

FIG. 1

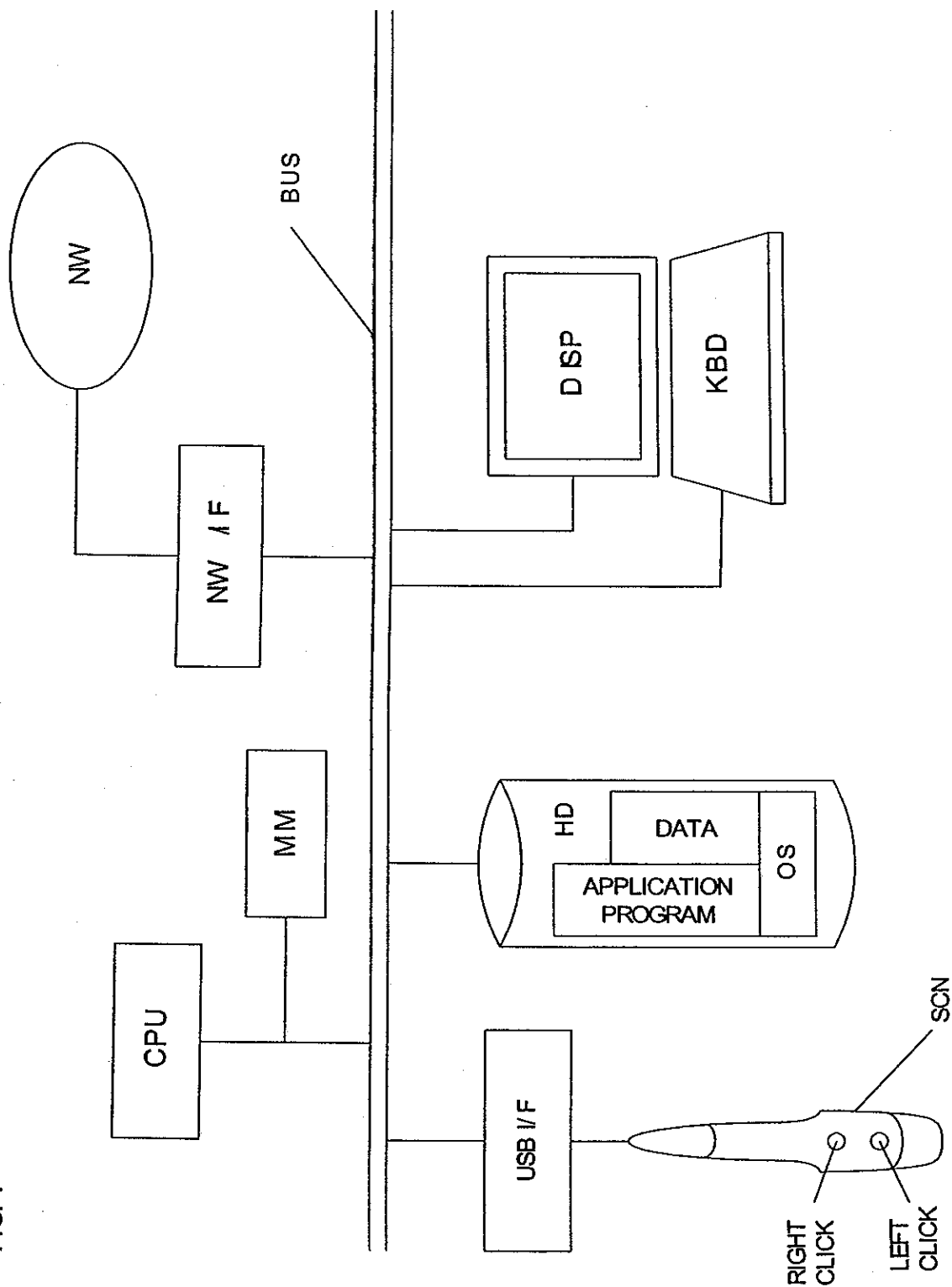


FIG. 2

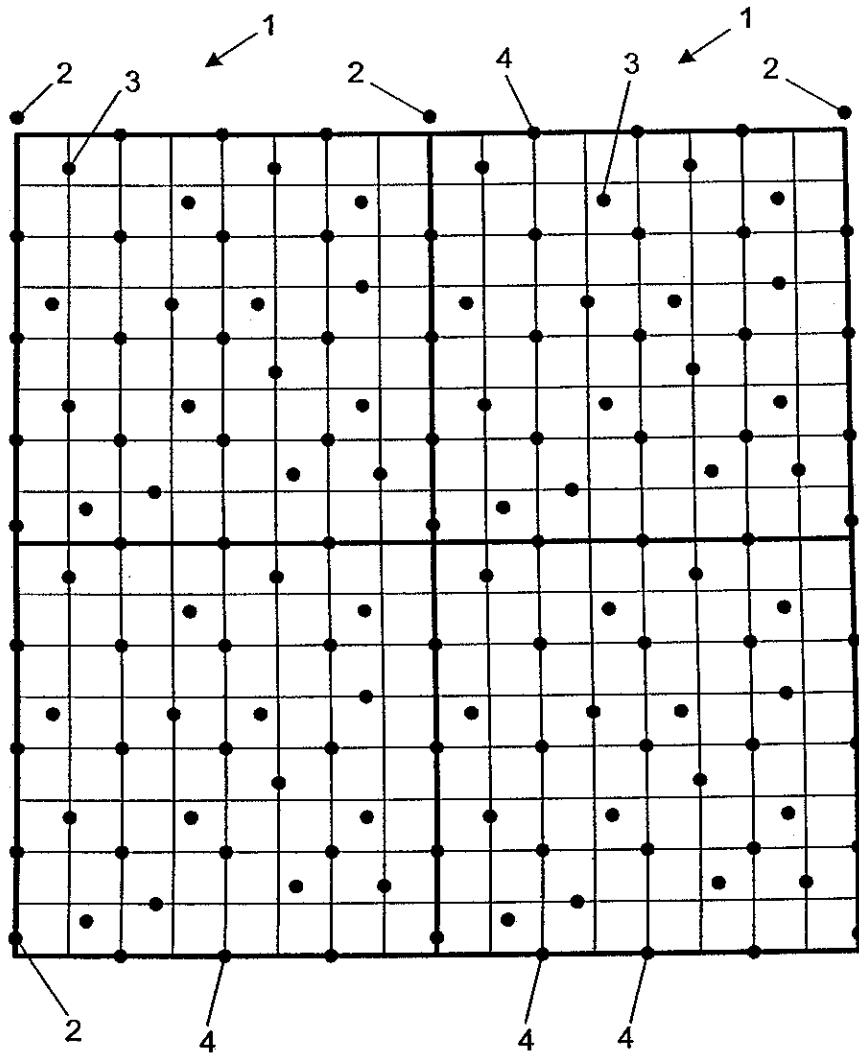


FIG. 3

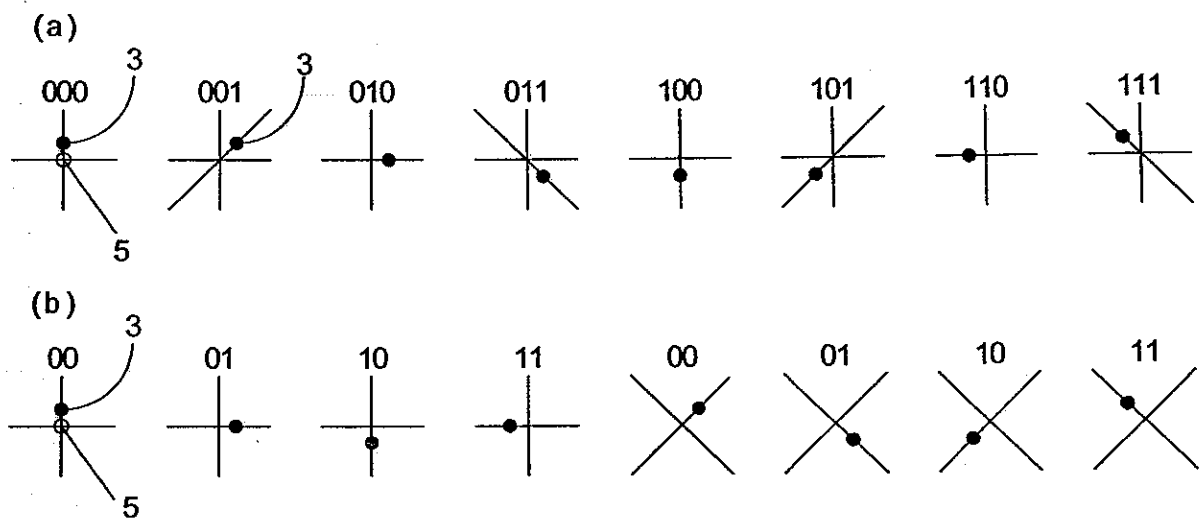


FIG. 4

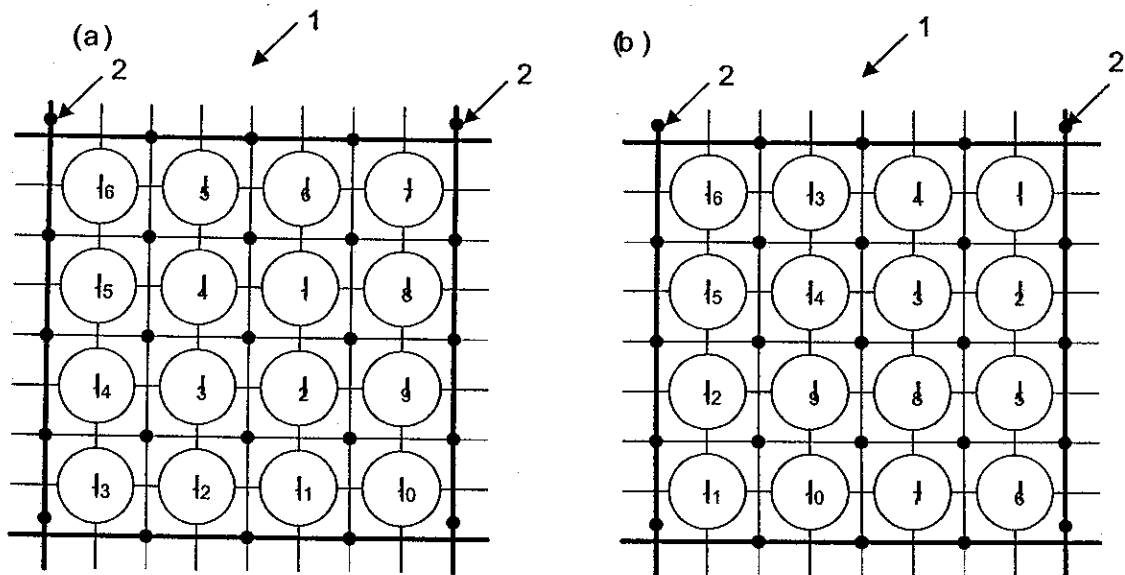


FIG. 5

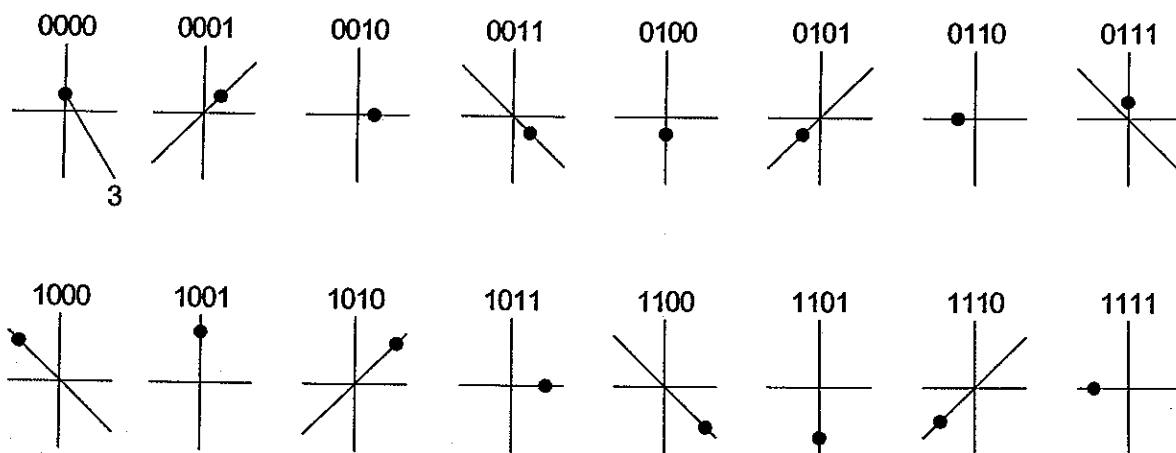


FIG. 6

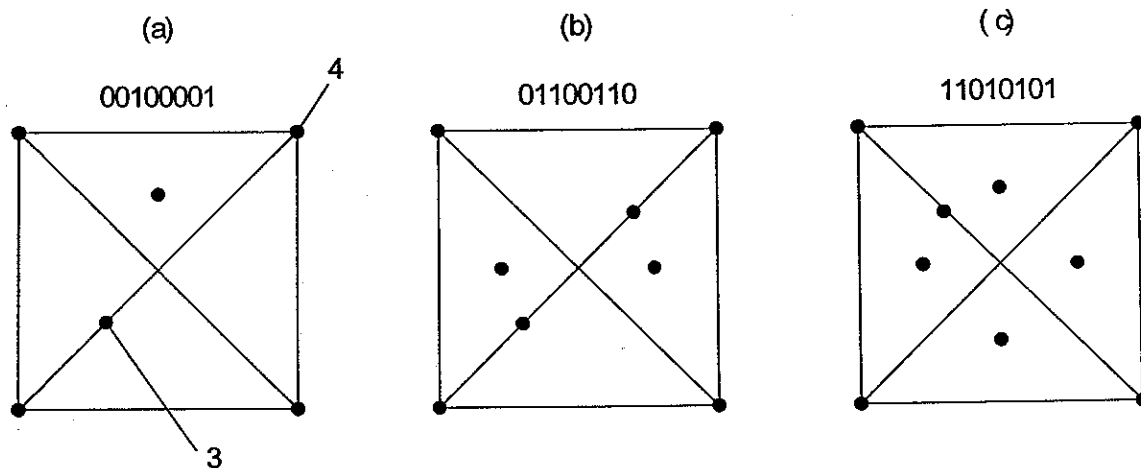


FIG. 7

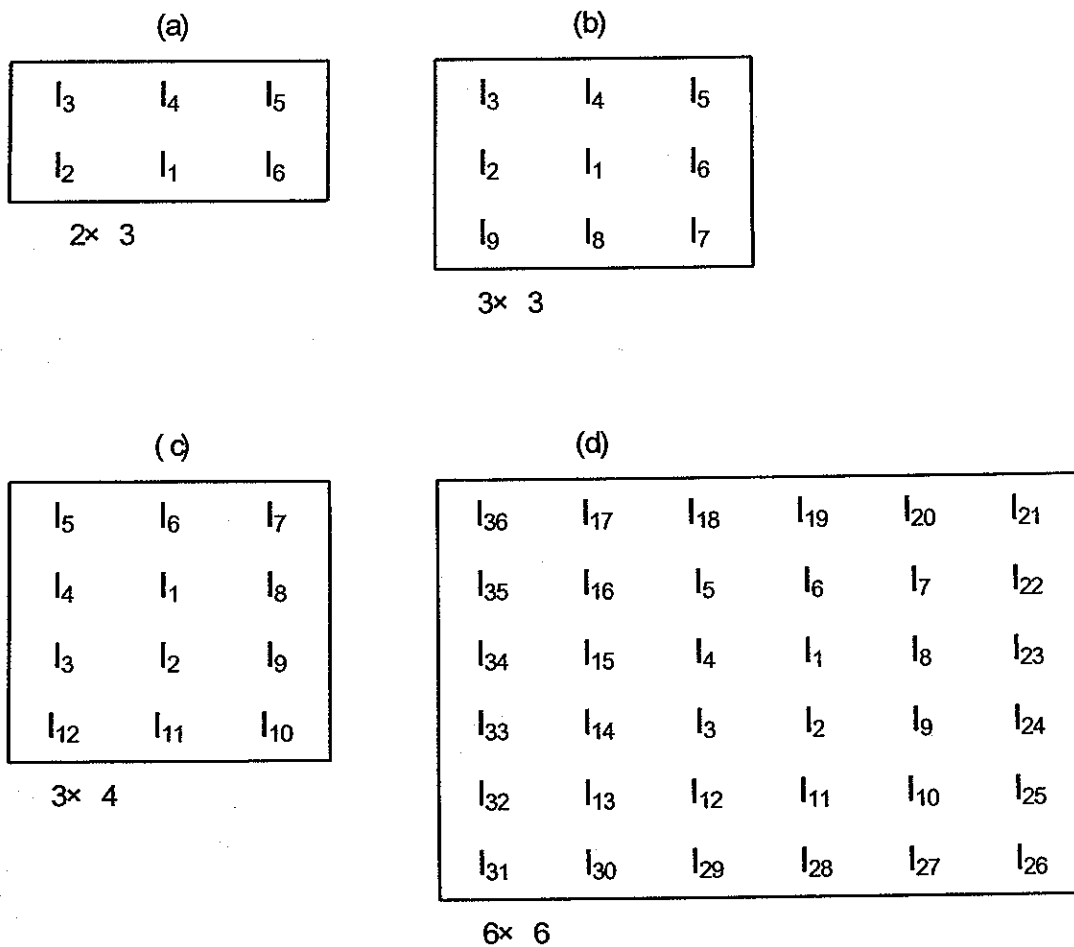


FIG. 8

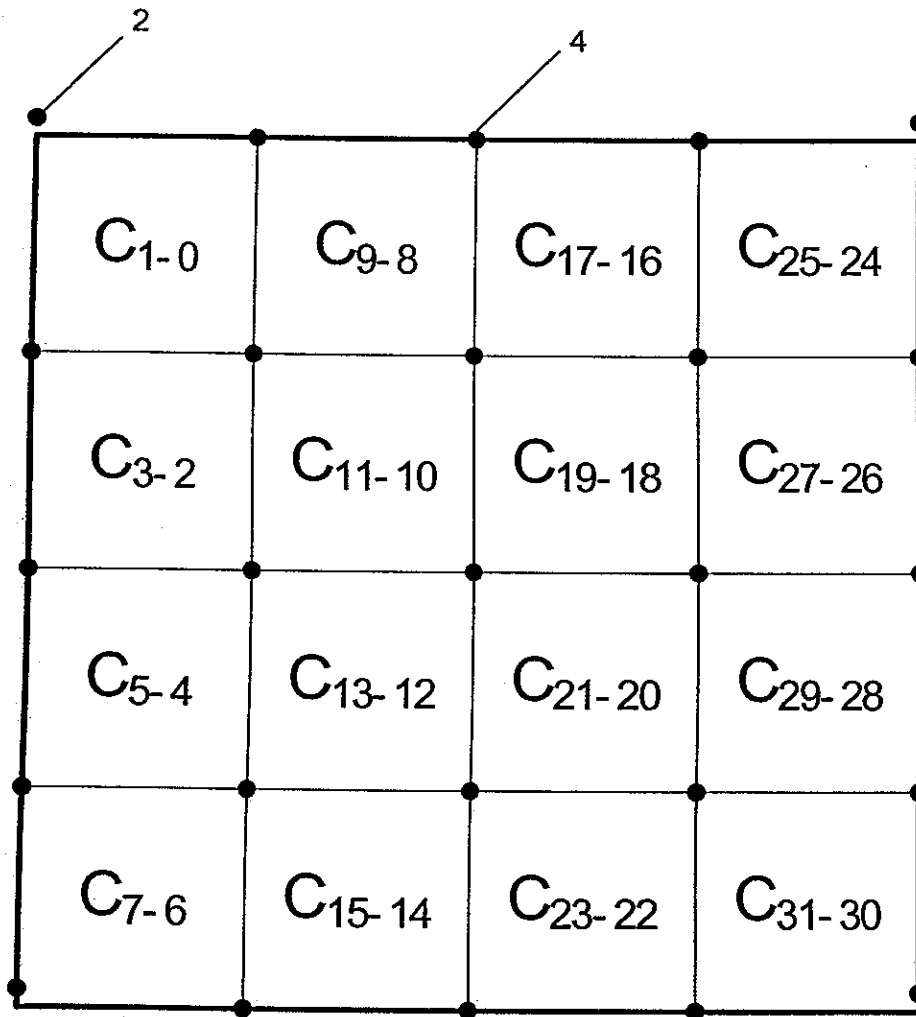


FIG. 9

DOT CODE FORMAT

(a)

C ₃₁	C ₃₀	C ₂₉	C ₂₈	C ₂₇	C ₂₆	C ₂₅	C ₂₄	C ₂₃	C ₂₂	C ₂₁	C ₂₀	C ₁₉	C ₁₈	C ₁₇	C ₁₆	C ₁₅	C ₁₄	C ₁₃	C ₁₂	C ₁₁	C ₁₀	C ₉	C ₈	C ₇	C ₆	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀	
0	PARITY																CODE VALUE															

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(b)

C ₃₁	C ₃₀	C ₂₉	C ₂₈	C ₂₇	C ₂₆	C ₂₅	C ₂₄	C ₂₃	C ₂₂	C ₂₁	C ₂₀	C ₁₉	C ₁₈	C ₁₇	C ₁₆	C ₁₅	C ₁₄	C ₁₃	C ₁₂	C ₁₁	C ₁₀	C ₉	C ₈	C ₇	C ₆	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀								
0		PARITY		CODE VALUE																Y COORDINATE										X COORDINATE									

(c)

(d)																																																			
C ₃₁	C ₃₀	C ₂₉	C ₂₈	C ₂₇	C ₂₆	C ₂₅	C ₂₄	C ₂₃	C ₂₂	C ₂₁	C ₂₀	C ₁₉	C ₁₈	C ₁₇	C ₁₆	C ₁₅	C ₁₄	C ₁₃	C ₁₂	C ₁₁	C ₁₀	C ₉	C ₈	C ₇	C ₆	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀																				
PARITY				COORDINATE INDEX																								Y COORDINATE												X COORDINATE											
0																																																			

FIG. 10

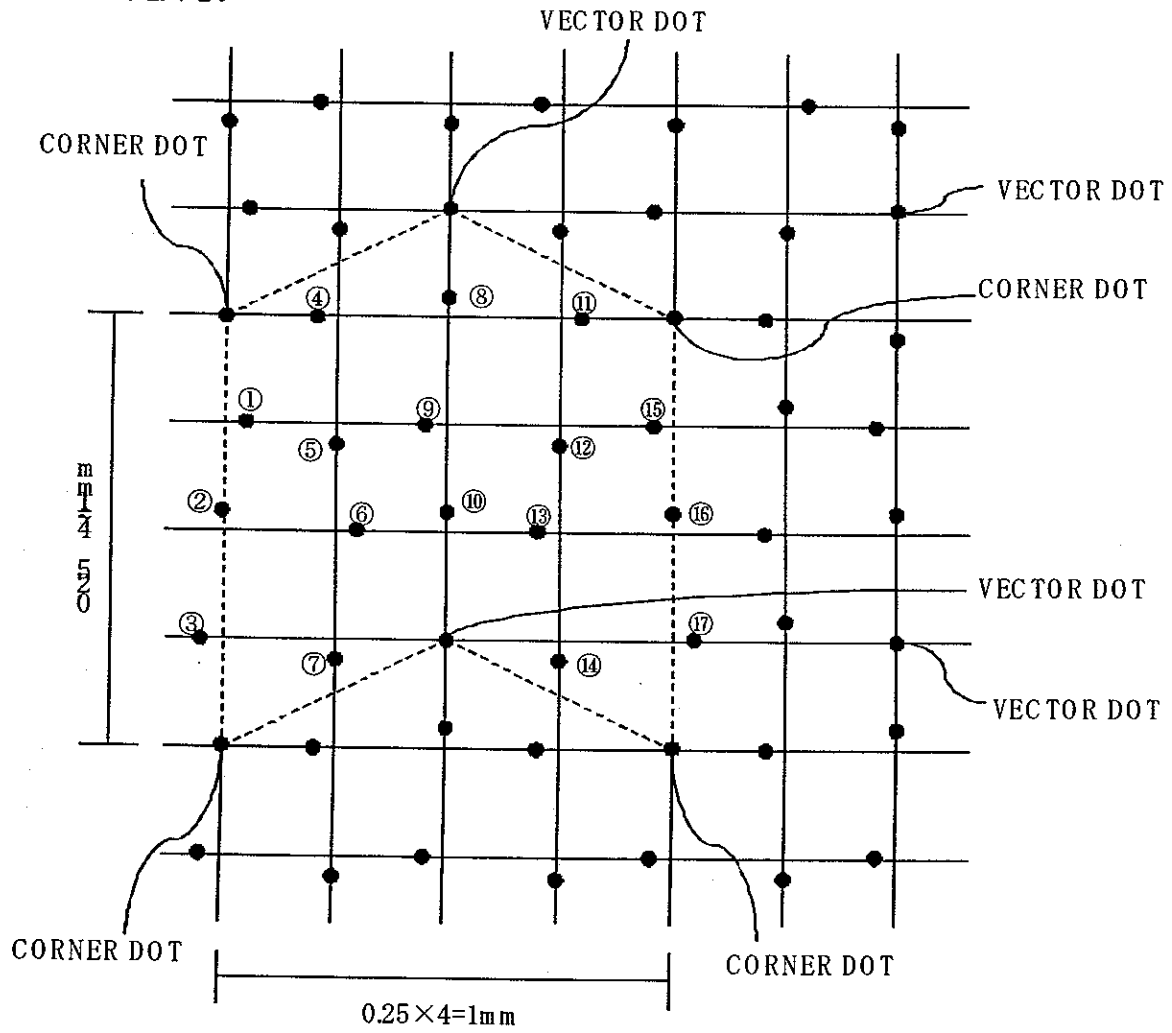


FIG. 11

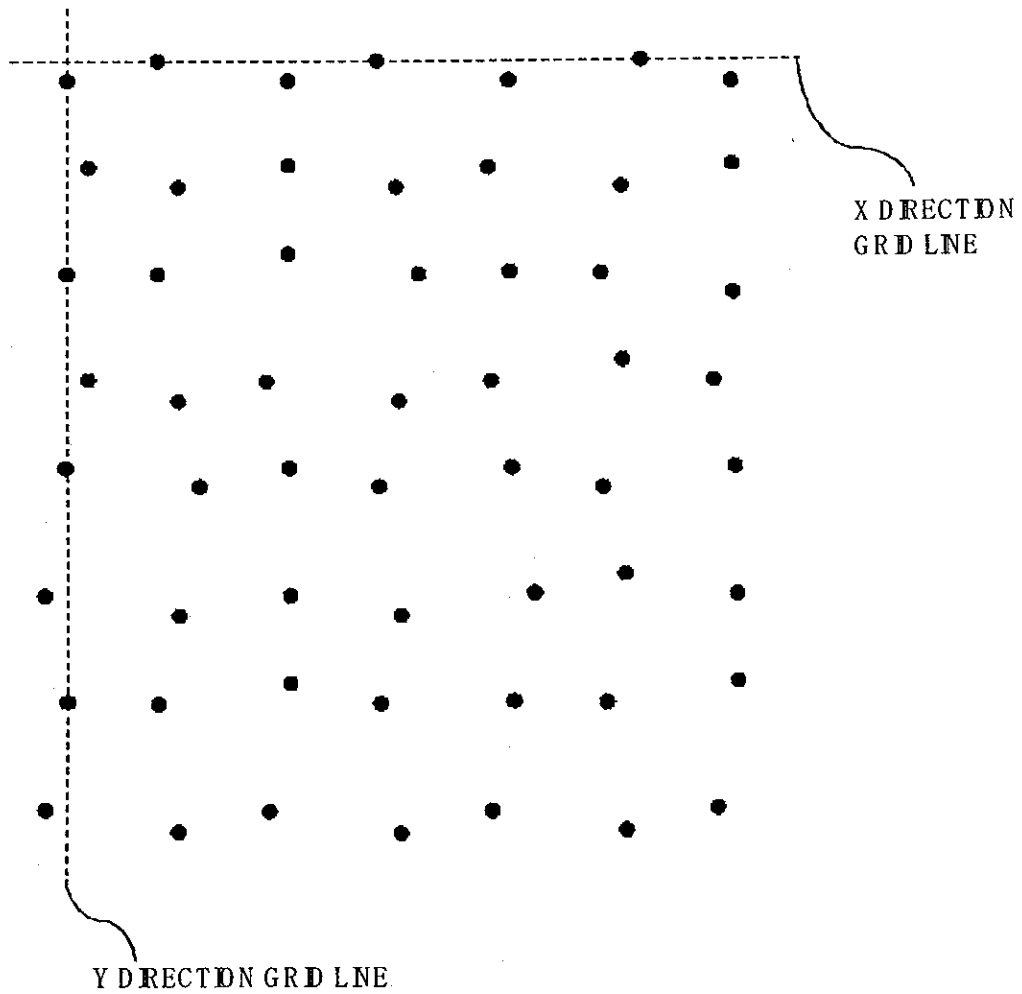
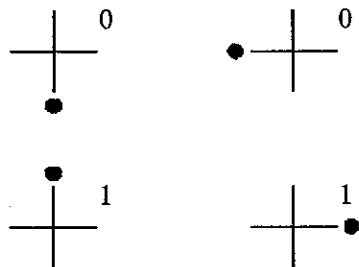
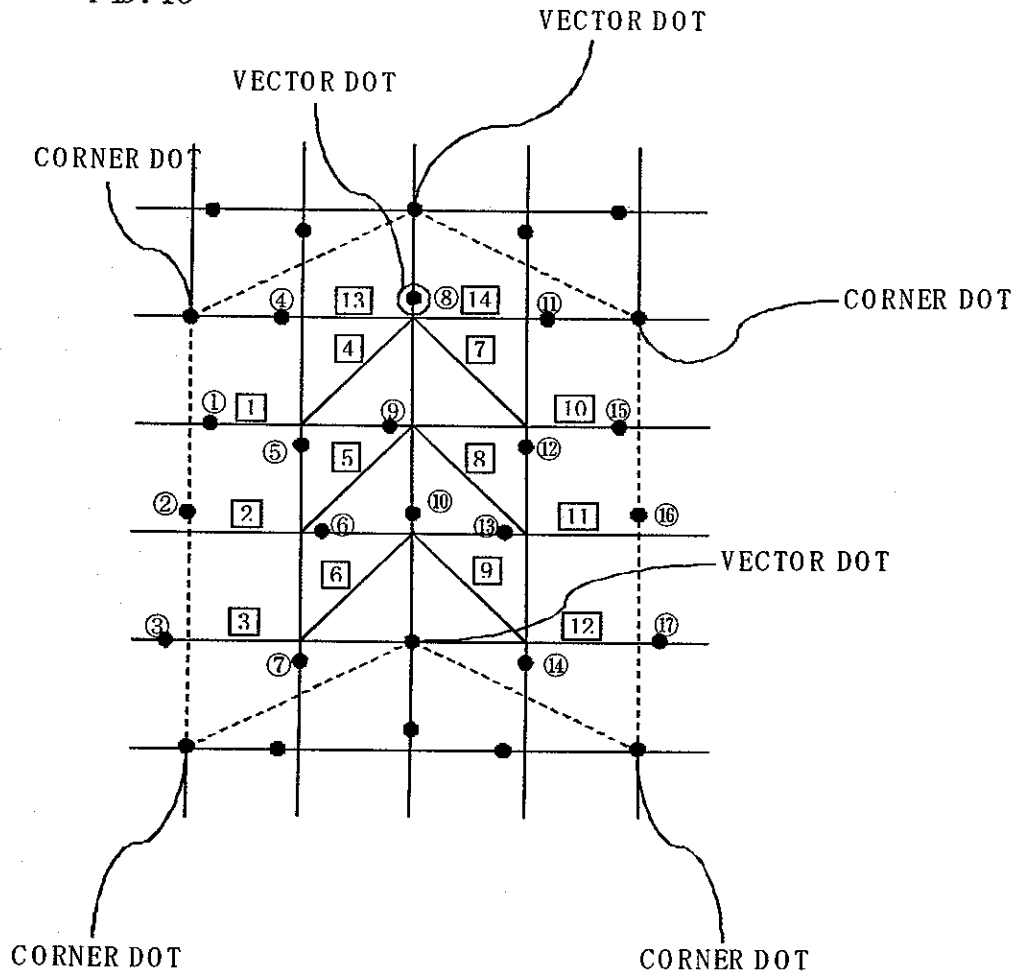


