

Welcome to Patent That – here in the FAQs we try to give a brief tutorial and answer some of the more frequent questions visitors have asked when using the sketch app and on the site in general. If you have additional questions, please email us at info@patent-that.com.

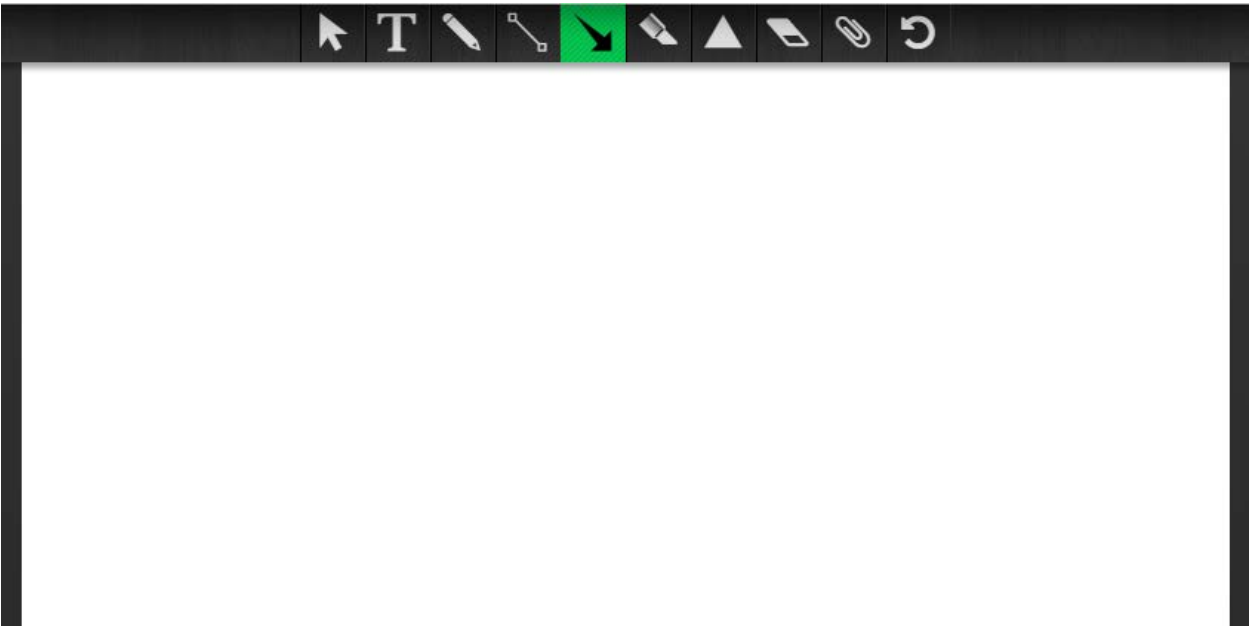
Brief Tutorial

Patent That recognizes that the inventive process is not linear – you can’t be expected to have an idea and then methodically work your way through a form—it’s just not natural.

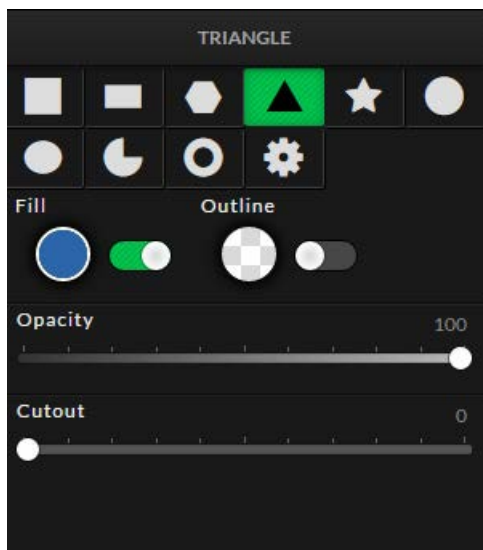
Instead, Patent That is designed to allow you to express your ideas in a free-form fashion while giving you guidance regarding the content of an invention disclosure/patent application. It does this in two ways:

- Provides a blank canvas and awesome drawing tools

Here’s the canvas:









On top is a number of tools for you to use to (in order from left to right) move, type, draw freehand, lines, and arrows, highlight, shapes, erase, attach, and, in case you make a mistake, undo.



There are numerous adjustments you can make to most any of these tools. For example, if you click on the “shape” icon, on the left side of the screen you can choose the type of shape, whether it is filled with a color of your choice or not, the opacity, and the cutout size (hole in the middle).

Also to the left hand side are the following icons:


-  - this hides the sidebar
-  - add a page (each “canvas” is 8.5” x 11” for easy printing, adding a page adds another sheet to your sketch)
-  - save, print, download
-  - show the tool options
-  - layers icon. Each layer corresponds to each object (text, line, shape) that you placed in the page, in order. You can select (and therefore modify), hide (for visual assessment), and delete each object using this feature. For example, you begin a drawing but then realize that one of your first marks is in the wrong place – you can click the layers icon, select the mark, and delete it or move it.
-  - history icon. This icon shows you the history of all your marks on the page and allows you to go back in time to the beginning (or wherever you wish). It allows you to undo faster.

