

US00RE44298E

(19) **United States**  
(12) **Reissued Patent**  
**Sass et al.**

(10) **Patent Number:** **US RE44,298 E**  
(45) **Date of Reissued Patent:** **Jun. 11, 2013**

(54) **METHOD AND APPARATUS FOR SHARING STREAMING MEDIA LINKS**

5,841,979 A	11/1998	Schulhof et al.
5,859,660 A	1/1999	Perkins et al.
5,892,536 A	4/1999	Logan et al.
5,917,830 A	6/1999	Chen et al.
5,922,045 A	7/1999	Hanson
5,926,624 A	7/1999	Katz et al.
5,928,330 A *	7/1999	Goetz et al. .... 709/231
5,933,811 A	8/1999	Angles et al.

(75) Inventors: **Jonathan M. Sass**, Truckee, CA (US);  
**Mark T. Bolas**, Mountain View, CA (US)

(73) Assignee: **Mosi Media, Inc.**, Wilmington, DE (US)

(Continued)

(21) Appl. No.: **11/494,752**

**OTHER PUBLICATIONS**

(22) Filed: **Jul. 27, 2006**  
(Under 37 CFR 1.47)

Kim Campbell; "Don't Touch that URL"; May 2000;  
<http://csmweb2.emcweb.com/durable/2000/05/04/p11s1.htm>, 5 pages.

**Related U.S. Patent Documents**

(Continued)

Reissue of:

(64) Patent No.: **6,769,028**  
Issued: **Jul. 27, 2004**  
Appl. No.: **09/579,580**  
Filed: **May 26, 2000**

*Primary Examiner* — Frantz Jean

(51) **Int. Cl.**  
**G06F 15/16** (2006.01)

(57) **ABSTRACT**

(52) **U.S. Cl.**  
USPC ..... **709/231**; 709/203; 709/236

(58) **Field of Classification Search**  
USPC ..... 709/231, 236, 203, 220; 715/500.1,  
715/716, 763; 707/104.1; 348/14.02, 14.03;  
370/254

A method for a computer system having a display, an audio output device, and a user input device includes displaying a graphical user interface on the display, the graphical user interface including a tuning portion and a first, user-selectable icon, receiving a first user selection on the display, the first user selection of the tuning portion, determining a selection of a pre-defined identifier in response to the first user selection, identifying a streaming media source in response to the pre-defined identifier outputting streaming media data from the streaming media source to the audio output device, receiving a second user selection on the display, the second user selection of the first user-selectable icon, determining a selection of a new identifier in response to the second user selection, associating the new identifier with the streaming media source, thereafter receiving a third user selection on the display, the third user selection of the tuning portion, determining another selection of the new identifier in response to the third user selection, identifying the streaming media source in response to the another selection of the new identifier, and thereafter outputting additional streaming media data from the streaming media source to the audio output device.

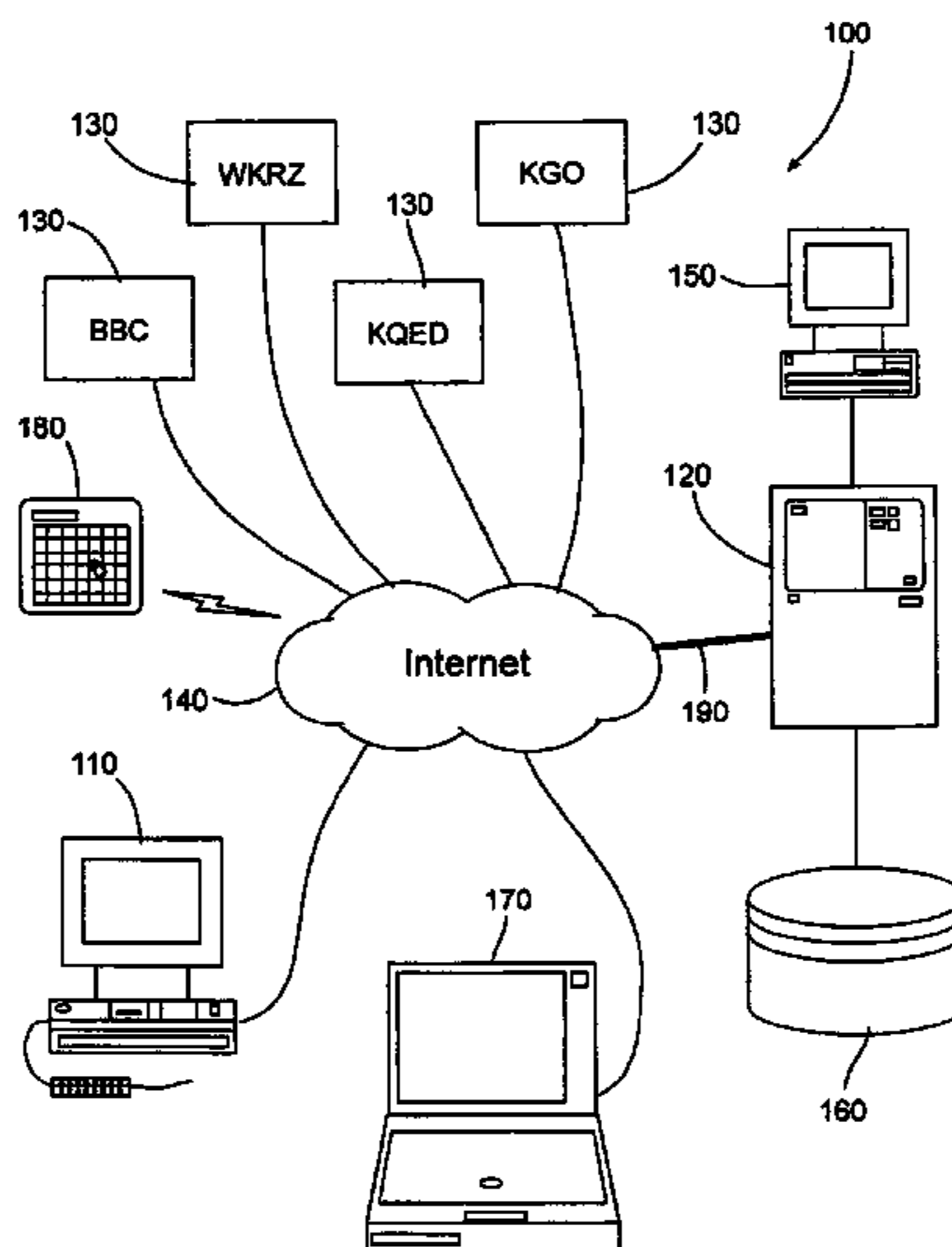
See application file for complete search history.

(56) **References Cited**

**U.S. PATENT DOCUMENTS**

5,142,528 A	8/1992	Kobayashi et al.
5,557,541 A	9/1996	Schulhof et al.
5,572,442 A	11/1996	Schulhof et al.
5,629,867 A	5/1997	Goldman
5,636,140 A *	6/1997	Lee et al. .... 370/469
5,726,909 A	3/1998	Krikorian
5,778,187 A	7/1998	Monteiro et al.
5,790,423 A	8/1998	Lau et al.
5,809,246 A	9/1998	Goldman
5,828,839 A	10/1998	Moncreiff

**72 Claims, 11 Drawing Sheets**



# US RE44,298 E

Page 2

## U.S. PATENT DOCUMENTS

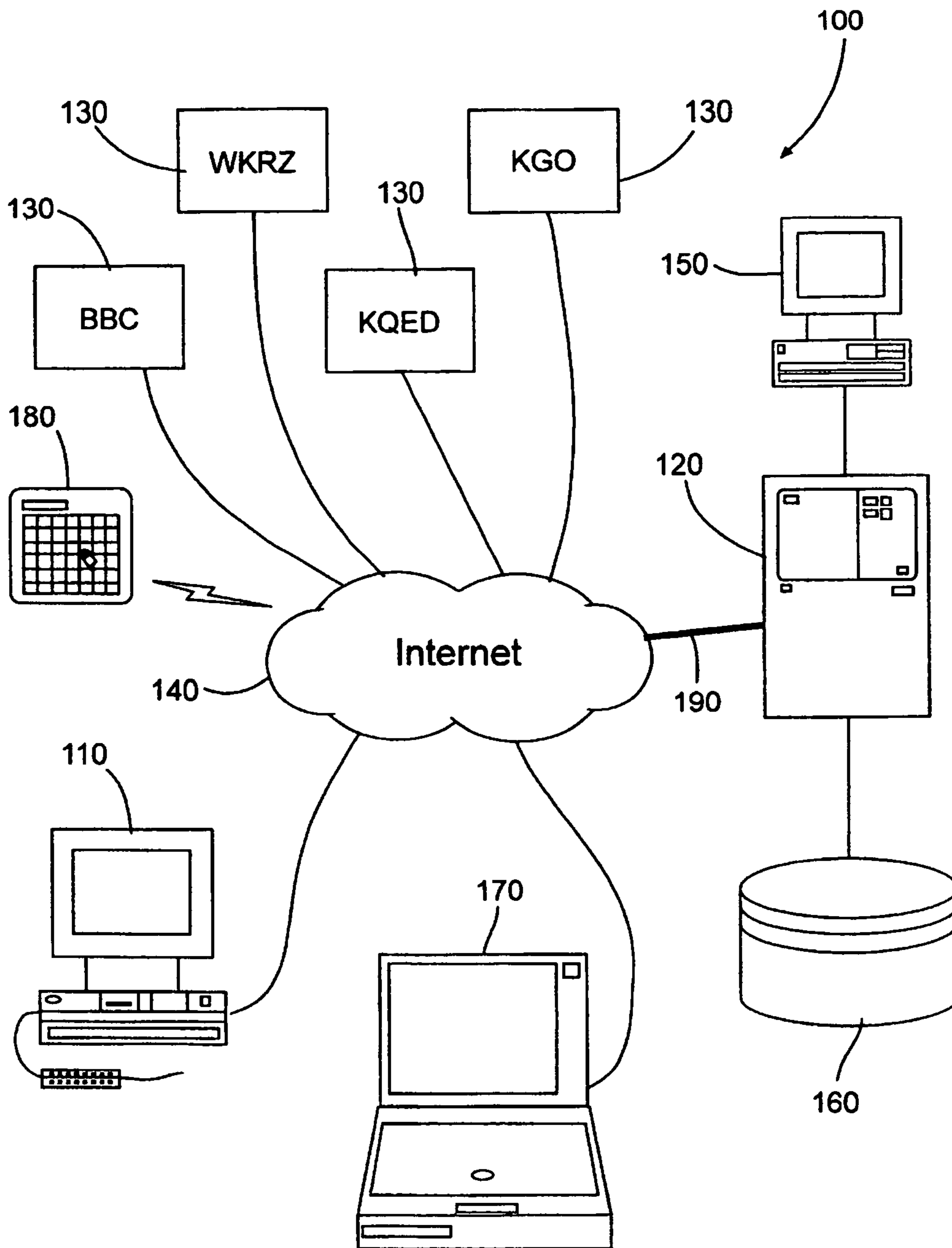
5,956,681 A 9/1999 Yamakita  
6,012,086 A 1/2000 Lowell  
6,014,569 A 1/2000 Bottum  
6,088,455 A 7/2000 Logan et al.  
6,248,946 B1 6/2001 Dwek  
6,249,810 B1 6/2001 Kiraly  
6,289,207 B1 9/2001 Hudecek et al.  
6,314,094 B1 11/2001 Boys  
6,317,761 B1 11/2001 Landsman et al.  
6,339,761 B1 1/2002 Cottingham  
6,349,329 B1 2/2002 Mackintosh et al.  
6,351,736 B1 2/2002 Weisberg et al.  
6,381,314 B1 4/2002 Walinski  
6,389,463 B2 5/2002 Bolas et al.  
6,389,467 B1 5/2002 Eyal  
6,418,138 B1 7/2002 Cerf et al.  
6,434,621 B1 8/2002 Pezzillo et al.  
6,463,468 B1 10/2002 Buch et al.  
6,484,156 B1 \* 11/2002 Gupta et al. .... 707/802  
6,487,663 B1 11/2002 Jaisimha et al.  
6,496,857 B1 12/2002 Dustin et al.  
6,546,421 B1 4/2003 Wynblatt et al.  
6,557,028 B2 4/2003 Cragun

6,560,651 B2 5/2003 Katz et al.  
6,615,039 B1 9/2003 Eldering  
2001/0034219 A1 10/2001 Hewitt et al.  
2002/0072326 A1 6/2002 Qureshey et al.

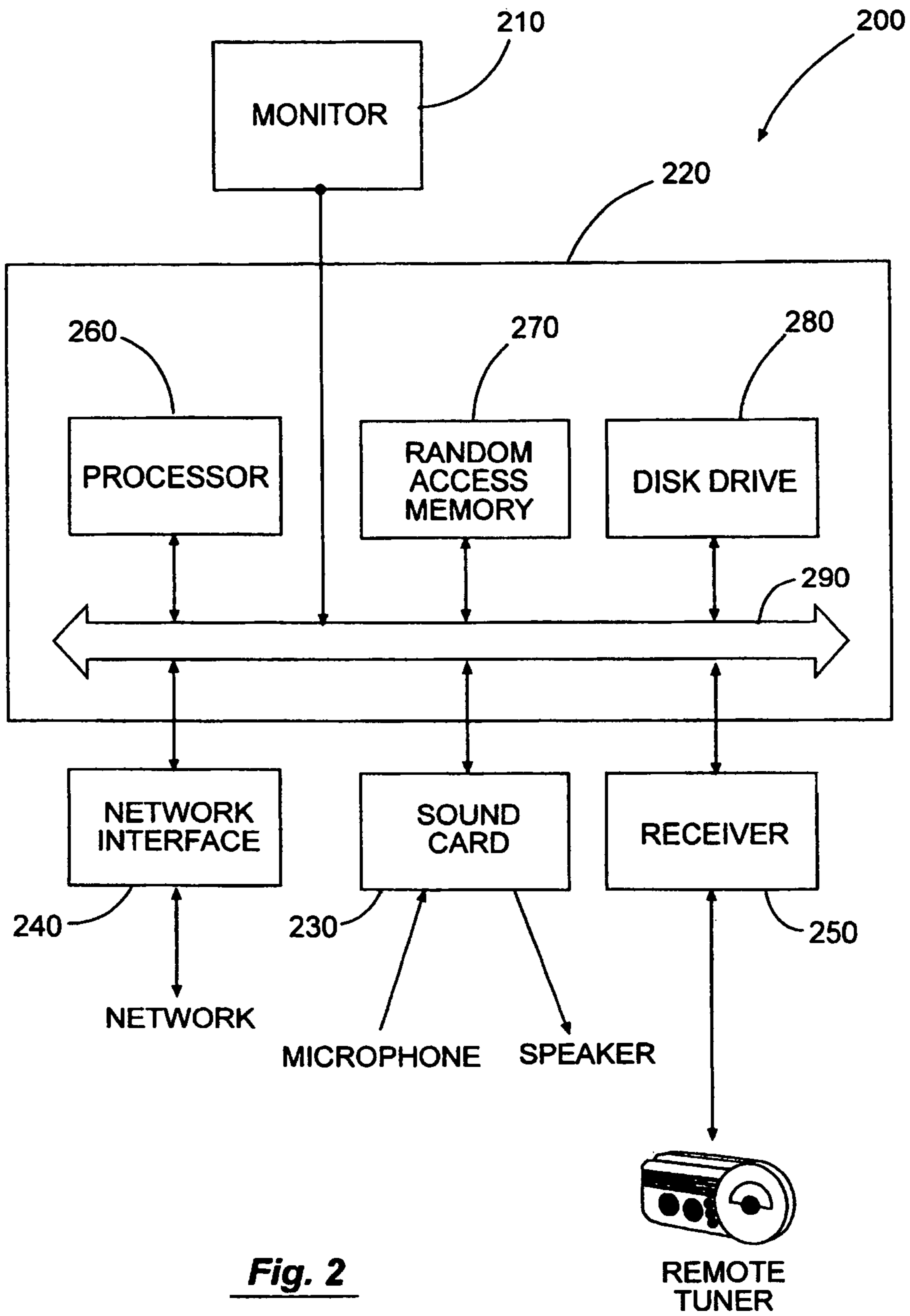
## OTHER PUBLICATIONS

Jim Davis, "Kerbango launches Web site, plans Net radio appliance", <http://news.comcom/2100-1040-231320.html>, Oct. 13, 1999, 2 pages.  
Winamp v2.60 Nullsoft, Inc., <http://www.winamp.com>, Feb. 11, 2000, 7 pages. . Shoutcast.com, Oct. 24, 2002, 3 pages.  
RealPlayer Plus™ G2 Manual, <http://service.real.com/help/player/plus.sub.-manual.g2/htmfiles/notice.htm>, Oct. 23, 2002, 18 pages.  
Yahoo launces digital music endeavor, news.com, Oct. 23, 2002, 3 pages.  
Frankel, Justin; Greely, Dave; Sawyer, Ben; "MP3 Power? With Winamp"; May 15, 1999; Muska & Lipman Publishing; Paperback; 11 pages.  
Nullsoft Winamp Screenshots; version 2.11 (x86); Apr. 13, 1999, Figures 1-7.

