo-Zona " %

- El 'measures= de la cuenta después recompensa o castiga a usuario según su buen cuerpo que coloca ['seguido en un cierto plazo] = vía nr/el vibrador silencioso cuyo movimiento se siente bien o el malo al usuario [según uip-vagos = uip-adaptar]

- Ejemplos de funciones con posiciones de cuerpo asociadas: el estudiar; el meditating [que alcanza estados más arriba superados vía eg.: Posición sentada del loto del zen]; trabajando en la oficina, o escritorio o fábrica [que evita la tensión repetidor del movimiento, tal como mecanografiar o asamblea]; sexo; el escuchar: gente, música; pensamiento, inspirándose [para las ideas creativas en grupos, ver el documento de KN (invención) sobre creatividad cada vez mayor]; el caminar; el activar; aeróbicos o gimnasia [entrenamiento preventivo del mantenimiento, eg.: evitando los huesos rotos]; [colocándose mientras que] el cocinar; hacer tareas de hogar; rehabilitación física [el sistema ajusta al tipo de usuario [permanente perjudicado] condición]; lectura u observación [TV].

. - ver el tipo siguiente texto en posiciones de cuerpo posiblemente ideales: yoga; terapia y rehabilitación del cuerpo.

- Más adelante, u (multi-usuarios) no necesita quizá el sistema de alarma de KN (invención) más si se han mejorado sus habilidades de levantamiento intuitivas. KN (invención) permite que u (multi-usuarios) esté

temporalmente en la posición de cuerpo incorrecta (para el máximo 5 minutos, banda). OTD: banda; tds; cuenta; estado; uip; oscilador.

-

. Uso de la posición de cuerpo el dormir: (KN enseña al usuario en (cambio en) (durmiendo adentro) ciertas posiciones de cuerpo antes del levantamiento, la teoría son que la persona aprende intuitivo alterar su posición de cuerpo y el interno los prepara mejor para despertar con la tensión menos asociada y para un mejor marco de la mente para el día.

. - Éste es algo como la filosofía detrás de N existente (invención) esa enciende gradualmente la luz como el tiempo se acerca a la hora untada, KN (invención) también utiliza este KN cambiante ligero.

- Se activa NR cuando u (multi-usuarios) está en la posición incorrecta dentro del tiempo señalado (una hora) antes de tiempo de la alarma.

+ KN (invención) es mejora en No. existente de la patente de los E.E.U.U.: Monitor de la postura del sueño 4617525 y sistema de alarma.

- U puede ver más adelante en la pantalla sus posiciones de cuerpo seguidas.

-

. OTD D: u (multi-usuarios) = este sistema de N (sistema ligado a las características adaptadas) (los profesores particulares/analizan: el dormir, caminando, danza, nadando - para el estilo/las calorías quemados/tolerancia (teatro)) ~ C (la computadora del `adapta las características seleccionadas por el usuario) = CUENTA (u/el animal que es entrenado, paga/sufre la pena (nr, descarga eléctrica) siempre que no sean modo/patrón adentro deseados de la posición/del movimiento); CARRO (); EDUC (); MULTIUSOS (); NR (da sonidos del positivo o de las negativas/estímulos según cómo el uip "anota" u); OSCILADOR (); Banda (); Picosegundo-Zona (); Q (); R (la computadora teledirigida del `se adapta ligando a las características asociadas) (); CUENTA (); SENSOR (); INCLINACIÓN (); PISTA (); U; UIP (); VR+ (); WA+ ().

Extremo del archivo 3E-06

Archivo: Cuerpo movimiento/3E061

PROFESOR PARTICULAR 3E061& del MOVIMIENTO: DOCUMENTOS DE BASE

Extracto - repetido: Enseña a gente a mejorar su postura del cuerpo. El dispositivo da instrucciones a usuarios para estar en la posición de cuerpo ideal para el tipo humor o función que pueden estar adentro. Las invenciones similares existen.

- Para lesión de tensión repetidor del cuerpo humano. Los sistemas "sensor" determinan cuando la parte del cuerpo ha doblado más allá de parámetros señalados, eg.: vía hábitos que mecanografían pobres.

- Cómo funciona la invención:

Correas del usuario en los accesorios a diversas partes del cuerpo. Cada accesorio transmite su localización [sin los alambres] al sensor. El sistema entonces analiza el patrón total del movimiento del cuerpo. En golondrina de mar el sistema anota el patrón del movimiento del cuerpo para el tipo de movimiento ideal buscado.

Los usos de diferenciación hacen el notificador del sistema funcionar diferentemente. el sistema (sistema ligado a las características adaptadas) responde diferentemente a diversas circunstancias según lo dictado cerca: movimiento "sensor"; uip; "cuenta"; mecanografiar la actividad u (multi-usuarios) está implicado adentro (el sistema sabe vía ""/uip del analizador); y o qué programas del usuario/sistema de las peticiones hacer la 'guía.

% relacionaron la invención [palmadita # no sabido]:

Éste es algo como la filosofía detrás de N existente; que enciende gradualmente la luz mientras que el tiempo se acerca a la hora untada, KN (invención) también utiliza este KN cambiante ligero. El uso actual de esta invención es una alarma de la mañana, consiguiendo la persona acostumbrada gradualmente a despertar dando la luz.

- Si el usuario está en una posición pobre el dormir, la luz se enciende lentamente despertarlos.

(No) usos del cuerpo humano. Invención puesta sobre:

- Animales:

--'seguir su movements= para el análisis/los vagos

- Objetos - ver cómo se mueven (en sus los propios). Ejemplos:

. --árboles [en el viento o el huracán] para la investigación

. --proyectos de nueva construcción que necesitan considerar su fuerza en el viento

--combinar esta invención con: vibración \ sensores \ otros sensores de movimiento

--productos mecánicos con las piezas móviles. Medidas para los movimientos defectuosos

"Inclinación": atado a las regiones de diferenciación de cuerpo donde están más los movimientos señalados/lo más fácilmente posible "analizable".

Archivos de la parte a imprimir:

- El ingeniero de diseño importante de los archivos necesita leer para entender mejor que es el alcance de esta invención los archivos de la pieza titulados: +Tilt; Alejado; Guía; Picosegundo-Zona.

¡- Pedir una copia de estos archivos después de que usted entienda la mayor parte de la descripción de la invención, y han conducido una buena búsqueda de la patente, y pueden verdad conseguir los resultados necesarios terminados en o antes del plazo!

Trabajando con las herramientas específicas, tales como una las muchas peligrosas tener gusto de las motosierras:

- La inclinación - el notificador puede alarmar siempre que un dispositivo esté en o en y en un modo peligroso específico, mientras que estando en una posición insegura.

- Éste es un ejemplo de otra pieza relacionada de la invención no exactamente de 3E061. La parte de la invención, por el que el usuario ponga la guía sobre su cuerpo es parte de esta misma invención, y uno que puede ser considerado.

Para el síndrome de túnel de carpal y otro lesiones de tensión repetidor consideran:

- Posiciones de cuerpo deseadas determinadas por los libros respecto a temas relacionados, a práctica médica estándar, y al doctor del paciente.

. - Se aplica a las enfermedades diversas conforme lesión de tensión repetidor popular del libro a "- una guía de usuario de la computadora", por Emilio Pascarelli, MD, publicado por J. Wiley y hijos, New York City.

- tela, etc.

Estudiar la investigación y las solicitudes de patente del movimiento de la robusteza, especialmente en las áreas de:

- cómo mueven sus accesorios

- la trayectoria de sus movimientos (menos de la trayectoria tan los cambios en su localización física).

- '[cuando, cómo, qué, donde, cuando] los movimientos del accesorio de la robusteza w5 son: restricto, restringir capaz, determinado no exceder los apremios señalados [debido a la fractura o desgaste y rasgón posibles].

- cómo los movimientos de la robusteza y los movimientos humanos son similares; qué investigadores de la robusteza han aprendido sobre patrones humanos del movimiento.

Motores de la búsqueda del Web: Palabras claves del intento: "túnel del carpal" y productos, inclinación, "movimiento al ángulo"

% incorporan el dispositivo del masaje del túnel del carpal de Panasonic con el dispositivo de la guía. O su producto se utiliza quizá como parte del proceso curativo, pero se guarda como producto separado.

% - lociones curativas incorporadas de la piel.

- Detalles en el producto existente en www.carpalproducts.com

Más talento puede ser necesario: Palabras claves para buscar en la tela para la gente con habilidades deseadas y o intereses. Si más gente es necesaria considerar mirar fuera de su área geográfica, donde la gente tiene incluso menos oportunidades de trabajar en una buena invención. Si está interesado puede ser que salgan a usted o usted puede comenzar a trabajar sin la reunión y continuar de allí - puede ser que sea una avenida por lo menos digna de la exploración. La separación del secreto necesitó antes de lanzar a ciertas porciones de cualquier detalle de la invención al público.

- yoga
- meditación
- médico
- terapia física
- paraplegic
- hardware electrónico
- mecánico, mecánico
- ingeniero, dirigiendo

¿- qué otro?

- El manual educacional da claramente ['] direcciones interactivas [vía su guía].
- Las piezas plásticas y suaves son lavables, quizá incluso en el lavaplatos o la arandela especial de la máquina.
- El analizador necesita estar seguro que las piezas están colocadas correctamente en lo referente a los empalmes del cuerpo de la persona.
- Comprobando los accesorios están prendido correctamente - comprobando con minuciosidad:

El usuario puede ser pedido moverse sobre sus accesorios del cuerpo de ciertas maneras, eg.: los oscilaciones de 360 grados en ciertas direcciones [mientras que mueve otro accesorio], sistema entonces analizan para considerar que están colocados correctamente en relación a uno a.

- Para la mayor certeza que el cuerpo se está moviendo correctamente, uno puede también intentar:

. --usuario que es completamente plano en piso duro mientras que hace los movimientos señalados

. --usuario que pone su cuerpo [entero] en el dispositivo de a/el apoyo de cuerpo/la estructura [sólidos];

formular a un lado la pregunta si el cuerpo está en la posición correcta. Entonces el sistema analiza cómo cada

uno de estas piezas se coloca mientras que los accesorios son o inmóviles, o moviéndose dentro de los apremios de la estructura.

- % de los sensores en el dispositivo saben cuándo están conectados correctamente con el cuerpo y notifican a usuario en cuanto a el estado de su que es puesto correctamente o del not= vía señales sonoras de diferenciación del oscilador.

- Por ejemplo: el uno mismo que comprueba el mecanismo requiere ciertas cosas estar en el lugar, aunque puede no ser el 100% seguro una pieza está prendido correctamente puesto que puede haber demasiadas cosas a comprobar.

corrector de la postura del cuerpo 5J03 - esta descripción es básicamente repetidor:

- La fijación de los "sensores" a las partes del cuerpo, "notifica" siempre que el cuerpo tenga alineación pobre (según lo "programado").

- Dispositivo para mantener postura correcta - al caminar.

- "Sensores" atados a las partes del cuerpo: cabeza (trasera, frente, lados, tapa); cuello (trasero, lados); hombros; parte posterior (área espinal); cadera (trasera, lados); piernas; pies; brazos; manos.

--atar especialmente sobre las áreas huesudas debido a mayor estabilidad....

- Cómo funciona la idea central: El "sensor" debe estar en cierta posición = o "notificará" a usuario. El "sensor" deseó el ángulo de la posición (concerniente a la gravedad de la tierra, eg.: se fija el nivel del carpintero) que cuando el usuario o su instructor presiona el botón "alejado" ("k") que los "sensores" se alinean en ese entonces correctamente (según lo visto visualmente/vía el "analizador" que utiliza la otra tecnología existente).

- U desactiva el sistema siempre que desearan. Eg.: para caminar, trabajo físico.

- "Notificador" activado siempre que el non-alignment continúe más allá ("banda") de la duración señalada.

. Otros usos:

- inducción de gente que duerma en posiciones deseadas, eg.: en la parte posterior, o si tienen otra dolencia física, eg.: lesión del hueso que necesita la posición señalada el dormir.

- terapia del movimiento, eg.: Técnica de Alexander. Para: ejercitando (natación, activando); seguridad del trabajo (elevación). Propósito: reduce la ocasión de lesión del cuerpo/mejora el movimiento para mejores deportes/funcionamiento del ejercicio. Sentada de la gente mientras que caballos de la conducción o de montar a caballo, o bailarines.

- utiliza las invenciones preconcebidas de Steven Kays: nivel multidireccional 9G050

% de 9G050 del aparato de medición del ángulo superficial:

Esto es un diverso proyecto relacionado de la invención incluido adjunto para el interés.

Determina la llanura de una superficie como el del aparato de medición del balance del carpintero con una pequeña burbuja en un tubo; cuando la burbuja está en el medio del tubo, el dispositivo se considera plano.

Otros tubos se colocan para demostrar si el dispositivo está perfectamente a un ángulo de 45 grados. Esta invención es mejor en que se aplica a las superficies no-planas también usando los dientes para saber la posición media del dispositivo que es medido.

- Cada pierna alcanza a un diverso punto que analiza para:

#1: Cómo es la superficie llana. Diseñado especialmente para las superficies no-planas (tener curvas, topetones múltiples). #2: También comprobaciones para el grado a el cual la superficie es horizontal/vertical (en relación a perspectiva deseada, eg.: columna diagonal, tirón de la gravedad). #3: Mide la exactitud para el grado a el cual deseó ángulo es lo que debe ser.

. - nivel de la consistencia en los puntos señalados.

- D1: piernas = punto central (c, sensor).

- D2: niveladores existentes múltiples que se encuentran junto (como la letra X o forma de la estrella -)

- Estrategia de búsqueda de la patente: level+ y (medida o medidas o medición) y (alfombra u hous o de madera).

- No de la patente de los E.E.U.U. [a partir antes de 1990]: 4850491 4182046

- Técnico - cómo KN (invención) mira: posiblemente una burbuja circular (con (es) la tapa plana) = bolsillo de aire dentro de la burbuja plástica que sostiene el líquido = movimientos de señalar enfrente de donde hay la mayoría de la inmersión/del ángulo.

- Utilizado para la medición llana estándar, eg.: de izquierda a derecha y o frente a la parte posterior o a otra.

+ grado de las medidas a el cual el ángulo está en el grado deseado, eg.: u (multi-usuarios) quiere ángulo de 45 grados: colocar llano en (plano) el rotate= superficial del then= después chascar en lugar la burbuja plástica en el point= de 45 grados dando por resultado la burbuja plástica que es perfectamente horizonal si el chisme principal está en 45 grados (en términos de gravedad de la tierra). Fijar llano para medir la exactitud del ángulo de cualesquiera (incremento de cinco grados).

- demandas: los viejos niveles utilizaron los frascos en vez de burbujas plásticas más redondas que miden el frente al norte al sur o al oeste al este o al nanovatio al SE...., mientras que KN (invención) también puede manejar ángulos señalados en relación a hasta abajo mientras que también comprueba para saber si hay otros ángulos (incongruence), eg.: (superficie plana) siendo torcido de cualquie otra manera de la manera deseada.

- Relacionado con la guía del movimiento del cuerpo humano de la invención 3E061. Esa invención mide los ángulos a los cuales los miembros del cuerpo se están moviendo. Sugiere los ángulos alternativos por ejemplo a los cuales los miembros se pueden sostener para evitar síndrome de túnel de carpal.

--Una adaptación puede estar en que el aparato de medición del ángulo superficial 9G050, podrá calibrar el ángulo en el cual se coloca un miembro humano, puesto que no hay posiciones planas respecto al cuerpo humano.

Detección de la inclinación/del balance: el laser u otras frecuencias puede determinar la posición relativa que cada pedazo está a la otra.

- las 'frecuencias pueden incluir: distancer; % ' del picosegundo: sistema de colocación. Esta parte se centra más en el GPS importa sin embargo; una versión micro de tales es tan necesaria. Demasiado costoso quizá.

- Posibilidades de la marca: Balance del cuerpo o del movimiento, eg.: balance del cuerpo o profesor particular del balance del movimiento; guía del cuerpo; instructor del cuerpo, profesor particular del cuerpo; Profesor particular del movimiento; Doctor de la postura

- Las invenciones muy similares están bajo dos diversos números del producto:
3E061 y 1J-010.

- Trabajando en el escritorio inmóvil, la tabla de trabajo, la banda transportadora, o la otra área de trabajo:

- El sistema necesita haber calculado en él el tipo silla y escritorio, junto con sus alturas; y guías por consiguiente. Es decir las posiciones señaladas de cuerpo son resueltas una vez que una entra en el sistema la altura de las sillas, tabla, y la distancia del usuario de la silla pudo necesitar alcanzar. También sugiere cómo las alturas de la silla y de la tabla pueden ser alteradas.

. --La invención de la guía se pudo vender junto con las sillas y los escritorios, cuyas alturas son ajustables. Todo el usuario necesita hacer es dominante en el sistema cuál es sus parámetros el estado de los marcadores del escritorio y de la silla importantes de la altura.

- Distancias señaladas que mantienen de la pantalla de ordenador (s) o del libro, para no lastimar ojos humanos.

. --Diagrama: "distancer" (distancia de las medidas del usuario a la pantalla) = analizador = notificador.

- El otro trabajo manual repetidor, u otros patrones pobres comúnmente practicados del movimiento del cuerpo: alerta a usuario a sus movimientos del cuerpo, que son dañosos al cuerpo.

Antecedentes teledirigidos de las características:

Producto existente de Canon:

La cámara detecta los movimientos de ojo del usuario, marco del buscador de visión es donde el globo del ojo está mirando. [Canon, 17 de enero de 93 periódico de "Yomiuri" de Tokio, artículo. - No tener artículo sin embargo]

los movimientos de +-eye controlan productos. Las posiciones del ojo representan diversas señales.

Steven Kays está desarrollando el teclado controlado ojo de R123-1 Touchless:

La cámara detecta los movimientos mientras que el ojo mira cada letra a bordo. Sobre el ojo que para en cada cuadrado (representa dominante), se crea la señal como si la tecla fuera pulsada manualmente. Poner la cabeza en anteojos o apoyarla dentro de la vista del sensor del movimiento de ojo. Usos: deteriorado físicamente; higiene (control de Touchless); carencia del espacio; realidad virtual. Controla todas las llaves de teclados estándar.

- las llaves adicionales se pueden agregar para, eg.: el señalar que las dos llaves siguientes paradas en deben ser consideradas presionado simultáneamente (mirada en la llave simultánea #1 - > la llave de alt #2 - > F3 la llave #3).

- dependiendo de requisitos técnicos/del control (constante) del ojo del usuario, el plazo para que el ojo pare en cada llave se fija (vía la frecuencia intermedia o la banda del usuario).
- las ayudas si la posición del zócalo de ojo es estable de cierta manera, así que el movimiento de ojo tiene punto de la referencia así que el sensor sabe se mueve el ojo.

--una versión más sofisticada del "analizador visual": el sistema (sistema ligado a las características adaptadas) busca la cara de u (multi-usuarios) (vía el reconocimiento de la imagen de cualquie u humano o particular, eg.: vía características faciales - > sabe donde están los ojos. En golondrina de mar, cuando la cabeza se mueve, el sistema (sistema ligado a las características adaptadas) acomoda. El sistema sabe el cambio en el ángulo de los efectos principales cómo el ojo necesita moverse para ver los cuadrados (cualquier punto de la visión).

- D: qué ojo ve (el tr da su localización a c) = el sensor de los ojos = del movimiento = analizador = C. visuales.

movimiento del cuerpo 5E050 = "R":

La manera de la cual el usuario toca/se mueve en asiento/sofá/muebles/el chisme = "synthesization del sonido = de la memoria/del altavoz/del juego detrás.

- grado a el cual el elemento/la parte se exprime el grado a el cual el volumen/base/triple... va hacia arriba o hacia abajo.

'Características teledirigidas - cómo la lengua de muestra del usuario se interpreta como código electrónico:

- ver la partición alejada.

Activar, desactivar cualquier dispositivo electrónico y o controlar sus operaciones sin el tacto de la unidad principal (botones de la unidad).

D: 1uk~2display~ convertidor 3osc = 4c = 5signal = 6tr/6rc (vía la radio/el alambre) = convertidor 7signal = 8c = 9 (el producto sigue comando deseado).

- OTD 1: Las distancias de transmisión para las transmisiones de la radiofrecuencia redujeron según las regulaciones locales del uso (retransmisores del uso). Puede estar en cualquier forma/función dual/atado como ^ de la combinación: collar, reloj, reloj, pulsera, correa (hebilla de correa), anillo dominante, paginador del bolsillo, "cojín del aire", vidrios de %eye, anillos de %ear, %hat, venda de %head, %shoes, accesorio del bolso de la carpeta/del monedero (o insertado en esto), %umbrella (manija; barra para el "tr"), coche, bicicleta, %ring, computadora (cuaderno, organizador), instrumento del teléfono, atado a (puerta, pared, muebles (silla, sofá, tabla, cama). Es impermeable y puede incluso ser sumergido en el agua sin descarga eléctrica posible.

D: ~c (británico) alejado = tr/rc = función

- OTD 2: Algo del below se puede diseñar solamente para los controles limitados (activación/desactivación) si hay una gama limitada de accionar posible de las señales de control deseadas en el diseño final. En este caso controls/pp simples/complejos se dirigen vía otros medios (botones/teclado/+ el regulador alejado del sistema del sistema de pesos americano del Co del vencedor que trabaja w (con - el nivel de controles del adaptador de interacción) 13 tipos de unidad audiovisual).

Chapaleta: aplaudiendo o silbando, el usuario activa el sistema. Para operaciones más complejas, las palmadas y o los silbidos o cualquier otra combinación del sonido acciona la función correspondiente. Sistema de la activación de la voz también. Ver el ^: Piezas, archivo de la "chapaleta" para los detalles.

% de la pluma mágica del aire: Los movimientos de la pluma alejada se transmiten a la computadora. Hacer los movimientos en el aire o en cualquier superficie plana. Cada diverso movimiento crea una diversa señal. (Paladio) 3A-790-042004

% del cuerpo del regulador del movimiento: ¡Incorpora el "Miburi" lanzado por Yamaha después de mi limadura de esta idea! Juguete del bailarín: Crear las señales como usted baila. Los movimientos del bailarín pueden ser convertidos en un arsenal infinito de diversas señales (como pp/mp). Ejemplo: La mudanza de la pierna izquierda puede generar sonidos de campanas o de tambores. Cada zona del cuarto en el cual el usuario mueve la pierna izquierda, crea una diversa señal, según el área (picosegundo). La historia considera: B7-120-022001

- Otros productos de la realidad virtual que crean señales según los movimientos del cuerpo (guantes).
- "Picosegundo": Según cerca qué dispositivos se están moviendo (baile). Eg.: si están cerca de un bloque (que transmite o que recibe señales) entonces los zapatos o el bloque hará un diverso sonido. Eso se pone los bloques donde usted quiere, estos bloques crea "zonas sanas".

OTD: Todos; alejado; exhibición; pp; P.M.; Reino Unido (sonidos deseados); interactivo; juguete; juego; hospitalidad; micrófono; ejercicio; portable; sst; punto de ebullición; SP; oscilador; vc; egh; cuenta; md; carro (sonidos); cp. Para dentro o al aire libre utilizar

CONCLUYE el archivo: Cuerpo movimiento/3E061 del cuerpo

Archivo: Demandas movimiento/3E061
DEMANDAS del PROFESOR PARTICULAR del MOVIMIENTO 3E061

Centenares de enseñanza de diversas habilidades adicionales para refinar los movimientos físicos de la gente en:

- Deportes: Lanzando o haciendo pivotar en las bolas en tenis, béisbol, baloncesto y el balompié.
- Conductores de camión de enseñanza que trabajan horas excesivas para evitar dosificar apagado. Esto es una mejora sobre un producto existente.
- Trabajando correctamente con las herramientas y la maquinaria diversas con objeto de seguridad, un mejor funcionamiento de trabajo, y la reducción del daño potencial a la maquinaria costosa. Ahorra el tiempo de la formación del profesorado.
- Corrección de las posiciones de cuerpo para: síndrome de túnel de carpal, sentándose en un escritorio, el caminar, una yoga, y una meditación, un etc.

Objetos pesados de elevación:

- La invención puede ahorrar a millones de gente de la agonía de la lesión dorsal larga de la vida, más posiblemente sobre mil millones dólares en la remuneración del trabajador mundial y las horas perdidas del trabajo pagaderas por las compañías, los negocios y los gobiernos de seguros.
- El patrón que la usa como parte de su programa de entrenamiento, puede reducir sus responsabilidades incluso si todavía ocurren las lesiones dorsales; puesto que la compañía puede demostrar que están haciendo todo posible prevenir el problema. Esto pone más de cualquier culpa en el empleado que pudo no haber utilizado la invención, o practicado a lo que le enseñaron.
- La invención puede anotar como de bien al empleado escogido encima de objetos. Los usuarios pueden incluso ser pedidos pasar la prueba simple antes de ser empleado dando otra protección legal valiosa para el patrón.

Opiniones de usuario sus últimos movimientos:
- Más adelante, el usuario puede ver en la pantalla sus posiciones de cuerpo seguidas.
- Los gráficos de computadora demuestran una ventana para cómo alguien de su tamaño exacto y estructura debe haberse movido. Esta ventana se puede demostrar de lado a lado, o yuxtaponer sobre los movimientos reales del usuario.
- Sus movimientos pueden ser puestos sobre el del movimiento ideal, eg.: silueta del usuario sobre otra silueta de los mismos tamaños. Esto se puede hacer simultáneamente o en serie.
- El sistema analiza los movimientos del cuerpo humano determinando dónde cada partes del cuerpo deben estar en relación a las piezas de la invención [que transmiten sus localizaciones].
- El progreso del usuario se puede demostrar en un cierto plazo cerca: corriente traslapada con los últimos movimientos; cuentas de diferenciación de sus movimientos [como vía una carta en un cierto plazo]

Amaestrador del animal doméstico: La invención enseña a perros a comportarse mejor por ejemplo no saltando sobre gente.

¡Muchas más características creativas abundan con el mismo y las versiones relacionadas!

Archivo: Demandas movimiento/3E061

DEMANDAS PARA el PROFESOR PARTICULAR del MOVIMIENTO 3E061

Monitores flexibles en la parte inferior de las muñecas (7G052). "Inclinación". Partes del cuerpo conectables a: dedos (los dedos no estiran tan demasiado/que golpea a menudo las llaves de la k de la salida. Otras piezas (humanas) del cuerpo: cuello, cintura, tobillos.

Rehabilitación física [el sistema ajusta al tipo de usuario [permanente perjudicado] de condición]; lectura u observación [TV].

Otro utiliza posibilidades: Supervisar los movimientos de la gente o de objetos. Estudiar los patrones del movimiento. ¿Qué más?

Los accesorios de piezas se hacen a las partes del cuerpo individuales:
- dedos, muñecas, codos, hombros, cuello, ojo (tapa), pecho (área) de la médula espinal, cintura, cadera, área del zócalo de cadera de la reunión conjunta de la pierna, rodilla, tobillo, dedos del pie.

--¿qué más puede tal guía hacer?

- Sensores múltiples colocados en cada parte mencionada - cada sensor presente maximizar "análisis" para cada movimiento, eg.: el cuello tiene más sensores que codo puesto que anterior tiene más tipos de movimientos angulosos posibles.
- Los 'sensores pueden (parcialmente) ser ocultados/ser disfrazados vía: ropa, sensores del cuello - cuellos altos o collares estándar, %jewelry: pulseras, zapatos - tobillo; abrigos o aparato médicos.

--¿qué formas creativas de joyería pueden ser sugeridas?

Danza y movimientos estilizados del cuerpo:
- Ji del Tai: La ji del Tai para del arte es una danza meditativa de China que esté llegando a ser más popular en los E.E.U.U.

Cuando la colocación correcta se alcanza en la orden correcta y medir el tiempo [tal como la pausa correcta entre los movimientos], el sistema recompensa a usuario jugando nueva música de la edad. O el usuario continúa practicando hasta que el sistema analice a usuario haya alcanzado el patrón correcto; es decir cuanto mejor es el movimiento del estudiante, más rápidamente la clase se termina.

- Enseña a cualquier otro tipo de los movimientos deseados del cuerpo, las razones de tal forma de cuerpo que los movimientos no necesitan necesario ser preprogramados en la máquina. Los programas del usuario la máquina a adaptarse. Ejemplos:

--Aprendiendo cómo a: caminata en la tierra frágil; de equilibrio mientras que el caminar de la cuerda; aprendizaje de los movimientos para cualquie tipo de trabajo del truco de la película [el director de cine quiere quizá cierto efecto de los movimientos - en que los movimientos deseados pueden ir contra cómo una persona se movería normalmente en una circunstancia señalada]; cómo colocarse [mientras que habla y u obra recíprocamente con alguien o algo (como una invención de KN (invención))].

- Amaestrador de la danza: "educación", "inclinación", ballet, danza moderna, teatro (caminando, presentación, saltando).

¿- Qué otros tipos de movimientos del cuerpo pueden beneficiar de la dirección?

Ejercicio:

- Activando: para reducir daño a las piernas causadas por hábitos pobres, eg.: rodillas.
- Comportamiento del usuario de los estudios para determinar qué zapatos mejorarían el fósforo sus necesidades.
- Aeróbicos o gimnasia [entrenamiento preventivo del mantenimiento, eg.: evitando los huesos rotos]
- Educación de los deportes. Eg.:
--Aprendiendo montar una bici, una tabla hawaiana, un etc.
--Aprendiendo utilizar cualquie nuevo equipo de deporte, eg.: raquetas, bola de bowling rodante.
- Gimnasia: actividades olímpicas unas de los de la competición.
- Ejercicio: el activar, nadando.

Guías cómo sostener y tocar los instrumentos musicales correctamente.

Ventajas misceláneas:

. - [colocándose mientras que] el cocinar

. - hacer tareas de hogar.

. - ver el tipo siguiente texto en posiciones de cuerpo posiblemente ideales: yoga

%. - Terapia de discurso: Enseña a gente a mejorar el discurso colocando su cabeza de cierta manera.

. - sexo

. - pensamiento/reunión de reflexión/el estudiar: ciertas posiciones pueden sacar mayor creatividad. El fabricante pudo sugerir las posiciones, o el usuario puede determinar qué trabajos mejor para ellas - apenas necesitan ser recordadas en la ocasión.

¿Qué otras formas de ventajas pueden usted sugerir?

- Especialistas que pueden hacer las recomendaciones adicionales para el cuerpo ideal que coloca para incluir: chiropractors; instructores de la yoga; agentes; psicólogos; médicos (para los pacientes que necesitan (temporalmente) cambiar su colocación (debido a sus cambios médicos).

Alojamiento

+ alojamiento de la proximidad: Para los movimientos de la gente cuando no son donde se suponen ser. Puede ser una seguridad y o la precaución de la seguridad.

- Los 'códigos de acceso necesitaron parar los mecanismos restrictivos.

--Usuarios requeridos usar la invención: Si el dispositivo ser sacado [el unsnapping acciona el notificador] = acceso o castigo o notificación [a la seguridad puede ocurrir].

- Diagrama: Cuando el usuario está en una zona señalada = la invención = restringirá = los movimientos del usuario.

+ alojamiento del encarcelamiento: La guía puede trabajar como forma de contener los movimientos totales de una persona, eg.: para los criminales durante transporte (puede estar que libera más que los puntos de la pierna o de la mano).

El usuario puede ser castigado o ser recompensado a su comportamiento seguido en un cierto plazo:
- La 'cuenta analiza el grado a el cual el usuario excedido señaló parámetros del movimiento, y por a qué margen. [Malo/bueno/moderate] los movimientos de diferenciación [cada uno] se anotan positivamente o negativamente vía las variables diversas [atadas a los grados de calidad].
- El peor/el mejor los movimientos del usuario, más/menos restrictivo el sistema puede conseguir [automáticamente].

Posturas permanentes y que caminan:
- Un alto porcentaje de la población se beneficiará de una mejor postura. La postura correcta ayuda en mantener buena salud y amor propio. Debido a la evolución histórica de la humanidad de caminar en todos los fours, nuestras partes posteriores y la postura continuar siendo un problema. Ésta es la única invención sabida que recuerda y da instrucciones con eficacia a usuarios mover sus cuerpos correctamente.

El Meditating: La invención ayuda al usuario a alcanzar estados más arriba superados induciéndolos en la posición sentada arqueada correcta. La demostración de los estudios que alcanza la postura deseada del cuerpo es importante para inducir a estado de ánimo meditativo.

Yoga:
- La invención dirige a usuario en la colocación ideal del cuerpo. Menos pupilas practicadas de la yoga pueden ser menos convenientes en saber la posición ideal, y no pueden quizá verse objetivo sin un instructor. La invención anota el progreso de los usuarios.
- El coste de la invención puede a tiempo pagar detrás de los ahorros en las clases incómodas, costes del transporte, el tiempo perdido uno pudo trabajar de otra manera. El usuario puede pronto comenzar a tomar roturas más de alta calidad de la yoga en su voluntad sin los profesores particulares.
- 'Orden y sincronización de la guía:
El dispositivo se puede juntar con un dispositivo de guía sincronizado para la secuencia recomendada de movimientos del cuerpo. Sigue habiendo su señal verbal ['oscilador] da instrucciones a usuario en cuanto a el plazo ideal para en cada posición. El usuario puede ser dado una pausa del sistema entre las posiciones.

--Antes de comenzar, el usuario puede poner uno a una docena o tan los sensores. El analizador estudia solamente la colocación de los sensores aplicables para los ejercicios pertinentes del cuerpo.

- Como el usuario sigue los avisos; el sistema sabe o asume a qué ángulos debe ser el usuario adentro para cada postura general del cuerpo.

- Si los ángulos del usuario son totalmente diferentes [por sobre 30 grados en el promedio para todos los sensores], el sistema apaga su sistema de dirección; para no interferir.

- Las ayudas substituyen la necesidad de un instructor diario de la yoga. Sin embargo un instructor o el representante o la escuela del fabricante es necesario programar el dispositivo para qué ángulos del cuerpo son ideales para el usuario.

- La invención puede tener construido en la expectativa que la flexibilidad del usuario mejorará. El profesor o el sistema calibrará la edad del usuario, experiencia reciente de la yoga y así sucesivamente en la determinación de una curva prevista de la mejora en un cierto plazo. El estudiante puede visitar además a su instructor de vez en cuando para una reprogramación de la máquina si su mejora es más rápida o más lentamente que predicha. TGH (la terapia consigue más difícilmente).

Uso de la posición de cuerpo el dormir:

La invención enseña al usuario a dormir en ciertas posiciones de cuerpo antes del levantamiento.

- La teoría es que la persona aprende intuitivo alterar su posición de cuerpo y el interno las prepara mejor para despertar con la tensión menos asociada, y para un mejor marco de la mente para el día. Es decir después de usar el sistema por algún tiempo, el sistema puede alterar el subconsciousness del usuario así que necesitan no más el dispositivo.

- Ésos en camas de hospital pueden necesitan la dirección del sueño. Eg.: ésos con los huesos quebrados y debajo de los tranquilizantes pesados pueden no realizar el dolor contraído por ciertos movimientos (mientras que está dormido). ¡Tal gente pudo ser dada menos tranquilizantes para mantenerlos bastante alertas, así que este dispositivo puede ayudar realmente a inducir un mejor sueño! La gente podría pagar querido apenas esta una característica.

- Los estudios demuestran que la colocación del sueño está correlacionada a los tipos del comportamiento. Por ejemplo, la gente que duerme en sus partes posteriores es a menudo social más saliente que las que duerman en sus estómagos. La invención se puede utilizar para ayudar a inducir la modificación de comportamiento; posiblemente junto con otras formas de terapia mental.

- La invención también se aplica (el sentarse cómodamente inclinado) a la dirección de posición de cuerpo de reclinación que se sienta (en silla de salón) u otra.

INVENCIÓN DEL EJEMPLO EN DETALLE DE MENOR IMPORTANCIA

- Máquinas de la terapia del síndrome de túnel de Carpal

- El síndrome de túnel de Carpal es una de las formas de lesión de tensión repetidor sufrida por millones. Este papel entra un cierto detalle en las ventajas de la invención para ésos con síndrome de túnel de carpal. La versión de la invención para el síndrome de túnel de carpal sirve como ejemplo áspero para cómo otros usos de la invención pueden ser desarrollados.

- El síndrome de túnel de Carpal tiene una carencia crónica de buenas soluciones. La comercialización de las máquinas especiales del masaje de la muñeca del túnel del carpal (de Panasonic), las lociones de la piel del túnel del carpal y los tés especiales son todas las muestras que las buenas invenciones están careciendo, y el mercado está dispuesto a comprar casi cualquier cosa en las esperanzas de solucionar sus problemas.

- La invención produce mayores formas de flexibilidad que disponibles de otros productos del síndrome de túnel de carpal, que son generalmente una cierta forma de un punço usado sobre la muñeca con flexibilidad mínima. La invención sin embargo se diseña para proporcionar el movimiento restricto provechoso de la muñeca, mientras que también permite que el usuario desuna temporalmente el modo restricto en como base necesaria.

- El usuario puede necesitar ganar temporalmente más flexibilidad para sus muñecas para cualquier número de razones. Las muñecas después de que todos sean flexibles porque los necesitamos esta manera de hacer las cosas nosotros hacen sobre una base diaria. Mucha gente evita los productos pasados de moda debido a su embarazo, y el interno no gana la ventaja que los productos existentes tienen que ofrecer.

- La flexibilidad de la invención puede también inducir al usuario que use la invención más a menudo, interno que gana de las ventajas de la invención.

- La flexibilidad ofreció las muñecas se diseña en diversas variaciones.

- Dado cualquier medida de urgencia requerida del usuario, esta invención si está construida correctamente puede ser más segura de utilizar que remedios existentes, puesto que las manos tienen más de la movilidad necesaria a responder apropiadamente. Cuando en el medio de un cierto pánico, el usuario pudo olvidar que tienen en el dispositivo. Diseñar la invención de modo que sea desprendible en el tiempo más rápido con el poco número de movimientos necesarios.

Versión mecánica una:

- Cuando es necesario, el usuario encaja a presión simplemente el lanzamiento de la invención. Este lanzamiento mecánico guarda la invención en las muñecas pero produce mayor flexibilidad.

Versión mecánica dos:

Ejemplo #2 - versión puramente mecánica de la construcción de la invención:

- Las piezas similares se pueden atar a la parte posterior de los antebrazos y de las manos como en el otro ejemplo de la construcción, pero el elemento clave es el ángulo a el cual el empalme (de la bola) que conecta las dos piezas está.

- El empalme se puede trabar quizá por el usuario al ángulo deseado y en los tiempos señalados. En golondrina de mar solamente que pesca con caña, con o sin una gama flexible limitada se produce el usuario [que mecanografía en el tablero dominante].

Versión electrónica para el síndrome de túnel de Carpal:

, o el usuario puede no hacer caso simplemente de la sensación de la alarma de menor importancia que reciben cuando se mueven las muñecas naturalmente, puesto que la invención no tiene que físicamente restringir todos sus movimientos.

- cuando el usuario dobla demasiado lejos, doblarán su mano en el dispositivo acentuado embotado inmóvil. No obstante (quizá) si el usuario continúa doblando en este elemento acentuado, el elemento acentuado llevará, no prohibiendo a usuario mayor flexibilidad sin el factor del "castigo".

- Las alarmas al usuario que los notifica de movimientos pobres pueden estar en las formas de: las vibraciones suaves, sonidos, descarga eléctrica muy suave, elemento mecánico que empujan en su piel, y o diferenciando encienden cada señalización una diversa cuenta.

Ejemplo #1 - versión electrónica de la construcción de la invención:

- Los sensores de la inclinación se colocan en el antebrazo, y también la parte posterior de la mano. El antebrazo debe estar a un ángulo señalado. Quizás la parte posterior de la mano tiene que estar a un ángulo señalado en lo referente al antebrazo o a la independiente del antebrazo.

las manos y los antebrazos de diversa gente de +-As diferencian de uno a, después el usuario necesita programar a qué ángulo se deben fijar sus piezas de inclinación a la búsqueda, así que determina el cuerpo ideal que se ha alcanzado la colocación. Las manos se pueden medir en maneras diferentes, eg.: 1] de lado a lado cuando la mano es plana en una tabla; 2] el grueso de la mano.

- Supervisión del uno mismo:

Una versión más simple permite que el usuario vea simplemente el ángulo a que la pieza se sitúa, con o sin los medios electrónicos de la notificación, o análisis en cuanto a cuál es el ángulo correcto. Por ejemplo, el usuario puede ver fácilmente la tapa de su antebrazo mientras que mecanografía.

. - Esto se aplica a cualquier otro uso de la invención con excepción de síndrome de túnel de carpal.

. - Diagrama: Movimientos del cuerpo - > el "sensor" del sistema determina cuando la parte del cuerpo ha doblado más allá de parámetros señalados, eg.: vía hábitos que mecanografían pobres - > notifica al usuario/a usuario de las guías.

La gente habitual olvida sus movimientos pobres, debido al hábito, o de otra manera. El túnel del Carpal y otros síndromes relacionados se arrastran generalmente para arriba en gente. Puesto que la lesión física empeora con las que no practiquen los movimientos apropiados, no han una necesidad clara de este dispositivo en una forma o la otra; incluso si solamente un barato de la invención se utiliza para el gran público.

El uso diario de computadoras por todo el mundo está estallando, e interna la necesidad creciente de la invención con el uso de la terapia del síndrome de túnel de carpal.

La terapia física continuó de otros papeles:

. - Enseña a gente [fuera de necesidad física] a utilizar sus accesorios alternativos. Por ejemplo gente que han sufrido lesión a un miembro, o que tenía una dirección de la necesidad del movimiento al usar medios alternativos: Enseña a gente a utilizar otros accesorios disponibles más, eg.: mano para la escritura/trabajar; pierna. Los cambios del uso implican: menos presión, esfuerzo, movimiento.

- El movimiento "sensor" puede también ser utilizado.

- Trabajo w (con - el nivel de controles del adaptador de)/substituye de la interacción metodologías de la terapia física (comúnmente en la práctica)

- Las dolencias incluyen:

artritis

- lesión accidental: ligamentos rasgados, huesos rotos (puede sacar moldes anterior o evitar todos junto, especialmente cuando los moldes están de menos ayuda en tales ocurrencias)

- enfermedades del músculo o del hueso

- defectos de nacimiento

- La invención puede ser autodidacta y ajustó; con todo un terapeuta puede ser utilizado si hay cobertura del seguro médico.

- Etc

Deportes:

- Lanzando o haciendo pivotar en las bolas en tenis, béisbol, baloncesto y el balompié.

- Bolas que lanzan en béisbol, el balompié, el baloncesto, el etc.

- Al coger o haciendo pivotar en la bola, la dirección, cualesquiera hace girar, y la velocidad de la bola debe ser reflejada en la respuesta/el oscilación correctos del movimiento.

--El sistema sabe la naturaleza de la bola vía:

---controlando cómo viene al usuario

---'visualmente analizando sus movimientos

- Natación de la velocidad.

Multa - adaptación de sus movimientos de la técnica de la gimnasia y de la danza.

EXTREMO DE LA SECCIÓN DE LAS DEMANDAS: Buscar más demandas en el uso

Archivo: Movimiento/3E061 H2

PROFESOR PARTICULAR del MOVIMIENTO 3E061 - OTRO

Cómo la invención sabe la colocación de todas sus piezas:

Cómo los diversos sensores saben donde en el cuerpo están, y se yuxtaponen a las otras piezas:

- Cada parte se asigna [normalmente] solamente a una porción del cuerpo. La programación rodeando esta parte pertenece apenas a esas partes del cuerpo, eg.: antebrazo.

- Invención que sabe donde está en el cuerpo y saber en qué posición debe estar (en relación a campo gravitacional):

--El 'analizador del software sabe deben estar en lo referente a uno a basaron encendido: mecanografiar el modelo usado y para qué persona del tamaño debe utilizar el sistema; el tipo de sistema de los movimientos del cuerpo es dirigir; si una de las piezas cae bien del patrón normal del movimiento [según lo determinado siguiendo], el sistema notificará a usuario.

. --Esto presta la invención total para preferir diseños más simples cuando es factible.

. --las piezas/los sensores esperanzadamente se colocan correctamente sobre el cuerpo.

. --diversas piezas del tamaño se pudieron utilizar para las partes del cuerpo de diferenciación: tales pudieron crear ajustes mejor perfectos. Las invenciones hicieron/adaptable para la gente de tamaños de diferenciación.

% ' de Distancer sabe la distancia de otras piezas.

%+-Distancer colocado en cada extremo de cada partición movible. En golondrina de mar la posición del calibrador del analizador de cada parte en relación a cada uno de las otras piezas, o en relación a un solo sensor localizó con./desc. el cuerpo.

--El sistema asume que 'analiza [dentro de una margen de error señalada permitida], eso que las piezas se caben sobre la persona correctamente. Por consiguiente analiza entonces cuentas cómo es bueno son los movimientos.

Comprobando si el sistema se está utilizando correctamente

El sistema de maneras puede juzgarlo no se está utilizando posiblemente ideal:

¿- Las piezas están quizá separadas demasiado lejano? Alguien que ponía la parte incorrecta en un miembro pudo causar esto.

- Por ejemplo, la distancia entre los diversos accesorios del cuerpo es [en promedio] no la cantidad correcta.

--Esto pudo ser resuelto vía: el distancer que mide por las ondas de radio entre cada pedazo.

- La persona incorrecta está utilizando quizá el sistema, y están de un diverso tamaño.

- El usuario asume quizá el sistema está programado dirigirlas para un patrón del movimiento con excepción de lo que piensa el sistema que debe dirigir.

. --En las versiones demasiado costosas, el sistema puede determinar cuál es la dirección del movimiento necesaria, y después golpear con el pie adentro de allí. Hecho siguiendo los últimos patrones [del minuto], y emparejándolos contra la base de datos de sistema de los patrones del movimiento.

- El patrón en el cual los pedazos se coordinan con uno a en los movimientos totales del cuerpo.

- Sin saberlo si el sistema fue puesto incorrectamente, o el usuario está haciendo algo mal, ser difícil para que el sistema analice para el movimiento inadecuado; puede asignar características pobres del movimiento o al usuario y o cómo las piezas pueden ser atadas incorrectamente.

- Una notificación señalada se puede hacer en tales situaciones.

Las maneras de ayudar a cerciorarse de el sistema se utilizan correctamente:

- El usuario se cerciora de que las piezas estén prendido correctamente, y en la distancia correcta de las otras piezas.

--Por ejemplo: El usuario debe medir la distancia entre las piezas atadas. Pueden poner en el piso. El usuario o el sistema entonces puede analizar si todo es ACEPTABLE.

- Requerir a persona entrenada en el dispositivo para atarlo para arriba correctamente con las piezas.

- Escalar detrás la invención:

Tener pocas piezas. Más simple es el más fácil utilizar. Esta invención total es naturalmente compleja para los modelos costosos.

- % de los alambres entre las piezas: la manera de la cual los sentidos del sensor que están siendo doblados pueden ayudar en: determinación del patrón total correcto del movimiento [puesto que las piezas incorrectamente puestas efectuarán el movimiento de cualquier alambre de conexión por consiguiente - para el individuo con medidas dadas del cuerpo].

- Diversas piezas del tamaño se hacen para caber a la derecha sobre el individuo como los zapatos. Uno necesita el tamaño correcto. Eg.:

--el antebrazo entero se agarra de una forma de modo que pueda caber solamente encendido con la ocasión mínima del error.

---los mecanismos de lanzamiento se pueden incorporar.

--El comprador puede orden especial cada parte, o se mantienen los productos ajustables comunes en el almacén. La invención no es generalmente ajustes de un "un tamaño todo el" producto, pero las excepciones abundan.

- Los accesorios pueden ser [sobre todo] sólido [plástico] - asegurando mayor exactitud de los transmisores/de los receptores/de los sensores de cada pedazo que están en la posición correcta.

- Tener cuidado [humano] general.

Errores y movimientos menos deseables del cuerpo:

'Programando en la gama permitida de tolerancia para el error:

- El nivel de sistema de la tolerancia tiene para el movimiento pobre puede ser programado y ser alterado.

- si las medidas del cuerpo humano no son perfectas, o si los dispositivos no se ponen perfectamente; el sistema pudo dar más sitio para el error.

--quizá el dispositivo, el usuario, o el tipo movimiento requiere tal mayor flexibilidad. Las razones incluyen: la persona tiene coordinación pobre; los movimientos deseados son difíciles de lograr o de repetir; el usuario puede necesitar hacer alteraciones [espontáneas] de la trayectoria dirigida.

- El sistema que aumenta su margen de error es más fácil o más lógico o aplicable si el sistema analiza que no se está utilizando correctamente.

- el usuario/sistema puede (con referencia a) fijar la margen de error. Las razones pueden incluir:

. --la invención aparece no caber sobre el cuerpo perfectamente debido a: carencia del usuario de la experiencia [la 'base de datos sabe cuantas veces el sistema usado usuario hasta la fecha]; piezas que no mueven en un tan ideal una manera como esperado; difícil hacer frente físicamente al movimiento.

- El 'sistema de la guía se puede programar para dar vuelta al modo del "castigo" del sistema con./desc. si el usuario carece postura correcta:

--el usuario no necesita quizá el sistema del notificador más si se han mejorado sus [dirigido consciente o intuitivo] habilidades del movimiento. La invención permite que el usuario esté temporalmente en la posición de cuerpo incorrecta (para el máximo 5 minutos).

--OTD: cuenta; estado; UIP; oscilador; analizador del comportamiento; pista; programa.

PARTE 3E061

Introducción: Estos términos son reemplazables completamente o parcialmente inter. Es decir cada grupo de términos se puede substituir generalmente por uno a, interno que ensancha la patente. Los términos describen las piezas y o las funciones.

. - La definición completa de términos encontró cerca: Usar el tesoro [de alta tecnología] para cada aspecto de la definición; haciendo búsquedas de la palabra clave en bases de datos de alta tecnología tener gusto de www.uspto.gov para ver cómo tales son utilizables.

"Analizador: Es el cerebro de la invención. Estudios posiciones de las diversas piezas". Controles/monitores: guía, supervisión, inclinación, siguiendo, uip, usuario.

'Educación: El usuario es educado en las mejores técnicas en: baile, gimnasia, aeróbicos, el activar, caminando, yoga.

- El sistema reprende los malos movimientos, y consigue más resistente ('TGH) en un cierto plazo como el estudiante debe haber aumentado sus habilidades). Guía.

'Guía: Da instrucciones a usuario cómo moverse; educativo; La invención supervisa normalmente a usuario, y el interno los dirige en mejores posiciones cerca: señales sonoras, luces, u otras formas de notificación.

- 'TGH [la terapia consigue más difícilmente] como la persona mejora [su yoga], es decir la guía da una cuenta para los movimientos seguidos del usuario, y el interno dirige a usuario a tareas más duras.

--Para los usos médicos, el tgh puede asumir simplemente automáticamente que se está mejorando la condición física del usuario a menos que se programe pensar de otra manera.

'Supervisión: el anotar; evaluación si se está alcanzando la posición de cuerpo señalada. La guía utiliza la supervisión para determinar qué dirección si cualquiera es necesario.

'Inclinación: Posición de sensores uces de los; Parte [usada como sensor]. Balance.

- (postura del cuerpo (que se levanta correcta/en de ángulo recto (véase KN "analizador llano" N (invención) en dir de E o de G))

- El ángulo a el cual se coloca el sensor se determina cerca

una versión electrónica o mecánica del aparato de medición llano del carpintero.

- Cada parte puede dar sus propias lecturas en cuanto a sus ángulos. Cada pieza se puede conectar con diversas porciones de la persona, por lo tanto un diverso ángulo deseado se puede buscar para cada pedazo.

- 'Analizador: estudios la trayectoria cambiante de la trayectoria de cada parte, y o cómo las diversas piezas se colocan en lo referente a las otras piezas.

--El análisis de las trayectorias de la trayectoria es más valioso cuando las posiciones múltiples son ideales, contra tareas donde hay solamente un ángulo ideal. Las posiciones múltiples pueden ser la manera una son retaught cómo caminar, las solas posiciones pueden meditating.

'Siguiendo: gráficos de la trayectoria del usuario de siguiente del movimiento del cuerpo; supervisa la historia del movimiento del usuario [mejorado].

'UIP [información de usuario que programa]: El usuario más allá de los patrones del movimiento, qué dolencias tienen/tenía/necesidad que corregía y del cómo. Analizador del comportamiento. El sistema se adapta a las necesidades de usuario [según cómo el mejor de la guía determina él debe ser hecho].

'Usuario: Paciente; persona que experimenta terapia física; ventajas normales de la invención que busca de la persona. Cualquie objeto (3D) o animal cuyos movimientos necesiten ser supervisados, seguido, dirigido, y o controlado.

- - - - -

Limitación del número de sensores:

- Para reducir al mínimo el número de sensores, el usuario puede tener solamente algunos de los sensores necesarios. La idea es que si ciertas partes del cuerpo están en la posición correcta, después es algo probable las otras piezas está haciendo MUY BIEN también.

- Los 'sensores se pudieron colocar en las partes del cuerpo más difíciles o más problemáticas.

- Las versiones avanzadas las cuales preparan a los usuarios para pagar el suplemento pueden tener más piezas.

Las recompensas se dan para los buenos movimientos. Diversas formas de notificación se pueden dar al usuario, basado en cómo es bueno es la pupila. Cuanto peor es la posición cuanto peor es la sensación de la notificación, eg.: señales sonoras más ruidosas.

sonido 5E040 y registrador visual activados por ocurrencias señaladas:

La grabación incitó sobre la presencia de sonidos o de imágenes señalados: El micrófono y o la cámara se activa solamente cuando está deseado. El ™ programado de la información de usuario sabe qué escuchar o buscar. Entonces registra lo que está buscando el UIP. Esto ahorra porciones de tiempo. La gente no necesitará repetir las últimas grabaciones que carecen se está buscando qué. Ella las búsquedas del sistema y reacciona a las ocurrencias señaladas. La base de este producto existe en gran parte. Ver nuestros aspectos únicos.

Ideas de la extensión:

. Pensar de una manera positiva, fuera del área de sistemas de seguridad.

. ¿Cuándo un incidente sucede, qué reacción pudo sistema iniciar?

. Cuando cualquier tipo de sensor nota un acontecimiento señalado, el sistema puede responder por consiguiente. Considerar los sensores siguientes para: olor, vibración, movimiento (que puede o muchos no causan la vibración sensible).

. Imaginarse el tener de un amigo por su lado que haga algo para usted cuando sucede algo mientras que usted está ocupado. ¿Cómo usted tienen gusto de ellos para ayudarle?

Aplicaciones del ejemplo:

. Recompensa animales domésticos con las pelotillas del alimento cuando hacen los tipos deseados de movimientos.

. Cierre de Windows cuando: llueve; o la temperatura/el viento excede cierta gama.

. Cuando cualquier número de uso en línea de los servicios de noticias señaló las palabras claves o las imágenes generales, esas página de los Web site la' se envía usted. Ejemplos:

- Le entran en contacto con cuando cualquier invención relacionada con su proyecto se discute.

--Un sistema más elaborado para General Electric, o Panasonic pudo determinar qué términos de sus analistas de mercado necesitarían haber buscado.

Usos:

- Supervisión de seguridad, e.g.: sobre la fractura del vidrio, las voces fuera de horas normales, persiguen el descortezamiento.

- Cuando grita el bebé desatendido, la función de registro golpea adentro, y transmite sonidos con el pie al guarda que puede entonces determinar qué acción a tomar.

- Solamente voces agudas de los expedientes (de mujeres). Menos exacto de un sistema sin embargo.

¡- Etc!

Misceláneo: la grabación puede estar en curso, aunque las porciones señaladas se marcan con etiqueta según el tipo ocurrencia, para la parte posterior fácil del juego. Existe en algunos formatos, eg.: sistema (sistema adaptante) que funciona sobre el desciframiento de la voz de la persona particular.

Es decir: el sistema (sistema adaptante) responde solamente a ciertos sonidos: Programar el sistema para buscar ciertos sonidos, then= cuando son oídos por el system=, will= del sistema:

1] expediente/sintetiza como programado (buscar aspectos deseables de la sopa de la diferenciación suena = vía "analizador de sonidos"; esto se puede hacer durante o (por u) bien después de la grabación completa)

2] "notifican" (las emergencias)

3] responden vía el modo w/in % " del acceso ".

- D1: (Paso 1: monedas de la sacudida en bolsillos; Paso 2: memorizado; 3: usuario "pp" cómo #1 debe "ser sintetizado"; 4: el usuario sacude monedas de casi cualquier manera dentro de la gama del mic; 5: expedientes del "mic"; 6: aparato de lectura.

- D2: sonido externamente generado - > analizador del mic = de sonidos = C (computadora) (cart/m) = notificador/mic (sistema de grabación/synth).

. - el "analizador de sonidos" es "pp" para buscar solamente los sonidos similares a la entrada original del sonido deseado que se seleccionará. El sistema debe no hacer caso de otros sonidos.

Sonido = "mic" = analizador = memoria = función de los sonidos

. - incorpora funciones del sistema de "Hanauta" de Rolando (el ritmo del tarareo crea el tempo para la guitarra u otros sonidos)

- OTD: acceso; usos de la seguridad (que rompen el descortezamiento/desplome del vidrio/el perro suena - > mic - > 5E-04 ("") del analizador del "sonido "=c=notifier/r (el usuario puede ^: escuchar adentro en la acción/el control (EL) en la posición remota (escena del crimen percibido)/la seguridad del contacto (protectores). Los sonidos solicitados pueden también ser de ^: el carro/m, de esta manera la anchura de espectros sanos pudo ser más amplio/seleccionado más cuidadosamente para evitar la interpretación con otros sonidos.

+ sinergiza el monitor inteligente 2E251 de w (con).

- mic = grabación activada por = cualquie ocurrencia/acción triggerable dentro del "acceso".

- existe: micrófonos que paran el registrar de cuando el silencio comienza

Patentes:

- Estrategia de búsqueda de la patente: micrófono y expediente.

- No. de la patente de los E.E.U.U.: discurso que reconoce sistemas, eg.: 5251283 y 5182765; mejora sobre el dispositivo de registración 5239587 para los cazadores - que recoge muestras de los sonidos; 5197490; (el sistema puede también engañar organismos (vía sounds=osc) después de que esté señalado (los sonidos animales oídos por el mic) y trae el animal (más cercano al mic o atrapar o cazador o alimento o la otra destinación (para los propósitos de la investigación) así que el mic puede mejorar captura = "sonido analiza"),

eg.: 4896305 - Patente de atracción animal; 4898179; (investiga = "naturaleza del analizador de sonidos" de situaciones eg.: patente 5012820; 5014039+; 4644330 - el dispositivo anti-que ronca, ejemplo de cómo KN (invenciones) puede responder a los sonidos (se aplica a 2e251 también), vende bien en mercado; 4160386 +4340915 (expedientes de KN con mayor sensibilidad (vía el mic más cercano al as= de la fuente sana determinado vía "analizador de sonidos") cuando: los sonidos señalados ocurren/como banda).

- Arrancador voice-operated remotamente controlable +4342106 para el registrador de cinta hecho por Olympus - N (invenciones) es activada por voz.

