Claims

1. A method for displaying arbitrary media content on a display device and to override all currently displayed material when arbitrary material is presented on the display device from more than one source processing device, the arbitrary media content being obtained from processing devices in a meeting with a plurality of participants, the media content being transmitted through a communications network, each processing device having a memory and a display, the processing devices of the participants being local or remote with respect to the display device, the method comprising:

providing a shared canvas on which all visual information is stored, the canvas being mapped to the display device, the canvas being maintained in a location that makes the canvas electronically accessible, making a change on the canvas being dependent upon possession of a token,

and for the media content of any or each participant having a processing device local to display device: use of a peripheral device to provide the token and for the media content of any or each participant having a processing device remote from the display device receiving the token, the token when transferred to the communications network inherently or discretely providing authentication or permission to display the arbitrary media content on the display device, the token also providing a link to the display device;

obtaining the arbitrary media content by screen scraping data from the processing device;

routing the screen scraped arbitrary media content through the communications network from the processing device;

obtaining electronic access to the display device; and

displaying the arbitrary media content.

2. The method according to claim 1 further comprising connecting the processing device to the communications network, the processing device having an operating system with at least one pre-installed generic driver providing a generic communications protocol for communication between processing device and a standard class of peripheral devices, the method comprising the steps of:

a) coupling a peripheral device to the processing device, the peripheral device having a transceiver;

b) setting up, by means of the pre-installed generic driver of the operating system, a means for

communication between the peripheral device and the processing device;

c) coupling the processing device to a communications network via the peripheral device;

d) routing screen scraped data between the processing device and the communication network via the means for communication, wherein the generic communication protocol is used for transferring the screen scraped data between the processing device and the peripheral device.

3. The method of claim 2 wherein Step b) comprises presenting the peripheral device to the processing device as a human interface device and wherein the pre-installed generic driver is a human interface device driver.

4. The method of claim 2 wherein Step b) comprises presenting the peripheral device to the processing device as a mass storage device and wherein the pre-installed generic driver is a mass storage device driver.

5. The method of claim 2 wherein Step b) comprises presenting the peripheral device to the processing device as a composite device and wherein pre-installed generic drivers drive different device interfaces independently.

6. The method of any of claims 2 to 5 wherein a client application is stored on the peripheral device which when run on the processing device obtains the screen scraped data.

7. The method of claim 6 wherein the client application is a portable application.

8. The method according to any previous claim further comprising operating a display node of the communications network, the display node being coupled to a first display, to receive user selected arbitrary media content and to control display of the user selected arbitrary media content on the first display; and

connecting a peripheral device to a port of a processing device and communicating the user selected arbitrary media content via the communications network,

loading a program onto the processing device and running the program on the operating system of the processing device to obtain user selected arbitrary media content, said program leaving a zero footprint on termination, and

triggering transfer of said user selected arbitrary media content to said transmitter through

said port after a user action on an input device.

9. The method according to any of the previous claims further comprising setting up a communications network between a base node of the communications network and a peripheral device coupled to the processing device;
transferring media content between the processing device and the peripheral device,
transmitting the media content from the peripheral device to the communications network,
receiving media content from the communications network at the base node and displaying the media content on a display in accordance with a set of rules.

10. The method according to any of the claims 1 to 9 wherein the peripheral device is paired to the processing device.

11. A system for displaying arbitrary media content on a display device and to override all currently displayed material when arbitrary material is presented on the display device from more than one source processing devices, the arbitrary media content being obtained from processing devices in a meeting with a plurality of participants, the media content being transmitted through a communications network, each processing device having a memory and a display, the processing devices of the participants being local or remote with respect to the display device, the system comprising:
a shared canvas on which all visual information is stored, the canvas being mapped to the display device, the canvas being maintained in a location that makes the canvas electronically accessible, making a change on the canvas being dependent upon possession of a token,
and for the media content of any or each participant having a processing device local to the display device: a peripheral device to provide the token;
for the media content of any or each participant having a processing device remote from the display device the system is adapted to provide the token, the token when transferred to the communications network inherently or discretely providing authentication or permission to display the arbitrary media content on the display device, the token also providing a link to the display device;
means for obtaining the arbitrary media content by screen scraping data from the processing device;
means for routing the screen scraped arbitrary media content through the communications

network from the processing device;
means for obtaining electronic access to the display device; and
means for displaying the arbitrary media content.