FIG. 12



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FIG. 13



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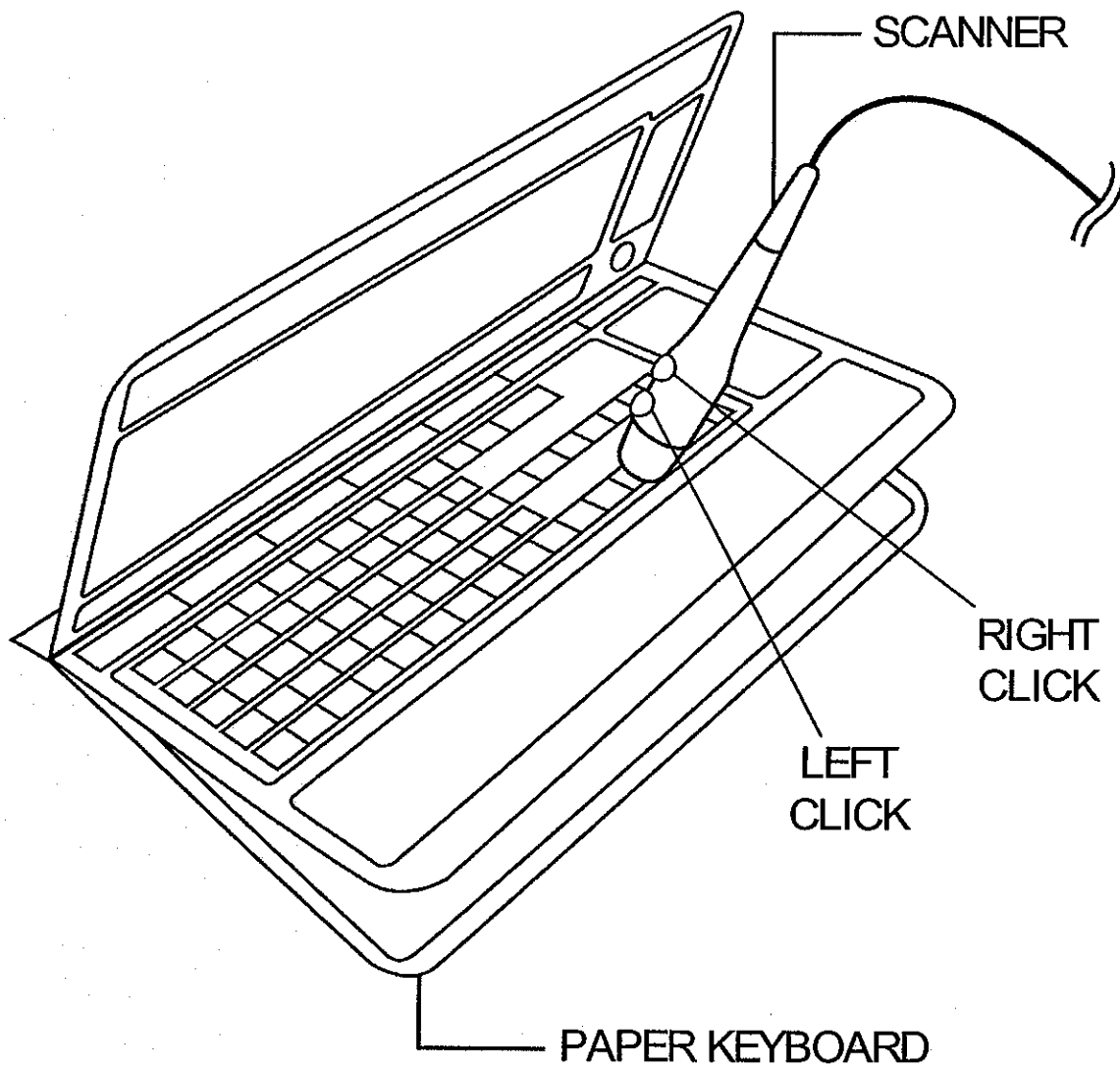
FIG. 14

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
INFORMATION BIT	1	0	0	1	1	1	1	0	1	0	1	1	1	0

	K ₁	K ₂	K ₃	K ₄	K ₅	K ₆	K ₇	K ₈	K ₉	K ₁₀	K ₁₁	K ₁₂	K ₁₃	K ₁₄
SECURITY TABLE	0	0	1	0	1	1	0	1	1	0	0	0	1	1

	T ₁	T ₂	T ₃	T ₄	T ₅	T ₆	T ₇	T ₈	T ₉	T ₁₀	T ₁₁	T ₁₂	T ₁₃	T ₁₄
TRUE VALUE	1	0	1	1	0	0	1	1	0	0	1	1	0	1

FIG. 15



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FIG. 16

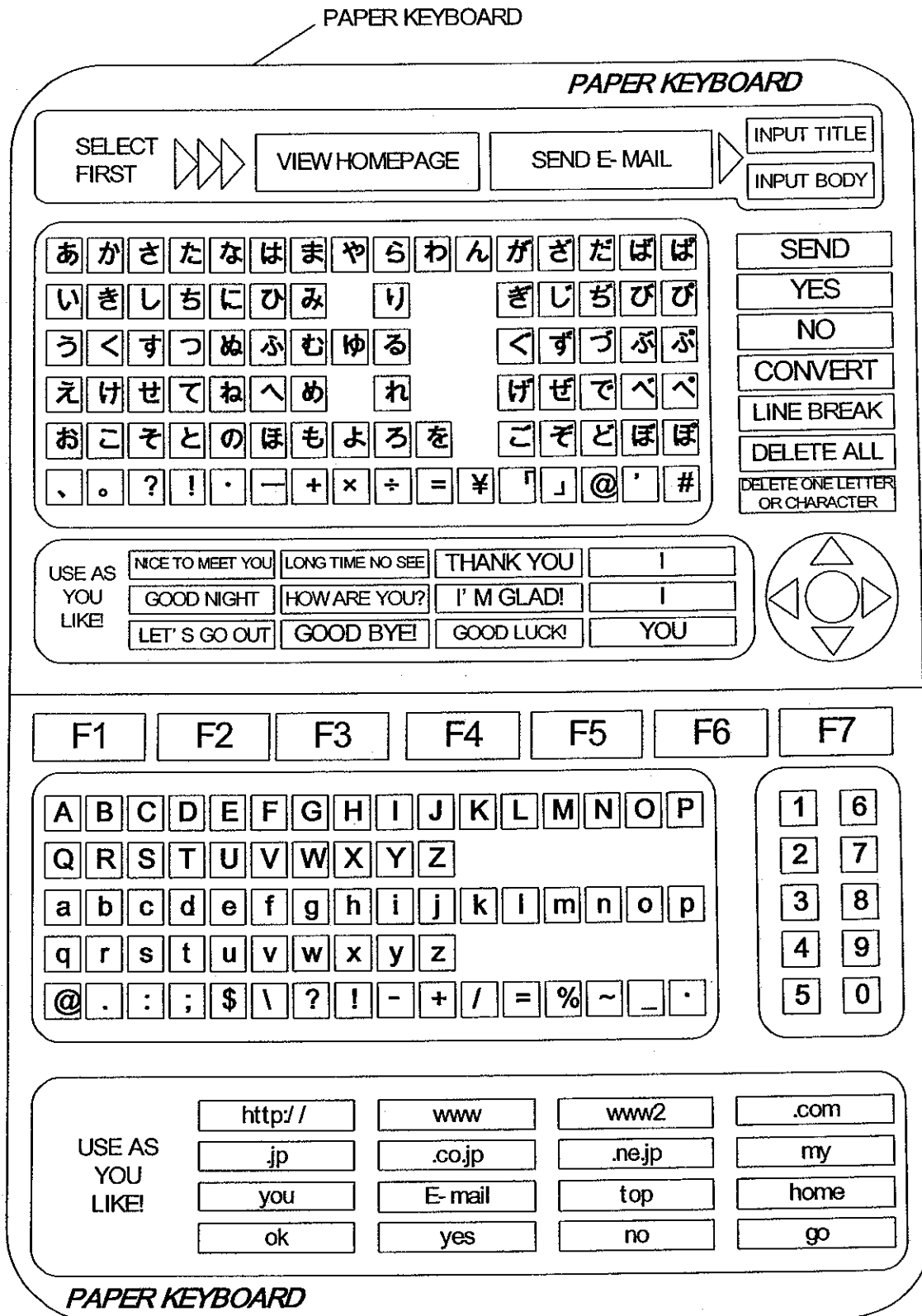


FIG. 17

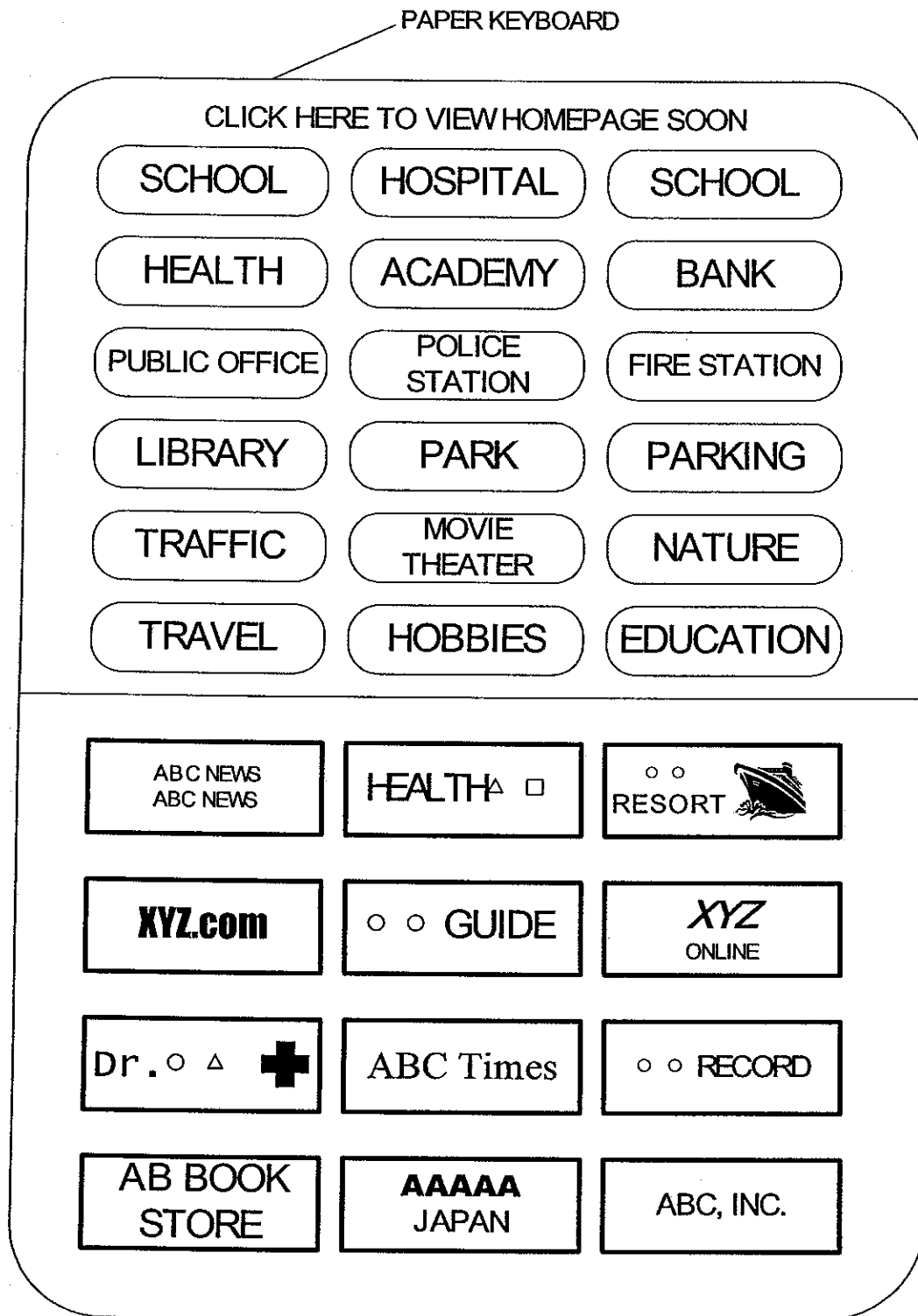
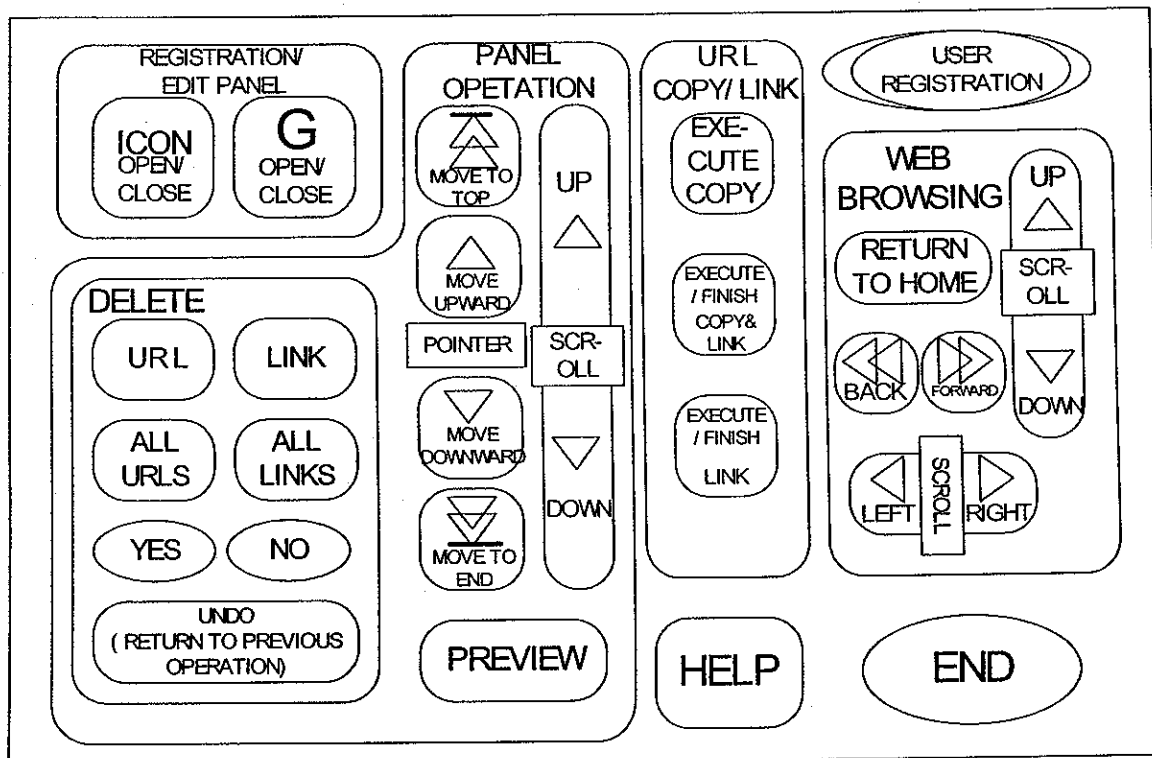


FIG. 18



PAPER CONTROLLER

FIG. 19

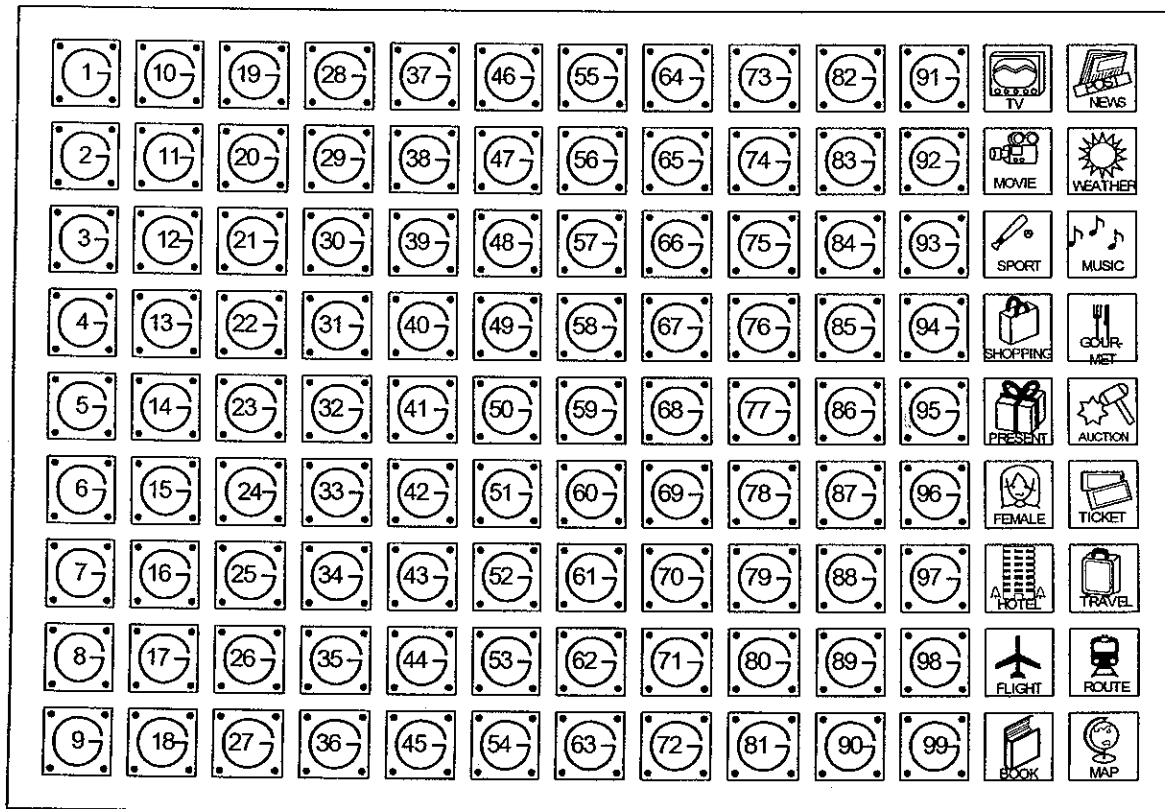


FIG. 20

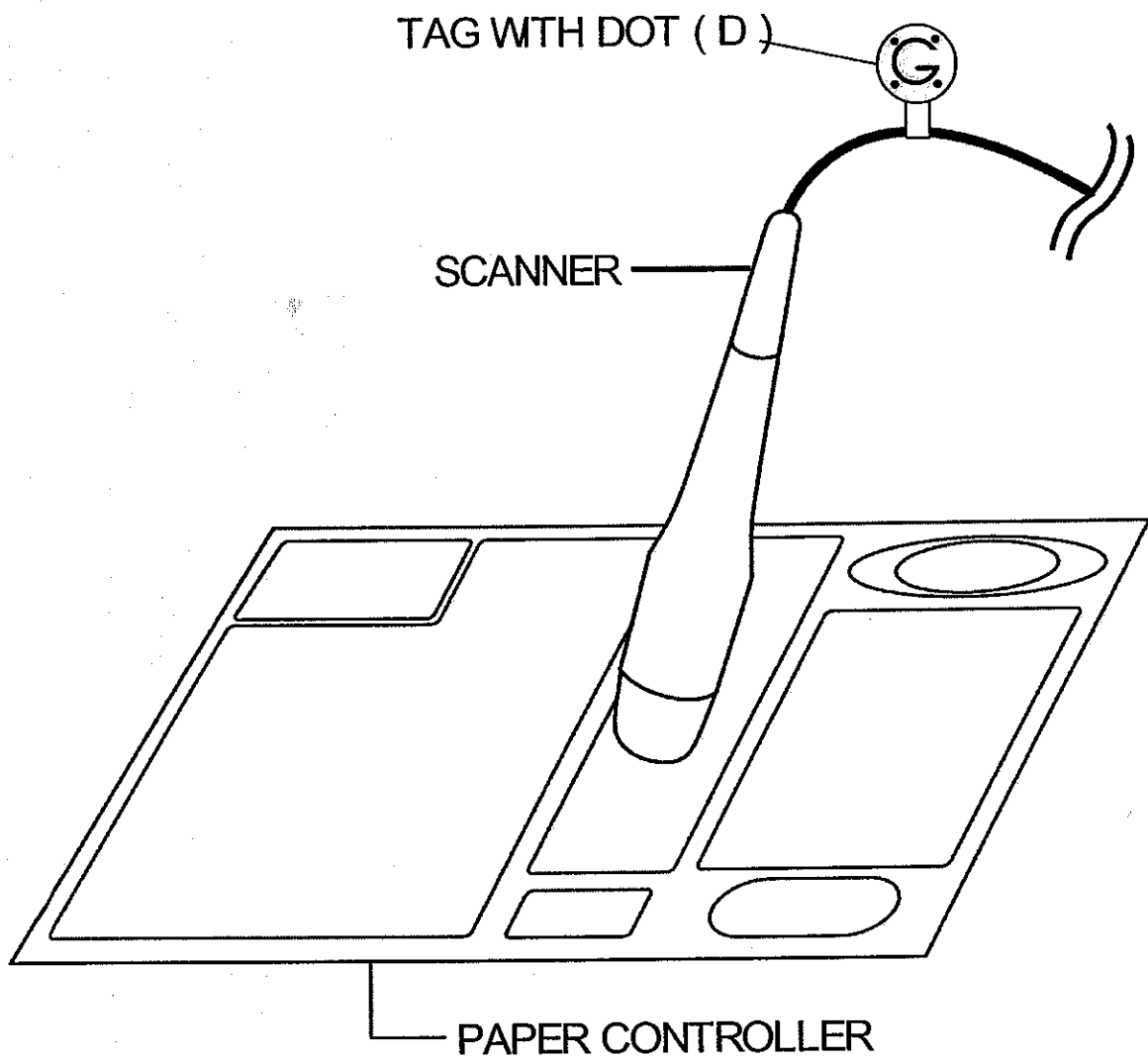


FIG. 21

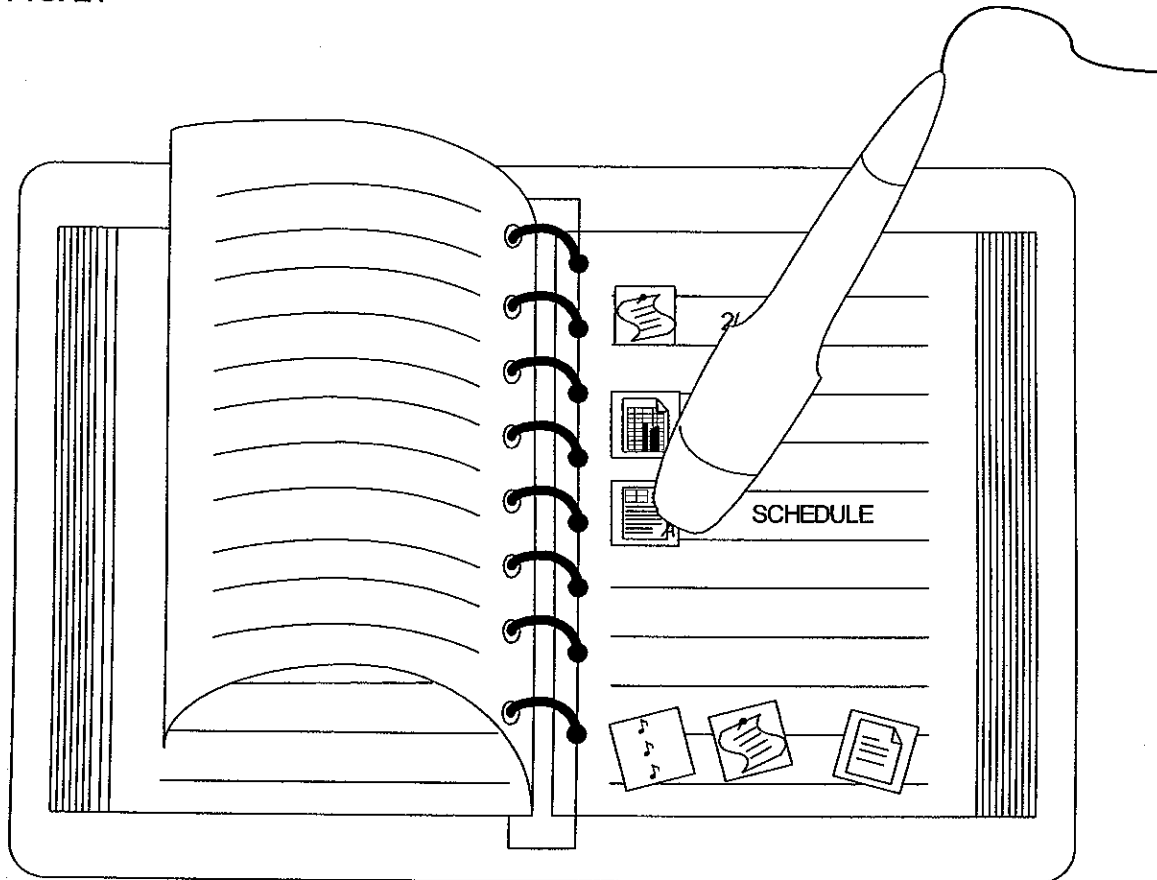


FIG. 22

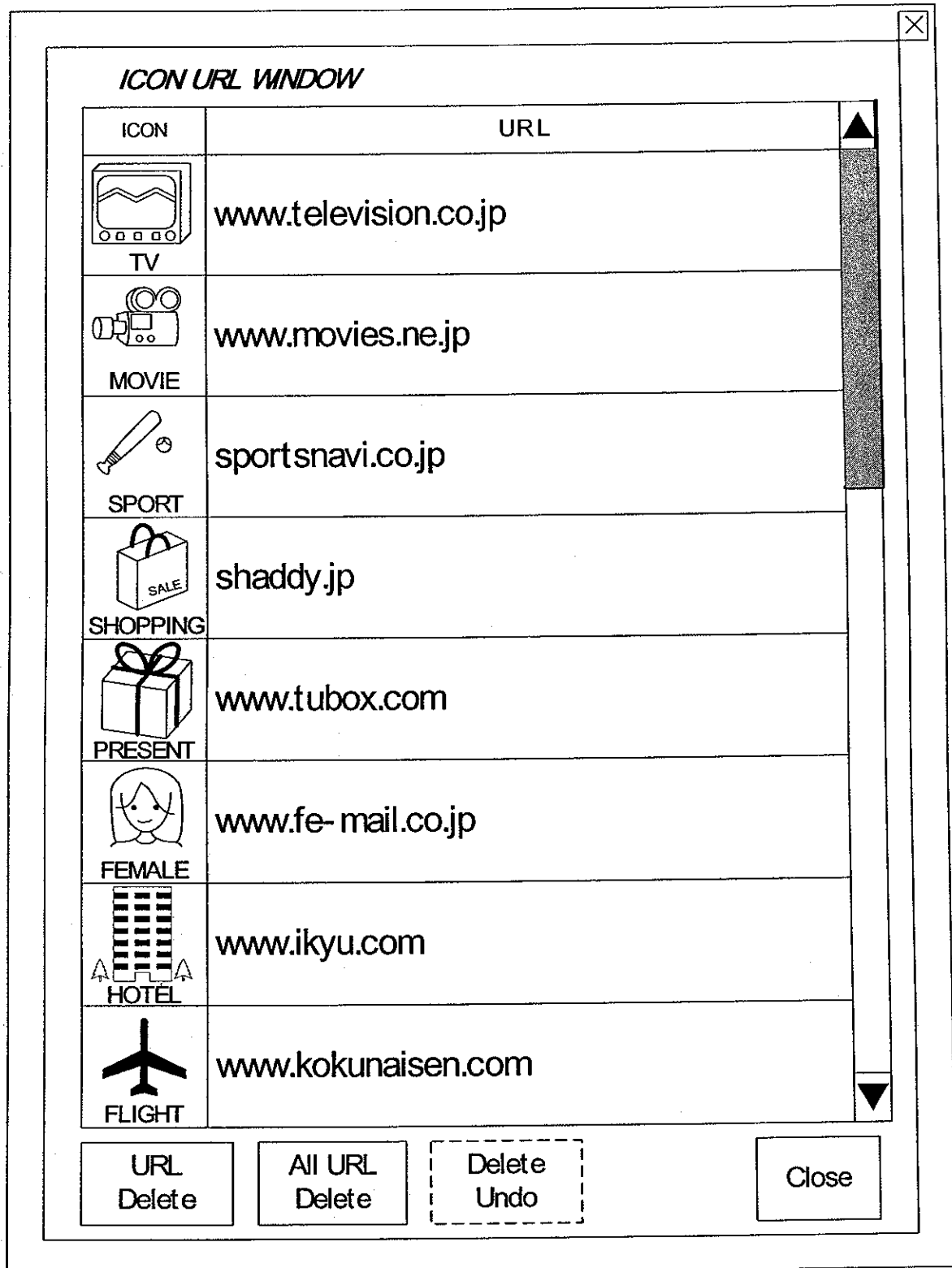


FIG. 23

(a)

Mark URL Window

New URL

INPUT

LINK

WEB ADDRESS	Grid Mark#	

URL Delete

All URL Delete

Link Delete

All Link Delete

Delete Undo

Close

(b)

Are you sure to delete?