¿- +? Los expedientes suenan sobre niveles predeterminados especificados durante los intervalos de tiempo dados 4003264 (este KN). Título de esta patente: Dispositivo para medir y colocarse del sonido.

--COPIAR ÉSTOS PALMADITA AL ANALIZADOR DE SONIDOS

- Ocurrencias que inician la grabación: "CID" - las llamadas entrantes de números de teléfono señalados, o señalaron número del teléfono/extensiones; sonidos animales particulares (para los laboratorios de biología); sirenas de policía; fractura o el cortar del vidrio o el metal o la madera o el otro (edificio o protector) material. Ver 2E251. "Discurso": sonidos de la gente particular, identificados cerca: (acento regional/extranjero), echada (hombre o mujer), palabras particulares (más probablemente ser hablado por la persona particular (del tipo) (eg.: bandidos contra personales del mantenimiento).

- La investigación necesitó: identificación de las frecuencias sanas para las ocurrencias señaladas que accionan la grabación, y entonces cómo esas frecuencias no se pueden confundir desde otras frecuencias por el "analizador de sonidos".

Archivo: Categoría nueva/Sports.doc

Invenciones del ejercicio

Atado especialmente a las piezas (funciones): Ejercicio, el Entertainment%

sorbo rápido de $$ 1J090: Para los basculadores, motoristas. Tubo largo (paja): va cerca del envase del from= de la boca llevado por u (usuario) (en cadera, en bolso, en la correa...). El ejercicio bombea el agua hasta boca. Más el ejercicio, más líquido disponible. ejercicio del wo (fuera), aspirando el líquido encima de la paja larga difícil. diseño de la edad del Semi-espacio.

Energía de bombeo de: 1] cargador de batería del movimiento KN

2] el cada presionar del pie sobre las bombas de tierra (aire/líquido/otro (de la bebida)) (en forma acumulada).] botella flexible del apretón 3 para generar la presión en la paja del contenido.

- No ser sin embargo popular en algunas regiones, eg.: Europa Oriental, basculadores californianos de moda, eg.: los equipos y las zapatos tenis que activan especiales que usan tienen gusto de esta invención.
- Estrategia de búsqueda de la patente: (dispensador líquido del ajuste) + y portable.
- No. de la palmadita de los E.E.U.U.: 5154317 5037389 4703871 4420097 4491244 4629098
- N existente similar: la paja, amamanta utilizado cuidando a bebés.

rueda de ardilla flotante 5J01: Rueda de ardilla utilizada en las piscinas, los lagos, y los ríos tranquilos. Ejercitar mientras que viaja en el agua.

- Impracticalities incluye: consiguiendo el barco con./desc. con seguridad. El subir del agua pudo ser demasiado peligroso.
- Cómo mantener la libertad perpetua de golpear poolsides:

--Se diseña el propulsor [tan hablar] de modo que requiera el esfuerzo de la energía humana moverse a través del agua, solamente él no mueve el dispositivo flotante en cualquier dirección. Quizás diseño de los propulsores el 'anula las fuerzas que empujan el dispositivo para ir dice adelante contra ir al revés.

- Maneras de dirigir la rueda de ardilla alrededor: otra rueda de ardilla [más pequeña] usada, o el diseño de la rueda de ardilla principal alteró para permitir control direccional.
- Consiguiendo con./desc. la rueda de ardilla sin caer en piscina:

--Los muelles o las cerraduras del flotador en un muelle.

--La acción del pedal aspira el agua fuera de un tanque que la hace más ligera. Esto permite al usuario conseguir en la rueda de ardilla mientras que semi es anclada por energía de la fricción sobre pasos de la piscina u otra debajo del dispositivo [movible] del muelle del agua. Cuando el usuario desea atracar, colocan el barco en lugar deseado y [manualmente] permitir el agua en esta altura de caída aire-atrapada de los barcos del compartimiento en agua.

. - Otras maneras de guardar la rueda de ardilla del borde de la piscina:

--[El 10%] de la energía real no se está en conflicto solamente en que los movimientos de la rueda de ardilla pero hacen tan lentamente bastante para hacer el torneado más fácil puesto que no está viajando el flotador tan rápidamente.

--El dispositivo dirige automáticamente el dispositivo flotante lejos del borde dos o más metros antes de llegar el borde.

--El dispositivo de torneado puede mantener el flotador el ir un patrón circular u oval. Sin embargo el nivel de energía ejercido de las piernas [desemejante de los brazos] hará el dispositivo algo rápido y hará a persona mareada [peligroso].

--El dispositivo se fija quizá al borde de la piscina, y no se mueve. Empujes de la rueda de ardilla solamente contra el agua.

--Versión electrónica: envía el laser al borde de la piscina para determinar distancia, y cuando la tolerancia inminente de la distancia mínima, él fuerza la rueda de ardilla para dar vuelta lejos antes de que el su moler demasiado último de la pisada pueda continuar tan.

--Con un tirón [automático] del interruptor el mismo movimiento del tráfico pone simplemente el dispositivo en revés. Es decir guardar el vender puerta a puerta adelante pero la rueda de ardilla toma energía y la aparta.

--El volante permite que el usuario dirija lejos del borde, permaneciendo posiblemente en trayectoria del círculo. Este solo puede no ser patentable.

- Comercialización: vendido a través de la frecuencia intermedia y de distribuidores de: bicis, equipo del ejercicio (ruedas de ardilla), fuentes de la piscina.

--Blanco en la próxima primavera y estación vendedora del verano en hemisferio norte.

--La gente prefiere el ejercitar al aire libre en el agua a ser pegado dentro. También el ideal para los que tengan piscinas pero no las utilizan - otro uso para una característica casera existente que se descuide a menudo a falta de uso.

- Invenciones similares: Vender puerta a puerta los barcos para uno o más gente.

- Tiene lugar [ajustes] para: bebidas, ventilador, dispositivos de la hospitalidad [pantalla de la TV, de la PC], etc.

- Mejoras para vender puerta a puerta los barcos:

- el dispositivo de la "cuenta" mide las calorías del número quemadas/distancia viajó.

- u = "s" (pantalla) = "cámara" = ve cuál está debajo de superficie del agua

- colocar las ruedas de ardilla en tándem o de lado a lado.

--Protección de la cubierta de Sun. Quizá puede tener energía sòlar en caso de que el usuario consiga cansado. Guarda la lluvia apagado. Puede hacer estallar hacia fuera la cubierta cuando está deseado.

sistema variable del movimiento del tráfico 5J02: para vender puerta a puerta los barcos, las bicis, y las ruedas de ardilla.

- Los pies se mueven en los movimientos alternativos dependiendo de los cuales el ángulo [de los 360 grados] de los pies circulares del movimiento está. Las piernas pueden moverse en arqueado, arriba y abajo del movimiento.

--Propósito: dar a piernas la libertad para moverse de maneras/de ángulos de diferenciación. Posibilidades terapéuticas.

--Puede mover pies al lado de uno a en un empuje y el movimiento de la contracción contra la mudanza en el movimiento circular, eg.: como las prensas del peso de la pierna.

- Precaución: diseño para no lastimar a las piernas o a otras partes del cuerpo. Los estudios sabidos uso de los terapeutas físicos a determinar desearon los movimientos de la pierna/del cuerpo para alcanzar puntería deseada.

- Utilizar el sistema para las partes del cuerpo con excepción de las piernas. Eg.: brazos (para la persona encuadernada de la silla de rueda) a moverse alrededor en tierra/agua.
- El sistema de la "cuenta", que compensa movimientos más difíciles del ángulo al determinar las calorías utilizó. Es decir diversos movimientos pueden requerir más energía sino crear menos fuerza física.

corrector de la postura del cuerpo 5J03: movido a 3E061

+ 4855942 podómetro y/o aparato de medición y método de la caloría: absolutamente similar a KN, con todo al extracto no menciona que las cupones están dadas hacia fuera, ni que el dispositivo es rentable de almacén.
- las cupones se pueden dar hacia fuera simplemente para el nivel cuantificado de ejercicio, eg.: cada kilómetro (caminado) iguala un punto.

Ver en "mf" archivan invenciones siguientes:
Generador de la recompensa del cargador de batería -1G22
BATERÍAS ACCIONADAS MOVIMIENTO -4E010

+ 7G010 Gyrator: ejercicio por el objeto pesado de giro en el extremo de la secuencia. El sistema mide giros del número y el nivel de fuerza centrífuga. Controlar la longitud de la cuerda. ¿Responsabilidad por la fabricación de un producto?
- ejercicio teniendo objeto en el extremo del oscilación de la secuencia alrededor. La fuerza ejercida sobre secuencia y o la velocidad se mide (cuenta) = vía los "sensores".
- después de efecto la velocidad/la fuerza en de la cual el objeto desmontable vuela: velocidad del giro, longitud de la cuerda/de la extensión, y si está hecho girar (manualmente) la más larga hace girar quizá más rápido es el giro. Tiempo del balance con la velocidad de la descarga. Pocas descargas con otros alcances.
- controlar la longitud de la cuerda = vía el retractor (como con la cuerda del aspirador) = manualmente/automático control
. - puede substituir objetos en el extremo de la cuerda para el ^ la diferenciación: pesos, tamaños (fricción en el aire), uso de interior/al aire libre de la seguridad (más suave).
- el objeto del vuelo puede tener = las luces/oscilador. Éstos funcionan según el tipo movimiento/vía control por el U.
- genera electricidad/energía de batería
- la manija de lanzamiento (mecánica) deja el objeto de giro volar hacia fuera (en el control del usuario).

- usos: dispositivo controlado de la humanidad que consigue otro for^ de la atención: emergencias (accidentes de carretera); señalización del tráfico; acontecimientos de ventas; juguete; ejercicio; juego con el animal doméstico (perro).

. - El giro alimenta la batería atada a la manija: charger=battery del disk=gyration.

- las versiones actuales del laboratorio pudieron existir

- pudo ser patentable si hay una nueva manera de hacerla. Patentabilidad de 2 sin esta mejora.

- cuentas del sistema y o medidas la tensión en secuencia. Versiones (electrónicas) mecánicas/del EL.

- grado de las medidas de esfuerzo del ejercicio.

- frecuencia intermedia barata

+-injury a la otra gente - debe ser diseñado hacia fuera antes de utilizado.

- KN: g \ 4g N (invenciones) en el extremo del archivo que cuenta/anota el número de oscilaciones de la cuerda de salto.

SECCIÓN DE LAS INVENCIONES DEL TELÉFONO

Contenido para los archivos de la invención del teléfono:

. El teléfono celular notifica antes de entrar en área con la recepción pobre

. Guardar el teléfono el sonar hasta que usted pueda coger llamada

Archivo: Categoría/notificador del teléfono/de la célula

NOTIFICADOR MÓVIL 3E010 de la LOCALIZACIÓN del TELÉFONO

Señales cuando el dispositivo de comunicación móvil se está acercando a una zona pobre de la recepción.

Búsqueda de la patente necesaria - también complejo para Steve. Algunos se traslapan de patentes.

EXTRACTO

Dice a usuario cuando su teléfono celular o sin cuerda está a punto de acercarse a un bolsillo con posibilidades limitadas de la transmisión. Los sistemas actuales demuestran el nivel de receptividad que sale del usuario que tiene que conjeturar en qué dirección puede ser que muevan para mejorar receptividad. La invención dirige a usuario a la dirección en la cual una mejor receptividad puede ser obtenida mejor. Puede estar la parte o a parte del teléfono.

DESCRIPCIÓN

La localización del usuario con objeto de la identificación de cuando se están acercando a un bolsillo de capacidad pobre de la comunicación es determinada por el GPS. Como un respaldo los medios siguientes se puede también utilizar para determinar el acercamiento de un bolsillo con capacidad pobre de la comunicación: debilitamiento de señales; otros modos existentes.

Versión simple de la invención:

- La luz anaranjada se adelanta demostrar niveles bajos de la batería. Las demostraciones una de la luz ámbar están entrando en un área de la transmisión pobre que colinda un bolsillo sin posibilidades de la transmisión. Si se oyen los parásitos atmosféricos pero sigue habiendo la luz verde, ésta demuestra que los parásitos atmosféricos son probablemente temporales. La luz roja demuestra que el apuro con no tener ninguna comunicación es la no el teléfono o batería, sino el estar en un bolsillo de la comunicación de no.

DESCRIPCIÓN Y NOTAS DE LA INVENCIÓN

Identificación de los bolsillos de la transmisión pobre delante del tiempo. El sistema demuestra los bolsillos de áreas con la cuenta que demuestra la calidad de la recepción en tales áreas.

llaves de +-User en su [del '] dispositivo teléfono un código para las áreas señaladas que se están acercando. Tales códigos pueden ser:

+--número de millas y de dirección de donde localizan al usuario. [solamente este aspecto aparece no obvio desde el punto de vista de la patentabilidad].

. --códigos postales postales [patentabilidad obvia sabia?]

. --el código de área del teléfono más los primeros tres dígitos del usuario del número de teléfono sabe está en el área de la pregunta [la patentabilidad obvia sabia?]

- La función trabaja ambos cuando el microteléfono es por intervalos, pues el valor de la receptividad es importante en ambos panoramas.

+ el sistema ajusta cómo anota a recepción [anticipada] adaptándose a las circunstancias diversas. Ejemplos:

- tipo de microteléfono
- mecanografiar los servicios que son proporcionados por el portador del teléfono en áreas señaladas
- tiempo

- si el usuario está dentro/al aire libre/debajo de azotea del coche

+ el usuario da instrucciones el sistema cómo es malo una conexión del teléfono ellos tolerará. El nivel de conexión de la calidad que el usuario lo ha pedido necesita, eg.: la calidad mínima que tolerarán para la llamada del negocio de a], llamada del negocio de b] no.

--el sistema se adapta a las preferencias de usuario.

- tipo de red de teléfono [y calidad correlacionada de conexiones].

- nivel de calidad en la conexión según lo efectuado por las líneas cones base en tierra. Si hay una conexión pobre al alambre/a las líneas ópticas, el sistema tolerará menos apuro en las ondas.

+ demuestra a usuario cómo conseguir a una mejor recepción:

- el sistema da a usuario una cuenta de diferenciación, si el usuario altera cualquier uno o más de los elementos que están efectuando a su recepción, positivamente o negativamente. Eg.: la recepción sería el 10% mejor si caminó el usuario 4 metros (al norte) del edificio.

--el mapa digital en el dispositivo puede dirigir a usuario.

+ el GPS puede proyectar una ruta del recorrido para el usuario por cuál puede mantener la mejor receptividad.

Cómo el sistema puede comunicar fácilmente con el usuario.

manera del notificador de informar al usuario el estado (en cuanto a la calidad del actual/anticipó la calidad de conexiones:

- la distancia se puede también indicar por los sonidos del fondo oídos solamente por el usuario sin cuerda del teléfono. Tales sonidos pueden ^humming, las señales sonoras que aumentan de intensidad en lo referente a la distancia del transmisor y o las dificultades en la recepción.

- vibración del instrumento. Diversos tipos de vibración son códigos, eg.: la porción de teléfono que envía la vibración indica la dirección en la cual la recepción (mejoraría) si fue el usuario allí, y las pausas entre la vibración indica la distancia que necesita ser viajado.

+ mapa de la base de datos del terreno general:

- el sistema utiliza los mapas basados en los satélites que demuestran la localización de edificios, de caminos y de obstrucciones en la región. Esto juntada con el GPS (o relacionada) que demuestra la localización del usuario; permite al sistema dirigir a usuario en cuanto a cómo pueden ayudar/daño la calidad de la recepción.

- el software puede analizar la altura de edificios y otros obstáculos de mejorar el sistema de la guía para corresponder con localización de los usuarios la' y adaptación correspondiente necesaria.

. - el mapa existente de Sandbourne demuestra los esquemas de edificios.

El sistema de maneras puede adaptarse a la situación del usuario: Cómo mejorar a la recepción:

- una diversa forma de transmisor/de receptor del portador del teléfono se utiliza para comunicar con el teléfono del usuario para compensar la localización del usuario. Es decir diversos portadores pueden servir a cada uno la localización con los niveles de calidad de diferenciación, y el sistema puede cambiar automáticamente a mejores portadores.

--el coste adicional para tal interruptor se puede calcular con el aumento previsto en calidad.

- Asume que diversas formas de transmisión pueden por ejemplo transmitir mejor a través de edificios, de las montañas, del etc dependiendo del portador y de sus formas de transmisión.

Técnico:

Todos los tipos de cuentas/de gráficos/de cartas están disponibles para el usuario para que determinen posibilidades diversas de la recepción:

- Teléfono sin cuerda y celular: la distancia aproximada de las demostraciones del transmisor así que del usuario es menos probable conseguir cortada. Y o da la advertencia vía luz y o audio cuando está acercando a límites externos. - Calidad de transmisión es "anotado" = visto en S ()/Nr de la pantalla.

Diagrama:

base t = distancer/pd= (portable/sin cuerda/celular) t

- usos: Walkietalkie; dispositivos de la radiofrecuencia (recepción) (radios, estereofonias) (en vehículos);

Notificador de la batería:

- advierte (nr) cuando: la batería está funcionando bajo (por lo tanto la preservación de la energía da a N (invenciones) menos gama/capacidad de manejar obstáculos físicos a la receptividad).

- existe por sí mismo, pero quizá no con este sistema.

Misceláneo:

. - el oscilador [comunicador sano saliente] dice la "interrupción en (quizá) 12 segundos/50 metros. Si por el sistema del tiempo (el sistema adaptante) calibra la velocidad del automóvil....

- el' nr funciona cuando recepción pobre de cualquier tipo (puede efectuar funcionamiento del sistema (sistema adaptante)). Eg.: cualquie comunicador móvil; satélite de la conexión w (con) (debido al plano, al pájaro, a las nubes, al metro inminentes...); baja de energía de batería.

- existe: el sistema sabe cuándo cambiar las células celulares. Las señales del sistema se están debilitando.

- problema: u (usuarios con o sin acceso completo) sabe cuándo están alcanzando la montaña o el túnel. ¿Qué sobre los acantilados en el lado de la carretera? Necesita quizá el interruptor complejo determinar la

localización de u en relación a la localización del túnel. Las obstrucciones cerca de ciudades grandes tendrían estaciones de relais.

- el GPS pudo ya estar en el coche, ahorrando costes de fabricación.

- qué bloquearía de la comunicación: acantilados por el lado del camino. ¿Está esto tan?

- Limitaciones: el ocuparse de monopolios del teléfono; apenas autorizando esta invención difícil. Pero un cliente puede pagar una fortuna las derechas.

- El "analizador" demuestra la mejor posición (picosegundo-zona) para el rc/tr (transmisor) para estar adentro para las transmisiones de una mejor calidad. Eg.: platos basados en los satélites, t, otras comunicaciones sin hilos.

- las condiciones atmosféricas negativas [que efectúan la comunicación] notificaron el via= m sin hilos tr.

- el nivel de energía necesitó compensar el transmission= pobre aumentando la intensidad de la transmisión: el sistema analiza la calidad/la zona del tr (transmisor) para determinar si se requiere tal alza; NR (notificador adaptado `) demuestra la cuenta de la intensidad de este tr/del nivel del uso de la batería.

--ciertas zonas pueden restringir el tr más allá de la intensidad señalada: u (usuarios con o sin acceso completo) se notifica antes de entrar en tal zona - demostraciones de la exhibición esto; la comunicación se efectúa automáticamente.

- Esta invención es un subconjunto de la parte común llamada: "Picosegundo-Zona". Estudiar todas las piezas, especialmente la pieza de la "zona" muy bien, y adaptarlas a esta invención.

Los E.E.U.U. Patentar la estrategia de búsqueda 2.99:

- celular y teléfono y (el notifie o la alarma o advierte). Nada bastante importante encontrado.

Búsqueda 4.04 de la patente de los E.E.U.U.:

- str: (célula de la TTL y (telephone$ o phone$) y (approach$ o el "venir cerca" o el "subir" o notifie$ o alter$ o warn$ o predict$) y ("recepción pobre" o "ninguna recepción" o "transmisión pobre" o "calabozo ")

Palabras claves:

- celular, móvil

- teléfono

- el notifie, alarma, advierte, % predice

Notificador de la distancia de las antenas - para las aplicaciones con excepción de los dispositivos de comunicación portables también:

- cuanto más lejos el distancer dice que el dispositivo [portable] del usuario es del transmisor/del receptor, mayor es la cuenta señalada. - usos: cualquie dispositivo que requiere el intercambio de comunicación/de frecuencias, y que pudiera también ser portable.

. - se aplica a las antenas/a los transmisores móviles.

- str: TTL (cell$ y (teléfono o teléfono o teléfono) y (approach$ o el "venir cerca a" o el "subir" o notifie$ o alert$ o advierten o advierten o predict$) y ("calabozo" o "área pobre de la transmisión" o "transmisión pobre" o "ninguna recepción" o "recepción pobre ")

. Los E.E.U.U. patentan %: 6418319 6240292 6195555 6035197

Los tipos de comunicación deseada incluyen:

- telecomunicaciones
- dispositivos portables que guardan el contacto para cualesquiera propósitos, eg.: pequeños sistemas aislados usados por los rancheros del ganado...

Qué uno puede hacer sobre entrar en un bolsillo pobre:

- Parar y continuar el conversar.
- Decir a partido que usted llamará detrás.
- Caminata o impulsión alrededor del bolsillo

PIEZAS

Nota: Más partes importantes tienen descripciones detalladas extensas más fácilmente disponibles.

El ACCESO = accede a los controles de producto electrónicos con afinado correctamente en la combinación. El acceso a la comunicación se puede limitar por la región - un restricter de la llamada.

El ANALIZADOR = los programas informáticos analiza cómo manejar la situación.

CUENTA = facturación: Usuarios de las cargas por cantidad y el tipo de uso.

CARRO = cartuchos que se insertarán en sistema. Contiene con frecuencia software/bases de datos útiles.

BASE DE DATOS = de las zonas de la mal calidad.

GUÍA = un instructor. Sugiere cómo el usuario pudo proceder. El sistema dirige a usuario así que evitan la comunicación de la mal calidad.

INTERACTIVO = el sistema obra recíprocamente con el usuario.

Notifican el NOTIFICADOR = al usuario en el estado de cualquier situación.

Paladio = dispositivo de colocación. Unidad portable que difunde su localización al sistema de colocación. Formar del sistema de navegación mundial [GPS].

El PROGRAMA = las facetas programables incluye: cómo el usuario quisiera que funcionara el teléfono.

PREDECIR que = el sistema predice qué ocurrirán, o qué usuario quiere, eg.: dirección de la localización móvil del usuario.

La PREGUNTA = el usuario y o el sistema se hacen preguntas. Ayuda a cada uno mejor a entenderse.

REACCIONAR = sistema reacciona a la ocurrencia según lo programado, eg.: mal calidad de la comunicación.

RANURADOR = llamada de las rutas del sistema (sistema adaptante) al portador o a la solución alternativo señalado.

CUENTA = el estado de localización y de la calidad correspondiente del usuario actual y previsto de llamadas.

SENSOR = sentidos vía muchos medios la calidad de la comunicación.

BUSCAR y REACCIONAR = las búsquedas del sistema señaladas las ocurrencias, que internan causas una reacción que responda por consiguiente, a saber mal calidad de las materias de la comunicación.

El ANALIZADOR de SONIDOS = analiza el tipo sonido, para la calidad de la transmisión.

El ESTADO = el sistema demuestra el estado de la llamada, eg.: la calidad de la llamada, calidad del receptability para un área dada, etc.

SINTETIZADOR = sintetizador de los sonidos, señales pobres de la transmisión de las máscaras.

El SASTRE = el sistema se adapta a las necesidades únicas del usuario, a una mejor función de propósitos señalados.

PISTA = acciones de las pistas o de los monitores del sistema (sistema adaptante) del usuario, o sistema, eg.: para determinar los patrones del comportamiento del llamador. Por ejemplo el sistema puede determinar automáticamente donde está el hogar del usuario y el usuario general de la ruta viaja para ir allí. Este Info usado para dirigir a usuario.

ZONA = área de A cierta con límites definidos. El área también se ocupa según de su distancia del punto de la perspectiva. El mapa da estado a diversas zonas para su calidad del receptability del teléfono.

APÉNDICE Al NOTIFICADOR MÓVIL 3E010 de la LOCALIZACIÓN del TELÉFONO

> diagrama del GPS de la base: eran 2.5 páginas.
- movido para archivar c:\i\3e y ampliado, siguiente en 6.96 fue movido al "picosegundo".

$$ <2.75, 3.5, 2, 3>
notificador móvil de la localización del teléfono de ++ 3E010

OTD D: u (usuarios con o sin acceso completo) = este ~ C (computadora) del sistema de N (invenciones) (sistema adaptante) (sistema del notificador de la localización del teléfono) =
CUENTA (precio reducido por el nivel de recepción pobre); CARRO (diversas piezas mejoran a recepción según circunstancia); MULTIUSOS (); NR (notificador adaptado `) (vibra); OSCILADOR (); Banda (); Picosegundo-Zona (sabe donde está el usuario); SENSOR (sugiere cómo el usuario pudo alterar el ángulo en el cual el teléfono se sostiene para mejorar a la recepción); T (que comunica con el otro portador de los teléfonos/teléfono).

Búsquedas 4.04 de la patente:
. Clasificaciones de la palmadita de los E.E.U.U.:
- Palmadita de los E.E.U.U. de la clase de la palmadita de los E.E.U.U.: Teléfonos de radio fuera de la indicación 455/421 de la gama:
+ el teléfono sin cuerda 6556822 advierte la prevención de la terminación inesperada basada en la comunicación pobre (no batería).

. + 6349206: conseguir la advertencia del tiempo antes de conseguir desconectado
+ 6343212 6330438 6166642 6151493 6150961 6148194 6018655 5995830 5991901 5991618 5878115 5867782 5732347 5722068

Archivo: Retardo del anillo de la categoría/teléfono

ANILLO LISTO DELAYER 3G010 del TELÉFONO

anillo Delayer del teléfono 3G010:

EXTRACTO:

. Los llamadores de los retardos de sistema hasta el partido de recepción están listos para recibir la llamada. Jueces del sistema cuando están retrasando al recipiente de la llamada. Dan la opción de dejar un mensaje o puede esperar el llamador a una persona viva.

. La disponibilidad y el retardo del recipiente se pueden verificar por cualquiera: 1] dispositivo de sistema sigue a recipiente como siendo próximo; o 2] las señales del recipiente vía el suyo embolsan teledirigido que lo retrasarán en la respuesta a la llamada.

- El recipiente tiene la opción de afinar en el tiempo previsto por el cual pueden tomar la llamada.

. El sistema utiliza funciones como la información de usuario que programa, y la identificación de llamador opcional

Cuando retrasan pero quiere al recipiente contestar, la llamada no irá al correo de voz. El llamador oye que una grabación que puede tenerlos a esperar temporalmente hasta el partido ellos está llamando puede conseguir al teléfono.

Usos importantes:

- Contestadores automáticos: el teléfono del programa para tener espera de los llamadores hasta persona puede conseguir llamar por teléfono. El contestador automático del teléfono sabe cuándo el dueño es casero o no: tiene automáticamente dos modos de contestación.
- Intercomunicadores: da a dueño más hora de contestar.
- Si el llamador consigue un ocupado, la compañía del teléfono puede todavía ponerlo en asimiento. El llamador sabe su posición de la señal sin partido de recepción que disturba.

Funciones misceláneas:

- Los llamadores mientras que están guardados en asimiento pueden oír/leída: música; número de gente o de llamadas a continuación; el horario futuro así que el llamador de la persona de la blanco pudieron revisar intentar la comunicación.
- Todas las funciones existentes del correo de voz se aplican, eg.: Los llamadores pueden optar dejar un mensaje algo que esperan.
- Los tiempos de conexiones pobres pueden informar a partidos en otros extremos: espera; naturaleza del problema, eg.: calidad de transmisión pobre. El usuario o el sistema puede seleccionar o uno mismo-determinar la naturaleza del problema, en golondrina de mar da (nr, oscilador) "estado aplicable".
- Llamadas entrantes encaminadas cerca: la identificación de llamador, número de extensión pidió.

Usuario que controla el sistema del teléfono para retrasar a llamador. Opciones:

- El dispositivo teledirigido del usuario puede dar instrucciones el sistema del teléfono para retrasar al llamador de cierta manera. Este dispositivo teledirigido puede ser parte del abrelatas del garage del usuario/del otro dispositivo teledirigido común - haciéndolo práctico.
- El teléfono del usuario (célula) tiene botón para transmitir control a la línea teléfono relacionado de la tierra.
- El' analizador de sonidos oye los comandos de la voz del usuario.

El sistema [automáticamente] conoce la localización del dueño/del usuario vía:

1] compensador basado en los satélites de la obstrucción de 3E210 GPS; 2] determinadores localizados de la localización (KN) en: calzada del garage, jardín, cuarto de baño (ducha), banco de trabajo ruidoso; 3] "sensores" "que analizan" para la actividad en la vivienda, eg.: vibraciones humanas, hablando; abertura de la puerta principal - analizada con la combinación de otros sensores;] el dueño 4 selecciona a partir de diez mensajes de salida más, eg.: "Estoy en patio trasero, dejo el mensaje o llamo detrás en una hora", "yo estoy conduciendo to/from trabajo/casero"; 5] llamadas entrantes (ya que están) se remiten. 6] El usuario acciona el pequeño dispositivo portable (pares como: paginador, abrelatas de la puerta, teledirigido, reloj, organizador) cuál activa el tipo aviso saliente.

Retardo en la opción de sonido del teléfono:

Los llamadores esperarán más de largo el teléfono que se escogerá encima de puesto que puede ser que permitan un número común de cuatro o más anillos.

Problemas: Necesidad de autorizar probablemente para telefonar monopolio. ¿Pero barato apenas conseguir patente entonces autorizar? Necesidad de hacer relaciones públicas para conseguir a compañía telefónica adoptar el sistema. Probable alguien pensó en esto en la industria apretada de la telefonía con los jugadores de gran alcance.

Delayers también para:

- Campanas de puerta: el partido que es visitado envía el mensaje [por la radio] a la persona en la puerta.
- Luces de calle (para las ambulancias, vehículos de transporte total que consiguen prioridad, eg.: Autobuses holandeses para los cuales las luces pueden dar preferencia y cambiar para ponerse verde puesto que hay generalmente más gente en un autobús que en otros vehículos).
- La temperatura del horno reduce temperatura cuando el "cerebro" sabe que los "sentidos" el usuario van a ser atrasados/salida de la casa. Internar, el alimento puede cocinar para más de largo y ser caliente listo más adelante sin la quema.

- OTD D2: Este ~ C (computadora) del sistema de N (invenciones) (sistema adaptante) (delayer del anillo de t) =

Fax (el sistema coge el fax más adelante); ACCESO (); ANALIZADOR (); AP (); ARTISTA (); BALANCE (); CEREBRO (); BVA (); C (); CÁMARA (); CARRO (); COMPOSICIÓN (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); NR (notificador adaptado `) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (`teledirigido) (u controla el sistema: retardo del anillo cuando u está lejos de t); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (); u (usuarios con o sin acceso completo) (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

- decir en la American National Standard "que soy viejo y retardarse, así que esperar. O llevar el teléfono."

- todo el software ejecutado sin importar encima de donde la señal de t que es escogido se genera de).
- dar más tiempo entre los anillos.

% del llamador no oye quizá los anillos durante los primeros uno o dos anillos. Esto da a llamador razones adicionales para dejarlo sonar más de largo. Esto dirigida a través del portador del teléfono.

. - señales generadas de matriz del microteléfono o de conmutación.

- si puede hacer del microteléfono: no necesitar preocuparse del monopolio del teléfono. Fácil descubrir.

--difícil descubrir si: La matriz de conmutación del teléfono Co descargaría la llamada si no consiguió un anillo detrás señala w/in cierto tiempo. Pedir el teléfono co.

- el llamador puede conseguir el sonido/el oscilador que dice la espera (iniciada después de seguro # los anillos).

DIAGRAMAS:

- D1: llamador = t ~ C ()/intercomunicador de la computadora = compañía C (computadora) del teléfono que procesa la red (analizador) = ~ de la American National Standard del teléfono del ~ de t c = [pobres/tipo analizador de la conexión]/analizador de la localización del dueño

- D2: diales del llamador ascendentes = c (la banda por t) del receptor = llamador oye que el sonido retrasado/receptor oye el sonido inmediatamente

- trabajos con el fax/los contestadores automáticos también

- el término "llamador" se puede substituir por "uno quién está haciendo el contacto inicial"; "dueño" con "uno quién recibe la comunicación"; "llamar" o "llamada entrante" con la "acción del remitente".

- el GPS dice a sistema del teléfono donde está u, por lo tanto el sistema de t reacciona por consiguiente.

- problema: ¿señal generada por la red de conmutación? ¿El teléfono co la alterará para usted? La estación de conmutación recibe la señal con./desc. del gancho del teléfono (la C.C. señala?). ¿Llevar a cabo la patente hasta que el teléfono co abra su mente?

- OTD D: T/este sistema/C de N (invenciones) =

ACCESO (estado del dueño de la llamada limitado a ciertos partidos); ANALIZADOR (naturaleza del problema/del estado: donde está el dueño, que el llamador es (vía el uip o el acceso de este 3ultimo)); CARRO (localización del dueño, tipo oscilador u opciones de la VM); M (uip, paradero del dueño, gps); MIC (t, intercomunicador, sistemas de radiobúsqueda); MULTIUSOS (cada número de la telefonía puede: encaminar/distinguir entre diversas llamadas entrantes (vía la identificación de llamador, tener acceso; distinguir para quién está la llamada entrante, vía: número de extensión, reconocedor de la voz); NOTIFICADOR (anillos del teléfono; las cuentas miden el tiempo o los anillos de número hechos por el llamador - simultáneamente o después de que paren (hung-up)); OSCILADOR (anillo del teléfono, estado para el llamador, dueño); Banda (); Picosegundo (); Q (cómo el llamador/el dueño puede mejorar uso altera el sistema); S (); CUENTA (número de mensajes); SENSOR (); ANALIZADOR de SONIDOS (las ayudas determinan el nivel de transmisión de la calidad); ESTADO (); TDS (VM); T (); UIP (); WA (t).

OTD (otros detalles) de Techie D: Este N)/C [línea (de las invenciones) (de T del anillo Delayer dibujada a cada uno debajo de N#] =

Cámara accionada por control remoto -2E251: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

Notificador móvil de la localización del teléfono -3E010: Entra efecto cuando el "analizador" de este N# determina para: banda, uip. Eg.: cuando u es alrededor entrar en área de recepción pobre, el sistema permite el sonido extralargo (receptor, los mayo o mayo no saber esto).

El teléfono -3E040 con ruido seleccionado canceló cuando más allá de distancia señalada: El teléfono -3E041 con ruido seleccionado canceló cuando los sonidos ambientales están de frecuencias indeseadas:

Correlador y regulador de la circunstancia de -3E151 GPS: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

Compensador basado en los satélites de la obstrucción de -3E210 GPS: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

Palillo teledirigido -5E020 con el interruptor: Entra efecto cuando el "analizador" de este N# determina para: banda, uip.

la grabación +-5E040 incitó sobre la presencia de ciertos sonidos: Entra efecto cuando el "analizador" de este N# determina para: banda, uip. Eg.: el usuario está lavando los platos, tomando la ducha, ya en el teléfono, roncando, durmiendo.

El explorador del canal -9G220 salta las estaciones que tienen anuncios publicitarios: el sistema deja la comunicación entrante (t) venir en más tan durante los anuncios publicitarios.

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.:
anillo Delayer de 3G010 T: ()
- str babero 8.94: retardo del anillo del teléfono
- Str APS 69 ' - 78 ': retardo del anillo del teléfono
--No. de la palmadita de los E.E.U.U.: 3965304; 4103114.

La "alarma" 'anillo de la mañana de s activa solamente después de tiempo señalado if/when: u (usuarios con o sin acceso completo) está (temporalmente) fuera de cama (quizá cuarto de baño); u está en "t" (para no molestar a persona en el otro extremo de la línea); otros sonidos se están generando en aquel momento, eg.: otro (puerta/horno/t) anillos.

Picosegundo: El sistema (sistema adaptante) sabe donde está u, y retrasa el anillo por consiguiente. Sin embargo, U puede desactivar esto/cualquier otra característica.
- el sistema dice a llamador donde está el recipiente de la llamada (en términos de recipiente de la distancia/de la velocidad/del tiempo previsto pudo coger el teléfono (basado en su velocidad en relación a distancia para viajar y para mecanografiar el terreno (las escaleras o tierra plana) que se atravesará).

El OSCILADOR consigue más ruidosamente en cada anillo = KN sucesivos (invenciones) en directorio de "A".

El recepcionista coge llamada si/cuando:
- el tiempo previsto u cogería llamada excede tiempo programado (el llamador del tiempo previsto puede esperar el wo (fuera) que suelta la paciencia, colgando para arriba).
- después de seguro # de anillos: existe

El "analizador" decide cómo a dirigir/ruta ("ruta" = la pieza del futuro IMI?) llamadas entrantes/salientes/datos.

--pesa los aspectos/los datos de diferenciación/uip de la situación (tipo del llamador, recipiente, hora, donde está el recipiente - qué están haciendo (w5)).
--ranurador de la llamada 3G050

Uso futuro distante: Las llamadas entrantes del fax se manejan diferentemente. Distinción entre el fax/las llamadas verbales/del email de la "hospitalidad" de /etc determinados vía: CID = colocado para el tipo actividad; se cifra la llamada entrante (por el transmisor/el receptor "analiza" contenido (mientras que el llamador está en semi-se sostiene)); las llamadas entrantes son destinadas para diferenciar teléfono # dependiendo de la naturaleza de la llamada, por lo tanto el sistema (sistema adaptante) sabe cuáles es cada llamada para basado en esto o cualquier otro factor.

El receptor (cualquier t KN) está (temporalmente) ocupado, pero puede manejar posteriormente llamada entrante era él dado más tiempo. En este caso, el llamador consigue el sonido retrasado contra: el busy signal/redujo los anillos - > correo de voz, etc.

El receptor puede juzgar la naturaleza de la llamada entrante (CID, CID = UIP) y el interno elige cómo pueden acometer rápidamente para coger llamada, o cómo recibir la llamada.

El llamador y el recipiente pueden saber si hay un sistema relacionado del retardo de llamada disponible/funcionando/desactivado. El llamador o el recipiente puede activar/desactiva características del retardo del llamador de sus localizaciones.

Retardo en la opción de sonido del teléfono:
Los llamadores pueden esperar más de largo el teléfono que se escogerá encima de puesto que puede ser que permitan un número común de cuatro o más anillos. No obstante el retardo en el sonido de la audiencia no debe exceder un número de segundos, si no el llamador pensará que la llamada no ha pasado a través de la compañía telefónica correctamente y un redial pudo ser intentado.

Técnico:
- Cuando el teléfono recibe la llamada/el fax, se termina el lazo, después el sonido para.
- El retardo necesita ser hecho por la red del N-usuario o del portador.
- Una persona oirá a veces un anillo aunque el receptor no consiguió un anillo.

. OTD D: u (usuarios con o sin acceso completo) = este sistema de N (invenciones) (sistema adaptante) ~ C (computadora) (de T (anillo Delayer 3G010) =

Sistema del acceso de la entrada de la imagen -4E030: (u puede crear retardo antes ("acceso") del sistema requiere U responder (para la contraseña necesaria))

-5E040 Mic controlado vía sonido: ("jueces del analizador de sonidos" donde está u en referencia a la t)

Interruptor de la dislexia -5G061: (U ha mejorado S (pantalla) en el sistema de T=C)

Elementos técnicos - no seguros:

- Probablemente cuando el teléfono recibe la llamada/el fax, se termina el lazo, después el sonido para.
- El retardo necesita ser hecho por la red del N-usuario o del portador.
- Una persona oirá a veces un anillo aunque el receptor no consiguió un anillo.

Preguntas - el intento que llama AT&T recoge: Pasar a través del operador de AT&T.

- CTR técnico 800-257-4636 de la investigación del enlace del consultor: 2
- Relaciones Mgr de los medios: Donna Cunningham 802-482-3748.
- Sistemas de red: cajas de conmutación, relaciones de los medios del etc.: Carl Blesch 708-224-4196.

+ también ver el archivo: Las Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones utilizaron.

Identificación de llamador:

- Basado en CID del llamador', el sistema puede notificar al recipiente de la identidad del llamador. Si se bloquea la identificación de llamador, el sistema puede pedir que el llamador se identifique y o tener la llamada del llamador detrás y desbloquear su número así que el recipiente (y su sistema') pueden saber la identificación de llamador - > entonces procesar la llamada según el UIP.

Echan a un lado las características:

- El recipiente puede tener la llamada encaminada al partido señalado [dentro del co] si el recipiente opta no tomar la llamada [basada en la identificación de llamador/la información de usuario que programan].

El repetir:

La disponibilidad y el retardo del recipiente se pueden verificar por cualquiera: 1] dispositivo de sistema sigue a recipiente como siendo próximo; o 2] las señales del recipiente vía el suyo embolsan teledirigido que lo retrasarán en la respuesta a la llamada.

- El recipiente tiene la opción de afinar en el tiempo previsto por el cual pueden tomar la llamada.

Características diversas

VAGOS: los sastres sí mismo a los vagos de los comportamientos predicen que el usuario ejemplificará

BASE DE DATOS: identificación de llamador

DISTANCER: el recipiente de la distancia es del punto de la necesidad del contacto que los se espera que se acerquen.

EDIT: ciertos contactores se encaminan en "no disturban" modo. Un mensaje se pudo tomar para tales partidos.

INTERACTIVO: el sistema intenta entretener o asistir a llamadores durante su tiempo de espera

LOCALIZADOR: identifica la localización del recipiente

MULTI-MEDIA: la invención se aplica a cualquier dispositivo electrónico por el que un partido (un ser humano o una máquina vivo) intente hacer [vivir] el contacto con el recipiente [usuario de esta invención].
Otros ejemplos incluyen:
- teléfonos vía la tela
- la mensajería inmediata del Internet, por el que los contactores cuenten con una contestación pronto [si conocen al recipiente está en línea].
- cualquier cosa que desea una respuesta de una persona viva y donde electrónica se utiliza para comunicar [dos] maneras

MULTIUSOS: retrasando las características dependen se está entrando en contacto con de quién

PREDECIR: al grado que el recipiente está demasiado ocupado ofrecer una contestación, sistema intenta calibrar el tiempo de retardo. Ejemplos:
- el recipiente es el 50% con escuchar un mensaje minucioso del correo de voz 2 mientras que siendo entrado en contacto con por un llamador exterior. Piden el llamador esperar 65 segundos [que agregan en tiempo adicional de 5 segundos para el recipiente a las tareas del interruptor].
- hora que camina para que recipiente alcance la destinación: de acuerdo con velocidad de recorrido percibida [durante los primeros 3 segundos]
- ver el analizador del comportamiento

RANURADOR:

CUENTA: urgencia/importancia del llamador, ideada de llamador o de recipiente o vía analizador contento.

PISTA/PERSEGUIDOR: sigue a recipiente para predecir mejor cuando/cómo responderán al llamador

El UIP (INFORMACIÓN de USUARIO QUE PROGRAMA) adapta la invención a las necesidades únicas del usuario:

Aspectos portables de WA (CAMINATA ALREDEDOR):

Términos permutables - invención de extensión:
- El llamador puede también estar: contactor, remitente, approacher, uno quién camina para arriba
- El recipiente puede también estar: receptor de la llamada, mensaje, investigación, email, mensaje inmediato.
- Los anillos del teléfono pueden también estar: formar de notificar a recipiente, señales alertas, comunicación del oscilador.
- El dispositivo del teléfono puede también estar: cualquie dispositivo electrónico que reciba la comunicación; computadora; campana de puerta; intercomunicador; paginador [el llamador puede ser respondido con al tiempo de retardo previsto [w u hospitalidad del wo (fuera) mientras tanto para el contactor].

Para las situaciones donde puede tardar el tiempo para que uno conteste al teléfono, el llamador puede no oír el sonido durante algún tiempo (durante cuál comenzará el teléfono del receptor a alertar el receptor de la llamada entrante).

CONCLUYE EL ARCHIVO DEL RETARDO DEL ANILLO DEL TELÉFONO

Archivo: Categoría/herramienta Inv

La herramienta del usuario se relacionó:

tabla autoajustable de la pierna de $$ 1J100: Tapa de tabla que se reclina sobre las piernas del usuario mientras que la persona se está sentando: tapa de la tabla mantenida horizontal (plano) ajustándose a los ángulos en los

cuales las piernas de la tabla se ponen. - Para las piernas en la posición sentada estándar - con ambos pies en piso; o, porque piernas cruzadas - en estilo que se sienta indio en la tierra.

- Ventajas: bebidas de las subsistencias y otros elementos en contador del deslizamiento.

. Cómo ajusta:

- mientras que u (usuarios con o sin acceso completo) en (semi) la posición inmóvil: las manivelas de u (usuarios con o sin acceso completo)/las diapositivas/los broches de presión/ajustan piezas/las piernas así que la tapa contraria es nivel.

- Para los juegos de bola de observación, también, mientras que u (usuarios con o sin acceso completo) se está moviendo (en vehículo: coche, tren, autobús, plano, barco): el eslabón giratorio ajusta altura de la manera similar a las tazas de café que mantienen la parte inferior algo plana como topetones del coche alrededor.

- Estrategia de búsqueda de la patente: +table y ajustan y pescan con caña y pierna.

- No. de la patente de los E.E.U.U.: 5299510 5131106 5129702 4943040 4991518 4143601 4196675 4259909 4095843

+4703701 (KN es portable y para reclinarse sobre regazo; las piernas son resueltas en la parte inferior por la barra que puede conectar por lo menos dos piernas; las piernas pueden doblar hacia fuera - teniendo en cuenta llevar más fácil. 4372631

alarma autoajustable de la tabla de la pierna de $$ 1J110: La alarma se apaga si el usuario altera accidentalmente la tabla que coloca sin primero la desactivación del "sensor llano electrónico". Esta manera u es menos probable derramar contenido de la tapa de tabla.

- Usos: para el bebé (tabla de alimentación).

- NR D: ~ C (computadora) (k) = OSCILADOR del "analizador" del nivel "sensor" ("inclinación") =

- Otros usos: cama de la tabla (para el desayuno de la última mañana) siempre que el nivel cualquier cosa se haya excedido más allá de parámetro deseado en: camas de carro; partes de edificio que es construido (donde está la preocupación sobre algo que suelta lentamente el balance que lleva a un desplome); cuando u ha inclinado su más allá de/en del dispositivo de la "inclinación" parámetros/funciones indeseables.

- conecta con: Tabla autoajustable 1J100.

5J08 tornillos irreversibles - versiones mecánicas:

Existe probablemente. Los tornillos irreversibles, o unos que no se pueden sacar se utilizan con frecuencia para instalar el material así que él no se pueden sacar por los vándalos, tales como accesorios en áreas públicas tales como cuartos de resto. El problema es que ninguì□n equipo sabido, incluso si está especializado y menos probable ser tenido por los vándalos existe que pueden quitar los tornillos irreversibles comunes. Por lo tanto, diseñados son los tornillos con las cabezas especiales, más complejas que el tornillo Phillips común, que se

puede llevar solamente hacia fuera por uno con la cabeza correcta su destornillador, emparejando el patrón conmovedor inusual encima de los tornillos innovadores.

. Los patrones para las cabezas de tornillo pueden variar enormemente. [Nota: las cabezas son: la parte más ancha que sigue habiendo visible después de que el tornillo se atornille sobre todo]

- Diseños ahuecados en el head del tornillo:

- agujeros o cavidades "femeninos" de cualquie forma simple o compleja. Eg.: es la circular, semiesférica; , o el bloque forma (tal como escaleras miniatura, o cualquie hendidura formada cubo de Rubics), L forma [el interno la mayoría de la región no (fácilmente) visible al ojo desnudo - como torcer excava.

--cruz gamada [o porción allí pero más complejo que del diseño estándar Phillips].

- las proyecciones "masculinas" del head del tornillo pueden ser el contrario del female heads', eg.: los bloques minúsculos múltiples llenaron hacia arriba de modo que el interface de un destornillador del female pueda [casi] cubrir totalmente la arquitectura del proyectil y agarrarla bastante bien para dar vuelta al tornillo head'.

- Atornillar la forma del conductor esa los interfaces con la cabeza de tornillo correspondiente: de la forma los ajustes y los fósforos naturalmente, con un cierto permiso para el error teniendo la porción masculina del interface del destornillador más pequeña que la hembra [hendiduras] de la cabeza de tornillo. Asimismo, el interfaz femenino del conductor es más grande que los proyectiles masculinos de las cabezas de tornillo. Razones: fabricación incorrecta [de las cabezas de tornillo, desgaste y rasgón, y cualquie otra razón (sabida con el tornillo común y el destornillador que forman)].

- posiblemente todas las alteraciones o surcos de la forma dan preferencia en conseguir los tornillos adentro, algo que hacia fuera.

tornillos soldados 5J09:

Los tornillos tienen una capa delgada de la soldadura que derrite en una temperatura mucho más baja que el metal ordinario. Después de atornillar en el tornillo, un calentador se coloca en la cabeza Phillips y calienta el tornillo a una temperatura para derretir la soldadura pero no el tornillo o el metal en los cuales se encaja el tornillo.

- llamar a experto del tornillo para determinar si existe tal - más fácil que búsqueda de la tela. Entonces hacer la búsqueda de la tela.

Las ventajas de esto incluyen:

- Se hace una conexión más apretada y más fuerte.

- Evitar volver a apretar: Los tornillos consiguen de otra manera a menudo flojamente, y el rescrewing puede ser un esfuerzo alto costoso dependiendo de su localización. También la gente olvida o no sabe sobre el ajuste de los tornillos, causando averías indeseables.

- Reduce el tratar de forzar por los vándalos.

- Dependiendo del uso esto puede ser más beneficioso que francamente soldando o soldando con autógena. Por ejemplo:

- Conexiones más exactas pudieron ser hechas primero atornillando en el tornillo.

- Puede ser menos sucio y requerir menos habilidad especializada:

--El soldar general requiere las habilidades para determinar la cantidad correcta de soldadura no sólo para proporcionar el nivel de fuerza correcto. --Las ayudas previenen desbordar de exceso de soldadura. --Evitar el molestia de usar los pedazos precortados de soldadura que las necesidades de ser emparejado al punto correcto de soldar. Esto agrega la confusión excesiva. Puede ser más fácil simplemente haber clasificado diferentemente los tornillos para determinar el nivel de soldadura y o de fuerza requerida.

- el nivel de la transferencia de la temperatura de tornillos es mucho más alto que el material en en el cual el tornillo se encaja. El calentador, o el interface del destornillador es [eléctricamente] alto heated para calentar el tornillo entero [como el arma que suelda común]. Ejemplos:

+ la sustancia encajada en [pared] derrite [del tornillo heated]. Los surcos del tornillo pueden ser ásperos [desigual], creando mayor apretón, después de que la sustancia encajada re-solidifique después de refrescar. Tirando del tornillo retirarse puede ser hecho mejor primero derritiendo el tornillo circundante material - si se va a ser sacado cuidadosamente. Si no el acercamiento pasado de moda de perforar un agujero donde está el tornillo puede ser hecho en este caso el tornillo rompe algo.

. --la aspereza de los surcos del tornillo se puede hacer cerca: [rociando encendido] la cera en la manera manchada al screw= entonces que sumerge en puntos tan no encerados del ácido se erosiona levemente; o vía otros procesos de fabricación.

Ideal, la aspereza diseñó así que su más fácil conseguir los tornillos en que hacia fuera en material no derretido.

- elementos de las aplicaciones de 5J08

- el uso incluye clavos, w usado las tuercas (con) emperna [los derretimientos del perno con la tuerca y o el material encajado]: crea mayor apretón.

Ver: NOTIFICADOR de la CUERDA 6J040 en la carpeta "II".

Archivo: Categoría/juguetes/Marte Rover

MARTE ROVER

Invenciones de la robusteza: Los usos incluyen el juguete de Marte Rover para los cabritos y los adultos.

Archivo: Marte Rover

Generador del rédito de las robustezas que viaja. El público controla remotamente la robusteza: La NASA carga a gente robustezas distantes a las' del control alejado:

--Los personales de la NASA tienen un paseo auto que pueda limitar cualquier movimiento deseado por el usuario'; el propósito es permitir a la robusteza cumplir seguridad y otros requisitos de la NASA.

--Demanda de la patente - paseo excesivo teledirigido: límites de un u (administrador/instructor/protector) cómo a (diverso) u (jugador, estudiante) puede (`remotamente) controlar el telecontrol (palanca de mando). Robustezas del juguete que repliegan Marte Rover: educa a" cabritos.

. El Lego o el otro co tiene tal producto en mercado. Ver EBay.com

Perjudicar el educador de la robusteza: U = los controles/educa remotamente a uno mismo de = inhabilitó en parte la robusteza:

= los brazos/las piernas específicos/cámara/otras características/sensores/cerebro = son (adrede) lisiados = u son aprenden/educado para controlar funciones señaladas = por consiguiente.

= robusteza = representado como lisiado persona (que usa)/u in/with a de las herramientas de la desventaja (en parte) inhabilitó el dispositivo (robótico). U = aprende de la computadora de la cama de hospital = cómo funcionar/movimiento = después de que descarga del hospital. Los VAGOS = representan u = en este juego/educación robótica/realidad virtual.

Usos del ANALIZADOR = de la robusteza: Los VAGOS determinan - > desarrolla el terreno de la realidad virtual = en cuál de u funcionan los movimientos/los controles remotamente = la robusteza = experimentado por el u [virtualmente].

AP = juguete; Educativo: u (usuarios) experimenta cualquier nuevo terreno, de la tierra hunde y los desiertos, al suelo marino y al terreno peligroso (con las trampas explosivas/las plantas venenosas/los animales/los insectos).

ARTISTA: Usos de la robusteza:

Los u = dispositivo/robusteza de la generación del arte que controlan = son registrados (en multi-media) por la computadora = ahorrado (sobre drive/CD duro) = repetido en sistema audio.

VAGOS = usos de la robusteza:

Los VAGOS analizan para:

= los tipos de terrenos que u (usuarios) puede gozar más/que quiere/que necesidad = del educ/del juguete/de la hospitalidad

= limitaciones del terreno (virtual) = de qué VAGOS seleccionan paisajes/características = el más aplicable para emparejar las necesidades/las capacidades/los intereses/educación del u.

Usos del BALANCE = de la robusteza:

= el sonido balanceó

= las multimedias (imagen) = u (usuarios) experimentan = balancean = según el usuario: posición física/posición/educación de la robusteza

Usos de la CUENTA = de la robusteza:

= manda la cuenta = los usuarios por el minuto/llano del uso de la robusteza.

Usos de la CÁMARA/de la LENTE = de la robusteza:

= teledirigido = cámara

INVENCIÓN % DE MARTE ROVER DEL EXTREMO

Archivo: Juguetes/pluma

™ mágico de la pluma 5A490

Artista del laser: este dispositivo del arte (laser) registrará los movimientos de la pluma (cuando en modo activo) en "C", que es entonces tranferible sobre el papel, la lona, los plásticos, el etc vía la impresora o el segundo laser que transfiere las imágenes creó ya sobre centenares de tipos superficiales.

- Hay descriptores adicionales en esto a otra parte - concebido por Steve.

™ de la pluma de la realidad virtual 3C-250:

La pluma transmite cómo se está moviendo. Los altavoces del receptor separado transmiten sonidos según cómo la pluma fue movida.

- Controles del usuario cómo el receptor sintetiza las señales de la pluma. - Eg: un movimiento puede sonar como muchas campanas, o sonar como la pluma se está moviendo en arena, el etc.

. - Grande para los cabritos

- aplicable a cualquie dispositivo (con o sin la pluma), eg.: palillo, bola, cubo, muñeca, coche del juguete, aeroplano del juguete...

- relacionado con 3A-790/3C-790.

Techie:

- método #1: la pluma que emitía los golpes del laser que recibían la pantalla, que registra los lasers recibió. Estas grabaciones se pudieron demostrar sobre otra pantalla, impresión constantemente activa hacia fuera (las demostraciones cada movimiento como se están haciendo, eg.: con el trazador).

- método #2: según el movimiento de los expedientes de mano del dispositivo "C" (vía: tipo dispositivo del ratón con el rodillo en piso, el alambre, los detectores de movimiento) donde va el dispositivo de mano cuando active.

- diversos modos activos pueden generar diversas intensidades, colores, las anchuras del movimiento, el etc

Diagrama: Mano del usuario = barril de la pluma [sensores (sensores del movimiento/de la vibración) = analizador del movimiento/de la vibración/K) = salida de la escritura.

ALCANCE DE EXTENSIÓN DE LA INVENCIÓN DEL INSTRUMENTO DE LA ESCRITURA

[Sección #1 de las piezas]: u (usuarios) (usuario de esta invención) = funciones aplicables del ~ C (CPU) de la invención [escritura/dibujo] =

[Sección #2 de las piezas]: TENER ACCESO (al control de seguridad) [basado en el movimiento] la CUENTA MULTIUSOS EDUCATIVA // SA (analizador/reconocedor sano) // del RANURADOR de la banda de // del OSCILADOR de // EDIT [] // [conseguir el Info basado en cómo los movimientos de la pluma] // [] // del CARRO de // de los VAGOS de // del ANALIZADOR de // del ARTISTA de // [drenaje] [] (analizador del comportamiento) [] [] [] (programación) [] // PS-ZONE [trabajos en ciertas zonas] // R (teledirigido) [] // [] de sonidos [] // BUSCA y REACCIONA [] la PISTA de // TDS [] // T (telefonía) [] // del SENSOR de // [] [] // UIP (Usuario Info que programa) [] // WA (caminata alrededor) [].

Secciones 1 y 2 interactivos.

Archivo: Categoría/recorrido

Invenciones relacionadas del recorrido

calentadores/refrigeradores portables de la taza 6J090: Calentadores/refrigeradores con pilas de la taza:
- [parte inferior/lado] de envases contener una batería junto con
una calefacción/un device= de enfriamiento que entra en el contacto con
líquido del envase.
- (recargable) o batería reemplazable

Calentadores/refrigeradores químicamente funcionados de la taza:
- poniendo los productos químicos en ranuras de la taza, transfieren su
calor a través de la membrana [fina] entre los productos químicos y el líquido
- los productos químicos incluyen: hielo seco; otros productos químicos que calientan/se refrescan sobre siendo mezclado junto o siendo agitated...

Los envases se diseñan con el material del buffering, y la tapa opcional
[con la bebida a través de los canales que son semi prueba del derramamiento].

Las búsquedas de la patente necesitaron. Relacionado con el kn: Bolas calientes 1J080 del hielo.