12. The system according to claim 11 further comprising means for connecting the processing device to the communications network, the processing device having an operating system with at least one pre-installed generic driver providing a generic communications protocol for communication between processing device and a standard class of peripheral devices, the system comprising:
a) means for coupling a peripheral device to the processing device, the peripheral device having a transceiver;
b) means for setting up, by means of the pre-installed generic driver of the operating system, a means for communication between the peripheral device and the processing device;
c) means for coupling the processing device to a communications network via the peripheral device;
d) means for routing screen scraped data between the processing device and the communication network via the means for communication, wherein the generic communication protocol is used for transferring the screen scraped data between the processing device and the peripheral device.

13. The system of claim 12 further comprising means for presenting the peripheral device to the processing device as a human interface device and wherein the pre-installed generic driver is a human interface device driver.

14. The system of claim 12 further comprising means for presenting the peripheral device to the processing device as a mass storage device and wherein the pre-installed generic driver is a mass storage device driver.

15. The system of claim 12 further comprising means for presenting the peripheral device to the processing device as a composite device and wherein pre-installed generic drivers drive different device interfaces independently.

16. The system of any of claims 11 to 15 wherein a client application is stored on the

peripheral device which when run on the processing device obtains the screen scraped data.

17. The system of claim 16 wherein the client application is a portable application.

18. The system according to any of the claims 11 to 17 further comprising means for operating a display node of the communications network, the display node being coupled to a first display, to receive user selected arbitrary media content and to control display of the user selected arbitrary media content on the first display; and
means for connecting a peripheral device to a port of a processing device and communicating the user selected arbitrary media content via the communications network,
loading a program onto the processing device and running the program on the operating system of the processing device to obtain user selected arbitrary media content, said program leaving a zero footprint on termination, and
means for triggering transfer of said user selected arbitrary media content to said transmitter through said port after a user action on an input device.

19. The system according to any of the claims 11 to 18 further comprising means for setting up a communications network between a base node of the communications network and a peripheral device coupled to the processing device;
means for transferring media content between the processing device and the peripheral device,
means for transmitting the media content from the peripheral device to the communications network,
means for receiving media content from the communications network at the base node and for displaying the media content on a display in accordance with a set of rules.

20. The system according to any of the claims 11 to 19 wherein peripheral device is paired to the processing device.

CLAIMS

1. A method for displaying arbitrary media content on a display device and to override all currently displayed material when arbitrary media content is presented on the display device from more than one source processing device, the arbitrary media content being obtained from processing devices in a meeting with a plurality of participants, the media content being transmitted through a communications network, each processing device having a memory and a display, the processing devices of the participants being local or remote with respect to the display device, the method comprising:

providing a shared canvas on which all visual information is stored, the canvas being mapped to the display device, the canvas being maintained in a location that makes the canvas electronically accessible, making a change on the canvas being dependent upon possession of a token,

and for the media content of any or each participant having a processing device local to display device: use of a peripheral device to provide the token and for the media content of any or each participant having a processing device remote from the display device receiving the token, the token when transferred to the communications network inherently providing authentication or permission to display the arbitrary media content on the display device, the token also providing a link to the display device;

obtaining the arbitrary media content by screen scraping data from the processing device;

routing the screen scraped arbitrary media content through the communications network from the processing device;

obtaining electronic access to the display device; and

displaying the arbitrary media content.

2. The method according to claim 1 further comprising connecting the processing device to the communications network, the processing device having an operating system with at least one pre-installed generic driver providing a generic communications protocol for communication between processing device and a standard class of peripheral devices, the method comprising the steps of:

a) coupling a peripheral device to the processing device, the peripheral device having a transceiver;

b) setting up, by means of the pre-installed generic driver of the operating system, a means for communication between the peripheral device and the processing device;

c) coupling the processing device to a communications network via the peripheral device;

d) routing screen scraped data between the processing device and the communication network via the means for communication, wherein the generic communication protocol is used for transferring the screen scraped data between the processing device and the peripheral device.

3. The method of claim 2 wherein Step b) comprises presenting the peripheral device to the processing device as a human interface device and wherein the pre-installed generic driver is a human interface device driver, or

wherein Step b) comprises presenting the peripheral device to the processing device as a mass storage device and wherein the pre-installed generic driver is a mass storage device driver, or

wherein Step b) comprises presenting the peripheral device to the processing device as a composite device and wherein pre-installed generic drivers drive different device interfaces independently.