On the other side of the screen is the innovation guide (selected by the “compass” icon). Listed in the guide are a number of invention disclosure/patent application components. There are two facets to these:

First, you can click on the component (the words) and an explanation will appear about what it is and hints for what you should include. The “Background” guide has been selected on the right and just below it is the explanation.

Second, you can check the box next to the component so that you know you’ve completed that component.

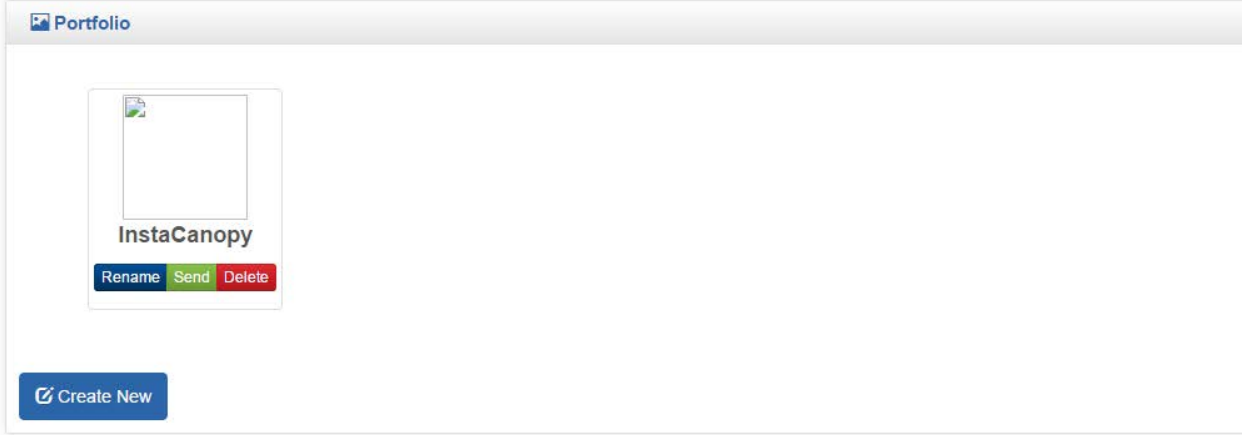
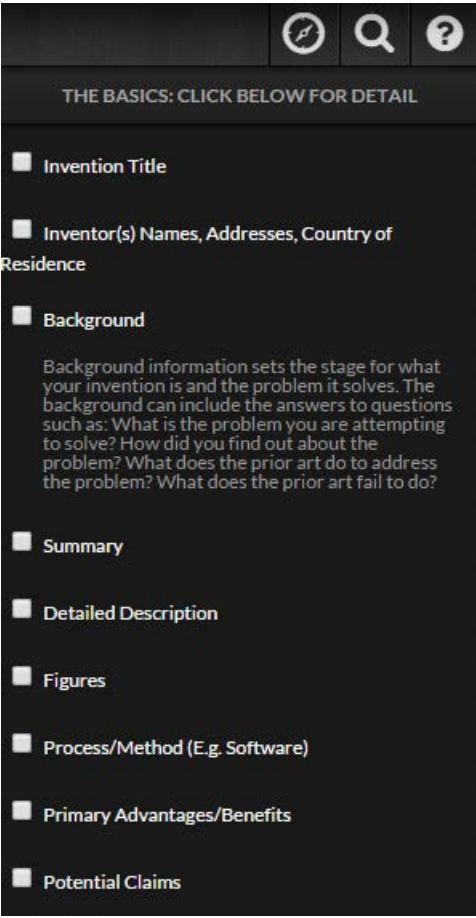
While the guide presented here is fairly simple, in the future there will be detailed guides that will help you more fully flesh out a complete patent application for specific types of inventions, e.g., mechanical, electrical, software, etc.

Next to the guide icon is the search icon:  Clicking on this icon will give you access to useful links to patent information and searching for prior art related to your invention. We hope to make this more integrated in the future.

Lastly, there’s the help icon. Click on this and you can send us an email. This will not send you invention to us, just the question you have.

Once you’ve done a bit of work and you’ve saved it, you can go to your Dashboard (link at the top of the page).

Here you’ll see your portfolio of concepts, which you can rename, delete, and send (careful!).



Questions:

1. Can I submit my file to the USPTO from Patent That?

Not yet! But we're working on it.

2. The guide seems pretty simple, but there has to be more to a patent application?

In this version, Patent That is helping you to produce what is essentially an invention disclosure. In (hopefully) soon to be developed versions, you'll have more detailed guides (for different invention types) so that you'll be able to substantially complete a patent application.

3. Who can I send my invention to for review?

Any qualified patent attorney or agent should be able to assist you. Patent That has partnered with the attorneys at Dunkiel Saunders (<http://www.dunkielsaunders.com/contact.html>). Feel free to contact them for assistance and they will be able to guide you in the right direction.