Ver el ajustador del retraso de jet 5J07

Archivo: Categoría/monitor visual del analizador/índice de inteligencia
Monitor inteligente del ARCHIVO 2E251 - analizador visual

monitor inteligente 2E251: Las funciones de la cámara se controlan según lo dictado por el sistema de vigilancia de la computadora. Expedientes de computadora según lo que está buscando su analizador: qué, cuando, cómo, porqué, donde. Intentos del sistema para substituir todas las características de un protector/de un monitor humanos. Ahorra costes. <3, $, 4, 3>

Ejemplos de cuando ocurre la grabación: células en la divisoria del plato de Petri que crece hasta mitad del espacio, o color del cambio; la gente particular entra o sale (el sistema determina a persona vía su transmisor u otros medios); hay cualquier tipo de amenaza o de desastre (según lo determinado vía un poco de computadora "analizador"); el sistema considera/oye sonidos particulares: perros que raspan, rompiendo el vidrio, patrones que caminan inusuales.

Sistema de detección - la cámara busca actividad vía:
- detector de movimiento: (vieja N, KN), sensores del calor, cambios en pixeles visuales, el disparar de las luces laser, sensores de la vibración, "analizadores de sonidos" quizá para la fractura de cristal, cambios en la luz (conmutación en el interruptor ligero (el sistema no hace caso (vía c) el movimiento cambiante del sol)), etc.
- UIP - Programación de la información de usuario: la base de datos demuestra el sistema qué actividades humanas están de menos interés, tal como los que: usar los juegos, trabajar las horas normales, caminar en patrones normales (no parar en zonas aventuradas), tener visto bueno de seguridad más alta, cualquier otra seguridad de los criterios/uso de los investigadores de identificar patrones aventurados/inusuales/otros del comportamiento.
- No hace caso de señales según el software del analizador: sonidos de frecuencias particulares - vía "analizador de sonidos"; movimiento por otras cámaras (dentro de su opinión); sombras móviles vía fuente de luz de la ventana, vía: sol, luna, coche o calle u otras luces exteriores. Obra recíprocamente con otros (seguridad o supervisión) sistemas; gente no suspicaz debido a su uip.
- Adaptación. El sistema se adapta a las necesidades cambiantes cerca: el minuto, día, ciclo de negocio, estado de la emergencia, alertas de protector o de otro sistema de seguridad.
- Sentidos adicionales: El sistema recoge entonces analiza sistemas de datos múltiples. Olor "analizadores", eg.: detectores para el fuego, lanzamientos químicos (peligrosos), olor de cuerpo, humedad. Intuición: ¿UIP? Vibración: distingue entre el tipo vibraciones por ejemplo del carro que levanta en la noche del acondicionador de aire. Analizador del diafragma de la huella digital o del ojo: para acceder, saber quién está entrando o se está yendo.

El reaccionar al bandido: cuando el sistema primero identifica deseó actividad o la determina allí es (probable) un bandido, él puede: policía (de la llamada); seguridad interna; alarmas de los sonidos (oscilador); automáticamente puertas o acceso de la cerradura en sistemas informáticos o terreno físico; destraillar los perros de protector; activar otros sistemas de la seguridad (supervisión); rociar coloreado mueren (por todas partes o

sobre objetos móviles); rociar el gas o (insecto, rata, o hierba) los venenos del tranquilizante, eg.: parar la extensión de gérmenes nuevamente dirigidos; cualquie otro sistema de respuesta automática sabido en situaciones de la seguridad/el monitoring%.

- Necesidad de considerar ediciones de la responsabilidad legal en reaccionar a los bandidos.
- Procesos legales. verificador de la comunicación 4E020: las ayudas prueban que las ocurrencias fueron registradas en los datos del tiempo fueron transmitidas y la fecha del tiempo estampada en la fuente secundaria, eg.: computadora alejada.

Base de datos:

- Base de datos enorme de las circunstancias diversas, imágenes, datos usados por el sistema para decidir vía su computadora "analizador" si un objeto debe ser: seguido, etiquetado, capturado.
- El edificio para arriba de la base de datos lleva al desarrollo del uip para tal tipo (futuro) de circunstancias (semejantemente de la repetición posible).
- Seguimiento de objetos durante periodo de tiempo. Base de datos usada para ayudar a identificar la repetición de vuelta/de acciones iguales/de objetos similares. Las aplicaciones/desarrollan el uip.
- Perfil de los estudios/de los fósforos de sistema del objeto mirado. Aplicaciones UIP.

Acceso. Personales autorizados que acceden en el edificio/el sistema (de la computadora): las aplicaciones pasan el código que acciona la manera de la cual el sistema la supervisará; el sistema puede hacer preguntas autorizadas de los personales (automatizados) en cuanto a porqué están haciendo lo que están haciendo (w5); el sistema sabe distinguir entre diversa gente y por lo que están haciendo.

Fabricación: analiza para porqué y cuando los productos (w5) fallan. Búsquedas del análisis de la falta: en qué defectos visibles de la etapa son más probables ocurrir vía sistema de seguimiento; identifica que la unidad de producción está poniendo hacia fuera las piezas defectuosas o el trabajo; mira los cambios en el aspecto de objetos después de que se hayan alterado de cierta manera por ejemplo color o texture el cambio después de soldar con autógena, haciendo estallar fuera del molde, estampando; cambios en vida o materia del alimento en un cierto plazo para el color, textura, olor (analizador del olor); piezas que caen de planta de fabricación.

Usos adicionales: Uso de los analistas de comercialización de estudiar patrones del comprador de ésos que cumplen sus criterios automatizados de búsqueda, eg.: qué clientes de la tarjeta de crédito del oro hacen después de/antes de comprar artículos particulares, o qué señoras rubias altas buy/do en Macy/almacén del expediente tres días en la campaña publicitaria de Madonna; seguridad en: aeropuertos, alamedas de compras, edificios de oficinas, bancos, siguiendo a la misma persona que salta entre los diversos edificios o aeropuertos conectados con el mismo sistema de vigilancia; supervisión de chimpancés agresivos en cautiverio; límites cómo un

sistema de la realidad (VR) virtual puede ser utilizado, eg.: bloqueando los de caminar más allá de cierta distancia, o cambios el software de VR según qué o donde (w5) de la situación del usuario.

Existe: cámara de los controles de computadora, eg. cuando: cada 30 segundos, o cuando la palanca de mando se mueve. Cuando no hay piezas que vienen abajo planta de fabricación, el sistema se para. C mueve la cámara bajo manera preprogramada, eg.: filtrado de vez en cuando - probablemente no adaptándose a los cambios ambientales. Cámaras accionadas por control remoto vía: palanca de mando.

- Las piedras de afilar del sistema sobre el paso de los números de matrícula del automóvil (si están apresurando) entonces procesan los números según lo necesitado, eg.: números de licencia particulares que buscan, dando citaciones que apresuran.

- Existe quizá:

Los pixeles probablemente de menor importancia cambian en marco al marco debido a los parásitos atmosféricos eléctricos. Pero este sistema pudo no hacer caso de tales. Busca para los cambios grandes. Entonces el sistema sigue el movimiento del cambio grande. Pero no pudo haber mejorado arriba.

Quizá patentable: el sistema identifica a persona (del detalle) vía uip (información de usuario que programa), eg.: el color, altura, entonces cámara sigue. Entonces el sistema va automáticamente a rematar a la 3ro parte de la persona. El sistema sabe para ir a la tapa de la imagen.

- nr cuando la parte inferior del plato de petri se llena.
- la cámara del punto en la central nuclear, punto en el área inusual (caliente), cámara (infrarroja) entonces mueve su cabeza a otras partes importantes (después de eso, que pudieron internar efectuarse).

Problemas: Los analizadores visuales requieren quizá la programación costosa, aunque tenemos programadores extranjeros baratos disponibles. Cada usuario querrá adaptar el sistema a sus necesidades, aumentando costes programados. Los analizadores no visuales pueden malinterpretar señales, eg.: analizador de sonidos. Necesidades de este número del producto que enangostan abajo a una o poca solicitudes de patente.

- mucho los sistemas del detector y del viaje existen, en la golondrina de mar que lastima las ocasiones para la patentabilidad y la comerciabilidad.

Misceláneo:

- Interactivo. Lanzamientos de la cámara en ciertos casos cuando: el "analizador visual" se acciona de cualquier manera como un movimiento que es detectado; el tipo de imagen hecho se encamina/se corrige automáticamente según cómo el "analizador visual" analizaba imagen.

Investigador de la imagen -2E210: la cámara busca las imágenes particulares, interno tira, sigue, las cacerolas, etc por consiguiente según lo programado.

- si hay circunstancias inusuales/solicitadas múltiples, el sistema puede (rápidamente) filtrar entre los dos, dando tiempo igual a cada uno, o proporcional más a el que está por cómo es inusual es (con un 65% máximo de tiempo a cualquier un punto).

--si uno de los puntos llega a ser menos inusual (el bandido dejó su bolso en piso y caminó más lejos), el sistema presta menos atención (desde su mudanza (mucho) más)

--el sistema funciona con uno o más cámaras que (parcialmente) traslapar la misma área de la visión.

- la cámara enfoca en la actividad deseada, persona, objeto, (como cambios ocurrir).

OTD D: Este sistema de N (invenciones) (sistema adaptante) = ACCESO (hace/no mira objects/u la mudanza según el tipo transmisión de su código u (usuarios) k del tr (transmisor)/de acceso sobre entrada); ANALIZADOR (desarrolla el perfil del objeto que es estudiado = uip = sistema reacciona por consiguiente); CARRO (el acceso (tarjeta) de incorporar u (usuarios) tiene/acciona: el interruptor, tipo banda, uip w (con) asoció funciones); EDUC (aprender el w5 de la gente/de bandidos potenciales; aprender coger actividad ilegal repetida iguales/de gente similar en iguales/diversas localizaciones/situaciones vía el uip); M (DB, uip); MIC (analizador de sonidos); MULTIUSOS (uip, siguiendo); NOTIFICADOR (policía, seguridad); OSCILADOR (alarmas); Banda (); Picosegundo (tr usado por u); Q (la gente en la seguridad/ésas que son observadas (si ella tiene problema) puede ayudar a solucionarlo (eg.: tener acceso fue negado (por razón tonta)); S (la seguridad/la gente que es observada puede considerarse); CUENTA (chance tal u (usuarios) puede confiar crimen = vía el uip, el DB); SENSOR (movimiento: el calor, vibración, analizador visual = hace el sistema prestar una atención más cercana); ANALIZADOR DE SONIDOS (); ESTADO (monitor qué se está encendiendo, interno de la seguridad de las ayudas que presta la mayor atención donde está debido); SYNTH (el oscilador se altera a más bandidos del susto, el tipo sonido "se analiza" para y en analizador "del comportamiento" de la voz de la golondrina de mar seleccionada por el "analizador" basado en el uip del objeto observado, y del objeto, y comportamiento "analizador", y software del crimen); TDS (w5 de ocurrencias, para el uip, el DB); UIP (); ANALIZADOR VISUAL (); WA (usado por el objeto o la seguridad observado; picosegundo; tr (transmisor) su código de acceso).

- D1: objetos móviles o inmóviles: tiran/"tr a la gente/los animales/los organismos/los meteoritos/los productos o las piezas = las imágenes de los controles w5 registrado" = vía el analizador visual/uip/satélite/m/R (`teledirigido) de (c)/el detector de movimiento/tds/analizador del olor/analizador de la vibración.

- D2 - UIP: [datos usados para desarrollar el uip: visto objeto = camera=visual analizador/DB ()/m/k (qué protector de la base de datos entra)] = analizador de la c (interruptor: archivos de los fósforos)

- D3 - Reaccionando a la situación solicitada aislada, o al bandido: el sistema de vigilancia piensa que hay alta ocasión de este ser el caso = entonces los estudios de sistema que otros datos recibieron de la situación actual, eg.: emparejándolo con su DB (base de datos) = si las ocasiones de la situación buscada (cada vez más) probablemente = sistema reaccionan: cogida/seguimiento de la detención/bloqueo/privación de capacidad objeto o bandido/de ellas (más de cerca).

Misceláneo:

- relacionado con el 1G040 anterior.

- El sistema identifica el usuario/el potencial villains/u vía: (su acceso), w5.

- Esta invención "obra recíprocamente" con:

Cualquie KN (invenciones) %; Cualquie sistema de la supervisión de seguridad del existing%, eg.: gana el Info adicional (vía la supervisión, el uip (colección de datos = para los datos que emparejan)/la policía de las ayudas/las ayudas determinan la naturaleza de la actividad inusual.

- El sistema sabe a lo que su no hacer caso/no paga mucha atención, (debido a los sistemas c=memory (uip de tal tipo ocurrencias)).

- Organizando y procesando los datos D:

OTD D: Este sistema de N (invenciones) (sistema adaptante) (C=SW para organizar y procesar datos. /4E020 monitor inteligente C/2E251 del verificador del contenido y de la fecha/=

TENER ACCESO (mejor determinar quién puede acceder, trabajando w: analizadores del uip, de la representación visual, sanos y del comportamiento); ANALIZADOR (cómo archivar w5); CARRO (datos que se colocarán); EDUC (); M (almacenaje para: registro, DB); MIC (); MULTIUSOS (procesos diferentemente); NOTIFICADOR (cuando uno o más elementos w5 de la ocurrencia de a (almacenada previamente) como banda se resuelven por requerimiento por u); OSCILADOR (); Banda (cómo procesar, organizar, colocarse, los datos de NR (notificador adaptado `); controlando qué incluso para registrar y cómo (w5)); Q (); S (); CUENTA (las cuentas de diferenciación determinan cómo los datos/los archivos organizaron/procesado, eg.: por el uip, requisitos del DB (base de datos) o de la banda); ANALIZADOR de SONIDOS (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); ESTADO (); TDS (); T (datos del tr vía el módem, el fax, el email, paginadores, el etc); UIP (); ANALIZADOR VISUAL (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); WA (sistema de los controles).

- OTD D: Este N)/C (computadora) [línea (de las invenciones) (monitor dibujada a cada uno debajo de N#] = Notificador móvil de la localización del teléfono -3E010: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Encargado de registro de -3E020 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Correlador y regulador de la circunstancia de -3E151 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Sistemas de facturación de -3E190 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Compensador basado en los satélites de la obstrucción de -3E210 GPS: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Anillo Delayer de -3G010 T: cuando el objeto (t) entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

-3G050 llamada Rerouter: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

-4E020 colocó la comunicación de los medios electrónicos: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

Palillo teledirigido -5E020 con el interruptor: cuando objeto (esto o cualquier (estándar) r) entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

La grabación -5E040 incitó sobre la presencia de ciertos sonidos: cuando el objeto entra/fuera de gama/deseó uip = monitor (comienza) "análisis".

- OTD D2: Este ~ C (computadora) del sistema de N (invenciones) (sistema adaptante) (2E251) = BALANCE (mic controlado para conseguir la grabación exacta en pistas audios múltiples); BVA (cierto comportamiento is/is no supervisado); EDUC (para los usos de la investigación); GPS (monitor controlado por cualquiera/la carencia del paladio); RATÓN (controles de u/guard (la toma panorámica, el otro movimiento): cámara, mic); MQ ("cerebro"); MULTIUSOS (diferencia en medio: paladio, u (usuarios) (sus características: bva, "cerebro")); Q ("cerebro"); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (interpreta ocurrencias en los códigos/texto); DISCURSO (u (en zona cerca del sistema del control de los sensores del monitor (pudo tener "acceso" /R/ "cerebro" a) 2E251, soluciona el problema del sistema que diagnostica a protectores de seguridad como bandidos potenciales); ESTEREOFONIA (los sensores cogen la información y la juegan de nuevo en estereofonia/Synth; TDS (); UQ (); + VR (permite u (usuarios) (portador del sistema del vr) a la caminata sobre el sistema de w (con) VR que interpreta el ambiente para u (como banda). Ejemplo: la caminata alrededor de Palo Alto y de u (usuarios) experimenta la caminata como caminata en París, u (usuarios) no cae abajo, información necesaria de las búsquedas del sistema para asistir a u (usuarios) mientras que las peticiones de u (usuarios) (vía su interruptor de VR). Sistema en las robustezas similares de las guías de la manera para hacer cualesquiera tareas se quieren para hacer. "Cerebro" para la robusteza o VR); WA (VR; Security/U controla el sistema vía R).

<3>: Monitor inteligente. ¿Pero puede ser hecho?

- más difícilmente explicar en la comercialización: necesidad de demostrar a p los lo necesitan.
- mucha hora: para hacer búsqueda del mercado, y la solicitud de patente.

- Reducir los costes de la frecuencia intermedia: la función limitada "sensores" [para el monitor rector] cortó costes, eg.: sensor = analizador de sonidos (que busca cualquie sonido). Las compañías grandes del int'l que intentan reducir costos de la nómina de pago pueden utilizar este sistema, y pagan monitores más crudos contra estar fuera.
- protector mirando múltiple cámara tener difícil tiempo oyendo múltiple sonido (simultáneamente)/que identifica qué sonido viene de qué localización.

- esta N (invenciones) data del "analizador visual" también
- para las ideas ver el archivo: E \ 3E.

- Asher: cámara nunca vista controlada. ¿Tipo geográfico cuadros de Nat'l de crecimiento de flores, algo accionó la cámara en sus etapas?

Conrado: la visión por ordenador es un área grande: eg. detecta las grietas en botellas. El transductor es lo que este concepto.

- vibración "analizador": ciertos tipos de las búsquedas de modos de la vibración (similares "al analizador sano o visual" en modo). Los carros tienen una característica particular de la vibración (carros del monitor con excepción los nuestros).

- características de la gente para coger/aviso del sistema: altura - fácil hacer; características faciales - difícilmente hacer - mismo complejo para no humano.

Búsqueda de la patente: sistemas de reconocimiento visual.
- patentabilidad: Existe quizá, un poco de sensor entonces disparado activa la cámara, mic. Existe: mic activado por el sonido sobre cierto umbral. El centrarse en "el sistema que activa del analizador de sonidos" - lo hace que esto sería más probablemente patentable.
--Obvio?: el disparar ligero activar el monitor pudo.
--No obvio?: calentar el sensor, sensor de la vibración, analizador del olor, porque menos campo común, menos disponible. Analizador visual.
--Existe: señalar la cámara en el compartimiento de piezas, dirigiendo la mano de la robusteza para el tipo parte, eg.: tuerca o perno. Quizá un sistema más complejo.

Archivo: Categoría/Web/secretario 4E020

secretario 4E020: Verificador del contenido y de la fecha +

<2.5-pat, 4 mk), 3.5, 3, 3, mf-cheap>

secretario 4E020: Verificador del contenido y de la fecha.

Las pistas y las ayudas del sistema prueban qué contenido fue enviado contra apenas la evidencia de la transmisión. Mejora sobre los servicios de mensajeros de noche, del correo registrado y de públicos de notario combinando todas sus ventajas en una. El sistema trabaja vía el cliente que envía por correo electrónico o que envía el material por fax al prestatario de servicios vía el cual los almacenes en bastante sistema clasificador resistente de la computadora del pisón, después transmiten documentos al destinatario: fax, email, y o correo registrado de la oficina de correos.

El sistema mejora sobre: El servicio de noche de Federal Express y los públicos de notario puesto que su servicio de la verificación no prueba el contenido enviado eran realmente ésos demandados para haber sido enviado.

Básicamente cualquier acontecimiento en el universo, que puede entonces ser registrado numeró, se almacena. El sistema entonces mide el tiempo de estampillas de fecha los datos mientras que hace el contenido de la ocurrencia inalterable. Registros: los documentos electrónicamente enviados, la telecomunicación verbal, los acontecimientos capturados vía a/v "cámara", de los "analizadores" del etc. búsqueda de los "sensores" y entonces colocan ciertas ocurrencias, que emparejan los criterios del software vía el monitor inteligente 2E251, un software más simple.

Usos:

Verificación de los documentos:

Enviar electrónicamente y tener tales transmisiones y su contenido colocados. El sistema de correo certificado de la oficina de correos no permite fácilmente a remitentes probar el contenido del envío. El ordenador central central almacena tiempo de transmisión, contenido, y tiempo recibido o archivo abierto. Enviar vía email, fax, el etc.

. - Verificación impresa de la comunicación: De la actividad bancaria al comprando las casas a la ley de contrato general relacionaron materias. En negocio, los términos de contrato especifican cómo los avisos deben ser enviados o ser recibidos, por lo tanto podrían especificar este servicio del registro (como uno de los medios (del respaldo)). Si la oficina de correos es el mercado, la obtención de un contrato de fuente podría ser difícil, pero no necesita la oficina de correos. Uno puede tener este sistema de la verificación incluso para la mayor parte de una comunicación de la semi-rutina de los negocios.

- Transferencias de alambre del dinero (existe?), boletos de línea aérea, visas del pasaporte.

- Reporteros de las noticias que envían la información: los receptores quieren estar seguros que las bromas no están enviando los datos incorrectos para la publicación del mundo.

- Verificación de firma: las ayudas identifican la firma como genuina vía: el emparejar contenta la prueba del w~ del remitente del w~ (acceso, contraseña, cid) del recibo por el w~ "analizador visual" de los recipientes (la base de datos de firmas)

--KN: apresura en que cuál fue escrita la firma vía el EL (electrónico) significa que [(ratón, pluma sin hilos) = c] las ayudas prueban la originalidad de la firma. ---la velocidad de la escritura naturalmente cambia algo en las letras y las secciones de diferenciación de letras (algo más difícilmente para un falsificador, el pirata informático a la falsificación). TDS cada señal como firma que es escrita.

---"filigrana digital" con cada firma/material que son colocados.

Verificación audio/visual de la ocurrencia:

Todos los acontecimientos que se pueden convertir a la forma digital se registran, después se almacenan para el registro inalterable.

Tipo funciones:

1] Lanzamiento todavía/película móvil que se transmite (vía el módem) para el registro.

. - el "sensor" = el "analizador" = el "analizador visual" determina los ángulos de los temas/la visión en relación a la "lente", en golondrina de mar = más difícilmente falsificar (abajo de la línea en el envío - > almacenando proceso)

2] A/V y el resultado técnico (de las reacciones químicas) de experimentos científicos se colocaron. Eg.: para el FDA.

3] Todos los acontecimientos que están ocurriendo, eg.: en el ensayo de corte, acciones de la investigación relacionadas con "primero para inventar", depositando, procedimientos de laboratorio, supervisión de la calle. También utiliza el monitor inteligente 2E251.

- "pistas": donde fue la gente, u, clientes, caminado, qué él lo hizo.

4] Comunicación verbal (con o sin el modo visual): teléfonos (t); discurso vivo registrado sobre el micrófono.

- "palabras habladas convertido del analizador de sonidos" (poder también) en el texto [al igual que técnico factible]. Usos: permite las búsquedas de la palabra clave para el texto; el texto de la lectura es más rápido/más fácil que conversaciones ampliadas audiencia.

. --esas palabras/imágenes no traducibles/"analizables" (analizador visual) en el texto se pueden cifrar en tal manera que el código se puede "analizar" por el ser humano/sistema más adelante para determinar la ocasión probable ("cuenta") tal semi-señal/mutila la palabra/la imagen (del tipo), él de is/was podría/debe haber sido.

Verificación de la señal electrónica:

- señales enviadas entre las piezas o los sistemas de diferenciación. Estas señales (probablemente) tienen poco significado solo sin el contexto de otras señales/interruptor (software) (software)/sistema entero.

--diversos pasos en (EL) w/in de proceso de varias fases escogen o multi-conectar-sistema (interruptor tds cada señal del EL/transferencia de datos) incluso abajo al diferencial más cercano del tiempo del milisegundo entre tales acontecimientos.

---ventajas adicionales: las ayudas "analizador" analizan datos/ocurrencias/pasos para llegar mejor la conclusión (de la lógica confusa), eg.: coge si algo está fuera de lugar/no-ordinario (vía el uip de las ocurrencias señaladas (para qué sistema está teniendo cuidado (el monitor inteligente 2e251)).

--eg.: w5 (cuya contraseña) del "acceso" c fue girado.

- "acceso" de cualquie clase: quién entró, se fue
- Ranurador 3g050: "sigue" qué archivos (electrónicos) del EL fueron enviados donde, cuando, cómo y por quién (w5).
- funciones de este sistema como una "filigrana digital" según lo discutido en la sección del negocio y de la tecnología de New York Times el lunes el 7 de agosto de 1995.

El material de la verificación fue visto/abierto/experimentado (por el destinatario/el recipiente).

- sobre el material de la abertura, se activa/se altera un código = tds de tales ocurrencias de la abertura.
- las alteraciones al material dicho registraron = "seguido"
- "cuentas" /tds/registers: w5 para la ocurrencia (del tipo) (abierto, experimentado, recibido).

KN misceláneo:

- El "picosegundo" identifica localizaciones (en puntos del tiempo = "sigue") de los elementos/de los objetos señalados/U.

~ de organización que procesa datos:

- Reduce el factor de error humano para las ocurrencias mislabeling para: tiempo, tipo actividad (w5), uip. Las computadoras pueden más fácilmente: localizar, utilizar, entender, alterar, "analizan", "cuenta", los datos del "estado". Eg.: archivo correcto determinado vía: tds, kilobytes del archivo, tipo contenido (analizador del uip-contenido)
- Las ayudas se convierten: bases de datos; uip; estado.
- formar de la organización/del proceso utiliza los métodos anti-que tratan de forzar (acceso).
- computadoras de reserva múltiples: puede ser utilizado/ser dado vuelta solamente encendido (manualmente) vía el acceso
- el acceso almacena físicamente el material en las localizaciones de diferenciación (c, archivos) como parte de su estrategia
- Organizado según: el más fácil "seguir"; uip (tema); qué material se predice para ser necesitado/utilizó de ciertas maneras.

--eg.: si los datos del tds se utilizan como DB (base de datos) para el futuro uip, después el material más fácilmente hizo disponible para los propósitos dichos (los usos dichos pueden tener requisitos más fáciles del

acceso); el material (escapado, cortado) más (financieramente) deteriorable = guardó (acceso) más cuidadosamente.

Comercialización: Los clientes envían simplemente datos a nuestra compañía vía fax, email, correo aéreo, entrega, el etc. Entonces almacenamos datos electrónicamente y en la forma de papel.

- Retransmitiendo al destinatario final: 1] El correo aéreo se colocó: nuestro vendedor lleva la oficina de correos, consigue una cierta certificación del envío. 2] Email: Utilizar los modos de verificación existentes. 3] Fax: Utilizar los modos de verificación existentes, a saber tienen estado de los testigos que miraron la transmisión verificada según lo transmitido por fax para trabajar a máquina.

Probando quién creó el material y W5: Verificar datos fue enviada de, y o creada realmente por el sistema particular de u/clients/(cliente) (c, la cámara, mic, monitor inteligente 2E251) /w5.

- El sistema (en la organización de servicio del registro (c)) verifica que los documentos particulares fueran recibidos de remitente vía: 1] identificación de llamador (CID, MES); 2] "acceso" (contraseña: identifica el remitente/no prohibe a remitente el tipo particular (uip) "acceso" en la computadora del prestatario de servicios (c). Todas las acciones por el remitente (c) son = seguido = C (computadora) = memoria. Marcar (la etiqueta, el código, el acceso con etiqueta) (automáticamente) enviado con la comunicación del remitente (todos) (al prestatario de servicios).

- verificando la firma "acceso" (contraseña, identificando el código del remitente): estaba con el documento (a partir de la época de la transmisión - > rc del prestatario de servicios y tds del donante). El contenido es difícil de tratar de forzar. El seguimiento de datos de las demostraciones w5 era: enviado (por quién, cuando (tds), cómo (módem, fax, email), qué (contenido de datos: texto, a/v), donde (de enviar el punto, CID, acceso (solamente trabajos cuando está enviado de detalle: localización (gps)/C ()/interruptor (software) (que de la computadora no se puede duplicar/copiado (sin el permiso especial, acceso), y si están copiadas se siguen tales copias)).

O - (si) la firma creó/firmado (EL): u (usuarios) = C. La velocidad/las pausas de la firma "se analiza" (w emparejado (con) uip de u, acceso) para cómo las maneras de escribir el fósforo w de la firma (con) cómo u (usuarios) firmó documentos antes: al firmar para arriba servicio de w (con), cómo sus estilos/velocidades de la firma han cambiado en un cierto plazo mientras que u utilizó el esto/el otro (c) sistema.

UIP: Determinación de la autenticidad de la identidad del remitente:

- UIP de U: El sistema (sistema adaptante) "analiza"/empareja tantos datos sobre u (usuarios) (su comportamiento - uip) por todas las fases durante las cuales se crean = se almacenan = se envían los datos = al prestatario de servicios. "Cuenta" para como de bien el uip de DB del prestatario de servicios de los fósforos de u (usuarios) (base de datos) del uip del usuario se genera.

El tratar de forzar anti: Hacer difícil alterar en memoria electrónica, y o papeles archivados qué fue enviada (w5). Propia computadora de cada usuario pudo registrar los mensajes enviados/recibidos también. Cualquier demostración hecha que trataba de forzar que trataba de forzar fue hecha (w5).

- Esto envió/Info recibido almacenado en sight/c del remitente/del receptor útil: u (usuarios) suscribe al sistema, en este caso no pueden tratar de forzar el texto entrante de w (con), pero puede copiar de él. Estancias en memoria, ayudar a servir como evidencia (recibieron o enviaron).
- hace más barato registrar los granes números de mensajes.
- el cliente envía el mensaje vía usuario de esta patente.
- un sistema de grabación del Internet.

¿- Patentable? Conrado: las computadoras locales (redes) w5 de registro, entonces apenas agregan un sistema de seguridad a esto para evitar tratar de forzar de: fechas enviadas, recibido, contenido.
nodo de +-develop en el Internet vía el cual los mensajes más allá a través a nosotros, entonces nosotros envían vía el correo aéreo (MCI Mail) y o Internet o fax, o combinaciones allí de. Las letras de correo aéreo se colocaron en la oficina de correos (vía empleado auxiliar humano) mientras que el contenido se almacena en empresa de servicios.

- Cortar y pegar las firmas vía la computadora: substituye necesidad de hacer de nuevo firmas. La misma firma usada siempre para enviar particularmente medios, o las circunstancias, ayudando reduce fraude, y cualquier estudio subsecuente o el retroceso.
- cualquier señal (tds, materiales (aspectos de eso), datos w5, datos adicionales para verificar la autenticidad) puede (contraseña) ser cifrada ("acceso").

Prevención del registro: Más allá de la legislación.

- Como el bloqueo de la identificación de llamador (CID), ciertos usuarios pueden pedir (electrónicamente) que sus acciones (enviadas los mensajes, comunicación verbal) no puedęn ser colocadas (como siendo recibido).

Problemas:

- Secreto: Perder el secreto porque el Info consigue almacenado en alguna parte. Los datos pudieron ser patentables si estuvieron almacenados y mantenidos confidencial en la misma hora.

--Lo que sigue ocurre (casi) simultáneamente: los datos enviaron = registro de los datos enviados/los datos almacenados = los datos recibidos = registro de los datos recibidos/los datos almacenados.

- Misceláneo: ¿Cuál es "cómo"? Es la gran necesidad que haría este patentable, contra la evidencia de la solución.

¿- Los servicios onlines y los militares tienen sistemas de las verificaciones del mensaje, con todo verifican el contenido sin el riesgo de tratar de forzar? ¿Demostración en línea si la persona adecuada consiguió el mensaje, o mensaje entero?

Previniendo el registro - continuo de antedicho:

- Bloqueo hecho cerca: afinando en el código (el access%), quizá en cualquier momento antes, durante o después de la acción o de la transmisión.

- Los elementos limitados se pudieron registrar según lo programado por el remitente o el receptor, o el tipo situación (uip).

- El remitente o el receptor sabe si la comunicación is/was que es colocada. Puede remontar quién (w5) colocó datos. Un código se genera para instigar a modo del registro, por lo tanto cogiendo este código, después permite que el trazalíneas siga cómo los datos con su código (que se diseña para dejar un rastro rastreable de la computadora) se movieron alrededor; o fue alterado y en qué forma (w5, uip).

Software para los documentos totales de la comercialización vía medios electrónicos: Resultado: es la capacidad de enviar una gran cantidad de documentos vía fax o email con las firmas en un modo más rápido que haciendo individualmente, eg.: vía fax estándar. Ningu□n solo software sabido consigue fácilmente firmas sobre los documentos y hace la función de la fusión de correo del software, dando por resultado el tiempo excesivo perdido por el mundo, impresión para enviar una letra por fax firmada.

- Detalles en cómo esto pudo ser hecha: 1] que consigue la firma en la computadora fácilmente, vía: explorador, ratón, recibiendo una firma enviada por fax. 2] Insertar la firma en el documento primario. 3] Tener el número de fax en un campo particular de los archivos del destinatario. 4] Fusión de correo, creando letras de forma múltiples con la información de diferenciación del destinatario. 5] El software busca el campo particular para el número de fax, y envía documentos automáticamente en las horas señaladas.

- Nos han dicho que esto se puede hacer alterando software existente, pero que no ha visto esta tarea relativamente fácil resuelta.

- Organizando y procesando los datos D:

OTD D1: Este sistema de N (invenciones) (sistema adaptante) (C=SW para organizar y procesar datos. /Monitor inteligente C/2E251) del verificador de la acción/=

TENER ACCESO (mejor determinar quién puede acceder, trabajando w: analizadores del uip, de la representación visual, sanos y del comportamiento); ANALIZADOR (cómo archivar w5); CARRO (datos que se colocarán); EDUC (); M (almacenaje para: registro, DB); MIC (); MULTIUSOS (procesos diferentemente); NOTIFICADOR (cuando uno o más elementos w5 de la ocurrencia de a (almacenada previamente) como banda se resuelven por requerimiento por u); OSCILADOR (); Banda (cómo procesar, organizar, colocarse, los datos de NR (notificador adaptado `); controlando qué incluso para registrar y cómo (w5)); Q (); S (pantalla) (); CUENTA (las cuentas de diferenciación determinan cómo los datos/los archivos organizaron/procesado, eg.: por el uip, requisitos del DB (base de datos) o de la banda); ANALIZADOR de SONIDOS (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); ESTADO (); TDS (); T (datos

del tr vía el módem, el fax, el email, paginadores, el etc); UIP (); ANALIZADOR VISUAL (si suceden ciertas ocurrencias - > (los expedientes - >) registrado); WA (sistema de los controles).

- Utiliza a "perseguidor" (la nueva parte IMl).

- OTD D2: U (enviar/recuperar el Info; acceso) = este N (invenciones) sistema)/C (computadora) (del sistema adaptante) (del registro verificador =
TENER ACCESO (expedientes w5, eg.: datos de a/v sobre quién caminó cerca); El ANALIZADOR (1] determina qué archivos son más importantes para la memoria. 2] El sistema aísla las actividades particulares para el "análisis". Aislamiento vía: uip/analizador visual/analizador de sonidos/comentarios de los observadores vivos (k)/de las palabras claves. 3] esta piscina limitada de datos después del aislamiento da menos datos para estudiar); AP (vagos); CEREBRO (decide (automáticamente/como banda) qué registro/"análisis" de las necesidades basó encendido: palabra clave/acceso ()/uip (u/material) de u/material; reduce costes de la mano de obra; compila los datos para el uip/el analizador según lo necesitado para los propósitos con excepción del registro (eg.: la patente busca, "juego estratégico".); C (); CÁMARA (2E251); CARRO (véase la sección del sistema de seguimiento); DISTANCER (que sigue (carro en esta sección de OTD)); EDUC (estudio de la gestión de la información/de la seguridad); GPS (); K (acceso - quién puede utilizar el sistema); M (carro de este OTD); MIC (); MES (no central c = m/source c); RATÓN (); MQ (); MULTIUSOS (anti-cortando el interruptor); NR (notificador adaptado `) (cuando el cerebro determina probablemente (cuenta) que el pirata informático está en el sistema del co); OSCILADOR (); Banda (); Picosegundo (); Q (); R (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

- sinergiza con el monitor inteligente 2E-251.
- este sistema tds cada tipo de actividad supervisada: email, monitor inteligente.

El UIP continuó para 4E020

Nota: este del UIP de la sección complejo también.
- UIP también usado a: guardar hacia fuera people/u ("teniendo acceso") del sistema ilícito que introduce, eg.: piratas informáticos de computadora que controla; pistas que está desarrollando los datos (w5) del concepto de la idea al registro pasado (prestatario de servicios de w).
-1] "acceso"; la congruencia del 2%] del tipo datos/A/V u (usuarios) está generando w (con) sus últimas actividades (enviadas al prestatario de servicios); 3] interruptores (software) usados por u/el sistema del usuario; matriz de la fecha del contenido 4] 4E020: Los registros y organizan ocurrencias anteriores que ése

llevó a los datos actuales archivados. Vía: búsqueda de la palabra clave/imágenes que emparejan antes de w (con) después de (analiza para las semejanzas en iguales/otros sistemas de las imágenes w/in de datos (visuales) del texto.).

- D: entrada = analizador = memoria de datos (el mfh, carro, reconoce multiusos) = analizador = salida = función de datos

- OTD #1:

consejero 5A-810-042003: compila y analiza la información de usuario.

- OTD #2: c; pp y programa de la P.M. cómo quisieran que el sistema recogiera, recuperar y analizar los datos en base de datos; Reino Unido; tds (cuando y cómo ocurrieron los elementos); m (DB); cuenta (la información de la cuenta se puede procesar para la base de datos del pi; y el pi puede ayudar a generar cuentas deseadas); carro (para los datos adicionales para la base de datos; y o software para procesar la base de datos); uq (la base de datos del pi se utiliza para ayudar a generar respuestas alrededor, eg.: sobre el usuario más allá de preferencias y o de actividades); P.M. (la base de datos y o el software puede ayudar a preguntas pronto, eg.: para ampliar la base de datos, dirigir a usuario en la pregunta correcta si el sistema primero consigue la información correcta); tener acceso (los límites tienen acceso a la información delicada dentro del todo o una parte de la base de datos (con referencia a: uip) a la gente con la contraseña correcta).

- Artículo en "americano científico", p.64, abril de 1995. Título del artículo: "Máquinas que aprenden de indirectas" ("analizador"). Su alrededor: El aprendizaje de máquina mejora perceptiblemente aprovechándose de la información disponible de indirectas inteligentes; discute el proceso del algoritmo de modo general; da ejemplos de diferenciación, eg.: juicio de las computadoras cuánto crédito dar a los usos de la tarjeta de crédito basó en las últimas historias de la otra gente similar.

- Pieza #1 de OTD: El dispositivo electrónico obtiene la información sobre el usuario por uno o más del siguiente: recordar el funcionamiento anterior del usuario, eg.: sus capacidades en esto, o dispositivos relacionados (que transmiten datos del uip a otras unidades vía el alambre, o %wireless); pidiendo preguntas del usuario, o "M"; El dispositivo reconoce a más de un usuario por multiusos, eg.: sus códigos usados para acceder en el dispositivo. La información personal se almacena en memoria y es utilizada por el dispositivo más inteligente al sastre sí mismo a las necesidades particulares del usuario.

- Pieza #2 de OTD: el usuario puede llevar su carro (su uip personalizado para todos los productos idénticos o relacionados) de la máquina la máquina - el sistema del interno sabe quién es el remitente, o limita el "acceso" de otra manera; uip de diverso del carro usuario de los efectos diferentemente con los cambios correlacionados en funciones; tipo cambios del carácter según el uip (si se utiliza una exhibición ("S")); fecha; los datos del uip (material que es colocado) pueden ser vistos en la exhibición ("S") y o ser impresos; el uip se utiliza para aumentar el cociente de la satisfacción del usuario, eg.: entretener, (^possibly cerca: la manera de la cual la función funciona, sonidos, luces, palabras se utiliza para crear mejor el tipo del efecto electrónico uip indica es más probable aumentar la reacción positiva del usuario a usar el producto [los estudios de la prueba se conducen para considerar las reacciones de la gente en estudios del caso de prueba de 50 - 1000 personas]); "C"; % del uip pueden apoyar interactivo (dando los datos adicionales necesarios para mejorar la invención del sastre al

usuario; % de los datos obtenidos para la memoria del uip del micrófono ("mic") (reconocedor de la voz); ratón; P.M. (cómo material registrado); multiusos (quién envió/material recibido/registrado); la base de datos del uip dirige las funciones de sistema (determina el tipo (cómo material registrado), manera (registro), midiendo el tiempo (registro), independientemente de si notificar, del mq, oscilador, synth; pp (registro); del uip de la base de datos de las influencias de la impresora del impreso los parámetros, cuenta, discurso, vc, incita - acepta - el uq de los procesos; tds (registro); Reino Unido. Los datos (material registrado) son via^ también obtenido: "Reino Unido", "carro", "teléfono", "MES", explorador; UIP (de: material/u (usuarios) (los que se convirtieron, usado, sierra Info) puede ser programado/ser entendido con la ayuda de: psicólogos (analizador del comportamiento), sociólogos, expertos de comercialización; Ciudad del u (código de área del teléfono/código postal)/identificación de llamador (pistas w5 de cualquie ocurrencia).

- D: entrada de datos (registro) /output = para el "analizador": tr/rc=c
- utiliza lógica confusa

. - El sistema analiza las acciones de usuario - > base de datos (comportamiento). Eg., computación ubicua: u lleva (minúsculo) "c" en que comunicar con la otra "c" encajada: aplicaciones, t, coches, paredes, KN. Eg.: Lengüeta de Parc de Xerox, y otros productos mencionados en "ciencia popular" el febrero de 95 de p.47.

el sistema 2D021 reacciona (el monitor inteligente 2E251, decide cuál debe ser colocado automáticamente) a los productos externos según w5 ocurrió/sistema es w que obra recíprocamente:

Eg.:

- Entrante-Llamar el identificador - cribador/identificador externo del elemento: "tener acceso".
- Las llamadas de números deseados del teléfono tienen un diverso anillo. El llamador sabe por este medio si coger la llamada o no.
- (Señalando diverso tipo conexiones/llamadas (entrantes) relacionadas con otras de nuestras ideas?): el sistema responde diferentemente dependiendo de cuál quiere el otro producto de N/sys/existing "obra recíprocamente" con él.

--el sistema sabe identidad de la otra parte/sistema vía su: ""/código/teléfono del acceso #/uip (características del comportamiento de N, o U: cómo se mueve/las funciones/responde (estimular de "C central" o de "M")/analizador visual/analizador de sonidos.

- D: Producto central/sistema (sistema adaptante) = C (computadora) = sensor/pieza del sistema de la identificación del analizador/de llamador del analizador/uip (sistema adaptante) = tr/rc = producto externo/sistema.
- OTD: ACCESO (); CID (); CÁMARA (LENTE) (monitor inteligente 2E251); CARRO (tipo uip o sentidos o datos (registro) buscados); DE RECUPERACIÓN DE LA INFORMACIÓN (registro); K (); MFH (registro); MIC (); RATÓN (registro); P.M. (); MULTIUSOS (); NOTIFICADOR (cuando el contacto deseado se ha hecho con (registro)); Banda (registro); Picosegundo (la localización del producto externo (material registrado) es un factor de determinación en decidir a si se va cualquiera/el tipo conexión/contacto/registro "acceso" a ser hecha); R (`teledirigido) (); RANURADOR (producto externo de las

rutas por su tipo naturaleza); S (pantalla) (estado de las demostraciones); CUENTA (tipo registro); ANALIZADOR de SONIDOS (análisis material registrado: material de a/v); TDS (registro); TELEFONÍA INTERSISTEMA DE TRANSFERENCIA (registro de la comunicación de t); UIP (); Reino Unido (); ANALIZADOR VISUAL (registro); CORREO de VOZ (registro)

. - Un sensor que conecta con u (usuarios) (cuerpo humano, eg.: abrigo del dedo; animal) para leer las señales electromágneticas generadas por la piel. El software propietario interpreta esas señales y las traduce a acciones. Siendo investigado por la compañía: Other 90% Technologies Inc., Sausalito - ver Wall St. Journal 1995 (quizá artículos de 6.95) titulados: Juegos de mente: Pronto usted zapping a chicos malos sin la elevación de un dedo. La versión del abrigo del dedo venderá para $100-$200.

- Final de UIP - subdivisión. verificador del contenido 4E020 y de la fecha

"TENER ACCESO" para 4E020

- "Tener acceso" tiene muchos usos: restringiendo quién tiene acceso a la visión/a la revisión/al cheque.

ACCESO (4E020) = OTD: 1 accede vía afinar en la combinación alfanumérica; 1 o, inserción dominante; o, 1 con el telecontrol ("R"); el acceso 2 se puede cambiar vía pp, P.M., carro; carácter 25; 1 palmada; 24 tds (cuentas w5: cuando, cómo, qué, %why, que ganó "acceso" en sistema - [puede también ser utilizado para uip [base de datos]]; 25 "S"; el distancer del 23% activa/desactiva la cerradura; la cerradura del acceso 123 puede ser una comprobación y o barrera del software; 245 "C"; el 245% interactivo (activa/desactiva el acceso).

13 señales para la activación/la desactivación del acceso se pueden recibir y o activar vía: micrófono ("mic") (las señales de sonido activan/desactivan el acceso); teléfono ("T"); MES; tr; %fs (imagen correcta eg.: firma); alejado ("R"); inclinación 2; distancer 2 (eg.: chapaleta); P.M. 245; 24 mq (antes de la activación/de la desactivación; para la mejora de la base de datos del uip); 24 multiusos (el individuo requiere para poseer la contraseña o el otro activador/deactivator para acceder); notificador 245 (quién, qué, cuando, está accedido %where, porqué, y o está utilizando el sistema); oscilador 25 (si la contraseña o el otro activador/deactivator efectuaron la función deseada, eg.: accedido); 24 uip (el acceso dibuja en la base de datos del pi al mq antes de permitir el acceso de usuario al usuario; 24 preguntas para el cambio del acceso según uip del usuario (mq un usuario de la acción hecho en sistema en una de actividades anteriores [importantes]); 24 pp; 24%score.

2 la necesidad para la característica del acceso es normalmente triviales, pero ayudas en la comercialización, y las ayudas organizan diferencias entre multiusos; uip.

1 que el tipo código usado en la contraseña (una serie de sonidos, las luces, las combinaciones de la letra o del número, etc) activa y o que desactiva la función correspondiente reservada para los individuos equipados de la contraseña.

24tds del usuario más allá del acceso se utiliza desarrolla su uip. El uso excesivo o escaso puede excluirlo las aplicaciones de alguno/de todas las funciones, accionar el "notificador", e informar al supervisor del usuario vía el teléfono ("T"), MES, email.

24 el tipo de uq puede por lo tanto (según uip del sistema, P.M., pp) afectar/control el tipo de contraseña/de manera necesarias para activar/desactiva; altavoz 5.

. - 1R-45 "verificación de firma dinámica": Escribir en su contraseña. El sistema también identifica el estilo del cursivo del usuario. [Convertido cerca: Communication Intelligence Corp, secoya apuntala, California/Riley que el diseño se asocia, San Mateo, CA 4.94 picosegundos]

Cerradura de la transmisión -4C-020, con otros modos diversos del "acceso".

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Preocupaciones:

-4E020: verificador contento. Lo vio quizá en NYT, pero no sabe si manejó el contenido. Tan porqué estaba esto una 1 cuenta, quizá comerciabilidad: mercados estrechos, necesidad de enseñar a compradores con referencia algo que nunca querían antes.

- está haciendo qué computadoras saben ya hacer; pudo existir dentro de las compañías en alguna parte; podría ser puesto sobre Internet como servicio (técnico posible, o algo interesante hacerlo patentable).

--quizá haciendo más patentable: el poner sobre Internet; haciendo contenido - alguien en Internet pudo aprender cómo romperse en código - imposible por lo tanto inalterable imposible inalterable probablemente - > entonces la copia dura se certifica ante notario (por lo tanto mejora seguridad);

--búsqueda de la patente: mirar más en literatura de la computadora que la base de datos.

--mejorar cómo hacer el material inalterable. Sucede automáticamente. Eg.: la copia dura es tds, después limita (así que no puede substituir las páginas). Poner el material sobre el CD-ROM, la cinta, o el disco duro - sostener en cada vez, o una vez diariamente; no perder de vista quién accede en el sistema (sistema adaptante) - piratas informáticos de cogida).

--método de acceso: prevención del acceso a los piratas informáticos. "Tener acceso" para los usuarios legítimos.

- Patentabilidad: ésta es automatización de la tarea manual/mecánica sabida. Torcedura aseada de la necesidad que trabaja el email de w (con). De América los almacenes en línea más allá de los mensajes que fueron enviados, solamente las cuestiones de la aislamiento están allí.

Los sistemas del acceso de la tarjeta dominante existen que guardan expedientes de quién entró a través de puertas. Las cámaras pusieron la fecha sobre el cuadro (no hecho probablemente por el revelador de la película).

- Cómo podemos enangostar abajo este y 2E251.

- el mundo es email que va.
- en el mundo físico difícilmente para verificar cualquier cosa. En mundo de la comunicación electrónica, verificación más fácil.
- al recibir los datos, estados de la letra también fue enviada al servicio de la verificación.

- La cuestión legal podía ser pesadilla para el servicio co.
- Patentabilidad: ¿Nadie otro haciéndola? La retransmisión de datos ayuda a patentabilidad. Discutir la necesidad verdadera de ella. Puesto que nadie pensó en ella y hay tal necesidad de esto, las demostraciones no es obvio.
- servicios que friegan el mensaje, identidad del remitente. Él está en Suiza, haciéndola para libre. Pero él no la archiva. Opuesto algo de este N.

- Seguimiento del recibo del mensaje: El sistema (sistema adaptante) determina cuando el mensaje/la letra era encima de escogido/abierto/recibido. Esto ayuda cerca al proceso determinando el recibo. --seguimiento de comenzar al contenido final del recibo/de la abertura hecho vía: "acceso" (código del hombre k del correo en la caja que los fósforos entregaron el artículo w (con) = tds (época del depósito, época de la abertura).

. Existe: Alarmas R43 si hay correo señalando si la puerta de la caja fue abierta. [Inventor Colleen Murphy, Easton, CT 4.94 picosegundos]
- Para el hogar o POB.
- OTD:

ACCESO: (para conseguir el correo; otros artículos/acceso); MAÑANA: (dice a usuario si hay de papel alistan para ellos (por la puerta principal); NOTIFICADOR: (); OSCILADOR: (); Banda: (); IMPRESORA: (); S: (); CUENTA: (tds w5 sobre el correo (que espera para ser escogido encima de); el depositante del correo puede "k" w5 en cuanto a el correo depositado, eg.: quién y cuando está depositado, de peso, del etc).

. Probar el tr fue hecha: u (usuarios) (cliente) puede afirmar su material fue enviado/recibido (según lo deseado, en términos de transmisión/modo de envío; y o exactitud del contenido real (con referencia a) que es transmitido, vía:
- u selecciona/se da el acceso (contraseña) (en la época de tr inicial (transmisor) al prestatario de servicios o sobre cliente de a que se convierte (firmada encima de)). Entonces U puede (paga) ver/consigue los materiales y o el tipo de tr. Puede estar hasta U para verificar que ningunos errores ocurrieron de parte de: U, prestatario de servicios, recipiente (sistema).
- las ayudas evitan juegos de la ley al prestatario de servicios

- servicios prestatario claramente estado en (todos/algunos) etapa de usuario tr (transmisor) ese servicios prestatario es no obligado (más allá de seguro dólar límite/coste de ese tr ()/del transmisor no obligado en absoluto).
- cada investigación por cualquie partido en verificar cualesquiera resultados del tr del pasado (transmisor) en cuenta al cliente. Eg.: copia de la petición de las cortes del material - > el cliente/quienquiera pide la información paga a empresa de servicios.
- si el cliente/u suelta la contraseña/el acceso de usuario (contraseña) no permite a u acceder (ver) (previamente enviado material): Uno o más de ayudas de siguiente prueban: a] que (w5) - material enviado/material fue enviado, b] u (puede ser requerido) envían el tr solamente del teléfono señalado # ' s: si el remitente bloquea su CID, c del prestatario de servicios para servicio (para ese tr); c] uip de u (su formulario de inscripción/material anterior envió al prestatario de servicios (fósforos: palabras claves, recipientes apuntados, tema)); d] u puede indicar hora y o día y o los recipientes para el tr dicho en la pregunta.

--u puede pedir tipos de oferta del prestatario de servicios de las medidas de seguridad (poder) en acontecimiento: intentos del pirata informático de c que acceden; cliente incapaz de tener el "acceso" (perdido su c sys/sw (tipo interruptor de la contraseña/del usuario del acceso) llega a ser O.N.U-operacional)

El tratar de forzar anti: Uno o más de siguiente pudieron ser decretados.

- Hardware/sw especialmente cifrado (acceso (contraseña, uip, cid)) colocado en cada punto de la transmisión (tr): c del remitente (computadora) = tr (transmisor) (canal usado) = prestatario de servicios c = (c) del recipiente
- Uso de uno del sistema anti-que trata de forzar existente numeroso.
- Solamente tr (del)/(del cliente al recipiente) hecho en cierta época del mes ser (más) válido [las aplicaciones la validez se dibujan menos dentro de la pregunta].
- (quizá) solamente el interruptor del sistema (sistema adaptante) (software) sabe los tiempos reales, que pueden ocurrir cada hora pero permite solamente las transmisiones que comienzan dentro de cualquier parámetro del tiempo del uno-minuto. Tales parámetros del tiempo pueden continuar alterando/se desarrollan, quizás su por casualidad y determinable por todo el sistema (cada punto de c en la cadena de la transmisión).

--las contraseñas necesarias cambian adentro algo - maneras relacionadas: en un cierto plazo; cada contraseña subsecuente diferencia de anterior (con todo de la parte de la contraseña sigue siendo similar identificar partidos).

--procedimientos cambiantes del "acceso" (contraseñas) necesarios en cadena subsecuente del acontecimiento (cualesquiera). El sistema pudo ayudar a u para conseguir/imagina lo que pudieron ser tales elementos del "acceso".

- recibiendo y o enviando señala cada necesidad "acceso" de continuar tr/rc del material. Eg.: el envío del cliente pudo enviar unknowingly el material a la computadora incorrecta/sistema (del competidor).
- el sistema cerró cuando lo que sigue detectó vía ("analizador", "acceso", "sensor " %): fastidio, escuchando detras de las puertas; uno o más protocolos necesarios no en efecto (acceso, cid); momento inadecuado de tr; las

conjeturas del sistema allí son ocasión (del 1%) que un pirata informático está jugando con el sistema del general/del cliente.

- el tr y el uso del interruptor del rc (software) relacionaron programas de la encripción. El material puede permanecer en forma cifrada siempre, a menos que: cualquier un partido apropiado tiene "acceso". Expedientes (seguimiento, acceso) para cualquie descifrar del material.
- número de kilobytes por archivo/la transacción (que permanece similar) y otros programas (del virus anti del interruptor (software)).
- el recipiente (en cualquie etapa) envía tr (tipo código del acceso de w) al remitente (en cualquier momento (remitente/prestatario de servicios originales al destinatario) en cualquie hora futura señalada (según lo acordado por el acceso). Si el remitente no puede responder apropiadamente (según lo acordado por el acceso, eg.: tienen nuevo/viejo contraseña, que es transmitido en señalado tiempo adelante) "pirata informático "estado"" es dado a apropiado partido - > NR adaptado (`)/acceso (en cualquier momento en el sistema sube sus medidas de seguridad)/policía del notificador "notificada".
- la firma personal (nombre de la persona como vía la escritura de la mano y la pluma (standard/el)) necesaria para cualquier acción = "analizador visual" = "acceso" = transaction/tr permitió.
- el tds es w emparejado (con) cada kilobyte/carácter/palabra/párrafo/página del material registrado. Eg.: vía sistemas de repuesto. Si algo (en material) cambiarse (por el pirata informático), el nuevo material no emparejará el material sostenido. Solamente las cortes del gobierno se pudieron no prohibir (físicamente/remotamente) giran tal respaldo +c/sistema/interruptor. Puede hacer respaldos múltiples (extender por tiempo) del material registrado/registerable.

Extensión de N: Uno o más de siguiente en cada grupo se pueden substituir normalmente por uno a.

1] Gente que paga servicio: usuario; cliente; el sender%; sistema de seguimiento automatizado.

2] El material que era colocado/aseguró (contra piratas informáticos): material del texto; código convertido a digital de cualquie tipo; datos; el information%; contenido; sonidos [comunicados] [cogidos por el mic del sitio/teléfono]; imágenes [cogidas en cámara]; uip-DB; DB [alterado].

3] Relacionado con la seguridad: acceso; el tds%; contraseña; el code%; seguridad; el protocols%

4] Estudiar el contenido del material: uip; palabras claves; tema.

5] La identificación de partidos implicó (en cadena de acontecimientos): cid (identificación de llamador); u (usuarios) con el acceso apropiado.

6] Piratas informáticos/que cortan: El tratar de forzar; acceso (frustrado) ilegal; villain%; El sistema (sistema adaptante) cerró en respuesta a tales partidos/actividades %; carencia de el protocol%.

7] Transmisión/tr (transmisor) (vía): línea de t; sin hilos; MES; fax; carta (certificada/certificada) de la oficina de correos; c "carro" (acceso de w necesario para leer el material) (enviado cerca: el poste/el otro tr); % de la transmisión inicial es el primer paso: de la fuente de material a: prestatario de servicios/destinatario; otras formas de comunicación.

8] Recipiente: el target%; rc; el receiver%; prestatario de servicios (en lado receptor del remitente original); Recepción del c/sys%; usuario del sistema de seguimiento.

9] Remitente: transmisor; prestatario de servicios (en el envío del extremo, el servicio del interno: envían (material/[códigos de acceso] a (respaldo) C ()/destinatario de la computadora); El U%; C/sys de envío/que transmite %.

10] Empresa de servicios: órgano/sistema eso: tds/material/asimientos de los registros materiales (contra tratar de forzar); el sistema/el órgano entre el remitente y el respaldo originales c/dirección, sin embargo, el respaldo c es generalmente parte de la empresa de servicios también; prestatario de servicios; empresa de servicios; centro el party%; sistema del reparto del correo certificada/registrado de la oficina de correos (vía de papel/electrónico) %.

11] Acceso: contraseñas; código (que identifica el something%); encripción (acceso) %; el decoding%; guarda hacia fuera a piratas informáticos; espectrograma de la voz de u designado (los que tienen ya acceso) = analizador = acceso de los sonidos (tenido). Hay una ranura de tiempo/del espacio (para la memoria de la impresión de los sonidos) dentro de la transmisión.

12] Registro: registros; verifica; certifica; respaldo (c); el expediente de las subsistencias/el registro de transmitido/colocó el material; la oficina de correos que entrega y que guarda el expediente del envío/recepción de % materiales; %encrypts también; hace a pisón resistente.

13] Interruptor: interruptor de la encripción (software) (software) incluido como parte de general (proceso de la palabra/interruptor el transmitir/de la contraseña (acceso); interruptor (software) para manipular/que envía % materiales; acceso el sw%

14] Cortes, comprobando si el material fue enviado: Gobierno federal; juez; determinación de validez de la demanda de un cliente que el material particular fue enviado a partir y en a tiempo señalado y vía modo particular (consiguieron colocado por el prestatario de servicios (w5)); el cliente que comprobaba para ver si el material los fue enviados w5 pidió (al destinatario/ellos mismos (como la verificación inventó el material dicho en tales y tal fecha, substituyendo el departamento del acceso del documento de USPTO)) %

Adiciones: Términos reemplazables.

