

ToneMaker v6 Screens

Screen Specifications

Revision History

Date	Revision
03.31.09	Logo Splash Screen and Application Splash Screen: The key presses listed as advancing to the next screen have been made inactive. (The application will be busy loading resources and data and cannot advance quicker.)
04.01.09	Main Menu Screen: Number of menu items reduced; New and Hot will be marquee items. Soft keys on main menu eliminated; OK key selects; Clr/Back quits app.
04.07.09	Revised document to cover all screens. Section 2 renamed to Top Level Flows Screens. 2.3. MRC Failure Screen. Clr/Back key added. Section 3 added.
04.08.09	Section 3 finished. Minor corrections made. Section 4 added.
04.09.09	Section3 revised per discussion; other sections updated accordingly. Sections 5-7 added.
04.27.09	Mixer and related screens extensively revised per discussions. Mention of tempo removed. Remix moved from button to menu. Button now is Save. Stem menu is now a popup, not a separate screen. Record voice is now a set of popups and not separate screens. Mixer help is now a popup, not a separate screen. Voice record sequence revised to make it easier and clearer to use. Section 5 (Record Voice) is merged into Section 4 (Mixer) and other sections are renumbered accordingly. Structure but not all content for Sections 7-11 added.
04.28.09 (Astell)	Sections 7-11 finished.
04.28.08 (Sonic)	2.1. Logo Splash Screen. Logo is animated. 2.2. Application Splash Screen. Audio –Not sure why it says no sound is played. It will play app splash music. 2.5. Main Menu Screen no longer has a Marquee it will have the following links: • What's Hot • What's New • Browse • My Stuff • Cool Stuff • Help Me 2.6. Exit Prompt. This should be a popup.
04.29.09	04.28.09 documents merged. Changes to Main Menu Screen required similar changes to 028.09 (Astell) screens. Other changes made in cleanup. 2.2. Application Splash Screen. Deleted: "No sound is played."

	2.5. Main Menu Screen. "Browse" changed to "Make a Tone", to let users see where to go to stating making tones. An Exit Prompt Popup is added to this screen spec. 2.6. Exit Prompt Screen. Deleted. Exiting now uses popups. 3.1. All Categories Menu Screen. Header changed from "Browse" to "Make a Tone" to reflect Main Menu change. 3.2. Cool Stuff Menu Screen. Screen name changed to "What's Hot Menu Screen" to reflect Main Menu change. Header changed to "What's Hot". 3.3. New Stuff Menu Screen. Screen name changed to "What's New Menu Screen" to reflect Main Menu change. Header changed to "What's New". 4.1. Mixer Screen. Screen now has an exit prompt popup rather than navigating to an exit prompt screen. 7.1. My Stuff Menu Screen. Screen now has a link to the Swap Meet Menu Screen. 9.2. Swap Meet Menu Screen. Screen revised to eliminate marquee. Now uses a regular menuing scheme. Other Swap Meet Screens slightly revised to match changes in the Swap Meet Menu Screen. 10.1. Dynamic Item Screen. Deleted. Section 10 is empty per the above deletion and Section 11 renumbered as Section 10.
04.30.09	4.1. Mixer Screen. Updated Record Path.
05.13.09	Various Screens. "Swap Meet" now only applies to the Swap Meet sharing website. The in-app community is once again "DJ Lounge" to avoid confusion. Both names are just working titles and may be revised later. Screens affected: Share Tone, Tone Shared, My Stuff Menu, all screens of the DJ Lounge flow. Various Screens. "DJ" is used instead of "artist" for the users, to avoid potential confusion with professional artists. Screens affected: My Info Screen, DJ Lounge Menu Screen, DJ Lounge Top DJs Menu Screen, DJ Lounge All DJs Menu Screen, DJ Lounge Tone Screen. 2.5. Main Menu Screen. Dynamic alert and message menu items have been added. "Cool Stuff" is now "More Great Apps". "Help Me" is now "Help". The menu has been reordered. 4.1. Mixer Screen. The 04.30.09 changes have been rewritten for clarity and revised to correct mistakes and improve the UI. (The separate mixer flow has also been corrected.) 1) The text for voice recording read: "Upon finishing their recording, the user will hit "Ok" to stop and then select the RSK (might change this from "done" to "listen"). This will send the recording to the Server to be processed." In addition, the Voice Record Popup 3 was changed from Save Recording, Preview, Re-Record, Delete to: Mute, Re-Record. (However, the screen elements listing for the popup was not changed from its earlier version.) All this makes it difficult to figure out what exactly was intended here. It seems this was intended: 1. Press OK to stop recording. 2. The voice recording automatically plays back, looping. Thus, Preview was removed from the menu. 3. The Mute options stops the auto playback. 4. The RSK is intended to save the recording and have the server remix the tone. Thus, Save Recording was removed from the menu.

