

ABSTRACT**TIME BASED MULTIMEDIA OBJECTS STREAMING APPARATUS AND
METHOD**

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A method of and apparatus for sending a data object through a communications network from a sender to a recipient via at least one network node, the method including the steps of: (a) dividing the data object into a stream of data packets
10 to be transmitted, (b) marking each data packet with a delivery time; and (c) discarding a said data packet en route when the delivery time of the said packet cannot be met.

15 **Figure 1.**