4. The method of any of claims 2 to 3 wherein a client application is stored on the peripheral device which when run on the processing device obtains the screen scraped data.

5. The method of claim 4 wherein the client application is a portable application.

6. The method according to any previous claim further comprising operating a display node of the communications network, the display node being coupled to a first display, to receive user selected arbitrary media content and to control display of the user selected arbitrary media content on the first display; and

connecting a peripheral device to a port of a processing device and communicating the user selected arbitrary media content via the communications network,

loading a program onto the processing device and running the program on the operating system of the processing device to obtain user selected arbitrary media content, said program leaving a zero footprint on termination, and

triggering transfer of said user selected arbitrary media content to said transmitter through said port after a user action on an input device.

7. The method according to any of the previous claims further comprising setting up a communications network between a base node of the communications network and a peripheral device coupled to the processing device;

transferring media content between the processing device and the peripheral device, transmitting the media content from the peripheral device to the communications network, receiving media content from the communications network at

the base node and displaying the media content on a display in accordance with a set of rules.

8. The method according to any of the claims 1 to 7 wherein the peripheral device is paired to the processing device.

9. A system for displaying arbitrary media content on a display device and to override all currently displayed material when arbitrary media content is presented on the display device from more than one source processing devices, the arbitrary media content being obtained from processing devices in a meeting with a plurality of participants, the media content being transmitted through a communications network, each processing device having a memory and a display, the processing devices of the participants being local or remote with respect to the display device, the system comprising:

a shared canvas on which all visual information is stored, the canvas being mapped to the display device, the canvas being maintained in a location that makes the canvas electronically accessible, making a change on the canvas being dependent upon possession of a token,

and for the media content of any or each participant having a processing device local to the display device: a peripheral device to provide the token;

for the media content of any or each participant having a processing device remote from the display device the system is adapted to provide the token, the token when transferred to the communications network inherently providing authentication or permission to display the arbitrary media content on the display device, the token also providing a link to the display device;

means for obtaining the arbitrary media content by screen scraping data from the processing device;

means for routing the screen scraped arbitrary media content through the communications network from the processing device;

means for obtaining electronic access to the display device; and means for displaying the arbitrary media content.

10. The system according to claim 9 further comprising means for connecting the processing device to the communications network, the processing device having an operating system with at least one pre-installed generic driver providing a generic communications protocol for communication between processing device and a standard class of peripheral devices, the system comprising:

a) means for coupling a peripheral device to the processing device, the peripheral device having a transceiver;

b) means for setting up, by means of the pre-installed generic driver of the operating system, a means for communication between the peripheral device and the processing device;

c) means for coupling the processing device to a communications network via the peripheral device;

d) means for routing screen scraped data between the processing device and the communication network via the means for communication, wherein the generic communication protocol is used for transferring the screen scraped data between the processing device and the peripheral device.

11. The system of claim 10 further comprising means for presenting the peripheral device to the processing device as a human interface device and wherein the pre-installed generic driver is a human interface device driver, or

further comprising means for presenting the peripheral device to the processing device as a mass storage device and wherein the pre-installed generic driver is a mass storage device driver, or

further comprising means for presenting the peripheral device to the processing device as a composite device and wherein pre-installed generic drivers drive different device interfaces independently.

12. The system of any of claims 9 to 11 wherein a client application is stored on the peripheral device which when run on the processing device obtains the screen scraped data.

13. The system of claim 12 wherein the client application is a portable application.

14. The system according to any of the claims 9 to 13 further comprising means for operating a display node of the communications network, the display node being coupled to a first display, to receive user selected arbitrary media content and to control display of the user selected arbitrary media content on the first display; and

means for connecting a peripheral device to a port of a processing device and communicating the user selected arbitrary media content via the communications network,

loading a program onto the processing device and running the program on the operating system of the processing device to obtain user selected arbitrary media content, said program leaving a zero footprint on termination, and

means for triggering transfer of said user selected arbitrary media content to said transmitter through said port after a user action on an input device.

15. The system according to any of the claims 9 to 14 further comprising means for setting up a communications network between a base node of the communications network and a peripheral device coupled to the processing device;

means for transferring media content between the processing device and the peripheral device, means for transmitting the media content from the peripheral device to the communications network,

means for receiving media content from the communications network at the base node and for displaying the media content on a display in accordance with a set of rules.

16. The system according to any of the claims 9 to 15 wherein peripheral device is paired to the processing device.