\* cited by examiner



**Fig. 1**



**Fig. 2**

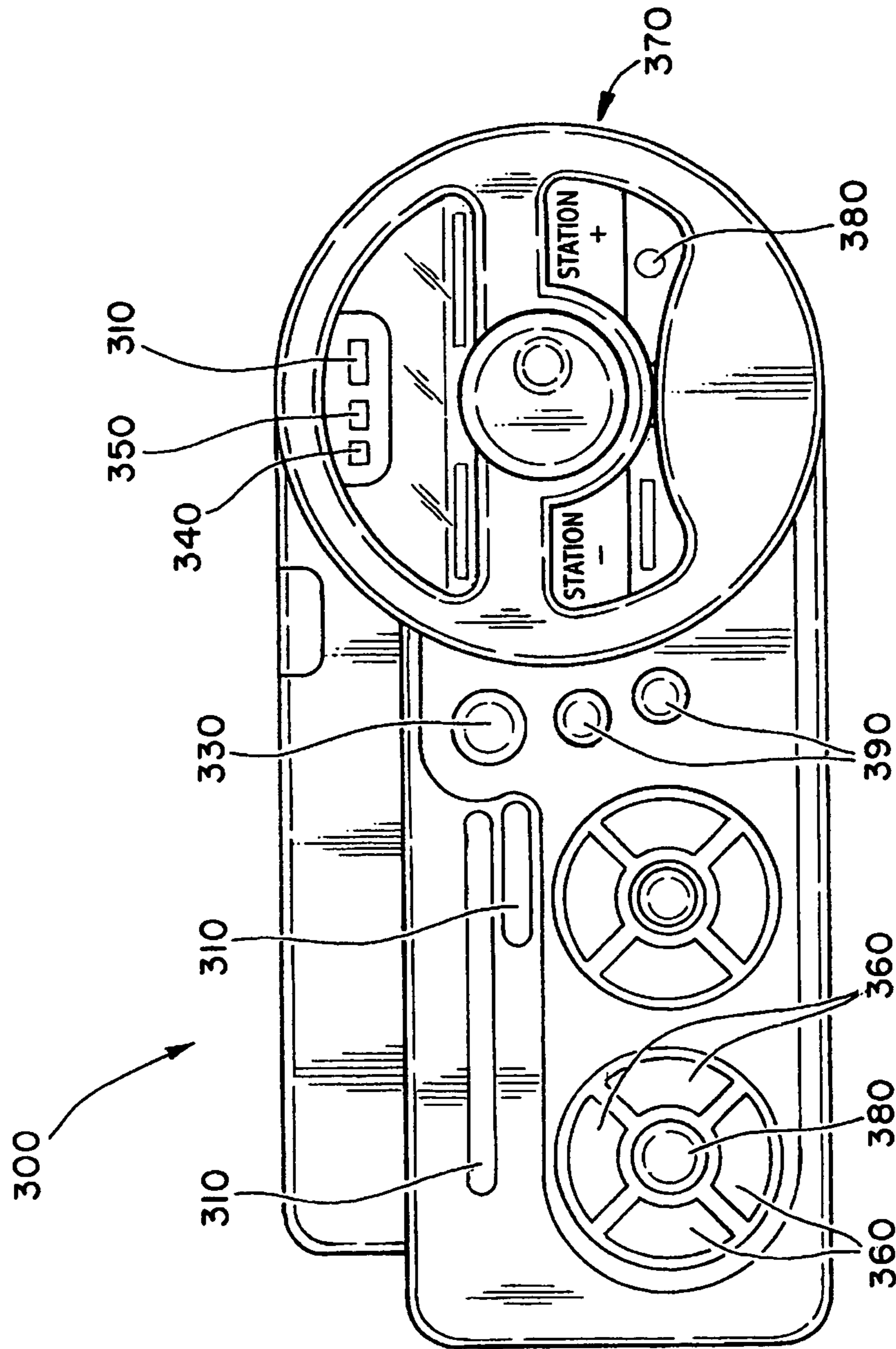
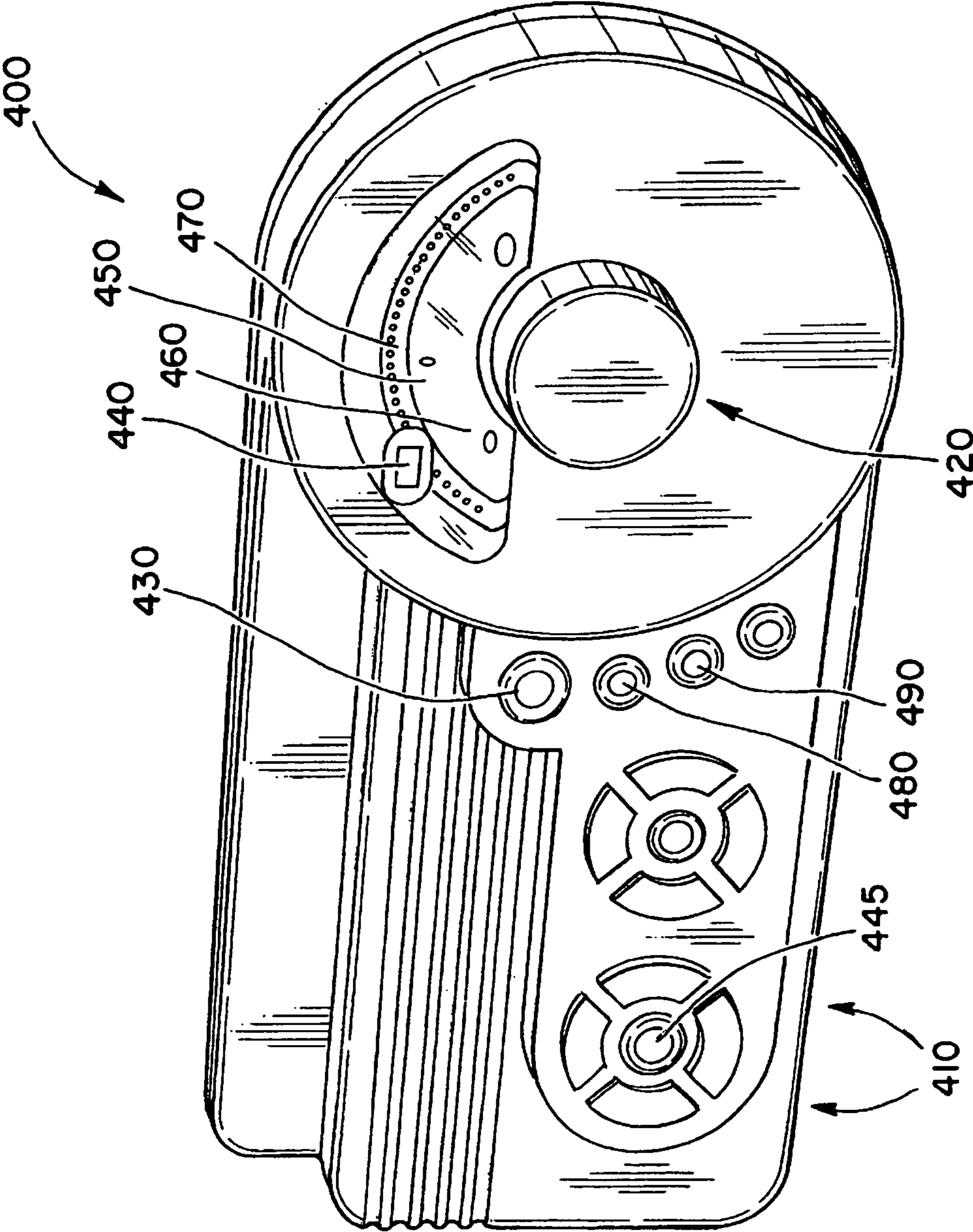
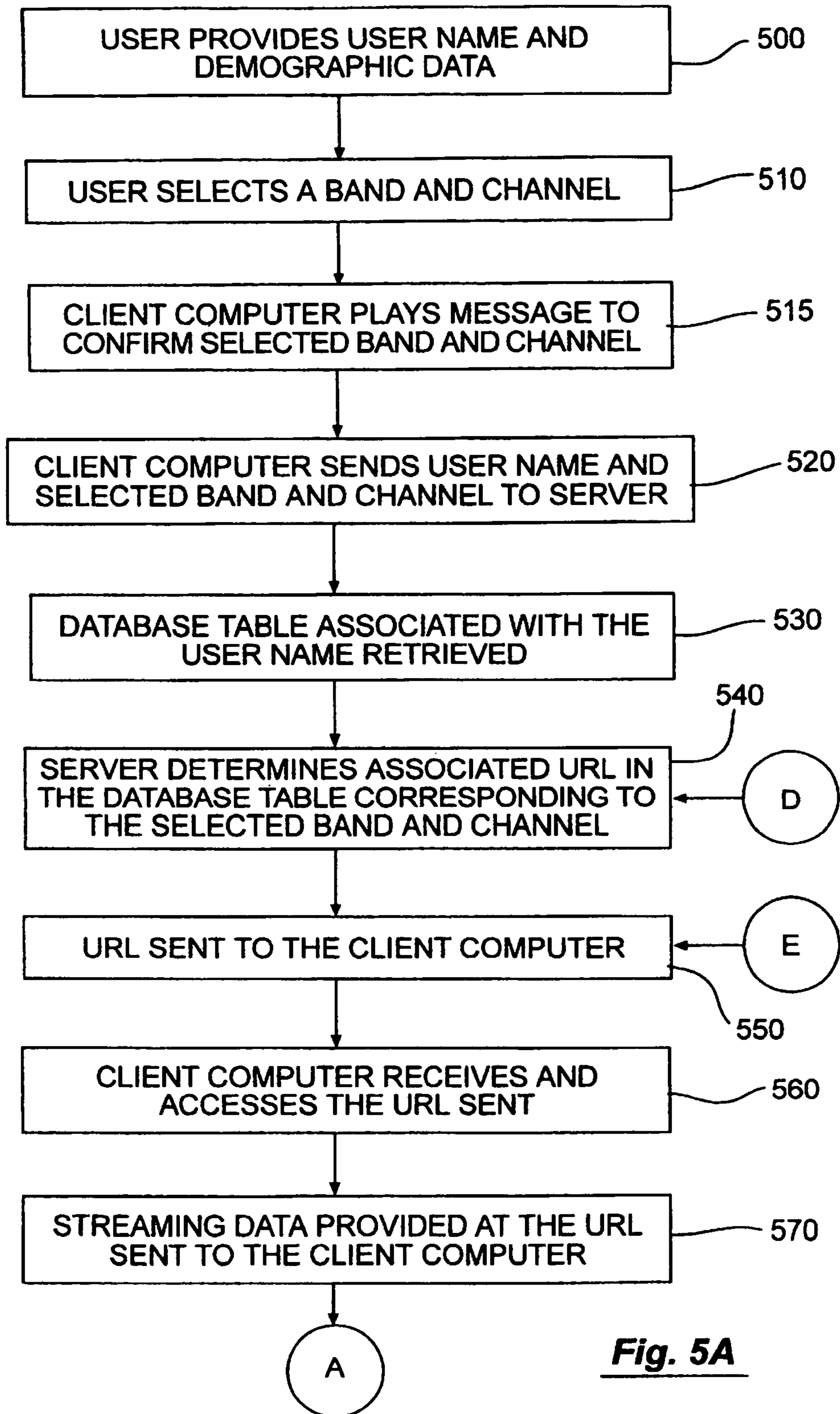