	5. Apparently, Clr/Back (and maybe the LSK although none was specified) was intended to go back without saving the recording. Thus, Delete was removed from the menu. This was a poor interface as it required the user to figure out things in a non-intuitive way, without sufficient prompts. Changing the RSK to "Listen" would only confuse things more. Also, this menuing and soft key scheme was inconsistent with how other menus work in the app, which is a poor design feature. The scheme is now changed to: 1. Press OK to stop recording. 2. The voice recording automatically plays back, looping. 3. Press Mute to stop the play back. When stopped, Mute is replaced by Play, to start the playback again. 4. Popup 3 has: [Mute Play] Save and Mix Re-Record Delete All major options are now clearly spelled out. 2) Record Voice Popup 2 was poorly phrased and has been revised. 3) The screen diagram for the Mixer Menu Popup has been corrected: the Left Soft Key label is "Close" (per the text specification) and not "Back". 4) A "Mixing" popup has been added. This appears whenever the server is called to mix a tone. (This implements and generalizes the 04.30.09 voice recording comment that "There should be a confirmation dialog when the recording has been successfully processed".) 9. DJ Lounge Screens. The introductory notes from 9.2 have been moved here and expanded upon. 9.2. DJ Lounge Menu Screen. Top Tones has been added. Cool Tones has been removed and has no functionality in the app any more. The menu link My Stuff has been removed. 9.5. DJ Lounge Best of Genre Menu Screen. This does not include subgenres. For any specific genre, this now calls a subgenre menu screen (see 9.8 below) rather than going to a collection screen. A "Best of All Genres" menu item has also been added, which goes to a collection screen with the highest-rated three tones of each genre. 9.7. DJ Lounge Tone Screen. If the user got to this screen via the Surprise Me! option, then selecting Next on this screen loads another random tone (rather than Next's default behavior). 9.8. DJ Lounge Subgenre Menu Screen. This screen has been added. 10.1. Dynamic Item Screen. This has been restored to the app, to handle the main menu's alert and message items. The help section is once again Section 11.
05.14.09	2.5. Main Menu Screen. A link to the DJ Lounge is added. 11.3. About Screen. Instructions added on how to display the debug data from this screen.
05.29.09	2.5. Main Menu Screen. 1) Alerts and Messages menu items have been collapsed to a single menu item (which navigates to a Message Menu Screen). Text has been added explaining the alerts and messages system. 2) Left Soft Key is now "Exit" instead of "Quit". 2.6. Messages Menu Screen. This screen has been added.

	4.1. Mixer Screen. 1) The 1-instrument mixer layout now has an icon/stem menu for the instrument. This means it now works just like all the other layouts. All the text explaining how it is different is now removed. 2) Some text in the spec was not updated when the center button was changed to "Save". It is now updated. 3) The Mixer Menu Popup now has "Exit" instead of "Quit" and "Surprise Me!" instead of "Remix". 8.1. My Info Screen. It is noted that DJ names may only begin with an alphanumeric character and not any other character (i.e., no punctuation). 9.4. DJ Lounge All DJs Menu Screen. This screen is revised to let the user select DJ names alphanumerically (0-9, A, B, C, etc.) rather than listing all DJ names in one big list. It is noted that DJ names may only begin with an alphanumeric character and not any other character (i.e., no punctuation). 9.6. DJ Lounge Collection Screen. It is noted that when displaying the top tones of a subgenre, only the top three tones are listed. 9.8. DJ Lounge Subgenre Menu Screen. It is noted that a genre will have a maximum of 20 subgenres. 9.9. DJ Lounge All DJs Submenu Screen. This screen was added; the user lands here after selecting an alphanumerical choice (0-9, A, B, C, etc.) on the DJ Lounge All DJs Menu Screen. 10.1. Dynamic Item Screen. Screen is revised slightly for the alert and message system.
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1. Notes

See the ToneMaker v6 project goals document.

The screens are specified based on how they are organized in the flowcharts. See the most recent version of TMv6_dpada_Flowcharts_vXX.vsd.

1.1. UI Issues

See Sonic_UI_conventions.doc for note on the UI conventions and guidelines used in this document.

This document assumes AGE porting will be used for the project, with the following specifics:

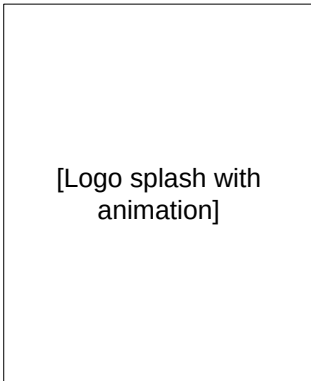
- **Back Key Usage:** The Back key maps to the Left Soft Key.
- **OK Key Usage:** The OK key does not have to map to a soft key.
- **Default Soft Key Labels:** For phones that cannot change the soft key labels, the Right Soft Key is labeled OK and the Left Soft Key is labeled Back.

Note that AGE porting requirements have an impact on how text entry is handled.

2. Top Level Flow Screens

2.1. Logo Splash Screen

Screen Overview

Screen Diagram	Description
 [Logo splash with animation]	<i>Flow Chart:</i> Top Level <i>Graphics:</i> Sonic Boom animated splash screen. Create new logo for ToneMaker. <i>Audio:</i> No sound is played.