Yes No

FIG. 24

(a)

INDEX TABLE

CODE NUMBER	ACCESS DESTINATION	COMMAND	
1????	www.A.....	DOT CODE MANAGING SERVER (DB.)	ID (FOR MEMBERS)
00001	C:\X.exe + PARAMETER I	SEND MAIL	PAPER CONTROLLER
00002	C:\X.exe + PARAMETER II	START PLAYER	
00003	C:\Y.exe + PARAMETER (1)	INPUT A	
00004	C:\Y.exe + PARAMETER (2)	INPUT B	
§	§	§	
00100	www.B.....	VIEW WEBSITE	MEDIUM
00101	C\.....	EXECUTE PROGRAM P ₁	
00102	C\.....	START MOVIE FILE M ₁	

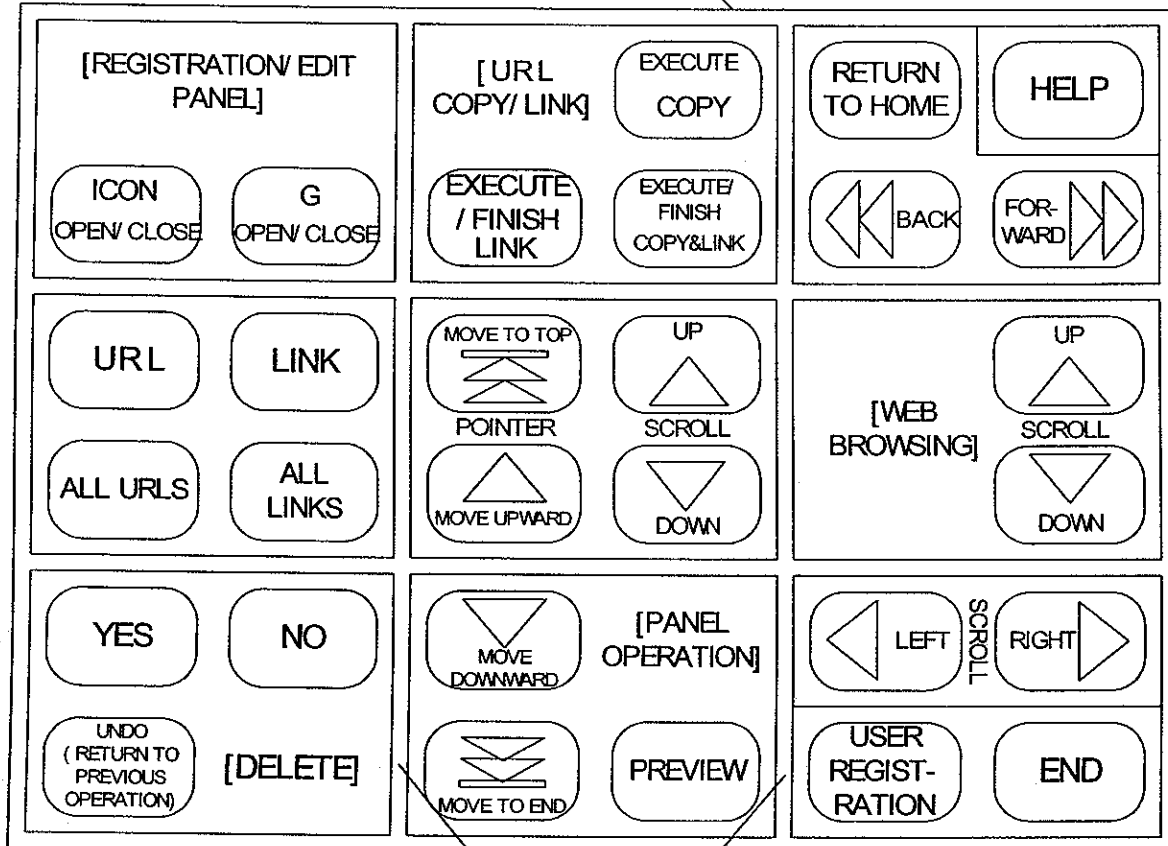
(b)

MANAGING SERVER TABLE

CODE NUMBER	ADDRESS	COMMAND
00200	www.C.....	VIEW WEBSITE
00201	www.D.....	DISTRIBUTE STREAMING DATA
§	§	§
00300	www.F.....	DOWNLOAD CONTENT FROM F
§	§	§

FIG. 25

PAPER CONTROLLER WITH GUIDES



GUIDE BANK

FIG. 26

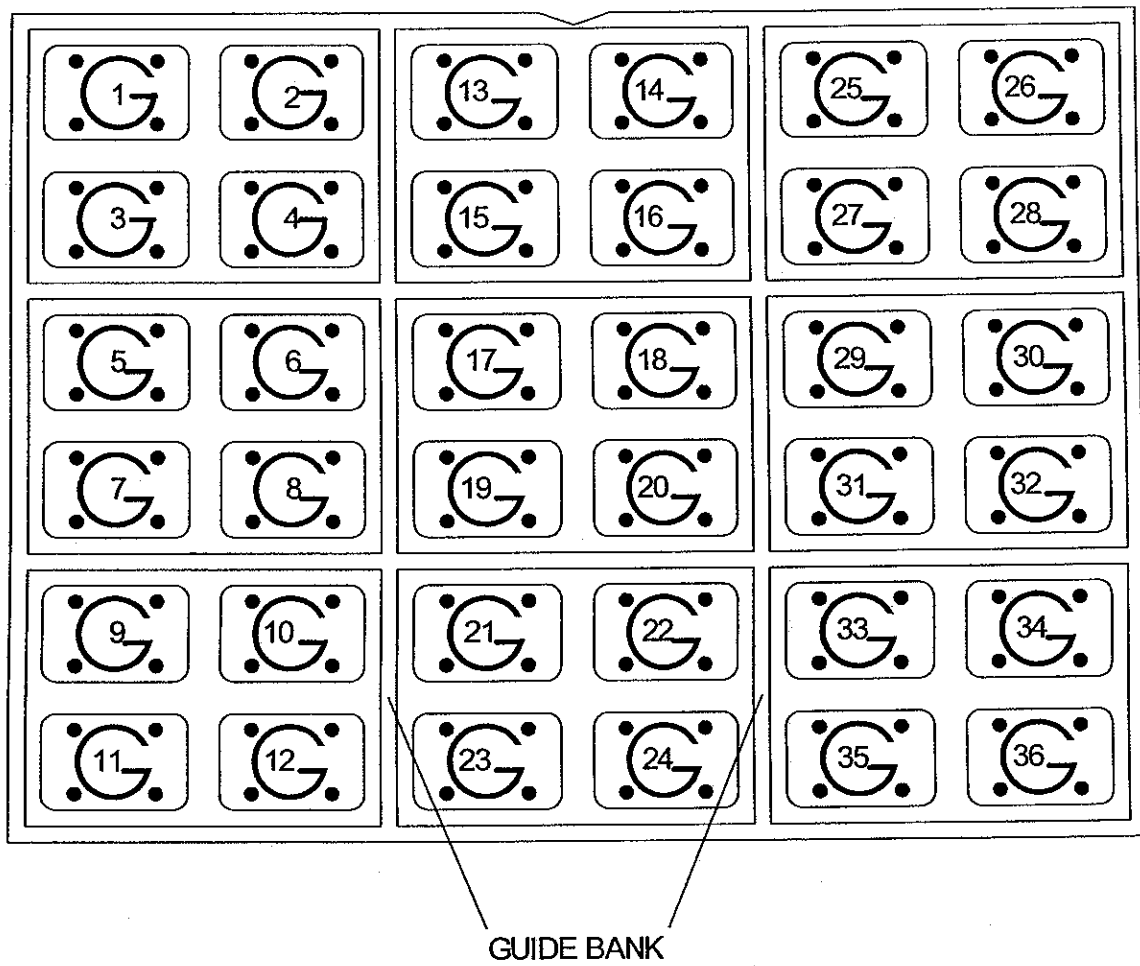


FIG. 27

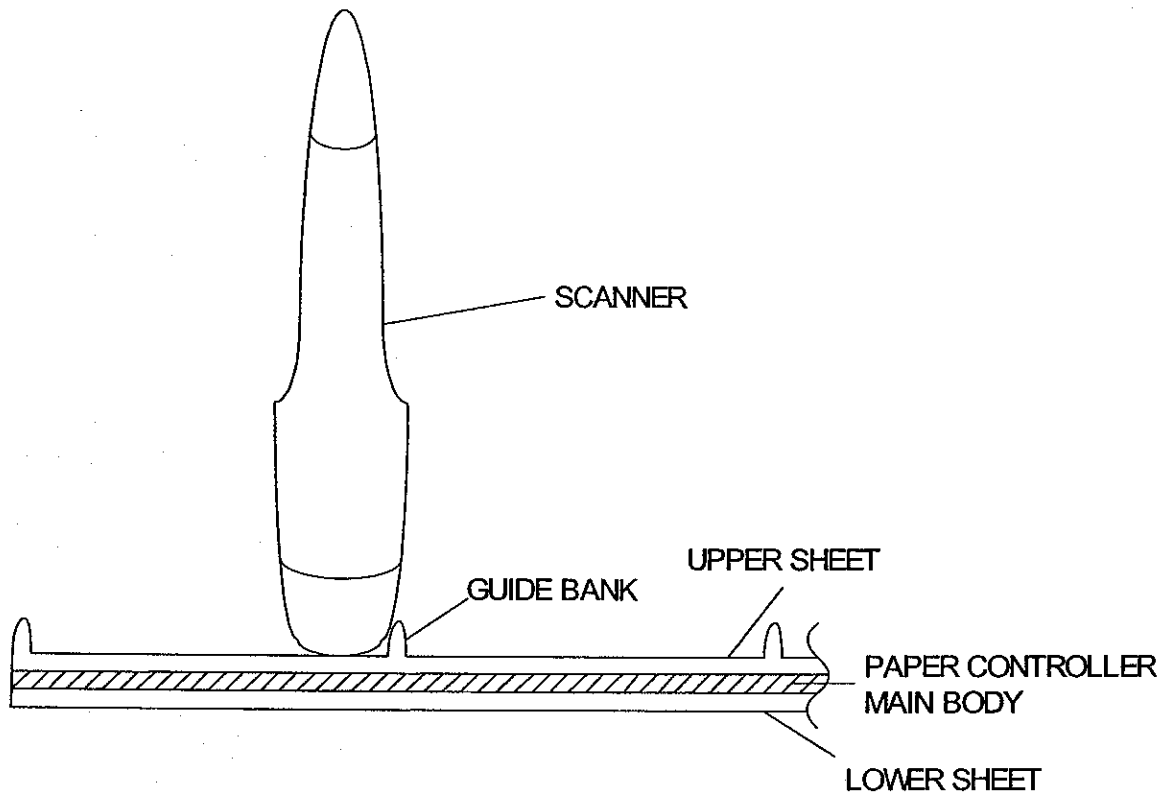


FIG. 28

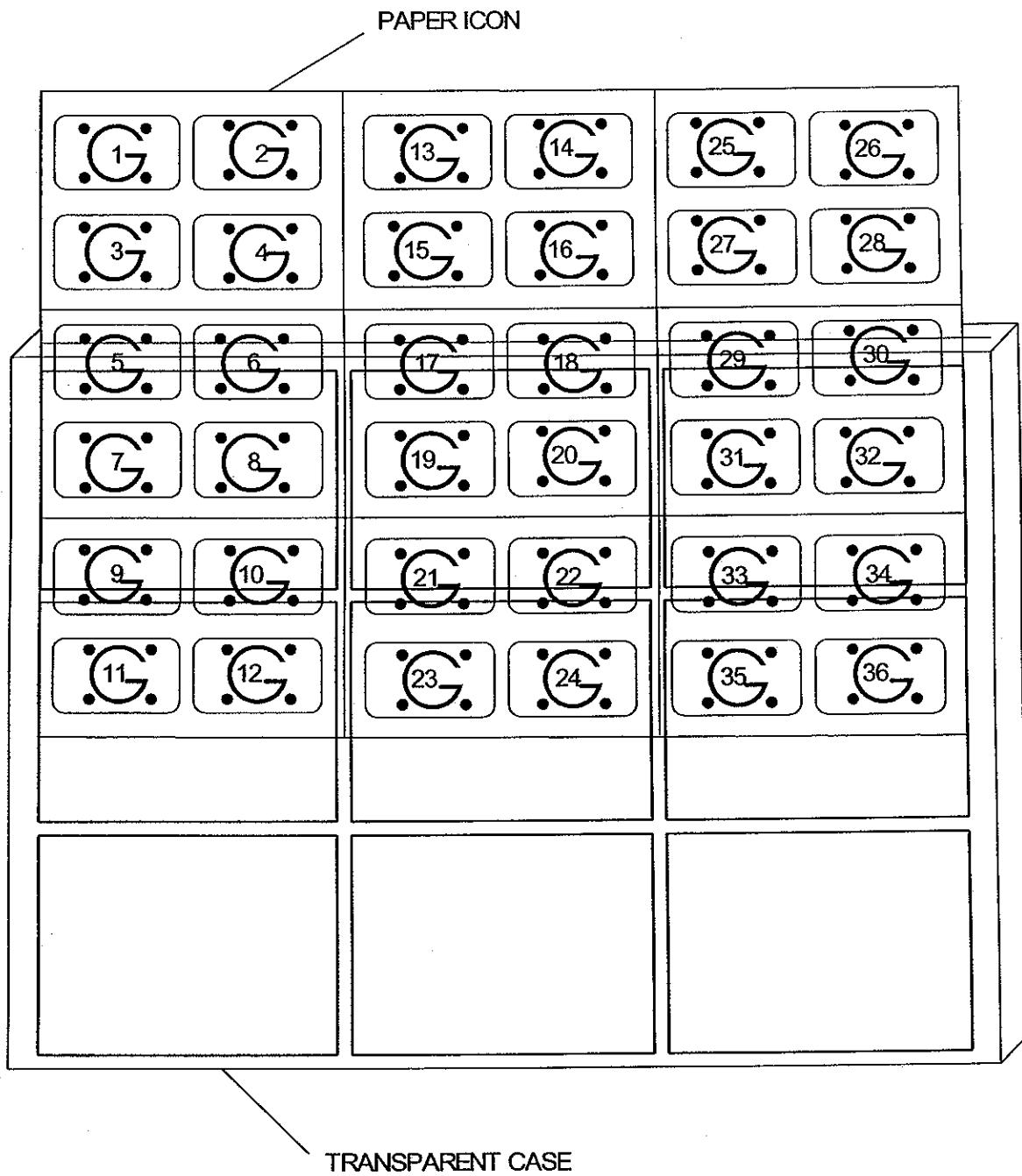


FIG. 29

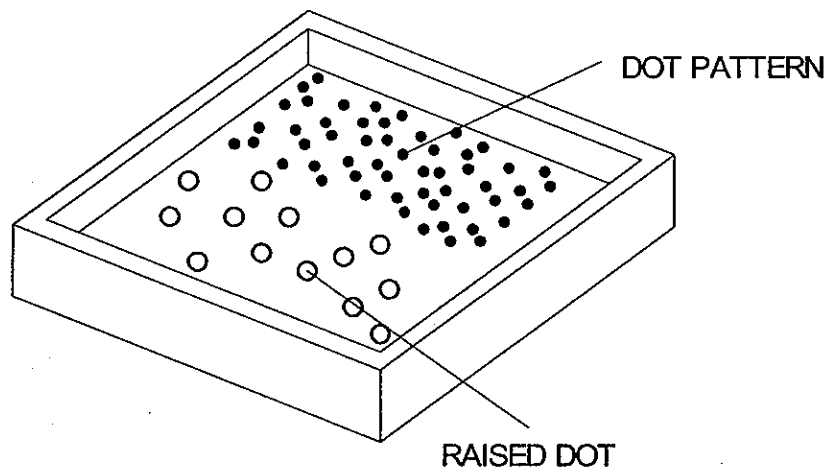


FIG. 30

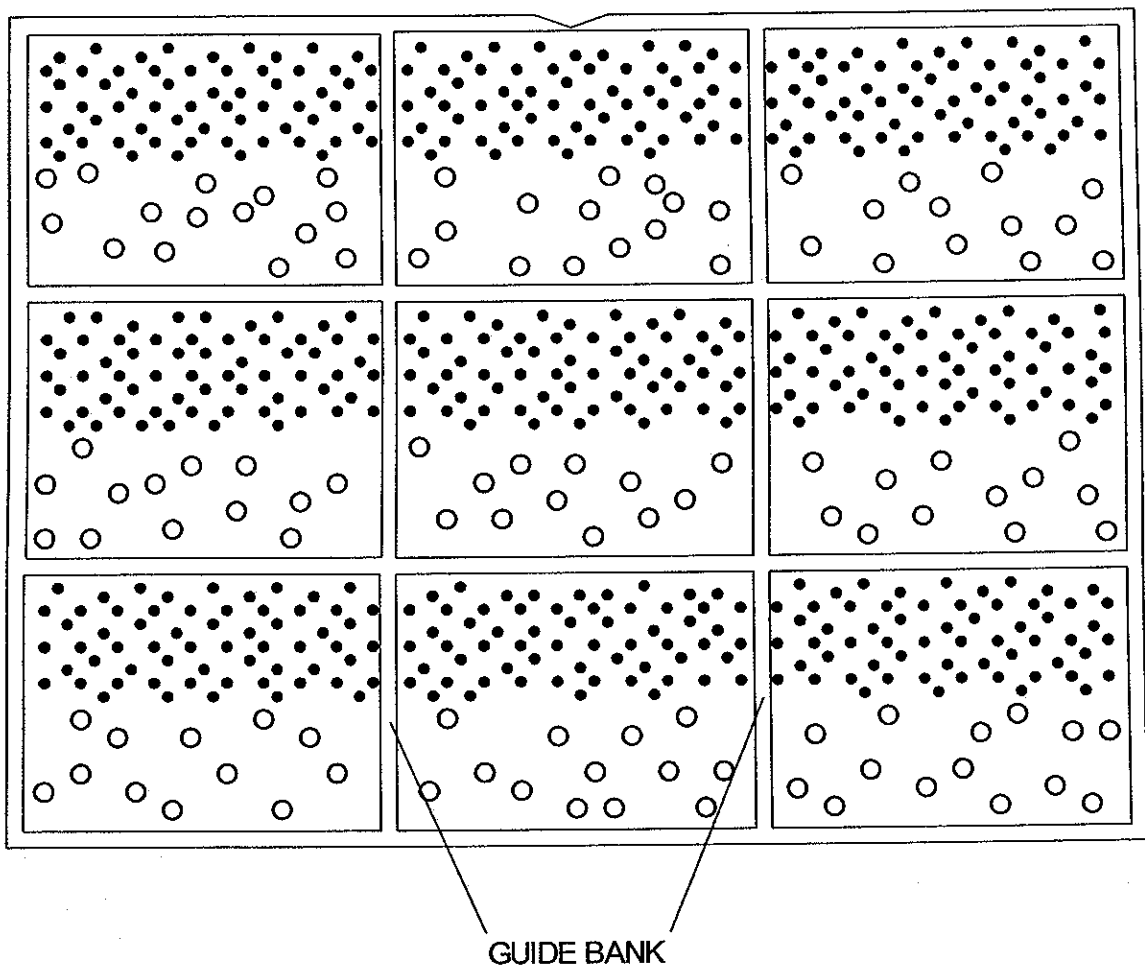


FIG. 31

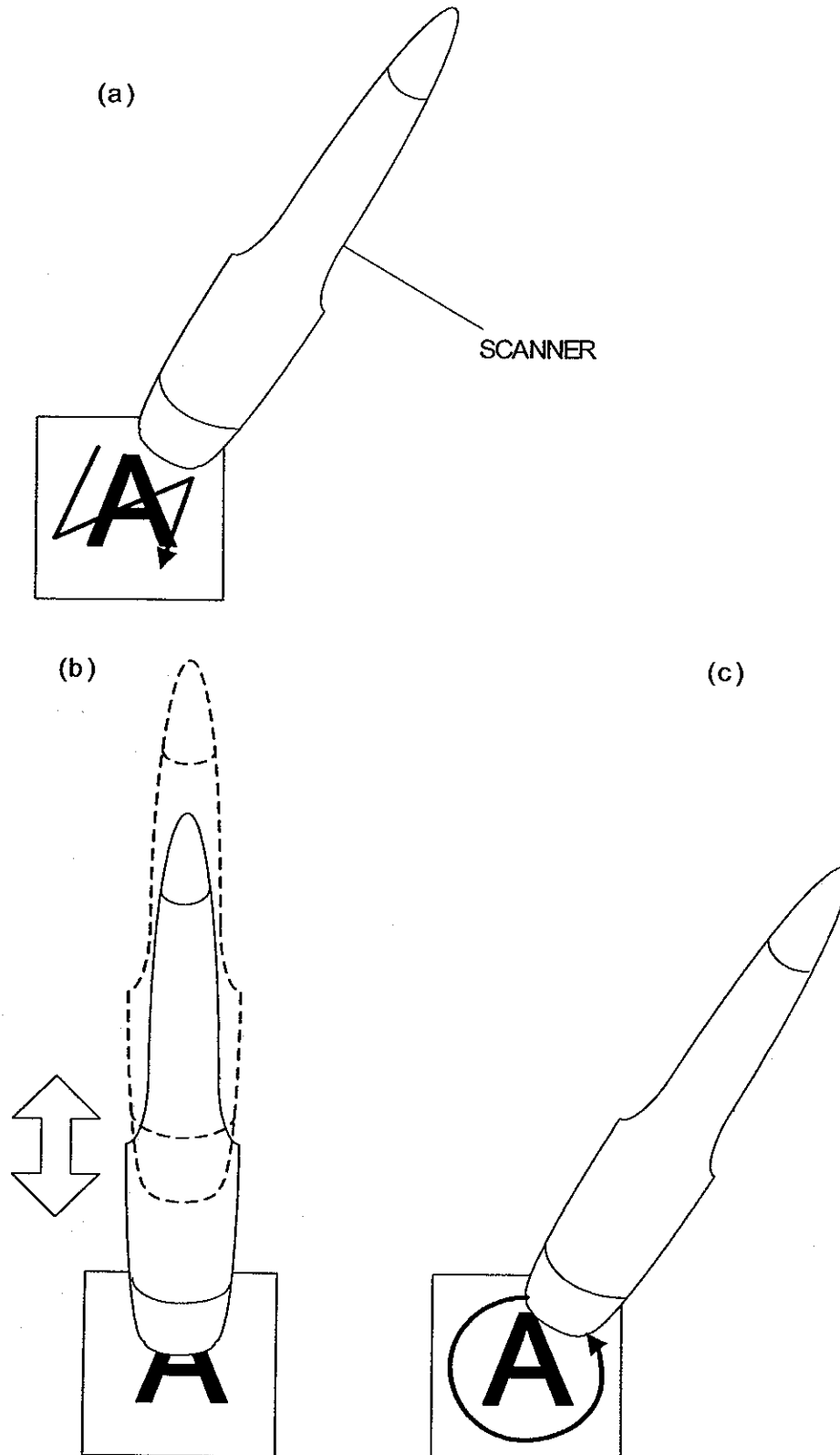


FIG. 32

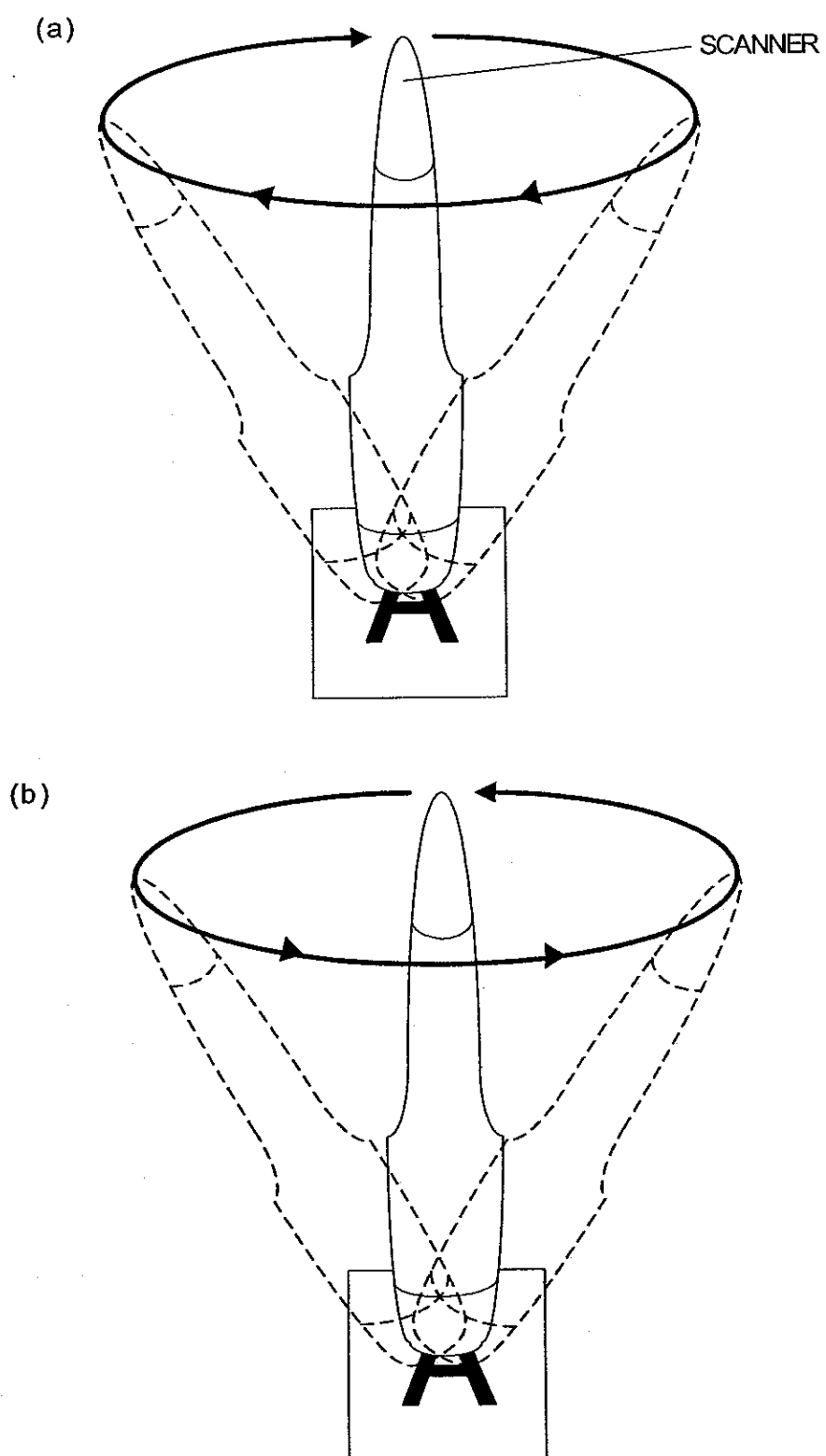


FIG. 33

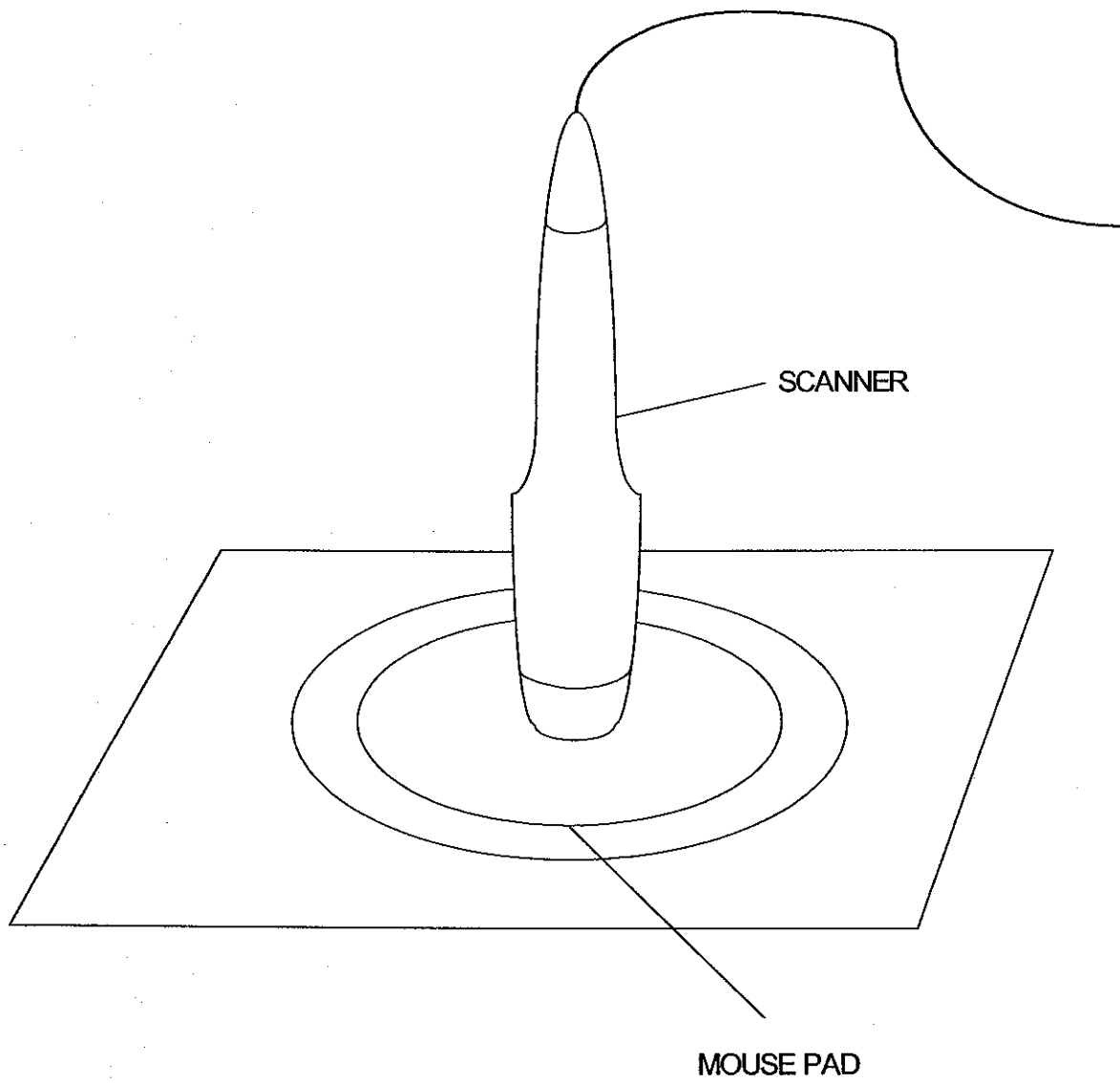
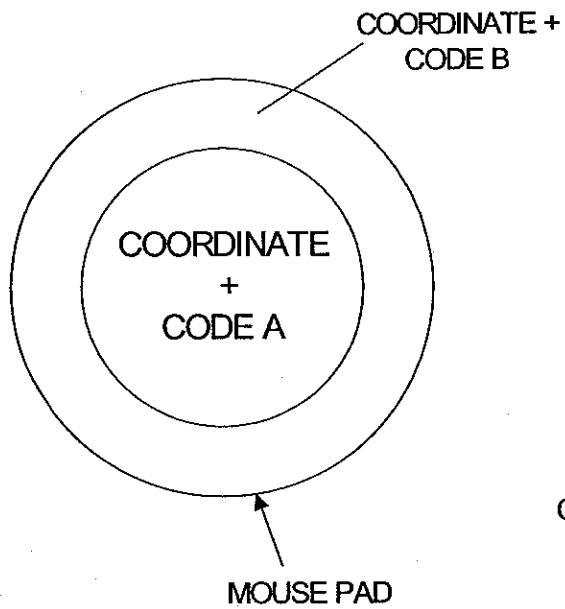
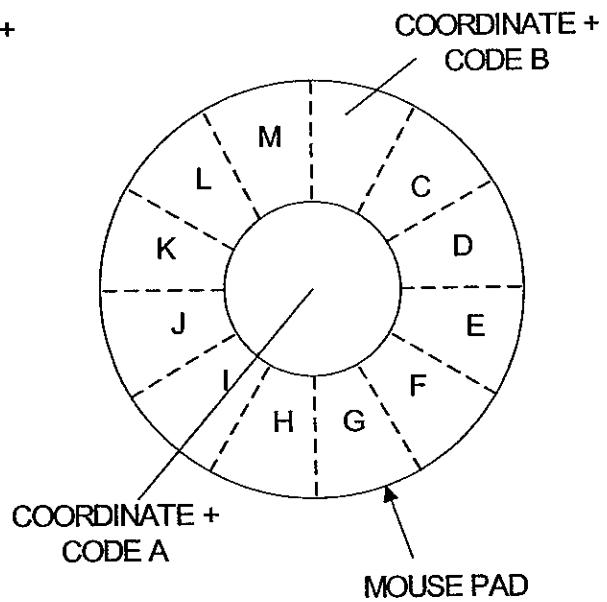