Cualquie término/concepto w/in cada grupo, normalmente inter-reemplazable:

- Prestatario de servicios: compañía que recibe/el material de los almacenes/registers+; software y o m que hacen la vista con./desc. del registro automáticamente/en C del usuario (computadora) (interruptor).
- Datos: material; texto (escrito) (en el carro, vía email); palabras habladas (vía t, el mic); imágenes (vía: "cámara", relacionada con el "analizador de imagen"); ocurrencias: señales (electrónicas) del EL; contenido; "sensor" = "analizador" = este sistema del registro (sistema adaptante) N; %sw; DB; vídeo (cintas, discos, datos/via= recorded=registered imágenes "cámara").
- Verificación: registro; certificado ante notario; prueba; prueba; probado; almacenado (con tds = contenido que empareja); enviado vía la letra certificada de la oficina de correos a las direcciones

- Anti-tratando de forzar: "acceso"; contraseña; código; acceso-uip%.
- Usuario: cliente; %sender de datos originales; u.
- Transmisión: email o tr en línea; el enviar por fax; t (llamada del teléfono); línea % de t; transmitir; enviar; enviado.
- Recibiendo: rc vía el tr; % que reciben por alguien abajo de la cadena de acontecimientos; el remitente original no recibe normalmente cualquier cosa en relación al aspecto principal de la invención, a menos que quizá la confirmación del envío/información para el material de la evidencia fuera enviada/acceso; (el material era) (por el destinatario) % abiertos; el addressee%
- El material se abrió. Material is/was: utilizado; abierto; experimentado; copiado/se movió/alterado (después del registro (de la cañería)) (w cualquier cambio seguido cuidadosamente al w5 de cualesquiera cambios se documenta = se coloca cuidadosamente).
- Computadora: c; %m; %sw; % imprimieron la versión de la copia del material registrada y archivada (en el cabinete de archivo de papel); % de R ("cojín del aire")
- "Sensor " %: % del monitor inteligente de 2e251; %motion "sensor"; % " de la cámara"; "sensor" para las ocurrencias cambiantes (en laboratorio de investigación); % del analizador de la representación visual.
- "Analizador visual " %: analiza el contenido de la imagen (2.a, tridimensional, 4+-Dimensional); "anota" la diferenciación (los aspectos) de imágenes.
- "Analizador " %: cómo el material organizó/% procesados; el access%; qué material es ser % registrado, y el w5%.

Probar el material no consiguió alterada después de la transmisión inicial:
- El recipiente envía código que recibieron el material (probar la transmisión ocurrió). Este código del recipiente incluye (los códigos para): 1] # kilobytes.] retransmisión 2 del contenido idéntico a (remitente/prestatario de servicios (respaldo c)/3ro prestatario de servicios. el material recibido 3] w5 fue almacenado/colocado (por el recipiente/el prestatario de servicios (en el recipiente de diferenciación de la localización). 4] Otras características del material enviadas por el recipiente a cualquier 3ro/4tas/5tas parties. Características: cada (quinta palabra); # palabras por la oración; primero o 8va, o pasada letra de cada línea; cómo el material se ocupa su haber cifrado o haber alterado vía (estándar) método del interruptor. se verifica 5] "acceso" necesitaron determinar el material w5 (como siendo recibido en cada punto por los partidos señalados/registrados/que son alterados por el pirata informático).
6] El método de #5 antedicho puede ocurrir vía método cambiante, por lo tanto hace más difícilmente para que el pirata informático determine los sistemas w5 dirigir/material del proceso/del registro.

Piratas informáticos de cogida:
- Los intentos del sistema para comprar tiempo, así que el sistema (sistema adaptante) pueden determinar la identidad del pirata informático vía: CID del pirata informático; características del pirata informático (cuya

información ellos quiere y de porqué, el uip%); qué métodos de acceso los tienen conseguidos y cuáles del fósforo de esos métodos que los métodos que fueron dados a que parties (y vía cuál significa).

- Entran en contacto con a la policía cuando la identidad del pirata informático determinó.
- Otros modos de cogida del pirata informático estándar utilizaron.

+ el sistema compara lo que se ha colocado el pirata informático de los elementos en su sistema con los sistemas que él puede tener hacked= en la ayuda coger y procesar a piratas informáticos.

. --el sistema de registro en la computadora del pirata informático puede necesario no ser muy sofisticado. El TDS del pirata informático del material es útil.

El almacenar y registro (casi todo):

- Todos los archivos, textos, papeles, diagramas, hablados con antes de ser hacia fuera lanzado/desechados (por la organización) se exploran/se envían a M (sistema del registro).
- Filtro: defiende hacia fuera ciertos archivos basados encendido: w5 fueron creados y por quién para qué propósitos; palabras claves; temas; nombres del directorio o del archivo de archivos; si el archivo lo hace/hizo/no tiene una contraseña (acceso).

Los archivos se organizan/se ponen en un índice/se registran según:

- w5 con referencia al desarrollo/al envío del archivo
- cliente
- localización, o CID del cliente

El sistema "sigue" /suggests cómo se encaminan los archivos: 3G050

Extensión de N:

- el sistema "analiza" ocurrencias/señales apuntadas (pues el sistema (sistema adaptante) es banda por u). Eg.: el "análisis" condujo con el monitor inteligente 2E251.
- el sistema "analiza"/compara ""/"de las cuentas estado" para determinar si ocurrió el tratar de forzar, o si los datos en ninguna una etapa no emparejan con otras etapas del proceso de registro.

+ el sistema determina qué será colocada según características de la situación:

- El 'analizador determina qué acciones serán `seguido `del ~ registrado.
- Sensores del ~ del UIP: controlado por la pista del analizador/del `.
- el modo de búsqueda del interruptor puede las ocurrencias señaladas `de la búsqueda del `que fueron colocadas.

- se activan los 'sensores señalados cuando están señalados. Eg.: ciertos sensores que la demostración el tipo actividad deseada es sensores [adicionales] del `del occurring= entonces [y su `adicional que detecta capacidades] es activated= para recoger el information= adicional se coloca/se analiza que, según lo señalado.

- el UIP determina que podría ser (legalmente) sabio colocar el material.

--Los criterios a colocarse incluyen: "VAGOS" (el "analizador del comportamiento", bva, las demostraciones visuales customer/u del analizador (facial el characteristics%) aparece ser deshonesto/difícil; palabras claves particulares; imágenes = analizador visual; acceso (multiusos); monitor inteligente 2e251

- "Analiza" = "sigue" reparaciones/historia de la reparación: 5023817+

fax de tiempo 6B-40 y de la estampilla de fecha: tiempo de expedientes del fax adentro y de la salida

- la persona de quien recibió (pudo saber vía el número del teléfono de remitente - en algunas regiones de mundo, de demostraciones del receptor su teléfono #); remitente que envió el fax.

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- aplicaciones la tecnología actual existente de la identificación de llamador (el receptor de la llamada del teléfono ("T") puede identificar el número del teléfono del llamador): si un mensaje de fax fue recibido pero no transmitido bien bastante, el sistema puede decir al usuario dé donde vino el fax (el fax está faltando quizá el número del teléfono y o fax y o dirección del remitente debido a la falta mecánica o al mindedness ausente del remitente)

Descripción - cómo las piezas pudieron caber:

D: el u (usuarios)/el otro (KN) sistema (sistema adaptante) = este sistema de N (invenciones) (sistema adaptante) (secretario: qué ocurrió W5) el ~ C (computadora) =

. Picosegundo - R (`teledirigido) - de la inclinación:

Picosegundo:

Notificador móvil de la localización del teléfono -3E010:

-3E020 GPS registra a encargado:

-3E150 "Picosegundo-Zona":

Correlador y regulador de la circunstancia de -3E151 GPS:

Localizador de -3E180 GPS:

Sistemas de facturación de -3E190 GPS:

Suplemento de interior de -3E210 GPS:

Teledirigido:

Movimiento NR del cuerpo -1J010:

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona":

Varita mágica -5E020:

Zonas - supervisión:

Zonas - utilización:

. Misceláneo:

Acceso:

Sistema del acceso de la entrada de la imagen -4E030:

Ejercicio:

Indicadores: 7G: peligros, novedades, supervisión (electrónica) del EL de acontecimientos:

Interruptor:

-2E010 20 30 40 50 softwares de la receta:

Interruptor de la dislexia -5G061:

Interruptor de la lectura de la velocidad -5G070:

Telecomunicaciones:

Notificador móvil de la localización del teléfono -3E010:

+ también ver el archivo: Las Parte-Telecomunicaciones para códigos más futuros de las piezas de las explicaciones utilizaron.

A partir del 5.96:

SA010 (véase IMMI& para nueva N (invenciones) en el analizador de sonidos de la pieza)

Sigue ocurrencias en tiempos de apuro. secretario 4E020.

- esta mejora de n en la supervisión del uso del arma de la palmadita 5479149 de los E.E.U.U. y el sistema de grabación.

- compartimiento "característica intelectual" (vista de la tela: htt: /edición del invierno 1996 de www.ipmag.com/archive.html). Título del artículo: "Una conexión perjudicial: Si se ha transmitido, puede ser descubierto. El email substituye el rastro de papel por un expediente electrónico" por el esquileo de Kenneth R. Las cubiertas del artículo necesitan simplemente guardar expedientes del email para ayudar a coger el uso ilícito del email de empleados. El valor en este artículo está en la dirección de la necesidad, y el hecho que no mencionó la existencia de la invención.

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.:

verificador del contenido 4E020 y de la fecha: ()

- stir hecho antes de 12.96

. - kilovatio: la fecha contenta/material /time verifica/registro /notar /proof/proov

--relacionado pero diferente: estampilla de fecha del tiempo: + 5339361 sistema y método para authenticar la transmisión y el recibo de la información electrónica: el extracto no cubre tieing adentro de contenido.

- Str APS 69 ' a 70 ': 1] <replace w (con) 2] /3] > (software o programa) y (contenido o material) y (la fecha o el tiempo y/o el verif o se colocan o impermeabilizan o evidenc)

2] substituyen la primera sección sobre w: (en línea o módem o Internet)

3] (electrónico y transmisión) o

] software 4 y (el securit o trata de forzar o anti-trata de forzar)

--+ kilovatio: información, datos

- Verificador % de no de la palmadita de los E.E.U.U.: 297158 [uso, no palmadita #?]; Sistema 5202930 de la verificación de firma; No. de la palmadita de los E.E.U.U.: 5299026; 4394695 evaluar la grabación el systems%; registrador de tiempo transcurrido 4195220 - el portable%; 4146778; Medición de la duración del incremento de 4256953 ciclos; el 4847791%; el 4802194%; el 4751721j%; el 4734942%; 4712072; el 4642772%; el 4613951%; el 4613950%; 4612623; 4285483 acontecimientos electrónicos que registran medios; el 4048478%; ¿Época del registrador 3984815+ del acontecimiento? ; el 3947843%; Período de la alta exactitud 3559066, frecuencia, intervalo y contador de acontecimientos;

+ 5136643 públicos/facilidad dominante del notario de la fecha y hora.

2.97 Búsqueda 1.94 - 2.97 de la palmadita: TERMINADO SOLAMENTE PARCIALMENTE

1] <replace w (con) sobre 2] /3] >

- str: (software o programa) y (acontecimiento contento de la información material) y (la fecha y hora verifica el proov notar de la prueba del registro)

Patentes de los E.E.U.U.:

5453601 y 5590197 [cantidades de los registros de dinero transmitidas] 5592561

+5550738 expedientes y analizan la fecha del viaje del vehículo, eg.: la distancia viajó y cuando [el tds]

Clase de producto de los E.E.U.U./subclases:

235/375 235/380

. - 340/825 340/825.5

clase 364, 395

Clases sugeridas vía los SPE: 379 [395/200.01 a 200.16]

340 358

¿-234.55, 377.13, 377.16, 377.20+, 232.18+, sección 13801?

Unidades del arte de USPTO en el código de área 703

Unidad 2514 del arte de la llamada en USPTO:
- clase 235 de las manijas. Donald Hajec, SPE 703 308-4075. Él es el único SPE (supervisor de los examinadores de la patente) en esta unidad. Hablado con el 19 de febrero de 97
- Número de la GEN para 2500 703 308 0956.

NUESTRA LIMADURA ANTERIOR DE LA PATENTE

Wordings exacto en nuestro 11/94 uso abandonado - recortes solamente: Debemos haber puesto en el dinero para conseguir la patente.

Introducción: Toda la información está en cotizaciones exactas. Solamente los pedazos son incluidos....mucho *más profundidad está disponible a través de la solicitud de patente. La información adentro [los corchetes] fue* insertada para ayudar a entender la información previamente archivada.

Texto

Descripción central de la limadura:
"comunicación registrada 4E-020 de los medios electrónicos: Más fácil utilizar que el envío/recepción/la limadura registrada y la otra comunicación. El sistema memorizará a quién/de quién los mensajes fueron enviados/recibidos y almacenar el texto del mensaje también. Usando la identificación de llamador, el receptor sabe de donde el mensaje fue enviado. Provechoso en casos del pleito. "

"Estampilla de fecha del TDS = del tiempo. El programa memoriza, las etiquetas, e identifica la sincronización de ocurrencias deseadas.
- D: contador de tiempo = tr (transmisor) = c
- OTD: la exhibición ("S") demuestra el TDS asignado al elemento aplicable.
- Etc ..... "

p.21 línea 39:
"M/MFH = opción de la transmisión en circuito del ordenador principal ("C") para tareas más complejas....En-Línea-Transacción-Proceso.

p.22 línea 16: "%TDS"
- línea 22: "calcula/tabula #1 "cuenta" y o salida deseada por #1 - > los datos enviados a #1 - > los procesos #1 por consiguiente...

p.15 línea 9:

La "CÁMARA/la LENTE = captura imágenes visuales y las traduce a....digital.

D: cámara = tr/rc=c=tr/rc=viewer/r "

p.16 línea 1:

"+ C ()/COMPUTADORA = computadora de la computadora. La parte central más importante de cada número del producto...."

p.19 línea 21:

El "FS = construyó en la máquina de facsímil, envío/que recibía...

D: datos/imagen = "sensor" = "C" = "tr"...

línea 41 del P. 19:

"GPS = sistema de navegación mundial....

... el análisis determina: W5 - cómo, cuando, donde, porqué, qué se movió. Ejemplo: modelo de PYX15 de los ^Sony.

p.23 línea 41:

Los "sonidos del MICRÓFONO ..... de tipos particulares se reciben y o se registran y o se procesan."

p.23 línea 52:

"La transacción del módem de la demostración del módem ..... estaba o no fue terminada con éxito; la información o los resultados alcanzados de la transacción del módem; ..... tds (de la transacción del módem)

p.24 línea 25:

"Programas del fabricante....

....el usuario puede seleccionar de uno o más sistemas de menú/formatos...

p.31 línea 13:

"CUENTA = el estado de: producto/funcionamiento/situación del usuario.

- D: la entrada de datos/el sensor = "C" = hizo salir

^includes del estado: determinando si es el sistema: en, que la función es en funcionamiento, hasta dónde en la operación está apagado, cualquier problema, y o los resultados (éxito, falta; mecanografiar, eg.: cantidad, calidad, manera); el número de épocas un detalle incluso ocurrió (algo dentro del sistema y o algo afuera en el ambiente (tal como sonidos, o algo o alguien que da un comando al dispositivo).

... "fecha"

... confía en "C" y su memoria, y %mfh; % del micrófono

... los datos son via^ también obtenido: "teléfono" de "Reino Unido"..., "módem", explorador.

p.32 línea 23

SENSOR = sentidos para las señales: ... distancer del "visual" del sensor de movimiento analizador del analizador de sonidos del micrófono..... "[una forma de GPS]

...."tener acceso" [contraseña y sistema de seguridad] (cuando los patrones particulares de señales con referencia a recibido, las funciones de sistema según cualquie "UIP" [cómo el usuario quisiera que funcionara el sistema].

...mp/pp [programa]: cómo el sistema con el "sensor" reaccionará

... cada ocurrencia de señales (entrantes) es "tds".

p.38 línea 28

Analizador visual: .... almacenaje de todos los efectos visuales que está comparando contra "

- D: cámara = convertidor de datos = C (computadora) = tr (transmisor) = función

p.48 línea 49:

COMPUTADORA: ....Si un tamaño deseado de la unidad restringe/no permite una computadora dentro de él, capacidades de la computadora (memoria, transmisión en circuito separada del ordenador principal del "mfh"], "pi") está conectado con la "C" en via^ de D (dibujo): radio...; alambre, transferencia de discos.

p.49 línea 31:

Computadora: ... permite alterar usuario/sistema/control/monitor/memoria de /keep del "estado" de la demostración.

... uno o más puertos en "C" pudieron interconectar con todos los periférico/otros productos.

p60 línea 21

Tagger del GPS (TM): El sistema sigue los movimientos W5 de los MD [dispositivo móvil] [qué, cuando, donde, cómo, porqué].

- El anotar del GPS...

p60 línea 38

Analizador del movimiento del GPS: Compila y analiza los movimientos, eg.: las distancias/los locatons viajaron, las velocidades, sincronizaciones (longitud del recorrido, inmóviles pasada tiempo)...

p62 línea 12

Notifican el notificador = al usuario (alertado) en cuanto a el "estado" de cualquier situación. ..... Todas las notificaciones se pueden también mantener memoria con la época de la ocurrencia que es hora y fecha estampadas. Notifica (W5 - qué/cómo/porqué/donde/cuando) la acción: (se ha terminado...

- Notifica cuando: "tener acceso" permitido...; el mfh decide a cuando/cómo/donde/porqué una notificación puede/será hecho; módem; ... notifica la acción W5 se ha terminado; tipo de mp/pp [programa] de notificación

p.73 línea 11

UIP = programación de la información de usuario.

D: entrada = analizador = memoria de datos (el mfh, carro, reconoce multiusos) = analizador = salida = función de datos

-... pp y programa de la P.M. cómo quisieran que el sistema recogiera, recuperar y analizar los datos en base de datos; tds (cuando y cómo ocurrieron los elementos)

VER: Archivar fs/reg/11-94A. Primera respuesta de las cubiertas en el 18 de febrero de 97 a la acción de oficina de USPTO primer.

MÁS NUEVO:

Secretario -4E020: (1] el material (registrado) "se analiza" para el uip/las palabras claves y este material analizado es entonces = marcado con etiqueta (uip) = interno tales ayudas que marcan con etiqueta en emparejar lo que (u que está siendo (para su acceso/uip) w evaluado (con) el material (registrado). 2] "análisis" ayuda a control/a la guía el monitor inteligente 2E251.)

Secretario del extremo 4E020: Verificador del contenido y de la fecha

CONCLUYE ESTA CARPETA PARA ALGUNAS DE NUESTRAS CATEGORÍAS POPULARES DE LA INVENCIÓN.

El mercado global de estallido para las computadoras está aumentando la llamada para una solución a lesiones de tensión repetidor.

Las ventajas de la invención sobre terapeutas físicos humanos son substanciales. Por ejemplo:

- Pacientes que no necesitan ser recordado [desperdiciador de tiempo para la ayuda empleada]. Menos tiempo de la observación requirió.
- La invención es en gran medida cómo tener un terapeuta físico de 24 horas.

la capacidad de +-The para que los terapeutas humanos calibren exactamente los ángulos deseados de movimientos es menos exacta que la capacidad de la invención. El médico prescribe simplemente a la invención los qué ángulos y el otro tipo movimientos se desean, y cómo son cambiar en un cierto plazo. Esto se junta con la supervisión del doctor y la reprogramación correspondiente de la máquina.

El sistema está en un cierto plazo, más barato y a menudo más eficaz que instructores vivos. Los ejemplos incluyen:

- Historia y base de datos del usuario: movimientos, comportamiento, problemas, qué guía que los modos trabajaron mejor, qué modos del tgh trabajó mejor, preferencias de usuario, etc. Todos estos datos son generalmente demasiado para un profesor con los estudiantes múltiples a recordar, y demasiado desperdiciadores de tiempo recordar. Adaptación mejorada.
- 24 horas disponibles. Ningu□n recorrido necesario conectar a estudiante con el profesor.

¡- etc!

Diagrama: ~ C de la invención del movimiento del usuario = del cuerpo (la computadora del `adapta las características seleccionadas por el usuario) =

. ACCESO: los movimientos señalados permiten el acceso.
. ANALIZADOR: cómo los movimientos interpretaron; guía
. ARTISTA:
. VAGOS: aprender sobre el comportamiento del portador
. CUENTA: cargar más para ciertos tipos de movimientos
. CARRO: cada cartucho del interruptor (el software se adapta ligando a las características asociadas) permite diversas funciones, eg.: cómo se enseñan o se interpretan los movimientos
. COMPOSICIÓN:
. COORDINADOR: balancea las capacidades, la curva de aprendizaje, el tgh y la guía del usuario.
. EDIT: la guía intenta cortar comportamientos señalados del movimiento del usuario [comportamiento].
. EDUC
. MULTIUSOS
. NR
. OSCILADOR

. Banda

. Picosegundo-Zona:

--'señaló deseó los movimientos diferencian por la región en la cual el usuario está situado

--el movimiento de cada accesorio cae en una localización dimensional diversos 3 [otra manera de interpretar los movimientos realmente hechos]

. Q: El sistema pregunta a usuario qué habilidades o ventajas desean ganar de la característica de la guía.

. TELECONTROL: Objetos teledirigidos vía movimientos del cuerpo de usuario.

. CUENTA

. LAS BÚSQUEDAS Y REACCIONAN: El sistema castiga los malos movimientos señalados

. SENSOR

. INCLINACIÓN:

. PISTA:

. UIP:

. UIP-Adaptar:

. ANALIZADOR VISUAL: La cámara puede estudiar los movimientos hechos. Ayudaría si el usuario usó luces u otras señales transmisibles en los puntos dominantes del cuerpo.

+. REALIDAD VIRTUAL: Ésta es una forma de realidad virtual.

. WA: una forma más fácil de teledirigido.

. ZONA

'Pieza del artista:

- los movimientos correlacionaron en arte (dos o tridimensional) más quizá sonido y cualquier otro efecto, eg.: vibraciones, cambios en temperatura u olores.
- dibujar/crear (mudanza 'interactiva) las imágenes mientras que (en realidad virtual).
- substituye la brocha y o el ratón de la computadora.
- el usuario puede mejor crear imágenes tridimensionales: cada localización en la cual el transmisor 'teledirigido está situado se puede interpretar como la pintura o cualquier otra forma de crear [convertido a digital] características.
- dibujo sobre medio de dos dimensiones con su eje de X y de Y: los movimientos [perpendiculares] en el Z o el otro llano pueden aumentar o disminuir el tamaño o tener tales movimientos interpretados en cualquier otro ['] modo editable. Ejemplos: cambios en el color [cortinas], volumen de sonido o tamaño u olor, etc.
- Ver la inclinación

'Hospitalidad: Formas de aprendizaje del movimiento del usuario las nuevas pueden ser entretenidas. Eg.: danza, yoga, gimnasia, habilidades temporarias [cómo una camina conjuntamente con otros movimientos y declaraciones que necesiten ser puestos en palabras (según lo determinado por la pantalla de ordenador del sistema).

'Ejercicio: El dispositivo anota el nivel de actividad del ejercicio. Anota el número de calorías quemadas, y analiza de otra manera los niveles en los cuales el comportamiento del usuario alcanzó los movimientos/las velocidades ideales/etc. de las características.

'Predecir: La terapia consigue más difícilmente según como de bien predice que los movimientos del usuario cambiará.

W5: los elementos w5 determinan los movimientos deseados del cuerpo. Eg.:
- cuando: hora; o en qué secuencia de función de la orden y de temporización
- donde: zona; a donde el accesorio del cuerpo se mueve exactamente [qué ángulo, hasta dónde outstretched (si en absoluto)]
- porqué: para la terapia, o la hospitalidad
- qué: qué movimientos del cuerpo son necesarios, cuando y cómo
- cómo: cómo moverse

Misceláneo:
Invención de conexión al cuerpo:
- Atando sensores de las partes de la invención 'al usuario vía:
correas; implantes del cuerpo de %human; abrazadera sobre cuerpo [sobre piel o ropa o [juego terapéutico de la cubierta/del cuerpo], eg.: broche de presión de las piezas alrededor del accesorio del cuerpo...
- Usuarios de los niños o cuando la invención es utilizada por los múltiple-usuarios: Los pedazos de la parte se pueden ajustar para caber diversos tamaños de cuerpo. - Mientras que se hace el ajuste, el usuario o el sistema programa automáticamente el analizador por consiguiente, así que el sistema ajusta su dirección según perfil del comportamiento de tipo el cuerpo 'del usuario.

El trabajo necesitó:
- Centrarse en esos usos, que pueden aparecer más, rentables y para cuáles allí son mercados más grandes.
- Los específicos para la elaboración de la necesidad de los mecánicos de la invención de ser resuelto.
Balancear las ventajas ganadas con los costes de fabricación, sin necesario contar con la maquinaria perfecta.
Estudiar y aplicar la tecnología existente a este uso innovador. Por ejemplo cheque hacia fuera:
--www.uspto.gov para su base de datos en piezas mecánicas. Aplicar el conocimiento existente a los usos de la terapia física.
--preguntar a bibliotecarios de la universidad en material explicando cómo crear tales mecanismos.
--buscar la tela, el etc.
--También, comunicar con los terapeutas físicos en cuanto a qué movimientos necesitan supervisar.

Movimientos de respiración y otros insignificantes de User:
- El analizador aprende cómo no hacer caso de los movimientos menos importantes como la sacudida, mover de un tirón de menor importancia, el etc. Mira cosas como la posición media durante un corto período de tiempo. No hace caso de saltos en las curvas de movimientos.

El usuario puede chascar cuando comienzan y o termina su tarea del movimiento. Este mejor permite que el usuario/sistema sepa qué movimientos deben ser analizados. En modelos costosos, el sistema determina comenzar y la terminación, basada en el patrón seguido del movimiento, y cómo tales fósforos contra la base de datos de sistema de los patrones [deseados] del movimiento.

El 'analizador determina/las conjeturas hasta dónde cada partes del cuerpo extienden más allá de cada uno de sus piezas. Es decir una pieza puede por ejemplo estar apenas sobre el tobillo, y puesto que el sistema sabe para para qué tipo de cuerpo se está utilizando la pieza, él puede aproximar hasta dónde la pieza es de la parte inferior del talón. El usuario puede también afinar en la información sobre sus dimensiones del cuerpo, eg.: tamaños del tamaño y del pecho del zapato.

Amaestrador del animal doméstico: La invención enseña a perros a comportarse mejor no saltando sobre gente. La guía puede trabajar como forma de contener los movimientos de un animal por ejemplo:
- mientras que necesita ser refrenado para un veterinario [la invención se puede poner sobre el animal por el dueño del animal doméstico].
- mientras que las huéspedes están visitando, y el dueño no quiere trabar totalmente el animal hacia fuera.
- animales domésticos de enseñanza buenas maneras, tales como salto sobre gente.
- enseña a perros a no funcionar demasiado: enseña /aprende habilidades nuevas los movimientos de la pierna más allá del parámetro señalado, y o de límites el número de pasos grandes dentro de un marco de tiempo [ver la parte ordenar y el timing'].

EXTREMO DE ESTE ARCHIVO 3E061 H2

Archivo: Movimiento/3E061 IMI&

MÁS PIEZAS - PROFESOR PARTICULAR DEL MOVIMIENTO. Archivo IMI&

Nota: Los nombres de parte seguidos por a más "+" los detalles extensos de la demostración del símbolo se imprimen en estas especialmente partes importantes.

El ACCESO = accede a los controles de producto electrónicos con afinado correctamente en la combinación. Las idiomas de muestra específicas del movimiento del cuerpo se leen como formas de contraseñas necesarias.

El ANALIZADOR = los programas informáticos analiza cómo manejar la situación.

ARTIST+ = permite que el usuario haga y que corrija imágenes según los movimientos del cuerpo.

BA+ = analizador del comportamiento. Analiza el comportamiento vivo de la gente. El tipo movimiento es comportamiento interpretable. El comportamiento del usuario [según lo almacenado en base de datos] permite al sistema mejorar a usuario de la guía para sus necesidades adaptadas.

CUENTA = facturación: Usuarios de las cargas por cantidad y el tipo de uso.

CARRO = cartuchos que se insertarán en sistema. Contiene con frecuencia software/bases de datos útiles.

PALMADA = chapaleta. Cada combinación de palmadas controla una diversa función. Permite que el usuario controle la invención sin el tacto.

COMPOSICIÓN + = composición de música electrónica: Otra variación del producto se puede también utilizar para crear música interesante según el tipo movimientos. Ver la invención de Miburi de Yamaha.

El CA/el ANALIZADOR CONTENTO = analiza el contenido de la base de datos del comportamiento del usuario; el sistema puede mejorar tan a sastre sí mismo a las necesidades de usuario.

COORDINADOR = piezas de los coordenadas diversas del sistema.

La DANZA = el movimiento del cuerpo genera sonidos.

DB = base de datos. Almacenes: últimos movimientos del usuario; las formas de usuario de los patrones del movimiento necesitan ser enseñadas; etc.

DISTANCER + = señala siempre que cualquier dos piezas se separen o vengan juntas. Señales vía las ondas de radio si la separación es distancia más o menos que programable. Ver el otro archivo registrado en el distancer para los detalles. La distancia entre cualquier dos piezas es otro método por el cual calibrar el movimiento.

EDIT = interruptor (el software se adapta ligando a las características asociadas) corrige/defiende hacia fuera dato antes de que él alcance u ()/sistema de los multi-usuarios. La guía puede centrarse en ciertas formas de instrucción, no haciendo caso de otros aspectos [de la base de datos].

EDUC + = educativo: enseña a habilidades interesantes. Substituye a terapeuta humano.

EGH = la educación consigue más difícilmente. Ajusta a la habilidad del usuario en movimientos del cuerpo.

ENTRETENER + = también utilizado como forma de hospitalidad.

EJERCICIO = también utilizado como forma de ejercicio. Anota el ejercicio del usuario para: calorías quemadas; millas del número funcionadas con y más importantemente bajo qué condiciones [eg.: el ir para arriba una colina].

JUEGO + = también utilizado como forma abstracta de un juego. Atando esta máquina de la realidad semi virtual, los usuarios saben jugar a juegos con uno a sobre las líneas telefónicas mientras que en diversas localizaciones.

GUÍA + = un instructor. Sugiere cómo el usuario pudo proceder. El sistema dirige a usuario así que pueden moverse mejor.

INTERACTIVO/INTERACTIVO = el sistema obra recíprocamente con el usuario según sus necesidades.

M/MFH = opción de la transmisión en circuito del ordenador central para tareas más complejas. El usuario puede tirar hacia abajo las bases de datos de otros patrones deseados del movimiento, reglas para la realidad virtual ['juegos].

Milímetro = medios multi. Los movimientos interpretaron en formas diversas de multi-media ['hospitalidad].

HUMOR = humor del usuario. El analizador del comportamiento es dicho por el usuario, o analiza en el comportamiento de su propio usuario. En golondrina de mar dirige a usuario a los movimientos del cuerpo señalados por el usuario o el sistema como solucionando o creando un humor emocional deseado.

MAÑANA = alarma de la mañana. Para desactivar la alarma, el usuario debe hacer ciertos movimientos del cuerpo, interno llega a estar más alerta.

MQ = la máquina hace preguntas del usuario para obtener la información así que el sistema puede mejorar a usuario de la guía para sus necesidades del movimiento.

MULTIUSOS + = el sistema se diseña especialmente para los usuarios múltiples que tienen diversos tipos de cuerpo, buscando diversas terapias físicas.

Notifican el NOTIFICADOR = al usuario en el estado de cualquier situación. Eg.: cuando exterior de la caída de los movimientos del usuario el parámetro señalado.

La ORDEN y la SINCRONIZACIÓN = el sistema reacciona a la pedido y a la sincronización de los movimientos del usuario. La orden y la sincronización es un método más sofisticado por el cual el sistema puede analizar qué usuario está haciendo W5.

OSCILADOR = comunicador sano saliente. Comunica con el usuario por los altavoces, eg.: instrucciones.

Paladio = dispositivo de colocación. Unidad portable, que difunde su localización al sistema de colocación, o localización de una pieza, atada a un accesorio del cuerpo.

Banda + = programa (software)

PREDECIR que + = el sistema predice qué áreas del usuario de la educación necesitan la especial atención. Predice qué malos/buenos movimientos son más probables ocurrir, o qué movimientos quiere el usuario [después de que sus capacidades han conseguido mejor]. El analizador del comportamiento se utiliza para llegar las predicciones.

Picosegundo = sistema de colocación. Identifica la posición de la parte movible (dispositivo de colocación) vía su difusión de las ondas.

PS-ZONE = el sistema reacciona según la localización de la parte en la pregunta.

Q = usuario/sistema se hace preguntas. Ayuda a cada uno mejor a entenderse.

R+ = teledirigido

REACCIONAR = sistema reacciona a los buenos/malos movimientos.

La RUTA/el RANURADOR = el sistema (sistema ligado a las características adaptadas) encamina a usuario a la parte señalada de un programa [según las necesidades de usuario].

CUENTA = el estado de la situación y o del funcionamiento del usuario.

SENSOR = sensor. Detecta el movimiento vía muchos medios.

BUSCAR y REACCIONAR = las búsquedas del sistema señaladas los movimientos del cuerpo, que internan causas una reacción, que responde por consiguiente.

El ESTADO = el sistema demuestra el estado de los movimientos de la corriente y del pasado, por ejemplo a cómo es bueno eran.

Se marca con etiqueta, y se sigue la ETIQUETA = cada pieza atada movible.

El SASTRE = el sistema se adapta a una mejor función para los propósitos señalados.

Estampilla de fecha del TDS = del tiempo hecha en cada aspecto de un movimiento, como cada marco de una cámara del cine. Útil en el seguimiento y analizar de los movimientos.

T/teléfono = teléfono. Los datos sobre los movimientos comunicaron sobre líneas de teléfono.

TGH = la terapia consigue más difícilmente. Mientras que la capacidad del usuario aumenta, el sistema empareja más nuevas habilidades del usuario.

La INCLINACIÓN + = las piezas atadas al cuerpo se analiza para su movimiento o cómo se inclinan.

TR = transmisión/recepción de movimientos vía ondas y o alambre.

PISTA/PERSEGUIDOR = acciones de las pistas o de los monitores del sistema del usuario.

U = usuario, persona.

UIP + = programación de la información de usuario. El sistema utiliza la información recogida sobre los movimientos del usuario y el comportamiento a mejorar los sirve.

UQ = el usuario pueden hacer preguntas de la invención tales como lo que y cómo el usuario puede cambiar sobre sus movimientos.

VIBRACIÓN = vibración generada por el dispositivo para señalar la cuenta del tipo movimiento.

VR/REALIDAD VIRTUAL + = uso futuro con la tecnología de la realidad virtual posible. Menos importante ahora.

WA + = caminata alrededor. Invención portable.

W5 = formas de movimientos por ejemplo: Cuando/donde/cómo/porqué/qué

¡También ver el archivo detallado de las piezas y sus apéndices!
Archivo: Movimiento/3E061 Techie

NOTAS TÉCNICAS SOBRE 3E061: PROFESOR PARTICULAR DEL MOVIMIENTO

D: u (multi-usuarios) = este sistema de N (sistema ligado a las características adaptadas) (los profesores particulares/analizan: el dormir, caminando, danza, nadando - para el estilo/las calorías quemados/tolerancia (teatro)) ~ C =
CUENTA (u/el animal que es entrenado, paga/sufre la pena (nr, descarga eléctrica) siempre que no sean modo/patrón adentro deseados de la posición/del movimiento); CARRO (); EDUC (); MULTIUSOS (); NR (da sonidos del positivo o de las negativas/estímulos según cómo el uip "anota" u); OSCILADOR (); Banda (); Picosegundo-Zona (); Q (); R (la computadora teledirigida del `se adapta ligando a las características asociadas) (); CUENTA (); SENSOR (); INCLINACIÓN (); PISTA (); U; UIP (); VR+ (); WA+ ().

D: u (multi-usuarios) = este sistema de N (invención) (sistema ligado a las características adaptadas) (instrucción, NR) ~ C (la computadora del `adapta las características seleccionadas por el usuario) =

Encargado de registro de -3E020 GPS:

Alarma interactiva de la mañana -3E060:

-3E150 "Picosegundo-Zona":

Correlador y regulador de la circunstancia de -3E151 GPS:

Localizador de -3E180 GPS:

Sistemas de facturación de -3E190 GPS:

Alternador -4E010:

Sistema del acceso de la entrada de la imagen -4E030:

Varita mágica -5E020:

Bola que anota aislada -4G190:

Competencia del disco del vuelo -4G310:

Cuerda de salto cambiante del color -6G030:

+ KN muy relacionado:

Varita mágica -5E020:

Movimiento NR del cuerpo -1J010:

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona " %

Extremos sobre diagrama

- El 'measures= de la cuenta después recompensa o castiga a usuario según su buen cuerpo que coloca ['seguido en un cierto plazo] = vía el nr (nuestros notificadores no garantizados)/el vibrador silencioso cuyo movimiento se siente bien o el malo al usuario [según uip-vagos = uip-adaptar]

- El movimiento del cuerpo acciona señales: el cuerpo se convierte en el teclado = el R (la computadora teledirigida del `se adapta ligando a las características asociadas) (inclinación).

- D: K /S/NR (oscilador) = C (la automatización del `adapta las características seleccionadas por el usuario) (analizador, pista, uip-vagos) = los sensores = apoya = accesorio/las partes del cuerpo humanos.

- KN diseñó caber a diversa gente clasificada. Después de que la primera persona sea w (de aprendizaje) acabado (con - el nivel de controles del adaptador de interacción) KN, KN (invención) se puede utilizar por la persona siguiente.

- Teledirigido:

Ejemplos de las posiciones de cuerpo que representan señales específicas: #1] Cada uno armó doce posiciones (como la mano de hora del reloj) representa una diversa señal como la "inclinación" era él que era movida de tal manera. La combinación de dos posiciones de la mano: 12 por 12 combinaciones totales del igual 144. #2] Recto derecho hacia fuera horizontalmente = parada. #3] Iguales que #2 pero mano izquierda = comienzo. #4] Rectos derechos hacia fuera en 45 grados sobre la posición horizontal = van a paginar después en el interruptor (el software se adapta ligando a las características asociadas)/la banda del carro (programa).

OTD D: u (multi-usuarios) = este sistema de N (sistema ligado a las características adaptadas) ("analiza" (cualesquiera) (ángulo de) movimiento/agitación/velocidad del movimiento; los movimientos de diferenciación son tipos de las señales (VR) = control de señales/el ~ señalado efecto C de las funciones) (la automatización del `adapta las características seleccionadas por el usuario) =

Picosegundo-Zona +-3E150: ()

-3G010 T (anillo Delayer): (controles T (cualquie tipo de KN (invención) T))

Alternador -4E010: (Picosegundo-Zona; el sistema "analiza" cómo los movimientos se relacionan con las maneras preferred de las cuales se accionan las baterías, eg.: el caminar "anotó" como teniendo 150% capacidades de activación sobre las escaleras que subían, aunque la energía humana necesaria (poder) para diferenciar)

Sistema del acceso de la entrada de la imagen -4E030: (1J010 es otra forma de generación de señal (para (ganando) el "acceso"))

Palillo teledirigido -5E020: ()

Interruptor de la dislexia -5G061: ()

Notificadores del PVC -7G050: ()

-7G052 dobló el notificador llano: ()

OTD D: u (multi-usuarios) = este ~ C del sistema de N (sistema ligado a las características adaptadas) (movimiento NR del cuerpo 1J10) (la automatización del `adapta las características seleccionadas por el usuario) =

-2E010 20 30 40 software de 50 recetas: para la investigación científica: se asocia vía qué ingredientes alimenticios se atan con el tipo movimientos del cuerpo: los apetitos para los alimentos señalados asociaron los movimientos señalados de w (con - el nivel de controles del adaptador de interacción), o llano crecientes de la mayor consumición corporal (según lo evidenciado por la sangre y las heces, el etc) de ciertos alimentos.

Encargado de registro de -3E020 GPS: ocurrieron qué movimientos w5.

Alarma interactiva de la mañana -3E060: u (multi-usuarios) requerido para practicar ciertos movimientos del cuerpo para desactivar la alarma, eg.: rock-and-roll de la danza a desactivar (temporalmente), hasta que ocurra la prueba siguiente (EDUC).

Instructor del movimiento del cuerpo -3E061:

-3E150 "Picosegundo-Zona":

Sistemas de facturación de -3E190 GPS: VR

Alternador -4E010:

Sistema del acceso de la entrada de la imagen -4E030:

Varita mágica -5E020:

Diagrama: Partes del cuerpo del usuario (muñeca) = ~ "cuenta" del "sensor" = del "analizador" = Nr
- los dispositivos de las aplicaciones similares a N existente (invención) con todo tienen "sensores" - > NR sobre el doblez excesivo.

OTD D: u (multi-usuarios) = este ~ C del sistema de N (invención) (movimiento Alerter del cuerpo) (la automatización del `adapta las características seleccionadas por el usuario) =
ACCESO (); ANALIZADOR (); AP (); VAGOS (movimiento "sensor"); +EDUCATION; K y ratón y R (el sistema "analiza" cómo u (multi-usuarios) golpea las llaves/los juegos con el ratón: demasiado difícilmente, sin ritmo, mal□n ángulo de la muñeca); MULTIUSOS (); NOTIFICADOR (cuando el usuario tiene o no se ha movido en buena/mala manera); OSCILADOR (buena recompensa u (multi-usuarios) de los sonidos que se está moviendo de manera positiva; refuerzo psicologico); Banda (el sistema w5 (sistema ligado a las características adaptadas) debe nr/praise u (en sus movimientos)) - es decir: el sistema recompensa o castiga a usuario según cómo es bueno son sus movimientos; +PS-Zone (de cada parte movible/flexible); CUENTA (movimientos del cuerpo); ESTADO ((progreso) de los movimientos del cuerpo); TDS (ritmo/sincronización de los movimientos del cuerpo); + INCLINACIÓN; TR (transmite) (el movimiento "sensores" en el cuerpo = los alambres/frecuencia/infrarrojo = C (el "analizador")); PISTA (cambios en movimientos (durante la sesión/sobre sesiones de diferenciación)); U (); UIP; UQ (); ANALIZADOR VISUAL (la "cámara" observa que los movimientos = analizan = que hacen las sugerencias para las mejoras (vía la presentación visual en S)); VR ().
- NR también vía 7G052: notificador llano doblado.

Desordenes de la posición de cuerpo (médica/psicologica): inmóvil/moviéndose
- causa pobre NR de las posiciones el dormir: quizás las causas de la cirugía/del accidente/de la enfermedad requieren/de la persona no dormir en ciertas posiciones de cuerpo. KN (invención) puede substituir las correas que celebran durmientes en el lugar. Ciertos patrones durmientes se pueden asociar a psicología pobre.

notificadores del PVC 7G050: Las porciones de cubierta de cuerpo (guante) los objetos de ese movimiento/del tacto más allá del nivel deseado causarán indebido/extraordinariamente la coloración vía el modo del nr (nuestros notificadores no garantizados). Eg.: la escritura de la persona con el guante de la mano izquierda demostrará excesivamente marcas en guante donde estaba la pluma. Los indicadores pueden estar en los objetos usables/tangibles = NR aparecen en u (multi-usuarios)/su cubierta/los objetos del pvc tocados por (cualquie ser humano) u (debido a los productos químicos de la piel humana).

OTD D: u (multi-usuarios) = este ~ del sistema de N (invención) (sistema ligado a las características adaptadas) ('teledirigido para el paraplegic) C =

ACCESO (vagos de los disparadores del movimiento que acceden); EDUC (movimiento de la investigación de organismos móviles, eg.: gente, animales); MULTIUSOS (); NOTIFICADOR (cuenta/estado); OSCILADOR (); Banda (); Picosegundo-Zona (u debe ser w/in 30 metros del sistema); CUENTA (); SENSOR (); UIP (); VR (); WA ().

La inclinación = el doblar de esta invención de sensores demuestra la posición de la "inclinación" (en animado/no-animar los elementos).

'Realidad virtual: cada movimiento del cuerpo acciona señales asociadas - > R. Eg.: invención existente del guante de la música.

DIAGRAMA: Después de estímulos positivos/negativos repetidos: la persona puede subconsciente/aprender consciente cómo moverse en mejor/más práctico/menos perder/más eficiente/más ágil/más eficaz/más estético = manera/estilo/forma/flujo/función/agilidad/salto/trabajo/el mecanografiar/relajación/que duerme del movimiento/el caminar/del funcionamiento baile/.

ARCHIVO del EXTREMO 3E061 TECHIE

Archivo: Palmadita movimiento/3E061

PROFESOR PARTICULAR del MOVIMIENTO 3E061 - PATENTES EXISTENTES ANTES del AÑO-2000

+ relacionado con Miburi de Yamaha: Este sistema hace música según los movimientos del usuario.
. - Las relaciones públicas de Yamaha en este pedazo fueron hechas en cerca de 1993 o 1994.
- ésta es probablemente patente 5.648.626 y 5.373.096 y 4.905, 560, y 5.170.002, y posiblemente otros.
. - Ésta es probablemente la misma familia de invenciones Steven Kays concebida antes de la fecha de limadura de Yamaha; Steven Kays archivó esta invención con el departamento de los E.E.U.U. de patentes y de marcas registradas en los años 90 tempranos (en diversas limaduras), pero desafortunadamente no persiguió la invención. No está claro si Yamaha o Steven Kays primero concibió el Miburi.

+ esta invención es una mejora en No. existente de la patente de los E.E.U.U.: Monitor de la postura del sueño 4617525 y sistema de alarma.

Estrategias de búsqueda de la patente de los E.E.U.U.: indicar y detectar y no (cuadro o vídeo o cámara o imagen o óptico o ligeros)
- Patentes de los E.E.U.U.: 4024734 5585566 5146206 5008654

Estrategia de búsqueda: indicar y detectar y (la ayuda o el guid o corrige o ayuda) y no (cuadro o vídeo o cámara o imagen o óptico o ligeros)

Estrategia de búsqueda de la patente de los E.E.U.U.: ("injur repetidor de la tensión ") o ("síndrome de túnel de carpal ").
. --[Observar esto fue hecho cuando la adyacencia de la palabra era posible en base de datos de la patente de los E.E.U.U.].
- No. de la patente de los E.E.U.U.: 5301683 5256136 5244296 5214799 5183230 4941460 4966137 5107853 5113849 4770774 4774966 4834882 4850341 4883073
+ 'notifica cuando el usuario no está utilizando el teclado correctamente: 5230345+ 5215100 5163443 5275174 4807642
--Todavía necesitar buscar: (postura del ajuste del cuerpo) y (eléctrico o alambres o cableado o analyz)

Invención similar: Patente no 4536755 de los E.E.U.U.: la alarma activa siempre que el accesorio al muslo de la persona exceda un ángulo pre-seleccion del umbral.
--Pero esto no enseña ni sigue al movimiento de la persona. Ni recompensa el buen movimiento.
+-Nor aparece tomar en el nivel del balance para los sensores uces de los. ¿Este aspecto de equilibrio parece ser particularmente un área, que se aprieta menos con invenciones?
--puesto que hay el "ángulo pre-seleccion del umbral" éste traslapa mucha de esta invención.
--Necesidades de ser comprobado hacia fuera para las invenciones similares, y de la tecnología existente para ayudar simultáneamente a hacer esta invención factible.

Estrategia de la patente de los E.E.U.U. - centrándose en el área de equilibrio de la detección:
balanc y (cuerpo o brazo o brazos o pierna o piernas) y (detectar o los sentidos o sensor o detección o determin o sentarse o se sienta o el sentarse)

+ las invenciones del analizador del oscilación del golf existen. Supervisan y dirigen a usuario. Comprobar hacia fuera a amaestrador del oscilación de béisbol de www.uspto.gov: Palmadita 5.375.836 de los E.E.U.U.

Palabras claves:

cuerpo, en persona

brazo, brazos, pierna, piernas, miembro, accesorio

balanc

empalme, codo, rodilla

la mudanza, se mueve

caminata, sacudida

postura, posición, ángulo

sentarse, sentándose

indicar, indicando

detectar, los sentidos, sensor, detectando, determin

repetidor, tensión, lesión, lesiones, carpal, síndrome del túnel

rotat [rotatorio, girar.]

yoga, ji del tai, sueño

enseñar, dar instrucciones, dirigir

enseñar, dar instrucciones, guid [guía], educat, profesor particular

[redacted]

+ ayuda correctiva de la muñeca del túnel del Carpal de la palmadita 5921949 de los E.E.U.U.

-4883073 dispositivo remediador para el tratamiento del síndrome de túnel de carpal

- Máquina de enseñanza de la robusteza: 6019606
- Amaestrador del oscilación del golf: 5984796
- Engranaje principal para detectar el movimiento: 5916181

EXTREMO PATENTES EXISTENTES y RELACIONADAS de 3E061 y CARPETA del PROFESOR PARTICULAR del MOVIMIENTO

INVENCIONES MUSICALES

[redacted]

Contenido para los archivos musicales:

. 5E080 A

. 5E080 B

. 9J componen

. DJ audio

. Misceláneo audio

. Juguete del disparador

. También ver los archivos de la característica para: Compositor, comunicador sano saliente, analizador de sonidos, sintetizador, etc.

Archivo: Musical/5E080A

ANALIZADOR del UNO MISMO de la ACÚSTICA 5E080A

Extracto

La invención sintetiza la música de la estereofonia según las calidades acústicas del cuarto. Esto trabaja conjuntamente con otras tecnologías de sintetización existentes. Los compradores de sistemas estéreos favorecerán naturalmente marcas de fábrica que autorizan nuestra invención.

Uno del sonido que analiza métodos para alcanzar la calidad de sonido ideal es estudiar cómo los sonidos que emite se repiten de nuevo a su micrófono. El sistema emite los sonidos de la prueba que pueden mejor demostrar las características acústicas del cuarto.

Hay muchas otras características innovadoras relacionadas con esta invención confidencial también.

Detalles

Comercialización:

- Substituye la necesidad de contratar a ingenieros accoustical. Aunque pueden ser mejor que las versiones moderado tasadas de la invención, los usuarios finales desean raramente encontrar y pagar tales servicios (cambiar solamente los muebles más adelante y o movimiento); más estamos vendiendo un "concepto" incluso si el sonido perfecto no se alcanza. Los compradores están también en lo que piensan los sonidos buenos.
- Diversas versiones de la calidad de la invención están disponibles en los precios desiguales.
- Esto ayuda a competir con otros sistemas de la música que suenen los mejores del cuarto de la demostración. La invención también hace el sistema de la música vendido en el sonido del salón de muestras mejor también.
- Los sistemas competentes de la música tienen un rato más duro el venderse debido a la naturaleza desconocida de sus calidades de sonido.
- Esto es una invención para la cual hay en gran parte con todo una necesidad desconocida.
- Los anuncios pueden importunar simplemente algo como: "El sonido se ajusta a su hogar", o el "sintetizador se ajusta automáticamente a las calidades acústicas de su hogar", del etc....

El "analizador" ajusta el sistema según: "multiusos"/tipo música/uip/tipo uso, eg.: sonidos para alzar ventas, o para hacer que la gente siente en el país.

¿- cómo técnico posible? El método extraordinariamente importante para determinar patentabilidad. - El sistema se modifica vía cualquier regeneración consigue de sitio. Control de frecuencia auto. Como una característica Dolby estándar incorporada a productos.

- frecuencia intermedia quizá barata una vez que la viruta se convirtió
- El usuario puede también alteración sana del oscilador (del complemento) vía el K. del sistema.

Analizador del uno mismo de la acústica: Los productos relacionados existen a un cierto grado - solamente su grado de traslapo en esta invención en confuso. Estudiar la base de datos de la patente.

Funciones adicionales:

- "Analizador": para reducir el sistema del ruido (para los vecinos) (sistema ligado a las características adaptadas) alterará automáticamente los sonidos más penetrativos, eg.: un bajo más fuerte, sacando los elementos más ásperos (que reducen el bajo).

- Hacer una búsqueda de la palabra clave para KN (invención) con el "synth". Eg.: para los usos.

Cómo trabajos:

- D1 (diagrama uno): diversos micrófonos - > analizador de sonidos = oscilador (c)
- D2: oscilador - > el sonido refleja de nuevo al "mic" = c (sonido analyzer1) = oscilador (ajustado por c; synth).

--Notas: 1: el analizador de sonidos intenta difundir en diversas frecuencias - > el analizar del interno qué resultados cumplen mejor requisitos según lo controlado cerca: (fabricante) banda, uip.

posicionador del altavoz 5E010:

Los principiantes u otros de las ayudas de la invención determinan la mejor colocación de sus altavoces sanos. Esto es una invención similar pero diversa. Utiliza ""/"del distancer GPS" para cuando el sistema analiza donde los altavoces deben ser colocados.

Provechoso para:

- determinación de las vendas con frecuencia nueva en las nuevas localizaciones

- distancia de altavoces de uno a en lo referente a tamaño/a dimensiones del tipo del sitio de construcción de la superficie del sitio (acústica (el despedir de sonidos)) es el via^ resuelto: medidas manuales/que afinan adentro del Info; electrónicamente determinado via^: "distancer", herramientas de medición de la distancia electrónica. (comúnmente disponibles en almacenes de hardware al por menor).

. - gente como quien para hacer a menudo ajustes a la acústica de su sitio (siente como usted tiene un nuevo sistema estéreo, y o nuevo sitio, para la mayor variedad).

D: 1tr = 2frequency despide de la pared = de 3receiver = de 4computer = de 5display/6printer/7speaker y o de balance/8 otro.

- copiado para mejorar el archivo 1.95 de N

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OTD para D:

3access; cojín 2air; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (las unidades separadas del "tr" del lugar en ubicaciones claves del sitio/de la localización (esquinas) del sitio - ésta demuestran perímetros deseados/importantes, después el otro 1 " tr" medios = 4 " computadora", junto determina la distancia real); %interactive; locator1; 4mfh; %4mic; 4multi-user; 4notifier; 4osc; 4pi; portable; 4pp; 4remote; sonido analyzer%4; 4stereo; 4synth=analyzer (efectos de los synth alterables según la acústica del sitio (causada por el tamaño, la estructura, el tipo música); 4uk; 4uq; 4vc; el 4vr%; %4wa.

Estrategia de BÚSQUEDA de la PATENTE y algunos números de patente relacionados de los E.E.U.U.:
Ninguna N relacionada encontró, con todo bajo impresión puede ser que exista.
analizador del uno mismo de la acústica 5E080: ()
- str babero 8.94: (analyz del ajuste del uno mismo) y audi.
--analyz del ajuste del uno mismo = 1 respuesta
- str APS 69 ' a 8.92: ((automático o uno mismo) adj3 (ajustar o analyz)) y (audi o música)
- kilovatio: sonido

El uno mismo del sistema analiza la mejor síntesis para la acústica del sitio/del pasillo. Cómo trabajos: Los micrófonos analizan los sonidos emitidos que consideran cómo los sonidos reflejan de las paredes del sitio, tamaño del sitio, tipo música.

- OTD D: Este N (invención) sistema () de sonidos de sitio/C del analizador (la automatización del `adapta las características seleccionadas por el usuario) =

ANALIZADOR (); CARRO (); M (); MIC (); MULTIUSOS (); OSCILADOR (); Banda (); ANALIZADOR DE SONIDOS (); SYNTH (); UIP ().

- trabajos con la venda sin hilos de la música 5E090.

- OTD D2: Este ~ C del sistema de N (invención) (sistema ligado a las características adaptadas) () (la automatización del `adapta las características seleccionadas por el usuario) =

ACCESO (); ANALIZADOR (donde colocar altavoces, cómo fijar los ajustes del EL del oscilador (adaptado electrónicamente) (según lo determinado por el analizador)); AP (estéreo); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (manera de: 1] grabó de antemano el fabricante registrado música (CD, cinta,)/2] u de la memoria usando su sistema que compone, = determina cómo el sistema sano del ajuste del oscilador se debe analizar); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (los altavoces del oscilador = el analizador del mic = de sonidos = el sistema ajusta cómo el oscilador puede hacer mejor ir saliente); MQ (para los gustos del usuario (más o menos bajo, uip)); MULTIUSOS (cada u tiene poseer ajustes preferred); NR (cuando el sonido se puede mejorar más lejos); OSCILADOR (); Banda (); Q (); R (la computadora teledirigida del `se adapta ligando a las características asociadas) (); CUENTA (estudios del analizador de sonidos cómo el buen sonido está vía circunstancias differenting; w5); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (analizador); DISCURSO (); ESTADO (analizador); ESTÉREO (); SYNTH (); UIP (); UQ (); VR (); WA ().

. OTD D: u (multi-usuarios) = este ~ del sistema de N (invención) (sistema ligado a las características adaptadas) () C =

=

. ACCESO: la manera de la cual se repiten los sonidos da lugar a la contraseña deseada.

. CARRO: calidades de sonido deseadas

. COMPOSICIÓN: dirige a usuario para componer los sonidos que se jugarán en los ambientes señalados (la idea que es que los sonidos originales de los cuales la síntesis puede ocurrir intrínsecamente sonarán mejores para ciertas localizaciones y los ajustes sociales que otros). El usuario puede vía de ensayo y error ver cómo el sistema sintetiza sonidos durante el proceso que compone.

. ANALIZADOR CONTENTO: analizando el contenido de los sonidos que son repetidos detrás

. COORDINADOR:

coordina muchos factores: mecanografiar la música, con el tipo ambiente, con el tipo humor deseado, con cómo diversas porciones de la música (instrumentos) son manejadas diferentemente por el sintetizador por ejemplo dando mayor énfasis a algunas piezas y en maneras diferentes.

. BASE DE DATOS: parte del analizador; algo tiene gusto de un DB de la historia sobre el cual el sistema pueda determinar cómo sintetizar. Coordina diversos pedazos de Info incluyendo elementos del DB. Los elementos de la base de datos incluyen:

- experiencia anterior del sistema
- diversos tamaño y tipo ambientes, eg.: hay 100 el tipo cuartos del tamaño
- humores deseados

. DISTANCER: El usuario de la distancia es de los resultados del sistema en sonidos de diferenciación. El balanceador puede también balancear los altavoces según la localización del oyente principal, o si hay oyentes múltiples, el sistema hace un promedio hacia fuera de la localización central para todos los oyentes cada uno que tiene un dispositivo transmisible el señalar de su localización.

- el distancer y el balanceador no son parte de este contrato. Los competidores probablemente están trabajando secretamente en este aspecto. Info incluido adjunto para su revisión. Estas piezas se pudieron describir en la solicitud de patente sin embargo con una cierta ocasión de conseguir la protección de la patente para ellos en una escala limitada.

. EDUC: educación musical %

. EGH (la educación consigue más dificilmente): se aplica a la clase particular

. ENTRETENER:

. % del JUEGO: [persianas dobladas] conjetura de los jugadores qué sitio en [casa] adentro se basan en las calidades de sonido.

. GUÍA: demuestra cómo diversas calidades acústicas se pueden obtener dentro de parámetros señalados.