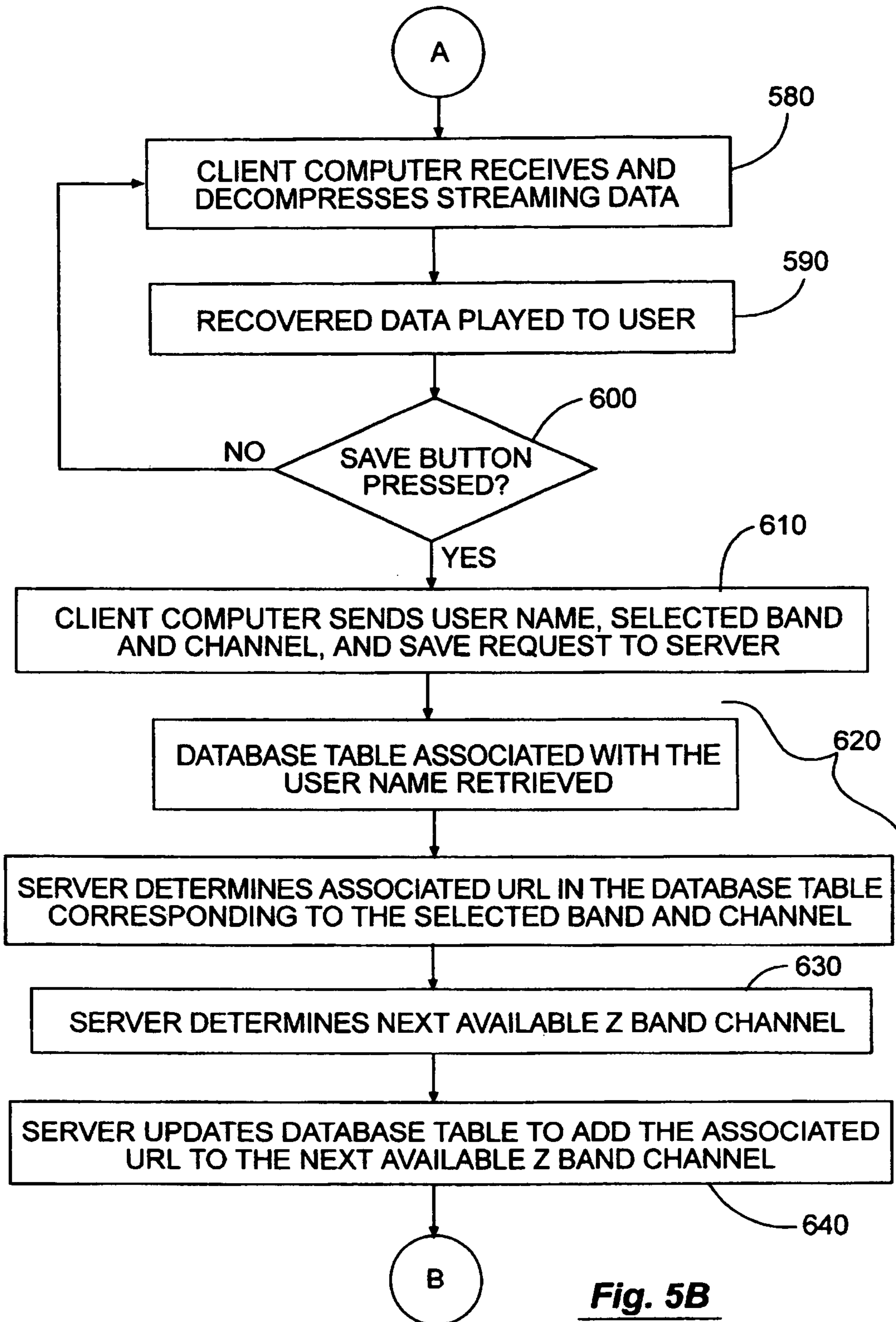
Fig. 3



**Fig. 4**

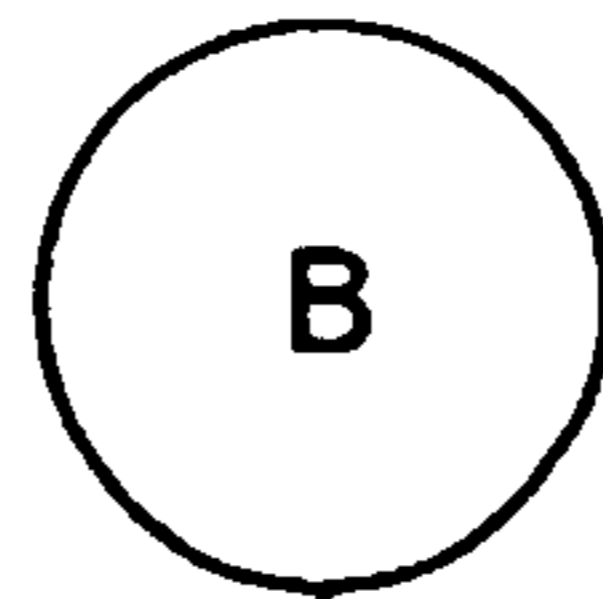


**Fig. 5A**

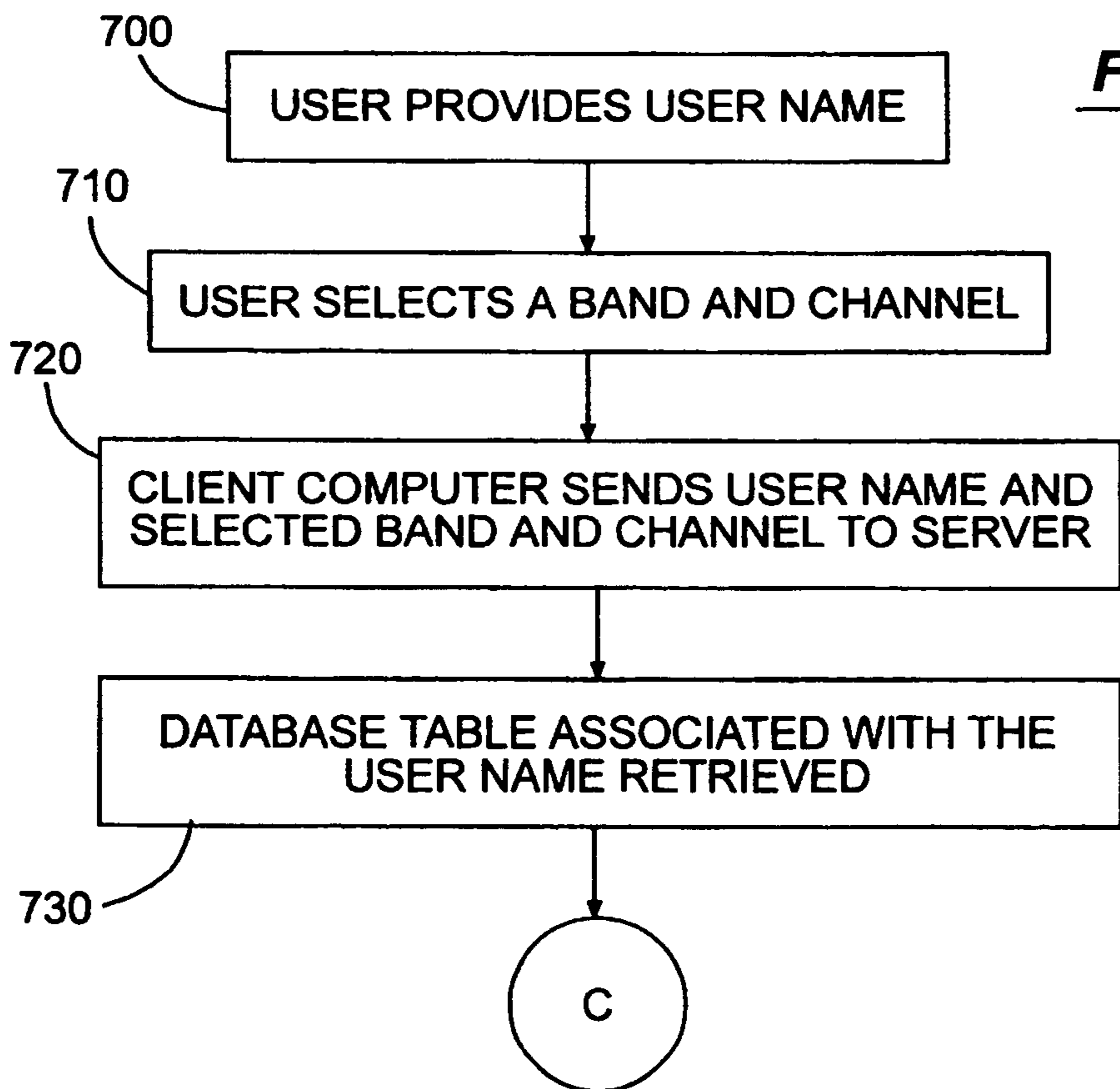
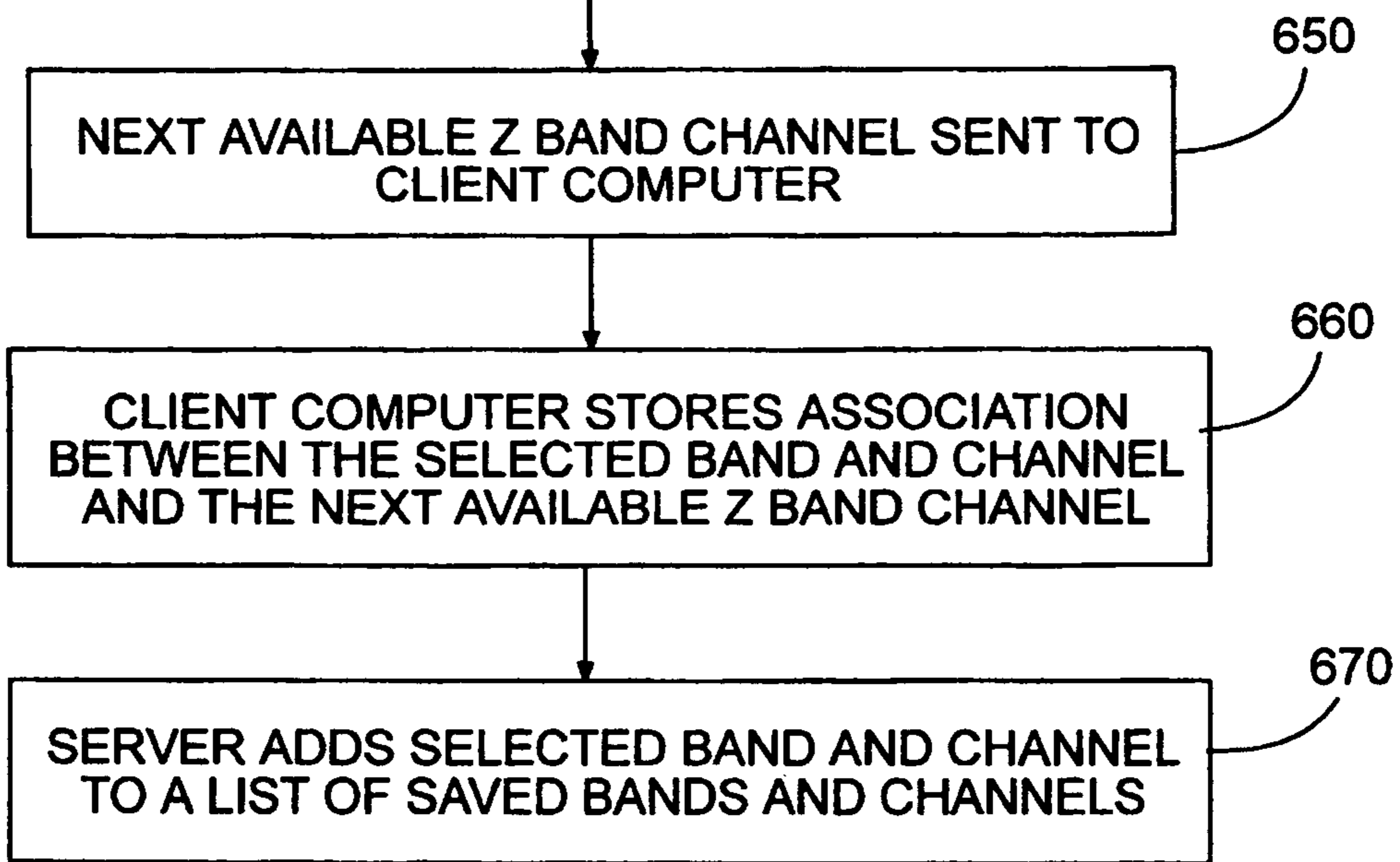