FIG. 34

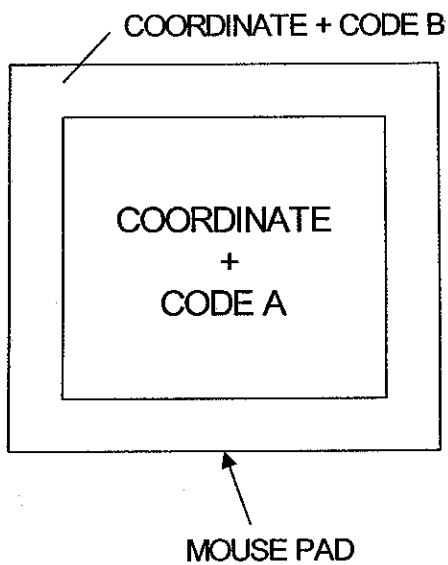
(a) SINGLE OUTER FRAME CODE TYPE



(b) MULTIPLE OUTER FRAME CODE TYPE



(c) SINGLE OUTER FRAME CODE TYPE



(d) MULTIPLE OUTER FRAME CODE TYPE

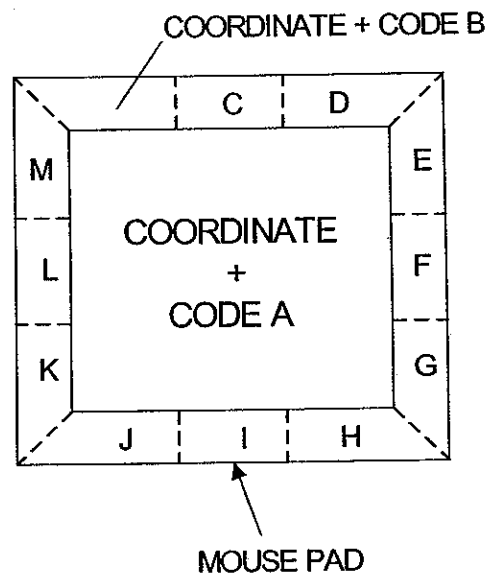


FIG. 35

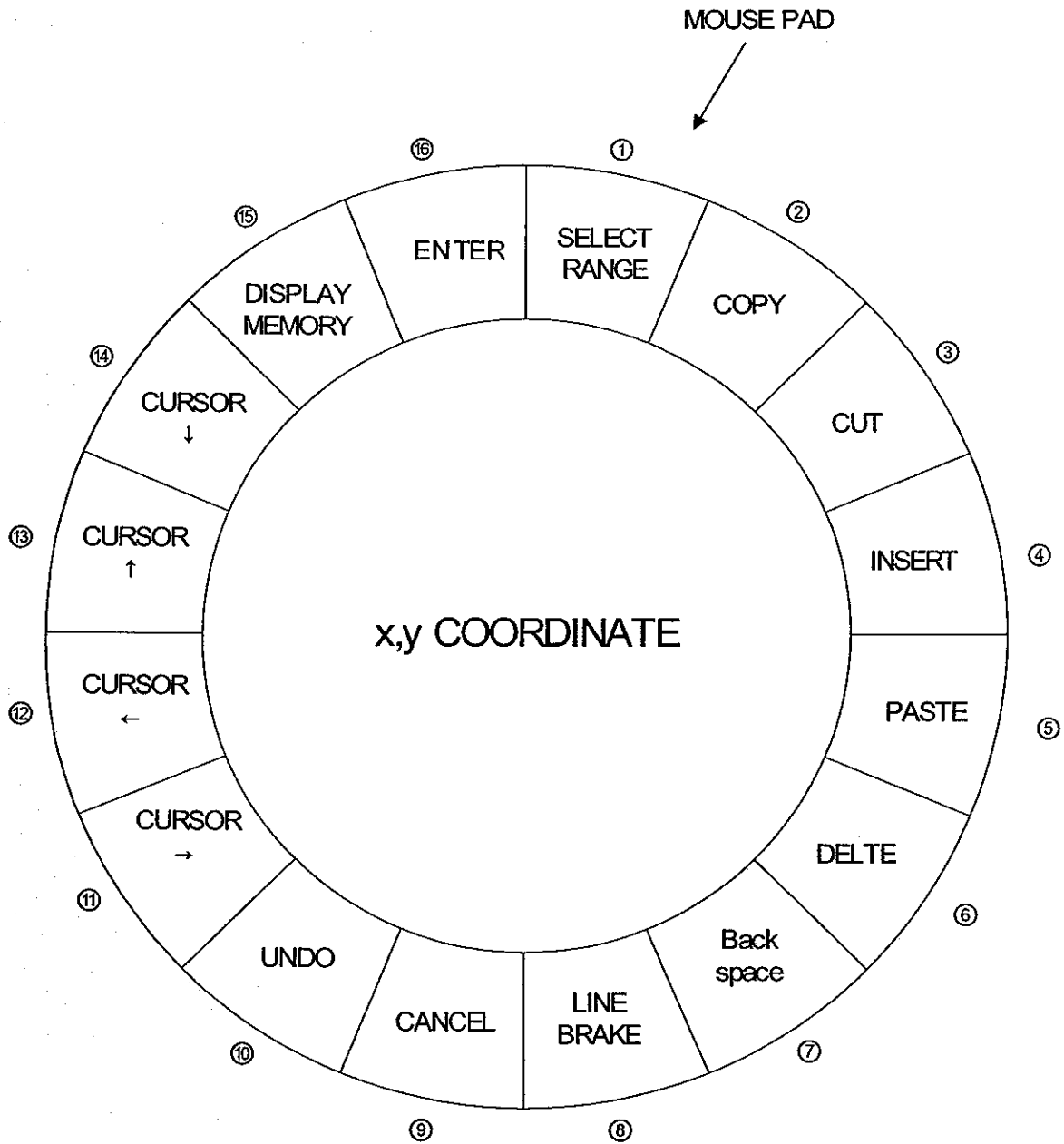
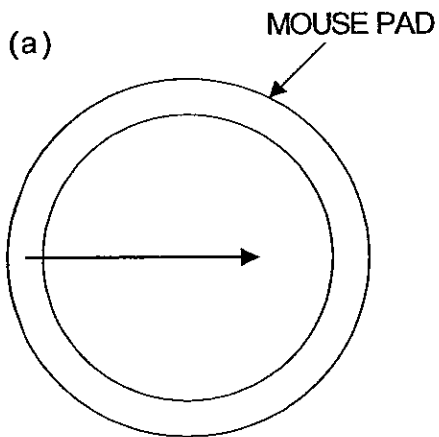
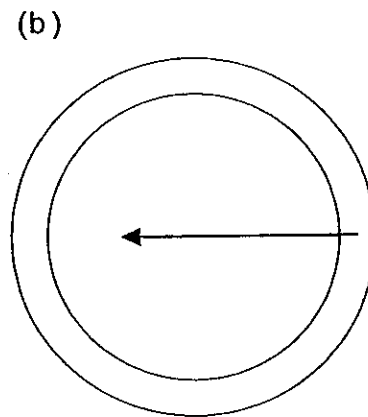


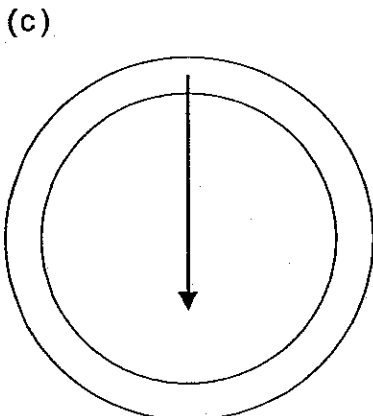
FIG. 36



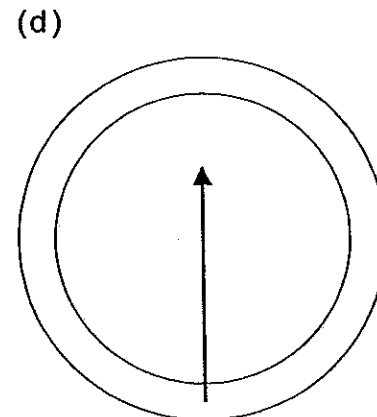
SCROLL RIGHT WHEN PEN IS
SLID RIGHTWARD FROM
FRAME



SCROLL LEFT WHEN PEN IS
SLID LEFTWARD FROM
FRAME

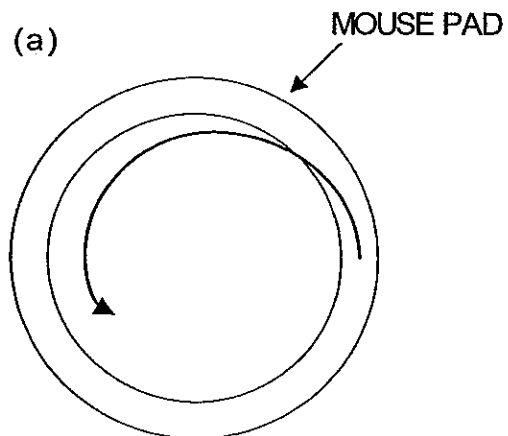


SCROLL DOWN WHEN PEN IS
SLID DOWNWARD FROM
FRAME

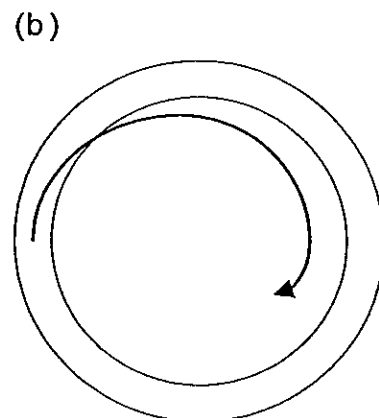


SCROLL UP WHEN PEN IS
SLID UPWARD FROM
FRAME

FIG. 37



BY ROTATING PEN
LEFTWARD FROM
ARBITRARY POSITION ON
FRAME, WEB PAGE GOES
BACK TO PREVIOUS PAGE
BY ONE FOR EVERY HALF
TURN



BY ROTATING PEN
RIGHTWARD FROM
ARBITRARY POSITION ON
FRAME, WEB PAGE GOES
FORWARD TO NEXT PAGE
BY ONE FOR EVERY HALF
TURN

FIG. 38

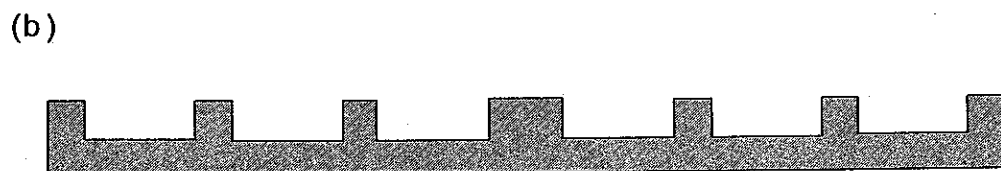
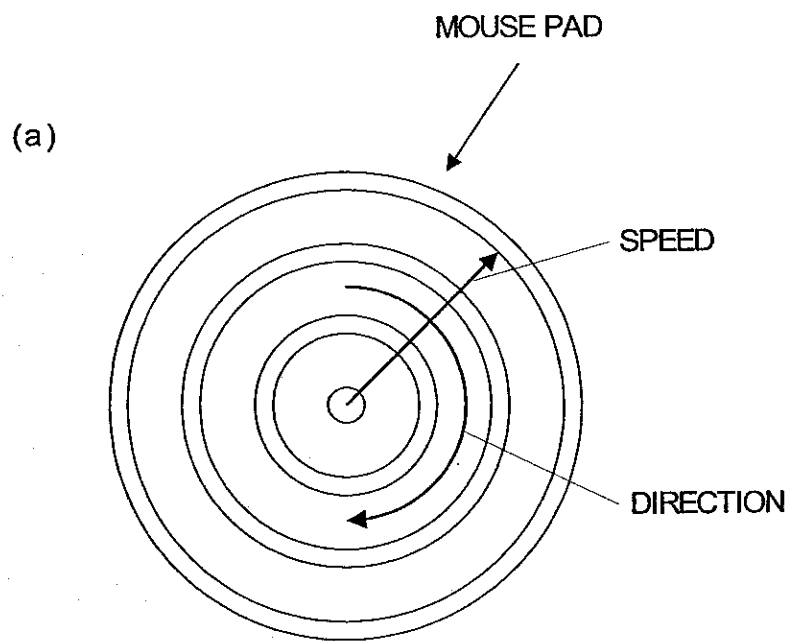


FIG. 39

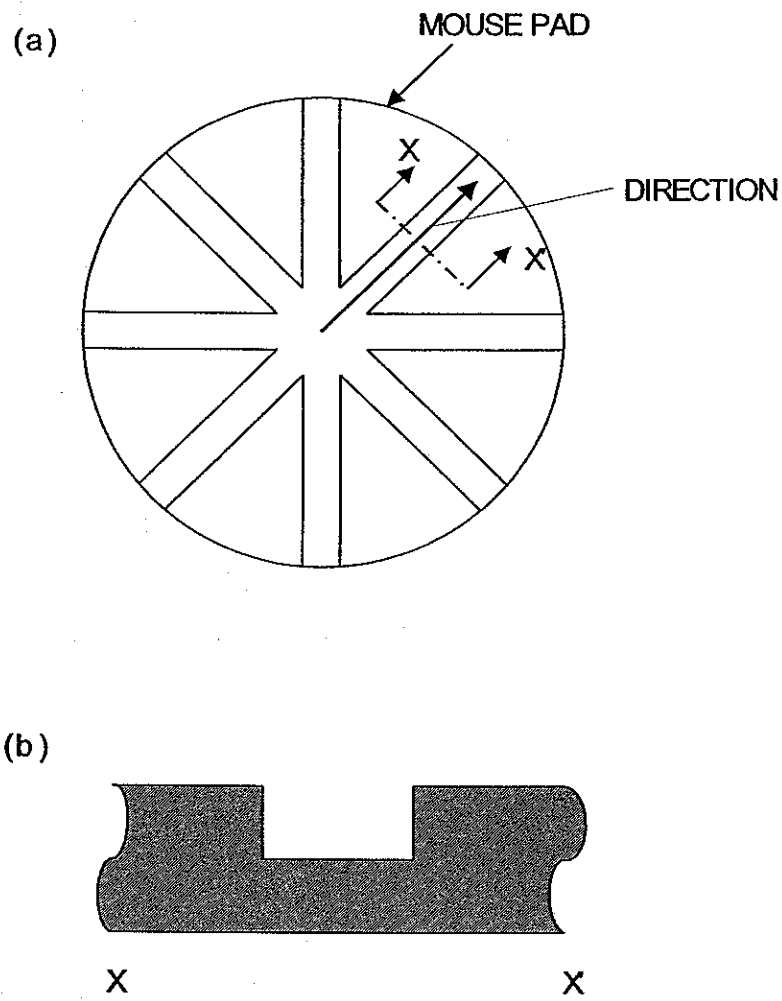


FIG. 41

あ	あ	い	う	え	お	ら	ら	り	る	れ	ろ
	A	I	U	E	O		RA	RI	RU	RE	RO
	あ	い	う	え	お		りや	りい	りゆ	りえ	りよ
	LA	LI	LU	LE	LO		RYA	RYI	RYU	RYE	RYO
	XA	XI	XU	XE	XO						
か	か	き	く	け	こ	わ	わ				を
	KA	KI	KU	KE	KO		WA				WO
	きゃ	きい	きゆ	きえ	きよ	ん	ん				
	KYA	KYI	KYU	KYE	KYO		NN				
						が	が	ぎ	ぐ	げ	ご
さ	さ	し	す	せ	そ		GA	GI	GU	GE	GO
	SA	SI	SU	SE	SO		ぎや	ぎい	ぎゆ	ぎえ	ぎよ
	しゃ	しい	しゆ	しえ	しよ		GYA	GYI	GYU	GYE	GYO
	SYA	SYI	SYU	SYE	SYO						
た	た	ち	つ	て	と	ざ	ざ	じ	ず	ぜ	ぞ
	TA	TI	TU	TE	TO		ZA	ZI	ZU	ZE	ZO
	ちゃ	ちい	ちゆ	ちえ	ちよ		じゃ	じい	じゆ	じえ	じよ
	TYA	TYI	TYU	TYE	TYO		JYA	JYI	JYU	JYE	JYO
							ZYA	ZYI	ZYU	ZYE	ZYO
な	な	に	ぬ	ね	の	だ	だ	ぢ	づ	で	ど
	NA	NI	NU	NE	NO		DA	DI	DU	DE	DO
	にや	にい	にゆ	にえ	によ		ぢや	ぢい	ぢゆ	ぢえ	ぢよ
	NYA	NYI	NYU	NYE	NYO		DYA	DYI	DYU	DYE	DYO
は	は	ひ	ふ	へ	ほ	ば	ば	び	ぶ	べ	ぼ
	HA	HI	HU	HE	HO		BA	BI	BU	BE	BO
	ひや	ひい	ひゆ	ひえ	ひよ		びや	びい	びゆ	びえ	びよ
	HYA	HYI	YHU	HYE	HYO		BYA	BYI	BYU	BYE	BYO
	ふあ	ふい	ふゆ	ふえ	ふお						
	FA	FI	FU	FE	FO	ぱ	ぱ	ぴ	ぷ	ぺ	ぽ
							PA	PI	PU	PE	PO
ま	ま	み	む	め	も		ぴや	ぴい	ぴゆ	ぴえ	ぴよ
	MA	MI	MU	ME	MO	ヴあ	PYA	PYI	PYU	PYE	PYO
	みや	みい	みゆ	みえ	みよ		ヴあ	ヴい	ヴ	ヴえ	ヴお
	MYA	MYI	MYU	MYE	MYO		VA	VI	VU	VE	VO
						っ	ADD TWO CONSECUTIVE CONSONANTS OTHER THAN "N" BEHIND EXAMPLE DATTA→ D→ A→ T→ DOUBLE→ A INDEPENDENT INPUT LTU XTU				
や	や	い	ゆ	いえ	よ						
	YA	YI	YU	YE	YO						
	や		ゆ		よ						
	LYA		LYU		LYO						
	XYA		XYU		XYU						

FIG. 42

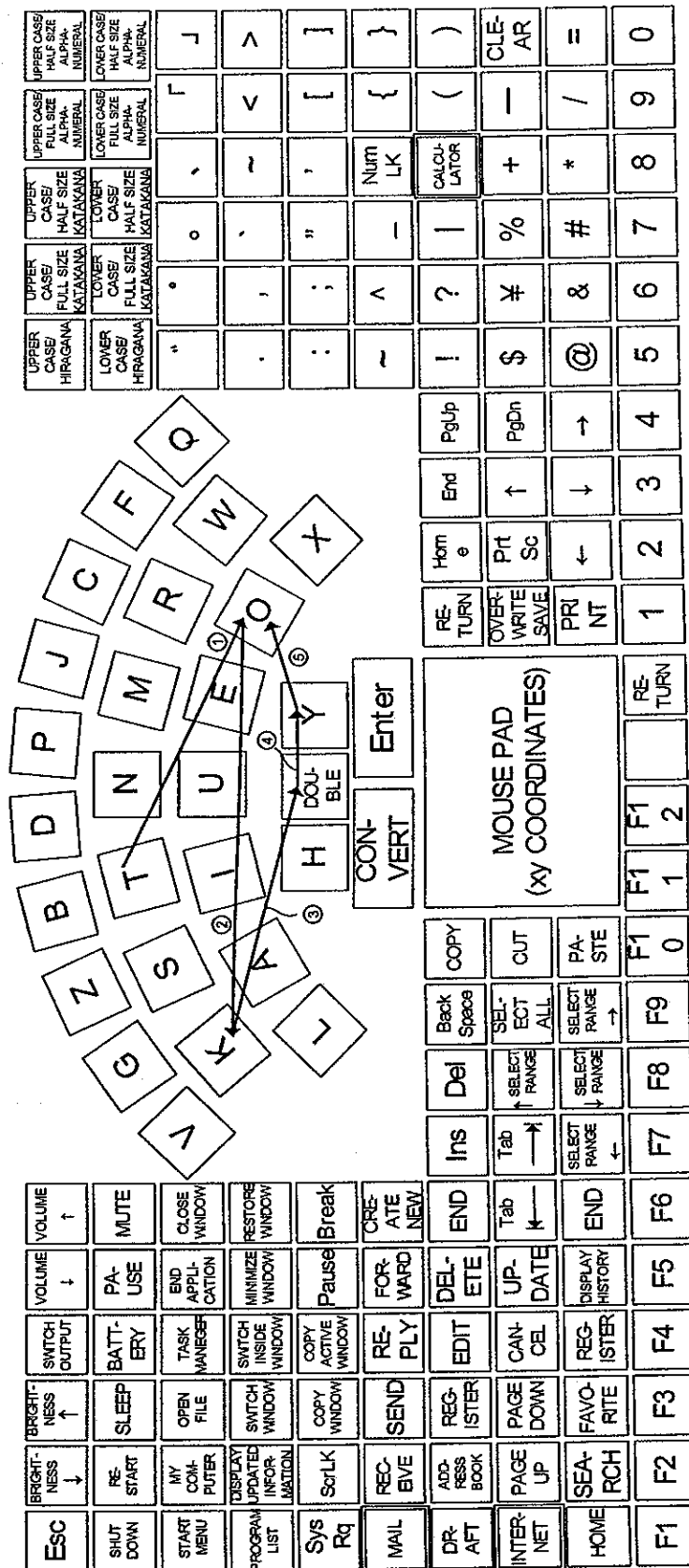


FIG. 43

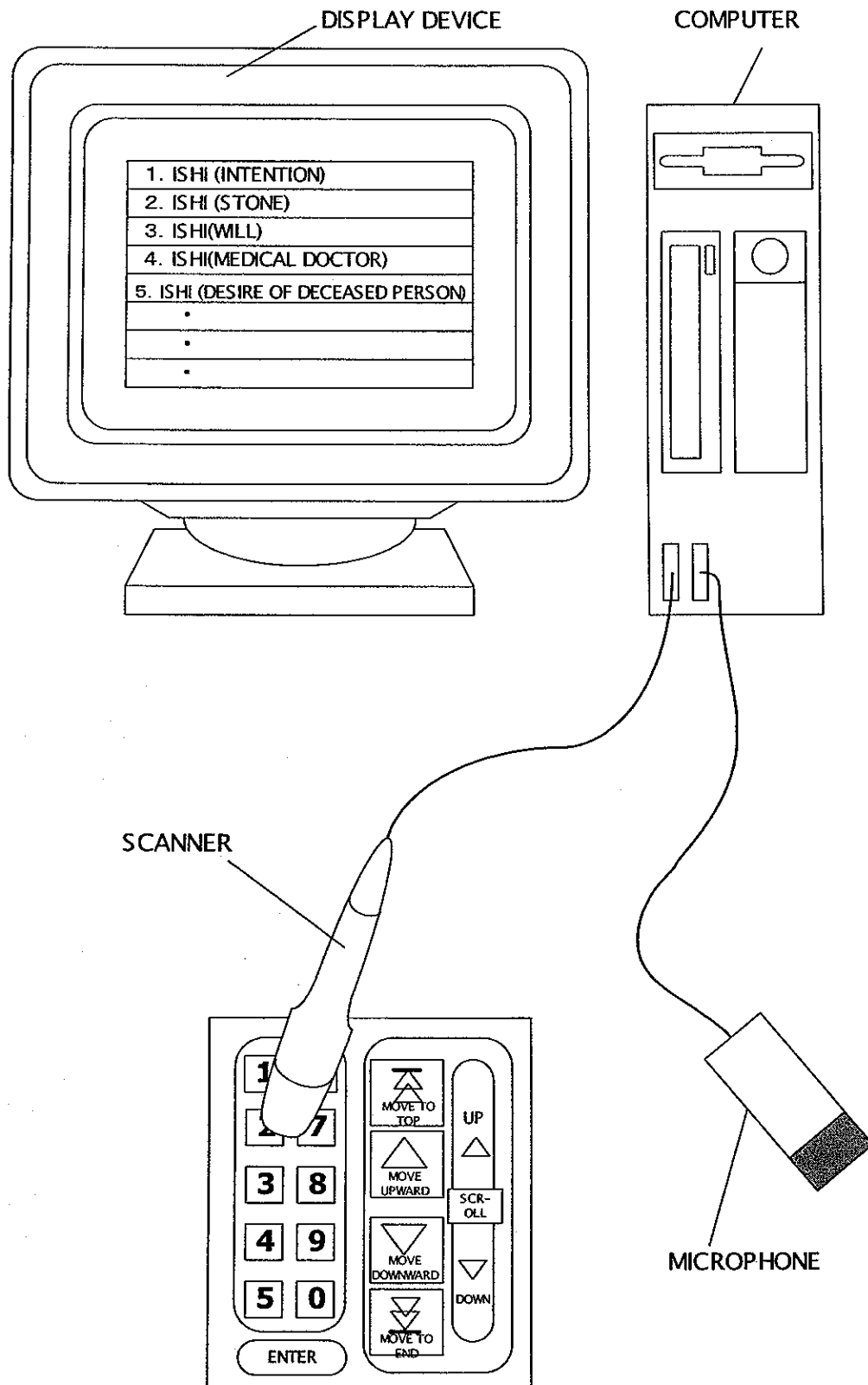
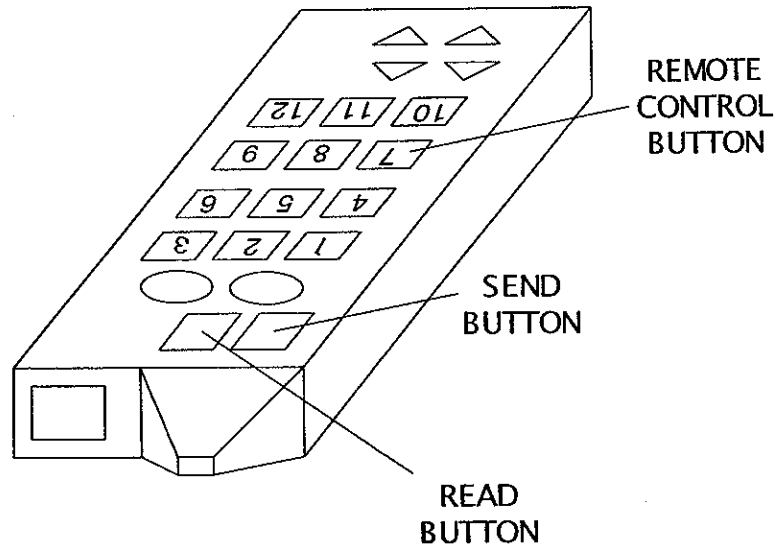