. INTERACTIVO: el sistema obra recíprocamente con los sonidos que vienen de otras fuentes (dispositivos musicales, % del ruido del ambiente como tráfico).

. MEDIOS MULTI:

. MULTIUSOS: sonidos adaptados a los gustos de usuarios individuales.

. NOTIFICADOR: este sistema es una manera de la cual los notificadores salientes de los sonidos (alarmas) se adaptan a la situación.

. ORDEN Y SINCRONIZACIÓN: la orden y la sincronización de las influencias de los sonidos cómo se sintetizan

. OSCILADOR (altavoces):

. PREDECIR:

. Banda (programa): cómo los sonidos sintetizaron [a los gustos del usuario]

. Picosegundo-Zona:
- la proximidad de fuentes sanas múltiples se considera
- la localización de la fuente sana en lo referente a la localización de: paredes, distancia de los oyentes, la localización de ventanas de quienes los sonidos puede entrar.

. PREGUNTA: pide que el usuario afine en la información del tamaño, eg.: tamaño del sitio, localización de altavoces en lo referente a las paredes

. TELEDIRIGIDO:

. REACCIONAR: el sistema reacciona a cómo su analizador de sonidos interpreta sonidos es oído por sí mismo.

. CUENTA: anota todos los elementos que influencian fuente sana y aparato de lectura sano

. LAS BÚSQUEDAS Y REACCIONAN: busca qué sonidos de la prueba deben ser enviados, y reacciona a cómo el analizador de sonidos piensa.

. SENSOR: sensor % de los sonidos

. ANALIZADOR DE SONIDOS:

. ESTADO: analiza estados cambiantes como: mecanografiar la música que es jugada y cómo cada pedazo necesita ser sintetizado diferentemente

. SINTETIZADOR:

. UIP-Adaptar:

. ANALIZADOR VISUAL: el dispositivo puede considerar las dimensiones del tamaño. Pudo tener laser como los sensores la determinación de tamaño del sitio.

. VR (realidad virtual):

. WA (caminata alrededor): para el sonido portable la generación de los dispositivos jugó en el aire abierto.

Los sonidos de la prueba usados para determinar las calidades acústicas del área pueden estar adentro y o gama de audiencia humana del exterior.

Archivo: Musical/5E080B

ANALIZADOR del UNO MISMO de la ACÚSTICA 5E080B

Sobre la visión: El sistema audio se ajusta a cada situación. La estereofonia emite sonidos diferentemente según las calidades acústicas del cuarto, tales como su tamaño, y tipos de materiales reflexivos sanos. <3, (Bob 4-Pat verde, 3 mk),

Una mejora sobre la patente 4.306.113 de los E.E.U.U. de Rogelio Morton en Penfield, NY. Patente fijada en www.uspto.gov que la patente tiene o es probablemente alrededor expirar. Su invención se centra generalmente apenas en la coloración sana de cada componente de los sonidos y del cuarto.

Cómo trabaja: El analizador de sonidos dibuja/ve un cuadro del cuarto a través de ondas acústicas, como cómo un palo ve sin los ojos. Los micrófonos analizan sonidos emitidos en el cuarto. Estudia cómo los sonidos reflejan de las paredes del sitio. Los ajustes se hacen según la fuente sana, y el cuarto de la difusión.

-

Adaptado a cada usuario - demanda:

. Se consideran las preferencias de cada oyente. Las calidades de sonido se adaptan a los gustos de cada persona. Cuando es múltiple la gente cuyas preferencias se almacenan en el sistema, sucede estar en el cuarto junta; el sistema comprometerá haciendo un promedio hacia fuera de las preferencias de cada oyente, para llegar las ondas acústicas que hacen un promedio hacia fuera qué cada persona quiere.

-

Efecto psicologico - demanda:

. El efecto psicologico deseado se puede también calcular por el sistema, así que la salida audio también considera cómo el efecto deseado, se puede emitir para el tipo sonido en el cuarto señalado.

. Los efectos incluyen: armonía, vivacidad, tristeza, energía conmovedora (mayor base), vigilancia y precaución (agudas), alegría.

-

Fuente sana considerada - demanda?:

La emisión de sonidos se ajusta según las calidades de sonido que son emitidas. El sistema puede pre-analizar sonidos antes de la difusión; o ajustar los sonidos como se emiten.

-

Detalles:

. La coloración sana es el término para la degradación de la calidad de sonido oída.

. Trabajos con cualquie sistema de emisión sano, y cualquie tipo de música o de sonido.

. Las ayudas substituyen la necesidad de ingenieros sanos profesionales, y su equipo para determinar cómo alterar la coloración sana.

Es decir: Uno mismo analiza la mejor síntesis para la acústica del cuarto.

. Ciertas frecuencias sanas se aumentan/se disminuyen, según las características de la fuente sana/del ambiente.

-

% del mago sugiere dónde colocar los altavoces estéreos:

. (simultáneamente) cada analizador de sonidos se coloca en superior cada altavoz.

. un método simplificado es necesario para los usuarios.

-

- El "analizador" ajusta el sistema según: "multiusos"/tipo música/uip/tipo uso, eg.: sonidos para alzar ventas, o para hacer que la gente siente en el país.

¿- cómo técnico posible? El método extraordinariamente importante para determinar patentabilidad. - El sistema se modifica vía cualquier regeneración consigue de sitio. Control de frecuencia auto. Como una característica Dolby estándar incorporada a productos.

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--Notas: 1: el analizador de sonidos intenta difundir en diversas frecuencias - > el analizar del interno qué resultados cumplen mejor requisitos según lo controlado cerca: (fabricante) banda, uip.

posicionador del altavoz 5E010:

Los principiantes u otros de las ayudas de la invención determinan la mejor colocación de sus altavoces sanos. Esto es una demanda similar pero diversa de la invención. Utiliza ""/"del distancer GPS" para cuando el sistema analiza donde los altavoces deben ser colocados.

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-

<3, (4-Pat, 3 mk), ANALIZADOR del UNO MISMO de la ACÚSTICA de 1> 5E080

-

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-

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-

Otros usos:

- trabajos con la venda sin hilos de la música 5E090.

- llaves del usuario en datos sobre el ambiente de los sonidos, eg.: tamaño del sitio, materiales reflexivos sanos, interferencia audio de otras fuentes sanas.

-

Marcas: Ajustador de los sonidos. Ajustador audio

. (Acústico/música/altavoz/ambiente) ajustador/control/organismo/balanceador, eg.: Organismo acústico. Ajustador automático de los sonidos

. %: Sonido de la onza, zona de la onza, zona sana de la onza, equalizador de la onza. Equalizador

-

Elementos del comunicado de prensa para el ANALIZADOR del UNO MISMO de la ACÚSTICA 5E080

. Hacer que su sitio siente como otro mundo.

. Supera sonidos a otro mundo.

. El mago ajusta la acústica según el cuarto.

. Confiar en el oído del mago, para ajustar su abrigo alrededor de sonido.

. No necesitar estar en un pasillo musical perfecto, para la buena calidad de sonido.

-

PATENTAR la estrategia de BÚSQUEDA y algunos números de patente relacionados de los E.E.U.U.:

Ningunas invenciones relacionadas encontraron, con todo bajo impresión puede ser que exista. Los productos relacionados existen probablemente - pero su grado de traslapo en esta invención es confuso.

analizador del uno mismo de la acústica 5E080: ()

- str babero 8.94: (analyz del ajuste del uno mismo) y audi.

--analyz del ajuste del uno mismo = 1 respuesta

- str APS 69 ' a 8.92: ((automático o uno mismo) adj3 (ajustar o analyz)) y (audi o música)

- kilovatio: balance$, automatic$, audio, acoustic$, sound$, música, room$, hall$, level$, hear$, person$, disciernen, persons$, equalizador de la igualación multidimensional

- str: (acústico o sano o audio) y analyz$ y el "uno mismo ajustan"

- ((uno mismo o automáticamente) y adjust$) y (acoustic$ o sonido o audi$) y balance$ y (room$ o area$ o región) y (listen$ o person$ o people$ o gente)

- Patentes de los E.E.U.U.: 6212273 4365636 5012085

Archivo: La categoría/MU/9J compone

El Musical bloquea 9J010

™ mágico de los bloques huecos 9J01

Manera fácil para que usuarios tengan acceso a la composición musical.

Versiones del soporte físico y del programa:

Cada combinación genera diversos sonidos. Los sonidos pueden diferenciar grandemente o lentamente (según lo programado o controlado por el usuario), con cada conexión del bloque.

- Versión del programa: poner los bloques al lado de, o (en parte) el traslapo.

- Educativo': oír y ver (representación visual (el color)) los cambios como pedazos se atan/separado (uno a la vez)

Cada pedazo [bloque conectable del `] puede representar:

- instrumentos musicales
- cantantes
- pistas de cualquier sonido, música, voz, o función (electrónica) (para el uso non-musical, funcionando como "Peter" 1D).
- volumen, echada, base, triple, balance', colores/luces (que cambian a la música (golpe del al).

`Que se adapta:

- función adaptable del `que se adapta al usuario. Hay un efecto sinérgico cuando los otros bloques obran recíprocamente con uno a y el bloque que modifica para requisitos particulares = cada bloque algorítmico efectúa los otros bloques [y los promedios/los genios/realza la otra influencia].
- otras circunstancias influencian el arreglo para requisitos particulares, eg.: el analizador del comportamiento determina a usuario podría oír sonidos en una orden y una sincronización señaladas [crear el efecto deseado/la dirección puesta en palabras oferta/dar [las recompensas del oscilador del `] basadas en las cuentas para cómo los bloques están conectados].

Las rúbricas cubican como funciones:

- algunas piezas pudieron solamente caber/fósforo con las piezas señaladas, o los puntos de conexión (de unidades principales).
- cada cambio de las piezas (iguales) genera diverso OSCILADOR.

+ <3, 3, 4, 4 $ (versión del hw) >

3C292 (número anterior) cada combinación ha señalado "reacciones":] sonidos interesantes 1; 2] permite el "acceso"; 3] colores de los cambios

. Qué "señaló" las combinaciones hacen:

+-sounds

+-Access: crea el "acceso necesario" (para el "juego"):

--Versión del hardware: combinación "señalada" (emite frecuencia correcta).

--Versión del programa: acceder en la computadora o para imágenes" del "artista" del "juego" el when= "en la "pantalla " = se alinean según lo "señalado".

- Memoria "juego". Cómo y donde las "imágenes" caben el together= "cuentas" señala.

. - otras "reacciones": las palabras, las luces, las vibraciones, combinaciones del etc. ciertas de ciertos modelos pueden moverse: como una robusteza del juguete (caminando, rodando, arrastrándose en piso, saltando, vibrando, baile, meneando). De cualquie otra función del "notificador" o de la "hospitalidad" o del "juego " %.

- ranura de los pedazos en uno a que crea efectos según qué está conectada, eg.: si los pedazos se ponen juntos que crean una muñeca, puede decir que "hola" o "mi nombre es Juan" y camina, juntado un perro que "raspa" y mueve su cola. Otras combinaciones pudieron hacer solamente un sonido (o la visión sobre su o unidad de "S" de "R").

Cubo musical de las rúbricas -4C140:

Conseguir en la combinación correcta y los sonidos y o las luces

- mientras que usted consigue (más cercano a la terminación deseada) un sistema más caliente puede dar señales si usted se está enfriando más caliente o sonando/iluminación

. - relacionado con 3C200, 3C290

. - cada parte puede tener muchas diversas acciones posibles dependiendo de la combinación con otras piezas

. - las versiones simples del producto pueden vender a los niños

- cada bloque identifica los otros vía: TR sin hilos (transmite); código del TR (transmite) de cada pedazo (código de la identidad del pedazo #1 - > rc de la parte #2 - > analizador (c) - > oscilador/función).

- Una versión más barata del interruptor (el software se adapta ligando a las características asociadas) (para los cabritos). Todas las actividades descritas en esta N se pueden replegar en el interruptor/%VR. Gráficos de color. Multi-media. CD-ROM. M.

- los pedazos se pueden ligar vía: encajándose a presión hacia uno a (como)/imán de los bloques de Lego. Mientras que junto, sus puntos de contacto del EL (adaptado electrónicamente) pueden al tr=rc (tocando).

. - los puntos de conexión pueden ser (alterado por u) tan solamente ciertos pedazos puede caber en (ciertas maneras (múltiples)).

. - Los pedazos de todas las formas pueden ser separados y reatados en formas interesantes; dando por resultado las imágenes interesantes (no restringidas para atar con alambre formas), eg.: bloques, esferas, prismas...

+ se relaciona con 1D010, en que la mayoría las partes IMI puede ser un bloque conectable con otros bloques IMI. Esta idea conecta potencialmente todo el KN.

. - los pedazos puestos juntos pueden ser cualquier KN (invención) y o IMI parte (código), con la función resultante.

- puede haber un sonido (oscilador) siempre que (cualesquiera/seguro) se aten los pedazos/tocando (durante el proceso de la asamblea. Ventaja: los dice a u ((in-) correctamente) los pedazos colindados.

- OTD: "R"; "S"; "C"; pp (programas del usuario todos los tipos de efectos deseados); P.M.; Reino Unido; interactivo; educ; juguete; todos; juego; portable; bop; oscilador; vc; egh; cuenta; tgh; carro; cp.

- D: bloques huecos mágicos 3C292 (el tipo combinación del bloque determina posibilidades de la función) = ACCESO ()/ARTISTA ()/BALANCEADOR ()/C ()/CÁMARA ()/CARRO ()/PALMADA ()/COMPOSICIÓN ()/FECHA ()/(S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') ()/DISTANCER ()/EDUC ()/K ()/LOCALIZADOR ()/M ()/MIC ()/MES ()/RATÓN ()/MQ ()/MULTIUSOS ()/NOTIFICADOR ()/OSCILADOR ()/banda ()/Q ()/R (la computadora teledirigida del `se adapta ligando a asociado característica) ()/CUENTA ()/SENSOR ()/SONIDO ANALIZADOR ()/DISCURSO

()/SP teléfono (dispositivo de comunicación de la asamblea del uno mismo)/ESTEREOFONIA ()/SYNTH ()/TDS ()/T ()/u (multi-usuarios) ()/UIP ()/VISUAL ANALIZADOR ()/.

. - SW=C D: bloques huecos mágicos 3C292 =

ACCESO ()/ARTISTA ()/BVA ()/C ()/CARRO ()/PALMADA)/COMPOSICIÓN ()/FECHA ()/(S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales de los multi-usuarios') ()/EDUC ()/K ()/%LOCATOR (hallazgo dato w/in c/m)/M ()/MIC ()/MES ()/RATÓN ()/MQ ()/MULTIUSOS ()/NOTIFICADOR ()/OSCILADOR ()/banda ()/Q ()/R (la computadora teledirigida del `se adapta ligando a las características asociadas) ()/CUENTA ()/SENSOR ()/SONIDO ANALIZADOR ()/DISCURSO ()/SP teléfono (cómo los sonidos se modulan (synth) para las llamadas de in/outgoing)/ESTADO ()/ESTEREOFONIA ()/SYNTH ()/TDS ()/T ()/U ()/UIP (usuario preferencia determinan cómo combinación funcionar (su oscilador, color, función del producto)/VISUAL ANALIZADOR ()/VR ()/WA ().

- INTERRUPTOR D: u (multi-usuarios) = k = C (la automatización del `adapta las características seleccionadas por el usuario) (interruptor) = oscilador/impresora t/mo/s = m (Internet)

- HW D: oscilador = parte #1 (c) = tr/rc = ~ del oscilador de la parte #2 (c) otras piezas.

. desde 1.97:

- los bloques pueden también estar en formas de: bolas; pirámides; prismas triangulares; cubos; prismas rectangulares; anillos de espuma; el huevo forma...

. OTD D: U = este sistema de N [tacto/combinación de "imágenes" (en la "pantalla")] El ~ C = causa "reacciones de siguiente" =

TENER ACCESO [] AL ARTISTA de // ["corrigiendo" de "señaló" "imágenes", eg.: el color, el tamaño, la CUENTA de // del RANURADOR de // EDIT [] // de la forma] [] [] // BUSCA y REACCIONA [] // VR [cómo las experiencias de u].

. PATENTES: las palabras claves buscaron vía www.qpat. Palmadita 1977-1.97 de los E.E.U.U.:

- estrategia de búsqueda #1: (bloque y (conectar o tocar o fijación)) y (el juguete o la diversión o entretiene) y (eléctrico o talud o computadora)

- estrategia de búsqueda #2: (imagen o cuadro) y (conectar o tocar o fijación) y (contraseña o secreto o software)

- Patentes de los E.E.U.U.:

Instrumento musical electrónico +4936185 que tiene bloques plurales del componente; ¿Yamaha - es este similar o la misma invención? Su fecha 1987 de la prioridad.

- Ver: cubo musical de las rúbricas 4C140: El sistema señala a usuario si están consiguiendo más cerca o más futuro del resultado deseado. En partición del juego'.

Extremo del ™ mágico 9J010 de los bloques huecos (musical)

Archivo: DJ musical/audio KN

KN donde está aspecto el audio importante de la característica

Archivo: DJ audio KN

No comprobó carpetas de A o de B todavía

< (3.5-pat, 2.5 mk), los terminales sin hilos de 3.5> 5E090 conectan con el sistema central.
Venda sin hilos de la música: El dispositivo de cada usuario entra música en sistema central. En golondrina de mar el sistema central sintetiza sonidos según lo programado. El sistema da señales a los jugadores. Usuarios menos experimentados de las blancos durante vida de la patente. Ventajas: Reduce los costes para las unidades portables múltiples que confían en solo sistema. Ayuda a calidad de la música, y a los nervios raídos del grupo. La mayor portabilidad, libertad, suena de fabricación de la experimentación, una grabación más barata.
- Mercado limitado: apunta a jóvenes - el mercado grande, "quiere ser ejecutantes", los profesionales no necesitan ni utilizan a personal sano profesional.
- el sistema puede también ser un acompañamiento (necesitar a pocos jugadores); no limitado a la fijación/a alterar su música pobre.
- el señal-proceso de la parte es qué haría esto patentable
- puede reducir al volumen de jugadores particulares.
- "cojín del aire"

Otros usos: cualquie portable N ()/parte de la invención del sistema de N.
- "juego": cada jugador conectó vía (radio) el TR (transmite) con la C. central.
- "c portable": cuadernos
- t = sistema principal de t recepcionista (automático) (de w, KN relacionado)

Terminología:
- unidades/nódulos externos: las unidades móviles/portables que están conectadas con el sistema central (c=brain) vía (radio) el tr.

OTD D2: (Múltiplo) u (multi-usuarios) = unidad externa/este ~ C del sistema de N (sistema ligado a las características adaptadas) (5E090) (la automatización del `adapta las características seleccionadas por el usuario) =
ACCESO (); ANALIZADOR (cómo obra recíprocamente cada unidad externa w (con - el nivel de controles del adaptador de interacción) y o la central c); ARTISTA (fabricación del arte del grupo - cada u tiene poseer la unidad que agrega al arte del grupo, eg.: 1] cada jugador dado solamente ciertos colores/formas/modos de

escritura/los plazos - en cuál para hacer lo que (arte, el compose%) él desea.); BALANCE (los promedios/consideran del sistema cada localización de u/player.); CEREBRO (determina son qué piezas externas: comparativamente más importante para las funciones señaladas que consideran (w5); para comunicar w que partes del sistema, eg.: unidades externas #2 y #99 y c central; volumen audio que se oirá por cada u; volumen audio que debe ser generado (a la otra u) por cada unidad externa); C (cada unidad externa puede asumir el control (muchos de) las funciones de c central vía: tener acceso, consenso de la otra unidad externa (su u), tds (franja horaria) de esa unidad, uip/cuenta = "juego": quién está ganando el juego); CÁMARA (); COMPOSICIÓN (palillo 5E020, Yamaha Miburi); DISTANCER (); EDUC (que aprende el terminal); K (); M (); MQ (); MULTIUSOS (c central distingue entre diversas unidades externas vía: acceso/uip/analizador); CUENTA (juego, uip que se convierte); SENSOR (); ANALIZADOR DE SONIDOS (); ANALIZADOR VISUAL SANO (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); TR (transmite) (sin hilos, celular, infrarrojo); U (jugadores, receptores de servicios/de transmisiones (la unidad externa puede ser (bastante) voz pasiva)); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

OTD D3: [(Cada uno) la unidad externa tiene tales funciones) (que efectúan el sistema entero) según lo enumerado en piezas siguientes]: C (5E090) =
ACCESO (); %ANALYZER (); ARTISTA (); BVA (); BALANCE (); CÁMARA (); CARRO (); COMPOSICIÓN (); EDUC (); GPS (); K (); M (); MIC (); MES (); RATÓN (); MQ (); MULTIUSOS (); nr (nuestros notificadores no garantizados) (); OSCILADOR (); Banda (); Picosegundo (); Q (); R (la computadora teledirigida del 'se adapta ligando a las características asociadas) (); CUENTA (); SENSOR (); ANALIZADOR DE SONIDOS (); DISCURSO (); ESTADO (); ESTÉREO (); SYNTH (); TDS (); T (); UIP (); UQ (); ANALIZADOR VISUAL (); VR (); WA ().

Pieza musical del UIP: la determinación del usuario de los sonidos que el likes= se da el trato preferente (uip-adaptaron proceso de selección) está dirigiendo a usuario.

Archivo: Misceláneo musical/audio
MISCELÁNEO AUDIO

Introducción: Atado especialmente a las piezas: Analizador de sonidos, OSCILADOR, notificador. Las secciones con números de la invención tenían mejoras llevadas a cabo en este archivo - el mismo número puede tener descripciones centrales a otra parte.

el SONIDO SALIENTE de ++ 6J070 AJUSTA Al TIPO OCURRENCIA: Facilita la manera de la cual los oyentes pueden oír. Los sonidos generados en nivel los' sonidos ambientales previstos existentes los no enmascaran fácilmente. El proceso sano saliente se altera para maximizar la comprensión.

General:

- Diferencias de interpretación del oyente en tipos de los sonidos: Diferencias [incluso matices] en sounds= [subconsciente] indicar al listeners= el estado/la cuenta de la situación.
- El tipo sonido se corrige para ser oído/para ser comprendido mejor en ambiente:
--el 'analizador de sonidos determina los sonidos existentes [que vienen de otro las fuentes] y sintetizan [corrige] sus sonidos por consiguiente.
---eg.: los ajustes hicieron al volumen, base, triple, palabra % bien escogido, echada; [carencia de] sonido del fondo; humor de sonidos; etc.
- Información entera leída de la pieza del sintetizador y del oscilador. Porciones de esta invención duplicó y se amplió en estas piezas.
--Porciones de este KN (invención) también de la partición vieja del OSCILADOR.
- Hay [automático] pausa [5 segundos] entre cada mensaje entrega. Si se entregan los mensajes múltiples [para la entrega simultánea], sistema los sostendrá según lo señalado.
- La 'cuenta da preferencia a la colocación de mensajes de mayor importancia [uip, estado].
--Las preferencias incluyen:
qué mensaje se pone primero; cómo se sintetiza el mensaje; los mensajes [previos] jugaron solamente cuando estaban necesitados [por requerimiento cerca analizador].

Archivo: CategoryNew/

- Los sonidos pueden estar bajo la forma de tonos de la voz/que es discurso/fondo o sonidos asociados. Todo el estò no puede efectuar necesario el texto real de las palabras habladas.
- El can= del UIP ayuda con eficacia a sonidos del fósforo del usuario a los gustos/ [cultural o experimentalmente limitado] levels= de la comprensibilidad dando por resultado un humor más positivo en oyente/más eficaz manera de comunicación, tal como el sistema que es más usuario del ` friendly'.
. --en esta edad de información, ahorra tiempo y alboroto a importar, transportando la información sobre un menos linear [blanco y el negro, o sí o no, o forma articulada]

Tipos de interferencia del ruido:

- maquinaria:
impresoras, construcción, hospitalidad electrónica [radio, música, TV], elevadores, escaleras móviles, aspiradores
- tráfico
- conversaciones de la otra gente
- otros avisos [hechos vía el intercomunicador o el otro oscilador]
- teléfonos del altavoz
- misceláneo:
clanging y golpeando, o el otro [humano generado] ruido normal; animales [pájaros, raspando].

USOS:

ESTACIONES DE CARRIL Y AEROPUERTOS Y OTRAS ÁREAS RUIDOSAS:
--aumentos del volumen cuando hay mayor interferencia de ruido.
--el oscilador lleva a cabo la información hasta que el ruido pase [después de sentidos del analizador de sonidos cuando se ha alcanzado el pico [el volumen], entonces acciona el oscilador cuando el volumen ha caído más adelante [el 80%].
--el comenzar y la terminación de vehículos o del equipo ruidosos pueden estar adentro el database= pero los cambios del programa informático ocurre y los tiempos reales del ruido pueden diferenciar. Por lo tanto, este sistema puede cualquiera sobre paseo tal programa, o esté inversamente sobre montado por eso sistema.
- Los aumentos del volumen solamente en área con mayor ruido [interferencia].
LENGUA HABLADA:
- los vehículos con mucha gente de los grupos de lengua señalados pueden dar más preferencia a las comunicaciones en el apropiado lengua.
. - eg: los planos que llegan de Copenhague en Barcelona pueden ser saludados [automáticamente] primero en español, entonces danés, entonces inglés. El español es seguido normalmente por inglés, entonces franceses, entonces Italiano, entonces alemán...
. - lengua hablada determinada vía: donde abultar de boletos preferencia comprada, o de la lengua del sostenedor del boleto [entrado en programa]; ciudades del origen del vehículo; también la gente de la probabilidad

de tales países hablar la lengua materna, eg.: más aviadores
de Tokio a Madrid hablar inglés que español, y si mitad
los aviadores son japoneses y la otra mitad es Británicos, ingleses
darse la mayor prioridad.

SILENCIADOR DE LOS SONIDOS: - Los sonidos de interferencia pueden ser enmascarados vía [las técnicas existentes - dispositivos de cancelación sanos] [enfrente de los cuales emitir las frecuencias sanas al sonido que debe ser enmascarado.
- El sonido del oscilador sin embargo sin embargo se sintetiza para estar en a frecuencia con excepción del sonido indeseado, o el contrario sonido de la frecuencia. Es decir la comunicación deseada consigue como poca interferencia del sonido indeseado y del sonido el bloqueo de proceso, o cualquier otra cosa puede hacer el sonido deseado a [claramente] se oye/se comprende/se recuerda.

MAXIMIZACIÓN DE LA RETENCIÓN DEL USUARIO:
- Los estudios son necesarios demostrar qué sonidos dan lugar a arriba/ mejor:
--retención de la memoria en usuario.
--utilización de la información proporcionada. Algunos sonidos hacen a usuarios más alarma [como el café hace al wakefulness].
--los resultados de estos estudios se utilizan para maximizar deseado resultados en oyentes/usuarios.

UIP - MAXIMIZACIÓN DE SÚPLICA SANA:
- La gente de diversas regiones prefiere sonidos en sonido señalado patrones, eg.: Los franceses tienen gusto de la comunicación con más énfasis encendido el nasal; Los ciudadanos de los E.E.U.U. del sureste tienen gusto de más "sonido vibrante", mientras que los Británicos como torcedura una "más encantadora". [ha ha]
--Lo que la lengua, tal como inglés que apunta a natural francés el speakers= los sonidos se sintetiza por consiguiente. En otro las palabras, las palabras se hacen para sonar algo como el de a extranjero que habla una segunda lengua [sin necesario el sonar como un extranjero] - se encuentra una tierra de en medio.
- Los anunciadores en aeropuertos hacen probablemente esto inconsciente, por ejemplo al anunciar vuelos en la lengua local, a Londres o a París o Nueva York.

EL SINTETIZADOR COMUNICA EN MODOS CON EXCEPCIÓN DE PALABRAS:
- las formas de diferenciación [sutiles] de oscilador del estado pueden comunicar:
'multiusos [se está tratando quién]; dirección a la cual oyente
se impulsa para prestar la atención o para ser notificado alrededor; nivel de urgencia
- se diseñan las alteraciones sanas [vía corregir]:
--fósforo uip
--psicologicamente súplica al oyente/al fósforo el tipo situación
[psicologicamente]/resultado en el psicologico señalada
reacción [alarma del coche de bomberos que despierta a una persona para arriba de la manera hace,
mientras que se distingue de la policía etc].
- Valor: en el mundo del alboroto de la información, el tono solamente puede
transportar: nivelar de la importancia [estado, cuenta]. Mejor permite
oyentes a enfocarse en cuáles son necesarios, contra la adaptación hacia fuera todo de audio
comunicación.

+ 6J080: NOTIFICACIÓN DE LA SIRENA DEL VEHÍCULO DE LA EMERGENCIA: En cada coche: Para reducir al mínimo disturbio a la población en general, las sirenas de cualquier tipo de vehículo municipal se transmiten vía ondas (terminantemente) a los coches delante de él en el camino. ¿Nivel de viabilidad técnica? Los sonidos agudos son más direccionales.
- El GPS permitió la sirena: cuando las intersecciones inminentes/que entran él pueden aumentar el volumen; punto a las calles secundarias cuando allí. El conductor no necesita centrarse en el aumento/que cambia el sonido.
--El mapa del GPS demuestra qué edificios/otras obstrucciones sanas existir, y la sirena reacciona por consiguiente. El analizador de sonidos de la sirena determina cómo está sonando.
- Las sirenas pueden también ser cualquier oscilador:
- Won't molesta a non-drivers en área.
--los sensores/los receptores del `en la selección up/amplify [de los coches] suenan/señalan [otros no pudieron conseguir/oyen] [para no disturbar].
--Puesto que muchos vehículos requieren esta invención para que trabaje,
los gobiernos pudieron: comenzar a requerir tal instalación pronto, y
entonces comenzar a caer el volumen del sonido de la difusión a
el ambiente general como más coches se equipa correctamente para recibir
las transmisiones.
- Los receptores del coche pueden también ser para utilizado/en la conjunción
con:
--hospitalidad de la música: tal consigue parado mientras que la notificación

se hace el sonido. Ver las invenciones relacionadas nivel de A o de B en apenas esto aspecto.

Alteraciones de la señal de tráfico:

- Altera automáticamente las señales de tráfico a (la emergencia/señalado) ventaja del vehículo. UIP.

General:

Los conductores del vehículo de la emergencia [poder] [automáticamente] señalan su transmisores en la dirección que desean viajar. Esto ayuda reducir la confusión: alertando conductores no en su trayectoria; alteración semáforos no en su trayectoria.

--Si hay una pregunta en cuanto a la trayectoria del conductor, sistema puede notificar solamente conductores, o notificar las señales de tráfico con una cuenta sobre [conductor de la ocasión del 40%] cruzará su trayectoria.

--El transmisor tiene una distancia máxima [distancer] antes de él luces o conductores de las alarmas.

- La difusión del vehículo [de la emergencia] puede también permitir el recibir [hospital] saber el tiempo de acercamiento previsto, reduciendo las tareas requerido por el paciente de ayuda acompañante de la ambulancia.

- Otros usos del vehículo:

--el soplar diario del cuerno de coche. Tales pudieron tener una difusión más corta gama.

. --como radio de los CB, permitir que los coches próximos hablen con uno a. Pero esperanzadamente no gritar en uno a... Ha ha.

Los carros de entrega que se acercan al edificio para decir a recipiente deben venir abajo para recoger el paquete [tiempo del conductor del ahorro necesario zumbar a dueño y esperar cualquier respuesta]. Da la hora para el recipiente para conseguirse listos.

- entrega de paquetes, correo, cargo...

- el ahorro en costes aquí solamente puede hacerlo de mérito pagar recipientes ciertos/todos los posibles para tener tal receptor.

- [La entrega/coge] el transmisor/el receptor del usuario [del vehículo] puede saber/conjetura/aprende/recibe:

--si el sistema del recipiente es activo

--cuaesquiera [mensajes de la instrucción de la entrega] del recipiente.

selector de la calidad de la radiofrecuencia 7J11: El usuario selecciona un nivel de la preferencia para la calidad de la receptividad que tolerarán personalmente, por ejemplo las estaciones anotadas entre "1" (la mejor recepción) abajo a "10". La tolerancia mayor es del usuario mayor es el número de estaciones de las cuales elegir.

- La invención es la más útil cuando el usuario carece bastante selección o está dispuesta a comprometer en la calidad del sonido para una estación más deseable [encontrada por el modo de búsqueda de la radio que selecciona estaciones [todos] con la cuenta señalada de la tolerancia].
- Se aplica a todos los tipos de otras formas de: recepción/comunicación/transmisión. Ejemplos:
--teléfono móvil
--línea comunicación puesta a tierra [en países con la recepción pobre]
- Relacionado en concepto con:
--los motores de la búsqueda de la tela tienen gusto de yahoo.com
--invención del kn del teléfono celular que advierte cuándo la frecuencia de la comunicación es alrededor conseguir peor o mejor, basado en la localización
- Piezas: UIP; oscilador; analizador de sonidos

GRABACIONES MINIATURIZADAS 3E-090 de SONIDOS:
Cuadro alguien que pone en sus dispositivos del bolsillo el tamaño de las monedas del dinero, que son música previa. Llevar fácilmente éstos alrededor. No rasguñan y el título del pedazo está en el exterior. Para los detalles en contenido, eg.: en los títulos y los tiempos el jugar para cada pedazo, pegar el pedazo en el jugador y ver la "exhibición".
. - puede estar en todos los tipos de formas: los discos planos, anillos de espuma, cubos, bolas %-such pueden también llevar a cabo la memoria para el software, las bases de datos, los números del teléfono, las instrucciones, los mapas y los datos para el GPS.

conjetura de ++ 2D-220 el sonido: Los sonidos comunes se sintetizan, haciéndolos más duros y más duros conjeturar cuáles son.

Uso como juego de las curiosidades. También en la educación de usuarios, eg.: aprendizaje de sonidos del equipo mecánico disfuncional.

El usuario compra cartuchos de sonidos. Una "búsqueda trivial" de sonidos. También mime del juego: los socios intentan decirse qué objeto están intentando transportar vía sonidos que componen en el sistema. Mercado a ésos con la intuición y la memoria pobre de hechos triviales.

- el usuario puede también registrar para poseer sonidos y dejó otros conjeturar

- D: carro (tipos de los sonidos) = oscilador/synth (mic, k) = c = k (jugadores k en el tipo sonido que piensan que es, y cada jugador consigue "anotado" en el "juego").

- D1: [c - > (S (la pantalla y el analizador del `adaptan el menú para las necesidades actuales) de los multi-usuarios' (tipo objeto de las demostraciones a retratar en juego del mime)] = componer/oscilador.

-2D-221

- versión simple: jugar la cinta en estereofonia, el manual dice cuáles es cada número sano verbalmente anunciado.

- OTD:

CARRO: (sonidos); COMPOSICIÓN: (u puede componer los sonidos, dejando otros conjeturar cuáles es - algo como jugar mime; crear adrede los sonidos para ""/"" del juego/"de la hospitalidad educación"); ENTRETENER: (); K: (r); MFH: (base de datos de los sonidos); MULTIUSOS: (el sistema ajusta al nivel de la habilidad de cada jugador en el juego; uip-adaptar); NOTIFICADOR: (cuando la respuesta correcta, incorrecta, o %nearly correcto); OSCILADOR: (); Banda: (synth, oscilador, avisos, reglas, sistema de la cuenta, tipo hardware (oscilador) usado); Q: (hacer las preguntas del sistema para conseguir indirectas en cuáles es el sonido, limitado quizá por el número de preguntas que se pueden hacer); S: (); CUENTA: (quién está ganando); SYNTH: (); Teléfono: (diversos jugadores pueden jugar sobre línea de t; d: sistema = t = sistema); UIP: (el sistema compensa el tipo de respuestas que el usuario aparece conseguir correctamente - > los sonidos futuros del interno son más fáciles o más duros para el jugador (según la banda)); WA: (este sistema (sistema ligado a las características adaptadas) es portable).

. 9/96:

- conjeturando el árbol de familia correcto del organismo: se permite al jugador conjeturar las subespecies/otros sonidos de la especie que siguen.

- "Sonido/"imagen"" de w que obra recíprocamente (con - el nivel de controles del adaptador de interacción) del organismo: el jugador debe saber el sonido del sexo opuesto después de que oiga un sound= para conseguir la buena "cuenta". El jugador utiliza a "compositor" para generar sonidos deseados.

. Ver:

Selector de los sonidos -2D-281: El sistema selecciona hacia fuera frecuencias sanas particulares así que el usuario puede magnificar los sonidos deseados para el análisis.

. - Conjeturar el juego del artículo: en carpeta de la pieza del juego. 2D221, 2D240.

Archivo: Musical/juguete del disparador

juguete del activador de los sonidos 3C481:

El accionar del sonido en un objeto acciona sonidos en otros objetos. Puede crear reacciones en cadena multi. El sonido musical de un dispositivo puede accionar otros pedazos para seguir; dependiendo de cómo se activa el pedazo inicial.

Existe en forma básica.

- Los objetos secundarios cogen en los sonidos/las transmisiones (RF/pulsos eléctricos también) del objeto de la fuente. Ejemplo: La muñeca grita, después la muñeca de la mama dice que "no gritar". Componer la' música.

-

. Sonar que acciona el otro juguete de los sonidos:

+ comercialización: los armas del juguete son menos populares en los años 90, por lo tanto foco en usos del no-arma. ¡Ser creativo!

- El objeto secundario puede continuar la reacción en cadena a los objetos del tercer nivel, entonces cuarto nivel, y así sucesivamente.

- El transmisor de la onda de aire del juguete activa los sonidos de otros juguetes. Ejemplos: La leña del arma del juguete causa el fuego enemigo; la granada que lanza activa sonidos estereofónicos.

. - Jugar el arma cuando está presionado hace su propio sonido, pero por otra parte da lugar a: sonido de otros armas en las localizaciones de la distancia (de altavoz de "R"); el sonido de las personas que son golpeadas por el fuego del arma; sonidos del vidrio, del etc siendo destruido.

- sensor" de la granada del juguete el "transmite la señal cuando golpea la tierra (sensor de la vibración o de movimiento), o el niño puede presionar el contador de tiempo antes de lanzar que entonces active el sonido de la estereofonia alejada.

. - Utiliza 1C-250, y 1C-251.

. - La colocación de objetos puede ser importante, en que pueden necesitar estar en cierta localización ("localizador", "balanceador") antes de poder a los sonidos de la transmisión/recepción.

- OTD: "R"; "S"; "C"; pp; P.M.; Reino Unido; fecha; interactivo; educ; juguete; todos; "mic"; portable; "M"; punto de ebullición; SP; oscilador; vc; egh; cuenta; tgh; md; carro; cp; uip; carácter; distancer; receptor acústico del movimiento; flotador; cc; inclinación; composición.

- cualquier cosa descrita en la partición de la "reacción".

- EXISTE en forma básica. Juguete del pesebre de la activación del múltiplo de la patente 4973286 de los E.E.U.U. de Mattel.

Movido desde pieza de S&R el 1.06.

CONCLUYE ESTA SECCIÓN MUSICAL

PLÁSTICOS Y SECCIÓN MECÁNICA

Contenido para los archivos relacionados:

. 6G PL

. 6GE

. Plásticos generales

Archivo: Plástico y mecánico/6G PL

Plásticos del ARCHIVO 6GL sobre todo

(PVC/caucho/metal/madera/el otro material duro)/electrónico

ruedas flotantes desmontables del vehículo w del juguete 6G-01. Utilizar rueda adentro la piscina como conducto de aire.

las lentes reemplazables 6G-040 (de los sunglass) para diverso ver purposes: distancias/imágenes asoleadas/diversas en la sección de cristal. Vidrios hechos del pvc/del vidrio del etc

6G060 Aqua del control del telecontrol (r)/animal de tierra: Movimientos como deseos de u (multi-usuarios). Movimientos y parecer a: pescado (movimientos vía la superficie de las aletas below/on del)/rana/cocodrilo/cocodrilo/serpiente/gato/perro del agua.

- uso en (natación/lago) piscina. Anfibio: recorridos en tierra/agua

+ 6G070 adaptó el agarrador de la manija: ¿No patentable? - interruptor (el software se adapta ligando a las características asociadas) aty. <Pat: 1; 4>

- Las marcas/las impresiones de los dedos/de las huellas digitales son (temporalmente) se fueron en (sección del barril) donde la mano sostiene la herramienta: aguja de la pluma/del lápiz /marker/brush/computer (mecánico); martillo; cualquie otra herramienta de mano. El material del apretón se puede hacer suavidad otra vez si el usuario desea alterar el tipo apretón, tales cambios realizados vía: calentando o colocando la arcilla endurecida tener gusto del material en (líquido) solución (química) (del agua). El material pudo permanecer siempre semi-soft para mejorar la capacidad del usuario de sostenerse sobre la herramienta vía maneras de diferenciación. También para la gente con capacidades deterioradas del apretón, ésos con artritis.

- El usuario puede formar el apretón como la arcilla de cualquier manera, o basado terminantemente en las impresiones hechas de la manija de la tenencia.

- crea un mejor apretón; nueva herramienta de comercialización; provechoso para las manos deformidas; crea una diversa sensación mientras que escribe

- este material flexible (en la pieza de la salida del barril) se puede hacer para endurecer el by^: yéndose en aire abierto por algún tiempo después de que el paquete sellado de apertura/el irse en sol/la hornada/la aplicación de un producto químico por el cepillo, sumergiendo, rocíe/colocando en agua hirvienda.

--puede permanecer (perpetuo) suave, así que iguales/los usuarios múltiples pueden utilizar la pluma y tener/hacer diversos apretones.

. --el instrumento sí mismo de la escritura se diseña para nó destruct if/when entra en el contacto con estos elementos

- permite que los usuarios sostengan sus instrumentos de maneras únicas: sostener la pluma entre los dedos externos cuando la mano está en un puño/un asimiento entre el pulgar y el índice/etc. grandes para la sensación creativa mientras que pinta/dibujo.

- los usos alterables del apretón de la mano para el normal y la gente deteriorada mano incluyen: cambio de palillo del automóvil, otro manijas (cajón, perilla de puerta, puertas del armario, grifos de agua, tazas de café, tijeras, ventana (abrirse/cercano); silla de rueda, elementos que controlan de la cama automática; manija del teléfono; etc.

. - la sección del apretón puede venir en ciertas formas (pre-moldeadas) para los ajustes (interesantes), eg.: hace a usuario haber importado más creativo/más práctico, via^: . superficie espinosa de /bumpy; muchos topetones grandes/pequeños; curvaturas extrañas; posibilidades ilimitadas de la forma.

- el barril puede tomar la pluma/lápiz/los partes movibles del instrumento del cuchillo, permitiendo al usuario cambiar entre dos o más herramientas/adminículos usando el mismo barril.

- el punto de contacto donde el elemento del asidero resuelve el barril (eg.: el b=c) de las piezas puede tener superficie/material especiales así que u puede substituir c (when/if c consigue vieja/usuario quiere c (material del apretón) de diversas características.). Eg.: algo de un cojín de brillo/rought como sustancia se pega firmemente para dirigir, y se enreda con la arcilla como el material.

- o Info básicamente repetido: Las marcas de los dedos/de las huellas digitales son (temporalmente) se fueron en (sección del barril) donde la mano sostiene el cepillo de la pluma/del lápiz /marker/ (mecánico)/la aguja de la computadora.

- crea un mejor apretón; nueva herramienta de comercialización; provechoso para las manos deformidas; crea una diversa sensación mientras que escribe

- este material flexible (en la pieza de la salida del barril) se puede hacer para endurecer el by^: yéndose en aire abierto por algún tiempo después de que el paquete sellado de apertura/el irse en sol/la hornada/la aplicación de un producto químico por el cepillo, sumergiendo, rocíe/colocando en agua hirvienda.

--el instrumento sí mismo de la escritura se diseña para no destruct if/when entra en el contacto con estos elementos.

Archivo del extremo (6G-PL)
Archivo: Plástico y mecánico/6GE

Archivo 6GE

<Pat de $$: Cuestionable, 4>
+ bola 6G020 dentro del movimiento de la bola que retarda el dispositivo: Retarda el movimiento de la bola. Los usos limitados por la creatividad incluyen: productos químicos de dispensación, tinta (para el arte espontáneo del estilo), grasa; situaciones donde el efecto del balanceo se desea con una fuerza más gravitacional. Usos adicionales no todavía observados.
- esfera interna: una bola pesada dentro de la cáscara de la bola puede hacer la bola entera moverse más lentamente a través de (superficie pintada). Los grados de diferenciación de control de la bola se pueden hacer según las sustancias/los pesos dentro de la cáscara de la bola (insertada por u (multi-usuarios) o la frecuencia intermedia).
--la bola interna puede también dispensar la tinta
- una o más bolas dentro de la bola. La central la mayoría de la bola pudo ser sólida/hueco (llenado del material de dispensación). La bola media también se puede llenar iguales/de diverso material de dispensación, en golondrina de mar que el índice de emisión de elementos deseados efectuó por el índice del movimiento de la bola. Tener usos creativos seguramente.
- el punto de la dispensación está vía: agujeros/poros (a través de esfera (cada uno)). El punto de la dispersión puede utilizar otros métodos para el nivel que controla de flujo hacia fuera.
- La esfera íntima pudo ser sólido (que actúa más como inhibidor del movimiento.
- Esferas (huecos) de la fabricación: como en métodos actuales, eg.: soldadura de dos mitades. Utiliza 6G021 Otto.

6G021: Otto: Tipo juguetes: El objeto emite la tinta sobre el papel vía medios numerosos, eg.: esponja, rodillo interno. Objeto en forma de: coche, cuyas ruedas emiten la tinta; hombre de pan de jengibre (tinta de estampillas como estampilla); la serpiente emite por cómo menea; elefante vía el hocico; bola por cómo rueda; bola y tazón de fuente (la bola rueda sobre el papel en cono).
- 6G02-0 antes numerado
- Las pinturas del objeto a través del (papel) como él viajan (y cuando en tinta/dibujar a lápiz la expulsión de modo):
- Objeto físico en formas de: coche/autobús/persona/robusteza/(gato/perro/burro/elefante/serpiente/rana/pájaro) prisma animal/pirámide de /ball/cube/rectangular
--parte/toda en el material flexible (esponja/caucho) que puede doblar (más que otras partes del mismo objeto) en la golondrina de mar que efectúa la imagen (tinta) creada.

- La tinta expulsa de: ruedas/pies/cuerpo (serpiente)/alas/boca (lengüeta/extremo del tronco del elefante)

O-Bola:

La sopa del o-Líquido (agua) está en tazón de fuente: efecto cómo Otto movimiento sobre (Otto puede hacer que el imán el ayudar de él se atraiga a)/líquido del tazón de fuente hace colores de diferenciación (del alumbrador) según el Otto en tazón de fuente en ese entonces. Puede tener Otto múltiple con el líquido (iguales) en el mismo tazón de fuente. Ottó lanza los productos químicos que cambian el líquido. Otro elemento (Otto) puede negar/aclara el líquido (coloreado) previamente efectuado.

- Misceláneo

- sobre caer a la tierra (debido al choque/a la caída libre (no tocando cualquier cosa) que puede el mecanismo de dispensación de la tinta EL (adaptado electrónicamente) córtese/se reduce para reducir la localización de la tinta sobre superficies indeseadas.

- Tazón de fuente: el papel se puede cortar/comprar para caber en un tazón de fuente. En golondrina de mar permitir que Otto pinte como ella desea dentro del tazón de fuente. El papel puede ser sacado más adelante (en su forma no rectangular única/la forma rectangular (solamente la parte de ella se puede pintar sin embargo sobre a la vez) y enmarcado. Grande para la bola Otto.

--el tazón de fuente puede estar en una forma de cono (las ayudas en permitir el papel rectangular)

--las plataformas (discos) se pueden poner en el tazón de fuente para permitir que Otto mueva alrededor solamente sobre/debajo de disco. El tamaño del disco puede (mecánicamente) se amplía/contrato. Los tazones de fuente extrañamente formados pueden también permitir tales diversos discos formados.

- diverso Otto puede estar de uno o de tintas múltiples.

- (parte movible capaz) la tinta puede estar de uno o más colores (mezclados, eg.: azul y verde de fabricación amarillo) /have (interruptores permitiendo que dos o más colores vengan hacia fuera simultáneamente/consecutivamente)

- las bolas (del solo sólido) se pueden sumergir simplemente en la tinta (el material duro, esponjoso de la bola) versión del o-El de Otto: el punto del contacto (según lo especificado para la tinta/el lápiz/etc) es el contacto electrónico point->creating images->c=s/k/cart/artist/composer (el convertidor visual de los sonidos)

- en el interruptor crear las formas para los tazones de fuente/los envases

- el líquido hace imágenes electrónicas

o-tiene las piernas que caminan: mientras que toman/se arrastran/se fuerzan Otto a lo largo de la superficie, sus piernas (automáticamente) entran el movimiento que hace sus impresiones (del pie) sobre (las superficies).

la o-secuencia atada a "Otto" (mientras que en papel (plano) de bowl/on) limita /controls sus distancias; longitud de la secuencia ajustable; secuencia (no) del material de elástico

el o "Otto" diseñó no derramarse (tinta) como no wanted^: el salpicar sobre u; tinta escurr el papel (debido a la tinta excesiva); etc. Tinta hecha salir limitada (solamente (papel) sobre el cual hace el contacto.

o-sello el "Otto" en chamber^ completo: dos mitades del mismo tazón de fuente formado se ponen juntas, con el interior/EL (adaptado electrónicamente) (adaptado electrónicamente) "sensores" del papel en las paredes "Otto".

O-Otto puede ser tomado aparte/vuelto a montar/recibe las piezas adicionales que alteran su forma/funciones: siendo un sello de goma; rueda alrededor; frotado a través.

cuerda de salto cambiante del color de $$ 6G030:

- parte movible (líneas/secuencias/polvo líquido) en (claro (ish)) tubo flexible (caucho)

--la manija puede cambiar color por consiguiente

--puede brillar intensamente en obscuridad

+--la luz laser pasa a través de la cuerda (cambio de los colores vía el interruptor (k)): reflector (ligero) de la manija del =medium del c=laser=tr (cuerda) =rc~2nd. Puede utilizar en la obscuridad.

- handle=osc (=c~pr->osc del vibration->sensor). oscilador (campanas mecánicas)

- substituir las secuencias a la cuerda de salto (las longitudes de diferenciación de w) (sin la necesidad de inserciones en la sección de la cuerda)

- cómo el color puede cambiar: los productos químicos del plástico de la cuerda/ahuecaron completado color de los cambios del área (de la secuencia/de las manijas) según ^: tipo EL charge/fq enviado a partir del uno/tr de amba manija; (sol/eléctrico fluorescente/otro) luz; sonidos el waves%; temperatura (del sitio/del aire/de la cuerda; el estirar/el torcer/balanceo encima de resultados de la cuerda en colores alterados.

--cambios del color vía accionar el agente (nr, 7G050)

--líquidos de la cuerda de salto (ambos) (secuencia/manijas) particularmente.

o-D: dirige = vibración "sensores" = el oscilador [tr/rc: altera color]

- la longitud de la cuerda se puede alterar por su arrollar para arriba la manija interior (si demasiado de largo)

- almacenar las cosas dentro del handle^: llaves (caseras); lápiz; lápiz labial, dinero (monedas/rodadas encima de cuentas); etc... tapa a dirigir (en la pieza externa del cilindro (lejos de cuerda) tiene tornillo en/las tapas rápidas.

. - handles=stereo (fuente sana en los handle=speakers uno en uno/ambas manijas). Activar por k (que se gira), vía la vibración "sensor" que los juegos cuando mudanza de las manijas (bastante).

cuerda de salto o-compacta: ¡toda la secuencia rueda para arriba dentro de cada manija (mitad en cada uno) = broche de presión de las manijas/together-> para llevar, usuario del tornillo tiene solamente un solo cilindro sin la demostración de la secuencia!

™ del o-Jumpedomiter: un tipo podómetro, que cuenta el número de saltos. u (multi-usuarios) puede programar altura del salto medio, en golondrina de mar que el sistema puede calcular las cantidades saltadas - >

"analizador" - > cuenta - > las calorías de la cantidad de s/osc/nr/states perdidas y o ser perdido. Este metro, se cubre en un archivo más bajo 4G.

- Estrategia de búsqueda de la patente: + (cuerda del ajuste del salto) y color

. Otros usos para las cuerdas que cambian colores:

- encadenado a lo largo de área quiso ser utilizado como la advertencia u otro tipo de comunicación o de notificador (nr) - cada color representa diversa comunicación.
- juguetes, partido para los niños

Final de 6G

Archivo: Plástico y mecánico/GEN PL

Plásticos generales

¿$$? hiedra creciente de la pared 1G18: <Pat: AUTORIZACIÓN, 3>

La patente similar existe. Los plantadores se incorporan a las paredes, interno permitiendo una nueva pared más rápidamente a la cubierta sí mismo con la hiedra. La hiedra crece de las cavidades en los lados y mismo la tapa de la pared. Hecho de ladrillos del cemento o de la arcilla. El suelo llena porciones de pared entera permitiendo que las raíces alcancen la base de pared de cerco del suelo. La pared también tiene cuerdas, que absorben más fácilmente la humedad a las cavidades de las paredes de la parte superior, estas cuerdas es plástica cubierta solamente en regiones más bajas de la pared. La poder de riego también se haga vía las pipas superficiales below con los pequeños agujeros. Para la fuerza, la pared puede también estar en diseños totales de diferenciación, eg.: más de par en par en la parte inferior, o tener diseños creativos del contrafuerte.

- también hace que alguna hiedra de ayuda de la construcción de terrazas se establezca. Otras plantas pueden crecer ascendente de tapa (si las restricciones de la división del gobierno en alturas de paredes no lo hacen incluyendo crecimiento de la pared).
- esta N copió a G \ a GE (G excelente) o G \ GG (G bueno) 8.94. Verla para las actualizaciones.
- riego ayudado insertando el material absorbente, que toma la humedad de la tierra abajo debajo hasta de la pared. El suelo puede estar en toda la/parte pared interna. Funcionar con la manguera encima de la pared con muchos pequeños agujeros para regar en esto también. La pequeña barranca especial para sostener esta manguera (en disfraz), esta manguera es reemplazable.
- los agujeros en pared permiten que la hiedra crezca a través al otro lado, mientras que los agujeros son tan cuando uno mira adentro fuera del agujero se inclina hacia la tierra (no pueden parecer horizontalmente internos)

- depósito usado automáticamente a las plantas de agua

. --(cuando el suelo es seco - con alimentadores existentes del agua del tubo con los enchufes de la absorción colocados en suelo - cuando el suelo seco, el enchufe de la absorción extrae el agua de depósito para manchar su en contacto con.)

. - tecnología: material hecho de: cemento/arcilla/plástico - materia prima (prueba del tiempo, prueba del sol (no se descolorará, grieta)). Los bloques ligaron el cemento de w (con - el nivel de controles del adaptador de interacción) (como la pared de ladrillo del edificio), o los pegamentos plásticos.

- la otra pared de vida en/el by% de las formas de vida: flores, arbustos, árboles, cactos; vida acuática (pescado, plantas, caracoles) con las ventanas incorporadas a las paredes.

- otras aplicaciones para la pared: divisores para: cuartos de interior, carreteras; porciones vacías, trituradores de viento.

- misceláneo: las ventanas en pared pueden permitir el viento, una visibilidad más fácil - viendo cuál está en el otro lado de la pared.

- los aparatos crecientes pueden (portable) ser hechos tienen: cemento, ladrillo, plásticos, piedra, (tratada) madera).

- versiones portables: la humedad se lanza/se absorbe de la tierra en la cual N puede mentir. N puede también guardar exceso de agua/para tener sistema de uno mismo-riego, que almacena el agua.

- Estrategia de búsqueda de la patente: (wall+ o walls+) y (planta o plantas o hiedra) y (cavit o agujero o pote o envase)

- No. de la patente de los E.E.U.U.: Material de la pared 5213857+ para las plantas crecientes - pero no las cavidades; Fieltro 4932159 de 5099009 de D323133 D258255 potes de la planta 5042197 5044120 D323133 - + 4658541 plantadores que se enclavijan, porque uso en la erección de las paredes decorativas (las piezas de KN pueden enclavijarse/reemplazable; el agua escurre para bajar regiones; KN (invención) de hecho de un material más robusto; KN también utilizó donde está necesario el material robusto: guardar hacia fuera los intrusos/las estructuras de edificio de ayuda)

- Utiliza el envase KN de la planta en directorio de G.

- existe: los enrejados pusieron contra la pared; potes de la planta con los agujeros en el lado usado para producir las fresas.

- MK N a la frecuencia intermedia (comercialización a los fabricantes): comunicados de prensa; organizaciones arquitectónicas

Archivo: Categoría/SA 5E040

>>>> FIGURADO DE LA SECCIÓN DE LOS DIBUJOS DEL <<<<

PERMANECE POR FAVOR RAZONABLES Y EL PACIENTE MIENTRAS QUE MEJORAMOS NUESTRA NOVELA

MANERA DE CREAR DIBUJOS FIGURADOS

CONTENIDO FIGURADO DE LOS DIBUJOS:

Dibujos de estudio adaptantes #1, #2, #3.

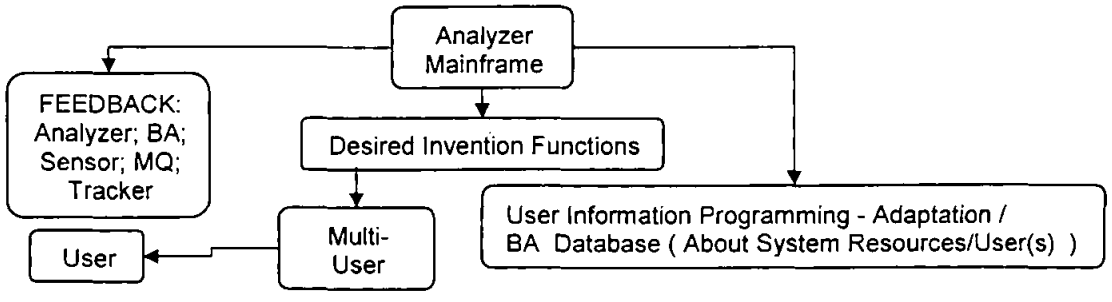
Dibujos de la serie del DOS: Originado en los años 90 tempranos los archivos siguientes fueron conectados por puntos en el DOS.
Archivos: 1BD, 1CD, 2BD, 3CD, 6BD, 8BD, B7.