**Fig. 5B**

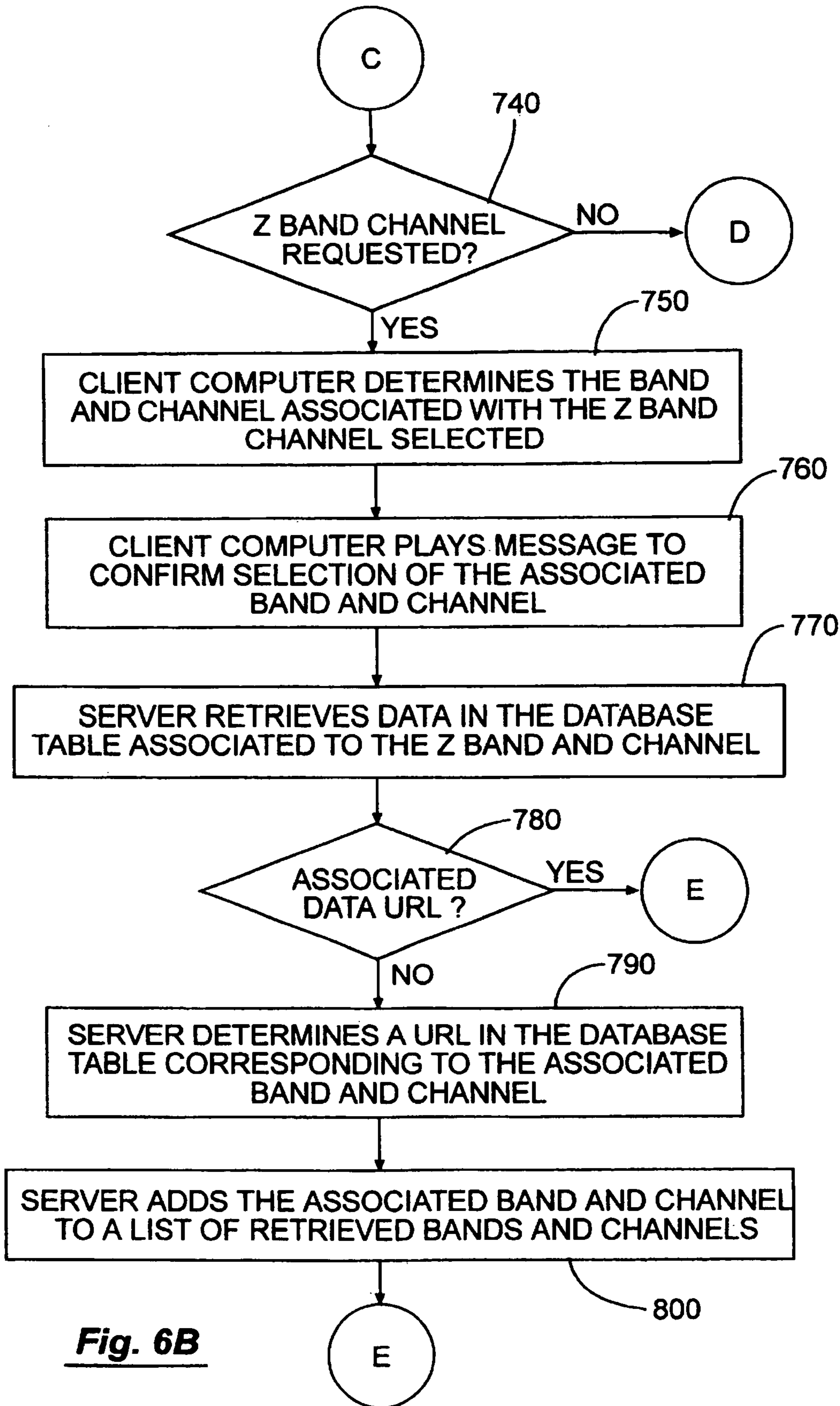




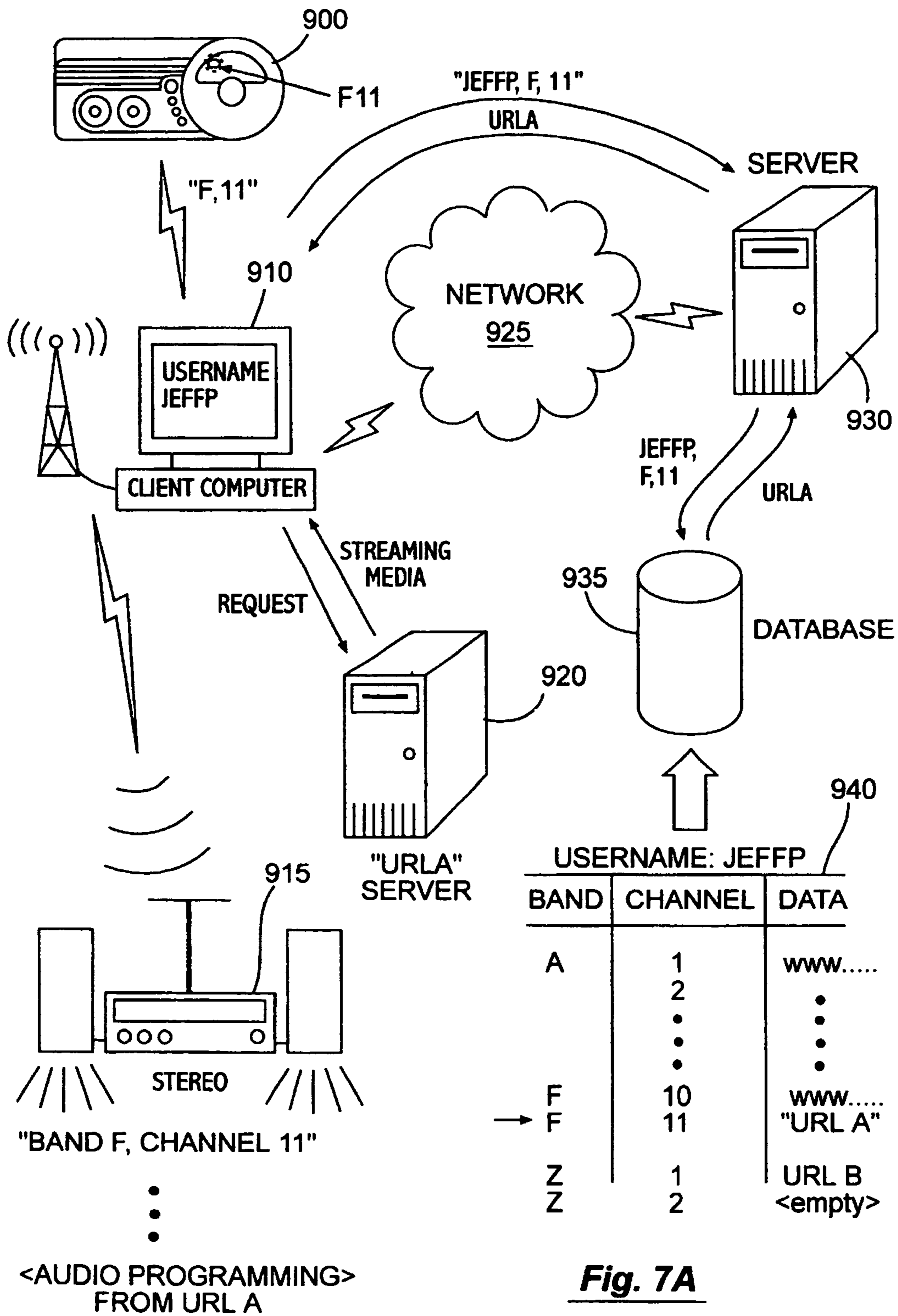
***Fig. 5C***



***Fig. 6A***



**Fig. 6B**



**Fig. 7A**

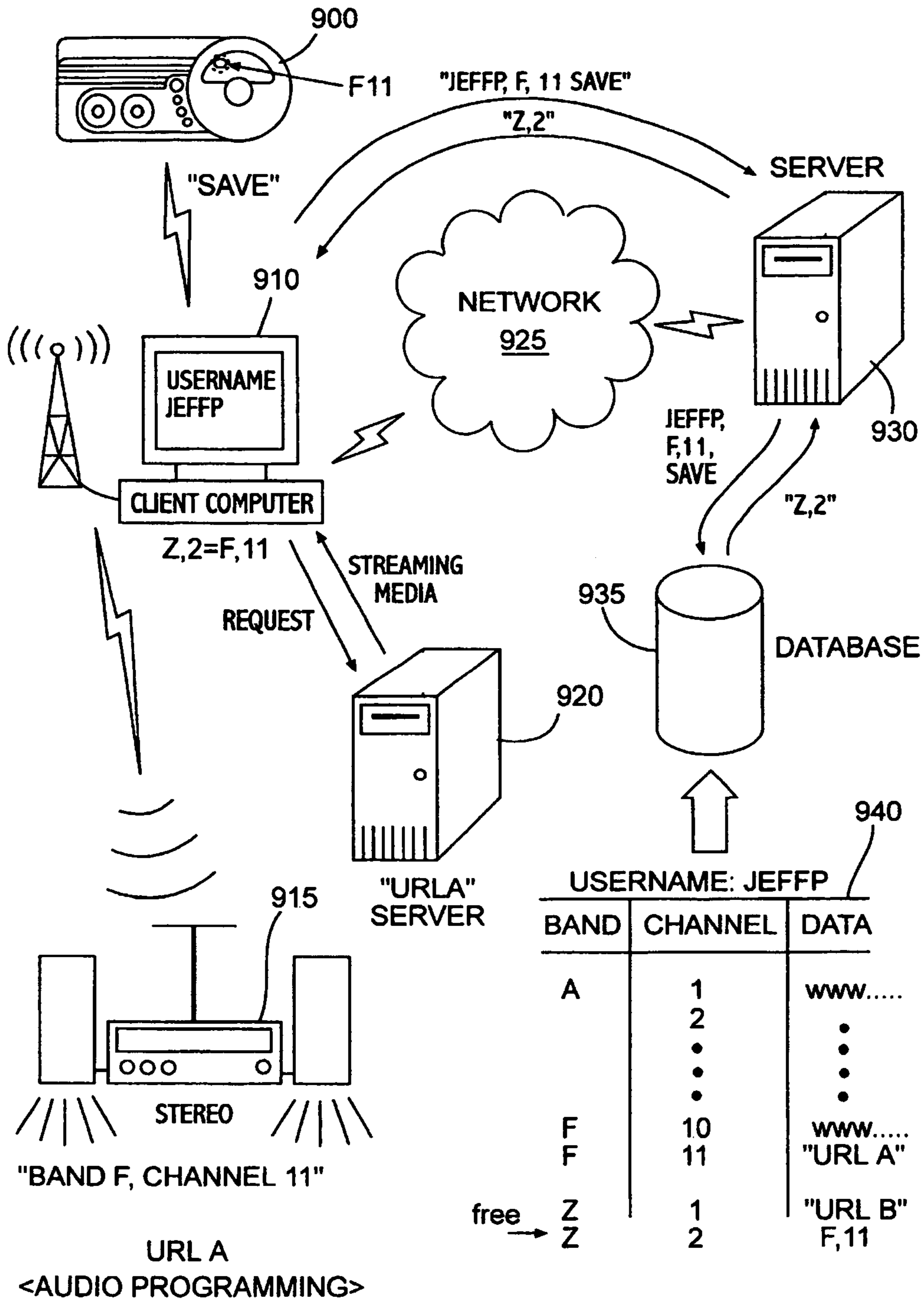


Fig. 7B

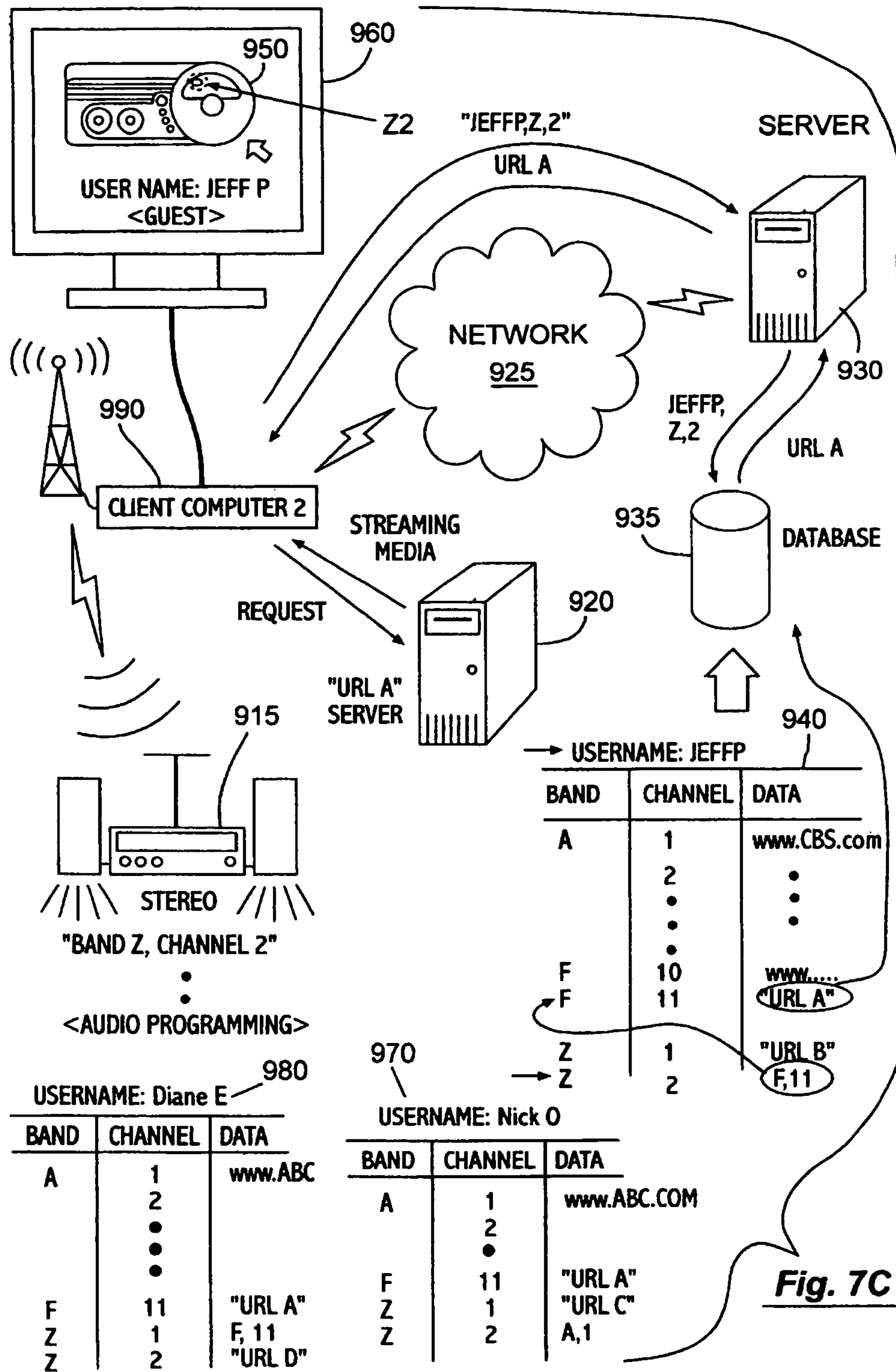


Fig. 7C

## METHOD AND APPARATUS FOR SHARING STREAMING MEDIA LINKS

**Matter enclosed in heavy brackets [ ] appears in the original patent but forms no part of this reissue specification; matter printed in italics indicates the additions made by reissue.**

### CROSS-REFERENCES TO RELATED APPLICATIONS

The present invention disclosure incorporates U.S. patent application Ser. No. 09/334,846, filed Jun. 16, 1999, entitled "Internet Radio Receiver and Interface", and U.S. patent application Ser. No. 08/984,772, filed Dec. 4, 1997, entitled "Apparatus for Distributing and Playing Audio Information" by reference for all purposes.

### BACKGROUND OF THE INVENTION

This present invention generally relates to apparatus and techniques for streaming media distribution via computer networks. More particularly, the present invention provides a system and a method for maintaining and sharing lists of selected media sources. Merely by way of example, the present invention is implemented on a personal computer, but it would be recognized that the invention has a much broader range of applicability. The invention can be applied to other computing devices, such as cellular phones, internet appliances, personal digital assistants, laptop computers, set top boxes, television, wireless devices, and the like.

A long time ago, music could only be heard at a live performance. Here, a performer would stand in front of an audience and sing a piece in a manner to please the audience. "Star Spangled Banner" would echo out to the audience. The live performer could only sing so loud to carry his/her audio signals out to the audience. Only a limited number of people could actually enjoy and listen to the performer at the live performance. One would find the performer in a park or theater singing a musical piece to a limited number of people. Musicians who played instruments could also be heard only at a live performance. Sounds from piano, trumpets, and drums would ring out! The beat of drums! Piano keys! Ring from trumpets sound out!-only as far as the sounds travel through air. Accordingly, only live performances could be used for people to enjoy music.

As time progressed, radio replaced, in part, some aspects of the live performances. Radio uses a wireless transmission and reception of electric impulses or signals by means of electric waves, which travel through air. By way of radio, audio information from sounds or songs would be transmitted from a broadcasting station to numerous radio receiving units, commonly called radios. These radios would tune into one of a plurality of broadcasting stations, which transmitted audio information from the station to each of the radios within a specific geographic region. High school students tuned into stations on a frequency modulated format called "FM" to listen to jazz, rock, country, and pop music. Amplitude modulated formats, commonly called "AM," often transmitted signals more efficiently over longer distances than FM. Since the electronic waves traveled through air, transmission distance was still limited, often to geographical regions.

In the 1990's, computers were coupled to each other through a world wide area network, commonly the Internet. The Internet revolutionized communication throughout the world. These computers began carrying audio information

from a source location to a destination or client. Some source locations began transmitting audio information in the form of songs or sounds to destination locations. Unfortunately, most of these source locations failed to provide an easy to use interface device, which allowed users to freely use such audio information. In most cases, such sources provided Internet radio by merely providing source addresses, such as [http://www.bbc.co.uk/worldservice/ram/live\\_13\\_infent.ram](http://www.bbc.co.uk/worldservice/ram/live_13_infent.ram), which would make it difficult to easily reach many channels in an efficient manner.

From the above, it is seen that an improved way to transmit radio station information is highly desirable.

### SUMMARY OF THE INVENTION

According to the present invention, a technique including a method and system for storing lists of streaming media sources is provided. More particularly, the invention provides a server-side method for allowing different users to access different lists of streaming media sources using the same client software. Merely by way of example, the present invention is implemented on a personal computer, but it would be recognized that the invention has a much broader range of applicability. The invention can be applied to other computing devices, such as cellular phones, internet appliances, personal digital assistants, laptop computers, set top boxes, game consoles such as Sony Playstation2, Sega Dreamcast, Microsoft X Box, Nintendo, and the like, television, wireless devices, and the like.

According to an aspect of the invention, a method for a computer system having a display, an audio output device, and a user input device is disclosed. The method includes displaying a graphical user interface on the display, the graphical user interface including a tuning portion and a first user-selectable icon, receiving a first user selection on the display, the first user selection of the tuning portion, and determining a selection of a pre-defined identifier in response to the first user selection. The technique may also include identifying a streaming media source in response to the pre-defined identifier, outputting streaming media data from the streaming media source to the audio output device, and receiving a second user selection on the display, the second user selection of the first user-selectable icon.

Determining a selection of a new identifier in response to the second user selection and associating the new identifier with the streaming media source are also performed. Thereafter, the method may include receiving a third user selection on the display, the third user selection of the tuning portion, determining another selection of the new identifier in response to the third user selection, and identifying the streaming media source in response to the another selection of the new identifier. Thereafter the step of outputting additional streaming media data from the streaming media source to the audio output device may be performed.

According another aspect of the invention, a computer server having a processor includes a tangible media coupled to the processor. The tangible media includes an association among a new identifier, a pre-defined identifier, and a profile identifier from a first client computer. The tangible media also includes code that directs the processor to receive the profile identifier from a second client computer, code that directs the processor to receive the new identifier from the second client computer, the new identifier determined in response to a first user selection of a graphical user interface on a display of the second client computer, the graphical user interface including a tuning portion, the first user selection of the tuning portion, code that directs the processor to retrieve the pre-defined

identifier in response to the profile identifier and the new identifier, and code that directs the processor to determine the uniform resource locator for the streaming media source in response to the pre-defined identifier; and code that directs the processor to send the uniform resource locator to the second client computer.

According to yet another aspect of the invention, a method for a computer system includes sending a request to a computer server, the request comprising an identifier associated with a first user and tuning data, the tuning data comprising a band selection and a channel selection, the tuning data determined in response to input from a second user of a tuner portion of a remote tuner coupled to the computer system, and receiving a network address of a streaming media source from the computer server in response to the request, the network address determined in response to the identifier associated with the first user and the tuning data determined in response to the input from the second user. The technique may also include requesting streaming media data from a content server at the network address, decoding the streaming media data received from the content server to form a stream of audio data, and outputting the audio data to speakers coupled to the computer system.

Various additional objects, features and advantages of the present invention can be more fully appreciated with reference to the detailed description and accompanying drawings that follow.

#### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a simplified diagram of a network computer system according to an embodiment of the present invention;

FIG. 2 is a block diagram of a typical computer system according to an embodiment of the present invention;

FIG. 3, illustrates a graphical user interface according to an embodiment of the present invention;

FIG. 4 illustrates another embodiment of the present invention;

FIGS. 5A-C illustrate a block diagram of a flow chart according to an embodiment of the present invention;

FIGS. 6A-B illustrate a block diagram of a flow chart according to an embodiment of the present invention;

FIG. 7A illustrates an example of an embodiment of the present invention;

FIG. 7B illustrates an example of another embodiment of the present invention; and

FIG. 7C illustrates an example of another embodiment of the present invention.

#### DESCRIPTION OF THE SPECIFIC EMBODIMENTS

FIG. 1 is a simplified diagram of a network computer system **100** according to an embodiment of the present invention. This diagram is merely an example, which should not limit the scope of the claims herein. One of ordinary skill in the art would recognize many other variations, modifications, and alternatives. FIG. 1 includes a client system **110**, a server system **120**, and content servers **130**, coupled via a network **140**.

