

Claims

- 1 A method for synchronizing local and remote display of the same display content using a processing device, the method comprising:
- 5 searching for presence on the processing device of an application with remote sharing capabilities, and/or
determining whether the same or another application with remote sharing capabilities is active on the processing device,
determining a sharing state of the application with remote sharing capabilities,
- 10 determining whether the application with remote sharing capabilities is sharing content with a remote participant,
- in the event that content is being shared remotely, determining whether the same content which is being transferred to a remote participant is also being shared with a local display
- 15 screen, and
- in the event that the content which is being transferred to a remote participant and shared is not also being shared with the local display screen, the same content is shared with the local display screen as is shared remotely.
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2. The method according to claim 1, wherein in the event that the content which is currently shared remotely is not shared locally, an application allows sharing content locally such that the remotely shared content is also shared with the local display screen.
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3. The method according to claim 1 or 2, wherein in the event that the content which is being transferred to a remote participant and shared is different from the content being shared with the local display screen, an application allows that the same content is shared with the local display screen as is shared remotely.
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4. The method according to any of the previous claims, wherein the processing device triggers the application with remote sharing capabilities to share the same content remotely as is shared locally.
5. The method according to claim 3 or 4, wherein in the event that it is determined that some
- 35 content is being shared with the local display screen but there is no content shared with the

remote participant or what is shared with the remote participant is different from what is shared locally, a warning is notified to the local user that content is being shared locally but not remotely or that different content is being shared.

- 5 6. The method according to claim 5, wherein the warning is any of an audible warning, a pop-up, an optical warning and a tactile warning.

7. The method according to any of the previous claims, wherein the application with remote sharing capabilities is a Unified Communication and Collaboration application (UC&C app).

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8. The method of claim 7, wherein the Unified Communication and Collaboration application (UC&C app) allows sharing content with a remote party, the content being one or more of the following: a specific window, a region of the screen, the full screen, a file, a presentation, a network collaborative content.

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9. The method of any of the claims 1 to 8, wherein a Unified Communication and Collaboration application (UC&C app) makes use of a video conferencing cloud service, including a video conferencing node to allow one or more users located at a first video conferencing endpoint to communicate with one or more users located at a second video
20 conferencing endpoint in a video conference.

10. The method of any of the claims 1 to 8, wherein a Unified Communication and Collaboration application (UC&C app) uses a collection of tools to do any of Voice-Over-Internet-Protocol (VoIP), (web) conferencing, shared whiteboarding, message exchange
25 including chat, file transfer, or presence.

11. The method of any of the claims 1 to 8, wherein a Unified Communication and Collaboration application (UC&C app) makes use of a protocol-defined or standard-defined or specific communication session or interaction, including any of Voice-Over-Internet-Protocol (VoIP), text or instant messaging, e.g. AIM, Blauk, eBuddy, Gadu-Gadu, IBM
30 Lotus Sametime, ICQ, iMessage, IMVU, Lync, MXit, Paltalk, Skype™, Tencent QQ, Windows Live Messenger™ or MSN Messenger™, Wireclub, Xfire, Twitter (e.g., tweeting), Digital Service Protocol (DSP), and the like.

12. The method according to any previous claim, wherein the application with remote sharing capabilities is a software application, for running on a processing device, that allows the user to have an audio and/or video communication with one or more remote parties.

13. The method according to any of the claims 1 to 11, wherein the application with remote sharing capabilities allows sharing content with a remote party, the content being one or more of the following: a specific window, a region of the screen, the full screen, a file, a presentation, a network collaborative content.

14. The method according to any of the previous claims, wherein in the event that content is being shared remotely, determining whether the same content which is being transferred to a remote participant is also being shared by a local sharing application to a local display screen.

15. The method according to any of the claims 1 to 14, wherein in the event that sharing content locally is detected, but sharing remotely is not detected, or what is shared with the remote participant is detected as different from what is shared locally, the application with remote sharing capabilities shares the same content remotely as is shared locally.

16. The method according to any of the claims 4 to 15, wherein the processing device triggers the application with remote sharing capabilities to share the same content remotely as is shared locally.