Las características simplificaron los dibujos figurados - serie B1

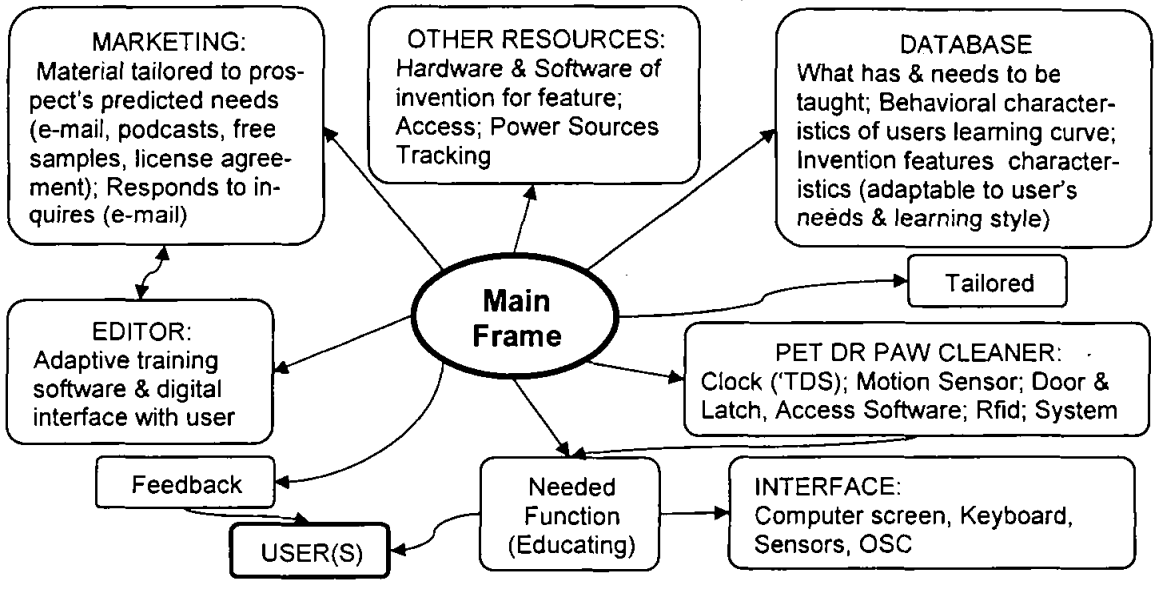
La nota, otros dibujos se enumera actual a otra parte en este uso mientras que ayuda a entender mejor este uso. Para ahora, pueden ser identificados por la página y la línea número. Los códigos usados en estos dibujos se explican en el archivo de dibujos figurado de la introducción. Gracias por su paciencia como nosotros fijan nuestro sistema enorme. Para las actualizaciones y la otra información visitarnos amablemente en www.LicenseItToday.com

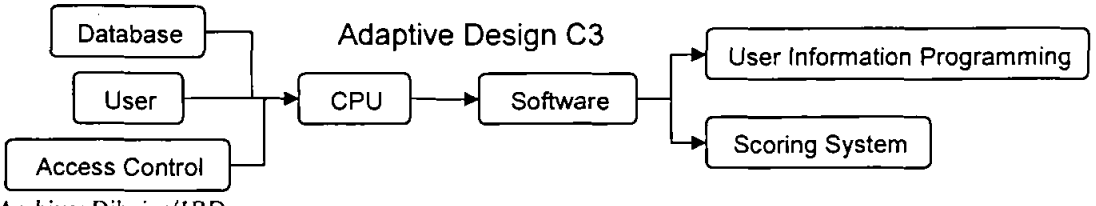
DIBUJOS FIGURADOS DEL DISEÑO ADAPTANTE

Diseño adaptante C1



Diseño adaptante C2





Archivo: Dibujos/1BD

DIBUJOS FIGURADOS (DIAGRAMAS) PARA las INVENCIONES de la CARPETA 1BD

CONTESTADOR AUTOMÁTICO PERSONALIZADO 1B-010-300000001: según el número de identificación del teléfono del llamador, receptor puede programar su máquina para dar mensajes hacia fuera diversos.

1 identificación de llamador… almacenaje de 2 mensajes… registrador de 3 mensajes
….
. llamador 4 # reloj 5 de la memoria….
… 6 tablero dominante "Reino Unido"
….
..... 7 .....

2: almacenan mensajes de salida
3: registran mensajes de salida
5: tiempo de expedientes de la llamada entrante; diversos mensajes según hora; desactiva ciertos mensajes especializados si no escogidos encima dentro de cierto plazo (eg.: usted habría encontrado a su amante

dentro de 3 horas de todos modos, y de usted no querer que ella consiguiera el mensaje si
sus demasiado atrasados)
7: registran mensajes entrantes

alarma feliz 1B-050-600000001: Los mensajes subconscientes se transportan en alarmar el tiempo a energizan y ponen a persona en un positivo
marco de la mente.

… tablero dominante del almacenaje del mensaje/del cuadro del calendario del reloj……
….
… altavoz/pantalla/proyector/impresora del sensor .....
….
llave .....
tablero

alarma de 1B-080-200000001 Dangly: Despertar en la hora untada a sonidos de una criatura haciendo estallar hacia fuera sobre su cama.

altavoces de 1 función
.
registrar el tablero dominante del generador de sonidos del calendario……
.
..... sensor

1: el artículo puede caer abajo; y o líquido puede salir

alarma de la mañana de la combinación 1B-110-100000001: En la hora untada la exhibición del reloj demuestra las combinaciones necesarias para ser afinado adentro a
desactivar el reloj. Las ayudas de proceso hacen la cabeza soñolienta alarma.

.....
.
exhibición de 2 funciones.
….
registrar el calendario… 1 tablero dominante del analizador del generador
……..

1: hace códigos; dejarnos los juegos del juego del usuario
2: generador de sonidos, altavoz

alarma de la mañana de la demostración del concurso 1B-111-200000001: Desactivar la alarma cerca
contestando a las preguntas correctamente. Los humores de las preguntas son adaptado para inculcar vigilancia.

.....
.

exhibición de 2 funciones.

….

registrar el calendario… 1 tablero dominante del analizador del generador

……..

sensor de movimiento 3

1: genera preguntas; dejarnos los juegos del juego del usuario
2: generador de sonidos, altavoz.

EXTREMO De los DIAGRAMAS PARA las INVENCIONES de la CARPETA 1BD

DIAGRAMAS PARA C - INVENCIONES DE LA CARPETA

imágenes de la sombra 1C-020-083003

"pared del cojín del aire"…

cucaracha 1C-030-08300B pulida:

…

…… firmemente tapa

… labio (fácil entrar, salir difícilmente)
. envase
. …
… emisor de los sonidos
……

Notas: opción: generar los sonidos los insectos de ese repell; o sonidos a atraer los insectos en el dispositivo y a su trampa de la muerte.

1C-120-08300A callan la vecindad: Silencia animales ruidosos adentro vecindad vía las ondas acústicas inaudibles al oído humano.

divulgar… el micrófono… 1 reconocedor sano… amplificador de 2 analizadores…

panel de control

1: reconoce los sonidos animales de sonidos del tráfico, del etc.
2: a: determina si los sonidos animales por dentro de la vivienda o del exterior
debe ser silenciado según la programación de usuario.
b: tiene memoria y sintetizador de las emisiones posibles de sonidos
c: "Reino Unido"
d: tiene la "exhibición" y "notificador" que demuestra "estado"
Micrófono: juzga la distancia de la cual el sonido aparece ser el venir; por lo tanto el usuario puede programar las distancias de las cuales necesidad del ruido

venido activar la invención del silenciador. Trabajos con #2 también.

dispositivo amonestador de laser de la unidad móvil 1C-160-083005: El tren es alertado cuando se bloquea la pista próxima. Se refleja la emisión del laser de nuevo al tren significar la manera está claro. Funciona durante día y noche.

analizador… "notificador" del sensor del reflector de la emisión de la luz laser……

panel de control

selector interactivo de la estación 1C-180-083005: El sistema selecciona la radio
y difusiones de la película según sus gustos. Sus preferencias son determinó ambos por cómo usted contesta al cuestionario del software, y los programas reales que usted seleccionó.

transmisor

receptor del analizador de la memoria…… 1 función
….
panel de control del "pi" .....

1: TV (difusión del aire o del cable); radio (interruptor, mw, lw); previo hospitalidad (cada uno tiene propios códigos que transmitan el "pi" elementos de la generación para cada escena); quizá interactivo hospitalidad.

generador de la voz 1C-230-083006:
Convertidos afinados en palabras a la voz.

controlar los altavoces del generador de sonidos del puter de panel...com……

alarma audio-visual alejada del sensor 1C-250-083004: Si el usuario oyó a el sonido extraño en otra parte de la vivienda, sistema se repetirá ocurrencia. Micrófono y o foco de la cámara en la dirección del sonido fuente. Un trabajo más simple de los modelos sobre modo audio solamente.

analizador ..... "notificador" de la cámara/del micrófono…

1 parte posterior del juego de la memoria:
audio/representación visual

1: memoriza todos los sonidos normales y o las visiones que no deben ser causa para la alarma.

identificador de los sonidos 1C-251-083005:
Reconoce e identifica el tipo sonido hecho en el ambiente. Para seguridad, etc.

analizador ..... "notificador" de la cámara/del micrófono…

1 parte posterior del juego de la memoria:
audio/representación visual

1: memoriza millón de o más tipos del sonido
Nota: el sistema también funciona con visiones más o menos de la misma manera; él ve e intenta para identificar visiones relacionadas. En cualquier sistema, usuario pudo ser dado un menú de las interpretaciones posibles para el sonido y o visión.

seguridad teledirigida 1C-260-08300B del interruptor
Desactiva la maquinaria peligrosa si algo es incorrecto.

panel de control "notificador"

analizador del deactivator 2…… 1 sensor

memoria

2: vueltas de la máquina de si hay un peligro
1: el sensor transmite al analizador las señales que recibe de: contador de tiempo; termómetro (el sistema o el ambiente ha conseguido demasiado caliente o frío); identificador de los sonidos (véase nuestro producto 1C-251): si detalle se oye el sonido que aparece señalar peligro/problema; uno mismo analizador de la función: cheques de sistema si todas sus piezas están en bueno puesta en marcha, especialmente las que podrían plantear peligros más altos - eg.: la lámina está cortando anormalmente; analizador visual (véase nuestro producto 1C-251): jueces si cualquier cosa está fuera de lo común, eg.: obrero tiene su cabeza o mano en el lugar incorrecto - eg.: debajo del sellado presionar, en la línea donde la luz laser está tirando, el etc.; "inclinación"; alejado control: otra persona puede desactivar o usuario del "notificador" de equipo.

localizador de la llamada 1C-291-083001:
Para la gente que pasa mucha hora en diversas partes de la oficina. Anillos del teléfono en ciertos patrones, señalando para quién es y cómo

urgente. Las llamadas para el anillo de la persona solamente en el teléfono están los más cercanos a.

memoria

1 transmisor… analizador 2 del "localizador"…… 3 recepcionistas/controles el panel.

generador de código 4… 5 teléfonos (opcional)

1: el usuario transmite su localización al "localizador"
2: determina la localización de la persona y transfiere llamada entrante
4: la señal dada en el teléfono del tiempo suena, demuestra el tipo de llamada

analizador de la voz 1C-300-083005:

analizador/computadora del micrófono…… 1 función

panel de control de la memoria

1: se imprimen las conclusiones de la característica del comportamiento; demostrado encendido
exhibición; enviado a otro sistema que maneja la información tal como deseado, eg.: 1C-291 - las llamadas entrantes se emparejan al del comportamiento
características del mejor de la persona de las ventas emparejado al llamador.

instructor de la voz 1C-301-083001:
Aprender cantar, o como un natural hablar las nuevas idiomas. Identifica qué elementos de la voz necesitan la corrección dando ejemplos audios. El dispositivo se adapta listo al usuario produciendo sonidos dentro del usuario
características físicas únicas de la voz. Es más baratos y más eficaz que instructores humanos.

analizador del micrófono…/altavoz del sintetizador de la computadora……

panel de control de la memoria de la parte posterior del juego…

""/"" del pi/"" del egh/bases de datos de la "del tgh cuenta"

pluma multicolora de la aventura 1C-310-083002:
El dispositivo decide a cuando cambiar color en otro emparejar color. En formato de la pluma o del software.

exhibición

impresora opcional o
la computadora 3 de la memoria..... 1 creador... 2 de la imagen entinta el instrumento de la escritura

sensor de movimiento del contador de tiempo "3A-790"

1: hacen gráficos
EXTREMO DE LOS DIAGRAMAS PARA C - INVENCIONES DE LA CARPETA
DIAGRAMAS PARA las INVENCIONES de la CARPETA 2B

arte sano 2B-090-200000001: Convertir los sonidos en formas interesantes ¡y colores! Programa cómo un sonido se convierte en un infinito arsenal de gráficos posibles.

explorador... 1 analizador....redactor 2....generador de sonidos.

teclado "Reino Unido"
. .amplifier....altavoz

El sistema antedicho puede ser invertido: sonidos convertidos en la representación visual
imágenes.

"micrófono"....analizador....redactor 2....3 formas/líneas generador.

. .4 teclado "Reino Unido" de la "exhibición"

1: convierte señales visuales en las señales legibles por 2
2: el usuario puede en su y o con uso con softwares adicionales hacer otros cambios, eg.: el movimiento, hace, suprime, agranda, se convierte, cambia
gráficos y palabras; y elige/cambia colores, vía eg.: efecto de colores de las señales y después de la mezcla que emparejan
3: también genera el color para las formas y las líneas; palabras; letras; fijar los cuadros en su memoria
4: puede también ser móvil o inmóvil: luces; luces laser; creativo selecciones audios de sonidos y o de palabras

caleidoscopio de los sonidos 2B-091-200000001: Los cambios de la visión según sonidos en el ambiente. Ejemplo: Visión interesante

imagen visual....1 fusión....redactor 2....central 3
cerebro....exhibición....impreso

1: alimentaciones del micrófono en la fusión que en golondrina de mar analiza y combina
la representación visual con las audioseñales según el redactor 2
3: central: memoria; toma los discos de la computadora de softwares diversos

.....

cámara... 1 analizador....redactor 2....generador de sonidos.

teclado "Reino Unido"

. .amplifier….altavoz

El sistema antedicho puede ser invertido: sonidos convertidos en la representación visual
imágenes.

"micrófono"….analizador….redactor 2….3 formas/líneas generador.
.
. .4 teclado "Reino Unido" de la "exhibición"

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3: también genera el color para las formas y las líneas; palabras; letras; fijar los cuadros en su memoria
4: puede también ser móvil o inmóvil: luces; luces laser; creativo selecciones audios de sonidos y o de palabras

recordatorio de la píldora 2B-140-200000001: Dice a usuario cuándo tomar cuál píldoras.

despertador… "notificador"
.
analizador….memoria: sabe qué píldoras son necesarias cuando
.
1 contador de tiempo del panel de control…

1: botones; determina automáticamente cuando la tapa fue abierta, y desactiva la necesidad de la notificar que es hora de tomar la píldora o el otro contenido

2B-120-600000001 Alerter: Notifica a más vieja gente de emergencias vía señales sonoras. Parte del sistema de la prótesis de oído, o usado alrededor de cuello.

micrófono…
… 1 altavoz del generador de sonidos del analizador……
receptor ..... .
. panel de control del contador de tiempo
.
2 sensores del transmisor…
L sensores

1: define si una señal de emergencia fue recibida; comandos de las formas para generador de sonidos
2: define el tipo de emergencia, y códigos correspondientes de las formas

DIAGRAMAS del EXTREMO PARA las INVENCIONES de la CARPETA 2B

DIAGRAMAS PARA las INVENCIONES 3C

contador de tiempo de cocinar automático 3C-141-083004: El sistema analiza cuando alimento
los artículos se cocinan completamente al nivel deseado. El calor se reduce a calentarse cuando el alimento está listo. Paginan el cocinero cuando el alimento está listo.
Especialmente para las aves de corral y los platos grandes.

1 exhibición "notificador" del analizador del transmisor del sensor.....

cojín del control de la memoria

1: el sensor puede incluir: termómetro, contador de tiempo, analizador de sonidos, etc.

fabricante móvil de la cita 3C-160-083003:

transmisor de la computadora del recepcionista.../receptor... "cojín del aire"

guía del cubo de 3C-200-083002 Rubics: Exhibición en una de las demostraciones de los cubos
el número de pasos adicionales necesarios para terminar rompecabezas. Actúa como
una guía en usuario de ayuda sabe qué movimiento es mejor.

exhibición del analizador del sensor.....

memoria

micrófono .....

cámara 2... 1 exhibición de la computadora...

altavoz del sintetizador de la memoria...

realidad virtual mágica 3C-230-083001: Mirar alrededor del cuarto y experimentar todas las visiones y suena diferentemente. La cámara cambia las imágenes como un caleidoscopio. Sus auriculares alteran sonidos del sitio según el programa usted selecto o la visión usted están experimentando.

cámara 2... 1 exhibición de la computadora...

altavoz del sintetizador de la memoria...

1: el software altera imágenes; controlado por el usuario y o sucede en su poseer
2: aún o cámara del movimiento

cosa de la danza 3C-270-083003: Hacer los sonidos que imitan o que sintetizan sus movimientos. Pequeños transmisores de las aplicaciones colocados en las piernas y los brazos.

exhibición/luces

localizador" 'sintetizador de los transmisores… "del puter de s receivers...com…

altavoces del micrófono

Nota: el movimiento puede generar imágenes y o luces. Eg.: a la caricatura de la historieta de Michael Jackson se moverá según cómo ¡usted se mueve! Su voz se puede incluso sintetizar para sonar un poco como Karaoke que usa de Jackson.

arte del alambre 3C-291-083003: Dar vuelta y torcer a los alambres que crean imágenes encendido
dispositivo de la computadora.

1 wires...transmitters...sensor...computer...display/speaker

1: pueden ser los alambres ópticos o metálicos; los extremos de alambres pueden tener
luces según cómo está movido

bloques huecos mágicos 3C-292-083002: El niño crea nuevo sonidos interesantes como cambian cada bloque. Cada combinación de bloques crea un sonido único.

altavoz ligero/de la exhibición

1 exhibición del puter de sensors...com…… 3 función de los bloques… 2

modificador 4

2: cuando todas las piezas se unen correctamente, la acción correspondiente de el dispositivo ocurre, eg.: el perro de juguete raspa; saltos del dispositivo o sonidos o cambios
colorear o las vueltas a la estación de radio correlacionada, al etc. También, emite
luz, sonido, etc.
3: las piezas que realizan la función pueden ser uno o más de

bloques, eg.: las ruedas o los altavoces pueden estar en el bloque principal con
la computadora, y cuando las señales se reciben de las piezas atadas genera un código para el cual después se interprete y se transmita la función correspondiente. Cuando usted pone el collar en perro, el perro cola del meneo o corteza o funcionamiento.
4: imágenes y sonidos del modificador

juguete de la cuenta de juego 3C-294-083005:
La bola usada en juego, también guarda la cuenta de juego. Pozo aislado de choque.

controlar el altavoz del generador de sonidos de la exhibición del puter de pad...com.....

aparato de lectura/registrador. calculadora

radio

regulador del semáforo 3C-390-083006:
De acuerdo con el volumen de tráfico que va cada manera, el control de tráfico el mecanismo decide a cuánto hora de la luz verde darán para cada uno dirección del tráfico.

luces del transmisor del puter de sensor...com.....

fantasías del agua 3C-400-083003:
Cuando las corrientes o los movimientos, hacen sonidos interesantes. Vida viva
con fantasía angelical.

exhibición

altavoz del sintetizador del puter de microphone...com.....

sensor del movimiento del agua

exhibición: los cambios en agua crean imágenes diversas según software

exhibición especial del reloj 3C-410-083006:

memoria

exhibición del generador de imagen del puter de clock...com.....

altavoz del generador de sonidos del micrófono.....

joyería solar 3C-420-083002: Calienta para arriba en el invierno vía solar energía.

sensor del calor del panel solar… (opcional)
.
convertidos a calentar

actor de la cámara 3C-440-083005: Hace sorpresas así que usted puede conseguir mejores cuadros. Ejemplo: algo hace estallar hacia fuera un segundo antes de flash de la cámara.

"analizador de sonidos"
.
computadora… 1 función
.
contador de tiempo 2 "telecontrol"

1: altavoz; exhibición; artículo mecánico que hace estallar hacia fuera
2: eg.: chapaleta, generador de código del reconocedor de la voz… para aplicable
función

3C-460-083005 que raspa a Warner: Sonidos de los perros del descortezamiento iniciados cerca
el presionar del timbre, y o de la alarma de ladrón. Más fácil que guardando perros vivos.

micrófono… "analizador de sonidos"
.
altavoz del generador de sonidos del puter de doorbell...com……
.
sensor del ladrón

encantos musicales de la muñeca 3C-480-083001:
Dispositivos plásticos que representan los instrumentos musicales.
Transmisores
sobre de la activación transmiten al receptor que realiza sonidos.

micrófono… altavoz del generador de 2 de recorder...com sonidos del puter……
.
1 exhibición del analizador…/luces que destellan

1: sonidos de los fósforos hechos con los gráficos y las luces móviles correspondencia al golpe de la música
2: la computadora es detacheable y puede coger los nuevos sonidos creados; permite que los nuevos sonidos sean hechos para el altavoz; el registrador también incluye a
sintetizador de los sonidos.

cámara tridimensional 3C-490-083005: La cámara especial memoriza

distancia de cada sección del lense. Los cuadros se toman de ángulos múltiples. El sistema combina todos los datos para componer dimensiones de objeto. Los datos están para el análisis y o transmitido a la reproducción dispositivo. Usos del ejemplo: Escultura de copiado, piezas de la máquina; fácilmente objetos del reajuste con exactitud.

(cuadro memoria de #1)

cámara 2… lensel de 2...com puter3 de la cámara de la lente 1……

pantalla 6. de la lente 5 de la película 4……. obturador de .camera

2: eg.: Cámara del CCD
3: analiza distancia; aunque cada imagen puede utilizar las lentes múltiples, la tapa, la parte inferior, los etc cada uno tienen su propia imagen tomada y después están combinado para crear una imagen tridimensional del objeto vista de cualquie ángulo.

(cuadro #2)….filtro de la polarización del proyector ligero… .....

el proyector ligero de los convertidores de imagen de la computadora…… polariza. filtro…

pantalla de los vidrios de filtro de la polarización…….

(cuadro #3)

objeto del puter 2 de 1...com de la computadora… produciendo el dispositivo 3

1: desarrolla el bosquejo de las imágenes tomadas para el objeto
2: el crear de los controles de computadora del dispositivo
3: hace el dispositivo en el plástico, yeso, metal, madera, hielo, caucho, subproducto de papel, vidrio, piedra

amplificador de la transmisión del teléfono 3C-510-083003:
Se amplifica la voz del altavoz, así que no necesitan hablar ruidosamente, disturbar otros.

teléfono automático de la unidad de control llano del micrófono… 1…

pantalla interactiva del coche 3C-580-083003: Cualquie superficie semi plana en el coche puede tener las funciones de una pantalla interactiva de la CRT. Por el lugar apropiado conmovedor, usuario puede hacer los comandos deseados.

pantalla 2

computadora sensible de la superficie 1… ADC (convertidor análogo-digital)…

1: la superficie sensible puede/no se puede combinar con la computadora pantalla #2

DIAGRAMAS PARA las INVENCIONES de la CARPETA 2B

arte sano 2B-090-200000001: Convertir los sonidos en formas interesantes ¡y colores! Programa cómo un sonido se convierte en un infinito arsenal de gráficos posibles.

explorador… 1 analizador….redactor 2….generador de sonidos.

teclado "Reino Unido"

. .amplifier….altavoz

El sistema antedicho puede ser invertido: sonidos convertidos en la representación visual
imágenes.

"micrófono"….analizador….redactor 2….3 formas/líneas generador.

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la representación visual con las audioseñales según el redactor 2
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cámara… 1 analizador….redactor 2….generador de sonidos.

teclado "Reino Unido"

. .amplifier….altavoz

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gráficos y palabras; y elige/cambia colores, vía eg.: efecto de colores de las señales y después de la mezcla que emparejan
3: también genera el color para las formas y las líneas; palabras; letras; fijar los cuadros en su memoria
4: puede también ser móvil o inmóvil: luces; luces laser; creativo selecciones audios de sonidos y o de palabras

recordatorio de la píldora 2B-140-200000001: Dice a usuario cuándo tomar cuál píldoras.

despertador… "notificador"

analizador….memoria: sabe qué píldoras son necesarias cuando

1 contador de tiempo del panel de control…

1: botones; determina automáticamente cuando la tapa fue abierta, y desactiva la necesidad de la notificar que es hora de tomar la píldora o el otro contenido

2B-120-600000001 Alerter: Notifica a más vieja gente de emergencias vía señales sonoras. Parte del sistema de la prótesis de oído, o usado alrededor de cuello.

micrófono…

… 1 altavoz del generador de sonidos del analizador……

receptor ..... .

. panel de control del contador de tiempo

2 sensores del transmisor…
L sensores

1: define si una señal de emergencia fue recibida; comandos de las formas para generador de sonidos
2: define el tipo de emergencia, y códigos correspondientes de las formas

DIAGRAMAS PARA las INVENCIONES 3C
DIAGRAMAS PARA los PRODUCTOS EN el ARCHIVO 6B:

cribador de la llamada 6B-020-200000002: Las llamadas indeseadas se acanalan a el modo del contestador automático del teléfono.

el banco de datos de la identificación de llamador del llamador..... 1 usuario del anillo del analizador..... habla

..... contestador automático del teléfono

1: decide si la llamada del teléfono va al modo del contestador automático, o los anillos
para alertar a usuario. El usuario puede solicitar cierto número para sonar y o para ir
al modo del contestador automático del teléfono.

guia del espacio de estacionamiento 6B-210-200000002: Parquea automáticamente el coche.

1 determinador 2 de la medidor del sensor visual..... sistema de 3 directores... las ruedas de qué automóvil de las guías, velocidad, roturas de las roturas... trabaron:
si en la colina, las ruedas dan vuelta en la dirección correcta

1: ojo que ve el espacio
2: decide cómo utilizar la información sobre el tamaño del espacio conjuntamente con la localización y el tamaño del coche, y las fuerzas necesarias
para mover y parquear el coche correctamente.

magia de la ventana 6B-27-200000002: Las cortinas se abren y se cierran en deseado
épocas. Activado por el reloj; o salida del sol y puesta del sol.

activador ligero del analizador del sensor de la alarma o del sol..... mecánico operación

analizador: el usuario puede preferir cortinas que se abrirán parcialmente en la parte anterior de la mañana, y se puede programar tan. El activador puede también iniciado: sonidos a los altavoces del amplificador...; accionando sonidos o radio previos.
Sobre la abertura de cortinas, los locutores dicen, "buena mañana"

calculadora del tiempo del mundo 6B-310-200000002: El sistema más exacto para saber la época para cada región del mundo. Soluciona el constante preocupar a hombres de negocios internacionales con cada país que comienza y terminando su día encender los programas de tiempo del ahorro diversas fechas.

registrar... la base de datos

..... analizador... llaves de 1 usuario en los datos "Reino Unido"

salida: exhibir o imprimir o el otro "notificador"

1: puede seleccionar tiempo exacto exacto mecanografiando en el código de área del teléfono
y o teléfono lleno No.

fax del color 6B-430-600000002

fax de la memoria del separador del color del explorador del documento original.....
imágenes múltiples del color de la memoria de la recepción del fax de la transmisión.....
impresora de color de la fusión...

explorador de la voz 6B-580-3000000002:
El explorador ve (admite) palabras, después las lee audiblemente.

señal a
altavoces del amplificador del convertidor de la voz del analizador del explorador.....

memoria de la base de datos

viajero de la realidad virtual 6B-630-400000002: El usuario oye y ve el suyo ambiente de nuevas maneras. La manera el suyo que camina y qué él ve se convierte en un país de las maravillas audio-visual de efectos.

señales transmitidas al otro dispositivo audio

1 redactor 2 del analizador del sensor de la señal..... "amplificador".
.speakers

programas del usuario cómo el sonido es memoria del redactor

1: escoge para arriba suena; la opción de la cámara considera. transmite señales a
analizador
2: convierte el audio y o señales visuales. "sintetizador"

6B-690-B00000002 Composter: Los habitantes de apartamento pueden ahora ensamblar
cultura verde abonando sus basuras. Descompone artículos eso
no puede ser descompuesto en una descarga.

2

1... envase... 3
....
4 5 6 7

1: luz a ayudar a descomponerse. 2: teclado de el cual el usuario controla dispositivo; también tiene analizador. 3: generador de calor; termómetro; regulador de temperatura. 4: gira el envase 5: desodorante:
purifica el aire, y o emite los olores que enmascaran el olor. 6: exhibición. 7: reloj, alarma; notifica el sistema para cerrar cuando está necesitado;
"notifica" a usuario del estado.
Notas: el sistema tiene cubierta impermeable y de la temperatura de la prueba trabajar

exterior en balcón o jardín. Hace el gran suelo para el jardín de el suyo o vecinos. El sistema más eficaz y más comprable para el uso en el invierno durante el cual el abonamiento es difícil. Solar accionado.

tapa interactiva 6B-710-100000002: La tapa advierte cuando alimento o producto químico
el contenido expiró, es peligroso de abrirse, y o si la tapa necesita ser sujetado más con seguridad.

alarma del reloj

1 receptor 2 de la entrada de datos..... 3 el analizador de la memoria... 4... 5 hizo salir

L... analizador de 6 special

1: "Reino Unido"; "telecontrol"
2: opcional
3: también almacena la información que decide automáticamente cuando y o cómo los mensajes necesitan outputted, eg.: sabe el nombre del producto químico
y naturaleza, apenas por el usuario que afina en el producto químico, y o el special 6
analizador que puede identificar el tipo químico por su sensor,
y o detectando la temperatura o el otro cambio indeseado de contenido o ambiente
5: "notificador"

juego del arma del laser 6B-740-400000002: Objetos del vuelo del golpe con el laser
arma. Guarda la cuenta de golpes.

el arma del laser - > objeto móvil - > 1 refleja - > sensor - > 3 ligeros analizador - exhibición
1 4 tirador de la bola - - - > compartimiento de la bola
memoria: guarda la cuenta, el etc

1: a: la luz se refleja de bola o de objeto móvil (eg.: marioneta encendido el palillo), significando un golpe fue hecho. b: la luz se refleja de espejo detrás del objeto móvil no pensativo, significando el objeto fue faltado
3: juzga el número de golpes o de faltas
4: tira la bola en línea exacta, o cambia. Diseñó ir derecho en compartimiento si golpe o faltado

Notas: la bola puede incluso ser un ping-pong; sistema vendido como parte de silbido de bala
bola del pong fijada con la tabla plegable....

regulador sano 6B-840-400000002: Desarrolla el fondo especial
sonidos en sitio de enmascarar ruido indeseado. El dispositivo desarrolla sonidos
eso se diseña especialmente para cubrir la calle, la máquina y otra ruidos que ocurren en el momento.

memoria de efectos sonoros posibles

amplificador externo del sintetizador del analizador del micrófono del ruido.....

registrador: el usuario entra sonidos que enmascaran deseados

ratón teledirigido 6B-920-500000002: Ratón sin hilos de la computadora.

puter "alejado" de device...transmitter...receiver...analyzer...com

guante del laser 6B-970-500000002: Cada dedo emite la luz laser. Cada uno música del disparador de las señales de luz al tocar el sensor.

sensores ligeros del emisor del laser del panel de control del guante..... transmisor de 4 analizadores..... 1 función

2 aparato de lectura de registración de la memoria del control del usuario... 3...
el panel

1: crea la música (el amplificador....altavoz); o cualquie otra función deseado cuál puede ser activar señala simplemente
2: analizador de los programas del usuario en cuanto a cómo debe convertir señales
3: opcional: los expedientes suenan generados
4: también actúa como sintetizador

retransmisor teledirigido 6B-971-600000002:

transmisor "alejado" preferido del control..... re-
función del analizador del transmisor.....

Diagramas del EXTREMO para los productos en el archivo 6B:

Diagramas para el archivo 8B:

localizador del animal doméstico 8B-010-400000002: Saber donde está su animal doméstico, y a
encontrarlo.

exhibición del analizador del sensor del transmisor del animal doméstico.....

amplificador del analizador del receptor del animal doméstico del transmisor de la persona.....

registrador del aparato de lectura...

sistema de equilibrio del altavoz automático 8B-110-400000002: Los volúmenes desde cada altavoz ajustar según donde usted está. Ajusta como
usted se mueve.

1 analizador 3 del sensor..... receptor de 2 transmisores.....
altavoces del amplificador del analizador.....

1: opcional: sentidos vía donde están las personas: sensores de movimiento; asiento

sensores del cushon; sensores del calor del cuerpo; cada persona presiona el botón
lo más cerca posible ellos
2: transmite la localización de las personas al receptor. Opción: el usuario lleva
un transmisor del "distancer" que identifica su localización
3: si más de una persona, determina el mejor punto central para toda la gente

terapia interactiva 8B-140-100000002: Su terapeuta personal.
El usuario selecciona del menú que la sensación él está experimentando. Usuario
también deja hacia fuera sus sensaciones en el micrófono, sistema en golondrina de mar
analiza la voz para determinar mejor la mejor terapia. Sistema
generan sonidos científico probados cuáles crean
respuesta terapéutica deseada, eg.: condolencia, librándose de cólera, confianza del edificio. Su terapeuta es siempre allí cuando usted necesita él.

menue… 1 entrada del usuario 2… 3 señal saliente del analizador de la computadora… 4

1: "Reino Unido", y o micrófono
2: opcional: menú del software
4: salida terapéutica: exhibición, impreso, sonidos/palabras salientes

identificación avanzada del teléfono 8B-170-100000002: Saber más sobre quién usted es
discurso con. Ejemplo: su dirección y quién el número del teléfono es mencionados, el etc.

panel de control de 5 usuarios

el otro partido.
teléfono ninguÌ□n ..... 1 transmisor 2 de la base de datos…… 3 exhibición de la computadora… 4
1: convertido por el teléfono co o usuario, etc. almacenado con la compañía del teléfono, y
tenido acceso vía: mismo o 2da línea o radio del teléfono; almacenado en el usuario
computadora

placer del cepillo de dientes 8B-210-500000002: Hace música agradable y fragancia.

1 amplificador del dispositivo de la generación de los sonidos del transmisor del cepillo de dientes……

L… dispensador de la fragancia

1: puede ser el cepillo de dientes eléctrico o estándar

analizador de la máquina expendedora 8B-280-300000002
fecha del tiempo del analizador del transmisor del sensor de la transacción de venta……
estampilla.

entrada de datos de usuario

escala de la radiografía 8B-420-500000002: Descubrir el peso, densidad y otras características para las secciones internas del artículo.

1 objeto de la transmisión de la radiografía… ..... 2 el analizador del sensor… 3… 4 hizo salir

siendo comprobado L… escala

1: cualquie dispositivo que envíe ondas para considerar el objeto interior
2: crea la imagen del contenido del objeto a partir de 1 transmisiones
3: hace la imagen de la sección del usuario del dispositivo quiere estudiar; deduce
hacia fuera las porciones de dispositivo que no se quieren para el estudio
4: exhibición, impreso; almacenado en memoria; tranferible a la computadora discos, vía el módem…

Concluye este archivo del diagrama para el archivo 8B

DIAGRAMA de la INVENCIÓN B7

Silbido electrónico del perro B7-010-600000001: solamente su perro lo oye

altavoces del dispositivo de la generación de los sonidos del panel de control……

"/"del distancer de la exhibición "localizador"

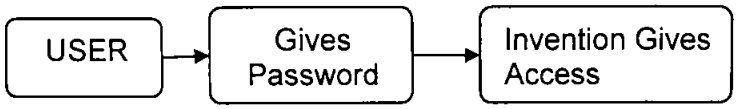
Notas: diversas señales refieren a diversas acciones queridas de animal doméstico. El usuario puede entrenar al perro qué cada sonido significa con el telecontrol
controlar el transmisor en patio trasero, eg.: sonar el descortezamiento de la parada de los medios #8
- Los sonidos generados se señalan para ser asociados más fácilmente por el animal, [no] a una acción deseada correspondiente.
- generadores mecánicos/electrónicos de sonidos: oscilador adaptado

Archivo: Dibujos/características Pix

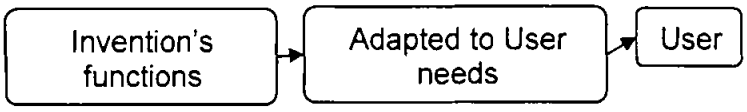
Los dibujos figurados de las características fijaron B1

Identificar los dibujos de siguiente como "características que dibujan B1" seguido por el nombre de la característica, e.g. ofrece el acceso del dibujo B1.

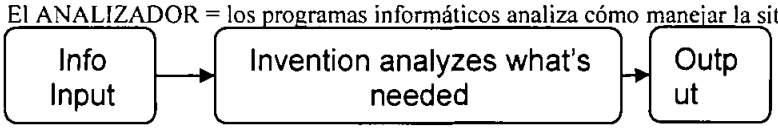
El ACCESO = accede a las funciones electrónicas con afinado correctamente en la combinación, el etc.



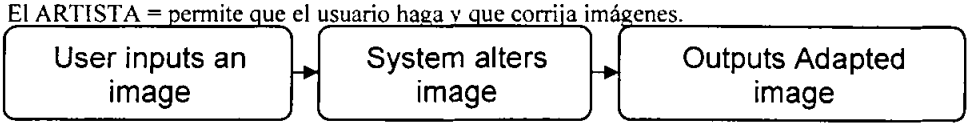
ADAPTAR el ™ = otro término para el ™ programado de la información de usuario. Adaptation también llamada, sastre.



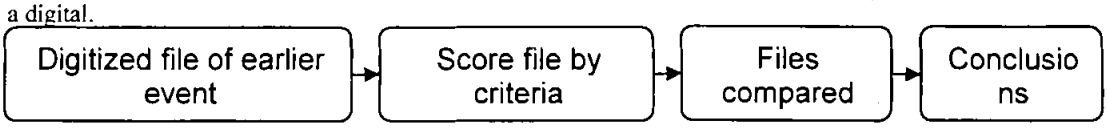
El ANALIZADOR = los programas informáticos analiza cómo manejar la situación.



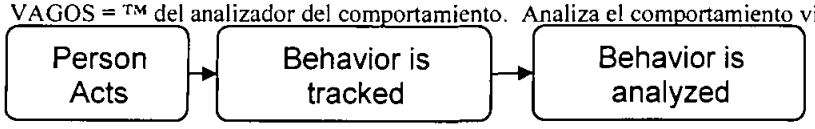
El ARTISTA = permite que el usuario haga y que corrija imágenes.



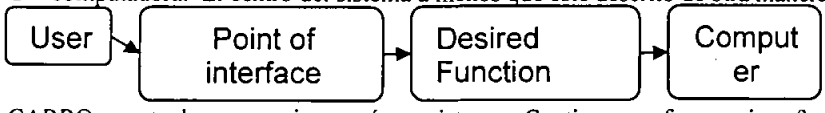
ASOCIAR el ™ = asociando niveles de la semejanza entre los acontecimientos múltiples o los archivos convertidos a digital.



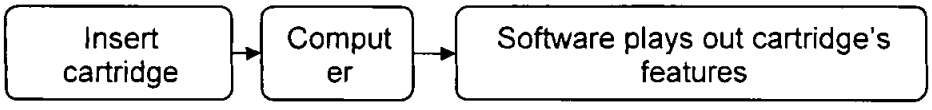
VAGOS = ™ del analizador del comportamiento. Analiza el comportamiento vivo de la gente.



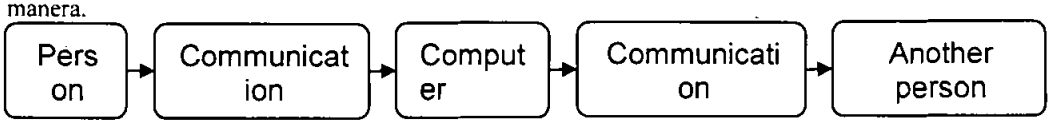
C = computadora. El centro del sistema a menos que esté descrito de otra manera.



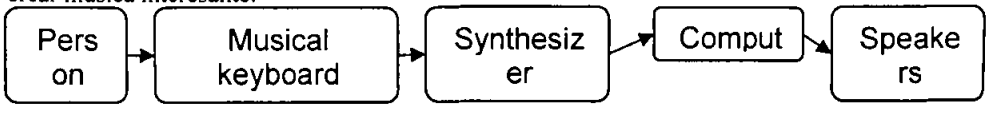
CARRO = cartuchos que se insertarán en sistema. Contiene con frecuencia software/bases de datos útiles.



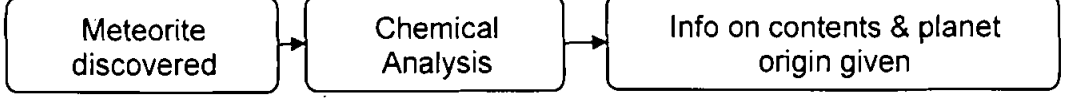
COMUNICAR = cuando cuaesquiera dos o más personas, animales o dispositivos comunican con uno a de cualquier manera.



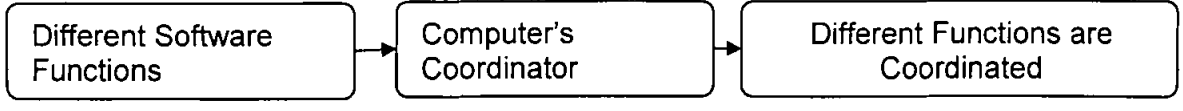
COMPOSICIÓN = composición de música electrónica: Otra variación del producto se puede también utilizar para crear música interesante.



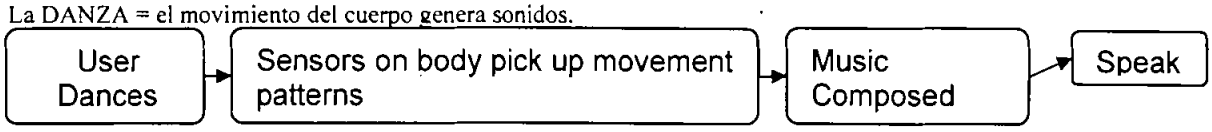
El CA/el ™ CONTENTO del ANALIZADOR = analiza la comprobación, o el contenido de la base de datos.



El ™ del COORDINADOR = coordina diversas partes del sistema.

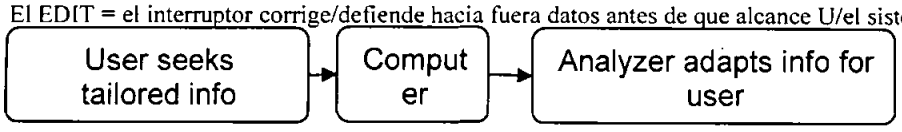


La DANZA = el movimiento del cuerpo genera sonidos.

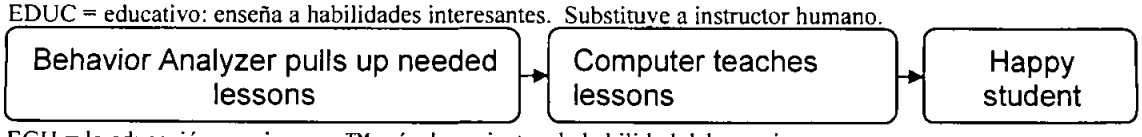


El ™ de DISTANCER = señala siempre que cualquier dos piezas se separen o vengan juntas. Señales vía las ondas de radio si la separación es distancia más o menos que programable. Ver el otro archivo registrado en el distancer para los detalles. ™ de Distancer

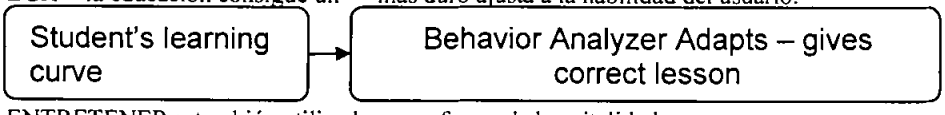
El EDIT = el interruptor corrige/defiende hacia fuera datos antes de que alcance U/el sistema



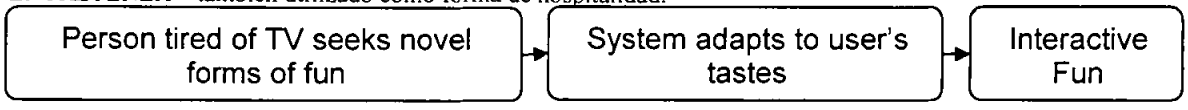
EDUC = educativo: enseña a habilidades interesantes. Substituye a instructor humano.



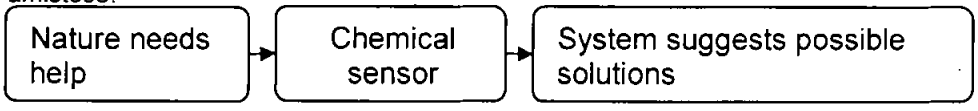
EGH = la educación consigue un ™ más duro ajusta a la habilidad del usuario.



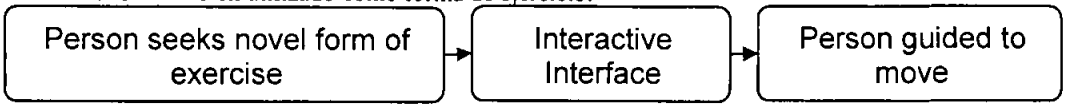
ENTRETENER = también utilizado como forma de hospitalidad.



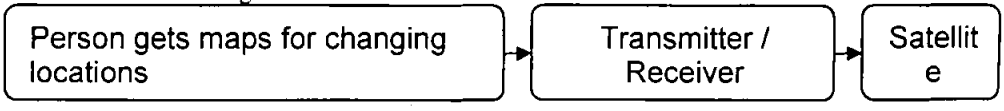
¡La PROTECCIÓN DEL MEDIO AMBIENTE/el P.E. = ajusta automáticamente el sistema para ser EP amistoso!



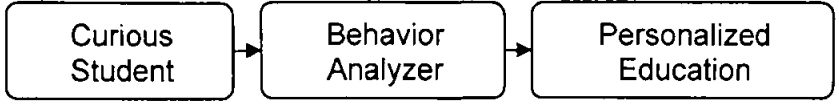
EJERCICIO = también utilizado como forma de ejercicio.



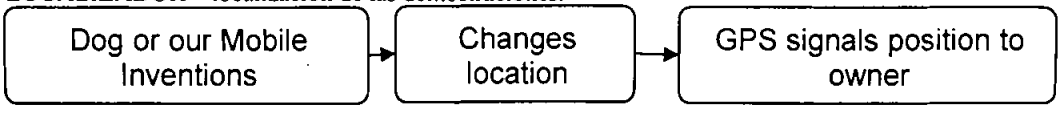
GPS = sistema de navegación mundial.



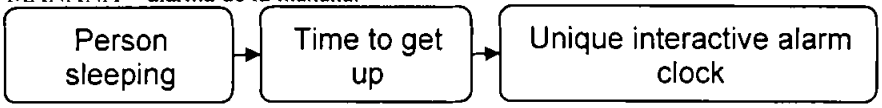
™ de la GUÍA = un instructor. Sugiere cómo el usuario pudo proceder. El sistema dirige a usuario así que pueden mejorar el sistema del uso. ™ de la guía



LOCALIZADOR = localización de las demostraciones.

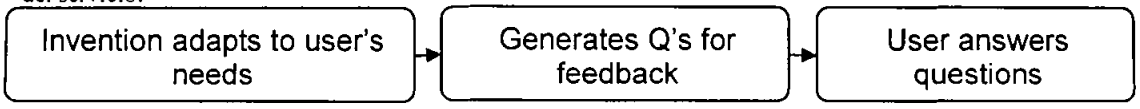


MAÑANA = alarma de la mañana.

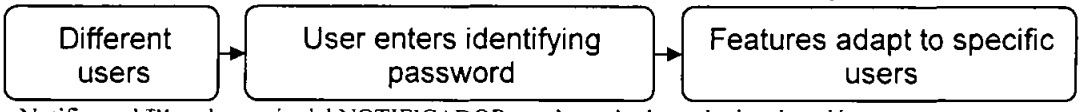


RATÓN = ratón de la computadora.

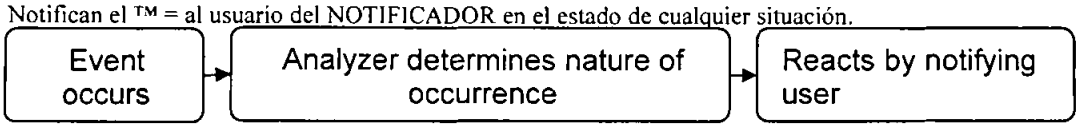
MQ = la máquina hace preguntas del usuario para obtener la información así que el sistema puede mejorar a usuario del servicio.



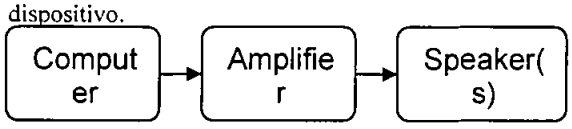
El ™ = el sistema MULTIUSOS se diseña especialmente para los usuarios múltiples.



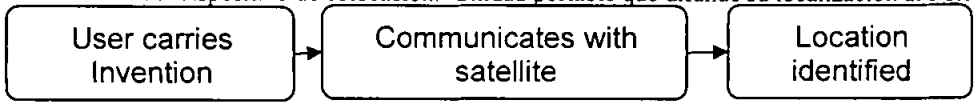
Notifican el ™ = al usuario del NOTIFICADOR en el estado de cualquier situación.



OSCILADOR = ™ sano saliente del comunicador. Señala a usuario cuando ocurrió una función dentro del dispositivo.

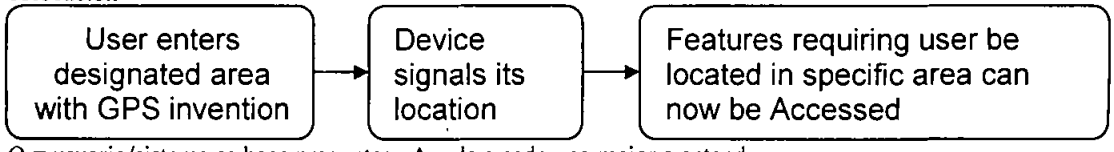


Paladio = ™ del dispositivo de colocación. Unidad portable que difunde su localización al sistema de colocación.

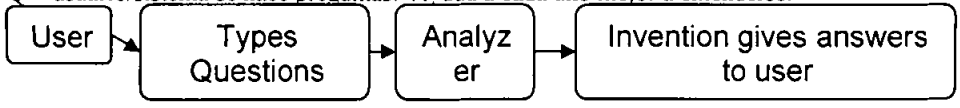


PREDECIR que el ™ = el sistema predice qué ocurrirán, o qué usuario quiere.

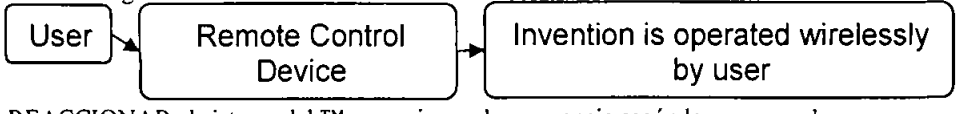
PS-ZONE = el sistema reacciona según la localización del elemento en la pregunta. ™ de la zona del sistema de colocación



Q = usuario/sistema se hace preguntas. Ayuda a cada uno mejor a entenderse.



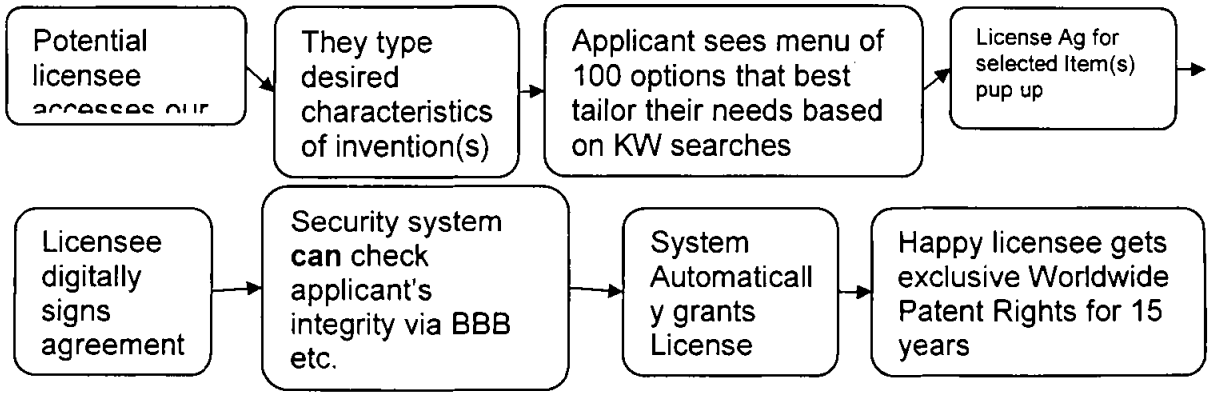
R = teledirigido



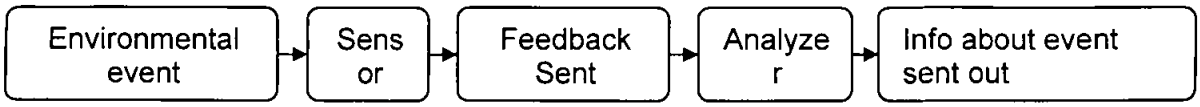
REACCIONAR el sistema del ™= reacciona a la ocurrencia según lo programado.

La RUTA/el RANURADOR = el sistema encamina a concesionarios potenciales a las invenciones señaladas.

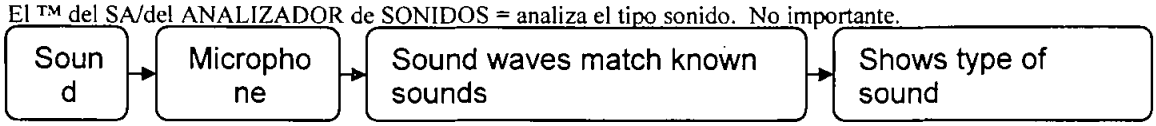
Friendly Invention Licensing System



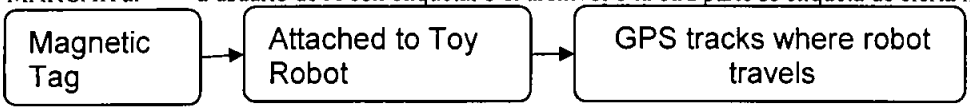
SENSOR = sensor. Sentidos vía muchos medios.



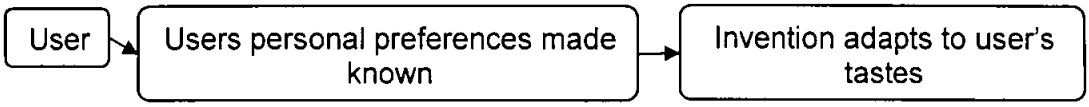
El ™ del SA/del ANALIZADOR de SONIDOS = analiza el tipo sonido. No importante.



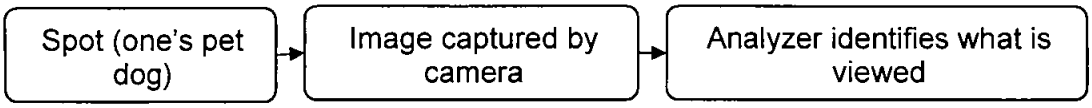
MARCAR al ™ = a usuario de A con etiqueta, o el archivo, o la otra parte se etiqueta de cierta manera.



El ™ = el sistema del SASTRE se adapta a una mejor función para los propósitos señalados. Esto también se llama se adapta, adaptación, y ™ programado de la información de usuario.



™ del VA/™ = alarmas VISUALES del ANALIZADOR cuando la cámara ve un cambio en su opinión. No importante.



VER POR FAVOR LA INTRODUCCIÓN A LOS DIBUJOS CERCA DEL PRINCIPIO DEL USO SOBRE NUESTROS MUCHOS OTROS DIBUJOS FIGURADOS. GRACIAS.

EXTRACTO PARA LA SOLICITUD DE PATENTE REVOLUCIONARIA

Explorar las invenciones interesantes adentro, concebido por nuestro generador de la idea del genio. Descubrir el método más eficaz de la historia en la concepción de las aplicaciones nuevas para la tecnología electrónica existente. Dominios enormes de la licencia de la característica intelectual del directorio de la invención nuestro sistema ayudado para convertirse.

El investigador puede encontrar una de nuestras invenciones interesantes en esta solicitud de patente vía nuestro LicenseItToday.com, llamada del etc. nuestras jefaturas de California 1-707-428-5000.

Ver las ideas de la invención, más las variaciones 100+ adaptadas para los mercados de blanco del usuario final. LicenseItToday.com completa los contratos de licencia internacionales exclusivos válidos hasta el diciembre de 2026.

Ahorra tiempo y el dinero I.P. creativo sobre cualquier otro documentó proceso del pensamiento creativo. Los concesionarios buscan patentes outputted usando a nuestros o sus abogados de la palmadita. Los derechos pueden comenzar cuando los beneficios comienzan. O usted puede comprar las derechas comprables de I.P. La prueba está en tryingit hacia fuera. Descubrir las invenciones asombrosas adentro hoy.

BÚSQUEDA DE LA PALABRA CLAVE PARA LA NUEVA TECNOLOGÍA HOY

LAS PORCIONES DE NUESTRAS DEMANDAS SIGUEN

Contenido para los archivos de la demanda:
. Demanda independiente
. Demandas del dependiente: Maneras interesantes de buscar nuestro directorio de la invención en este uso de la palmadita e Info actualizado en LicenseItToday.com. El genio que piensa diseño

adaptante. Unidad de esta solicitud de patente y de su directorio fijado de la invención. Tener acceso a los sistemas.

Archivo: Demandas/unidad toda

DEMANDA INDEPENDIENTE SIMPLIFICADA

ADAPTA DISEÑOS DE LA INVENCIÓN A LAS NECESIDADES DE USUARIO:
El sistema se adapta a las necesidades únicas del usuario recogiendo la información sobre ellas. Descubrir que los diseños investigables 100.000+ que se adaptan probablemente al tipo de invención un usuario pudo buscar.

DEMANDAS DEL DEPENDIENTE SIMPLIFICADAS:

FÁCILMENTE BÚSQUEDA QUÉ USTED QUIERE EN ESTA INVENCIÓN EN LÍNEA:
Este sistema fantástico genera las características revindicables adaptadas al usuario. Una licencia rápida está disponible. Por ejemplo incorporar las palabras claves o las descripciones como en nuestro descubren/LicenseItToday.Com. Las características permisibles para los nuevos géneros de invenciones aparecen. Esto ofrece los resultados diferentes de bases de datos pendientes comunes del uso de la patente. Ver Unidad-Buscan.

¿INTENTAR UNA INVENCIÓN PARA SOLUCIONAR SU CIRCUNSTANCIA?
La solicitud de patente se adapta proporcionando soluciones necesarias. Sugiere las soluciones únicas que satisfacen su necesidad indicada puesta en palabras claves, el etc. Ver las Unidad-Soluciones.

PROCESO DE LA SIMPLIFICACIÓN:
El sistema simplificado facilita la navegación para lo que usted quiere. Ver Unidad-Simple.

¿QUERER SU INVENCIÓN ADAPTADA A LOS REQUISITOS CAMBIANTES?
El usuario debe manejar los requisitos A entonces B de acceder. Los requisitos del acceso cambian a tiempo, y se adaptan a la situación. Ver Unidad-Acceso-Cambian.