Network **140** allows for communication between computers on network **140**, such as a client system **110**, or the like. In the present embodiment, network **140** may be, for example, a wide area network, the Internet, local area networks, intranets, and the like.

In the present embodiment, server system **120** may include a terminal **150** and a database **160**. In embodiments of the

present invention, server system **120** may comprise one or more physical servers, further, database **160** may be a distributed database, and the like. As will be described further below, a server system **120** may include data associating identifiers from client system **110** with uniform resource locators (URLs) of content servers **130**, or with another server system **120** that may have the desired URL, or the like.

Client system **110** may be configured with many different hardware components and can be made in many sizes, styles and locations (e.g., laptop, palmtop, pen, server, workstation, mainframe, or the like). For example, a client system may be embodied as a lap top computer **170**, a wireless computing device **180**, or the like. Other examples of client systems may include, for example, a cellular phone, a personal digital assistant, a pager, an internet appliance, or the like.

Terminal **150** is typically directly coupled to server system **120**. This connection can be by a network such as Ethernet, asynchronous transfer mode, IEEE standard 1553 bus, modem connection, universal serial bus, etc. The communication link need not be a wire but can be infrared, radio wave transmission, and the like. In turn, server system **120** is typically coupled to the Internet via a network connection **190**. In the present embodiment, network connection **140** may be a relatively high bandwidth transmission medium such as a T1 or T3 line, but can also be others.

Network **140** is shown symbolically as a cloud. However, it is well known that such large computer networks actually include a large collection of server routers, computers, and other devices.

In an embodiment of the present invention, server system **120** and database **160** store data and disseminate the data to client systems over network **140**. The concepts of "client" and "server," as used in this application and the industry, are loosely defined and, in fact, are not fixed with respect to machines or software processes executing on the machines. Typically, a server is a machine, e.g., or process that is providing information to another machine or process, i.e., the "client," e.g. that requests the information. In this respect, a computer or process can be acting as a client at one point in time (because it is requesting information) and can be acting as a server at another point in time (because it is providing information). Some computers are consistently referred to as "servers" because they usually act as a repository for a large amount of information that is often requested. For example, a WEB site, which is an electronic site commonly on the World Wide Web ("WWW"), is often hosted by a server computer with a large storage capacity, high-speed processor and Internet link having the ability to handle many high-bandwidth communication lines.

In one embodiment, network **140** is coupled to a plurality of content servers **130**. In this example, each content server **130** is associated with a broadcast radio station having conventional call letters, e.g., BBC, WKRZ, KQED, KGO. Each of these content servers **130** may be coupled directly to network **140** or through intermediary computers, such as client **110**. Each of the content servers may be similar in design or may be different, depending upon the specific application.

In the present embodiment, content servers may also include a source library of music and/or spoken information, a pre-programmed audio web server, a connection to a broadcast radio station, or the like. The audio information is communicated across network **140** and to client system (client computer) **110**. In the present embodiment, the audio information is typically converted into a digital streaming format for transmission through network **140**. Various streaming formats may be used including Windows Media format, Quick-Time format, Real Player format, and the like.

## 5

Further details of the processing hardware and software are discussed below and illustrated by the figures.

FIG. 2 is a block diagram of a typical computer system 200 (client) according to an embodiment of the present invention. Embodiments of client systems 110 may be embodied as computer system 200. Further, embodiments of servers 120 also may be embodied as computer system 200 with appropriate configuration.

In the present embodiment, computer system 200 typically includes a monitor 210, a computer 220, a keyboard, a sound card 230, a graphical input device, a network interface 240, and the like. In some embodiments, as a client system, computer system 200 may also include a receiver 250.

In this example, receiver 250 is typically used to receive data from a remote tuner, described further below. For example, receiver 250 may receive tuning instructions, button pushes, and the like. In embodiments of the present invention, receiver 250 may be coupled to computer system 200 via a computer bus 290, via a serial port, via a Universal Serial Bus (USB), wireless peripheral interface, or the like. In other embodiments of the present invention, receiver 250 may be a transceiver that can also send data to the remote tuner.

In the present embodiment, sound card 230 and speakers may be used for audio output of streaming data received from the Internet, audio output of data stored within computer system 200, or the like. Sound card 230 is a typical sound card available on most multi-media equipped computers. As is well known, sound card 230 typically includes analog to digital (AtoD) and digital to analog (DtoA) conversion hardware. In this embodiment, sound card 230 may be a sound card that includes processing hardware such as is available from Creative Labs, or the like. In an alternative embodiment, functionality of sound card 230 may be on the motherboard of computer 220. In embodiments of the present invention, microphones and speakers may be directly coupled to sound card 230 via dedicated connections, however in other embodiments, microphones and speakers may be coupled via serial buses such as the Universal Serial Bus (USB), or the like.

Graphical input devices are provided to allow a user at computer system 200 to graphically select objects, icons, text and the like that are displayed on monitor 210. As is well known, graphical input devices are operated in combination with cursors that are also displayed on monitor 210. In the present embodiment, a graphical input device is typically embodied as a computer mouse, a trackball, a track pad, wireless remote, and the like.

In the present embodiment, network interface 240 provides the interface for exchange of data between computer system 200 and a server. Such data typically includes text, graphics, streaming audio data, audio/visual data, and the like. Embodiments of network interface 240 include an Ethernet card, a modem (telephone, satellite, cable, ISDN), (asynchronous) digital subscriber line (DSL) units, wireless network interface, and the like. Network interface 240 is typically coupled to a computer network as shown. However, in other embodiments, network interface 240 may be on the motherboard of computer 220, may be a software program, such as soft DSL, or the like.

In the present embodiment, computer 220 includes familiar computer components such as a processor 260, and memory storage devices, such as a random access memory (RAM) 270, a disk drive 280, and system bus(es) 290 interconnecting the above components.

In one embodiment, computer 220 is a PC compatible computer having an x86 based microprocessor, such as an Duron™ or Athlon™ microprocessor from Advanced Micro

## 6

Devices, Inc. Further, in the present embodiment, as a client system, computer 220 typically includes Windows98 operating system, and as a server, computer 220 may include WindowsNT operating system, both from Microsoft Corporation.

RAM 270 and disk drive 280 are examples of tangible media for storage of data, audio message files, computer programs, web browser software, voice communication protocol software, streaming media decoders, embodiments of the herein described invention, applet interpreters or compilers, virtual machines, web pages, databases and the like. Other types of tangible media include floppy disks, removable hard disks, optical storage media such as CD-ROMS and bar codes, semiconductor memories such as flash memories, read-only-memories (ROMS), and battery-backed volatile memories, and the like. In embodiments of the present invention, such as set top boxes, mass storage, such as disk drive 280, and the like may be dispensed with.

In the present embodiment, computer system 200 also includes software that enables communication via a packetized network such as those using the HTTP, TCP/IP, RTP/RTSP protocols, and the like. In alternative embodiments of the present invention, other software and transfer and communication protocols may also be used, for example IPX, UDP or the like.

FIG. 2 is representative of types of system for embodying the present invention. It will be readily apparent to one of ordinary skill in the art that many other hardware and software configurations are suitable for use with the present invention. For example, other types of processors are contemplated, such as the Pentium™ or Celeron™ microprocessor from Intel Corporation, Crusoe™ processor from Transmeta Corporation, PowerPC G3, G4 microprocessors from Motorola, Inc., and the like. Further, other types of operating systems are contemplated, such as Solaris, LINUX, UNIX, MAC OS 9 from Apple Computer Corporation, BeOS, and the like.

It will be appreciated that client systems may include a sub-set of the above components, a different set of components, reduced performance components in different embodiments of the present invention. For example, when computer system 200 is embodied as a PDA, network interface 240 may be a wireless network interface; processor 260 may be a processor such as a DragonBall™ processor from Motorola, a VR4121 processor from NEC; or the like.

FIG. 3, illustrates a graphical user interface according to an embodiment of the present invention. In particular, FIG. 3 illustrates a monitor (display) of a graphical user interface (GUI) 300 on a client computer, such as client computer 110. In one embodiment, GUI 300 is embodied as Sonicbox™ iM™ Software Tuner. Client software embodying GUI 300 is available for download from the assignee of the current application.

By using GUI 300, a user can choose to receive data from a multitude of streaming media sources on the client computer. In one embodiment, the data include audio data, and the streaming media sources include on-the-Internet radio stations. In alternative embodiments, the data may also include visual data, graphics, or the like. Further, the streaming media sources may include on-the-Internet television stations, on-demand audio/video sources, and the like. In this embodiment, the audio data that is received is output to the user, typically via speakers coupled to the client computer. In alternative embodiments, other types of audio output devices may also be used, such as headphones, speakers coupled to a stereo system, and the like.

In the present example, GUI 300 includes displays 310. In this embodiment, displays 310 are used to display the name of



an Internet-based radio station, the genre of programming, the format type, status, and other descriptive information. For example, the name may include the call letters, such as WGN, WLS, WBBM, or the like; the station number, such as AM 760, FM107.9, NOAA radio, or the like; the internet address may appear as <http://wgnradio.com/listen/livewgn.ram>, or the like. Further, the genre may include “talk radio”, “sports radio”, “all news”, “public broadcast”, or the like; and the format may include “mp3”, Windows Media player format, Quicktime format from Apple Computer, Real Media format from Real Networks, and the like.

Further details regarding description of displays **310** may be found in co-pending U.S. patent application Ser. No. 09/578,993, filed May 25, 2000, titled “Improved User Display Method and Apparatus for Internet Radio”. This application is incorporated by reference for all purposes.

In this embodiment, displays **310** may also include description information regarding the status of the playback process. For example, descriptive information may include the time elapsed on the track, the amount of time remaining in the track, the current time, the amount of time without a commercial break, a user-defined count-up or count-down timer, and the like.

In FIG. 3, displays **310** include media source tuning information including, a band **340**, and a station **350**. In the present embodiment, genres of streaming data are created, such as Jazz, Electronic, New Age, Oldies, Sports, and the like. Streaming media sources, for example, radio stations on the Internet are then classified by these genres. Radio stations, and the like, that are of the same genre are then assigned to the same band, as illustrated by band **340**. As an example, FIG. 3 illustrates that, alternative music is categorized in band “A.” Within each band, radio stations, and the like are uniquely identified by a station number, a channel number, or the like, as illustrated by station **350**.

In the present embodiment, 26 unique bands are provided. Bands A-Y are typically pre-determined genres. Z band (or band Z) is reserved for user-selected stations. The technique of the user storing and retrieving stations from the Z band will be described in more detail below. In other embodiments, a larger number or a smaller number of bands may be provided. In other embodiments, bands may be nested in other bands to create a hierarchical structure of bands, leaf nodes in the tree may be the actual stations. In other embodiments, the organization of the bands may be represented by a directed acyclic graph of bands, wherein a band may contain both bands and stations.

In alternative embodiments of the present invention, the nomenclature may be reversed, and station **350** may specify the genre, and band **340** may specify the specific radio station of that genre. In still other embodiments, other classification of radio stations and the like may be made. For example, classifications may be made based upon where the radio station is located, for example, out-of state, in Australia, in Canada, or the like; the spoken language of the station, for example, French, English, Spanish, or the like; the “cost” of the station, for example, subscription radio stations, free radio stations, or the like; the broadcasting bandwidth of the radio station, for example 56 Kbps stations, 128 kbps stations, and the like. Other types of classification are envisioned in light of the present patent disclosure. In still other embodiments, a “flat” file structure may be used to store the radio stations. For example, all available radio stations may have a unique number from 1 to 1024, or the like.

In the present embodiment, 32 stations are provided for each band (A-Z). Not all 32 stations may be pre-assigned to

different stations, however. In other embodiments, a larger number or a smaller number of channels may be provided.

In FIG. 3, icon **330** is provided to allow the user to store a station onto the Z band. In particular, if the user is listening to a station that she likes she may select icon **330**. In response, the station is duplicated onto a band reserved for storing the user’s favorite stations. In this example, the Z band is used to store that station identifier, although in other example, other bands may similarly be reserved. Later, in order to quickly access stations that the user likes, instead of dialing each band and each channel, the user may simply dial within the Z band to peruse her favorite stations. Further details regarding the techniques for storing and retrieving preferred channels will be described below.

In FIG. 3, icons **360** are provided to allow the user to select a particular band and icons **370** are provided to allow the user to select a particular station. Together, icons **360** and icons **370** are referred to as a tuning portion of GUI **300**. As is well known, the user can use a graphical input device to select particular icons **360** and icons **370** on the display. For example, in FIG. 3, the user clicks upon icons **360** to change bands, e.g. to change from band A to B to C, and the like. In this embodiment, selection of the band wraps around, thus the A band and Z band are considered logically adjacent to each other.

In this example, the user clicks upon icons **370** (station+, station-) to change channels, e.g. to change from channel 24 to 23 to 22, and the like. In this embodiment, selection of the channel also wraps around, thus channel 32 is considered only one click away from channel 32.

As illustrated in FIG. 3, one icon **370** resembles a knob. In the present embodiment, the user uses the graphical input device to “rotate” the knob on the display. In response to the “rotation”, the selection of the channels change. For example, by “rotating” the knob clock-wise, the channel number generally increases, similarly, “rotating” the knob on the display counter-clock-wise, the channel number generally decreases.

In one embodiment of the present invention, icons **360** may not be provided. Further, station+ and station- icons **370** may not be provided. In such an embodiment, all tuning is performed via graphical “rotation” of the knob icon **370**. In this example, band A, channel 32 may be followed by band B, channel 1, and the like.

GUI **300** may also include icons **380**. In the present embodiment, in response to user selection of icons **380** on the display, information may be given to the user. For example, in one embodiment, selection of icons **380** is translated into opening of a web browser and opening the home page of the radio station the user is listening to.

In other embodiments, selection of icons **380** opens a web page related to the current artist, for example, the artist’s home page; in another embodiment, selection of icons **380** opens a web page regarding the subject matter being discussed, for example, if a Sierra Club executive is discussing de-forestation, a Sierra Club web page regarding deforestation may be opened; and in another embodiment, selection of icons **380** opens an e-commerce page where the user can purchase service or merchandise related to what is being played, for example, if a Cubs game is on, the Cubs home page may be opened.

In other embodiments of the present invention, selection of icon **380** may cause other actions to occur. For example, selection of icon **380** may cause an e-mail to be sent to the user including a coupon, a music clip, graphics, or the like; may cause a physical mail to be sent to the user; may cause the song to be played again; may request that the song be pur-

chased and/or placed in a user library; and the like. Icons **380** may be referred to herein as “tell me more” buttons.

In the present example, GUI **300** also includes icons **390**. Logically, icons **390** allow the user to give feedback regarding the current programming the user is listening (and/or view-  
ing) to. For example, if the user likes a song she hears, she may select the smiley icon **390**. In response to the selection of smiley icon **390**, that input is returned to the server. In the server, the user’s listening profile is built using this input. In particular, the user’s likes and dislikes may be monitored.

In one embodiment of the present invention, based upon the user’s listening profile, programming may be tailored. For example, when a station is about to play a song that the user has pressed a frowny icon **390** on previously, the server may switch streams to another radio station for at least part of the disliked song. After that song is completed, the server may switch back to the original station. In other embodiments, if a user presses smiley icon **390** when she hears a particular artist, the user may be referred to a web page where she can get a special deal on sale of that artist’s CD, merchandise,  
other services, or the like.

In the present embodiment, the server receives feedback from many users regarding their likes and dislikes and stores this data. Later, this data can be used to give radio stations feedback regarding their programming; to give advertisers an indication of listenership of different stations; to give record companies an indication of which stations to release new material, and the like. Many other functions are contemplated in embodiments of the present invention in light of the present patent disclosure.