FIG. 44

(a)



(b)

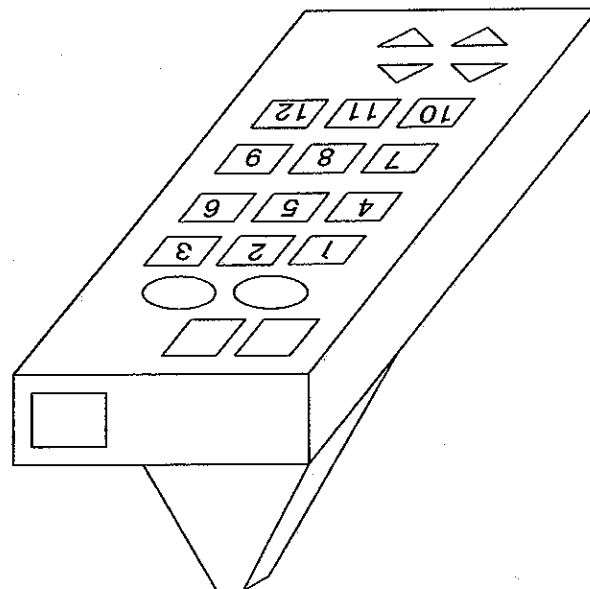


FIG. 45

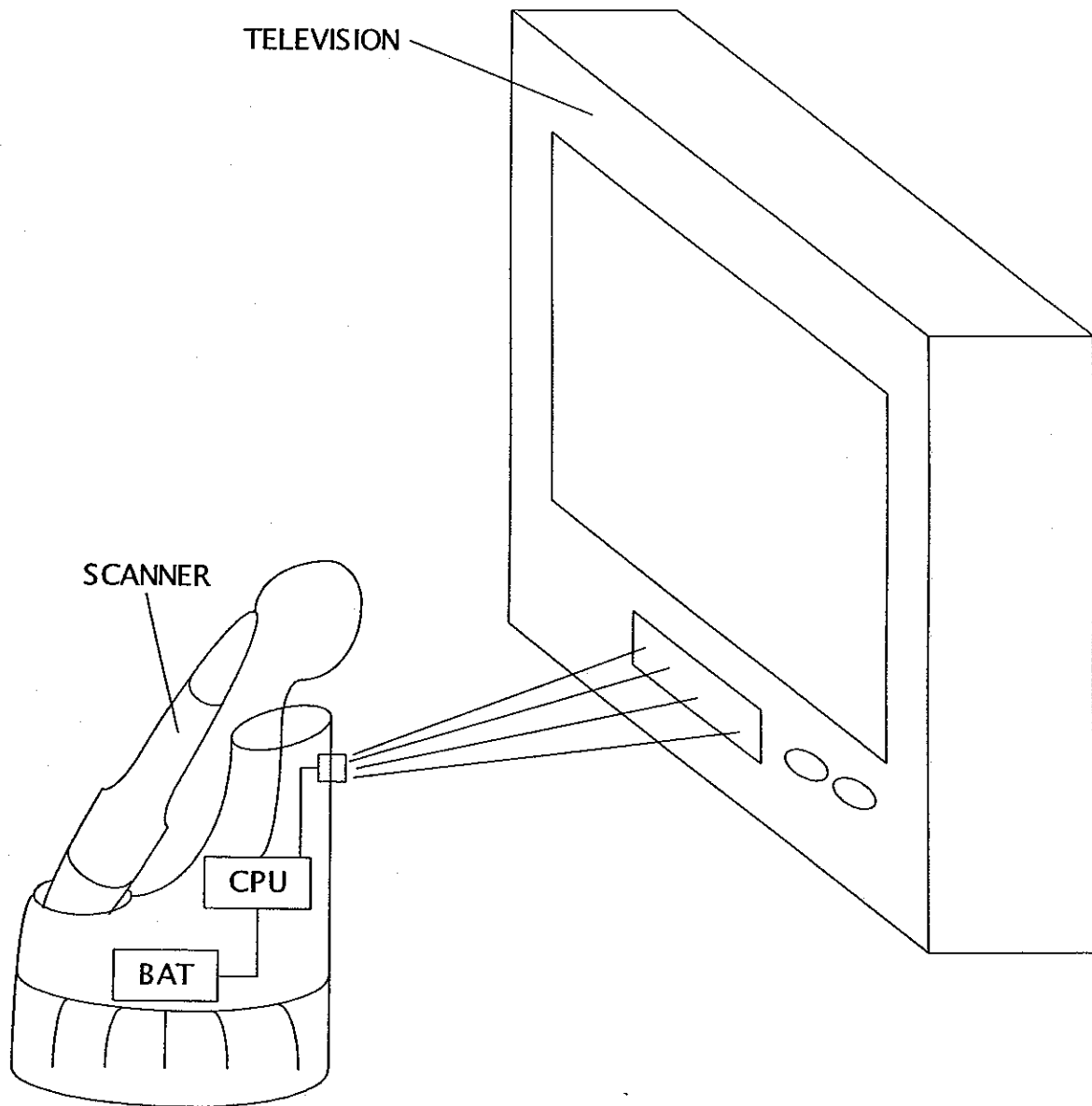


FIG. 46

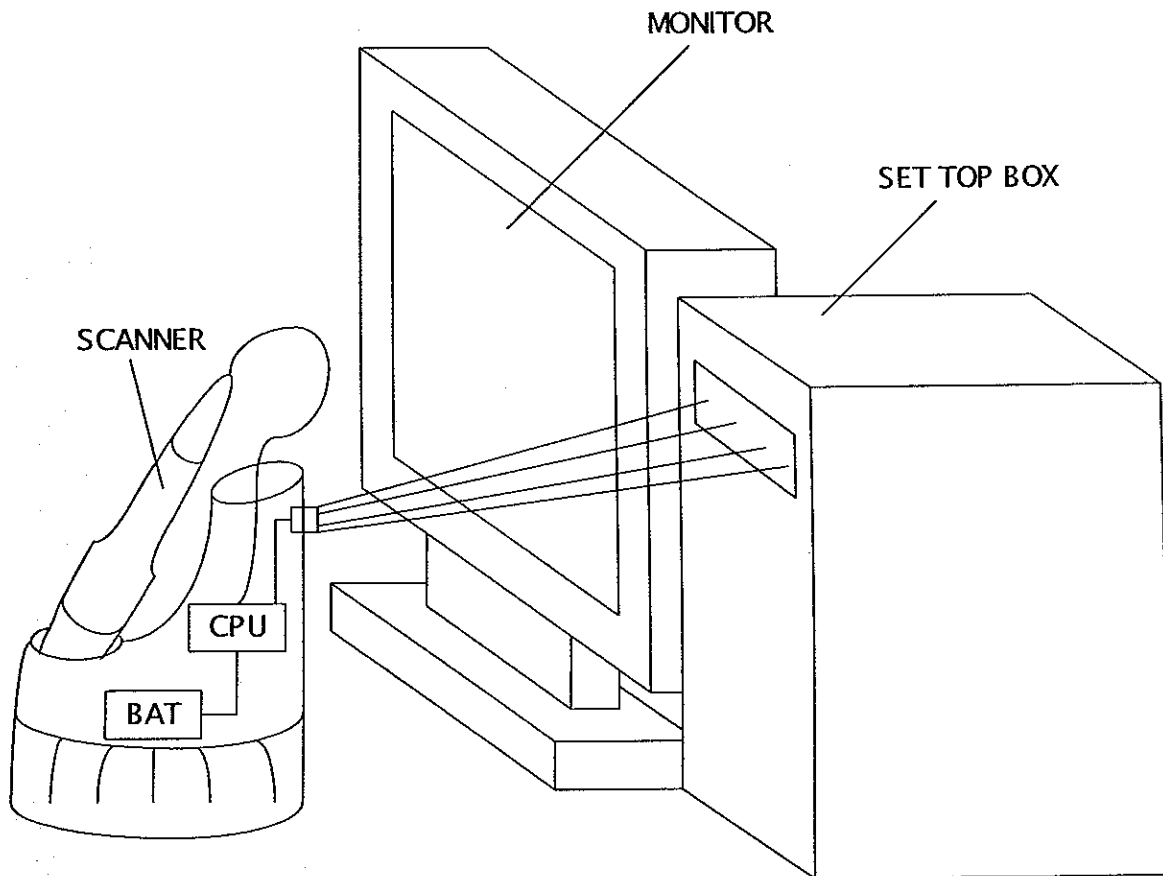


FIG. 47

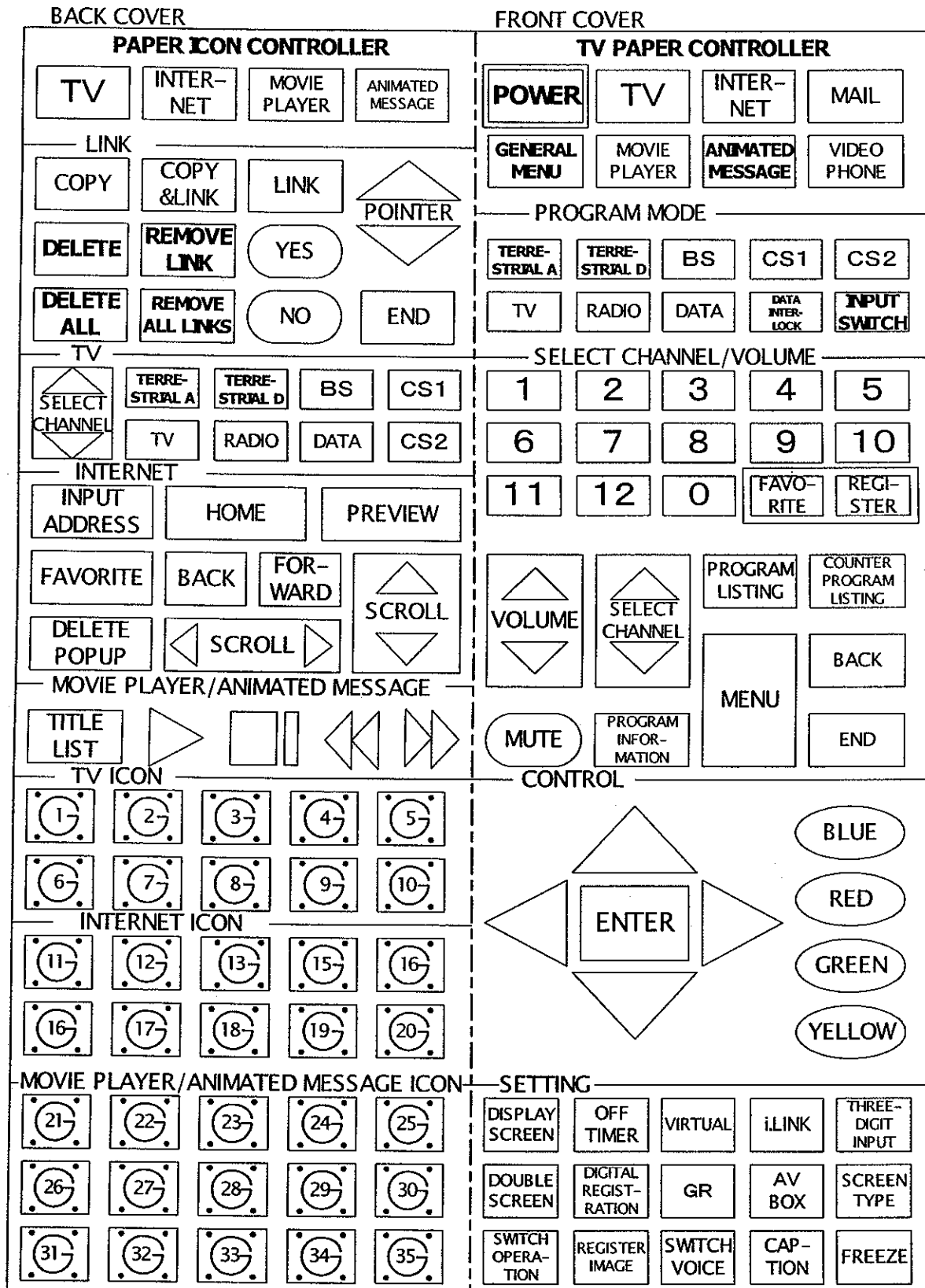


FIG. 48

FACING PAGES

STB CONTROLLER					INPUT/EDIT LETTER/CHARACTER				
INTER-NET	MAIL	MOVIE PLAYER	VOLUME		HIRAGANA	FULL SIZE KATAKANA	FULL SIZE ALPHABET	UPPER CASE	
ANIMATED MESSAGE	VIDEO PHONE	MUTE			KEY BOARD	HALF SIZE KATAKANA	HALF SIZE ALPHABET	LOWER CASE	
INTERNET					EDIT				
BACK	FOR-WARD	CAN-CEL	UP-DATE	HOME	CONVERT		ENTER		
SEA-RCH	FAVO-RITE	REGI-STER	DISPLAY HISTORY	END	INSERT	BACK SPACE	DELETE		
MAIL					COPY	CUT	PASTE	START SELEC-TION	END SELEC-TION
REC-EIVE	SEND	CREATE NEW	REPLY	FOR-WARD	MOVE				
ADDRESS BOOK	REGI-STER	EDIT	DEL-ETE	END	LEFTWARD	RIGHTWARD	UPWARD	PAGE UP Page Up	
CONTROL					LEFT END	RIGHT END	DOWNWARD	PAGE DOWN Page Down	
ENTER		YES		NO	LETTERS/SYMBOL				
		NORMAL DISPLAY		FULL SCREEN DISPLAY	A	B	C	D	E
SCROLL					F	G	H	I	J
MOVIE PLAYER/ANIMATED MESSAGE					K	L	M	N	O
REC-ORD					P	Q	R	S	T
TITLE LIST	TITLE INPUT	EDIT TITLE	DELETE	END	U	V	W	X	Y
VIDEO PHONE/ANIMATED MESSAGE					Z		.	-	@
REC-EIVE	SEND	DIAL	REPLY	FOR-WARD	-	/	:	~	,
NUMBER LIST	REGI-STER	EDIT	DELETE	END	!	?	\	(	)
NUMERIC KEYPAD					*	#	"	'	=
1	2	3	4	5	^	+	;	,	o
6	7	8	9	0	.ne.jp	.co.jp	.or.jp	.com	OTH-ERS
+	-	*	/	=					
CALCU-LATOR	END	CLEAR	(	)					

FIG. 49

TV PAPER CONTROLLER

1 POWER, MODE CONTROLLER

BUTTON	FUNCTION
POWER	TURN ON POWER. TURN OFF BY RE-PRESSING
TV	TURN INTO TV MODE→TO PROGRAM MODE
INTERNET	CONNECT TO INTERNET AND START BROWSER.
MAIL	START E-MAIL SOFTWARE
GENERAL MENU	DISPLAY GENERAL MENU SCREEN.SELECT MENU WITH CONTROL BUTTON
MOVIE PLAYER	TURN INTO MOVIE PLAYER MODE
ANIMATED MESSAGE	TURN INTO ANIMATED MESSAGE MODE
VIDEO PHONE	TURN INTO VIDE PHONE MODE

2 PROGRAM MODE SELECTION

BUTTON	FUNCTION
TERRESTRIAL A	TURN INTO ANALOG TERRESTRIAL BROADCASTING MODE
TERRESTRIAL D	TURN INTO DIGITAL TERRESTRIAL BROADCASTING MODE
BS	TURN INTO BS BROADCASTING MODE
CS1	TURN INTO CS1 BROADCASTING MODE
CS2	TURN INTO CS2 BROADCASTING MODE
TV	TURN INTO TV AT DIGITAL TERRESTRIAL BROADCASTING
RADIO	TURN INTO RADIO BROADCASTING MODE AT DIGITAL TERRESTRIAL BROADCASTING
DATA	TURN INTO DATA BROADCASTING MODE AT DIGITAL TERRESTRIAL BROADCASTING
DATA INTERLOCK	RECEIVE DATA BROADCASTING AND ANOTHER BROADCASTING SIMULTANEOUSLY
INPUT SWITCH	SWITCH EXTERNAL INPUT

2' SELECT CHANNEL/VOLUME

BUTTON	FUNCTION
0-12	RECEIVE CHANNEL REGISTERD IN NUMBER
SELECT/REGISTER FAVORITE CHANNEL	DISPLAY ch CHART. SELECT ch FROM THIS CHART. REGISTER FAVORITE ch IN THIS CHART.
VOLUME△ ▽	VOLUME UP/DOWN
SELECT CHANNEL△ ▽	CHANNEL UP/DOWN IN ALL MODES REGISTERD IN 1-12
MUTE	MUTE TEMPORARILY. RETURN BY RE-PRESSING
PROGRAM LISTING	DISPLAY PROGRAM LISTING OF CHANNEL CURRENTLY VIEWED. SELECT WITH CONTROL BUTTON.
COUNTERPROGRAM LISTING	DISPLAY COUNTERPROGRAM LISTING OF CHANNEL CURRENTLY VIEWED. SELECT WITH CONTROL BUTTON.
MENU	DISPLAY MENU. FOR SUBMENU. SELECT WITH CONTROL BUTTON.
BACK	GO BACK TO PREVIOUS "SCREEN"
END	END MENU.

FIG. 50

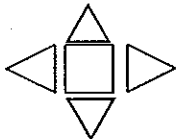
3 CONTROL	
BUTTON	FUNCTION
	SELECTION OF MENU AND SUBMENU. DECIDE WITH ENTER.
BLUE RED GREEN YELLOW	COLOR BUTTON—SELECT THESE FUNCTIONS WHEN FUNCTIONS ARE ASSIGNED ON SCREEN
4 SETTING	
BUTTON	FUNCTION
DISPLAY SCREEN	DISPLAY INFORMATION ON SCREEN CURRENTLY DISPLAYED (ch, ETC.)
DOUBLE SCREEN	TURN TO DOUBLE SCREEN
OFF TIMER	SET OFF TIMER
VIRTUAL	TURN INTO DOLBY VIRTUAL VOICE MODE.
i-LINK	OPERATE DEVICE CONNECTED THROUGH i-LINK
THREE-DIGIT INPUT	INPUT CHANNEL NUMBER OF DIGITAL TERRESTRIAL BROADCASTING DIRECTLY BY THREE-DIGIT NUMBER
REGISTER DIGITAL	REGISTER DIGITAL BROADCASTING IN NOS. 1 TO 12
GR	ACTIVATE GHOST REDUCTION AT ANALOG BROADCASTING
AV POSITION	SET BRIGHTNESS OF SCREEN OR THE LIKE
SCREEN TYPE	SWITCH SCREEN MODE(SIZE)
SWITCH OPERATION	
REGISTER VIDEO	
SWITCH VOICE	STEREO-MONAURO, DUPLEX VOICE-SWITCH AMONG MAI, SUB, AND MAIN+SUB
CAPTION	RECEIVE CLOSED-CAPTION BROADCASTING
FREEZE	DISPLAY STILL IMAGE(ANALOG, DIGITAL)

FIG. 51

PAPER CONTROLLER

1 SELECT MODE

BUTTON	FUNCTION
TV	REGISTER, DELETE OR REMOVE TV CHANNELS ON PAPER ICON
INTERNET	REGISTER, DELETE OR REMOVE TV CHANNELS URLS ON PAPER ICON
MOVIE PLAYER	REGISTER, DELETE OR REMOVE MOVIE TITLE ON PAPER ICON
ANIMATED MESSAGE	REGISTER, DELETE OR REMOVE ANIMATED MESASGE ADDRESS ON PAPER ICON

2 LINK

BUTTON	FUNCTION
COPY	COPY TV CHANNEL, URL, MOVIE TITLE OR ANIMATED MESSAGE ADDRESS CURRENTLY DISPLAYED
COPY & LINK	REGISTER COPIED TV CHANNEL, URL, MOVIE TITLE OR ANIMATED MESSAGE ADDRESS, AND ESTABLISH LINK ON DEDICATED  LABEL
LINK	ESTABLISH LINK TO REGISTERED TV CHANNEL, URL, MOVIE TITLE, OR ANIMATED MESSAGE ADDRESS ON DEDICATE  LABEL
DELETE	DELETE LINK OF REGISTERED TV CHANNEL, URL, MOVIE TITLE OR ANIMATED MESSAGE ADDRESS
DELETE ALL	DELETE ALL LINKS OF REGISTERED TV CHANNEL, URLS, MOVIE TITLES, AND ANIMATED MESSAGE ADDRESSES
REMOVE LINK	REMOVE LINK OF LINKED LABEL
REMOVE ALL LINKS	REMOVE LINKS OF ALL LABELS
YES	DELETE LINK/REMOVE LINK
NO	CANCEL EXECUTION
△POINTER▽	MOVE POINTER
END	END REGISTRATION, DELETION AND REMOVAL OF PAPER ICON

3 TV

BUTTON	FUNCTION
△SELECT CHANNEL ▽	SELECT REGISTERED CHANNEL AND LINK THERETO
TERRESTRIAL A	ANALOG TERRESTRIAL BROADCASTING MODE
TERRESTRIAL D	TURN INTO DIGITAL TERRESTRIAL BROADCASTING MODE
BS	TURN INTO BS BROADCASTING MODE
CS1	TURN INTO CS1 BROADCASTING MODE
CS2	TURN INTO CS2 BROADCASTING MODE
TV	TURN TO TV AT DIGITAL TERRESTRIAL BROADCASTING
RADIO	TURN TO RADIO AT DIGITAL TERRESTRIAL BROADCASTING
DATA	TURN TO DATA BROADCASTING MODE AT DIGITAL TERRESTRIAL BROADCASTING

FIG. 52

4 INTERNET

BUTTON	FUNCTION
INPUT ADDRESS	DISPLAY URL INPUT SCREEN
HOME	GO TO HOMEPAGE
PREVIEW	DISPLAY WEB PAGE AT INPUT ADDRESS AND LINK THERETO
FAVORITE	SHOW "FAVORITE"
BACK	GO BACK TO PREVIOUS PAGE
FORWARD	GO FORWARD TO NEXT PAGE
DELETE POPUP	DELETE DISPLAYED WEB PAGE IN POPUP FORMAT
◁SCROLL▷	SCROLL SCREEN RIGHT AND LEFT
△ SCROLL ▽	SCROLL SCREEN UP AND DOWN. SELECT ITEM IN "FAVORITE" BY SCROLLING

5 MOVIE PLAYER/ANIMATED MESSAGE

BUTTON	FUNCTION
TITLE LIST	DISPLAY TITLE LIST
▶	PLAY
□	STOP/PAUSE
◀◀	FAST REWIND
▶▶	FAST FORWARD

6 TV ICON

BUTTON	FUNCTION
Ⓜ	REGISTER IN LABEL, OR SHOW REGISTERED CHANNEL

7 INTERNET ICON

BUTTON	FUNCTION
Ⓜ	REGISTER IN LABEL, OR DISPLAY REGISTERED WEB PAGE

8 MOVIE PLAYER/ANIMATED MESSAGE

BUTTON	FUNCTION
Ⓜ	REGISTER IN LABEL, OR PLAY REGISTERED MOVIE TITLE OR ANIMATED MESSAGE

FIG. 53

INPUT/EDIT LETTER/CHARACTER

1 文字入力

BUTTON	FUNCTION
KEYBOARD	DISPLAY KEYBOARD ON SCREEN
<i>HIRAGANA</i>	TURN TO <i>HIRAGANA</i> INPUT MODE
FULL SIZE <i>KATAKANA</i>	TURN TO FULL SIZE <i>KATAKANA</i> INPUT MODE
FULL SIZE ALPHABET	TURN TO FULL SIZE ALPHABET INPUT MODE
HALF SIZE <i>KATAKANA</i>	TURN TO HALF SIZE <i>KATAKANA</i> INPUT MODE
HALF SIZE ALPHABET	TURN TO HALF SIZE ALPHABET INPUT MODE
UPPERCASE	TURN TO UPPERCASE
LOWERCASE	TURN TO LOWERCASE

2 EDIT

CONVERT	CONVERT INPUT LETTER/CHARACTER
ENTER	DECIDE IF CONVERSION IS RIGHT
INSERT	INSERT LETTER/CHARACTER
BACK SPACE	DELETE LETTER/CHARACTER WHILE BACKING CURSOR
DELETE	DELETE LETTER/CHARACTER (STRING)
COPY	COPY REGISTERED CHARACTER STRING
CUT	DELETE REGISTERED CHARACTER STRING
PASTE	PASTE REGISTERED CHARACTER STRING
START SELECTION	START SELECTION OF CHARACTER STRING
END SELECTION	END SELECTION OF CHARACTER STRING

3 MOVE

←LEFTWARD	MOVE CURSOR LEFTWARD
→RIGHTWARD	MOVE CURSOR RIGHTWARD
←LEFT END	MOVE CURSOR TO LEFT END OF LINE
→RIGHT END	MOVE CURSOR TO RIGHT END OF LINE
↑UPWARD	MOVE CURSOR TO TOP LINE
↓DOWNWARD	MOVE CURSOR TO BOTTOM LINE
PAGE UP Page Up	SCROLL UP PAGE DISPLAYED ON SCREEN
PAGE DOWN Page Down	SCROLL DOWN PAGE DISPLAYED ON SCREEN

4 LETTER/CHARACTER/SYMBOL

LETTER/CHARACTER/SYMBOL	INPUT LETTER/CHARACTER/SYMBOL BY PAPER CONTROL
-------------------------	--

FIG. 54

STB CONTROLLER

1 SELECT MODE/VOLUME

BUTTON	FUNCTION
INTERNET	CONNECT TO INTERNET AND START BROWSER
MAIL	START E-MAIL SOFTWARE
MOVIE PLAYER	START MOVIE PLAYER
ANIMATED MESSAGE	START ANIMATED MESSAGE
VIDEO PHONE	TURN TO VIDEO PHONE MODE
△ VOLUME ▽	VOLUME up/down

2 INTERNET

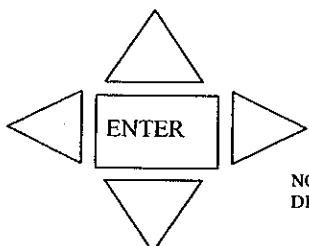
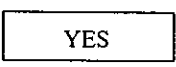
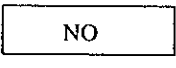
BUTTON	FUNCTION
BACK	SAME AS BACK BUTTON OF BROWSER
FORWARD	SAME AS FORWARD BUTTON OF BROWSER
CANCEL	CANCEL READING
UPDATE	UPDATE DATA
HOME	GO BACK TO HOME PAGE
SEARCH	TURN TO SEARCH WINDOW INPUT MODE, AND SEARCH INPUT ADDRESS
FAVORITE	DISPLAY "FAVORITE"
REGISTER	REGISTER WEB PAGE CURRENTLY VIEWED IN "FAVORITE"
DISPLAY HISTORY	DISPLAY HISTORY VIEWED BEFORE
END	CLOSE BROWSER

3 MAIL

BUTTON	FUNCTION
RECEIVE	DISPLAY LIST OF RECEIVED MAILS
SEND	SEND MAIL
CREATE NEW	CREATE NEW MAIL
REPLY	CREATE REPLY MAIL
FORWARD	FORWARD MAIL
ADDRESS BOOK	OPEN ADDRESS BOOK
REGISTER	REGISTER IN ADDRESS BOOK
DELETE	DELETE MAIL
END	END E-MAIL SOFTWARE

FIG. 55

4 CONTROL

BUTTON	FUNCTION
     SCROLL 	SELECT WITH TRIANGLES IN FOUR DIRECTIONS.DECIDE WITH "ENTER" "YES": DECIDE DELETION/OVERWRITE "NO": CANCEL DELETION/OVERWRITE NORMAL DISPLAY: NORMAL SCREEN FULL SCREEN DISPLAY: TURN TO FULL SCREEN DISPLAY MODE SCROLL SCREEN

5 MOVIE PLAYER/ANIMATED MESSAGE

BUTTON	FUNCTION
RECORD	
	PLAY
	STOP/PAUSE
	FAST REWIND
	FAST FORWARD
TITLE LIST	DISPLAY TITLE LIST
INPUT TITLE	INPUT TITLE
EDIT TITLE	EDIT TITLE
DELETE	DELETE TITLE
END	END MOVIE PLAYER OR ANIMATED MESSAGE

FIG. 56

6 VIDEO PHONE/ANIMATED MESSAGE

BUTTON	FUNCTION
RECEIVE	RECEIVE ANIMATED MESSAGE
SEND	SEND ANIMATED MESSAGE
DIAL	DIAL TELEPHONE NUMBER OF COUNTERPART ON VIDEO PHONE
REPLY	REPLY ANIMATED MESSAGE
FORWARD	FORWARD ANIMATED MESSAGE
NUMBER LIST	DISPLAY DIAL NUMBER LIST
REGISTER	REGISTER DIAL NUMBER
EDIT	EDIT DIAL NUMBER
DELETE	DELETE DIAL NUMBER
END	END VIDEO PHONE/ANIMATED MESSAGE

7 NUMERIC KEYPAD

BUTTON	FUNCTION
NUMERIC KEYPAD/SYMBOL	INPUT LETTER/CHARACTER/SYMBOL BY PAPER CONTROL
CALCULATOR	TURN TO CALCULATOR
END	END CALCULATOR
CLEAR	CLEAR VALUE ERRONEOUSLY INPUT