DESCUBRIR LAS VARIACIONES INTERESANTES:
. Sobre 100.000 variaciones se adaptan al tema de su invención. Puede batir Google.com. El usuario necesita intentar esto antes de juzgar cómo puede ayudarles. ¡Usted debe cavar más profundamente que apenas la visión de las soluciones de la muestra proporcionadas!
. ¿Concibió una invención? Presentar su solicitud de patente, mejor aseguró todas sus páginas llegó. El sistema prueba quién envió o hizo algo cavando adentro. Firmar un paquete entregado; saber algo como un anillo de diamante está realmente adentro. Ver a secretario 4E020.
. Mecanografiar adentro qué usted quiere. ¿Por ejemplo puede ser que usted quiera que su gato o perro limpiara sus patas antes de entrar en la puerta del animal doméstico? ¡Problema solucionado abajo abajo!

1r PASO - USTED DEBE INCORPORAR PALABRAS CLAVES.

2do PASO: AUTORIZAR UNA INVENCIÓN ADAPTADA - RÁPIDAMENTE Y FÁCILMENTE:
¿Querer ser el concesionario o el licenciador? Los contratos de licencia exclusivos del mundo se adaptan para el concesionario amistoso. Es más fácil autorizar que este uso amplio que las ayudas usted. Ver la Unidad-Licencia.

ENCONTRAR EL INTERIOR DEMANDADO DE MUCHOS MÁS TESOROS:
Entender amablemente, los abogados de patente aclaró esta solicitud de patente, presentada su manera nueva, debe resolver los documentos de la limadura de la patente para las invenciones en esta etapa. Necesita la ayuda que interconecta con los investigadores listos que él. Puede ser que garantice valor superior, antes del pago.

INTRODUCCIÓN APENAS A LOS ASPECTOS DE LA UNIDAD DE ESTE USO

Cavar profundamente en los accesos revolucionarios. Las variaciones de la invención comienzan a menudo con un número de identificación corto. Descubrir hoy cómo puede satisfacer sus necesidades únicas.

AUTORIZAR NUESTRA INVENCIÓN ADAPTADA - RÁPIDAMENTE Y FÁCILMENTE:

Los contratos de licencia exclusivos del mundo se adaptan para el concesionario. Por ejemplo las opiniones de usuario nuestro contrato de licencia en el acuerdo/LicenseItToday.Com. El pago cero es necesario mientras que el concesionario estudia las ideas inventivas, mientras que tienen la opción para extender la licencia exclusiva por diez a veinte años.

. Los concesionarios potenciales apenas llaman California en (+1) 707.428.5000 a hablar con una persona viva que interconectará amablemente con el llamador y base de datos de los diseños adaptantes la' de características. Este interfaz se diseña para ambos concesionarios potenciales, y la gente autorizada con privilegios de acceso más altos. Todos los acuerdos deben estar en la escritura de persona autorizada, otras interacciones se están inspirando.

. Los concesionarios que buscan los pagos de derechos cero durante un período de prueba que excede un mes, pueden ser seguidos para cerciorarse de que se están moviendo adelante en traer productos desde la licencia, sobre el mercado mundial.

. El antedicho también describe (semi) las funciones automatizadas.

La BÚSQUEDA ADJUNTO PARA LO QUE USTED QUIERE - Unidad-Buscar:

Los acoplamientos dentro de esta solicitud de patente demuestran nuevas maneras de búsqueda para las invenciones necesarias. Pedir el sistema lo que usted necesita, y puede ser hecha disponible. Si usted no encuentra un acoplamiento (conexión esquemática) a una característica aplicable, las ocasiones son buenas que usted la encontrará vía otra estructura del acoplamiento. Como cerebro (humano) de a, hay muchos caminos a otras partes de la mente de pensamiento.

. Utilizar los modos de búsqueda múltiples para tener acceso a todas las características que usted busca en este y solicitudes de patente subsecuentes si usted no lo lee de de arriba a abajo. Demandamos cómo se insertan y se diseñan nuestras características, así que están alcanzadas a menudo (encontrado a través de nuestros interfaces) vía: acoplamientos múltiples, palabras claves, categorías sujetas, detalles del etc. en la introducción de la solicitud de patente.

. Localizar las características buscando de la palabra clave: Papeles de las piezas' [función] en diseño adaptante [puede ser encontrado/ser utilizado/ser obrado recíprocamente con [para este uso de la palmadita] la búsqueda de eso y de los términos relacionados basados en métodos/resultados comunes deseados. Mayor es la adyacencia entre [los términos para] los nodos [mejor/más rápidamente/más simple] el proceso pudo ser.

. Búsqueda del tesoro: Buscar para los términos relacionados (en esta base de datos de la invención) basados en una importancia de la palabra clave del tesoro'. Esto aumenta grandemente el número de acoplamientos potenciales. Ayuda a simplificar las materias (que reducen alboroto de la palabra clave).

--La base de datos del tesoro tiene cada (palabra/concepto/característica/invención centrales) fila que todos los' términos asociados relacionados anotaron para la importancia. Este y las bases de datos relacionadas puede ser almacenado en la computadora del sistema.

. El Search Engine tiene gusto de buscar: Millones de criterios usados para determinar importancia por las funciones relacionadas con los motores de la búsqueda de la tela pueden ser utilizados.

--eg.: Google.com, Yahoo.com, AOL.com, MySpace.com, MSN.com. Resaca hoy y en el futuro, sus motores de la búsqueda para encontrar otros criterios de búsqueda para los modelos reales y teóricos.

SISTEMA DE SIMPLIFICAIÓN Y DE CONDENSACIÓN [TAMAÑO]: Otros demandan

EL LAZO SIMPLIFICA:

Demandamos la manera que las características de la solicitud de patente ligan dentro de sí mismo y a las fuentes exteriores. Sus ventajas incluyen:

- Una navegación y un interfaz más fáciles: encontrar la característica/la invención necesarias. Pantallas más pequeñas permiten nódulos móviles.

. Más fácil controlar y supervisar: el sistema nervioso central [cerebro automatizado].
. Menos memoria requerida para funcionar con el sistema.
. Menos energía requerida: memoria; energía [eléctrica]; requisitos de los recursos [soporte físico y software].
. Mayor arreglo para requisitos particulares creativo: el arreglo para requisitos particulares necesita menos buscar/exploración [palabra clave que busca para las características]. El modificar para requisitos particulares es más fácil como más características/recursos están disponibles con la invención unificada, que si la invención fue separada.
. A pesar de la simplificación, su complejidad y carencia de enormes finanzas nos guardaron de desarrollar un modelo de funcionamiento para la unidad de la invención.
- Simplicidad: aumenta seguridad; reduce los riesgos del virus del software. Pocos portales para que acceso proteja. [Se hacen los controles del analizador del `] cómo [`w5] se encamina el arreglo para requisitos particulares/los acoplamientos/y los servicios [reaccionando].

LA FABRICACIÓN DE CARACTERÍSTICAS OPCIONALES REDUCE ALBOROTO:
Todas las características son opcionales, excepto componentes centrales en características electrónicas como: 1. la fuente de energía, la capacidad 2. un poco de CPU (unidad central de proceso), y 3. de controlar (interruptor) y de ofrecer adaptaron funciones.
- Estorbar cerca sobre la repetición de que las características son opcionales (puede ser) omitidas. Esto un-clutters el interfaz utilizador, y el texto en esta solicitud de patente. Sin embargo damos más ejemplos para cuál es opcional y no necesario.
- La presencia mera de un indirecto o de un enlace directo a otras características, fuera de la descripción central para la característica actual (generalmente qué se encuentra en la misma sección de este uso como un número de la invención o cuál está en las listas de la característica) es (generalmente) opcional.
- Ejemplo de la demanda del limpiador de la pata de la puerta del animal doméstico: Los collares con el acceso del límite de RFID (transmisor sin hilos) a ésos con el RFID señalado son opcionales. Las otras variaciones 100.000+ para la entrada sin hilos en los archivos ligados relacionados con el acceso son también opcionales, e.g.: la descripción central para el acceso liga a los analizadores visuales. Mientras que V.A. se puede incorporar en la puerta del animal doméstico si está deseado. No era necesario agregar las descripciones incómodas para esta opción en la central de la puerta del animal doméstico la descripción central; el hacer tan no invalida las características opcionales completas de las solicitudes de patente cuando la información enlazada no se copia otra vez (copiado y pegado) en la descripción central de una característica.
- Adaptación del `: Las características opcionales se ofrecen para el acceso y o la licencia.
. La consumo innecesaria detallando los lados tecnológicos de cosas, sabidos a la persona calificada, puede o estorbará (hacer más duro ver las cuestiones principales) en este sistema (solicitud de patente/interfaz).

TEXTO DE CONDENSACIÓN:
Referencias entre los números de la invención/las características específicos. Un acoplamiento debe ser suficiente. Sin embargo las referencias se hacen a veces. La carencia de una referencia específicamente redactada como "considera que el número AC-9110 de la invención" no implica la carencia de la conexidad. Una de nuestras metas está demostrando cómo la reducción de tamaño del texto de esta solicitud de patente puede reflejar en la invención construida. Detalles en las secciones de la introducción. Las versiones ampliadas de este documento pueden estar disponibles en nuestro sitio: ProfitableInventionAbstracts/LicenseItToday.Com. Esto ahorra en los costes para traducir el uso en sobre 50 idiomas tal y como previsto, y esperanzadamente hará más de uso fácil para el examinador de la patente que las otras versiones.

DESCRIPCIONES CADA VEZ MÁS PEQUEÑAS/DE EXTENSIONES Y TÉRMINOS ABREVIADOS:
. Las descripciones correctamente redactadas de la característica pueden encoger tamaño del texto cerca sobre el 95%, pero en una cierta pérdida potencial (velocidad adentro) de comprender se escribe qué. Sin embargo, la lectura de tiempo también se acorta. El lector puede pedir una versión ampliada se dé adaptado a sus necesidades. Por ejemplo la característica de la guía aprendió lo que sabe el lector, y puede mejorar lo dirige por consiguiente.
. Encogimiento: Cómo esta invención puede/tiene tenido interfaces de sus descripciones los' acortados:
La omisión de palabras innecesarias como "" ayuda. Ver nuestras abreviaturas y ofrece archivos (de las piezas).
. Buscar y substituir: Utilizar las búsquedas de la palabra clave para de largo o los términos abreviados, después substituirlos. Reducir al mínimo los errores que hacen esto ese resultado en los reemplazos incorrectos [`que corrige] que [grandemente] cambiar el significado. Por ejemplo: substituir el término "U", para el "usuario" o el "concesionario" mecanografiando un espacio antes y después de "U". Si no todas las palabras con la letra

serán substituidas. Nuestros diagramas pueden tener las líneas entre las piezas al lado del término, eg.: Teclado de U=' interconecta With='. Considerar tan también substituir los términos que se colindan con el acoplamiento =") del símbolo (signo de igualdad ".

. Usar términos de la característica como texto: responde al propósito de facilitar la comprensibilidad (lectura) y la lengua condensada (para una gama más amplia de lectores y de usuarios). Por ejemplo la palabra "se adapta" se puede ver como uno o más del siguiente: 1. Una palabra; 2. Una característica como en la función; 3. Un componente electrónico, no obstante está redactado de una forma para hacerlo más de uso fácil para (la gente técnico desafiada que se ha dicho en varias ocasiones algo es más de uso fácil que él está en realidad) los usuarios tecnofóbicos; 4. Un acoplamiento a los millares de ejemplos técnicos, más acoplamientos directos e indirectos a las patentes; 5. Más. Un tecleo puede destacar todos los términos que sean uces de los arriba, por ejemplo poniendo un apóstrofe antes de cada palabra como con muchos de nuestros términos adjunto. Este uso de patente reformula sus funciones para demostrar cómo puede caber en una oración, por ejemplo "demuestra que Tom cómo crear invenciones" es igual que "**dirige a** Tom para crear invenciones". La alteración de la etiqueta puede también: 1. Mejor transportar el significado donde y cuando está necesitado; 2. Hacer el material más interesante - la variedad se demuestra ayudar a menudo al usuario a estimular (guía del ') la creatividad del usuario.

- Etiquetas: Para encoger este uso de la palmadita relabeled a menudo nuestras características, y/o omitimos el apóstrofe - si tales son necesarios ser vistos simplemente funcionar con una característica de la búsqueda del software (y substituir) conectada con un tesoro que levante términos relacionados y frases (como en los motores de la búsqueda de la tela).

. Cuando son generalmente se encuentran las palabras o los términos fuera de contexto: predecir que puede ser que sea reacción de un resultado' al reemplazo culpable [de la palabra clave]. Encontrar las características en la redacción inusual que sugieren un reemplazo incorrecto. Las oraciones con errores gramaticales gruesos, y/o pensamiento modelan la diferenciación grandemente de cómo los seres humanos [puede pensar], son postes indicadores para tales errores, que necesidad ser despedido.

. Otros del "waas generador de número al azar de Psuedo" de la patente publicaron demandado el 29 de noviembre de 2001 ser la patente más larga en ese entonces. Su número de patente de los E.E.U.U. es: 3.314.440. Somos más largos y hemos mejorado la aleatoriedad de su naturaleza.

ANÁLISIS Y SIMPLIFICACIÓN DE COSTE/DE VENTAJA:

. Preocupación importante: ¿Cuánto más simple el examinador de la patente y o el usuario prefiere este uso en el gran coste de perder las demandas del uso?

. Esto no puede un legal y/o una edición netas. Por lo tanto las variaciones múltiples permiten las adaptaciones necesarias. Cavar más profundo en este uso para entender.

. - Todas sus características pueden ser alternativas y/o opcionales en fomentar nuestra demanda.

. La simplificaión puede reducir demandas de las invenciones las', si una omite las piezas necesarias. Cuanto mayor es la suma de las piezas adjunto, cuanto mayor puede ser su entero (valor, novedad de nuestro uso revolucionario).

- Los requisitos tradicionales de la limadura de la patente harán duro continuar con tecnología de desarrollo en los nuevos géneros que estamos demandando. Intentemos adaptarse a las necesidades de tanta gente con poco o nada de pérdida a cualquier persona.

. Cada uno tiene un diverso valor o preferencia (emocional) (puede ser anotado [para adaptar este interfaz]) por cómo está simplificado y o complicado quieren (este sistema) ser. Por lo tanto el sistema se adapta por consiguiente. No obstante poner muchos pero no todas las variaciones en esta solicitud de patente puede exceder diez millones de euros, apenas adentro por honorarios de la página solamente (basado en requisitos del honorario de la página actual en ciertas oficinas de patentes), mayores costes más en traducir y la corrección de los documentos en muchas idiomas (sin la alteración: el tema/la accesibilidad, el diseño de interfaz, y/o causar otros problemas tienen gusto los técnicos, tales como cambios en memoria o la programación).

Términos usados para explicar - unidad de nuestras invenciones:

ALGUNOS CÓDIGOS (FUNCIONES/PIEZAS) EN SISTEMA DEL "DISEÑO ADAPTANTE"

Ejemplos para cómo los códigos se ponen en práctica dentro del "diseño adaptante":

DISEÑO ADAPTANTE = cómo la unidad de invenciones se adapta [por cómo los aspectos del uso de la palmadita integran].

El CARRO + = los números/las funciones electrónicos uces de los de la invención es [también] [la O.N.U] enchufable. Conectar/no relacionado/activar una invención según lo necesitado. Los cartuchos son nodo de a [tipo de] en la unidad sistema de las invenciones'.

CRC = sistema adaptante de la computadora central [unidad de invenciones]. Donde los nodos y la función se encuentran

DISTANCER = acontecimientos accionados cuando los nódulos múltiples están en las distancias señaladas [de uno a].

EDUC = enseña a cómo utilizar el diseño adaptante: cómo los diversos aspectos integran para adaptarse. [Poder] aprender en la información de los CRC (estación de trabajo) /N/printed (libro).

EGH = la determinación de cambios en dificultad (vía la cuenta, uip) y la invención correlacionada para el propósito adaptado puede estar en el número de la computadora central/del producto.

ENTRETENER = ver abajo
EJERCICIO = ""
JUEGO = ""
MICRÓFONO = ""
MAÑANA = ""
RATÓN = ""

-

El diseño adaptante se aplica a la necesidad adaptante, usando sus recursos. La mejor [por la cuenta para la necesidad designativa] forma [`adaptado/demandado] de función ofrecida [al usuario] se basa en las opciones de la invención [demanda] disponibles/para conectado/pagado/que puede ser creado. E.G.: Usuario = [`adaptado] función = VAGOS = CRC. Las funciones señaladas pueden cambiar [egh, tgh del `] mientras que la necesidad/la situación cambia, o adaptan modo de los interruptores en diversa función [invención] [a una mejor situación del fósforo]. Ejemplificado en funciones/recursos incluir:

-

Invenciones específicas; el acceso, artista, vagos, balance, cámara, comunica, composición, coordinador, la base de datos [cuál es necesaria/cómo es aplicado], corrige, egh, entretener, ejercitar, los gps, [cómo obra recíprocamente (con el usuario], el micrófono, la mañana, el ratón, la P.M., el mq, multiusos, notificador, orden y sincronización, oscilador, pp, predicen, la picosegundo-zona, Q, R, reaccionan, sa, cuenta, synth, el sensor [qué busca], interruptor, teléfono, tgh, pista, va, uq.

. Predecir [funciones basadas en lo que ató el analizador a la función que predecía has/is que daba la cuenta más alta del `de la predicción]. Cada predicción [de cualquie combinación de recursos (de piezas) según lo contorneado] crea sus los propios cuenta [potencial]. Todas las cuentas del `de la predicción se comparan con la carta de la cuenta de a [especialmente creativa para la situación] - y la cuenta más alta de la predicción [con menos incertidumbre/valor (probable) más grande incluso si hay un mayor factor de la incertidumbre] = dando por resultado el diseño adaptante que elige la mejor predicción. Las funciones adaptantes de los diseños reaccionan por consiguiente.

CARACTERÍSTICA = función, parte o invención.

Salida de la FUNCIÓN = de la parte o de la invención. Cualquie [software] función conducida, e.g. salidas deseadas.

ACOPLAMIENTO:
- qué ata este e invenciones y piezas de los usos anteriores' juntas.

NODO:
- invención que se puede separar de la computadora central [con la pérdida de funciones periféricas vía el árbol que ramifica].

PARTE = característica. Las introducciones están en los archivos de las piezas. Piezas del ejemplo: tener acceso, analizador de sonidos.

Funciones periféricas:
- funciones que no son parte de las funciones principales según lo descrito en la invención [número]. No enumerado probablemente en el extracto de la invención. No relacionado con el nivel de la importancia de la función [especialmente de la perspectiva de otros nodos conectados].

MISCELÁNEO - UNIDAD de los INDICADORES de la INVENCIÓN (demandas):

ADAPTACIÓN PARA LA TECNOLOGÍA FUTURA. ™ de Fadap:
Adaptar esta invención unificada utilizando la tecnología futura en como base necesaria:
Encontrar/emular/acceso de los criterios de la búsqueda del uso (motor) las funciones/las características/las invenciones a los aspectos relacionados [en esta invención unificada].

CADA ASPECTO ES NORMALMENTE OPCIONAL:
Tener cuidado, la unidad de invenciones une todos los aspectos de esta solicitud de patente, mientras que guarda procesar/función de la capacidad/ofrece uno o más aspectos/funciones [demandas/las demandas independientes] sin el compromiso de la unidad entera [demanda] del sistema. No hace utilizar/cotización a la parte de este uso, en el detrimento de otras descripciones del uso cuando hay un traslapo en conflicto. No crear una restricción innecesaria sacando el texto fuera de contexto, a menos que tales servicios en aquel momento particular/lugar/situación de la necesidad.

MUCHOS EJEMPLOS EN ESTE DOCUMENTO:
Más ejemplos de la invención en el uso de la palmadita, dan la clarificación adicional para la unidad de la invención: En virtud de explicar los detalles de las invenciones [demandas], con los muchos acoplamientos [árbol que ramifica], cada nueva invención [demanda] aclara más lejos la unidad de invenciones en esto, últimas y futuras solicitudes de patente de limadores. Cada función en la invención unida, conecta con cada otra función enumerada o deducida: otd: cada parte/invención/tema revindicable hace muchas referencias/acoplamientos a cada otra parte/invención/materia revindicable vía un número casi infinito de métodos.

CONTENIDO y SECRETARIO del VERIFICADOR 4E020 de la FECHA:
Pista que las invenciones fueron utilizadas. El sistema prueba quién hizo junto con lo que electrónicamente acontecimiento rastreable, cuando, donde y cómo transpiró. Mejorar que cuando el contenido fue enviado/enviado por correo aéreo contra apenas la evidencia de la transmisión. Mejora sobre los servicios de mensajeros de noche, del correo registrado y de públicos de notario combinando todas sus ventajas en una. El sistema trabaja vía el cliente que envía por correo electrónico o que envía el material por fax al prestatario de servicios vía el cual los almacenes en bastante sistema clasificador resistente de la computadora del pisón, después transmiten documentos al destinatario: fax, email, y o correo registrado de la oficina de correos. Ver su archivo central enorme de la descripción.

MÁS INFORMACIÓN
El SISTEMA del "DISEÑO ADAPTANTE" (1D-010) - LEYÓ AMABLEMENTE ESTA SECCIÓN MÁS ADELANTE

Cubre todo el/cualquier aspecto uso de la palmadita

Semi introducción al sistema de diseño adaptante, también conocido como "Peter"

El diseño adaptante se adapta a las necesidades utilizando los recursos aplicables para cada situación:
Esta solicitud de patente adaptante del diseño utiliza aspectos necesarios de la invención unida, para alcanzar la función deseada. La necesidad es resuelta a través de un analizador. El diseño adaptante se adapta a las necesidades basadas en recursos disponibles.

Resumen del diseño orientado meta y de la demanda independiente:
El usuario (computadora central) puede señalar los caminos [acoplamientos] a las funciones señaladas

vía sobre cuál puede venir el, [solamente] utilizando las partes necesarias de las variaciones ilimitadas del diseño adaptante total de posibilidades dentro de las gamas dadas. A cualquier momento, (mayoría) de los equipo y programas de computación (es) no hizo caso para el uso particular.
El "diseño adaptante" es un sistema complejo grande capaz de continuar millares de funciones diversas, incluso simultáneamente cuando es factible.
El diseño adaptante, y la adaptación (UIP) se sinergizan - sus definiciones/funciones se traslapan grandemente.

Resumen reescrito usando muchos términos de las piezas (función):
Usuario (tiene sus necesidades = determinado solo o UIP) = ocurrencias opcionales:

1. El usuario es educado y dirigido a [mejor] determinar lo que [invención o función] él quiere; y cómo utilizar y de ventaja de ella.
2. Usuario y o cuenta del analizador [poder] que las funciones/las invenciones mejor cubrirán la necesidad [basada en el analizador del comportamiento]. La función anotada más alta [poder] ser presentado al usuario/al beneficiario.

La computadora central del "creador" es el centro, que controla los nódulos (portables) separados. Los números del producto (n) son el grupo o las funciones relacionadas.

Según la realización de la fabricación de descripciones adjunto: Un nódulo puede realizar las funciones para una o toda la n; solamente el software (vía cartucho/la transmisión) necesita ser alterado para
nódulo para realizar la función deseada. Los nódulos simplificados pueden recibir las piezas adicionales para realizar funciones deseadas (atado/encajado a presión encendido por el usuario) según (computadora central,
profesor, sentido común, instrucciones del libro). El nódulo es portable y puede convertirse un sistema solo del soporte después del desarrollo, y tiene
funciones más complejas realizadas con la ayuda de la central computadora, y o la transmisión en circuito del marco principal de la computadora central (mfh).

Also^ del sistema del "diseño adaptante": los usuarios de las ayudas desarrollan nuevo
invenciones con el hardware de sistema/las piezas; actúa como punto de venta para

comerciantes (los usuarios pueden intentar prototipos, y si orden feliz del lugar para
soporte N) solo; permite que el usuario programe su N en manera deseada vía la computadora central (que crea el cartucho del software para N).

Este sistema vía sus funciones del software del cad permite a usuario a
cortar y pegar las piezas y las funciones deseadas que crean impresiones (eg.:
audio/representación visual) de los números y de las piezas mencionados (producto del producto
los códigos de la especificación, números del producto pueden convertirse en piezas también),
derivaciones de eso, y nuevas invenciones que utilizan el mencionado
números del producto y o piezas y o funciones. La unidad central
puede ser hecho en un de computadora personal (nivel simple solamente), en la cañería
enmarcar la computadora, y hasta realidad virtual.

El "diseño adaptante" dirige a usuarios a las piezas del enchufe en uno a
crear los productos deseados. El software (sistema de cad, etc.)
demuestra los pasos para la asamblea y crea el cartucho para
software necesario para funcionar los productos nuevamente montados.

+ la programación de la información de usuario adapta la salida/el diseño de la invención y o funciona.

Descripción

Notas:
- El usuario puede elegir para participar en el uno mismo introductorio del "creador"
clases particulares.
- La mayor parte de el software necesario (la mayoría de las funciones en la mayoría del producto
los números) pueden ya estar en los números del producto. Es simplemente a ordenar que activa la aplicación informática deseada en la central
número del terminal o del producto (producto mencionado en este uso,
derivado, nueva invención) (R [alejado]) (via^: r; alambre/radio;
acceso; Reino Unido) de la manera señalada para generar los usos deseado.

Notas:
- el CRC señala los caminos vía los cuales deseó
se realizan los usos/las funciones. Esta designación es
realizado en práctica electrónica estándar, eg.: selecciona
partes/caminos según su disponibilidad (en la buena reparación, no
ocupado por otro uso que es realizado); el modo más simple
(pocos pasos para el sistema, el usuario); uso de los elementos (nódulos, piezas)
eso es más barato fabricar, y o menos probable ser necesitado cerca
otros usos.

El usuario puede elegir de variaciones múltiples de cada producto

el diseño, y o crea la variación deseada que entonces estará fabricado (productos idénticos en una cantidad de uno o más) cerca el fabricante señalado por la base de datos del fabricante del "creador".

Desarrollar las invenciones consiguiendo ideas de la base de datos de sistema de ideas del producto. El dispositivo entonces seleccionará a compañías aplicables que puede fabricar y o vender su idea del producto.

Utilizar la base de datos la mayor parte de de nuestras invenciones de las cuales conseguir ideas sobre nuevos productos. Eg.: las llaves del usuario en "teledirigido" y consiguen ideas del producto en esa categoría de la cual de conseguir el estímulo para a idea del nuevo producto. Las ideas en la base de datos se diseñan a aumentar la creatividad de los que lean las ideas.
- Entonces el usuario mecanografía adentro su invención.
- Es después opcional: el sistema conecta con la base de datos de patentes, y el usuario puede buscar para ver si se archiva una invención relacionada
. --(también puede comprobar otras bases de datos electrónicas la descripción de tales invenciones).
- El usuario selecciona el tipo de letra que desean de enviar hacia fuera la solicitación su idea. Letras de la muestra:
--al fabricante, deseamos producir esta invención con usted, qué ¿ser el coste? En el mínimo esto consigue el interés del fabricante.
--pide los distribuidores al por menor grandes, comerciantes, representantes de ventas de base de datos si quisieran poner una orden clasificada mínima.
--las letras salen a los medios de comunicación que está interesado en tales categorías de producto
. --aunque una venta rápida pueda no ocurrir, se alcanza la atención ¡y ésta es la llave!
- el traductor automatizado del sistema hace traducciones ásperas de descripción y diagramas de producto. La descripción del inventor adentro su lengua materna también se ata para enviar.
. - La letra está disponible en 18 idiomas, y se puede seleccionar por el usuario
- El usuario selecciona a todos los fabricantes de nuestra base de datos que se especializan en las categorías de producto dichas. Escogiendo cualquier usuario del producto es confiado hay 20 - 200 fabricantes por todo el mundo en ese producto categoría.
. - el sistema ambos crea invenciones, e incluye productos y ideas del producto que crean, por lo tanto un título aplicable para esto el dispositivo es diseño adaptante.

ALGUNOS PUNTOS CENTRALES IMPORTANTES SOBRE 1D-010:

Falta de información que procesa la porción de idea:
+ breve, éste es en cómo consolidamos las ideas separadas
uno. La solicitud de patente titulada "diseño adaptante" utiliza software
y o realidad virtual, usuario puede experimentar y trabajar con
cada invención. Ejemplo siguiente: dispositivo alejado (con el transmisor,
receptor, exhibición ("S"), altavoz, contador de tiempo, pequeña
computadora ("C"),
micrófono, sintetizador de los sonidos, aparato de lectura sano, tablero
dominante, volumen
el control, la memoria) obra recíprocamente con la unidad principal del
sistema (con más de
las mismas características que el dispositivo alejado, especialmente su
complejo
base de datos y software) en realizar las muchas de las funciones para
casi todas las invenciones en la limadura. Los específicos para cómo
cada invención sería procesada por el software es muy simple,
con todo viable.

Otros hilos de rosca del campo común para cada idea: ellos todos
usuario del aumento
creatividad en virtud de las ideas del producto (futuro separado
patentes), efectos especiales del "diseño adaptante", funciones para cada
uno
la invención se puede programar por el usuario. 98.5% de las invenciones
pueden
ser electrónico, todos podría más adelante ser hecho electrónico en alguno
casual
medios.

La puntería está para nuestras descripciones y los diagramas para
cada uno se separan
invención para constituir una fecha de la prioridad en esto o un
actualizado
limadura.
- [cojín del aire, básico, carro, carácter, mfh, notificador, Reino Unido,
oscilador, pi,
portable, pp, discurso, teléfono sin cuerda del altavoz, tds.

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el sistema de +-this combina todos los productos en los directorios A, B, C
y
D. Sin embargo, recordar que cada uno de los productos está obviamente,
también capaz
para ser convertido por separado de uno a también.
- el software y la base de datos se venden dentro de la computadora
portable ("C")
dispositivo que tiene muchas otras características
- El término SHELL CREATIVO según lo explicado abajo en las notas para 1D-
010 es
uno de los métodos importantes de desarrollar ideas con 1D-010
- La ramificación de la base de datos se explica en el "principio
Introducción " - automatizar simplemente todos mencionados en este archivo.
- La estructura de la base de datos se explica en gran parte en el papel
"base de datos titulada". Los detalles adicionales están disponibles de
otro
partes de la explicación 1D-010's.
- Algunos de los propósitos de 1D-010 son: para hacer invenciones, subir
con ideas creativas, hacer el dinero para el vendedor de 1D-010 y su
usuarios, hospitalidad, educación.

- Las partes "Imi" son interconexión capaz. E.g.: como en 3C292 mágico Bloques huecos.

BASTANTE ASPECTOS IMPORTANTES SOBRE 1D-010:
- el usuario puede ordenar a través de los fabricantes 1D-010's/algo de productos enumerados en el u otras limaduras de este inventor: compra, y o arriendo y o ver los cuadros de y o conseguir la mayor información sobre.
--el usuario puede elegir de variaciones múltiples de cada diseño de producto,
y o crear la variación deseada que entonces será fabricante
por el fabricante señalado (eg.: uno con las derechas al básico
idea que generó la cáscara creativa)
- el usuario puede seleccionar y o desarrollar muchas características de producto, eg.:
tamaño, diseño que encajona, color, "pp" del producto o "P.M." o "carro"

Software y o realidad virtual:
. - con software y o realidad virtual, el usuario puede a
experiencia, trabajo - obrar recíprocamente - jugar con la idea básica y o cáscara creativa (incluye la idea básica de 1D-010 y
la información adicional sobre producto proporcionó por el usuario combinándose
con otras partes y funciones de la base de datos 1D-010 y o
la adición viene puramente de la mente del usuario).
. --Esto está para crear ideas del producto, y o experimentar ésos productos para los cuales pudo ya haber estado producido y disponible orden. Esto sirve también como un tipo de punto automatizado interactivo de la venta, aceptando tarjetas de crédito, el etc.
- el software es probable ofrecer sugerencias posibles y o direcciones en la rama correcta ver la "introducción del principio"] para las ideas seleccionado por el usuario
- cuando el usuario quiere más opciones sobre una existencia y o nueva idea propuesto por el usuario del inventor (su invención, o algún otro) poder petición hasta dónde él quiere el sistema que ramifica para buscar tales elementos, eg.: la petición se puede hacer para encontrar todos los elementos el pertenecer
para "interactivo" dentro de uno o más números del producto hasta la rama 2 o 20
--los números del producto se pueden seleccionar vía: palabras claves, categoría,
afinando en números del producto, o por cualquie otro elemento que se separe
un número del producto de otro.
- cualquier producto se puede almacenar en la memoria 1D-010's, eg.: patentes de
otra base de datos de sistema; literatura en medios electrónicos alrededor producto; etc.
- Mayo utiliza la tecnología de Echelon Corp que trabaja en traer una inteligencia común a todas las clases de dispositivos electrónicos.
Wall Street.
Diario, el 19 de junio de 1995, p.R28.

OTROS PUNTOS SOBRE DISEÑO de HARDWARE 1D-010:
- impermeabilizar y los flotadores, e.g. para el uso en piscina, baño, ducha, playa,

lago, comidas campestres, viajes
- hace los sonidos a ese por favor usuario cuando este 3ultimo está en nivel creativo bajo
acordando la "cuenta" (que mecanografía poco en el cojín dominante, pocos productos con
sus archivos creados); o el usuario puede pedir tales sonidos
- conecta con estereofonia de la música; sintetizador de la música permitiendo a usuario a
"componer" los sonidos que alzan su creatividad (mientras que compone y o escuchando)
- vía usuario de la "chapaleta" está fácilmente capaz/creativo los datos de entrada (apenas
habla el sistema que convierte sonidos a las señales de la computadora ("C"))

Una versión del diagrama para 1D-010:

"artista"
.
1 memoria ..... "carro"
.
. convertidor de 3a-950 3D ..... transmisión en circuito de 5 auxiliares
.
. micrófono… exhibición "notificador" de 3 COMPUTADORAS…
.
"ventilar"/"" del cojín/impresora de "del telecontrol Reino Unido"
.....
.
..... 8 "distancer"
….
revendedor/vendedor "MFH" ..... sonido de 6 sintetizadores…
red/fabricante. generador.
….
(4)/"" de la "impresora"/"" del teléfono/amplificador del software 2 del "del MES fa" .....
.
7 altavoces

1: Memoria: Bases de datos; lleva a cabo la memoria para la generación de los sonidos; archivos
creado por el usuario
2: Ramificación: ver el papel el describir de cómo este archivo de separado se organizan y se describen y se cifran las ideas del producto. Virtual Realidad y software: software del almacén de la invención 5a-610; 5a-620 Laboratorio de la invención de la realidad virtual; puede conseguir software y otro
datos a partir de la 1 y o del "carro"
3: La computadora ("C") es el punto central; analiza, los convertidos y procesa todos los datos; con los movimientos mínimos de la llave el sistema enviará
el usar de las letras de la solicitación o de las señales electrónicas (fax, email)
letras del formato
4: el sistema puede también doblar y rellenar sobres; más también imprimir la letra

la firma del remitente en letra, entonces estampa las letras
5: Lector del CD-ROM; música previa que genera el sistema; etc
6:
6a. - El analizador determina efectos sonoros: los sonidos se generan a estimular la creatividad del usuario. El sistema selecciona apropiado sonidos/música según, eg.: combinación del "pi" del usuario, producto la idea (tal como "pi" de la idea), qué usuario ha indicado prefieren, el tipo de producto que están trabajando encendido puede generar el sonido aplicable
variaciones (la invención del coche oirá el coche y o sonidos de la rueda según la característica y o la dirección en las cuales el usuario quiere o necesita
o puede entrar en su pensamiento y o la ramificación alrededor en software.
6a1: el usuario oye los consumidores el usar, hablando alrededor, haciendo preguntas
sobre en almacén, y otros que venden las ideas básicas o creativo ideas de la cáscara.
6b. - "Synth"
7. "balanceador"; (los sonidos aparecen venir solamente de ciertas partes de
sitio y palancas hacia adelante y hacia atrás de crear todos los tipos de interesante
y o efectos sonoros inusuales, e.g.: palanca de los sonidos de izquierda a derecha
cada 3 segundos por 30 segundos; esta desorientación leve adentro el oyente puede abrir su creatividad); diversos compradores/usuarios/etc se puede cada uno oír en el que está de más de cuatro altavoces.
8. "distancer": las ayudas repliegan experiencias de la vida real al usar producto
8a. cada característica del distancer puede tener "exhibición", "carro", "Reino Unido", "fd-hdd", "telecontrol", "cojín del aire", "micrófono", "synth", "altavoz". Usuario
con la ayuda de la computadora 3 ("C") programa las funciones de los distancer tan
que ayuda a la réplica muchas funciones de las ideas deseadas del producto. Eg.: el distancer "portable" se puede programar para ser los siguientes productos, más otros productos de las limaduras de la patente de este inventor
también: despertador del código de la mañana 3a-281a; control del telecontrol 3a-580 ("R");
analizador de sonidos 3a-630; reloj del mundo 5a-310; collar del musical a6-010;
pluma mágica del aire 3a-790.
8b: (computadora 3 ("C") y sus piezas) vía transmisiones proporcionará otras señales de ayudar al "distancer" para funcionar algo como producto deseado.
8c: pp y P.M. del sistema permitir tal programación

Diagramas adicionales

#1: notificador/cojín del aire del ~ del acceso = cart~date~c (computadora) ~display =
c (computadora central - la mayoría de la característica importante para el "creador").

Secundario-diagramas (piezas adicionales que conectan con el #1 antedicho diagrama, eg.: el below conectan con #1 vía la computadora de #1):

#2: R del ~ C (computadora del `) del mfh del ~
#3: Reino Unido/vc/analizador/oscilador/ratón/mañana/localizador visuales /distancer/micrófono/analizador de sonidos/discurso/cualquier otro sensor = R/C ()/MFH = impresora/exhibición/cuenta de la computadora del `
#4: uip/pp/P.M./mq/carro = R/C/MFH
#5: módem/teléfono del fs/del SP/teléfono = R/C/MFH
#6: c = vr.

Utiliza las funciones del software encontradas en el otro realce de la creatividad
y software de la reunión de reflexión.

MODOS OPCIONALES DE IDEAS DE TRANSFORMACIÓN DEL PRODUCTO EN LA MENTE DEL USUARIO:
Un número de las ideas del producto dentro de esto y de otras limaduras de la patente
puede transformar las ideas dentro de la base de datos, e.g.:
Cuadro -3a-950 al convertidor tridimensional (el usuario puede también entrar vía "Reino Unido" adentro
conjunción con la base de datos y el software para el diseño de producto, las dimensiones del producto y los tienen
- "artista"
Juego -4a-430 que crea la máquina
Palillos del color -5a-130
control del telecontrol 3a-580 ("R")
software del almacén de la invención 5a-610
laboratorio de la invención de la realidad virtual 5a-620
OTD:
pp; P.M.; juguete; juego; entretener; impresora; mfh; carro (ideas del producto para
base de datos; formatos de la letra; la computadora ("C") basó lengua del software
sistemas de la traducción); redactar la opción de la búsqueda del software, permitiendo a usuario
para levantar todas las ideas del producto con las palabras claves deseadas de 1D-010
o el "mfh" 'base de datos de s - para conseguir ideas del producto, o patenta
búsquedas; carácter; arte de la antena 3a-110; Pluma mágica del aire; 5a-460
Interruptor de Touchless; % del telecontrol; % del notificador

CONFIGURACIONES OPCIONALES POSIBLES Del SOPORTE FÍSICO 1D-010'S Y del SOFTWARE:
control del telecontrol 3a-580 ("R")
software del almacén de la invención 5a-610
laboratorio de la invención de la realidad virtual 5a-620
OTD: pp; P.M.; impresora; mfh; cuenta (niveles de interés de otro partidos en las ideas del usuario; número y o calidad de ideas él se convierte; % de los cambios en el "pi"); % del tgh; carro; arte de la antena 3a-110;
Pluma mágica del aire; notificador ligero silencioso 3a-820; 5a-460 Touchless

Interruptor; teléfono del espacio a1-040; mensaje de salida personalizado a1-500
(adaptación para la gente que responde a las solicitaciones hechas por el usuario 1d-010's, e.g.: vía el correo del usuario o teléfono o fax…; personalmente
¿email de las respuestas incluso, fax? letras, transmisiones del módem, etc); collar del musical a6-010; alejado; notificador

- base de datos de las piezas aplicables para la mayor parte de las invenciones previstas
para salir de la invención ser seleccionable y con precios. Esto la información se puede adjuntar al inventor de la letra envía a fabricante.
- ésta es más diversión que jugando a ajedrez o mirando la televisión. También
permite esperanza que puede el inventor un día llega a ser rico.
- el libro en cómo aumentar creatividad según lo archivado con los E.E.U.U. La oficina de los derechos reservados está disponible en el sistema para la lectura.
. - marcas registradas adicionales a este producto: hombre de la invención; inventor;
inventemos; software de la invención [y base de datos]; convertirse [er]; cáscara creativa; revelador creativo; inventar; crear; Adaptante Diseño; desafío de la invención

Software para asistir a la reunión de reflexión.
- Uno de ellos es producido por Mindling Corporation para cerca de $200. Su teléfono 1 de los E.E.U.U. 800 253-1844. También cubierto en el Mercury de San Jose
Las noticias, de sept. el 18, 1995 publican, titulado "software problem-solving…"
- El tipo preguntas es el acordar seleccionado: al UIP para la naturaleza de
producto o problema que necesita la reunión de reflexión; UIP de U; DB disponible (databse) encendido
sistema, eg.: si puede reconocer y hacer las sugerencias para las palabras claves
proveído por u (usuario) (el DB tiene archivos para la información relacionada sobre tal llave
palabras).
- OTD: "hospitalidad" y "humor" creativo un optimista psicologico /sociológico efecto en U de sistema ()/interruptor del sistema.

OTD: exhibición ("S"); fd-hdd; pp; P.M.; Reino Unido; ratón; fecha; tds; %interactive; básico; %game; entretener; portable; impresora; au; mfh; punto de ebullición; oscilador; discurso; vc; egh; cuenta; carro; para comunicar con otro
compañías - teléfono, teléfono del SP, tr, MES, fs, identificación de llamador, memoria del número del teléfono;
cp; uq; mq; acceso; pi; carácter; multiusos; cc; alejado; notificador; ("R") control alejado; % de la mañana; portable.

Notas adicionales

Códigos: "N" señala número del producto. El "CRC" señala computadora central del "diseño adaptante" - aunque las funciones pueden ser

igual que la computadora de la n, cc es más grande (y menos portable).

El usuario puede crear invenciones encontrando piezas pertinentes y o funciones en la base de datos del producto de esta solicitud de patente números y piezas. Búsquedas de usuario vía la palabra clave y o el producto
la categoría, o el "diseño adaptante" puede hacer su propio tipo de búsquedas
de acuerdo con las características de los productos y o de los deseos (funciones, usos, preferencias) el usuario está trabajando con y o llaves adentro.

Nuevo corta y pegar vía software permiten que el usuario desarrolle el suyo nuevo
ideas. Él puede también desarrollar el nuevo software para las nuevas invenciones vía
(Creador) diverso software modelo que requieren (fácil)
pasos de programación.

Los ejemplos de los números y de las piezas del producto están en patente
uso. E.g., teledirigido, exhibición, altavoz, tablero dominante,
el localizador, la memoria) obra recíprocamente con la unidad principal del sistema (el "creador"),
y o una característica central separada (computadora). El producto montado las funciones son controladas por el software. Los usos pueden ser cualesquiera
invención en el uso, e.g.: el producto del "balanceador". Balanceador hace altavoces ajustar el equilibrio audio según donde telecontrol controlar transmite su localización.

Aspectos comunes de cada número y pieza electrónicos del producto:

- Ellos todos creatividad del usuario del aumento en virtud de su fantástico
naturalezas. Referir a los materiales de Steven Kays en cómo aumentar creatividad (confidencial archivada en oficina de los derechos reservados, el etc.)

- Una o más funciones para cada número del producto se pueden programar cerca
usuario.

- Las funciones pueden primero ser visualizadas/ser experimentadas por el usuario/ser apuntadas
partidos en la "exhibición" de la computadora central, "impresora", "vr", "oscilador",
"carácter". Y alterado (adaptarse a preferencias) vía: uip, pp, P.M.

- Papel de la computadora central en cada número del producto.

- Electrónico: Sobre 98.5% de las invenciones ser electrónico [o tener versiones electrónicas potenciales]. 1.5% restantes pueden ser desechados de las aplicaciones del "creador". Esos productos que no caben con "adaptante

El diseño " tiene sus ventajas individuales. Todos los productos pueden ser
jugado con en la computadora central del "creador".

- Operación simultánea: El "diseño adaptante" puede controlar 100 o más diversos números del producto simultáneamente vía ^: sus puertos separados (alambre/radio) (uno o más puertos para cada invención). Central
la computadora tiene estaciones de trabajo múltiples opcionales (para visualizar/
entonces conseguir el producto numera operacional).

- Software: Cada número del producto es controlado vía y tiene ventajas del software vía: programas informáticos centrales (cad, autor lengua), P.M., pp, carro.
--Los cartuchos (de creador/de fabricante) crean totalmente diversos usos del mismo hardware. Apenas insertar el cartucho (en la computadora central del número del producto) y seguir (fácil) los pasos/sistema son operacionales pronto después de eso automáticamente (carro
puede girar número/el sistema del producto según mp/pp/uip).
- Los números del producto se pueden hacer impermeables/flotador, e.g. para el uso en piscina,
baño, ducha, playa, lago, comidas campestres, viajes. E.g.: ajustes del producto en
una caja impermeable con: visión para ver la exhibición; aberturas selladas para
teclado, altavoz, etc.
- "OSCILADOR": Hace sonidos según la programación, por ejemplo: por favor el usuario, lo alerta que a los malfuncionamientos en producto montado, dar
estado de una operación - tal como dos medios de las señales sonoras señalados
la función fue terminada satisfactoriamente. E.g., ver las piezas: "notificador",
"cuenta", "oscilador".
- Ver la "hospitalidad": Los números del producto están su grado entreteniendo (para el usuario, los partidos efectuados por el dispositivo)
- "Educativo". E.g.: aprender la electrónica; software; proceso de la invención
(Cad, instrucciones de asamblea); creatividad de los aumentos (da las ideas para
productos relacionados/nuevos); pone lo que aprende uno (vía la computadora central
software. asamblea) en práctica; la computadora central permite clases particulares;
- Seguridad: "acceso" (restringe uso a todos o a usos limitados (en un usuario por la base del usuario (uip, código del "acceso"))).
- El usuario puede seleccionar y o desarrollar muchas características de producto, e.g.,
uno o más del siguiente: tamaño, diseño que encajona, color.
- Costes de fabricación: Debido a las semejanzas de piezas, totales el hardware, y el tipo usos, allí son ahorros en coste de producir iguales/relacionó piezas y o los productos para cada invención. Los costes del software para todos los productos se reducen también.
- Alza ventas
- Prueba de mercado
- Interconectando: Posibilidades únicas del usuario
- Movilidad: Portabilidad de los números del producto ("R" [teledirigido])

/Necesidad de usuario ser atado al número del producto ("discurso")
- Iguales/relacionaron el hardware para las aplicaciones múltiples. Muchas de las mismas piezas
se utilizan (aunque diferencian sus usos).
--Para la simplificación, el "diseño adaptante" y o los números del producto puede
señalarse en diversos sistemas de hardware, cada uno señalado para números particulares del producto. Cada área de usos puede tener uno o más sistemas del "diseño adaptante".
--Separando "diseño adaptante" en sistemas (sub-) separados. E.g.: diversos "creador" para los usos en: audio (entrada-salida); uso del escritorio; movilidad del usuario; uso de interior/al aire libre; no-movilidad;
seguridad (que detecta vía audio/la representación visual/la vibración "acceso" /alterations
en el uip); etc. Cada número del producto puede tener todo el o algo su usos/funciones manejadas vía uno o más sistemas (sub-).
--Cada número/característica del producto puede también estar totalmente a parte de
las otras invenciones.
- Sastres sí mismo del número del producto al ^ del usuario: necesidades/comportamiento/deseos/situación, via^: uip, pp, P.M.

Notas sobre aspectos comunes:

Debido a la ramificación (véase la "introducción a las descripciones de producto"
el papel) cada parte tiene la opción de la conexión con cada producto número de maneras múltiples. Los diagramas para el cableado potencial complejo
entre las piezas estar en el uso. Usos para cada parte
se describen en la descripción central del número del producto o en una de sus ramas; y o determinado cerca: los partidos del usuario/de la blanco (via^: computadora central del "creador"; y o mp/pp/cart que están adentro el hardware separado del número del producto y o en el "creador" computadora central.

CONCLUYE LA INTRODUCCIÓN DE HOY A LA SECCIÓN DE LA UNIDAD

Archivo: Demandas/UIP todo

SECCIÓN EN LA INVENCIÓN QUE SE ADAPTA A LAS NECESIDADES CAMBIANTES

Programación de la información de usuario. Demandas de la independiente y del dependiente.

Secciones de este archivo: 1. Introducción. 2. El sistema puede conseguir más difícilmente como el usuario aprende. 3. Acoplamientos. 4. Patentes y nuestras mejoras. 5. El sistema piensa como un inventor que consigue soluciones.

¿Cuál es ™ del UIP? Recoge y o recibe datos/entrado sobre la situación y la necesidad de a (potencialmente correspondencia). Su "analizador amplio llamado" (analizador = cuenta del comportamiento del ') determina qué cubrirá mejor esa necesidad. Esto lleva a una salida que incluya: una función adaptada, o producto (diagrama esquemático). ¡Ver el UIP, 1D [unidad de la invención] y otros archivos!

Demanda independiente: Programación de la información de usuario. Crea un catálogo de invenciones, adaptado a las necesidades del analista de comercialización del fabricante, de los usuarios, del etc.

Demandas del dependiente:
1] Invención que crea la máquina.
2] Remuneración: Cuando una porción no trabaja correctamente, después otras piezas manejan cosas con el UIP. Ver el UIP-Acoplamiento.
3] Acoplamientos entre las piezas.
4 - Otras demandas del dependiente] las funciones, y subproductos numerados.
Las notas sobre demandas dependientes] tienen características únicas, que también pueden traslaparse sobre las otras demandas dependientes debido al alto interrelatedness de cada página en este uso. Base de datos de funciones posibles/de subproductos. Por ejemplo la puerta del animal doméstico que se adapta a la situación.

Invención del UIP que crea demostraciones de la demanda de la máquina:
. Cómo una lista de necesidades es resuelta, y entonces se correlaciona con una lista de las funciones potenciales (invenciones en el uso). Cada necesidad y función potencial tiene sus propios tipos de cuentas usadas para emparejar una necesidad con una función o una idea disponible de una invención.
- Sastres sí mismo a una necesidad según lo definido por el UIP en spec.
- Sugiere que las invenciones (esperanzadamente) por lo menos el grado de detalles por los cuales ser desarrollable gente (algunos) experta en el arte basado de una lista de opciones deletreadas hacia fuera en digan millón de páginas de ideas inventivas. Las ideas hechas girar hacia fuera se pudieron también diseñar para accionar más ideas (relacionadas) de: los lectores (gente), o el software basaron analizar el systems%.

Exclusiones (qué no es cubierta por la demanda programada de la información de usuario):
. Cuando hay solamente un tipo de respuesta del producto basado en qué le sucede. Una diferencia en usuario o la mayoría de los ambientes/de las situaciones no efectúa un cambio en la respuesta. Ejemplos:
- Los artículos que abarcan un solo material uniforme tienen gusto del metal o el caucho que responden a la presión, calor, tirando, etc.
- Versiones existentes o partes de a: goma; bisagra; grapadora; termómetro (dispositivos controlados); bola; alambre; fósforo; vela; horno; vehículos rodados; el software de la edición de textos como el software del ® de la palabra de Microsoft incluyendo búsqueda y substituye funciones; adaptadores/generadores de la corriente eléctrica.
- Cuando una persona/organismo empuja algo como un botón, después hay una respuesta preprogramada como un interruptor ligero, que tiene una sola respuesta.
- Muchos otros ejemplos
- Se cubren los subproductos no electrónicos y cómo se adaptan, pero no el subproducto duplicar-capaz no-adaptable sí mismo.
- Ver los números de patente mencionados en todas partes, el uso, y los números de patente que esos usos se refieren.

UIP-Acoplamiento: ACOPLAMIENTO del UIP = maneras opcionales de ocuparse de la situación cuando una función no está trabajando correctamente. Ver el archivo del UIP-Acoplamiento.

UIP-GETS-HARDER

(Buenos ejemplos: Acariciar el limpiador de la pata de la puerta, educación consigue más difícilmente, terapia consigue más difícilmente)

Demanda amplia: El usuario debe manejar los requisitos A entonces B de acceder. Los requisitos del acceso cambian a tiempo, y se adaptan a la situación, dando por resultado iguales/los resultados relacionados.
- El usuario debe cumplir criterios señalados múltiples en orden y la sincronización señaladas para alcanzar resultado deseado del sistema.
- Ésta es una característica de nuestro limpiador de la pata de la puerta del animal doméstico. Enseña a animales domésticos a moverse las patas en la estera antes del acceso.

Estacionamiento de recompensas:

Ejemplos:
- El sistema educa a accessor recíprocamente = las recompensas' reacciona cerca: permitir el acceso, educando, dirigiendo.
- La educación de las guías del `consigue más difícilmente = como el usuario aprende. Hay un boquete en cada lección que consigue más difícilmente vía: orden y sincronización.
- El acceso del aumento a las nuevas características/funciones como usuario aprende: el menú de opciones abre; el animal doméstico gana recompensas.

Los criterios para recibir la recompensa consiguen más difícilmente:
- Animal doméstico: accede, preparando, el alimento.
- Usuario (seres humanos): tener acceso a
. Nivelar de aumentos de la recompensa como la educación aprendida del usuario aumenta.
. - Existe: el mejor usuario aprende cómo utilizar los productos existentes, a menudo cuanto mayor es la ventaja, e.g.: empujar hacia abajo una grapadora común con la velocidad y la presión correctas = da lugar a mejores documentos sujetados con grapa; Apple, Oracle y Microsoft basaron software. Serían realzados vía esta solicitud de patente que adapta.

bloques huecos mágicos 3C292: Cada combinación ha señalado resultados. Dirige a usuario para aprender destrezas adaptadas: [con referencia a] aprender utilizar [los pobres [no] que funcionan] a partes del cerebro del ser humano/del organismo. Adaptar a usuario de las pruebas para determinar rasgos de funcionamiento del cerebro = después diseña programa educativo = entonces las guías y recompensa a usuario.
- Ver el archivo 3CE.

sistema de la identidad del conductor 6B240: puede activar solamente el vehículo después de que se hayan accionado los sensores correctos del `de las acciones. Patrones del recorrido W5 restringidos por tal comportamiento del acceso.
- Ver la parte Acceso-VAGO-Auto.

perseguidor de 6G241 GPS: como 6b240, recompensa/permite el acceso señalado a las características basadas encendido: el usuario performance/W5 siguió localizaciones del cambio del objeto [no hizo].

profesor particular del movimiento 3E061: Requiere 'los movimientos de los usuarios de las guías [mejorar su], eg.: el nivel correcto de movimiento accede. El sistema asume que los movimientos del usuario cambiará o que mejorará en un cierto plazo.

En los primeros requisitos puede estar A entonces B. Más adelante puede ser cualquiera: Un B de entonces entonces C; o B entonces C [entonces...]; o C entonces D; o C entonces B.

USUARIO = SASTRE =

ANALIZADOR =
El ARTISTA = incorpora datos artísticos
CARRO = criterios/resultados del acceso del acceso
Movimientos del ™= de DISTANCER correlacionados con requisitos del acceso.
EGH = las lecciones [una vez que cuenta mínima alcanzada usuario] lleva a la lección siguiente y a la prueba que requieren una puntuación del test más resistente antes de progresar a la lección siguiente.
El EJERCICIO = el ejercicio consigue más difícilmente = como tgh del `de egh/
Los requisitos del JUEGO = del juego consiguen más difícilmente
™ = egh de la GUÍA
™ DE LA ORDEN Y DE LA SINCRONIZACIÓN =

UIP-Acoplamiento

Maneras opcionales de ocuparse de la situación cuando una función no está disponible.

Tipos de nuevo lazo necesarios cuando (señalado función NO ACEPTABLE):
Encontrar piezas e invenciones alternativas cuando ninguna uno o más de ellas no están para cualquier razón accesible o sabida.

1] Parte inasequible - separación:
- no está en la conexión [completa] [debido a interferencia sin hilos].
- virus de computadora detectado vía: programas informáticos antivirus.
- la función es completamente o parcialmente inasequible, e.g.: es archivo fue borrado o corrompido.
- la función es (también) porción ocupada otras necesidades [para otros usuarios].
- la computadora [de la central] tiene otro apuro/limitaciones = acceso/que conecta: una función fuera de una descripción más central de una función no es ACEPTABLE.
- conflicto entre las funciones: una función ha dominado/ha interferido con otra función. Necesidad del software [poder] de ser fijado.

2] Mejorar el modo encontrado:
Encontrando las nuevas funciones que [mejores] cubrir las necesidades [incluso si todas las funciones/aspectos siguen siendo [sobre todo] disponibles: Otro modo/función se determina para cubrir mejor necesidades = entonces sistema va vía nuevos acoplamientos/funciones [adaptarse mejor].
Si la porción de invención llegaban a ser inasequible: [Como el cerebro para el ser humano o el otro organismo] el diseño adaptante puede todavía funcionar si casi algunas porciones de esta solicitud de patente fueron quitadas, debido a los muchos acoplamientos entre sus numerosos funciones. También, la adaptación establece nuevas relaciones entre las funciones disponibles si pieza de los equipo y programas de computación/de los periférico de la invención dañados, funcionando incorrectamente, o no [completamente] inasequible. Cada función tiene muchas funciones comunes incorporadas a ella - y tales funciones pueden duplicar/transferencia/copia ellos mismos a otras características [como modo autorreparador/otro adaptante].
- El encontrar/establecer las relaciones de ramificación del árbol alternativo/nuevo cuando un acoplamiento aplicable o una función asociada es inasequible: 1. las cuentas se pueden dar a las funciones posibles de cada acoplamiento [combinación de] que pueden [ayuda] satisfacen una necesidad señalada. 2. la ruta con la cuenta más alta [basada en cualesquiera criterios] se convierte en el modo = y la necesidad de reserva/de defecto consigue encontrada [con solamente la interrupción/la aberración temporales] hasta que el nuevo modo sea resuelto/probado/adaptado mejor (después de que [con referencia a] aprende necesidades).
- Un usuario sistema [de la persona (otra)] puede pedir/sugiere/consigue dirigido en modos alternativos/mejores de la determinación.