Other functional icons are contemplated in this and other embodiment of the present invention in light of the current patent disclosure. For example, as shown in FIG. **3**, CD player controls are provided. By the user pressing appropriate control icons on GUI **300**, a user may request playing of a CD from her CD-ROM, mp3 from her hard disk, and the like.

FIG. **4** illustrates another embodiment of the present invention. In particular, FIG. **4** illustrates an embodiment of a remote tuner **400** as was described briefly in FIG. **2**. Remote tuner **400** is typically coupled to a client computer within a user’s home or work. Remote tuner **400** typically interacts with client software on the client computer. In one embodiment, the client software and remote tuner **400** are embodied as Sonicbox™ iM™ Remote Tuner and software, to become available for purchase from the assignee of the current application.

In the present embodiment, remote tuner **400** uses signals around 900 MHz to send data to receiver **250** (FIG. **2**). In alternative embodiments, other methods for communication are contemplated. For example, in one embodiment, remote tuner **400** may be coupled via wires; in another embodiment, remote tuner may be coupled via a home wireless network, such as AnyPoint™ from Intel Corporation, or the like; and in another embodiment, remote tuner **400** may be coupled via FM signals, infrared or the like.

In the present embodiment, signals from remote tuner **400** are received by the client computer. In response, client computer processes the input in the same manner as though the user entered the input via GUI **300**. In the present embodiment, appropriate software is provided on the user’s computer interacts that with remote tuner **400** to provide the functionality described above, and below.

In one embodiment of the present invention, the user may use both GUI **300** and remote tuner **400** to specify bands, channels, give feedback and the like. In alternative embodiments, GUI **300** and remote tuner **400** may be exclusive of each other.

Functionally, remote tuner **400** has many of the same functionality described above with GUI **300**, for example, remote tuner **400** includes band buttons **410**. In this example, user selection of band buttons **410** allows the user to switch between bands. As another example, remote tuner **410** includes a tuning knob **420**. In this example, when the user rotates the tuning knob **420**, the current channel is changed. In alternative embodiments band buttons **410** are not included, and tuning knob **420** is used to tune the band and the channel.

The embodiment in FIG. **4** also includes button **430**. Similar to icon **330**, above, when the user hits button **430**, the current station the user is listening to is saved onto a user band (band Z). Later, the user can simply tune into the Z band to peruse her favorite channels. Further description regarding the technique for storing and retrieving desired stations will be described below.

As illustrated in FIG. **4**, display **440** and display **450** are provided on remote tuner **400**. In the present embodiment, display **440** includes a display of the band and the channel the user is presently requesting the server to provide. Further, display **450** is a graphical representation of the band and the channel the user is requesting. As can be seen, a small hand **460** graphically indicates the band, band A, and a large hand **470** graphically indicates the channel, channel 15.

In the present embodiment, smiley button **480**, frowny button **490**, and a “tell me more” button **495** are also provided. The functionality of these buttons are typically similar to that described above with icons **380** and **390**, above. In particular, selection of these buttons may provide benefits to the user and provides feedback to the server. For example, in response, the user may be sent special coupons or target advertisements related to the programming, the user may hear the programming again, and the like. Further, in response, the feedback from the user or users may be used to determine listenership, may be used to determine unpopular stations, may be used to set advertising rates, and the like. In alternative embodiments, the functionality of the icons on GUI **300** and Remote Tuner **400** may be different.

FIGS. **5A-C** illustrate a block diagram of a flow chart according to an embodiment of the present invention. In particular, FIGS. **5A-C** illustrates a technique for storing user-selected stations using client software and GUI **300** and/or using remote tuner **400** in combination with client software on the client computer.

After invoking the client software, the user sends her user name, or the like to the server, step **500**. In the present embodiment, the user may first manually register with the server in response to prompts from the server. For example, the server via a web page, or the like may prompt the user for her name, a user identification, age, demographic data, a list of her interests, password, payment information, or the like. Typically in response, the user enters such data via a web browser, or the like, and the data is submitted as a form to the server. In alternative embodiments, the user may have an account already filled-out for her, based upon data gathered from other sources, thus registration may not be needed.

In other embodiments of the present invention, the client software or the client device sends an identifier associated with the user automatically when the client is powered-up or initiated. In such embodiments, a returning user does not have to manually enter a user name when the client is activated.

The user information, and the like may be stored via cookies, registry entry, or the like on the client computer. In such a case, upon subsequent use of the client software, the user name, log-in information, or the like may be automatically retrieved by the server. For example, upon power-up of remote tuner **400** and activation of the client software, the

user information may automatically be sent to the server. In alternative embodiments, the user may manually log-in each time. In still other embodiments, different users using the same client computer may have their own account, thus individually they can log-in to their accounts. In other embodiments, the user simply starts the client software and the client software communicates with the server using an identifier which was generated by the server on the basis of prior requests made by the client when the client software was installed.

Next, the user selects a particular station to listen to, step 510. As illustrated in FIG. 3, the user typically performs this by selecting icons 360 and icons 370 (the tuner portion of GUI 300). For example, the user can select a particular band to listen to (genre) by selecting icons 360 (band+, band-) in the tuner portion. Further, the user can select a particular channel to listen to (station) by selecting icons 370 (station+, station-, tuning knob). When using remote tuner 400, the user can use buttons 410 and tuner knob 420 to specify the band and channel, respectively.

After the tuner data has been determined, the client computer outputs the tuner data to the user, step 515. In one example, the client computer determines one or more audio messages associated with the band and channel. These audio messages are then played to the user via speakers, headphones, or the like, coupled to the client computer.

In one embodiment, these audio messages are termed "pre-roll" messages, as they are played before the audio programming begins. As an example, the user tunes in band B (a classical music band), and channel 31 (radio station WFMT), in response, the client computer may retrieve audio files that can be assembled and played to the user in the following order: "Classical music, WFMT". In other embodiments, other pre-roll messages may also be played, for example, "Band B, channel 31", "Classical band B, channel 31, WFMT", or the like. Many similar types of audio cues can be output to the user to confirm a selection of a band and a station. Further, in other embodiments, audio cues may be used to confirm other types of user selections on GUI 300 or remote tuner 400.

The client computer then sends the data to the server, step 520. In this example, the data includes a band selection and a channel selection, as discussed above, and the user name, user ID, internal identifier, and the like. In alternative embodiments, additional information may be provided, such as the bandwidth of the connection, IP data, and the like. In still other embodiments, only the band and channel selection is provided. Many alternatives are envisioned. In the present embodiment, the data are packetized and sent back to the server using TCP/IP protocols, or the like.

On the server side, based upon the user name or information, data associated with the user is accessed from a database, step 530. In the present embodiment, the database includes a table that maps tuner data into actual uniform resource locators, URLs, and the like. As discussed above, in the present embodiment, tuner data includes a selection of a band and a selection of a channel. For example, the table may include data such as: band A (jazz), channel 1 is associated with URL: "http://208.133.73.201/nightgrooves2.asx"; band A, channel 2 is associated with URL: "http://www.phoenixradionet.com/streams/jazz.ask"; and the like.

Next, based upon the band selection and the channel selection the server determines a specific URL, step 540. For example, if the user specified band A, channel 2, the server identifies URL "www.phoenixradionet.com/streams/jazz.ask". In alternative embodiments, the server may return data

associated with the URL, for example data may include a login, a password, a referrer identifier, or the like. For example, a subscription or fee-based station, or the like may require login data. The URL and associated data are packetized and sent back to the client computer, step 550. Alternatively, the client request is simply redirected to the URL specified by the server's response.

Once the client computer receives the URL and associated data, the client computer contacts the web site specified by the URL, step 560. In addition, at the same time, or after, the associated data may be sent to the web site.

In the present embodiment, after successfully authentication, the web site provides streaming media data to the client computer, step 570. In the present embodiment, discussion regarding media has focused upon audio data. However, in alternative embodiments, the streaming media data may include visual data, video, graphics, and the like in addition or instead of audio data. In such embodiments, the web site provides audio/visual data to the client computer. In the present example, the streaming media data is typically encoded prior to transmission to the client computer.

Next, when the client computer receives the streaming media data, the client computer decodes the data, step 580. In embodiments of the present invention, many different types of streaming media encoding/decoding schemes are contemplated. For example, formats may include those appropriate for the Windows Media Player, Quicktime, Real Player, and the like. In other embodiments, many other schemes for encoding and decoding streaming media are contemplated.

The data recovered is then played out via the client computer, step 590. In one embodiment, the data includes audio data, which is played out to speakers, headphones, and the like, coupled to the client computer. In another embodiment, the data may include video data, which is played out to a display or external monitor coupled to client computer, and the like. In this example, the data played out via the client computer is a radio station that the user wishes to listen to.

In the present embodiment, if the user likes the particular "radio station" and wants to add or "save" that station to her preferred list, the user selects icon 330 on GUI 300 in FIG. 3, step 600. In another embodiment, the save request is initiated via the user selecting button 430 on remote tuner 400 in FIG. 4. In the present embodiment, as will be discussed further below, the user's preferred list resides on band Z, and the added station is assigned a channel on the Z band.

In response to the save request, the client computer sends the server the save request, the current band selection, the current station selection, and the user identification, step 610. In alternative embodiments, different types of information may be sent, for example, the client computer may simply send the save request, the client computer may simply send the user identification, or the like. In this embodiment, the current band selection and current station selection may be the same ones sent to the server in step 520, above. By providing these values again, the server need not keep track of the current channel or band the user is receiving.

Next, the server receives the data and determines the URL in response to the current band selection, the current band selection, and the user information, step 620. As discussed above, in step 530 and 540, above, the server first determines a table associated with the user. Next, the server looks-up the URL associated with the current band and channel selection. As an example, if the user is currently listening to band A, channel 1, the URL "http://208.133.73.201/nightgrooves2.asx" may be determined.

In this embodiment, the server again refers to the table associated with the user to determine the next available Z band channel, step 630. For example, the server may refer to

the table associated with the user to determine whether there are any URLs, or the like associated in all Z band channels. Once a channel on the Z band is located that does not currently have an associated URL, or the like, that channel is used as the next available Z band channel. In one example, if the user is pushing the save button for the first time, channel 1 of the Z band is the next available channel. As another example, if the user has already saved 5 channels on the Z band, the next available Z band channel is channel 6. In alternative embodiments, different methods for determining and assigning channels within the Z band are contemplated.

Next, the server associates the URL determined in step 620 with the Z band channel determined in step 630 and with the user name, step 640. In the present embodiment, the table of cross-references between bands/channels and URLs, is updated to reflect this new association. In embodiment of the present invention the term user name is also known as a log-in name, user profile name, profile identifier, and the like. As will be discussed further below, when the Z band channel associated with a user name is subsequently requested by another client computer, the server retrieves the URL associated the Z band and channel.

In another embodiment, the server associates the current band and channel determined in step 610 with the Z band channel determined in step 630 in the table. As will be discussed further below, when the Z band channel is subsequently requested by the client computer, the server first retrieves the associated band and channel information, then server retrieves the URL associated with the associated band and channel information. In another embodiment, the URL of the current band and channel is directly stored in association with the Z band channel.

In one embodiment of the present invention, the server then sends the Z channel information back to the client computer, step 650. In response, the client computer maintains the association between the current band and channel with the Z band and Z channel received for the particular user name, log-in name, or the like, step 660. For example, the user may be on J band, channel 25 when she pushes the save button. In response, the server determines that that channel should be saved onto the channel 16 of the Z band. In this example, the client computer would then associate Z band channel 16 to J band channel 25. As will be discussed further below, when the user subsequently selects Z band channel 16, the client computer knows that what is really desired is J band, channel 25. Accordingly, the client computer inserts a pre-roll announcement of "J band, channel 25".

In another embodiment, instead of the client sending back the Z band channel information, based upon a list maintained in the client computer, the actual channel and band are sent to the server. For example, in the example above, the client computer merely sends to the server "J,25".

In one embodiment of the present invention, the server monitors a list of stations (via channels and bands) that are saved onto the Z band, step 670. This enables the server to keep track of which stations, presumably, appeal to listeners. Based upon such data, stations that have small number of save selections may be dropped. Further, for advertising revenue purposes, stations that have a large number of save selections may command higher priced advertising spots.

The save selections may also be correlated to demographic profiles of listeners. In such a case, stations can position themselves to target particular demographic groups. Many other types of marketing and sales related information may be drawn from the above save requests. Use of such information is contemplated in different embodiments of the present invention.

In some embodiments, steps 630 and 650 need not be performed. In such embodiments, the client computer may keep track of the Z band channels that are available. Thus, when the user presses the save button, the client computer may determine and send to the server, the Z band channel where the station should be saved under.

FIGS. 6A-B illustrate a block diagram of another flow chart according to an embodiment of the present invention. In particular, FIGS. 6A-B illustrate a technique for retrieving selected stations using client software and GUI 300 and/or using remote tuner 400.

Similar to FIG. 5, above, after invoking the client software, the user sends her user name, log-in name or the like to the server, step 700. In the present embodiment, because the user is typically a repeat user, the user need only enter a user name and/or password. Alternatively, such data are stored within cookies or a registry, thus the user need not log-in manually.

In one embodiment, the user may invoke the client software on a machine other than their "regular" client computer. For example, the user may be at a friend's house, or the like. In such an embodiment, when the user logs in, she can retrieve her favorite stations, stored on the Z band, from any client computer.

In other embodiments a first user defines associations between radio stations, or the like onto a Z band. The first user can use the technique in FIGS. 5A-C to perform this step. Next, a second user can enter the first user's user name, log-in name, or other identifier associated with the first user, to the server. If the server recognizes the first users log-in name, password, or the like, the second user has access to the stations saved by the first user onto the Z band.

An example of, a professor locates a web radio station that broadcasts important speeches of the 20th century. The professor assigns that web radio station to her Z band, for example Z,6. The professor then gives her students her log-in name, password, group name, or the like, and tells them to listen to channel Z,6 before the next class. Students can then log-in as the professor or as a guest of the professor and tune-into channel Z,6, using the method described below. The following week, the professor may assign a different web radio station to channel Z,6.

As mentioned above, in one embodiment of the present invention a group of users may be able to store and retrieve links stored by other group members. These communities of users may share common interests, the same medical conditions, may be taking the same class, and the like. In one embodiment, a personal user name, log-in ID, or the like will have community membership associated therewith. For example, a user may be able to access her personal Z band links, as well as links set by members of a special interest group.

Next, the user selects a particular station to listen to, in the same manner as described if FIG. 5, step 710. The user may perform this action by selecting icons 360 and icons 370 (the tuner portion of GUI 300). For example, the user can again select a particular band to listen to (genre) by selecting icons 360 (band+, band-) in the tuner portion. Further, the user can also select a particular channel to listen to (station) by selecting icons 370 (station+, station-, tuning knob) in the tuner portion. When using remote tuner 400, the user can use buttons 410 and tuner knob 420 to specify the band and channel, respectively.

The client computer then sends the tuner data to the server, step 720. In this example, the data includes a band selection and a channel selection, as discussed above, and the user name. Other embodiments may include different information, as discussed above. For example, a first user may want to

log in as a guest of a second user so the first user can listen to the second users' saved Z band stations. In the present embodiment, the data are packetized and sent back to the server using TCP/IP protocols, or the like.

On the server side, based upon the user name (log-in name) or information, data associated with the user is accessed from a database, as described above, step 730. In particular, a table that maps tuner data into actual uniform resource locators, URLs, and the like is retrieved. In this embodiment, the table also includes mapping information from Z band Z channel selections. The mapping may be to URLs, to other bands and channels, and the like.

In the present embodiment, the server then determines whether the tuner data received from the client includes a selection of the Z band, step 740. If not, the method may continue with step 540, in FIG. 5A, where the URL corresponding to the associated band and channel is determined. If so, the method continues, as described below.