FIG. 57

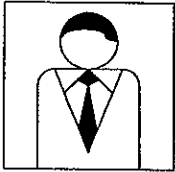
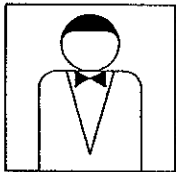
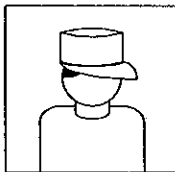
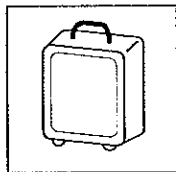
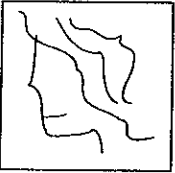
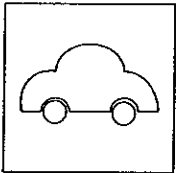
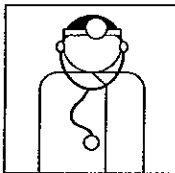
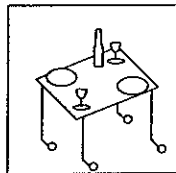
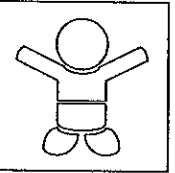
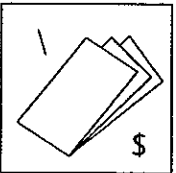
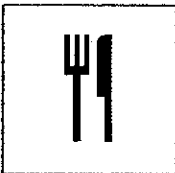
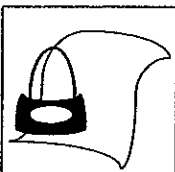
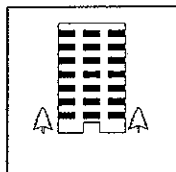
GRID International HOTEL			
GRID INTERNATIONAL HOTEL			
Information&Service INFORMATION AND SERVICE			
English	Chinese	Korean	Japanese
 Front Desk	 Concierge	 Bellman	 Porter
 Beauty salon	 Car rental	 Doctor	 Room Service
 Babysitting	 Currency exchange	 Restaurant & Bar	 Business Matters
 Leisure Info	 Sports	 Celebration	 Hotel Location
Back	Next	Call	

FIG. 58

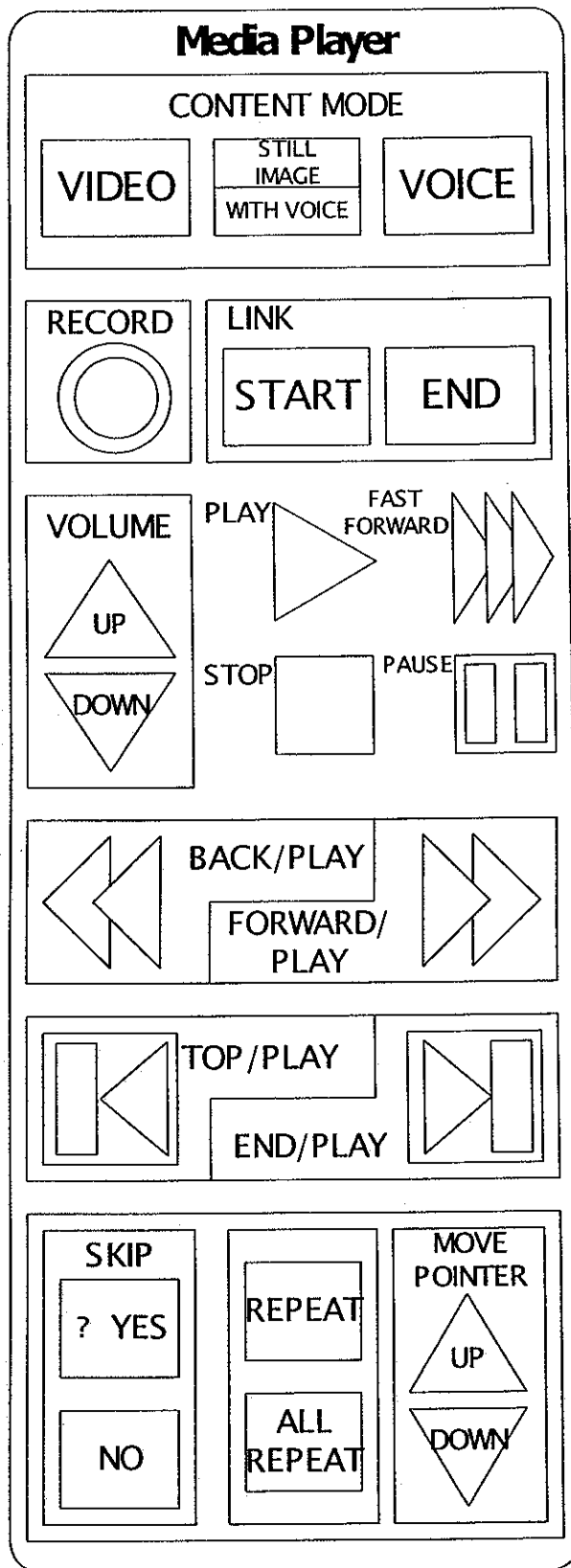


FIG. 59

EDIT TITLE				
TITLE No.		TITLE NAME		END
UPPER CASE		CURSOR		
LOWER CASE		← →		
DELETE ONE LETTER/ CHARACTER				
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y
Z	.	-	@	_
/	:	~	http://www.	
1	2	3	4	5
6	7	8	9	0
SORT TITLES				
REASSIGN SERIAL NUMBER		SORT IN ASCENDING ORDER		SORT IN RECORDING ORDER
LINK		CONTENT		
RE-MOVE	REMOVE MULTIPLE LINKS	DELETE		
REMOVE ALL LINKS		ALL DELETE		
ENTER	☐	CANCEL	☐	UNDO

FIG. 60

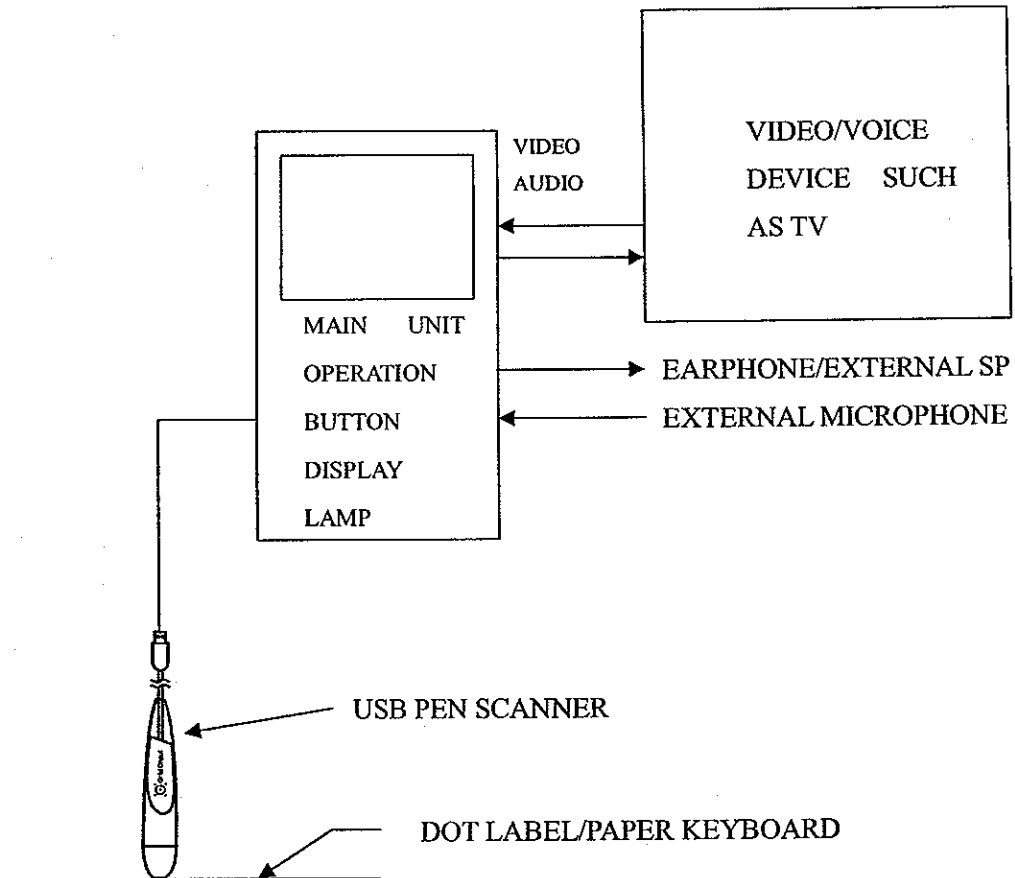


FIG. 61

DISPLAY EXAMPLE

VIDEO MODE		
No.	TITLE	SKIP
1	TORINO FEMALE FIGU	
2	WINTER SONATA	
3	SOCCER	✓
4	RONDO	SELECTED TRACK(HIGHLIGHTED)
5	???	

Labels and annotations:

- CURSOR**: Points to the row containing "3" and "SOCCER".
- DISPLAY MODE**: Points to the "VIDEO MODE" header.

FIG. 62

1 SELECT MODE...THERE ARE FOUR MODES. SELECT MODE FIRST.

BUTTON	FUNCTION
VIDEO	RECORD MOVING IMAGE
STILL IMAGE	RECORD STILL IMAGE (WITHOUT VOICE)
STILL IMAGE/WITH VOICE	RECORDS STILL IMAGE (WITH VOICE)
VOICE	RECORD ONLY VOICE

2 RECORD AND STOP

BUTTON	FUNCTION
RECORD	START RECORDING IN CASE OF STILL IMAGE MODE, ONE IMAGE AT TIME OF PRESSING RECORD BUTTON IS RECORDED. IN CASE OF STILL IMAGE WITH VOICE, VOICE IS RECORDED SUBSEQUENTLY.
STOP	STOP RECORDING ONE TRACK (FILE) CORRESPONDS TO DATA RECORDED SINCE PRESSING OF START BUTTON TO STOP

2' SET LINK AT TIME OF RECORDING...SPECIAL INSTRUCTION

BUTTON	FUNCTION
RECORD→DOT LABEL	WHEN DOT LABEL IS PRESSED DURING RECORDING, RECORDING STOPS AND VIDEO OR VOICE INFORMATION RECORDED TILL THEN IS LINKED TO LABEL. IF ANOTHER DOT LABEL IS PRESSED WITHIN FIVE SECONDS, LINK TO ANOTHER LABEL IS ALSO ESTABLISHED.

3 PLAY...PLAY CONTENT OF TRACK SELECTED BY POINTER BUTTON (SECTION 9)

BUTTON	FUNCTION
VIDEO→PLAY	PLAY RECORDED MOVING IMAGE
STILL IMAGE→PLAY	PLAY STILL IMAGE (WITHOUT VOICE)
STILL IMAGE/WITH VOICE	PLAY STILL IMAGE (WITH VOICE)
VOICE→PLAY	PLAY RECORDED VOICE

4 STOP, PAUSE

BUTTON	FUNCTION
STOP	STOP RECORDING OR PLAY. IF PRESSING STOP BUTTON DURING PAUSE OR DURING FAST FORWARD, RECORDING OR PLAY COMPLETELY STOPS. AFTER STOP, PRESENT TRACK IS STILL SELECTED.
PAUSE	PAUSE MOVING IMAGE OR VOICE BEING PLAYED. MOVING IMAGE OR VOICE RESTARTS IF RE-PRESSING PAUSE BUTTON OR PRESSING PLAY BUTTON.
FAST FORWARD	FAST FORWARD MOVING IMAGE OR VOICE OF SELECTED TRACK DURING STANDBY OR PLAY. RETURN TO ORIGINAL SPEED IF RE-PRESSING FAST FORWARD BUTTON. FAST FORWARD SPEED IS DOUBLE SPEED. RETURN TO ORIGINAL SPEED BY PRESSING PLAY BUTTON. IN CASE OF STILL IMAGE MODE, ALL SUBSEQUENT STILL IMAGE FILES ARE PLAYED. DISPLAY TIME IS 1 SECOND PER IMAGE.

FIG. 63

5 BACK PLAY/FORWARD PLAY

BUTTON	FUNCTION
BACK PLAY	GO BACK TO PREVIOUS TRACK AND PLAY. SELECTION (HIGHLIGHT) ALSO AUTOMATICALLY MOVES.
FORWARD PLAY	GO FORWARD TO NEXT TRACK AND PLAY. SELECTION (HIGHLIGHT) ALSO AUTOMATICALLY MOVES.

6 HEAD PLAY/END PLAY

BUTTON	FUNCTION
HEAD PLAY	PLAY FROM FIRST TRACK. SELECTION (HIGHLIGHT) ALSO AUTOMATICALLY MOVES.
END PLAY	PLAY LAST TRACK. SELECTION (HIGHLIGHT) ALSO AUTOMATICALLY MOVES.

7 SKIP

BUTTON	FUNCTION
SKIP	WHEN TRACK PLAY OF WHICH IS TO BE SKIPPED IS SELECTED AND BUTTON IS PRESSED, CHECK MARK IS ADDED TO TRACK.
NO SKIP	REMOVE CHECK MARK FROM TRACK

8 REPEAT/ALL REPEAT

BUTTON	FUNCTION
REPEAT	PLAY CONTENT OF SELECTED TRACK REPEATEDLY.
ALL REPEAT	PLAY ALL TRACKS REPEATEDLY. (SKIP TRACKS WITH SKIP CHECK MARKS) PLAY SELECTED TRACKS IN ORDER OF TITLE NOS.

9 MOVE POINTER...SELECT TRACK TO BE PLAYED

BUTTON	FUNCTION
UP	MOVE CURRENTLY SELECTED TRACK TO TRACK DISPLAYED ABOVE TRACK CURRENTLY SELECTED ON MONITOR
DOWN	MOVE CURRENTLY SELECTED TRACK TO TRACK DISPLAYED BELOW TRACK CURRENTLY SELECTED ON MONITOR

FIG. 64

1 0 START/END LINK

BUTTON	FUNCTION
START	TO LINK VIDEO OR VOICE INFORMATION ALREADY RECORDED AFTER PRESSING START BUTTON, SELECT TRACK, AND PRESS ONE OR MORE DOT LABELS TO LINK ALL TRACK INFORMATION TO DOT LABELS. INTERVAL SINCE PRESSING DOT LABEL UNTIL PRESSING NEXT DOT LABEL IS SET WITHIN FIVE SECONDS. IF NO TRACK IS SELECTED, LINK TRACKS ALREADY SELECTED TO DOT LABELS. BEFORE PRESSING END BUTTON, TRACKS CAN BE SELECTED AS MANY TIMES AS WISHED AND LINKED. TO ESTABLISH LINK DURING RECORDING (REFER ALSO TO SECTION. 2) STILL IMAGE (WITH VOICE) LINK IS ESTABLISHED FOR STILL IMAGE AND VOICE DOES NOT STOP. BY PRESSING STOP BUTTON, VOICE RECORDING STOPS AND ESTABLISHMENT OF LINK STARTS.
END	END LINK MODE. WITHOUT PRESSING END BUTTON, LINK MODE AUTOMATICALLY ENDS AFTER TEN SECONDS.

1 1 VOLUME...THERE IS FUNCTION OF STORING VOLUME SET LAST WHEN SW IS TURNED ON.

BUTTON	FUNCTION
UP	TURN VOLUME UP WHEN PRESSING UP BUTTON DURING PLAY OF VOICE.16-LEVEL SETTING IS AVAILABLE.
DOWN	TURN VOLUME DOWN WHEN PRESSING DOWN BUTTON DURING PLAY OF VOICE.

FIG. 65

OPERATION OF TITLE EDI BUTTON

1 CHANGE TITLE NOS.....PERFORMED WHEN ORDER OF PLAY IS CHANGED.

BUTTON	FUNCTION
TITLE No.	WHEN TRACK IS SELECTED WITH POINTER TO PRESS "TITLE No.", CURSOR APPEARS AFTER No. OF TRACK. SAME NUMERIC VALUE CAN BE SET AS No. HOWEVER, IN CASE OF REPEAT PLAY, TRACK OF SAME No. IS PLAYED IN RECORDED ORDER. TITLE No. IS THREE-DIGIT NUMBER FROM 001 TO 999.
DELETE ONE LETTER/CHARACTER	WHEN "DELETE ONE LETTER/CHARACTER " IS PRESSED, ONE LETTER/CHARACTER BEFORE CURSOR IS DELETED. IF BUTTON IS PRESSED FOR TWO SECONDS OR LONGER, LETTERS/CHARACTERS ARE SUCCESSIVELY DELETED.
NUMERIC KEYPAD	PRESSED NUMBER IS INPUT TO No.
END	EXECUTE CHANGE.. IF NEXT TRACK IS SELECTED WITH "MOVE POINTER", CHANGE IS EXECUTED WITHOUT PRESSING END. CHANGE AUTOMATICALLY ENDS IF NO BUTTON IS PRESSED FOR TEN SECONDS.

EXAMPLE

No.	TITLE
1	TORINO FEMALE FIGURE SKATING
2	WINTER SONATA
3	SOCCER
4	RONDO

No.	TITLE
5	TORINO FEMALE FIGURE SKATING
7	WINTER SONATA
3	SOCCER
2	RONDO

2 NAME/EDIT TITLE

BUTTON	FUNCTION
TITLE NAME	WHEN TRACK IS SELECTED WITH POINTER AND "TITLE NAME" IS PRESSED, CURSOR APPEARS AT END OF TITLE NAME OF TRACK. BECAUSE CURSOR IS INVISIBLE WHEN TITLE NAME IS LONG, MOVE CURSOR WITH "CURSOR" "←-BUTTON". WHEN NO TITLE IS GIVEN, ? APPEARS. DELETE ? WITH DELETE ONE LETTER/CHARACTER TO INPUT TITLE.
DELETE ONE LETTER/CHARACTER	WHEN "DELETE ONE LETTER/CHARACTER" IS PRESSED, ONE LETTER/CHARACTER BEFORE CURSOR IS DELETED. IF BUTTON IS PRESSED FOR TWO SECONDS OR LONGER, LETTERS/CHARACTERS ARE SUCCESSIVELY DELETED.
UPPERCASE/LOWERCASE	SELECT UPPERCASE OR LOWERCASE.
ALPHABET KEY	ALPHABETS ARE INPUT. NUMBER OF LETTERS IS UP TO.
END	DECIDE TITLE.

FIG. 66

3 "SORT TITLES IN ASCENDING ORDER", "REASSIGN SERIAL NUMBERS TO TITLES", "SORT TITLES IN ORDER OF RECORDING

BUTTON	FUNCTION
REASSIGN SERIAL NUMBER	REASSIGN TITLE Nos. CHANGED IN SECTION 1 FROM SMALLER NUMBER. WHEN THERE ARE DUPLICATED Nos., SERIAL Nos. ARE ASSIGNED TO TITLES IN RECORDED ORDER.
SORT IN ASCENDING ORDER	WHEN ORDER OF TITLE Nos. DIFFERS FROM DISPLAYED ORDER OF TRACKS, SORT TITLES IN ORDER FROM SMALLER TITLE No. WHEN DUPLICATED Nos. ARE PRESENT, SERIAL Nos. ARE SORTED IN RECORDED ORDER.
SORT IN RECORDED ORDER	WHEN MODE IS SELECTED AND THIS BUTTON IS PRESSED, TITLES ARE SORTED IN RECORDED CONTENT ORDER REGARDLESS OF TITLE Nos. (NEWEST ONE COMES LAST)

CHANGE NUMBER

REASSIGN SERIAL NUMBERS

SORT IN ASCENDING ORDER

No.	TITLE
5	TORINO FEMALE FIGURE SKATING
7	WINTER SONATA
3	SOCCER
2	RONDO

No.	TITLE
3	TORINO FEMALE FIGURE SKATING
4	WINTER SONATA
2	SOCCER
1	RONDO

No.	TITLE
1	RONDO
2	SOCCER
3	TORINO FEMALE FIGURE SKATING
4	WINTER SONATA

CHANGE NUMBER

REASSIGN SERIAL NUMBERS

SORT IN ASCENDING ORDER

No.	TITLE
5	TORINO FEMALE FIGURE SKATING
7	WINTER SONATA
3	SOCCER
2	RONDO

No.	TITLE
2	RONDO
3	SOCCER
5	TORINO FEMALE FIGURE SKATING
7	WINTER SONATA

No.	TITLE
1	RONDO
2	SOCCER
3	TORINO FEMALE FIGURE SKATING
4	WINTER SONATA

4 LINK-REMOVE/REMOVE ALL

BUTTON	FUNCTION
REMOVE	REMOVE LINK SET ON DOT LABEL TO WHICH SELECTED TITLE IS LINKED
REMOVE MULTIPLE LINKS	WHEN SELECTED TITLE IS LINKED TO MULTIPLE DOT LABELS, ALL LINKS ARE REMOVED
REMOVE ALL LINKS	REMOVE LINKS OF ALL TITLES IN SELECTED CONTENT MODE
ENTER	EXECUTE REMOVAL OF LINK
CANCEL	CANCEL REMOVAL OF LINK
UNDO	RESTORE LINK JUST REMOVED (ONLY LINK JUST REMOVED BY "ENTER")

FIG. 67

5 CONTENT-DELETE/DELETE ALL	
BUTTON	FUNCTION
DELETE	DELETE CONTENT AND TITLE OF SELECTED TITLE
DELETE ALL	DELETE CONTENTS AND TITLES OF ALL TITLES OF SELECTED CONTENT MODE
ENTER	EXECUTE DELETION
CANCEL	CANCEL DELETION