17. The method according to any of the claims 1 to 16, carried out without user interaction or user intervention.

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18. A system for synchronizing local and remote display of the same display content using a processing device, the system comprising:
means for searching for presence on the processing device of an application with remote sharing capabilities, and/or
first means for determining whether an application with remote sharing capabilities is active on the processing device,
second means for determining a sharing state of the application with remote sharing capabilities,
third means for determining whether the application with remote sharing capabilities is sharing content with a remote participant,

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in the event that content is being shared remotely, fourth means for determining whether the same content which is being transferred to a remote participant is also being shared by a local sharing application to a local display screen, and

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in the event that the content which is being transferred to a remote participant and shared, is not also being shared with the local display screen, fifth means for sharing the same content to the local display screen as is shared remotely.

10 19. The system according to claim 18, wherein, in the event that the content which is being transferred to a remote participant and shared is different from the content being shared with the local display screen, means are provided to share the same content to the local display screen as is shared remotely, and wherein the processing device is optionally adapted to trigger the application with remote sharing capabilities to share the same content remotely
15 as is shared locally.

20 20. The system according to claim 18 or 19, wherein in the event that it is determined that some content is being shared with the local display screen but there is no content shared with the remote participant or what is shared with the remote participant is different from what is shared locally, means are provided to provide a warning to a local user that content is being
20 shared locally but not remotely or that different content is being share.

21. The system according to claim 20, wherein the warning is y any of an audible warning, a pop-up, an optical warning a tactile warning.

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22. The system according to any of the claims 18 to 21, wherein the application with remote sharing capabilities is a Unified Communication and Collaboration application (UC&C app).

23. The system according to any of the claims 18 to 22, wherein the Unified Communication
30 and Collaboration application is an application that allows audio, video and image communication between two or more parties and the sharing of applications or screen content sharing such as computer desktop.

24. The system according to claim 22 or 23, wherein the Unified Communication and
35 Collaboration application (UC&C app) allows sharing content with a remote party, the

content being one or more of the following: a specific window, a region of the screen, the full screen, a file, a presentation, a network collaborative content.

25. The system according to claim 22 or 23, wherein a Unified Communication and Collaboration application (UC&C app) makes use of a video conferencing service, including a video conferencing node to allow one or more users located at a first video conferencing endpoint to communicate with one or more users located at a second video conferencing endpoint in a video conference.

26. The system according to claim 22 or 23, wherein a Unified Communication and Collaboration application (UC&C app) uses a collection of tools to do any of VOIP, (web) conferencing, shared whiteboarding, message exchange including chat, file transfer, or presence sharing.

27. The system according to claim 22 or 23, wherein a Unified Communication and Collaboration application (UC&C app) makes use of a protocol-defined or standard-defined or specific communication session or interaction, including any of Voice-Over-Internet-Protocol (VoIP), text or instant messaging, e.g. AIM, Blauk, eBuddy, Gadu-Gadu, IBM Lotus Sametime, ICQ, iMessage, IMVU, Lync, MXit, Paltalk, Skype™, Tencent QQ, Windows Live Messenger™ or MSN Messenger™, Wireclub, Xfire, Twitter (e.g. tweeting), Digital Service Protocol (DSP), and the like.

28. The system according to any of the claims 18 to 27, wherein the application with remote sharing capabilities is a software application, for running on a processing device, that allows the user to have an audio and/or video communication with one or more remote parties.

29. The system of any of the claims 18 to 28, wherein the application with remote sharing capabilities allows sharing content with a remote party, the content being one or more of the following: a specific window, a region of the screen, the full screen, a file, a presentation, a network collaborative content.

30. The system according to any of the claims 18 to 29, wherein in the event that the content is being shared remotely, determining whether the same content which is being transferred to a remote participant is also being shared by a local sharing application to a local display screen.

31. The system according to any of the claims 18 to 29, wherein in the event that sharing content locally is detected, but sharing remotely is not detected, or what is shared with the remote participant is detected as different from what is shared locally, the application with
5 remote sharing capabilities shares the same content remotely as is shared locally.

32. The system according to claim 31, wherein the processing device triggers the application with remote sharing capabilities to share the same content remotely as is shared locally.

10 33. A computer program product that, when executed on a processor of a processing device, executes the method of any of claims 1 to 17.

34. A non-transitory signal storage medium storing the computer program product of claim
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35. The non-transitory signal storage medium according to claim 34 is an optical disk (CD-ROM or DVD-ROM), a digital magnetic tape, a magnetic disk, a solid-state memory or a ROM.