

REVISED SCHEDULE

Claim 1

A media communication method, which supports a live communication mode and at least one time-shifted communication mode, for communicating both voice and video media on a first communication device (13) over a communication network (14), comprising:

progressively encoding, progressively and persistently storing on the first communication device (13) and progressively transmitting media of an outgoing message originated on the first communication device over the communication network, as the media is created; and

progressively receiving, progressively and persistently storing on the first communication device (13) and progressively rendering media of an incoming message received over the communication network at the first communication device as the media is progressively received in a real-time rendering mode,

wherein the outgoing message and the incoming message are asynchronous messages (such that the media of an incoming message may be time-shifted with respect to the media of the outgoing message) that are transmitted over the communication network from the first communication device to the second communication device and received over the communication network at the first communication device from the second communication device without first establishing a connection over the communication network between the first communication device and the second communication device

and wherein the outgoing message and the incoming message are stored and transmitted at at least one each hop along a path over the communication network.

Claim 1A

The media communication method of claim 1 which supports a live communication mode:

wherein when network conditions are poor, the quality of the media for transmission is intentionally reduced to the point where it is good enough to be rendered upon receipt;

and wherein an exact copy of the media is eventually delivered over time.

Claim 2

The media communication method of claim 1 or claim 1A which supports a live communication mode wherein:

the outgoing message and the incoming message are near synchronous at the first communication device; and

the first communication device utilises the real-time rendering mode to progressively render media of the incoming message.

Claim 3

The media communication method of any of the preceding claims which supports a time-shifted communication mode wherein:

the outgoing message and the incoming message are near synchronous at the first communication device; and

the first communication device progressively renders media of an incoming message out of storage on the first communication device sometime after the media was received from the second communication device.

Claim 4

The media communication method of claim 1, 1A or 2 which supports a time-shifted communication mode wherein:

the outgoing message and the incoming message are time-shifted by storage in the communication network so as to not be near synchronous at the first communication device; and

the first communication device utilises the real-time rendering mode or the time-shifted rendering mode to progressively render media of the incoming message.

Claim 5

The media communication method of any preceding claim wherein the first communication device can seamlessly transition back and forth between the live communication mode and the time-shifted communication mode.

Claim 2-6

The media communication method as claimed in any preceding claim 1-5, wherein the media of the outgoing message originated on the first communication device and the media of the incoming message received over the communication network are stored as time-indexed messages.

Claim 3-7

The media communication method as claimed in any of claims 1-5, wherein the media originated on the first communication device and the media received over the communication network are segmented into time-indexed messages and the messages are threaded into conversations.

Claim 4-8

The media communication method as claimed in claim ~~7~~ 3, wherein each message is assigned an attribute indicating the conversation it belongs to.

Claim 5

~~The media communication method as claimed in claim 1, wherein the method supports a live communication mode wherein media originated at the first communication device is progressively transmitted and media received over the communication network is progressively received during the live communication mode.~~

Claim 6

~~The media communication method as claimed in claim 1, wherein the method supports a time-shifted communication mode in which media received over the communication network is rendered out of storage on the first communication device sometime after the media was received from the second communication device during the time-shifted communication mode.~~

Claim 7-9

The media communication method as claimed in any preceding claim, further comprising providing a user interface on the first communication device which enables a user to generate media or review media from storage.

Claim 8-10

The media communication method as claimed in any preceding claim, wherein media that is created by the communication device when network connectivity is unavailable is queued for progressive transmission from persistent storage as soon as network connectivity is available.

Claim 9

~~The media communication method of any preceding claim, wherein the outgoing message is transmitted, and the incoming message is received, by storage and transmission at each hop along a path over the communication network.~~

Claim 10-11

The media communication method as claimed in any preceding claim, wherein the method supports a live communication mode at the second communication device wherein the second communication device progressively renders media of the outgoing message as media of the outgoing message is received from the first communication device over the communication network.

Claim ~~11~~-12

A communication device (13) having a client application (12) stored thereon which, when executed by the device performs the method of any of claims 1 to 10 8.

Claim ~~12~~-13

A medium (146) storing a client application executable by a processor (142) to carry out the method of any of claims 1 to 10 8.