FIG. 68

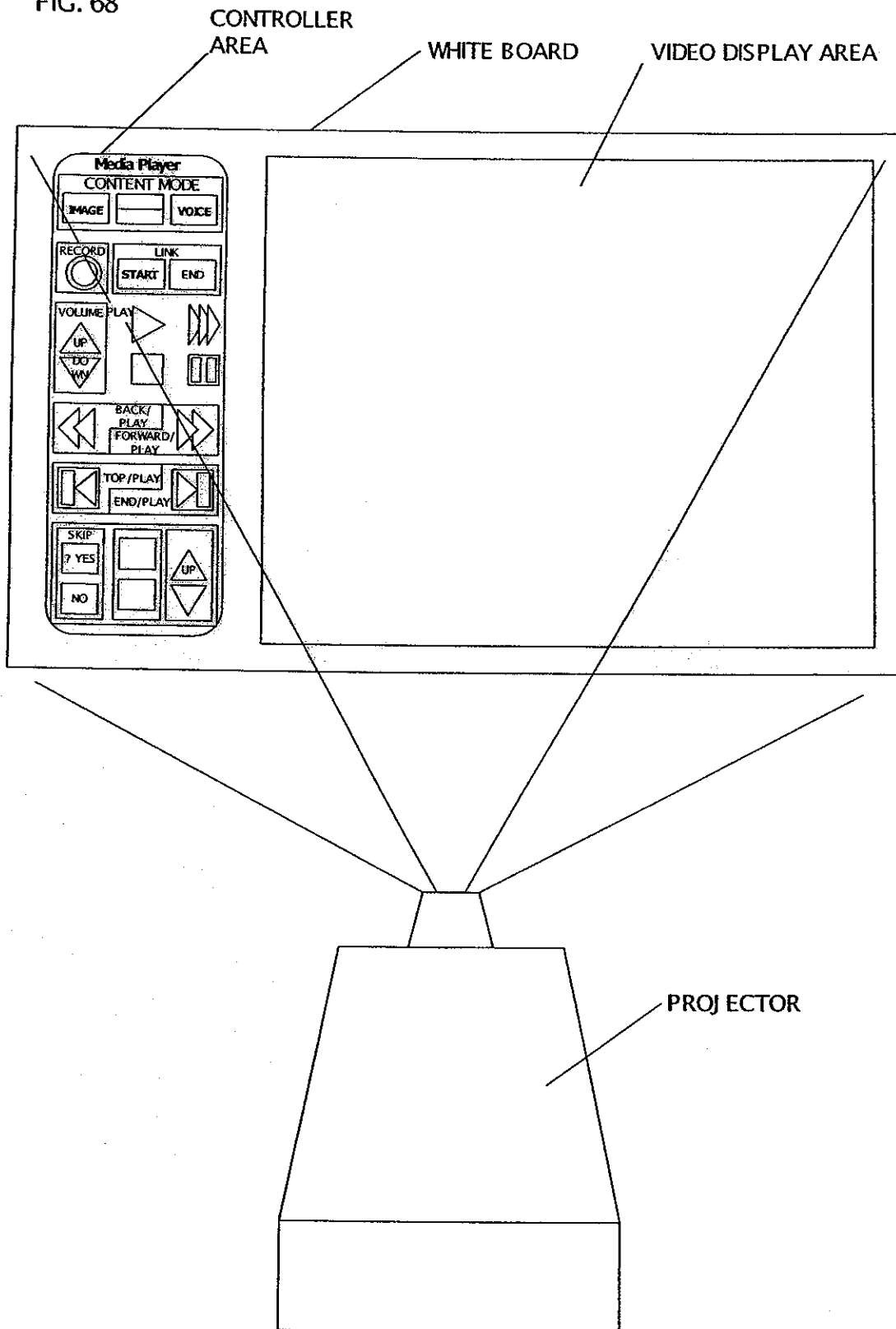


FIG. 69

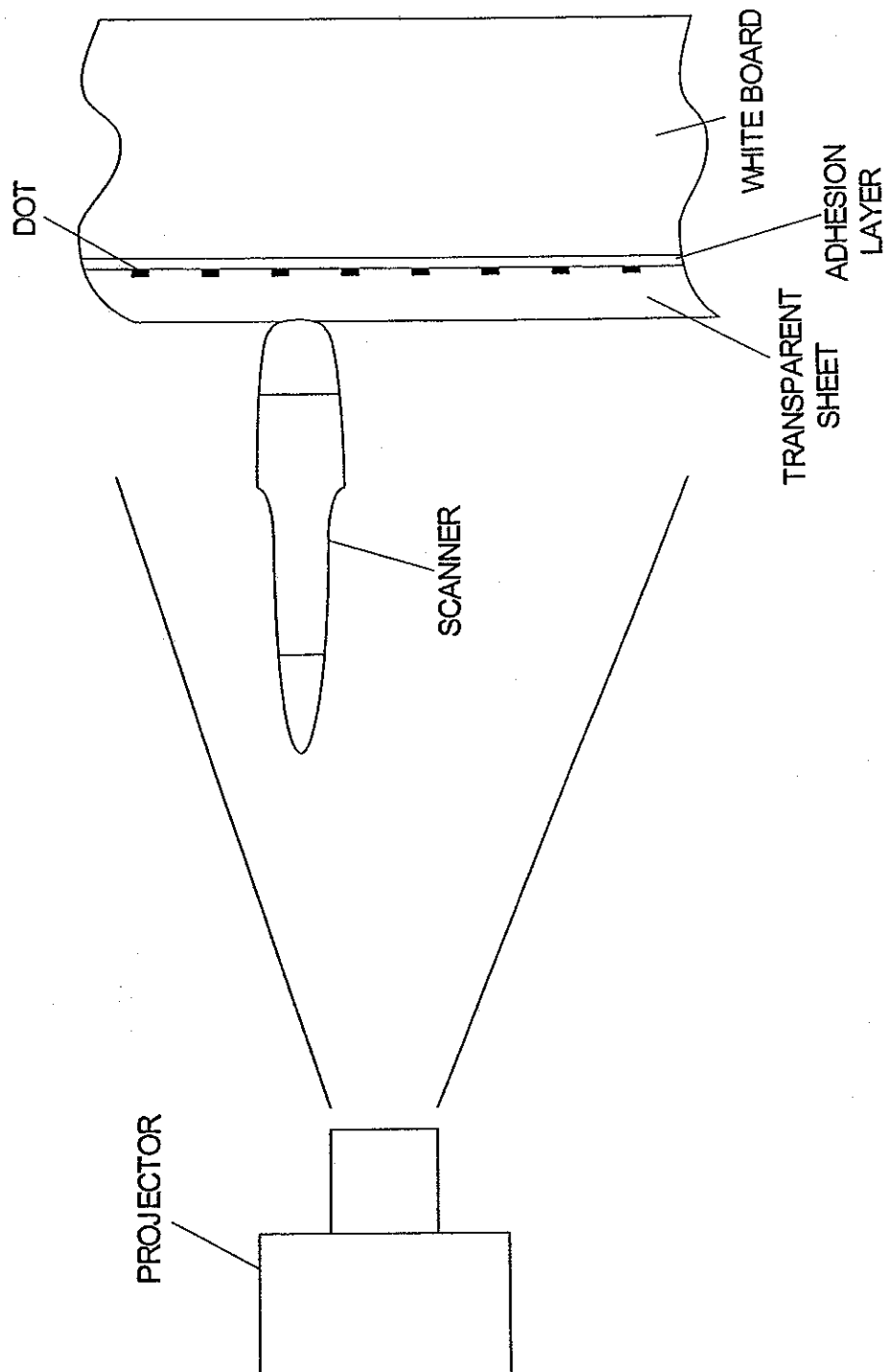


FIG. 70

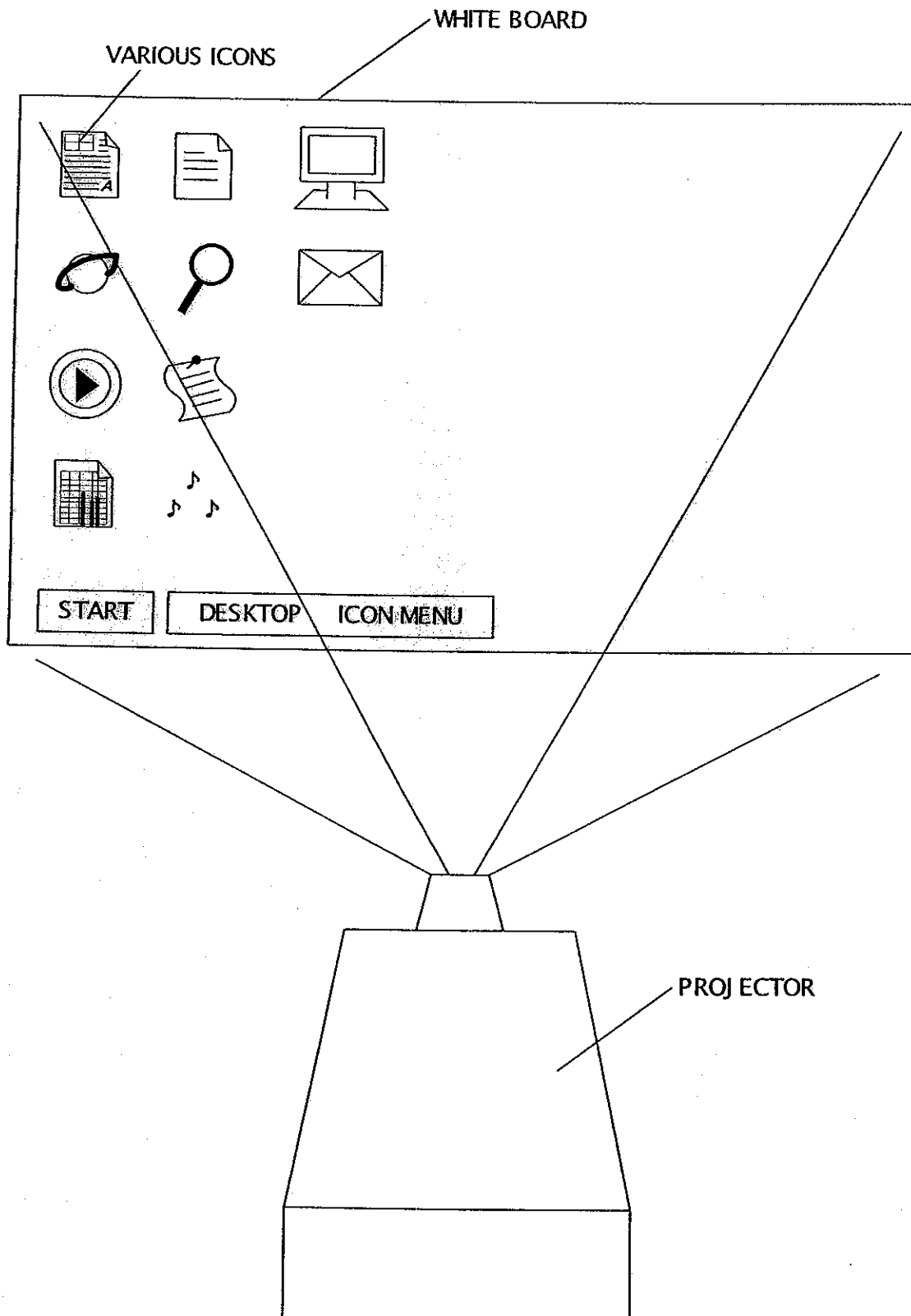
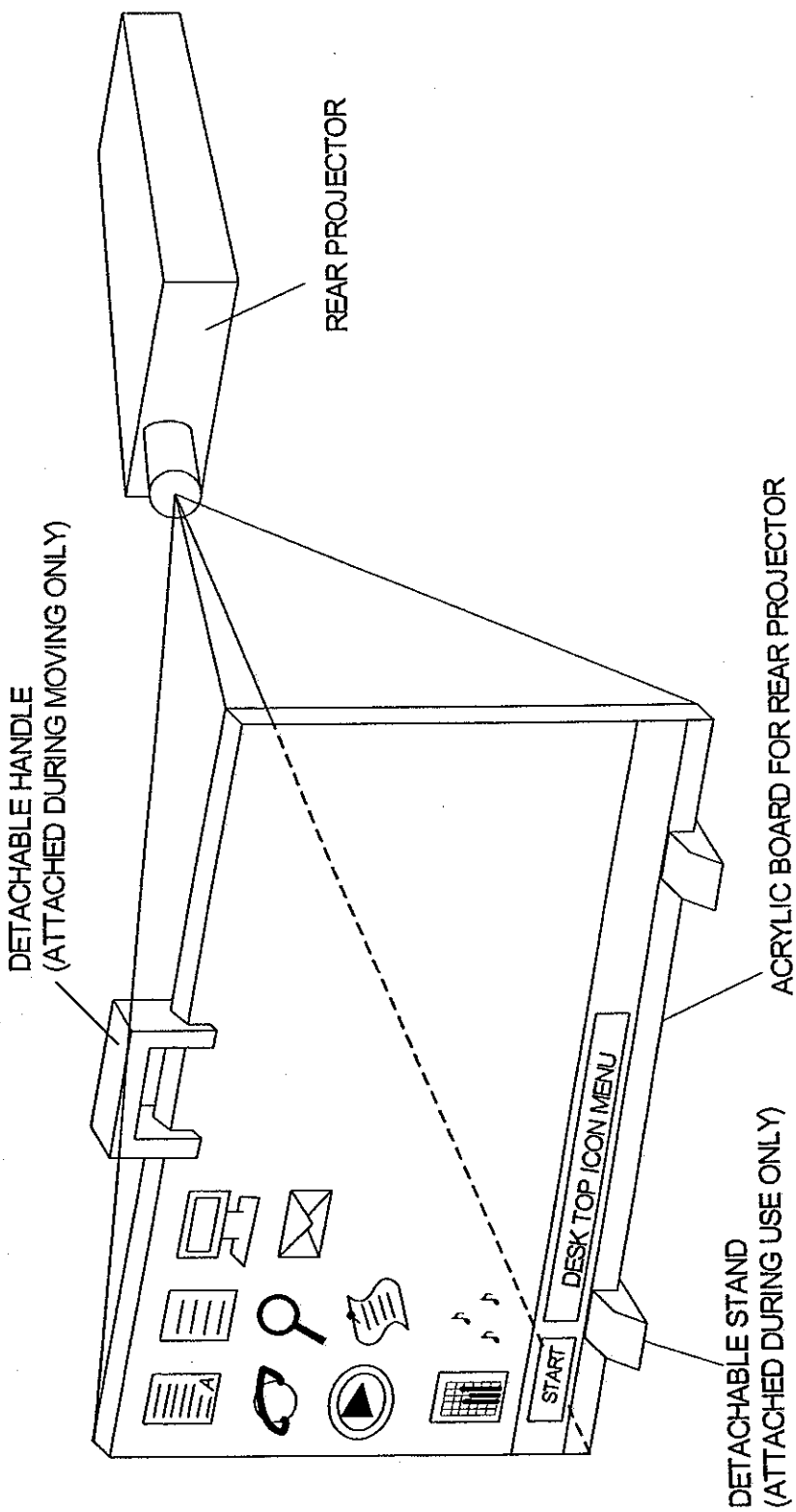


FIG. 71



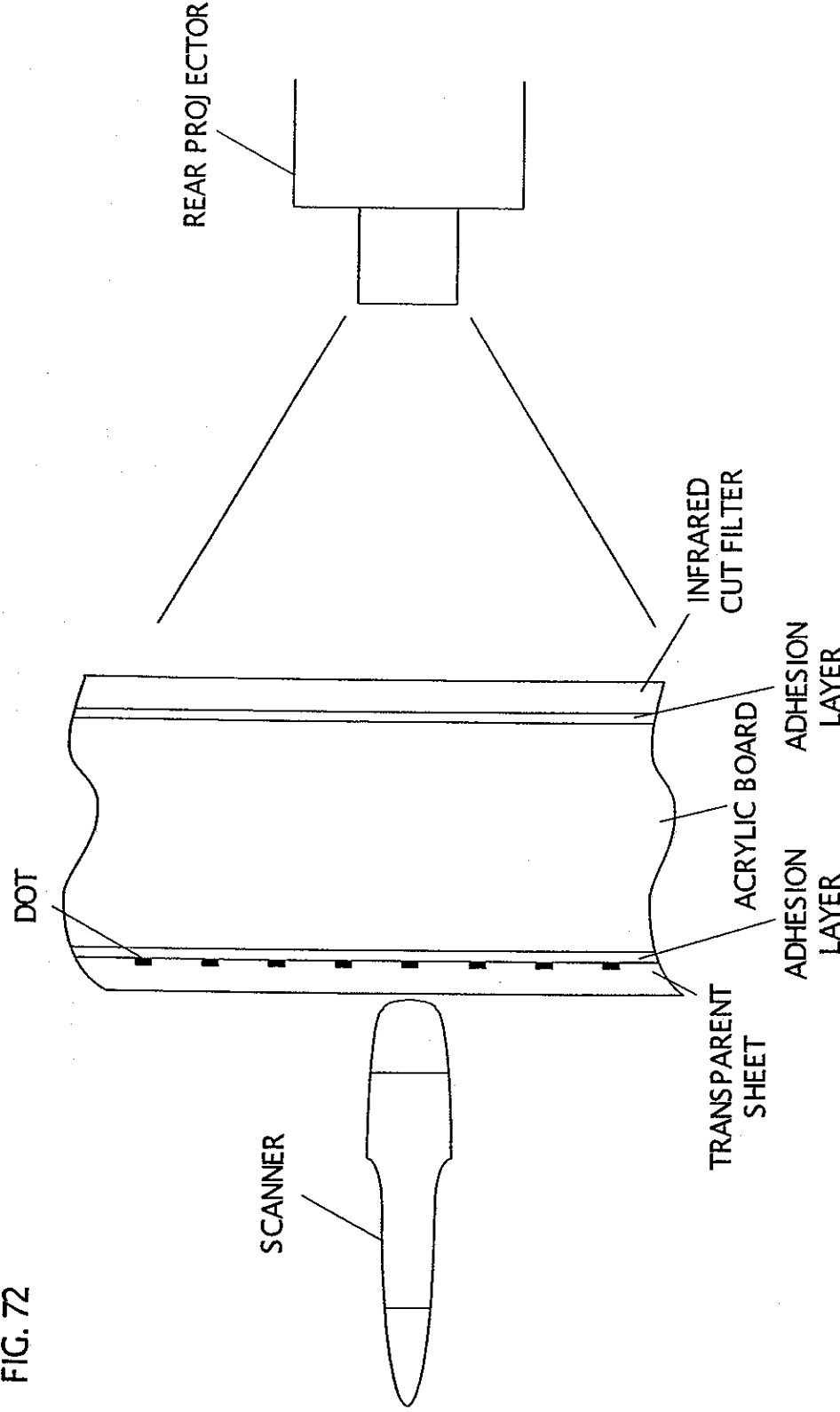
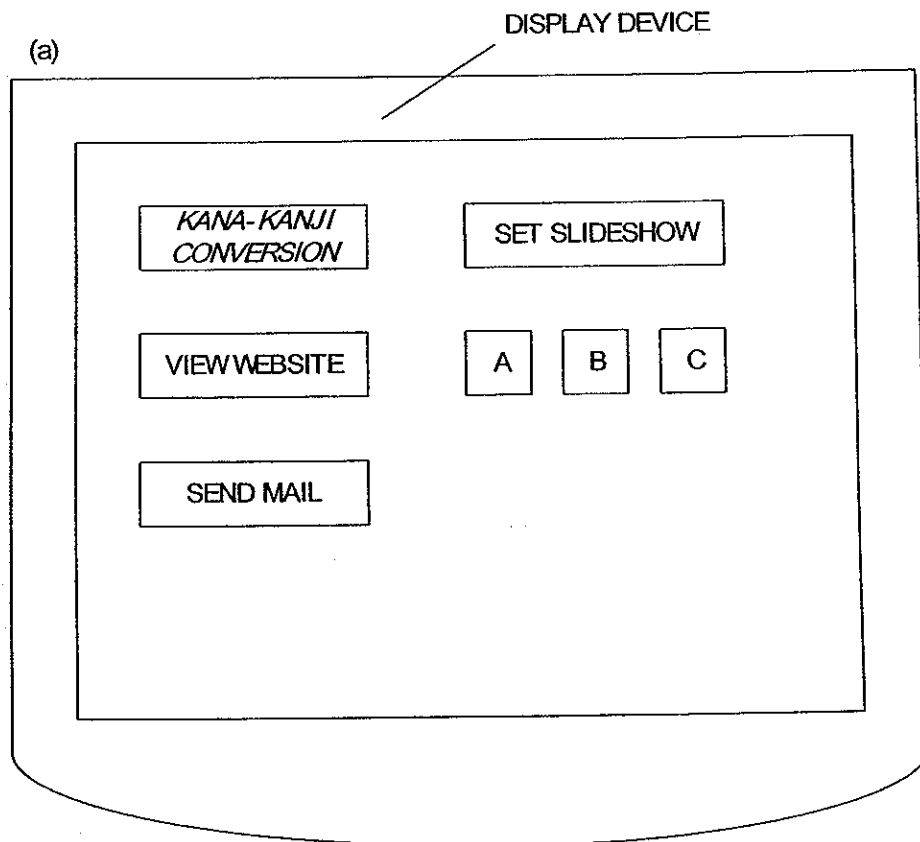


FIG. 72

FIG. 73



(b)

PRINT OUT

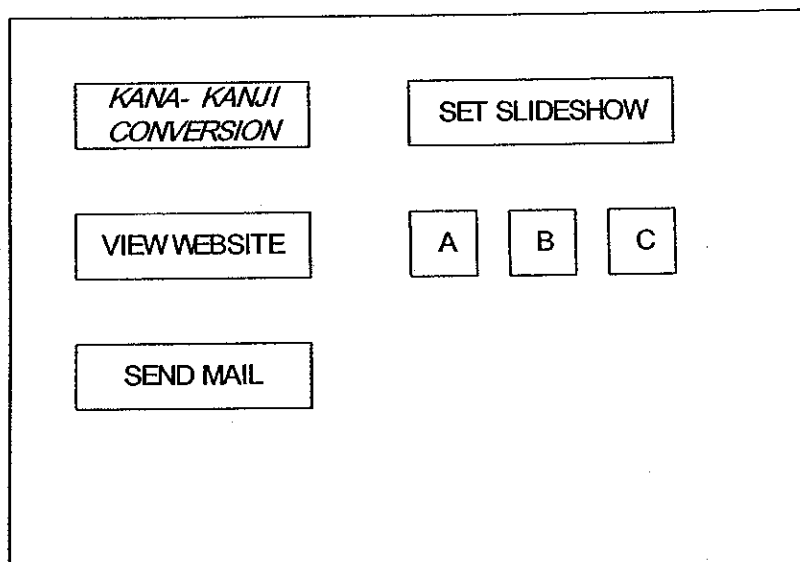


FIG. 74

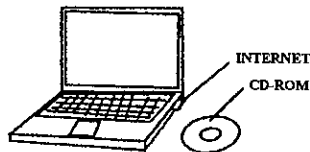
Grid Onput™

— TECHNICAL INTRODUCTION —
Technical Introduction

■ WHAT'S GAM?

IN ORDER TO USE eSCANNER WITH PC, CD-ROM THAT CONTAINS CAMERA DRIVER AND CONTENTS ARE REQUIRED OTHER THAN PEN-SHAPED USB eSCANNER AND PAPER MEDIUM ON WHICH DOTS ARE PRINTED. HOWEVER, IF GRID APPLICATION MANAGER (GAM) IS USED, NO MORE INSTALLATION OF CONTENTS IS REQUIRED BY INSTALLING GAM ONLY ONCE AT FIRST.

①



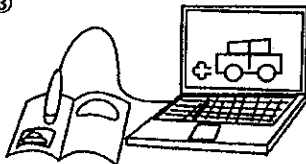
INTERNET
CD-ROM
DOWNLOAD GAM AND BUNDLE CONTENTS THROUGH INTERNET OR FROM CD-ROM TO INSTALL THEM.

②



WHEN GAM IS INSTALLED, TOUCH PLASTIC TAG ATTACHED TO CORD OF eSCANNER AND INPUT PERSONAL INFORMATION SUCH AS NAME, ADDRESS, AND CREDIT CARD NUMBER, AND PASSWORD. UNIQUE DOT CODE FOR ID IS PRINTED ON TAG, AND BY TOUCHING TAG FIRST WHEN PC IS TURNED ON IN FUTURE, GAM IS STARTED AND PERSONAL ID IS AUTHENTICATED THROUGH INTERNET.

③



INSTALLED GAM IS RESIDENT ON PC, AND BY PLUGGING USB PLUG OF eSCANNER, CAMERA IS ACTIVATED. BY TOUCHING PAPER MEDIUM ON WHICH DOT CODE IS PRINTED BY eSCANNER, DOT PATTERN IS IMAGED AND ANALYZED TO READ 32 BIT DOT CODE.

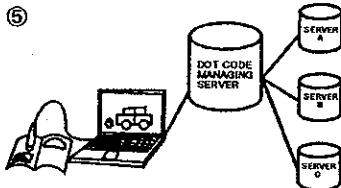
④

DOT CODE	CONTENT	ADDRESS
85001	CV	www
85002		

DOT CODE MANAGEMENT TABLE

WHEN DOT CODE IS READ, DOT CODE MANAGEMENT TABLE OF GAM IS CHECKED. IF DOT CODE IS ALREADY REGISTERED, IT IS DETERMINED THAT IS BUNDLE CONTENT, AND CONTENTS CORRESPONDING TO DOT CODE IS CALLED. THERE ARE TWO CASES WHICH ARE A CASE OF STARTING INSTALLED CONTENTS AND A CASE OF BROWSING WEB.

⑤



WHEN DOT CODE IS NOT REGISTERED IN DOT CODE MANAGEMENT TABLE OF GAM, IT IS CHECKED WITH DOT CODE MANAGEMENT TABLE IN DOT CODE MANAGING SERVER ON INTERNET. IF DOT CODE IS REGISTERED THEREIN, ACCORDING TO INSTRUCTION FOR DOT CODE.
I) DOWNLOAD CONTENTS (SERVER A)
II) DISTRIBUTE MOVING IMAGE BY STREAMING (SERVER B)
III) BROWSE WEB (SERVER C)
ARE AUTOMATICALLY EXECUTED FROM DESIGNATED WEB SERVER.

FIG. 75

- ⑥ WHEN CONTENTS ARE DOWNLOADED, DOT CODE MANAGEMENT TABLE TO START CONTENTS IS DOWNLOADED TOGETHER WITH CONTENTS AND IS ADDED TO DOT CODE MANAGEMENT TABLE ALREADY PRESENT ON PC. THEREAFTER, WHEN REGISTERED DOT CODE IS READ BY TOUCHING PAPER SHEET BY SCANNER, IT IS PROCESSED IN PC AND CORRESPONDING CONTENTS ARE STARTED.
- ⑦ WHEN INTERNET SHOPPING OR PAID CONTENT IS USED, VARIOUS SERVICES CAN BE EXECUTED WHILE BILLING. BY AUTHENTICATING DOT CODE PRINTED ON PLASTIC ID AT 2 BY DOT CODE MANAGING SERVER REGISTERED WITH PERSONAL INFORMATION, AND BY INPUTTING PASSWORD.

AS DESCRIBED, IF GAM IS INSTALLED IN PC, NEWSPAPER OR MAGAZINE, FREE PAPER, CATALOG, ADVERTISEMENT, AND VARIOUS DM ARE DELIVERED TO COMPANIES AND INDIVIDUALS. JUST BY TOUCHING PLASTIC TAG AND PAPER SHEET, DOT CODE IS VERIFIED SO THAT CONTENTS ARE BROWSED THROUGH INTERNET, AND VARIOUS MEMBERSHIP SERVICES SUCH AS SHOPPING AND PAID CONTENTS CAN BE RECEIVED. FURTHER, TAG ID ENABLES ANALYZING ALL LOGS INDICATING WHO ACCESSED WHAT AT WHAT TIME, AND IT CAN BE APPLIED TO STRATEGIC INTERNET MARKETING.

○ ADVANTAGES OF GridOnput (TM)

1. NO LOSS OF PRINT DESIGN!

BECAUSE DOTS CAN BE PRINTED ANYWHERE ON GRAPHICS SUCH AS PHOTOGRAPH AND ILLUSTRATION OR TEXT WITH INVISIBLE STEALTH INK, FIRST PRIORITY CAN BE GIVEN TO DESIGN UNLIKE CONVENTIONAL BARCODE OR QR CODE.

2. INTUITIVE INTERFACE!

BY ARRANGING ONE DOT CODE IN EACH 2MM SQUARE, DOTS ARE REPEATEDLY PRINTED ON GRAPHICS OR TEXT. THEREFORE, DOT CODE CAN BE READ BY TOUCHING ANYWHERE IN ARBITRARY AREA, AND ENABLES EASY USE EVEN BY CHILDREN, ELDERLY, OR PHYSICALLY DISABLED PERSONS.

3. STRONG SECURITY!

ALL DOT CODES ISSUED FOR CUSTOMERS ARE UNIQUE CODES, AND SUCH INK THAT REACTS IN INFRARED REGION TO PREVENT COPY IS USED. THEREFORE, HIGH LEVEL SECURITY IS ACHIEVED.

4. HARMONY OF PAPER WITH INTERNET

ADVANTAGE OF PUSH-TYPE PAPER MEDIUM THAT IS LIGHT AND HAS HIGH VIEWABILITY AND HIGH STORAGE STABILITY AND ADVANTAGE OF INTERNET THAT ENABLES SEARCHING AND DISTRIBUTING ENORMOUS AND LATEST MULTIMEDIA INFORMATION AND MAKING ORDERS FOR GOODS AND SERVICES ON SITE ARE HARMONIZED.

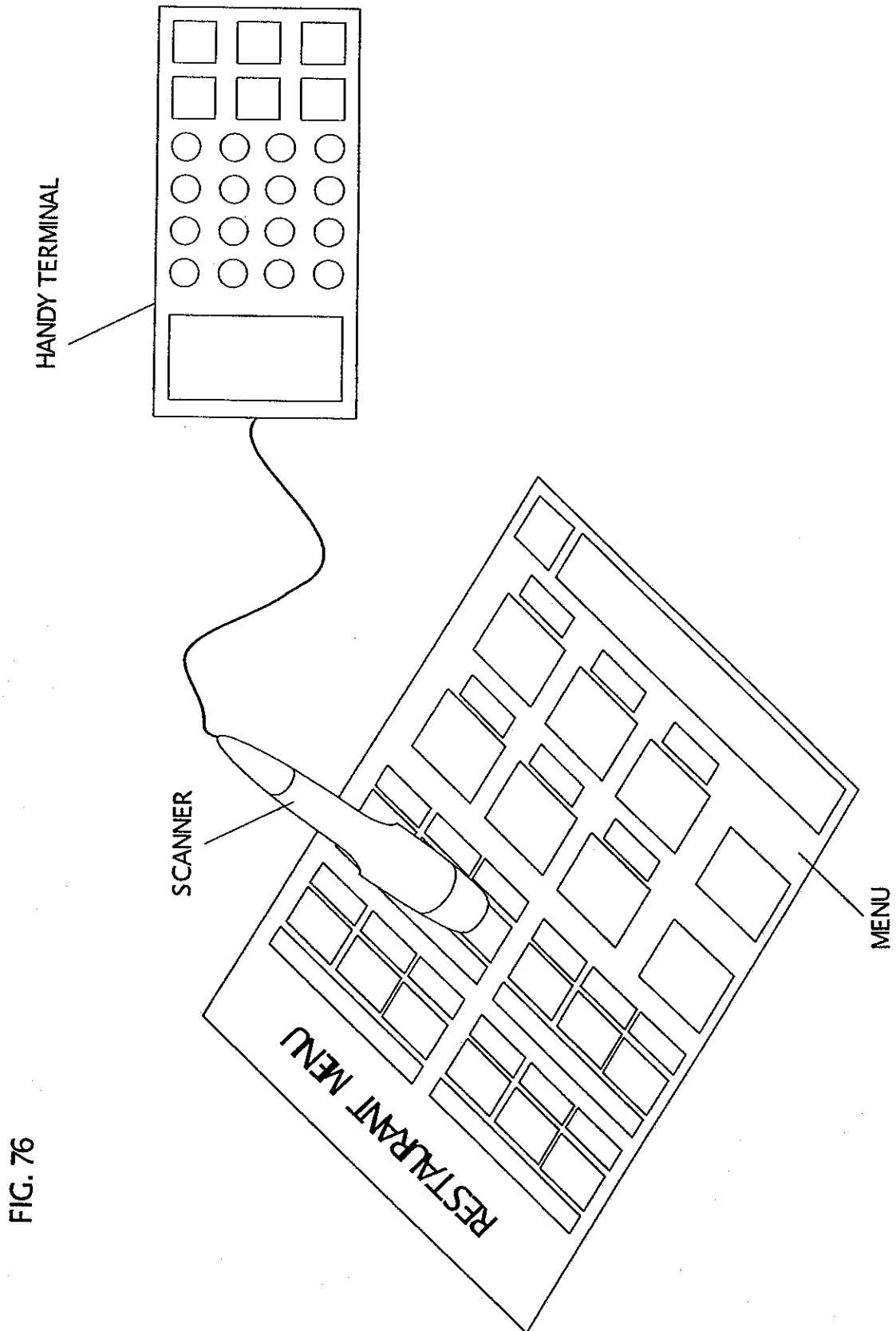


FIG. 76

FIG. 77

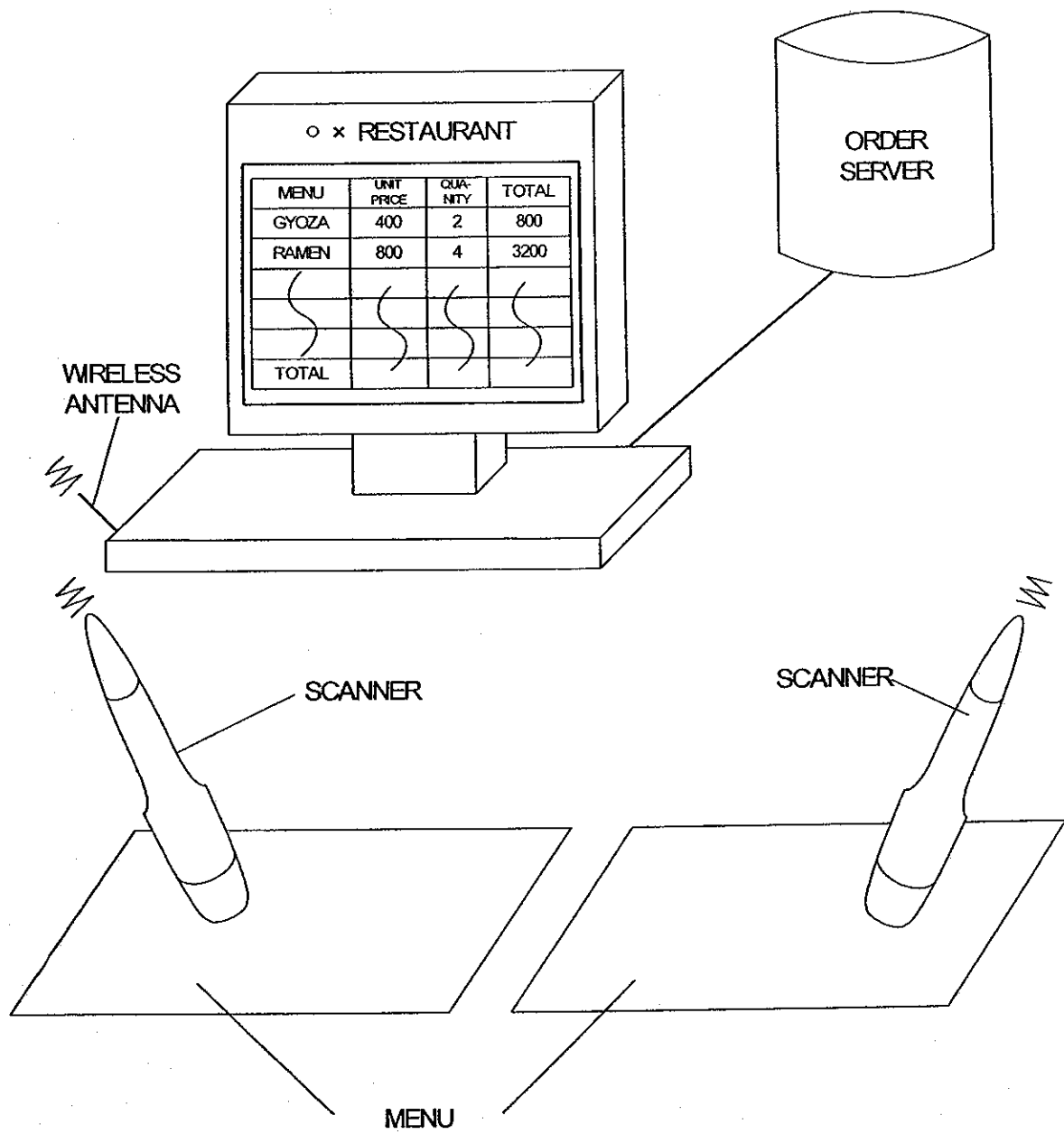
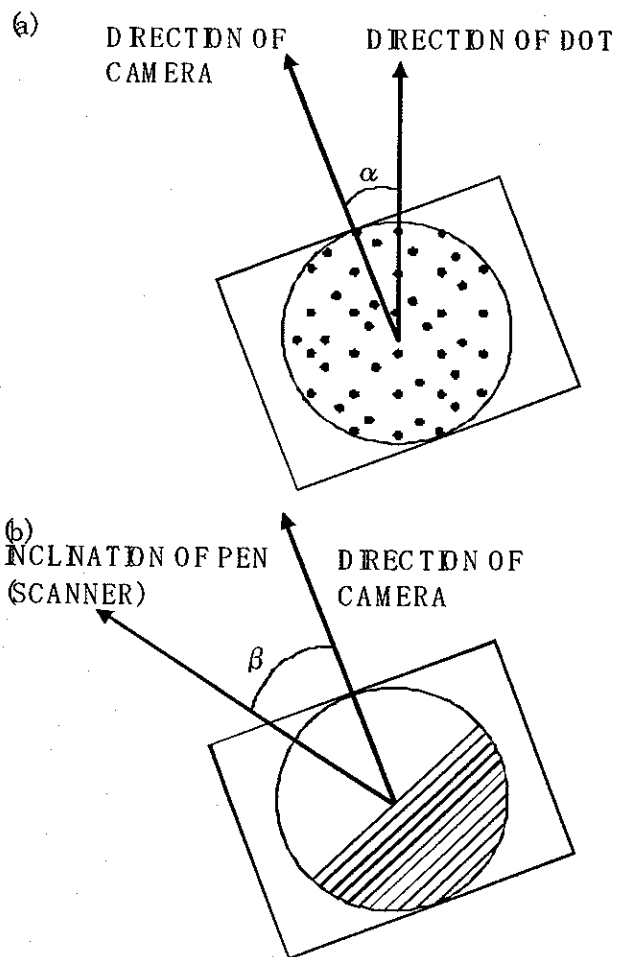


FIG. 78



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FIG. 79

METHOD OF MEASURING DECLINATION
DIRECTION AND ANGLE (1)

