

Paltalk Holdings Inc. and Microsoft Corp. Reach Settlement and Enter Licensing Agreement

05.01.2009 | 10 | 21NEWS

New York, NY and Houston, TX — May, 2009 — Paltalk, the leading real-time, video-based community, announced it has settled a lawsuit against Microsoft Corp. for infringement on two Paltalk patents numbers 5,822,523 and 6,226,686, which detail methods for deploying interactive applications over hosted networks and group messaging servers. The patents were originally filed in 1996 by MPath Interactive, a pioneer in the field of on-line video games and Paltalk acquired these patents from MPath in 2001.

The Paltalk patents protect the company's proprietary technology platform that enables server group messaging for interactive applications on the internet. The technology has many applications, including video games, video conferencing, and disseminating live communications from an organization to a large audience.

Paltalk filed suit against Microsoft Corp. on September 12, 2006, represented by Susman Godfrey L.L.P. and Heim Payne & Chorush L.L.P. Paltalk alleged Microsoft was using Paltalk's patented technology for its video game systems, specifically Halo 2 and Halo 3 running on Xbox LIVE. Paltalk defeated Microsoft's motions for summary judgment clearing the way for a trial between the two parties that began on March 9, 2009 in the Eastern District of Texas. The parties settled on the fourth day of trial with Microsoft agreeing to take a license to the two Paltalk Patents for an undisclosed sum of money.

"After litigating with Microsoft for over two years to protect our intellectual property, it is gratifying to resolve this matter with Microsoft taking a license to Paltalk's patents," said Jason Katz, Founder and CEO of Paltalk.

Paltalk was represented by lead attorney Max Tribble, Brooke Taylor and Kalpana Srinivasan of Susman Godfrey L.L.P. and by Michael Heim, Doug Wilson, and Micah Howe of Heim Payne & Chorush L.L.P.