

[SS 1] tv and smart

Results in EPODOC 1.412

[SS 2] 2 and videogame

Non-existent or invalid SS number(s).
- Check with the command ..HI. When searching for numbers, use quotes e.g. "4" W WHEEL? ERROR (-100803)

[SS 2] 1 and videogame

Results in EPODOC 0

[SS 3] 2 and game

Results in EPODOC 0

[SS 4] tv and videogame

Results in EPODOC 3

[SS 5] ..li



1/3 © EPODOC / EPO
PN - [TW200803487](#) A 20080101
PR - TW20060120374 20060608
AP - TW20060120374 20060608
DT - I
PA - GOOD MIND IND CO LTD [TW]
TI - Switch integrating High Definition Multimedia Interface
AB - This invention disclosed a switch integrating a High Definition Multimedia Interface (HDMI). This switch mainly comprises at least two input units and each input unit is connected to one electrical product providing a HDMI signal source. This electrical product can be a DVD player, a DVD recorder, a video converter, a **videogame** player, camera, etc. This switch also comprises at least one output unit connected to a multimedia equipment that is HDMI compatible. The multimedia equipment can be a plasma **TV**, LCD, etc. This switch also comprises automatic detection-switching unit that can automatically detect the HDMI signal source that was turned on and this unit can electrically



connect the input unit connected to the signal source and the output unit so that the multimedia signal from the electrical device can be outputted from the multimedia equipment. This switch also comprises a power supply providing power to all of the units disclosed above. Via one switch connected to electrical products providing HDMI signal sources and at least one HDMI compatible multimedia apparatus, a plurality of HDMI electrical products can use the same multimedia apparatus.

2/3	© EPODOC / EPO
PN	- WO2009153103 A1 20091223
PR	- IT2008MC00118 20080620
AP	- WO2009EP55623 20090508
DT	- *; Rep
CT	- EP ISR (A1) US2002075760 A1 20020620 [XI] (DEVRIES PAUL [US]) [X] 1-3,7-10,12 * the whole document * [I] 4-6,11; US4484220 A 19841120 [XI] (BEETNER MIKE [US]) [X] 1-2,7,9-10,12 * abstract * * column 2, line 7 - line 39 * * column 2, line 64 - column 3, line 38 * * figures 1,3 * [I] 3-6,8,11
CCI	- A63F13/02 ; G04C23/00 ; G07C1/00 ; H01R13/44 ; H01R13/60 ; H04N7/163 ; H04N21/4104
CUI	- G04C23/12
CCA	- H01R13/6397 ; H01R13/7039 ; H04N5/64 ; A63F2300/201
CUA	- G07C1/22
PA	- FRINGUELLI MARCELLO [IT]
TI	- DEVICE USED TO PREVENT EXCESSIVE USE OF ELECTRONIC DEVICES, SUCH AS TV, PC, VIDEOGAME CONSOLE, AUDIO AND VIDEO PLAYERS, AND SIMILAR ITEMS.
AB	- The present invention relates to an innovative box provided with lock, hinges, supports for padlock and holes (or openings)



to let the power cord (of the plug, which is connected or not to the timer) and the plug of the timer come out, designed to lock up a timer (plug programmer) with electrical plug coming out of a suitable hole (or opening) provided on the box, or lock up any electrical plug, or computer mouse, box designed to be used to prevent or regulate the excessive use of electrical and electronic devices, such as **TV's**, **videogame** consoles, videorecorders, DVD, DVX, CD players, etc. and PC's.

3/3	© EPODOC / EPO	
PN	- CA2226687	A1 19990712
PR	-	CA19982226687 19980112
AP	-	CA19982226687 19980112
DT	-	*
CCI	-	G06F3/011
PA	-	HEMPHILL ROBERT [CA]
TI	-	WEARABLE BODY ACTION DETECTION DEVICE
AB	-	This apparatus relates to devices that allow the user to interact in video/computer games using the movement and physical actions of the body. A belt or harness having a multiple of movement detection devices mounted on it is worn such that detectors are connected by a line to each foot and to handgrips. Extensions and flexions of each arm or leg pulls and releases the lines which intermittently open and close switches in that detection device providing electrical or other impulses to a computer or TV game interface. Further control is offered through user-selectable switches, triggers, and direction control mechanism(s) which are either incorporated into the handgrips and activated manually or worn on the head or upper torso and activated automatically. A remotely attachable keypad which can be placed in a location convenient to the user. Such that vigorous interaction in a videogame or computer simulation experience may be undertaken without close proximity to a keyboard terminal enables further selectable inputs.