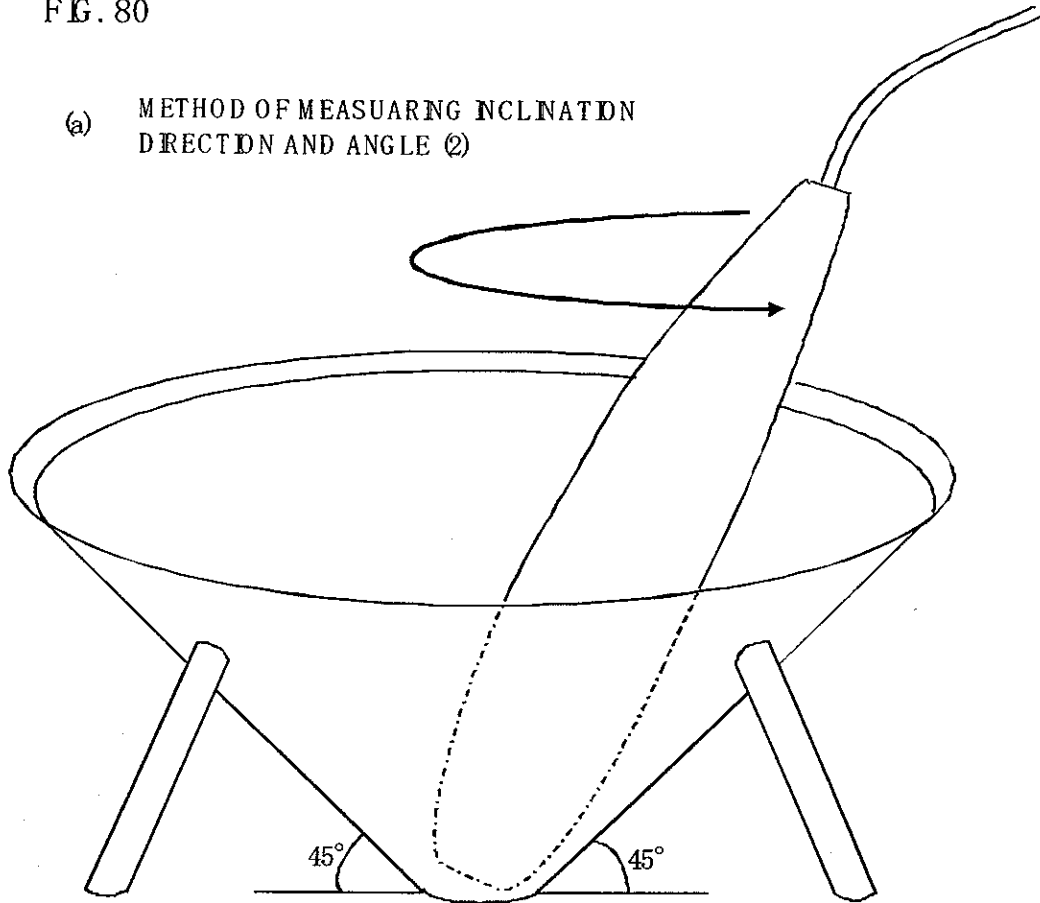
BLOCK
i=1,n(=48)

								48	1	2							
						46	47				3	4					
				44	45								5	6			
			43												7		
		42														8	
		41														9	
	40																10
	39																11
38																	12
37																	13
36																	14
	35																15
	34																16
		33														17	
		32														18	
			31												19		
				30	29								21	20			
						28	27				23	22					
								26	25	24							

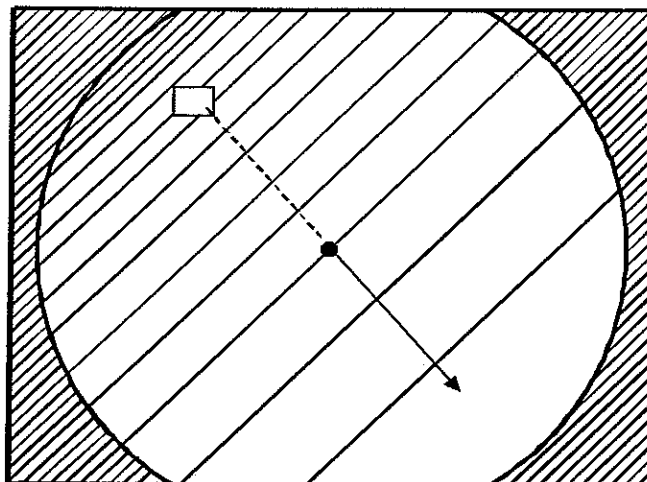
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FIG. 80

- (a) METHOD OF MEASURING INCLINATION
DIRECTION AND ANGLE (2)



- (b)

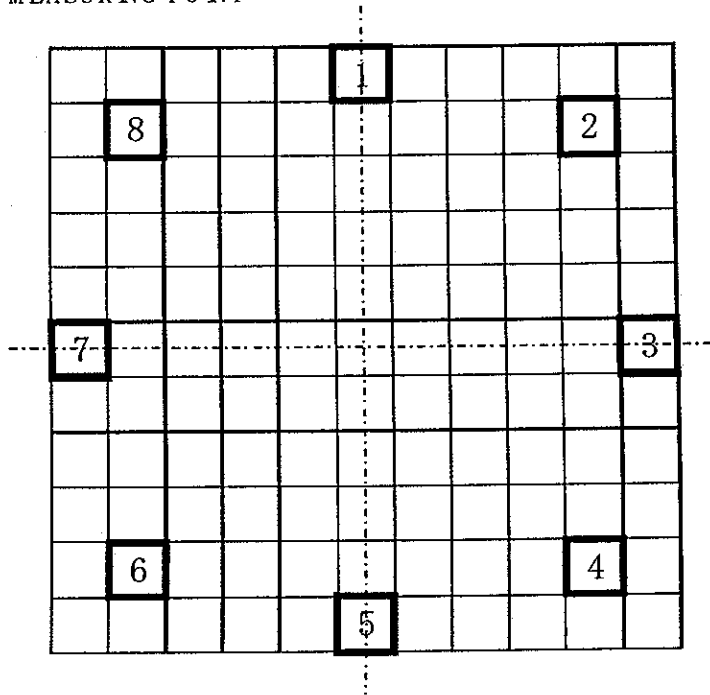


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FIG. 81

INCLINATION DIRECTION MEASURING METHOD

MEASURING POINT

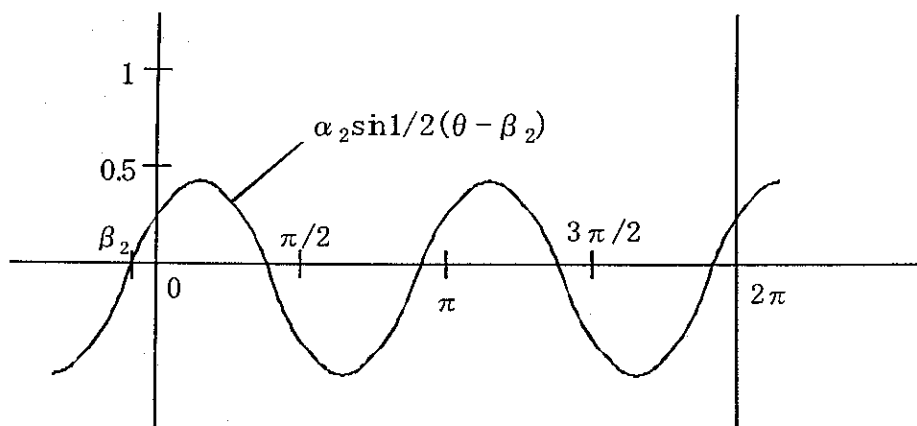
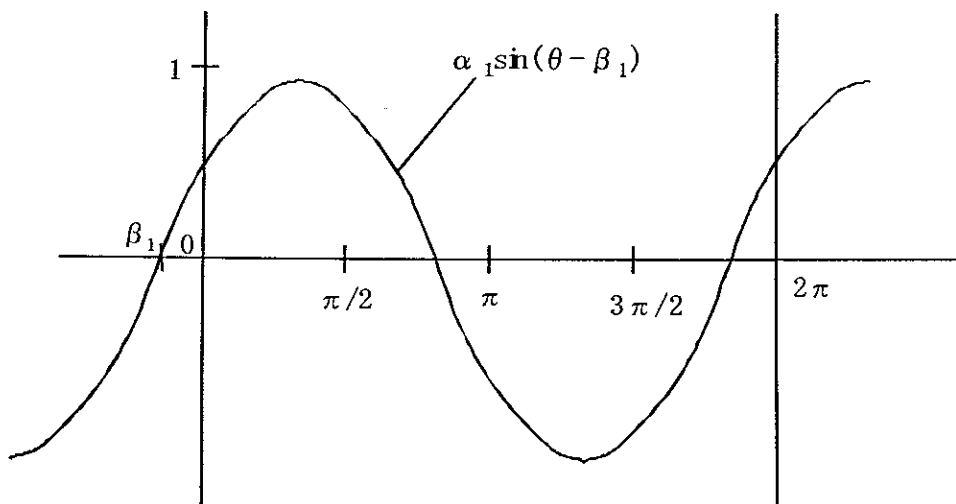


1-8 ARE MEASURING POINTS

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FIG. 82

MEASURING METHOD BY FOURIER FUNCTION

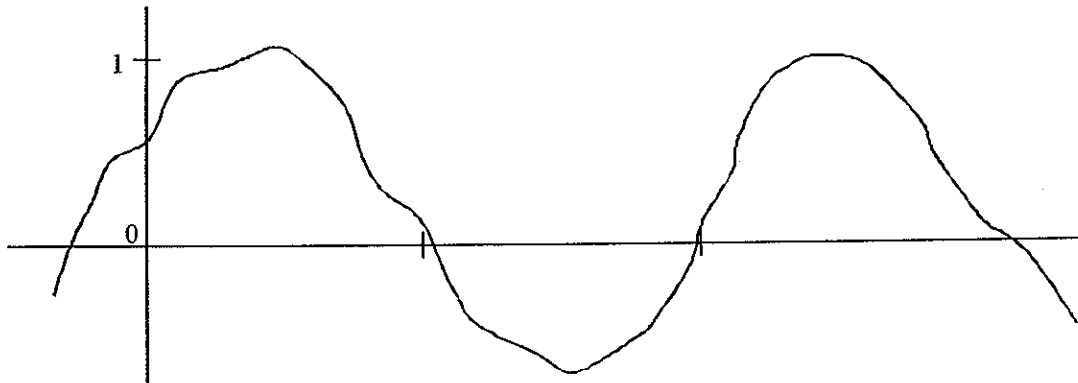


$$BL(i) = \sum_{j=1}^n \alpha_j \left\{ \sin \left(\frac{1}{2} \right)^{j-1} (\theta - \beta_j) \right\}$$

WHERE $n=2m$ (n INDICATES NUMBER OF MEASURING POINTS)

FIG. 83

MEASURING METHOD BY N-TH DEGREE EQUATION
--

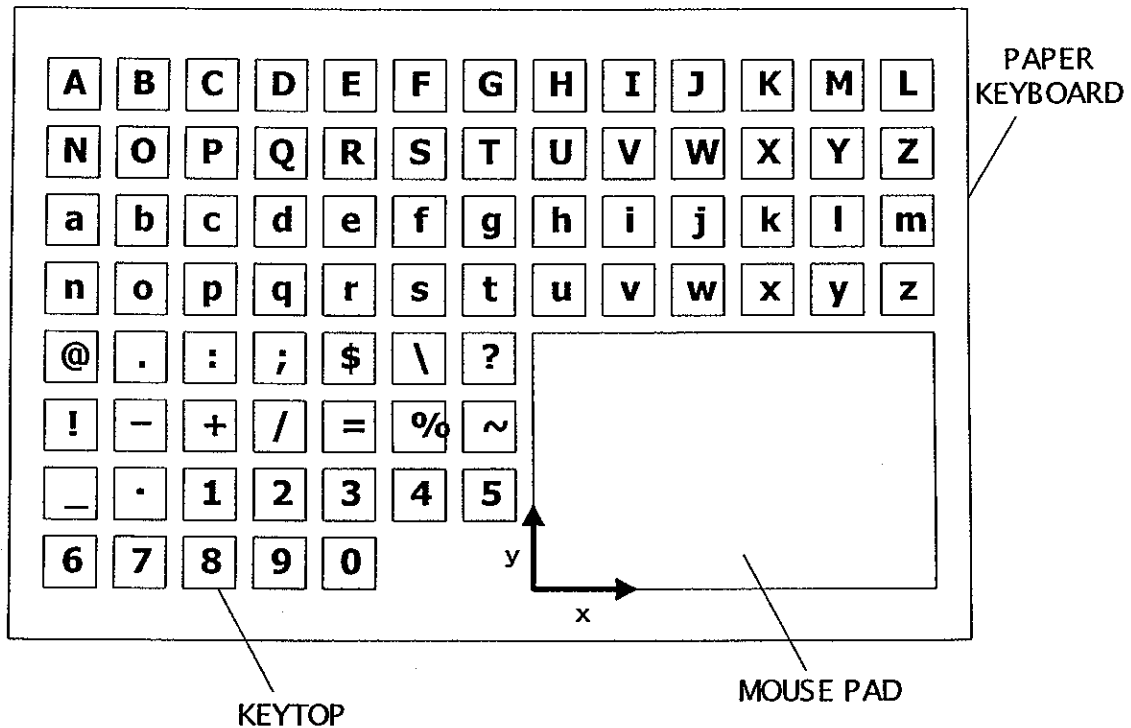


$$BL \theta = \alpha_1(\theta - \beta_1) \cdot \alpha_2(\theta - \beta_2) \cdots \alpha_j(\theta - \beta_j)$$

WHERE $j \leq n/2, n=2m$

SOLVE THIS EQUATION TO ACQUIRE α_j AND β_j

FIG. 84

(a) MOUSE PAD CODES AND xy COORDINATES ARE PRINTED ON PART OF REGIONS

(b) USE ENTIRE REGION AS MOUSE PAD

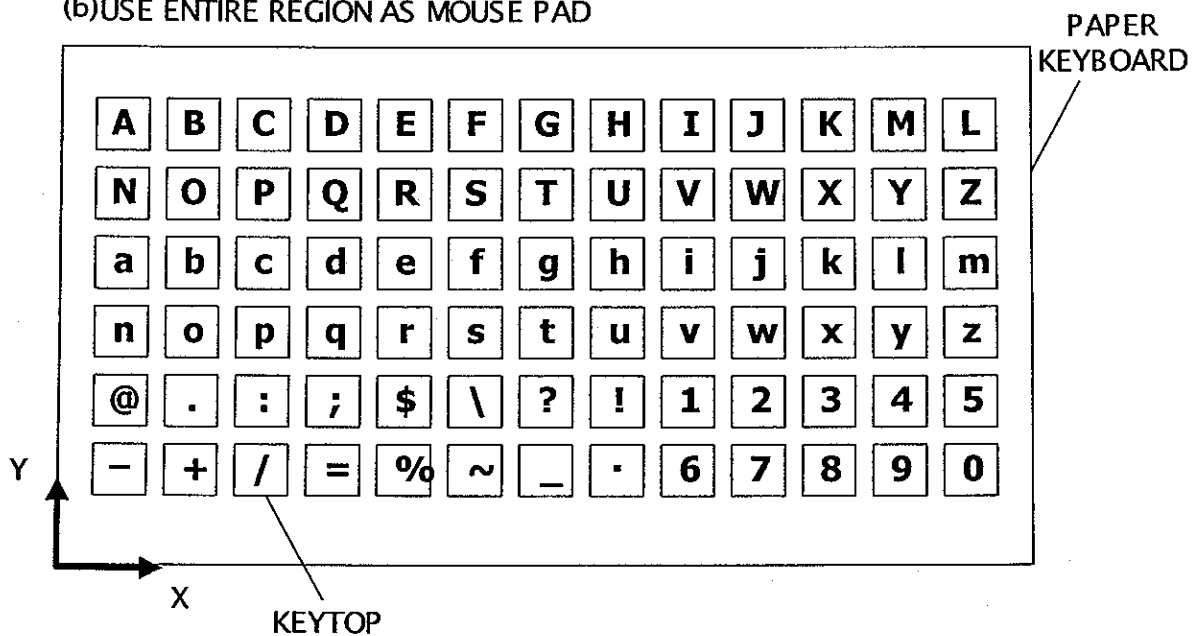


FIG. 85

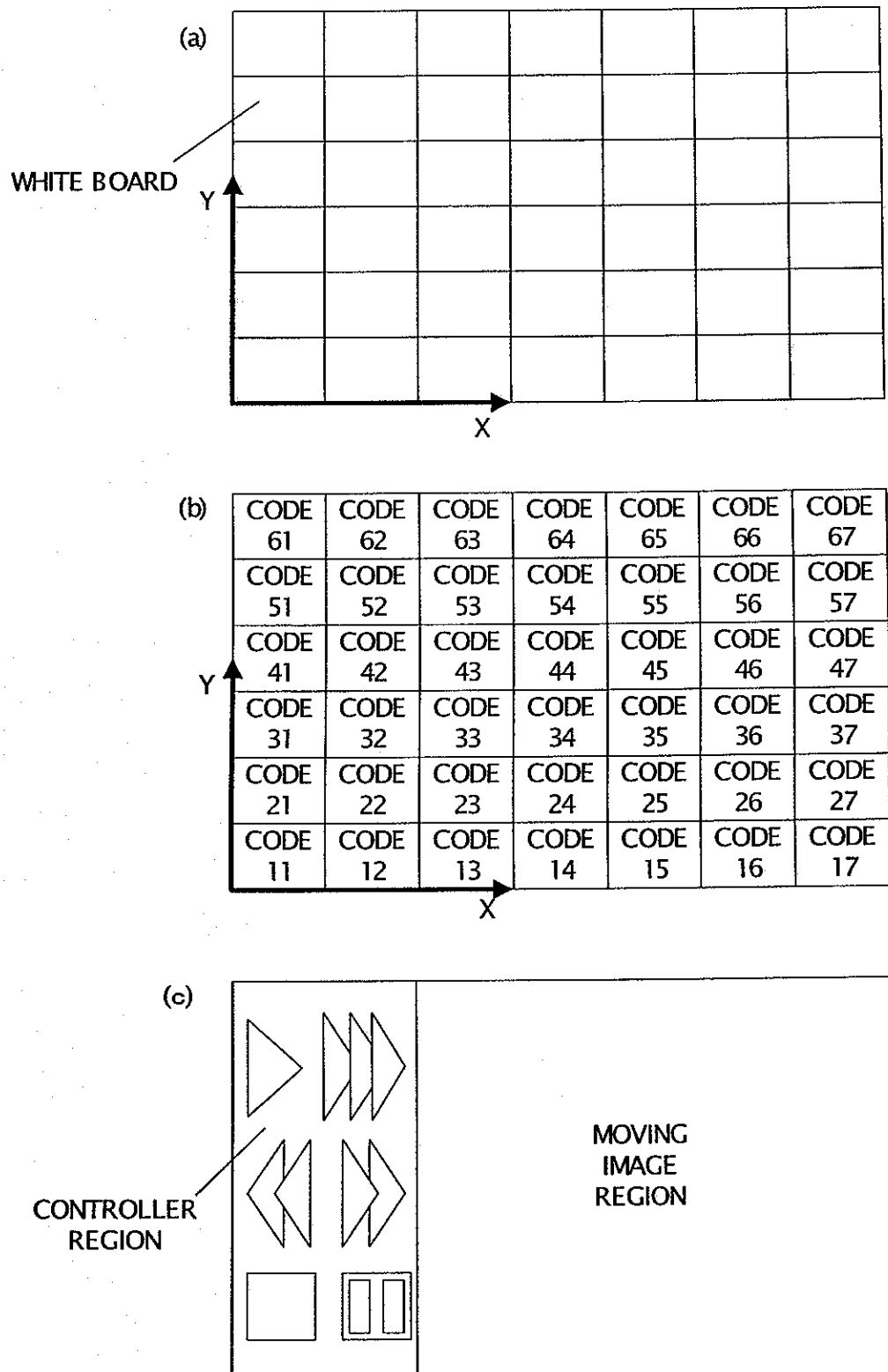


FIG. 86

(a)

C ₃₁	C ₃₀	C ₂₉	C ₂₈	C ₂₇	C ₂₆	C ₂₅	C ₂₄	C ₂₃	C ₂₂	C ₂₁	C ₂₀	C ₁₉	C ₁₈	C ₁₇	C ₁₆	C ₁₅	C ₁₄	C ₁₃	C ₁₂	C ₁₁	C ₁₀	C ₉	C ₈	C ₇	C ₆	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀					
PARITY		CODE VALUE															X COORDINATE										Y COORDINATE									

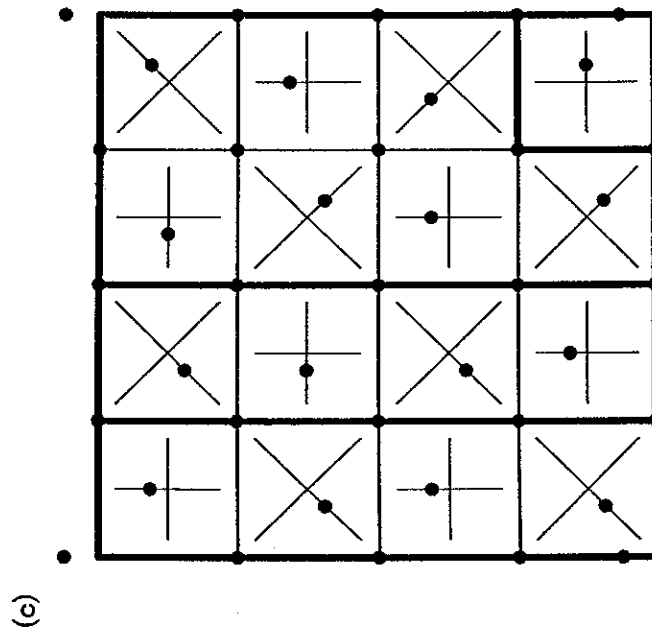
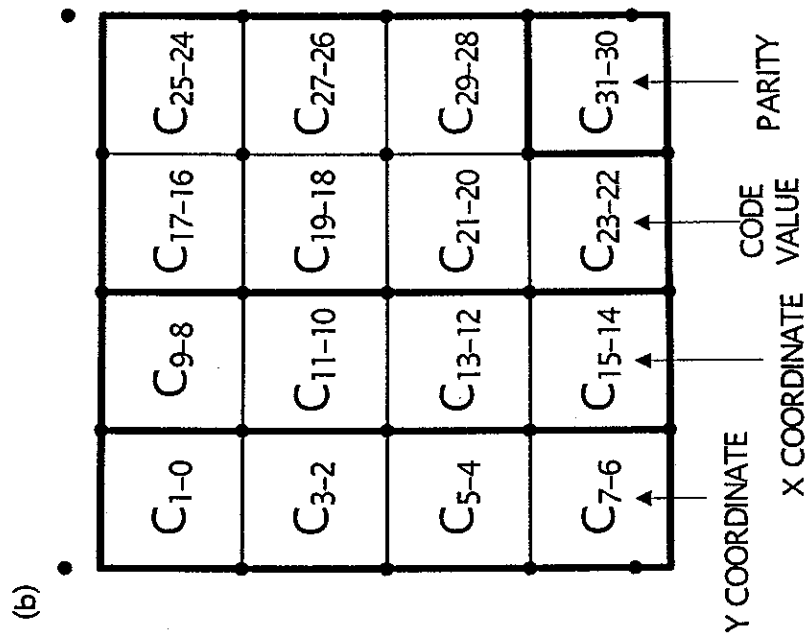


FIG. 87

CODE VALUE	COMMAND
11	STOP
12	
13	PAUSE
14	FAST FORWARD
§	§

FIG. 88

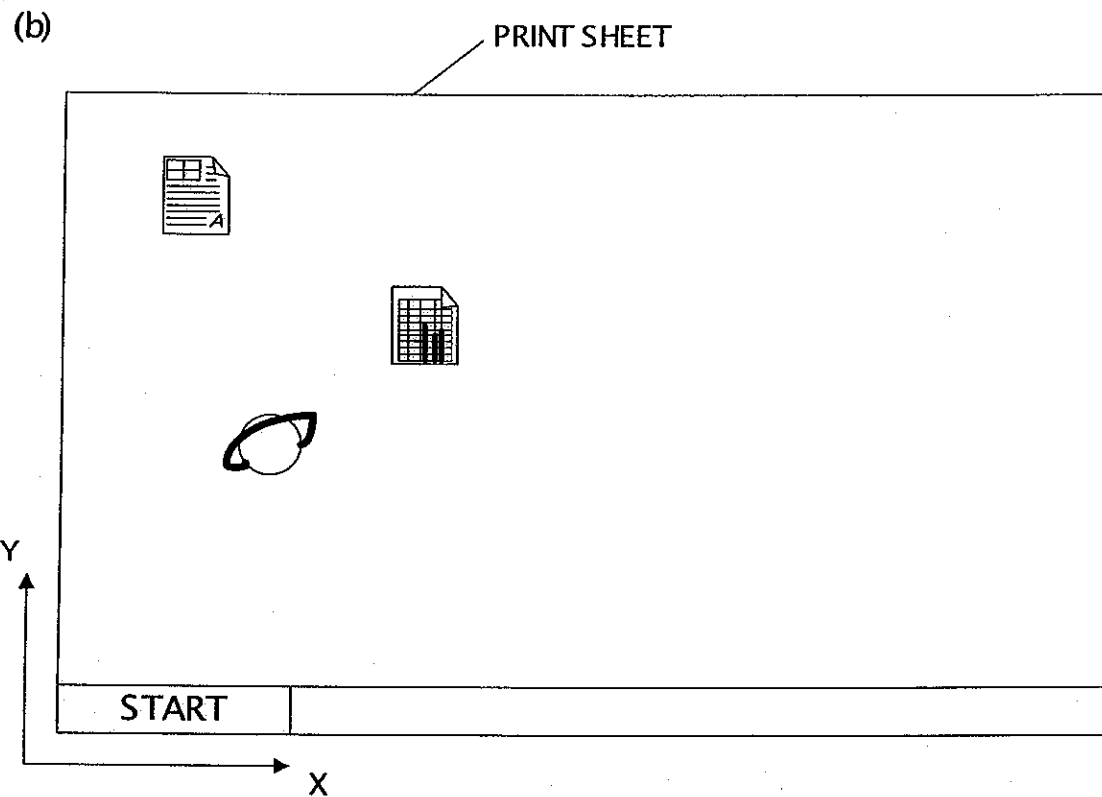
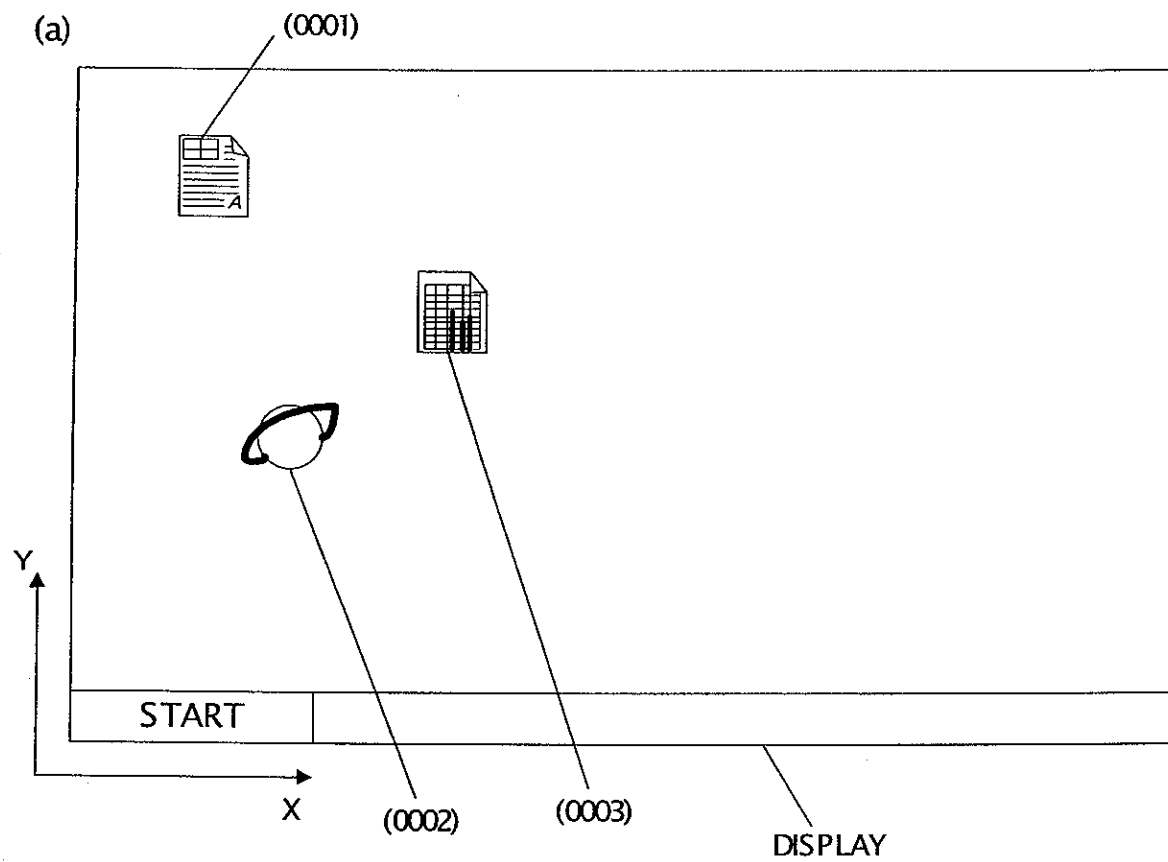


FIG. 89

CODE VALUE	START UP PROGRAM
0001	Warpro.exe
0002	Internet.exe
0003	Sheet.exe

FIG. 90

(a)

C ₃₁	C ₃₀	C ₂₉	C ₂₈	C ₂₇	C ₂₆	C ₂₅	C ₂₄	C ₂₃	C ₂₂	C ₂₁	C ₂₀	C ₁₉	C ₁₈	C ₁₇	C ₁₆	C ₁₅	C ₁₄	C ₁₃	C ₁₂	C ₁₁	C ₁₀	C ₉	C ₈	C ₇	C ₆	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀
PARITY		CODE VALUE															X COORDINATE					Y COORDINATE									

(b)