In this example, if the tuner data includes a selection of a channel in the Z band the client computer determines an associated band and channel for that log-in name, user name, or the like, step 750. In this embodiment, the client computer has previously stored the association between a desired channel and band selection and a Z band channel for a particular user in step 660, in FIG. 5. Thus in this step, if the client computer has these associations for a particular user name, the client computer recalls the association. In the example in step 660, above, the client computer associated Z band channel 16 to J band channel 11 in association with a first user name. Thus in the present step, if the first user name is entered and if the tuner data includes a selection of channel 16 in the Z band, the client computer retrieves channel 11 of the J band.

In an alternative embodiment of the present invention, step 750 occurs before step 720. In such an case, the tuner data from the client computer to the server will include the actual tuner data (e.g. J band, channel 25) and not the Z band data.

After the client computer has identified the associated channel, the client computer plays an audio message to the user, step 760. In the present embodiment, the audio message includes messages confirming to the user that the associated channel has been selected. For example, messages such as "Band J, channel 11"; "New Age Station, WXRT"; and the like may be played. These types of messages are termed "pre-roll" messages. These messages are typically played before the audio programming, or the like from the desired source begins. If the association is not identified for the given user name, the message played may reflect the current Z band channel, for example, "Z, 16" and not "J,11".

In the present embodiment, in response to the tuner data from the client computer, i.e. a selection of a channel in the Z band, the server retrieves the association stored in the database table, step 770. In one embodiment, if the selection of the Z band channel is associated with a URL in the table, step 780, that URL is provided back to the client computer in step 550, in FIG. 5A.

If the selection of the Z band channel is associated with another channel in another band in the table, the associated band and channel are retrieved. For example, in response to Z band, channel 16, J band, channel 11 is retrieved. Next, the URL corresponding to the other band and other channel is retrieved from the table, step 790.

In one embodiment of the present invention, the server monitors a list of stations (via channels and bands) that are requested from the Z band, step 800. This enables the server to keep track of which stations appeal to listeners. Based upon such data, stations that have low repeat selections may be dropped from the programming choices. Further, for adver-

tising revenue purposes, stations that have a high repeat selection may command higher priced advertising spots.

The repeat selections may also be correlated to demographic profiles of listeners. In such a case, stations can position themselves to target particular demographic groups. Many other types of marketing and sales related information may be drawn from the above save requests. Use of such information is contemplated in different embodiments of the present invention.

In the present embodiment, the method continues with step 550, in FIG. 5A, where the URL corresponding to the associated band and channel is determined.

FIG. 7A illustrates an example of an embodiment of the present invention. In particular, FIG. 7A illustrates the exchange of data between a remote tuner 900, client computer 910, a content server 920, and a server 930, during normal operation.

In FIG. 7A, the first user at remote tuner 900 tunes in the F band, station 11. In response, remote tuner 900 sends "F,11" or the like to client computer 910. In turn, client computer 910, may play a pre-roll message, such as "Band F, Channel 11", to the first user via the stereo speakers of a stereo 915. At the same time, client computer 910 sends the first user name, for example "JeffP", and the tuner data "F,11" to server 930. In response to the data from client computer 910, server 930 accesses an entry indexed by "F,11" in a database table 940. In this example, data associated with F,11 is "URL A".

Next, server 930 sends back "URL A" to client computer 910 via a network 925. Client computer 910 then accesses content server 920 that has the address "URL A" In response, server 920 provides streaming media data to client computer 910. Client computer 910 decodes the stream of data and then plays the audio programming to the first user.

FIG. 7B illustrates another example of an embodiment of the present invention. In particular, FIG. 7B illustrates the exchange of data between a remote tuner 900, client computer 910, a content server 920, and a server 930 during a save command.

In FIG. 7B, the first user is listening to an audio program from URL A. When the first user likes the audio programming, the first user selects the save button on remote tuner 900. In response, client computer 910 sends the first user name, current band, current station, and save command to server 930. Server 930 accesses the database table 940 associated with the first user name to determine the next available Z band channel. In this case "Z,2" is available.

In this embodiment, server 930 then stores "F,11" in association with "Z,2" and sends "Z,2" back to client computer 990. In response, client computer 990 may also store the association between "Z,2" and "F,11".

FIG. 7C illustrates another example of an embodiment of the present invention. In particular, FIG. 7C illustrates the exchange of data between a GUI 950, client computer 990, a content server 920, and a server 930 during a Z band selection.

In FIG. 7C, a second user a graphical user interface 950 tunes in the Z band, station 2 on display 960 of the client computer 990. In this example, client computer 990 does not know an association of "Z,2" for the user name "JeffP", thus, client computer 990, may play a pre-roll message, such as "Band Z, Channel 2", to the user via the stereo speakers. At the same time, client computer 990 sends the user name, such as "JeffP", and the tuner data "Z,2" to server 930. In response to the data from client computer 990, server 930 accesses a database table 940 for JeffP. In this example, data associated with "Z,2" is "F,11".

Next, Server 930 looks up "F,11" in database table 940 and determines the content server address is "URL A". Server 930

sends back "URL A" to client computer 990. Client computer 990 then accesses content server 920 that has the address "URL A" In response, server 920 provides streaming media data to client computer 910. Client computer 910 decodes the stream of data and then plays the audio programming to the user.

As illustrated, the database 935 in server 930 may include tables of associations for other users. For example if the second user at client computer 990 entered the username (log-in name, profile identifier, user identifier) "NickO", and channel Z,2, the database would return A,1 to server 930. In response, server 930 looks up A,1 in the table to determine URL: "www.abc.com", for example. Server 930 would then return "www.abc.com" to client computer 990. As illustrated, for channel Z,2 if the user name were JeffP, "URL A" is returned, and if the user name were NickO, "www.abc.com" is returned.

As another example if the second user at client computer 990 entered the username "DianeE", and channel Z,1, the database would return F,11 to server 930. In response, server 930 looks up F,11 in the table to determine "URL A", for example. Server 930 would then return "URL A" to client computer 990. As illustrated, if the user name were JeffP, for channel Z,2 "URL A" is returned, and if the user name were DianeE, for channel Z,1, "URL A" is returned.

In the foregoing specification, the invention has been described with reference to specific exemplary embodiments thereof. Many changes or modifications are readily envisioned. For example, many different types of streaming protocol than those described above can be used. Further, data other than audio data alone can be transferred from content servers, for example, video data, graphics, text, and the like.

In one embodiment, it is contemplated that a table associated with a user is not actually stored in one particular location. Further it is contemplated that a table is never actually retrieved. Instead, based upon tuner data (a channel/band pair) from the client computer, the server merely determines the appropriate URL. URLs of other channel/band pairs that are not input from the client computer are not determined until needed. Accordingly, steps 530 and 540 and steps 720-770 are simply described as separate steps for sake of understanding. In another embodiment, the server determines appropriate URLs for all channels with a particular band, at one time.

In another embodiment, the URL returned by the server may not necessarily be the URL of the content server. Instead, the URL returned may be to a another server. As discussed above, because server system 120 may comprise one or more physical servers, a first server may not store the content server URL that was requested. Thus, in response, the URL that the first server provides may be the URL of a second server, that may include the content server URL. If the second server does not have the desired content server URL, the second server may provide a URL of a third server, and so on. It is contemplated that after one or more redirections, as described above, the content server URL is located and returned to the user.

The block diagrams of the architecture and flow charts are grouped for ease of understanding. However it should be understood that combinations of blocks, additions of new blocks, re-arrangement of blocks, and the like are contemplated in alternative embodiments of the present invention.

The foregoing description of embodiments of the present invention has been provided for the purposes of illustration and description. It is not intended to be exhaustive or to limit the invention to the precise forms disclosed. Obviously, many modifications and variations will be apparent to the practitioners skilled in this art in light of the present patent disclosure.

It is intended that the scope of the invention be defined by the following claims and their equivalents.

What is claimed is:

1. A method for a computer server comprises:

receiving a profile identifier from a first client computer;  
receiving a pre-defined identifier from the first client computer, the pre-defined identifier determined in response to a first user selection of a graphical user interface on a display of the first client computer, the graphical user interface including a tuning portion and a first icon, the first user selection of the tuning portion;

determining a uniform resource locator for a streaming media source in response to the pre-defined identifier and in response to the profile identifier;

sending the uniform resource locator to the first client computer;

receiving a save request from the first client computer, the save request determined in response to a second user selection of the graphical user interface on the display of the first client computer, the second user selection of the first icon;

associating a new identifier with the pre-defined identifier, and the profile identifier in response to the save request;

storing the association among the new identifier, the pre-defined identifier, and the profile identifier; thereafter receiving the profile identifier from the first client computer;

receiving the new identifier from the first client computer, the new identifier determined in response to a third user selection of the graphical user interface on the display of the first client computer, the third user selection of the tuning portion;

retrieving the pre-defined identifier in response to the profile identifier and the new identifier;

determining the uniform resource locator for the streaming media source in response to the pre-defined identifier; and

sending the uniform resource locator to the first client computer.

2. The method of claim 1 further comprising:

receiving the profile identifier from a second client computer;

receiving the new identifier from the second client computer, the new identifier determined in response to a first user selection of a graphical user interface on a display of the second client computer, the graphical user interface including a tuning portion and a first icon, the first user selection of the tuning portion;

retrieving the pre-defined identifier in response to the profile identifier and the new identifier;

determining the uniform resource locator for the streaming media source in response to the pre-defined identifier and in response to the profile identifier; and

sending the uniform resource locator to the second client computer.

3. The method of claim 2 wherein receiving the profile identifier comprises receiving a user name.

4. The method of claim 2 wherein the pre-determined identifier comprises a first band identifier and a first station identifier.

5. The method of claim 4 wherein the new identifier comprises a second band identifier and a second station identifier; wherein the first band identifier is different from the second band identifier; and wherein the first station identifier is different from the second station identifier.

6. The method of claim 2 wherein receiving the profile identifier from the first client computer comprises receiving the profile identifier from a first user at the first client computer; and wherein receiving the profile identifier from the second client computer comprises receiving the profile identifier from a second user at the first client computer, the first user different from the second user.
7. A computer [server having] *system, comprising:* a processor [further comprises:]; and a tangible media coupled to the processor, the tangible media [comprising] *having stored thereon:* information indicative of an association among a new identifier, a pre-defined identifier, and a profile identifier received from a first client computer; and instruction executable by the computer system to cause the computer system to:
- [code that directs the processor to] receive the profile identifier from a second client computer;
  - [code that directs the processor to] receive the new identifier from the second client computer, the new identifier having been determined [in response to] using a first user selection of a tuning portion of a graphical user interface on a display of the second client computer[, the graphical user interface including a tuning portion, the first user selection of the tuning portion];
  - [code that directs the processor to] retrieve the pre-defined identifier in response to the received profile identifier and the received new identifier;
  - [code that directs the processor to] using the pre-defined identifier, determine [the] a uniform resource locator for [the] a streaming media source [in response to the pre-defined identifier]; and
  - [code that directs the processor to] send the uniform resource locator to the second client computer.
8. The computer system of claim 7 wherein the [tangible media further comprises] *instructions are further executable to cause the computer system to:*
- [code that directs the processor to] receive the profile identifier from a third client computer;
  - [code that directs the processor to] receive the new identifier from the third client computer, the new identifier received from the third client computer having been determined [in response to] using a first user selection of a tuning portion of a graphical user interface on a display of the third client computer[, the graphical user interface including a tuning portion and a first icon, the first user selection of the tuning portion];
  - [code that directs the processor to] retrieve the pre-defined identifier in response to the profile identifier and the new identifier received from the third client computer;
  - [code that directs the processor to] using the pre-defined identifier, determine the uniform resource locator for the streaming media source [in response to the pre-defined identifier and in response to the profile identifier]; and
  - [code that directs the processor to] send the uniform resource locator to the third client computer.
9. The computer system of claim 8 wherein [code that directs the processor to receive] *receiving* the profile identifier comprises [code that directs the processor to receive] *receiving* a user name.
10. The computer system of claim 8 wherein the predetermined identifier comprises a first band identifier and a first station identifier.
11. The computer system of claim 10 wherein the new identifier comprises a second band identifier and a second station identifier;

- wherein the first band identifier is different from the second band identifier; and wherein the first station identifier is different from the second station identifier.
12. The computer system of claim 7 wherein the new identifier, the pre-defined identifier, and the profile identifier are from a first user at a first client computer; and wherein [code that directs the processor to receive the profile identifier from the second client computer comprises code that directs the processor to] *the instructions are further executable to cause the computer system to receive the profile identifier from a second user at the second client computer, wherein the first user is different from the second user.*
13. The computer system of claim 12 wherein the [tangible media further comprises] *instructions are further executable to cause the computer system to:*
- [code that directs the processor to] receive another pre-defined identifier from the second client computer, the received other pre-defined identifier having been determined [in response to] using a second user selection of a tuning portion of the graphical user interface on the display of the second client computer[, the second user selection of the tuning portion];
  - [code that directs the processor to] using the other pre-defined identifier, determine another uniform resource locator for a streaming media source [in response to the other pre-defined identifier]; and
  - [code that directs the processor to] send the other uniform resource locator to the second client computer.
14. A method for a computer system comprises: sending a request to a computer server, the request comprising an identifier associated with a first user and tuning data, the tuning data comprising a band selection and a channel selection, the tuning data determined in response to input from a second user of a tuner portion of a remote tuner coupled to the computer system; receiving a network address of a streaming media source from the computer server in response to the request, the network address determined in response to the identifier associated with the first user and the tuning data determined in response to the input from the second user; requesting streaming media data from a content server at the network address; decoding the streaming media data received from the content server to form a stream of audio data; and outputting the audio data to speakers coupled to the computer system.
15. The method of claim 14 wherein decoding the streaming media data received from the content server also comprises: decoding the streaming media data received from the content server to form a stream of video data; and outputting the video data to a display coupled to the computer system.
16. The method of claim 14 wherein the first user initiates the association of the tuning data and the network address.
17. The method of claim 14 further comprising sending another request to the computer server, the another request comprising an identifier associated with a third user and the tuning data, the tuning data determined in response to input from the second user of the tuner portion of the remote tuner coupled to the computer system; receiving another network address of another streaming media source from the computer server in response to

## 21

the other request, the other network address determined in response to the identifier associated with the third user and the tuning data determined in response to the input from the second user;  
 requesting streaming media data from another content server at the other network address;  
 decoding the streaming media data received from the other content server to form another stream of audio data; and outputting the other audio data to speakers coupled to the computer system;  
 wherein the network address and the other network address are different.

18. The method of claim 17 wherein the third user initiates the association of the other tuning data and the other network address.

19. The method of claim 14 wherein the first user initiates the association of the tuning data and the network address.

20. The method of claim 14 further comprising:

sending another request to the computer server, the another request comprising an identifier associated with a third user and additional tuning data, the additional tuning data determined in response to input from the second user of the tuner portion of the remote tuner coupled to the computer system;

receiving the network address of the streaming media source from the computer server in response to the other request, the network address determined in response to the identifier associated with the third user and the additional tuning data determined in response to the input from the second user;

requesting the streaming media data from the content server at the network address;  
 decoding the streaming media data received from the content server to form the stream of audio data; and outputting the audio data to speakers coupled to the computer system.

21. A method comprising:

displaying a graphical user interface on a display of a client computer, the graphical user interface including a channel selector;

sending, from the client computer, a request to a computer server, the request comprising an identifier associated with a first user and tuning data, the tuning data comprising an indication of a designated channel selected by the first user using the graphical user interface;

receiving, at the client computer, a network address of a streaming media source from the computer server in response to the request, the network address determined in response to the identifier associated with the first user and the tuning data;

the client computer requesting streaming media data from a content server at the network address; and

sending, from the client computer, a save request to the computer server to cause the computer server to associate the designated channel and network address with a different channel selectable on the graphical user interface, wherein the save request is sent in response to the first user selecting a save icon on the graphical user interface.