Imaginar algo no está trabajando a la derecha así que otras funciones compensan:

Asunto repetido - la determinación algo no es ninguna AUTORIZACIÓN. Si cualquier número de funciones/de piezas es inasequible, cómo las piezas restantes/las funciones pueden adaptar y todavía proporcionar [todos/algunos de] las mismas funciones. Cómo a [automáticamente] determinar la función [actual]/el modo de a es [no] - ideal/inoperable. E.G.: Cuando usuario: desaparecido/cambió su necesidad o hay totalmente un nuevo usuario.
- La regeneración/entró de usuario/de analizador, e.g.:
--Un problema pudo ser sugerido cuando un usuario (elige) desactiva una función vía teledirigido y o cambios de una función. La causa de esto podía ser la función no se aplicó bien bastante, no se aplicó en absoluto, ni no trabajaba. [Cada uno] tal evitación de una función [también] se utiliza para crear la cuenta.
- Señales enviadas to/from [central] y función - a [ayuda] determinar su estado del funcionamiento basado en cualesquiera criterios, e.g.: cómo es útil él is/was basado en el renombre del uso = que afecta a su cuenta.
--La computadora central envía = pieza/función [periférico] de las señales = buscando [y pidiendo] = cuenta [como de bien función es el funcionamiento = entonces analizador reacciona por [guardando modo/la función y o alterando el modo, y o buscando una nueva función estableciendo nuevas relaciones] = entonces verificando si el nuevos acoplamiento/función alcanza una mejor] cuenta de a [.
--La función [continuamente] hace auto-comprobaciones: como cómo los programas informáticos existentes comprueban/arreglo su software publica; tener llano de kilobytes por carpeta y sus archivos permanecían [constante/ajustado como previsto debido a las últimas ocurrencias - orden y sincronización]; la función se compara con iguales/las funciones similares a otra parte en iguales/la diversa invención unificada.
- La invención elegida envía señales al analizador que da estado de sus funciones/capacidad de adaptarse.
- Los hechos de que caminaran otras funciones adentro, o algo que sugiere tales, pueden indicar que algo no esté

bien.
- Si una función no está trabajando correctamente, otra función pudo coger el problema - porque puede ser que no hagan normalmente algo si la función cuestionable actuaba ACEPTABLE.
--el 'que seguía pudo implicar/estado que el acceso no está trabajando cuando: el acceso permite la entrada a la entidad, pero el comportamiento seguido de esa entidad no empareja el comportamiento previsto para ese usuario - tal como un acceso que busca de la caja de banco a las tenencias de la moneda extranjera de un banco disponibles para el retiro de los clientes no conectados con la contraseña de esa caja.
- Edición similar múltiple de la dirección de funciones - pero una función no está emparejando hasta las otras funciones. El Info de otras funciones [con metas similares] [sugiere] que una función no es ACEPTABLE, porque lo hace [venido cerca de] no emparejando el Info de las otras funciones. E.G.: un analizador visual demuestra un carro que apresura a través de una luz roja, pero el analizador de sonidos oye un carro el parar al mismo tiempo vía su estampilla de fecha del tiempo.

LA DETERMINACIÓN DE UNA CARACTERÍSTICA NO ES IDEAL:
[las piezas seccionan #1]: U = funciones aplicables de la invención [1. consigue la regeneración pobre. 2. Uno o más de las invenciones siguientes/de las partes de las señales al analizador = que el estado del modo señalado en cuenta [mínima] de la reunión [seleccionada previamente] ha cambiado (para el peor)] ~ C ()/analizador de la CPU =
[Sección #2 de las piezas] - cómo el analizador determina algo no es ideal: TENER ACCESO (control de seguridad) [no concedido (a pesar de tentativas repetidas de ganar la entrada del mismo usuario) (quién [de otras cuentas] parece de otra manera legítimo)] NOTIFICADOR MULTIUSOS EDUCATIVO de // EDIT de los VAGOS de // (analizador del comportamiento) [el usuario no es (como) feliz] [el modo de corregir causa una reacción pobre] // [cuenta del usuario [grado de la escuela] que no consigue mejor [bastante rápido]] // [el sistema trabaja para un usuario pero no también para otro] // [se activa cuando no fue necesitado (porque la' cuenta usuario/sistema para la otra función no da una alta cuenta de la notificación necesaria, eg.: el usuario entró la notificación era un OSCILADOR de // de la alarma falsa] [conseguido la mala cuenta] // PS-ZONE [el 'predijo que el comportamiento/la función en una zona no empareja cuentas de las' reacciones' de las acciones del ideal/del pasado] // QUE PREGUNTABA [los tipos de preguntas recibieron la cuenta que hay el problema técnico [pero probablemente no el acceso o el otro asunto (cuantificable) basado en el tema [orden del 'y sincronización del] de las preguntas] // R (teledirigido) [utilizado de localizaciones no-típicas porque las viejas localizaciones tenían peor RANURADOR de // del connectibility (debido a interferencia o a la función en esa zona no pudo funcionar correctamente] [se da el encaminamiento alternativo/] las BÚSQUEDAS sugeridas de // de la CUENTA // SA (analizador/reconocedor sano) [los sonidos no emparejan predijeron perfiles] // de sonidos [gotas] y REACCIONAN [el buscar del 'no da lugar a señalado/histórico' predijo reacciones] el SENSOR de // [los sensores múltiples (en la misma zona) dan el Info/el estado que están en conflicto] // TDS [no empareja se predice qué] // T (telefonía) [las conexiones no son realizables o ir a los puntos no previstos/a las invenciones] PISTA de // [el seguimiento (completo) perdido del usuario/de la función, y o del comportamiento del elemento seguido cambiado (fuera de gama)] // VA (analizador visual/reconocedor visual) /SA [gama escogido encima de cuenta con malfuncionamiento (probable) así que SA/VA necesita conseguir regeneración de otro función [] del '/(del calculador) el usuario (haciéndole una pregunta como: 1. ¿Es el funcionamiento de sistema correctamente? 2. Qué cuentas usted (usuario) da las funciones señaladas. 3. Hacer las preguntas/dar la dirección que no pide directo que el usuario anote la función, pero por inferencia (poder) determinar un malfuncionamiento está ocurriendo - eg.: el usuario no podría proporcionar respuesta/la regeneración (apropiadas) sobre algo que deben/que habrían podido saber tenían sistema funcionaron correctamente] // WA (caminata alrededor) [].
Secciones 1 y 2 interactivos.

Subpartes del UIP-Acoplamiento:

Compensar =
Otra función asume el control para los failings de una función no ACEPTABLE. La parte o toda la función no-ACEPTABLE se puede compensar = alcanzar una cuenta más alta para la adaptación.

Función NO ACEPTABLE =
La función no está conectada; completamente o parcialmente funcionando incorrectamente = y la función NO ACEPTABLE pudo necesitar ser desactivado/ser seguido para el comportamiento aberrante [vagos].

Autorización =

Cuando no es una característica o no puede ser autorizada, después el sistema puede funcionar como si fuera de alguna manera inactivo. Descubrir lo que llevan otros acoplamientos a las características adaptables alternativas.

. Concesionario (potencial): encuentra maneras de reducir pagos de derechos restringiéndose a los recursos señalados, incluso cuando existen las características relacionadas en la unidad de esta invención.

. (Posible) licenciador: descubrir cómo los concesionarios [potenciales] pueden encontrar maneras de pagar a pocos derechos, e infringirlo sobre el derechos de propiedad intelectual de otra persona. Entonces bloquear posiblemente el acceso a tales rutas alternativas [por cuál se podría construir y/o ofrecer la misma característica y esencialmente invención similar].

. Método que corta anti.

. Herramienta de la búsqueda de patentes para la patentabilidad: Explorar [todos] las variaciones que abarcan una unidad de la invención.

. Se autorizan las invenciones basaron encendido [se adapta el `W5 algo].

. Un contrato de licencia rápido se adapta (`corregido) para el concesionario, usando el acuerdo de la forma.

Remanente =

- La función/la invención (cada uno) puede tener remanente de sí mismo en las otras funciones (limitadas a cómo hacemos acoplamientos demostrar). Cuando un aspecto de una función no está trabajando MUY BIEN, después sus remanente a otra parte en el sistema pueden [ayuda] cubrir para cuál es que falta/NO ACEPTABLE.
- Cada pieza [de la cañería] se correlaciona con cada otra parte = dando por resultado la correlación/la creación de una subparte [archivo] en cada tal partición. Apenas porque una característica no está trabajando correctamente, no significa que todas sus subpartes [situadas en otras piezas] no ser ACEPTABLE = especialmente si [antivirus/el cortar/corrupción] los programas informáticos se ejecutan correctamente.
- Los remanente de remanente menos relacionados pueden compensar. Los remanente en [menos] funciones directo-conectadas/explicadas pueden compensar: Si la función "A" no es ACEPTABLE, entonces:

--Opción 1: remanente de las funciones "B" encontradas en las funciones "C a Z": puede compensar la función "A". Etc.

--Opción 2: Capacidades más amplias: los remanente"/"de A de las funciones "C" encontrada en las funciones "D a Z" pueden ayudar/compensar "B" (en parte no AUTORIZACIÓN) = así que "B" puede compensar mejor la función "A". Opciones más amplias basadas en la opción demostrada patrón 1 a 2.

--Opción 3: paso 1: la función "D" remanente dentro de incluso, los remanente de "E" = están que en "F" = puede compensar la función G o [A a Z]". Diagrama: f [e (d)] = compensa = el paso 2 del G.: Los remanente de G/de H en G = compensan el paso 3 del A.: A [ayudas] compensa A adentro sobre el etc. de las opciones 1 y 2.

--Las opciones 1, 2, 3 y así sucesivamente ofrecen incluso opciones más amplias, vía posibilidades ilimitadas dentro de los parámetros de las partes y de la presencia de acoplamientos. APENAS SEGUIR LOS ACOPLAMIENTOS - para ver las formas disponibles de remuneraciones [de reserva].

Sinergia =

Hay una sinergia del tener funciones/invenciones múltiples, en aquélas alternativas puede completar cuando otro no es ACEPTABLE. Más funciones conectaron el mayor la sinergia en: fuerza de reserva, adaptación. Apenas otra razón por la que toda las funciones ejemplificadas (los números y las piezas de la invención) enumeró es importante en este uso.

EJEMPLOS EN PIEZAS ESPECÍFICAS:

Demuestra cómo ha determinado una pieza no es ACEPTABLE, después cómo compensar.

U/otra función = este sistema de N [1. AUTORIZACIONES de la función de determinación no. 2. remuneraciones - solucionando problema de Rerouting To el otro ~ de las funciones] C =

-

ACCESO [que determina cuál no es ACEPTABLE] =

[Sección #1 de las piezas]: U = acceso =

[Sección #2 de las piezas - el acceso no se debe haber concedido quizá anterior según lo evidenciado por ocurrencias aberrantes: las acciones de usuarios (ilegítimos) últimos (correcto) y actuales no emparejan (por VAGOS) como en acciones en piezas siguientes. El acceso tiene subpartes/remanente para todo el/porción sí mismo en cada (cañería) partición. Esto determina cuál no está MUY BIEN sobre la pieza del acceso; entonces puede compensar analizando' siguiendo a usuario vía las otras funciones (y o los remanente del acceso dentro de las otras piezas). Entonces remuneración del acceso la' puede hacer lo

que haría el acceso normalmente: convertir a usuario a una alarma más alta, limitar o negar todo el acceso, etc.]: NOTIFICADOR MULTIUSOS EDUCATIVO de // EDIT [] // [el usuario aparece saber demasiado o demasiado poco o algo de cada uno en diversos temas] // [intercambio entre los multi-usuarios] // del CARRO de // del ARTISTA [el estilo del usuario no empareja el comportamiento [vagos] del accessor correcto] [carro is/is-connected a otra función/usuario] [el accessor actual acciona el notificador demasiado; o el notificador alterado usuario W5 podría funcionar] // PS-ZONE [el usuario va raramente a una zona] // QUE PREGUNTABA [] las BÚSQUEDAS de // de la CUENTA // SA (analizador/reconocedor sano) // del RANURADOR de // R (teledirigido) [] // [] de sonidos [] y REACCIONA [] la PISTA de // TDS [] // T (telefonía) [] // del SENSOR de // [] [] // UIP (usuario Info que programa) [] // VA (analizador visual/reconocedor visual) [] // WA (caminata alrededor) [W5 se utiliza (según lo seguido)].

Las secciones 1 y 2 pueden obrar recíprocamente.

ANALIZADOR =
OTD: [Sección #1 de las piezas]: ~ C (CPU) de U = de la parte [] =
[Sección #2 de las piezas]: ACCESO (control de seguridad) [excluye el acceso (al usuario); localiza a bandido que hizo el CARRO de // del analizador (y las aplicaciones este Info de fijar/compensa el acceso [de la cañería]] [insertar un analizador nuevo/similar file/sw] // EDUCATIVO [las lecciones se dan en la orden cronológica, de donde ido apagado sin la opción del egh. Educ enseña el sistema a cómo fijar/reprograma la banda MULTIUSOS de // del NOTIFICADOR de // [el analizador del `que trabaja para un usuario [1], puede compensar [copiado encima] el analizador aberrante para el usuario [2] = [entonces [2] adaptar adapta el analizador de 2 para el usuario #2] // del analizador] [el acceso del `asume el control] (programación) [] // PS-ZONE [] // QUE PREGUNTA [] las BÚSQUEDAS de // de la CUENTA de // del RANURADOR de // R (teledirigido) [] // [se anota el elemento = entonces seguido = búsqueda reaccionará encaminando el elemento basado encendido reaccionó parámetros] [acceso del `dado a los elementos con las cuentas apropiadas] y REACCIONA [automatizó respuestas con menos análisis (como en animales no humanos)] SENSOR de // [la situación detectada ocurre [en el tds seguido] = crea una cuenta = entonces correlador conecta el Info con la función aplicable = que es controlada automáticamente por búsquedas y reacciona] // T (telefonía) [el sistema conecta con otras funciones/sistemas para determinar si algo no es ACEPTABLE/compensa] // UIP (usuario Info que programa) [la adaptación del `ocurre automáticamente sin análisis].

ARTISTA =
OTD: [Sección #1 de las piezas]: ~ C (CPU) de U = de la parte [el artista del `/corrige - (semi) - el pensamiento creativo confía en piezas siguientes] =
[Sección #2 de las piezas]: El NOTIFICADOR MULTIUSOS EDUCATIVO de // EDIT [] // [] // [] // del CARRO de // de los VAGOS de // del ANALIZADOR de // // del ACCESO (control de seguridad) [usuario llevado a las zonas en donde el acceso permite] [] (analizador del comportamiento) [] [] [] // PS-ZONE [] // QUE PREGUNTA [] la CUENTA // SA // de //ROUTER [] [] // BUSCA y REACCIONA [] A SASTRE de // de la PISTA de // TDS [] // T [] // del SENSOR de // [] [] [] // VA [] // WA [].

ANALIZADOR = sastre del COMPORTAMIENTO = seguimiento/cuenta.
OTD: [Sección #1 de las piezas]: U = parte [analizador del comportamiento del `] ~ C ()/[de la CPU confía en remanente de la base de datos en:] =
[Sección #2 de las piezas]: TENER ACCESO (al control de seguridad) [características adaptadas oferta basadas en el acceso' permiso] ANALIZADOR de // [u = la pista' multiusos (confiar en base de datos de ese usuario)] El NOTIFICADOR MULTIUSOS EDUCATIVO de // EDIT [] // [] // [] // del CARRO de // [uno de las funciones o de la invención numera en forma del cartucho] [] // PS-ZONE [] // QUE PREGUNTA [] las BÚSQUEDAS de // de la CUENTA // SA // de //ROUTER [] [] y REACCIONA [] A SASTRE de // de la PISTA de // TDS [] // T (telefonía) [] // del SENSOR de // [] [] [] // VA [] // WA [].

U (usuario) = el ~ C (CPU) de la parte [analizador del comportamiento del `] confía en remanente de la base de datos en =
. UIP-Conseguir-Más duro = egh/tgh.

BALANCEADOR = picosegundo = oscilador

CUENTA/FACTURACIÓN = siguiendo la base de datos de la' cuenta'

CÁMARA = analizador visual = [seguimiento del `]

El CARTUCHO = cualesquiera de nuestros aspectos electrónicos de las funciones/de las invenciones' se puede conectar con el sistema unido como un cartucho. Las diversas funciones e invenciones [con las características correspondientes] se pueden enchufar como reemplazo [sin embargo no puede estar una remuneración completa - mejorar que no teniendo esta opción].
- conexión del teléfono del `= con otro sistema/interruptor/función que compensa el cartucho.

El CARÁCTER = el sastre/los vagos componen un carácter

PALMADA = analizador de sonidos = teledirigido = dispositivo que es controlado

La COMPOSICIÓN (de sonidos) = micrófono/teclado = sintetizador/corrige = música de los almacenes de la computadora = del oscilador/de la base de datos - y ofrece a plantilla los pedazos audios que pueden ser sintetizados.

COORDINADOR = analizador.
U ()/sistema del usuario = función del UIP/de controles/transferencia de la salida de las señales basada en se predice qué [como necesidad] [compensa totalmente] =
. UIP-DB = basó en cómo se anotan los elementos de la base de datos
. La UIP-Guía = dibuja sobre: los vagos/el preguntar/búsqueda y reaccionan

La BASE DE DATOS = [los datos el remanente del `] almacenados con otras funciones puede substituir/los datos de la ayuda en otra base de datos.

DISTANCER = sistema de colocación, perseguidor [orden del `y el medir el tiempo]

EDIT = sastre el texto; artista-corregir.

EDUCACIÓN = sastre = guía. Tener acceso a los archivos apropiados. El analizador/el analizador del comportamiento determina qué necesidades de ser enseñado. EGH. Respuestas a las preguntas = a la guía/al analizador/al sastre.

HOSPITALIDAD = sastre

El EJERCICIO = la guía adapta el programa educativo al usuario. Coordina el Info de otras piezas.

JUEGO % = ofertas adaptadas de la dirección: egh, tgh, hospitalidad artística.

GUÍA = adaptando el proceso educativo.

INTERACTIVO = el sistema se adapta a la situación necesaria vía: multi-media, hospitalidad, orden y sincronización para cómo funciona; el predecir; analizador que determina cuál es w5 necesario y en qué orden y sincronización.

K (control vía llaves) = teledirigido; inclinación. el sastre determina las necesidades de usuario sin la necesidad de usuario afinar en sus intereses. Creando imágenes relacionadas artista como forma de comunicación - cada usuario de la imagen crea o chasca encendido = representa una diversa cadena [hyperlinked/active] de términos/de botones.

LOCALIZADOR = maneras de localizar un artículo:
1] Aplaudir su mano y el oscilador del dispositivo [de la radio] sonará.
2] GPS; Paladio'; distancer

3] El analizador de sonidos determina de adónde el sonido está viniendo/vino, su cambio en la localización y velocidad.
4] Alarmas del notificador [cuando el dispositivo necesita ser notificado sobre algo].
5] El dispositivo [móvil] W5 está adentro fuera de zonas.
6] que siguen
] fuente 7 de vibración

MIC = partición visual del convertidor del sonido del analizador.

MODEM = teléfono

La MAÑANA = los vagos se adapta a la necesidad de usuario analizando al usuario w5 necesita ser despertada = entonces las señales de la estampilla de fecha del tiempo = notificador.

RECEPTOR ACÚSTICO del MOVIMIENTO = analizador = oscilador de la vibración

Usuario MULTIUSOS = diverso determinado vía = acceso [contraseña]/vagos/cómo se pide algo ser adaptado por el usuario o el sistema.

El milímetro/las MULTIMEDIAS = el analizador coordina cómo la función = el artista siguientes [alteración de la imagen del `]/corrigen/compositor/sintetizador/oscilador.

El NOTIFICADOR = el acceso/la cuenta/los vagos/sensor = se analizan para el cambio en el funcionamiento deseado de los parámetros [basados en qué se almacena en base de datos] = las búsquedas del sistema tales cambios = y reacciona por = un oscilador.

La ORDEN y la SINCRONIZACIÓN = el sistema correlaciona qué has/is/will sea necesitado por su = estampilla de fecha del tiempo/cuenta = reacciona.

El OSCILADOR (comunicador sano saliente) = las audioseñales a los altavoces reemplazables vía = búsqueda y reacciona.
. Cuando la porción de la señal audio de OSCILADOR necesita la remuneración: **OTD: [las piezas seccionan #1]**: ~ C (CPU) de U = de la parte [OSCILADOR del `] [los límites/alteran lo que se admiten las audioseñales] =
[Sección #2 de las piezas]: TENER ACCESO A LOS VAGOS de // del ANALIZADOR de // [] (analizador) del comportamiento [] EDIT o la EDUCACIÓN de // del COMPOSITOR CONSIGUE EL NOTIFICADOR MULTIUSOS DIFÍCILMENTE/TGH [] // [] // [solamente los altos artículos anotados activan altavoces] // PS-ZONE [solamente ciertas localizaciones pueden enviar/reciben el audio (las señales)] // QUE PREGUNTA [] las BÚSQUEDAS de // de la CUENTA // SA [el `analiza el sonido en la señal audio antes de permitir que compense] // [el `anota las audioseñales] y REACCIONA [a las audioseñales señaladas] // T (telefonía) [censores qué señales pueden ser transmitidas] SASTRE de // de la PISTA de // [solamente (la O.N.U) las señales de sonido seguidas son transmisibles] [el analizador del `controla qué audioseñales son la difusión W5].
. Cuando los altavoces del OSCILADOR no son ACEPTABLES: El sistema envía [compensado] la señal audio: modo vibratorio que pudo ser audible [a los seres humanos/a los animales domésticos]; vibración usada para comunicar vía las señales que son fieltro; altavoces de otras partes iguales/del diverso sistema; el texto Info = conectado con la señal audio puede ser difusión/enviado a las pantallas; flash de las luces [`que notifica a usuario de la blanco: leer su email/pantalla. Comunicado vía enviar olores.

El paladio (dispositivo de colocación, GPS) = compensó por [no] las características GPS de: Distancers/localizadores/que siguen. Siguen/identifican localizaciones.

PERSEGUIDOR =
cuando cierto seguimiento [submarino] - piezas/funciones es inasequible [eg.: el sensor" persona visual' de la educación] del' Ba del analizador mala] a [se puede todavía identificar/seguir vía uno o más del siguiente:

1. El sistema observa que el usuario ha hecho el acceso incorrecto/cuestionable [pasado demasiada hora en zonas de los asuntos alto protegidos las'] = que es determinado anotando = la ocurrencia entonces se analiza y el sistema determina continuar siguiendo/niega el acceso [completo]. 2. El patrón el cual encamina a la persona [que consigue] = da lugar a las reacciones [las funciones para las cuales son probables accionar el notificador/tds determinan allí son una carencia del pago oportuno] = entonces sistema reacciona por la persona más lejos del seguimiento/de la encaminamiento zona de otro asunto la' [que tiene menos/pseudo información confidencial] [así que persona no sabrá que se están siguiendo] entonces el Info se alimenta a las cortes de la policía/del gobierno [para el procesamiento].
- La pérdida de funciones esenciales [software basado] de las funciones de la adaptación sería uno de los detrimentos más grandes pero no pararía todo el funcionar.

La remuneración confía encendido [el remanente del `archiva] en otras funciones basadas encendido: su base de datos/se predice qué [como necesidad actual o futura cerca (usuario)] /[automatizado - la orden y la sincronización/la búsqueda y reaccionan]/corrige [los censores] qué las señales [del audio] no se prohiben.

Concluye la sección del UIP-Acoplamiento

ETAPAS EN EL DONANTE DE RECOMPENSAS:

Ejemplos:
- El sistema educa a accessor recíprocamente = las recompensas' reacciona cerca: permitir el acceso, educando, dirigiendo.
- La educación de la guía del `consigue más difícilmente = como el usuario aprende. Hay un boquete en cada lección que consigue más difícilmente vía: orden y sincronización.
- El acceso del aumento a las nuevas características/funciones como usuario aprende: el menú de opciones abre; el animal doméstico gana recompensas.

Los criterios para conseguir la recompensa consiguen más difícilmente:
- Animal doméstico: accede, preparando, el alimento.
- Usuario (seres humanos): tener acceso a
. Nivelar de aumentos de la recompensa como la educación aprendida del usuario aumenta.
. - Existe: el mejor usuario aprende cómo utilizar los productos existentes, a menudo cuanto mayor es la ventaja, e.g.: empujar hacia abajo una grapadora común con la velocidad y la presión correctas = da lugar a mejores documentos sujetados con grapa; Apple, Oracle y Microsoft basaron software. Serían realzados vía esta solicitud de patente que adapta.

bloques huecos mágicos 3C292: Cada combinación ha señalado resultados. Dirige a usuario para aprender destrezas adaptadas: [con referencia a] aprender utilizar [los pobres/[no] que funcionan] a partes del cerebro del ser humano/del organismo. Adaptar a usuario de las pruebas para determinar rasgos de funcionamiento del cerebro = después diseña programa educativo = entonces las guías y recompensa a usuario.
- Ver el archivo 3CE.

sistema de la identidad del conductor 6B240: puede activar solamente el vehículo después de que se hayan accionado las acciones correctas/los sensores. Patrones del recorrido W5 restringidos por tal comportamiento del acceso.
- Ver la parte Acceso-VAGO-Auto.

perseguidor de 6G241 GPS: como 6b240, recompensa/permite el acceso señalado a las características basadas encendido: el funcionamiento/W5 del usuario siguió localizaciones del cambio del objeto [no hizo].

profesor particular del movimiento 3E061: Requiere/dirige los movimientos de los usuarios [mejorar su], eg.: el nivel correcto de movimiento accede. El sistema asume que los movimientos del usuario cambiará o que mejorará en un cierto plazo.

Para Techies: En los primeros requisitos puede estar A entonces B. Más adelante puede ser cualquiera: Un B de entonces entonces C; o B entonces C [entonces...]; o C entonces D; o C entonces B.

USUARIO = SASTRE =

ANALIZADOR =
El ARTISTA = incorpora datos artísticos
CARRO = criterios/resultados del acceso del acceso
Movimientos del ™= de DISTANCER correlacionados con requisitos del acceso.
EGH = las lecciones [una vez que cuenta mínima alcanzada usuario] lleva a la lección siguiente y a la prueba que requieren una puntuación del test más resistente antes de progresar a la lección siguiente.
El EJERCICIO = el ejercicio consigue más difícilmente = como egh/tgh
Los requisitos del JUEGO = del juego consiguen más difícilmente
™ = egh de la GUÍA

MENÚ ADAPTADO a obrar recíprocamente con el sistema de uso de la palmadita:
. 06-12-19A de dibujo cubre pasos en la estructura de acoplamientos entre las características y las invenciones: 1 usuario = menú del software 2 (Home Page) = 3 enlaces hipertexto se adaptó al usuario = 4 qué búsquedas del usuario/experiencias/consigue/licencias (para su uso)/usos tecnológicos.
. Explicaciones encendido sobre el dibujo:
-1: El usuario puede ser (el concesionario potencial, el examinador de la patente, el consumidor, el otro accessor).
-2: (Limitado) tener acceso dado vía el ordenador central del usuario/el punto del Web site/de la invención del acceso.
-3: El usuario y o el sistema adapta (el `corrige) la información que está disponible en la sección 4.
-4: Las alternativas disponibles incluyen:
--Características adaptadas o genéricas - > más características adaptadas para = usuario
--Cuaesquiera otras características (secundarias) en nuestros accesos de la invención (para el uso específico buscado), e.g. cualesquiera de las palabras claves de una su o característica relacionada
---Más cercana está la asociación que el más alto en un menú puede él aparecer/esté disponible para el uso.
--Tipo de tecnología, categoría de producto, código de clasificación de patente (del international)
--Dibujos. Imágenes (de la vida real) (de él que es utilizado).
--Licencias (disponibles)
--Opciones del estado: cuál está disponible para la licencia; tipo de ingenieros/ingeniería necesaria para hacer un modelo de la vida real (probada completamente); predicciones (tamaño de mercado, perfil típico del comportamiento del usuario (para el mercado de San Francisco o de Tokio); productos existentes relacionados (sus precios); cuenta ética para las compañías que autorizan nuestro o invenciones relacionadas.
--Estado de la característica intelectual: número de directo y de menos enlaces directos to/from la característica (secundaria) o la invención de a pedida por el usuario; ediciones de la infracción y o habitaciones de la ley para (en) las invenciones directo relacionadas y (cuenta ética del infractor potencial más (sugerencia de la guía del `para la venganza merecida para su mal□n comportamiento - con o sin aumento económico al partido infringido)); asesorías legales.
--Mucho más.

Más adelante leer la carpeta adaptante detallada, e.g. Su archivo en cómo el sistema sube con las ideas de la invención en este uso. Para una lista actualizada de invenciones visitar www.LicenseItToday.com

Archivo: Demandas/demandas del acceso de la puerta/del acceso de la puerta

Archivo: Demandas/acceso de la puerta/acceso de la puerta

Limpiador del acceso de la puerta

La invención consigue animales domésticos limpiar sus propias patas. El dispositivo único reduce la suciedad seguida adentro por los animales domésticos. Los animales domésticos se dirigen' para limpiar sus patas. Los animales domésticos caminan en la estera matosa del piso mientras que esperan para ganar la entrada a través de nuestra puerta electrónica del animal doméstico.

La suciedad se quita de sus patas mientras que espera la puerta para abrirse eventual automáticamente.
¡Los animales domésticos y la gente necesitarán siempre puertas del animal doméstico con la opción más

conocida de la limpieza disponible, y esto es él! Para la medida adicional, el sistema tiene la opción de emitir un sonido breve y agudo al dueño momentos antes que el animal doméstico entra, así que sus patas pueden ser comprobadas.

ENTRENAMIENTO [ANIMAL DOMÉSTICO]:
- Instalado inicialmente sin restricciones [importantes] del acceso. [Poder] educar cómo se hace el acceso. Los animales aprenden y recuerdan rápidamente puntos del acceso.
- Mientras que el animal doméstico llega a estar acostumbrado a su nueva puerta del animal doméstico, los embarazos aumentan vía [orden y sincronización del ']. Requerido [tiempo de espera] [aumentos]. Cuanto más de largo el animal doméstico espera frenéticamente, caminan más alrededor y quitan la suciedad de sus patas.
- Alinear up/install más embarazos [de la limpieza] en un cierto plazo.

VENTAJAS: [Animales domésticos] aprender mejorar limpio ellos mismos como seres humanos.
- La invención más que paga sí mismo.
- Excepto costes en la limpieza y el reemplazo de la alfombra.
- Disminuciones la probabilidad de la orina y de las heces que son encontradas en la alfombra durante la niñez del animal doméstico y en edad avanzada [pues los animales domésticos no pueden esperar como de largo durante tales veces de relevarse].
- Ahorra productividad [del ser humano].
- Más gente confiará en puertas del animal doméstico, incluyendo ésos que usan los millares que datan de años - una aleta de los diseños sobre un agujero en la pared o la puerta.
- Animales domésticos y dueños más felices.
- Salud: [los animales domésticos no congelan en exterior frío, y la reducción en no convidado [los animales]]. Trabajo de fractura menos trasero para que gente limpie manualmente las patas del animal doméstico - dando por resultado menos lesiones [traseras].
- Seguridad: menos fango [para los seres humanos] a deslizarse sobre en pisos brillantes.
- La suciedad es qué guarda a gente de conseguir animales domésticos [más]. Más fácil para que la gente arriesgue el adoptar de animales domésticos adicionales como la puerta del animal doméstico reduce los riesgos de animales domésticos que se relevan dentro.
- Mercado mundial enorme del lugar, especialmente en países más ricos.

LADOS DE LA LIMPIEZA DEL ANIMAL DOMÉSTICO:
- Los animales domésticos se inducen a cepillar o a rodarse contra (colocándose/plano) los objetos que quitarán elementos indeseados: suciedad, pelo, insectos, etc. Esta característica es menos central al concepto principal de quitar la suciedad de pie.
- Animal doméstico de enseñanza: El dueño puede enseñar los animales domésticos a que la puerta se abre más rápidamente cuando el animal se cepilla. Los convites del alimento de animal doméstico se pueden también dar para aprender cualquier característica.

CONTADOR DE TIEMPO:
- El sistema sabe la presencia on/near del animal doméstico la estera/la puerta vía:
1. o dispositivo que mide el tiempo 2. que va encendido sobre contacto próximo inicial con la puerta vía transmisor del laser/del collar.
- El número máximo de tiempos de acceso (que vienen dentro) se puede fijar, para reducir tráfico.

ESPERAS del ANIMAL DOMÉSTICO (para el dueño alertado):
- (Serie de señales sonoras) dueño de las alarmas (en etapa) que ese animal doméstico tiene/que (los VAGOS) entra probablemente. Permite al dueño comprobar (para la suciedad) si el dueño elige.
- La zona de espera de la jaula (punto del acceso del pasado') puede:
1. reducir la suciedad en área de la jaula (como área de la pre-entrada, o vía otros medios), por ejemplo al llover; 2. dar el tiempo (más) para que el dueño venga; 3. no prohibir a animal doméstico la entrada de interior, sin interior que viene hasta que el dueño abra la puerta interior.

TÉRMINOS DE BROADEN-ABLE:
- Animal doméstico: Cualquie organismo móvil, de microscópico (las amebas a los seres humanos, o a los

animales estudiados/indujeron (para los estudios o la agricultura zoológicos). % incluye la ropa del animal doméstico, zapatos. Perros, gatos, (animal doméstico/levantado) hámsteres de los gerbils de las cabras de las ovejas de los pájaros de los cerdos/del ganado de las aves de corral (mofetas fijas).
- Puerta: acceso.
- Induciendo (animal doméstico): ellos (la ayuda esté implicada adentro) proceso/sistema del retiro de la suciedad; (no aumento) tener acceso, o volver a dirigir a la otra localización/acceso.
- Suciedad: ruina encendido o patas cercanas, o entre los dedos del pie; cualquier cosa encendido o animal doméstico cercano (pulgas, materia vegetal (semillas con las etiquetas engomadas) en la piel, señales, dander, caspa, (vertiendo el pelo/la piel).
- Collar (del animal doméstico): da el acceso. Identificación (encajada) del animal doméstico
- VAGOS: conecta el UIP (del animal doméstico o del amo) = el animal doméstico de w (comportamiento/las necesidades del animal doméstico/del dueño)
- Acceso (puntos): hogar, establos, jaulas, cualquie límite (artificial) in/outdoors. Umbral.
- Sensores: nivel de la suciedad (de la pata), animal doméstico location/ba, distancia del animal doméstico (cambio) de: punto de acceso; localización in/out del dueño [casero], [el permiso por lo tanto requerido de la notificación/de acceso puede diferenciar].
- Elementos de la limpieza: doormats y otros dispositivos relacionados erizados o que se peinan. La tiesura y la longitud de cerdas y de dientes el peinarse pueden emparejar la casta animal, el tamaño, (queriendo) el comportamiento del animal doméstico, cómo es sucio es el terreno, el etc.

Otros animales domésticos de las acciones se animan en:
- No raspar/maullido mientras que espera. El analizador de sonidos' desactivará o atascará el abrelatas sobre la audición de tales sonidos. Por ejemplo, la puerta puede no abrirse por un plazo del sistema después de ninguna ruidos del animal doméstico o de otros fastidios (sin importar si se han resuelto otros parámetros del comportamiento del animal doméstico).
- % del animal doméstico aprende nuevos trucos: el sensor se ata para determinar cómo ha actuado el animal doméstico (w5).

Ediciones:
- Ningul□n dispositivo de la limpieza puede ser perfecto pero éste es quizá en gran medida el mejor.

OTROS PRODUCTOS CONECTABLES:
- pudo conectar este dispositivo con otros productos para quitar elementos indeseados, eg.: puerta del animal doméstico del vacío (= que sigue esta invención en la cadena de los acontecimientos de la entrada).
- crear sobre/alrededor de la cubierta de la estera que ayuda a forzar el animal doméstico a permanecer puesto (en la estera).
- Los doormats [cabidos]/los cepillos/etc diseñaron para la invención específica [apretones el el reemplazable/lavable] [cepillo como] dispositivo de la limpieza.

REDUCE LA ENFERMEDAD cogida vía: transferencias entre in/outdoor, zonas. Animales del campo sucios que entran en la proximidad de granjeros pobres en áreas subdesarrolladas, eg.: Asia Sur-Oriental.

TIPOS DE LA ESTERA/DEL SENSOR:
- Colocado (verticalmente): animal doméstico inducido (vía los sensores encajados de los sensores/laser) a rasguñar las patas/cuerpo para accionar el acceso.
- La estera es ni demasiado erizada guardar el animal doméstico de la colocación en ella, ni demasiado débil para no quitar un nivel de suciedad. (Caber adentro) la estera reemplazable diferencia basado en el tipo perros, terreno (las ediciones de la materia de la arena, del fango o del vehículo), tiempo (lluvioso).
- Nivel de la suciedad.
- También: analizador visual, analizador del olor: buscan y reaccionan a [suciedad en la entidad (pies/los neumáticos)]

[PÁJARO/INSECTO] COLECTOR DEL EXCREMENTO:
Puerta del pájaro: Enseña a pájaros al impulso antes de que vuelen dentro del hogar de la persona.
- La jaula es donde el pájaro consigue su alimento, agua, juguetes, etc.
- El movimiento de intestino (BM) del pájaro es el mayor problema con el goce de pájaros del animal doméstico.

- El sensor' determina el BM ocurrió. Entonces la puerta se abre automáticamente. La puerta se cierra solamente (lentamente y suavemente) después de que se haya vuelto el movimiento que el sensor' determina el pájaro adentro.
- El sensor del BM se puede accionar cerca:

1. Analizador del olor del BM del pájaro.

2. El pájaro debe tener el BM sobre cualesquiera o parte de la jaula del piso del pájaro. El sensor determina el BM vía, mayor) vibración del A. ((que la norma) de la gota del BM. Presencia del B. de cualquier porción/elemento de BM que acciona el sensor, e.g. humedad.

CONSTRUCCIÓN DE LA PUERTA DEL PÁJARO:
. General:
- Cuidadoso no lastimar o no cerrarse sobre pájaro.
- Percas colocadas en ambos lados de la puerta. El pájaro entonces empuja la puerta o la cortina (no pesada) para ganar la entrada. La entrada se convierte en más tiesa o menos mueble cuando en "cerró modo".
- Salón del pájaro con dos puertas. El diseño de la jaula no anima al animal doméstico que entre en el salón o el umbral a menos que cuando es la entrada (visiblemente) abrirse (capaz).
. Pájaro alentador a no seguir siendo jaula exterior demasiado larga (antes de que él tiene el BM siguiente):
- El alimento mínimo (automáticamente) se da a la vez, así que el pájaro necesita volver adentro alimentar a menudo.
. Custodia hacia fuera de otra [pájaros/insectos/criaturas]:
- Los' pájaros señalados usan el transpondor minúsculo a pie, solamente permitiendo su acceso'
- Útil para tener pájaros que viven afuera también.

DIAGRAMA DEL BASIC: el animal doméstico (patas) = piso (alfombra erizada) = "acceso" (el collar del animal doméstico) acciona tds = después de que las esperas señaladas del animal doméstico del tiempo (en la estera) = puerta se abran (permitiendo el animal doméstico adentro).

DIBUJO FIGURADO (DIAGRAMA TÉCNICO):
Usuario (animal doméstico del `) = este ~ del sistema de N [abrelatas de la puerta del animal doméstico] C = ACCESO [el collar del animal doméstico señala a usuario; diversa (RF emitido) contraseña de cada usuario permite el acceso de diferenciación, eg.: animales domésticos más sucios deben esperar más de largo (incluso si un animal doméstico más limpio con el acceso también está esperando; salida de la entrada prohibida a veces: al llover; deseo de los seres humanos que se irá solo (mientras que teniendo un partido))] CARRO de // de los VAGOS de // del ANALIZADOR de // [] [los tiempos acarician es decir venir a través de puerta] [atado al collar; emite olor (atraer/rechazar los insectos/otros perros)] // EDUC [enseña al animal doméstico a esperar por la puerta; Animales domésticos de enseñanza de TGH para esperar más de largo] // MULTIUSOS [cada ser humano/animal doméstico tiene diverso acceso, y características del control, eg.: Maria quiere perros en casa durante tarde, mientras que Bob (si él es hogar y sus demostraciones del RF que él es hogar) los quiere afuera; tan una vez que los animales domésticos, licencia no pueden volverse adentro durante épocas señaladas.] Picosegundo-Zona de la banda de // NR [cuando el animal doméstico/el ser humano es in/outside que notifica al animal doméstico/al usuario] // [] // [la invención existente Steve que Kays concibió antes de otro lo fabricó: estancias del animal doméstico dentro de los límites señalados (basados en donde el alambre subterráneo transmite la señal al collar de perro, suavemente dándolos una sacudida eléctrica hasta que sepan para no cruzar la línea.] las BÚSQUEDAS de // de la CUENTA de // Q [u pide el sistema para seguir' comportamiento del animal doméstico y se dice animal doméstico cómo/when/W5 comportado/pasó a través de puerta] // R [el usuario controla la abertura de la puerta remotamente - esto es fácilmente una característica sola del soporte] // [] y REACCIONAN [cierto comportamiento del animal doméstico de las búsquedas; entonces no les prohibe el ANALIZADOR de SONIDOS de // del SENSOR de // del acceso'] [el detector de movimiento necesita ser activado por el tiempo señalado (TDS), reduciendo al mínimo el animal doméstico de la ocasión se sentará y espera] [reconoce el ruido del animal doméstico (corteza, maullido, chirrido) que puede también ser necesario acceder; guardando hacia fuera los animales domésticos indeseados] // TDS [] // T [el usuario puede supervisar remotamente cómo el animal doméstico está haciendo; y cómo eran'] el ANALIZADOR VISUAL seguido de // UIP [manera del acceso del animal doméstico dada basada en preferencias de usuario] // de la PISTA de // [] el animal doméstico [de las demostraciones (que) necesita el acceso; y si se movieron y de qué manera] // WA [puerta portable del perro (para al visitar (la casa de la abuela)].

MÁS PASOS:

Adicional etapa/aspecto [tener acceso a proceso] pudo estar agregado on/made más difícil, en etapa como [el animal doméstico aprende/se convierte en] acostumbrado/[limpieza adicional necesaria]. Pueden atar en dispositivos de la restricción del acceso de la otra limpieza [previamente patentada] los'.

OTRAS ENTIDADES QUE BUSCAN EL ACCESO:
. Limpiar los dispositivos móviles [vehículos]: [Neumáticos/cuerpo] ser/debe ser limpiado antes del acceso. Reduce la extensión de la contaminación. Protección del medio ambiente. Los pasos pudieron incluir: 1. pasando con [pasos señalados de la colada de coche]; 2. [suciedad/descoloración que buscan del sensor de la representación visual del `]; 3. La limpieza continua reacciona al paso anterior [análisis de la suciedad], después las guías' predicen para los pasos necesarios adicionales de la limpieza. 4. Iguales/diverso proceso de la limpieza [con diversos agentes de limpieza señalados para el tipo [suciedad] la edición encontró.
. La ropa de trabajo/los juegos de espacio/el otro anillo del material o de la cubierta [seres humanos/animales/robustezas/dispositivos móviles. El portador/el poseedor de material protector necesita iniciar/los pasos de la manija [en sus los propios] [con la dirección].
. Artículos que vienen abajo transportador [de la fábrica]. ¿Variación patentable?

REFERENCIAS:

http://boards.hgtv.com/eve/ubb.x/a/tpc/f/1974011632/m/2351090681/r/8791031681_-_8791031681I construyó una "cubierta" hecha de la oscuridad de piedra y de las pavimentadoras fuera de la puerta del perro de modo que los perros caminaran a través de ése antes de que consiguieran en la casa. Entonces tenía una variedad de mantas que caminaron encima antes de que hicieran su manera arriba. El fango muy pequeño la hizo arriba. En esta casa

Puerta del animal doméstico del cepillo de la preparación de la PALMADITA 5.546.895 de los E.E.U.U.
Una puerta del animal doméstico que consistía en una abertura llenó por las cerdas de un cepillo o de cepillos. Un animal se mueve con la abertura apartando las cerdas flexibles, que confiablemente y reservado resellar la abertura después de que el animal pase. La mudanza a través de los cepillos es tan natural a un animal como moviéndose a través de hierba o de maleza del bosque alta. Los cepillos realizan una función de la preparación quitando la suciedad y la ruina de la capa del animal mientras que entra. Los cepillos tienen valor aislador del colmo debido al volumen de aire atrapado entre las cerdas.

anillo-vacío de http://www.halfbakery.com/idea/Vacuuming_20Pet_20DoorA que circunda la puerta del animal doméstico. Para los perros o los gatos: Un accesorio de forma anular del aspirador monta alrededor de la puerta del animal doméstico a la casa. Cuando el animal doméstico pega su cabeza en la puerta, el vacío se acciona automáticamente, y el animal doméstico se barre de cualquier suciedad y pulga mientras que culebrea a través. Sure, los asustará al principio...

COMPETICIÓN DÉBIL:
- Trampero de la suciedad: Un piso del algodón que absorbe el agua, la suciedad y el fango de las patas del perro para ayudar a mantener sus pisos limpios. Subsistencias antideslizantes del forro del látex él estable en la mayoría de las superficies. www.plowhearth.com 800-494-7544 del precio $24.95 - $74.95

Las ideas de la BÚSQUEDA de la PALABRA CLAVE incluyen:
- pista, suciedad, fango, pata, limpiada
- estera (de la puerta), cerdas, peine, rastrillo
- animales, manta, alfombra, piel, "palillos (de la suciedad)"
- esperas, esperando, (adentro) paciente, paciencia, electrónica
- animales domésticos, puerta, petdoor, doormat, automático (aliado)
- Más piezas: movimiento (sensor), RFID, collar

LAS ADICIONES DE LA PUERTA DEL ANIMAL DOMÉSTICO SIGUEN (PROBABLEMENTE A

PARTIR DE 2006).

Acceso limitado del umbral: La invención consigue [los animales domésticos] [limpiar sus propias patas]. El dispositivo único reduce la suciedad seguida adentro por los animales domésticos. Los animales domésticos se dirigen' para limpiar sus patas. Los animales domésticos caminan en la estera matosa del piso mientras que esperan para ganar la entrada a través de nuestra puerta electrónica del animal doméstico.

La demanda está para cualquier acceso que busca de la entidad, por el que una pausa que requiere pasos no idénticos múltiples sea necesaria antes de conceder la entrada física.

EL ANIMAL DOMÉSTICO [SOLAMENTE UNO] TIENE ACCESO A LA VEZ: Intensificar sobre la opción de la plataforma: solamente un perro a la vez. La puerta se cierra después de que el 1r perro entre. Evita que un perro haga la limpieza de la pata y la 2da de scooting en la derecha detrás del 1r perro y a través de la puerta.
- Puertas múltiples del animal doméstico, con uno o más collares asignados solamente a las puertas específicas del animal doméstico.
- RFID del collar del animal doméstico requerido para el acceso. Guarda hacia fuera otros animales domésticos, animales salvajes [mapaches].

[ANIMAL DOMÉSTICO] SABE/PREDICE que LA PUERTA ESTÁ ABIERTA por uno o más:
- sonido (s)
- olor (s) de: alimento, dentro del hogar
- (la O.N.U) el chascar de la puerta oído por el perro (s)
- puerta colocada en la posición (leve) de la inclinación. Entonces la puerta abre un pedacito cuando su (s) lanzado.
- la puerta se abre parcialmente (así que el perro empuja el resto de la manera), o se abre completamente.
- empujando en ella
- la ve el moverse [en viento] o el vibrar o el inquietar del dispositivo mecánico

MÉTODOS DE LA ABERTURA DE LA PUERTA: las diapositivas se abren/se cerraron; abrir el lado de /to, y hacia fuera al ángulo (de 90 grados) (que se pega fuera de la casa).

MISCELÁNEO:
. Muchas características relacionadas en las carpetas de los juegos, e.g.: controles de acceso.
. La mayoría de los perros no consiguen la suciedad solamente en sus patas, ellos la consiguen para arriba un poco más alta también. Tan quizá un proceso de dos fases SIMPLE o un material/un cepillo más profundos para lavar la pata y el pie. O (estera ajustable) por el que la mediados de sección alcance el pecho del animal doméstico,

AJUSTAR LOS TIEMPOS DE ESPERA: El usuario puede ajustar' corrige los tiempos de espera del animal doméstico/de la persona para el acceso para la persona/el animal señalados/específicos (un animal doméstico/una casta más sucios). El tiempo es ajustado por ocurrencia señalada, eg.: perro más sucio grande forzado a esperar y a limpiar a uno mismo en la estera más de largo.
- Diagrama: Privilegios de acceso del perro (juego del ') del bandido (con la cuenta baja de la honradez) del =more de la espera grande de la suciedad (fango/mala historia seguida) =longer/shorter/altered' (más/más de largo las cerdas debe estar más allá a través). Poco tiempo de espera del dirt=shorter del dog=little en la puerta. Programado del acceso de la puerta del collar' picosegundo'.
. Dispositivo del tiempo que trabaja con el mecanismo de bloqueo, a la cerradura después de cierto rato, de modo que el animal doméstico no pueda venir in/out. El animal doméstico enseñado o a vuelto a casa antes de demasiado tarde, o no puede entrar; y o ése no pueden salir después de tiempo del sistema.

LIMPIEZA [DEL AGUA]: de la fuente de agua o de líquido se rocía sobre animal doméstico como requisito antes de entrada. Nadar quizá a través del agua/de la charca/del compartimiento del agua. Entonces quizá secador del ventilador/del aire para el paso siguiente, colgar (trapos secos a caminar a través) u otros métodos de sequía (usados para cuaesquiera objetos móviles). Entonces el animal doméstico debe esperar quizá [en salón (con que sopla caliente)] para secarse [en un tiempo más fresco].

EL ÁREA ALREDEDOR DE LA PUERTA RASTRILLA LAS PATAS DE FUR/CLEANS: Hacer la puerta real hecha fuera de/atado con a una cierta clase de dispositivos de la limpieza, esteras de puerta, plástico cubierto con el paño (o cerdas) de modo que cuando golpear con el pie/asimiento de los intentos del perro abre la puerta que están limpiando sus patas delanteras. Los perros/los gatos pueden incorporar las piernas/cabeza primero.

CERDAS: Hacer las cerdas (muy suavemente, como cerdas del cepillo de dientes). Esa manera, incluso si el perro no se mueve alrededor mucho, todavía están bajando de la suciedad apenas por la mudanza de las cerdas.

¿ESTÁ EL ANIMAL DOMÉSTICO ADENTRO O AFUERA? localizador del animal doméstico 8B-010: (ciertos productos de este número de la característica no son electrónicos) el usuario sabe si el animal doméstico está adentro o hacia fuera, basado encendido si ellos más allá a través de su puerta especial o no.
- La manera la puerta fue abierta, saliendo adentro o, da lugar a la puerta que cerraba de cierta manera y considerada fácilmente por el dueño si miran la puerta desde adentro o afuera.
- el collar del animal doméstico tiene transmisor que demuestre si el animal fue en o de la puerta (basada en la dirección en la cual el transmisor del animal doméstico consiguió más débil); el transmisor demuestra en qué parte de la casa o del jardín están, por el dueño que mira en la pantalla especial;
- + el receptor del dueño se puede utilizar para encontrar el transmisor del collar del animal. El receptor señala si el dueño está consiguiendo más cerca o más lejos de animal.
- útil para localizar a niños. Animales en parques zoológicos grandes; áreas de la naturaleza; etc.
- la manera que la puerta fue abierta también puede accionar la demostración de la señal electrónica si animal más allá en o fuera del umbral
- Nota al pie de la página: Este concepto del lugar se aplica a cualquier elemento móvil con excepción de animales domésticos también, eg.: vehículos que van dentro y fuera del emparedado en zona; etc.

SENSORES: Detectar la suciedad [las patas o piel de on/in]. Una cuenta requerida [para la limpieza] necesaria para el acceso. Una versión más costosa para un segmento del mercado más pequeño.
- Sensores situados en [adentro] la estera/los sensores de tierra que necesitan ser caminados encendido. También sensores colocados encendido [pared].
- Los tipos del sensor del `incluyen: analizadores visuales, analizadores del olor, analizadores contentos. Mientras que puede ser difícil hay la opción de los sensores que son colocados en los extremos de cerdas/de otros dispositivos que resaltan que [en parte] caber entre la pata/los clavos de los dedos del pie/fingers/%finger del pie.
. --Otros analizadores contentos seguros pudieron ver a través las patas [suciedad que busca del `], por ejemplo luz muy brillante por el que el analizador visual mire las patas de la tapa.
. Entrenamiento: ser más difícil. Pero a tiempo los animales domésticos pueden aprender que necesitan [la repetición] el proceso de la limpieza ganar la entrada. [Poder] aprender esa suciedad que sienten entre los dedos del pie son bastante para que guarden el limpiar, en vez incluso de intentar acceder.
- El dispositivo de entrenamiento/el amaestrador humano puede dispensar el alimento/las galletas afuera. El animal doméstico debe pasar a través [de diversos] tipos de suciedad/de lío a [vuelto] a la puerta. Necesitan limpiar a uno mismo para conseguir más alimento de dispensador automático [similar] dentro. Como solamente se da un poco a la vez [y una salida/entrada] se requiere entre cada porción, animal doméstico puede continuar los días de proceso en extremo [sin tiempo de trabajo humano].
- [Animales domésticos] puede ser entrenado para hacer otras cosas adentro como proceso, e.g.: limpiar su piel. Versiones más simples/seguras pueden aplicarse a los niños humanos [que vienen adentro de jugar afuera]. Ejercitar [y solucionar el aburrimiento] [cuando la recuperación de lesión y [animal doméstico] no desea caminar/funcionado/mosca (pájaro)].
- Arreglo para requisitos particulares del `: la computadora leyó a dueños de la demostración de las salidas que los animales domésticos de W5 traen en menos suciedad basada encendido: hora, ambiente [tiempo lluvioso]. El sistema/el dueño puede adaptarse por consiguiente, e.g.: aumentar los requisitos del acceso [durante el tiempo inclemente]; dar recompensas del alimento y un animal doméstico más pequeños de la guía en más educación [del uno mismo] en el aprendizaje limpiar sus patas.
- Las recompensas desfavorables [ver nuestras otras invenciones del animal doméstico] pueden ser dadas cuando: los animales domésticos intentan tener acceso cuando [sucio]; caminan fuera de áreas [fangosas] sucias cercanas.

La mayor parte de esta sección a partir de la limadura de 2005 patentes. Invención inspirada por el perro de Neighbor de Steven.

CONCLUYE LA SECCIÓN PRINCIPAL DE LOS LIMPIADORES DE LA SUCIEDAD DE LA PUERTA [DEL ANIMAL DOMÉSTICO]

DEMANDAS DEL ACCESO DEL UMBRAL
(Incluye los conceptos patentables para el limpiador de la pata de la puerta del animal doméstico)

LIMPIANDO CUALQUIER COSA ESTO PUEDE ADAPTARSE A:
. Funcionar con la prueba del software en el texto para analizar para su contenido. Si pasaron esta prueba siguiente de la prueba entonces se requiere.
. Quitar las características de una invención (ésos incluyendo en esta solicitud de patente) en como deseado/necesitó base [en la manera adaptada]. Corregir las búsquedas señaladas los criterios [el `anota cuál es necesario y coste/disponibilidad de piezas/de recursos/educación del tiempo de la']. Las ayudas simplifican [los aspectos de (éste)] invención/sistemas existentes.
. Acceso: omitiendo criterios que efectúa su cuenta del acceso. La orden y el seguimiento del comportamiento marcado con etiqueta de las entidades [vagos] pueden [alterar] tener acceso [dejar personalmente/el dispositivo animal/móvil].

PARA ACCESO QUE ESPERA FORZADO: [Animales domésticos] se hacen para esperar antes de entrar en la puerta del animal doméstico.
- Comportamiento (impaciente) del animal doméstico usado para conseguir animales limpiar sus propias patas
- Las entidades se animan a la conducta señalada, actividad para alcanzar el propósito deseado (del dueño). Los animales domésticos se motivan para actuar de manera señalada para alcanzar su meta (que gana la entrada). Acciones de los disparadores de los VAGOS basadas encendido: comportamiento del animal doméstico/cómo se resuelven las acciones señaladas (ninguna entrada, los deseos del dueño). Eg.:
- Tiempo de espera requerido (aumentos y o cambios) durante tiempo de uso. El animal doméstico no cuenta con tan siempre que tengan que esperar un rato determinado del mínimo, el tiempo requerido puede desviarse, (de tal modo induciendo el comportamiento impaciente donde el animal doméstico puede moverse más (quitando más suciedad).

CUSTODIA [ANIMAL DOMÉSTICO] QUE MUEVE ENCENDIDO LA ESTERA:
El sistema reduce al mínimo animales domésticos de la ocasión apenas se sentará y esperará, y no andará por sus patas en la estera. Métodos para guardar el animal doméstico animadamente:
- Sonidos (de los dueños (animal doméstico de engatusamiento)) = vía el oscilador/recorder/ba: VAGOS = OSCILADOR de los disparadores cuando = el detector de movimiento no detecta el movimiento del animal doméstico.
- Alimento [olor] lanzado en a tiempo señalado/lugar de las etapas.
- Calor/frío (flujo de aire/estera) (según el tiempo/la programación).
- Alerter: el amo sabe cuándo accede el animal doméstico. (El dueño pudo (manualmente) quita exceso de suciedad). El animal entrenó (por el dueño/sistema) para esperar sobre la entrada (señalada tiempo).

SALÓN:
- (Semi) la zona de espera enjaulada entre las zonas geográficas' puede ser útil en circunstancias aisladas.
- El salón se convierte en el hogar principal del animal doméstico, de el cual pueden ir afuera, o entrar en la parte principal del hogar de la persona.
- Mantener más control sobre la localización del animal doméstico, y la suciedad.

SENSORES:
- Reacción requerida de la situación/del resultado la' es necesaria para acceder = entonces sensor da el acceso.
- Búsqueda de los sensores del `[suciedad] [con una cantidad [no] a excederse] por cuenta.
- Confía en comportamiento más que previsto para cumplir criterios de la entrada.
- Sensores del peso y/o de la luz, e.g.: puede dar el acceso a los animales domésticos señalados durante ciertas épocas del día (basado en horas ligeras cambiantes del día).

También ver las descripciones centrales de la característica siguiente: el acceso, se adapta, analizador, educa, el juego, gps, orden y la sincronización, paladio, predice, picosegundo, reacciona, el sensor, sa, estado, etiqueta, sastre, guía, interactivo, multiusos, va, zona.

LAS DEMANDAS AQUÍ SON EJEMPLOS RELATIVAMENTE ESTRECHOS PARA LA AMPLIA ÁREA DE TECNOLOGÍA QUE DEMANDAMOS. Es PROBABLE QUE UNA BÚSQUEDA de la PATENTE USTED PUEDA HACER NECESIDADES DE CAVAR PROFUNDAMENTE EN EL CUERPO DE ESTA SOLICITUD DE PATENTE, EN VEZ DE LA CONFIANZA EN QUÉ SE HA DEMANDADO HOY. ESTA SOLICITUD DE PATENTE ES MUCHO MÁS MULTI-DIMNENSIONAL EN SU ALCANCE QUE APARECE EN LA PRIMERA VISIÓN. INTENTAMOS HACER EL SISTEMA DE AUTORIZACIÓN UN PROCESO RÁPIDO, FÁCIL Y ÉTICO.

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