22. A non-transitory computer-readable medium having instructions stored thereon, the instructions being executable by a computing device to cause the computing device to:

receive a profile identifier from a first client computer;

receive a pre-defined identifier from the first client computer, the pre-defined identifier determined in response to a first user selection of a graphical user interface on a display of the first client computer, the graphical user

## 22

interface including a tuning portion and a first icon, the first user selection of the tuning portion;

determine a uniform resource locator for a streaming media source in response to the pre-defined identifier and in response to the profile identifier;

send the uniform resource locator to the first client computer;

receive a save request from the first client computer, the save request determined in response to a second user selection of the graphical user interface on the display of the first client computer, the second user selection of the first icon;

associate a new identifier with the pre-defined identifier, and the profile identifier in response to the save request; and

store the association among the new identifier, the pre-defined identifier, and the profile identifier, and thereafter:

receive the profile identifier from the first client computer;

receive the new identifier from the first client computer, the new identifier determined in response to a third user selection of the graphical user interface on the display of the first client computer, the third user selection of the tuning portion;

retrieve the pre-defined identifier in response to the profile identifier and the new identifier;

determine the uniform resource locator for the streaming media source in response to the pre-defined identifier; and

send the uniform resource locator to the first client computer.

23. A non-transitory computer-readable medium having instructions stored thereon, wherein the instructions are executable by a computing device to cause the computing device to:

send a request to a computer server, the request comprising an identifier associated with a first user and tuning data, the tuning data comprising a band selection and a channel selection, the tuning data determined in response to input from a second user of a tuner portion of a remote tuner coupled to the computer system;

receive a network address of a streaming media source from the computer server in response to the request, the network address determined in response to the identifier associated with the first user and the tuning data determined in response to the input from the second user;

request streaming media data from a content server at the network address;

decode the streaming media data received from the content server to form a stream of audio data; and output the audio data to speakers coupled to the computer system.

24. A method comprising:

displaying a graphical user interface on a display of a client device, the graphical user interface including a channel selector;

receiving, at the client device, tuning data from a first user of the client device;

sending, from the client device, a media request to a computer server, the media request specifying both the first user and the received tuning data, the tuning data comprising an indication of a designated channel selected by the first user using the channel selector of the graphical user interface;

receiving, at the client device, a network address of a streaming media source from the computer server in



23

response to the media request, the network address determined based on the tuning data associated with the first user;

the client device requesting streaming media data from a content server at the network address; and

the client device using the graphical user interface to send a save request to the computer server, wherein the save request is a request for the computer server to associate the designated channel and network address with a first channel selectable on the graphical user interface.

25. The method of claim 24, further comprising sending the designated channel in addition to the save request to the computer server to cause the computer server to determine the first channel selectable on the graphical user interface and to associate the first channel with the designated channel and the corresponding network address.

26. The method of claim 24, further comprising: determining the first channel selectable on the graphical user interface;

associating the determined first channel with the designated channel selected by the first user; and sending the save request, the determined first channel, and the designated channel to the computer server.

27. The method of claim 24, further comprising storing the association of the designated channel and network address with the first channel of the graphical user interface.

28. The method of claim 24, wherein the first channel is a preferred media channel dedicated for storing a designated channel selected by the first user.

29. The method of claim 28, wherein the preferred media channel is stored under a preferred media band selectable on the graphical user interface, wherein the preferred media band also stores additional preferred media channels.

30. The method of claim 29, wherein the graphical user interface includes a plurality of preferred media bands, each including a plurality of preferred media channels dedicated for storing a designated channel selected by the first user.

31. The method of claim 24, wherein the graphical user interface further includes a band selector, and wherein the tuning data includes an indication of a designated band and channel selected by the first user using the band selector and the channel selector of the graphical user interface.

32. The method of claim 24, wherein the graphical user interface includes a plurality of designated channels and a plurality of designated bands, wherein each of the designated channels is stored under a designated band.

33. The method of claim 32, wherein the plurality of designated bands are classified by media categories.

34. The method of claim 32, wherein the plurality of designated bands are classified by musical genre.

35. The method of claim 32, wherein the designated channels are indicators for selectable streaming media sources.

36. The method of claim 32, wherein the designated channels are indicators for selectable radio stations.

37. The method of claim 24, after sending the save request to the computer server to associate the designated channel and network address with the first channel, the method further comprising:

receiving additional tuning data from the first user of the client device;

sending a subsequent media request to the computer server, the media request specifying both the first user and the received tuning data, the tuning data comprising an indication of the first channel associated with the previously saved designated channel;

receiving a network address of a streaming media source corresponding to the previously saved designated chan-

24

nel from the computer server in response to the subsequent media request, the network address determined based on the tuning data associated with the first user; and

requesting streaming media data from a content server at the network address.

38. The method of claim 24, further comprising receiving feedback from the first user regarding the requested media, and sending the received feedback to the computer server.

39. The method of claim 24, wherein the client device is one of a personal computer, a laptop computer, a personal digital assistant, a game console, an Internet appliance, and a cellular phone.

40. The method of claim 24, further comprising the client device communicating with the computer server via a public network.

41. The method of claim 24, wherein the content server is a separate entity than the computer server.

42. The method of claim 24, wherein the streaming media source is a radio station and the content server is a server associated with the radio station.

43. A method comprising:

receiving tuning data at a client device from a portable device including a channel selector, the tuning data comprising an indication of a designated channel selected by a first user using the channel selector of the portable device;

sending, from the client device, a media request to a computer server, the media request specifying both the first user and the received tuning data;

receiving, at the client device, a network address of a streaming media source from the computer server in response to the media request, the network address determined based on the tuning data associated with the first user;

requesting, using the client device, streaming media data from a content server at the network address; receiving, at the client device, a save request from the portable device; and

sending, using the client device, the save request to the computer server, wherein the save request is a request for the computer server to associate the designated channel and network address with a first channel selectable on the portable device.

44. A system comprising:

a client device; and

a portable device including a channel selector, wherein the portable device is configured to send tuning data to the client device, the tuning data comprising an indication of a designated channel selected by a first user using the channel selector of the portable device;

wherein, in response to receiving the tuning data, the client device is configured to send a media request to a computer server, the media request specifying both the first user and the received tuning data;

wherein the client device is configured to receive a network address of a streaming media source from the computer server in response to the media request, the network address determined based on the tuning data associated with the first user;

wherein the client device is configured to request streaming media data from a content server at the network address; wherein the portable device is configured to send a save request to the client device;

wherein the client device is configured to send the save request to the computer server, wherein the save request is a request for the computer server to associate the

25

designated channel and network address with a first channel selectable on the portable device.

45. A non-transitory computer readable storage medium having program instructions stored thereon that, in response to execution by a computing device, cause the computing device to:

display a graphical user interface on a display of a client device, the graphical user interface including a channel selector;

receive tuning data from a first user of the client device;

send a media request to a computer server, the media request specifying both the first user and the received tuning data, the tuning data comprising an indication of a designated channel selected by the first user using the channel selector of the graphical user interface;

receive a network address of a streaming media source from the computer server in response to the media request, the network address determined based on the tuning data associated with the first user;

request streaming media data from a content server at the network address; and

using the graphical user interface to send a save request to the computer server, wherein the save request is a request for the computer server to associate the designated channel and network address with a first channel selectable on the graphical user interface.

46. A method comprising:

receiving a media request at a computer server from a client device in response to a first user selecting a tuning portion of a graphical user interface displayed on the client device, the media request specifying both the first user and tuning data, the tuning data comprising an indication of a designated channel selected by the first user of the graphical user interface;

in response to receiving the media request, the computer server determining a network address for a streaming media source based on the tuning data associated with the first user;

the computer server sending the network address to the client device;

the computer server receiving a save request from the client device;

in response to receiving the save request, the computer server associating a first channel selectable on the graphical user interface of the client device with the designated channel and the network address; and

storing the association of the first channel of the graphical user interface with the designated channel and the network address.

47. The method of claim 46, further comprising, in response to receiving the save request, determining the first channel selectable on the graphical user interface.

48. The method of claim 46, further comprising, in addition to receiving the save request, receiving the first channel and the designated channel from the client device.

49. The method of claim 46, wherein the first channel is a preferred media channel dedicated for storing a designated channel selected by the first user.

50. The method of claim 49, wherein the preferred media channel is stored under a preferred media band selectable on the graphical user interface, wherein the preferred media band also stores additional preferred media channels.

51. The method of claim 50, wherein the graphical user interface includes a plurality of preferred media bands, each including a plurality of preferred media channels dedicated for storing a designated channel selected by the first user.

26

52. The method of claim 46, wherein the graphical user interface further includes a band selector, and wherein the tuning data includes an indication of a designated band and channel selected by the first user using the band selector and the channel selector of the graphical user interface.

53. The method of claim 46, wherein the graphical user interface includes a plurality of designated channels and a plurality of designated bands, wherein each of the designated channels is stored under a designated band.

54. The method of claim 53, wherein the plurality of designated bands are classified by media categories.

55. The method of claim 53, wherein the plurality of designated bands are classified by musical genre.

56. The method of claim 53, wherein the designated channels are indicators for selectable streaming media sources.

57. The method of claim 53, wherein the designated channels are indicators for selectable radio stations.

58. The method of claim 46, further comprising:

after storing the association of the designated channel and network address with the first channel selectable on the graphical user interface, receiving a subsequent media request from the client device, the media request specifying both the first user and tuning data, the tuning data comprising an indication of the first channel associated with the previously saved designated channel; determining the network address of a streaming media source corresponding to the previously saved designated channel based on the stored association; and sending the network address to the first client device.

59. The method of claim 46, further comprising receiving feedback regarding the requested media from the client device.

60. The method of claim 46, further comprising tracking the number of times designated channels are saved into one or more of the selectable channels by a plurality of users.

61. The method of claim 60, further comprising determining prices of advertising spots for designated channels based on said tracking the number of times designated channels are saved into the selectable channels.

62. The method of claim 46, wherein the client device is one of a personal computer, a laptop computer, a personal digital assistant, a game console, an Internet appliance, and a cellular phone.

63. The method of claim 46, further comprising the computer server communicating with the client device via a public network.

64. The method of claim 46, wherein the computer server comprises a plurality of physical servers and a distributed database.

65. The method of claim 46, wherein the streaming media source is a radio station.

66. The method of claim 46, further comprising: after storing the association of the designated channel and network address with the first channel selectable on the graphical user interface, receiving a subsequent media request from a second client device in response to a second user selecting a tuning portion of a graphical user interface displayed on the second client device, the media request specifying both the first user and tuning data, the tuning data comprising an indication of the first channel associated with the previously saved designated channel;

determining the network address of a streaming media source corresponding to the previously saved designated channel based on the stored association; and sending the network address to the second client device.

27

67. A server system, comprising:  
 one or more processors; and  
 memory, coupled to the one or more processors, having  
 instructions stored thereon that in response to execution  
 by the server system cause the server system to: 5  
 receive a media request from a client device in response  
 to a first user selecting a tuning portion of a graphical  
 user interface displayed on the client device, the  
 media request specifying both the first user and tuning  
 data, the tuning data comprising an indication of a 10  
 designated channel selected by the first user of the  
 graphical user interface;  
 determine a network address for a streaming media  
 source in response to receiving the media request, the  
 network address determined based on the tuning data 15  
 associated with the first user;  
 send the network address to the client device;  
 receive a save request from the client device;  
 associate a first channel selectable on the graphical user  
 interface of the client device with the designated 20  
 channel and the network address in response to  
 receiving the save request; and  
 store the association of the first channel of the graphical  
 user interface with the designated channel and the  
 network address. 25

68. A system comprising:  
 a client device configured to display a graphical user inter-  
 face, wherein the graphical user interface includes a  
 channel selector; and  
 a computer server configured to receive a media request 30  
 from the client device, the media request specifying both  
 the first user and tuning data, the tuning data comprising  
 an indication of a designated channel selected by the  
 first user using the channel selector of the graphical user  
 interface; 35  
 wherein, in response to receiving the media request, the  
 computer server is configured to determine a network  
 address for a streaming media source based on the tun-  
 ing data associated with the first user;  
 wherein the computer server is configured to send the 40  
 network address to the client device;  
 wherein the computer server is configured to receive a save  
 request from the client device;  
 wherein, in response to receiving the save request, the  
 computer server is configured to associate a first chan- 45  
 nel selectable on the graphical user interface of the  
 client device with the designated channel and the net-  
 work address; and  
 wherein the computer server is configured to store the  
 association of the first channel of the graphical user 50  
 interface with the designated channel and the network  
 address.

69. A non-transitory computer readable storage medium  
 having program instructions stored thereon that, in response  
 to execution by a device, cause the device to: 55  
 receive a media request at a computer server from a client  
 device in response to a first user selecting a tuning  
 portion of a graphical user interface displayed on the  
 client device, the media request specifying both the first  
 user and tuning data, the tuning data comprising an 60  
 indication of a designated channel selected by the first  
 user of the graphical user interface;  
 in response to receiving the media request, determine a  
 network address for a streaming media source based on  
 the tuning data associated with the first user; 65  
 send the network address to the client device;  
 receive a save request from the client device;

28

in response to receiving the save request, associate a first  
 channel selectable on the graphical user interface of the  
 client device with the designated channel and the net-  
 work address;  
 store the association of the first channel of the graphical  
 user interface with the designated channel and the net-  
 work address.

70. A method comprising:  
 receiving, at a computer system, a profile identifier from a  
 first client device;  
 receiving, at the computer system, a pre-defined identifier  
 from the first client device, the pre-defined identifier  
 determined in response to a first user selection of a  
 graphical user interface on a display of the first client  
 device, the graphical user interface including at least a  
 tuning portion and a first icon, the first user selection  
 including a selection of the tuning portion;  
 determining, using the computer system, a uniform  
 resource locator for a streaming media source in  
 response to receiving the pre-defined identifier and the  
 profile identifier;  
 sending, from the computer system, the uniform resource  
 locator to the first client device;  
 receiving, at the computer system, a save request from the  
 first client device, the save request determined in  
 response to a second user selection of the graphical user  
 interface on the display of the first client device, the  
 second user selection including a selection of the first  
 icon;  
 in response to receiving the save request, the computer  
 system determining an association of a new identifier  
 with the pre-defined identifier and the profile identifier;  
 and  
 the computer system causing storing of the association of  
 the new identifier, the pre-defined identifier, and the pro-  
 file identifier.

71. The method of claim 70, further comprising:  
 after storing the association among the new identifier, the  
 pre-defined identifier, and the profile identifier, receiving  
 the profile identifier and the new identifier from the first  
 client device, the new identifier determined in response  
 to a third user selection of the graphical user interface  
 on the display of the first client device, the third user  
 selection including the selection of the tuning portion;  
 retrieving the pre-defined identifier in response to the pro-  
 file identifier and the new identifier;  
 determining the uniform resource locator for the streaming  
 media source in response to the pre-defined identifier;  
 and  
 sending the uniform resource locator to the first client  
 device.

72. A server system, comprising:  
 one or more processors; and  
 memory, coupled to the one or more processors, having  
 instructions stored thereon that in response to execution  
 by the server system cause the server system to:  
 receive a profile identifier from a first client device;  
 receive a pre-defined identifier from the first client  
 device, the pre-defined identifier determined in  
 response to a first user selection of a graphical user  
 interface on a display of the first client device, the  
 graphical user interface including at least a tuning  
 portion and a first icon, the first user selection includ-  
 ing a selection of the tuning portion;  
 determine a uniform resource locator for a streaming  
 media source in response to receiving the pre-defined  
 identifier and the profile identifier;

*send the uniform resource locator to the first client device;*  
*receive a save request from the first client device, the save request determined in response to a second user selection of the graphical user interface on the display of the first client device, the second user selection including a selection of the first icon;*  
*associate a new identifier with the pre-defined identifier and the profile identifier in response to receiving the save request; and*  
*store the association among the new identifier, the pre-defined identifier, and the profile identifier.*

\* \* \* \* \*