Screen Elements

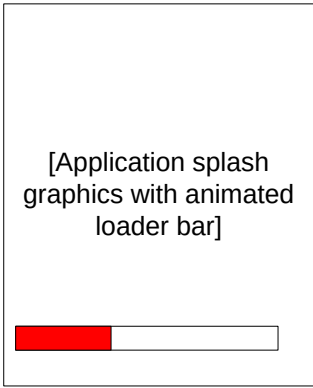
Keys	Usage
Right Soft Key (no label), OK, Up, Down, Left, Right, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Inactive.
Left Soft Key (no label), Clr/Back, Power	Exit the application (no prompt).
Other	Usage
Timer, 5 seconds (or after animation build)	Go to the Application Splash Screen.

Server Interactions

Action	Usage
get_instructions	Return instructions for device (does this go here?)

2.2. Application Splash Screen

Screen Overview

Screen Diagram	Description
 [Application splash graphics with animated loader bar]	<i>Flow Chart:</i> Top Level <i>Graphics:</i> Full screen animated splash screen; low-end handsets may have a static or less-involved animation. Application may have custom splash screens, may differ per carrier. <i>Audio:</i> Theme music plays when screen displayed for all carriers except Sprint. There is no theme music on this screen for Sprint. Theme music does not loop; it plays only once. <i>Loader Bar:</i> Shows progress of application loading.

Screen Elements

Keys	Usage
Right Soft Key (no label), OK, Up, Down, Left, Right, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Inactive.
Left Soft Key (no label), Clr/Back, Power	Exit the application (no prompt).
Other	Usage
Timer, 5 seconds (or after animation and theme music completes)	Go to the First Use Message Screen on first use or the Main Menu Screen thereafter. (If required, make MRC check and navigate per above on success or go to the MRC Failure Screen on failure.)

Server Interactions

Action	Usage
If required, MRC Check	Check MRC. Go to the First Use Message Screen or Main Menu (see above) on success or the MRC Failure Screen on failure.
get_splash_screen	Get the splash screen for the application.

2.3. MRC Failure Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Top Level <i>Header:</i> ToneMaker <i>Text:</i> From CMS. May differ per carrier (based on how many carriers we may have to check for. I believe most but not all make their own checks these days.) <i>Other:</i> Soft key labels.

Screen Elements

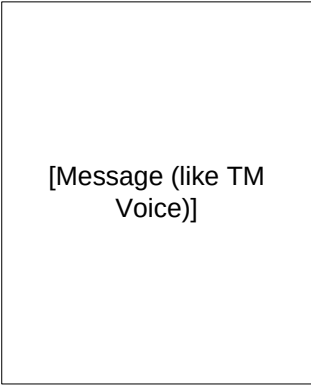
Keys	Usage
Right Soft Key ("OK"), OK, Clr/Back, Power	Exit the application (no prompt).
Other	Usage
Timer, 5 seconds (or after animation and theme music completes)	Go to the Main Menu Screen.

Server Interactions

Action	Usage
None	

2.4. First Use Message Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Top Level <i>Text:</i> From CMS. May differ per carrier. <i>Special:</i> This screen automatically transitions to the Main Menu Screen, like in ToneMaker Voice.

Screen Elements

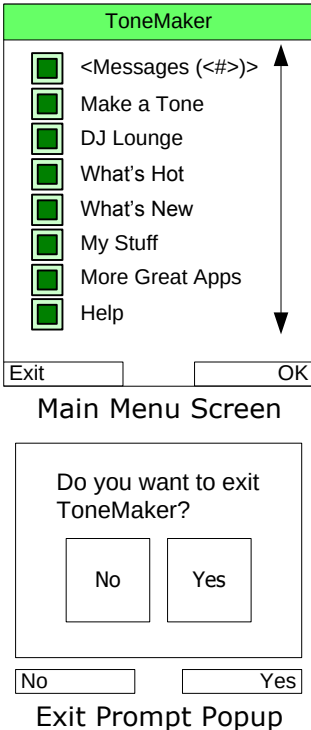
Keys	Usage
Right Soft Key (no label), Left Soft Key (no label), OK, Clr/Back, Up, Down, Left, Right, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Transition to the Main Menu Screen.
Power	Exit the application (no prompt).
Other	Usage
Timer, ?? seconds	Transition to the Main Menu Screen.

Server Interactions

Action	Usage
None	

2.5. Main Menu Screen

Screen Overview

Screen Diagram	Description
 The diagram illustrates the Main Menu Screen of the ToneMaker application. It features a green header bar labeled 'ToneMaker'. Below the header is a vertical list of menu items, each preceded by a green square icon. The items are: '<Messages (<#>)>', 'Make a Tone', 'DJ Lounge', 'What's Hot', 'What's New', 'My Stuff', 'More Great Apps', and 'Help'. A double-headed vertical arrow is positioned to the right of the list. At the bottom of the screen are two buttons: 'Exit' and 'OK'. Below the main screen is a separate 'Exit Prompt Pop-up' dialog box. It contains the text 'Do you want to exit ToneMaker?' and two buttons: 'No' and 'Yes'. Below the dialog box are two more buttons: 'No' and 'Yes'.	<i>Flow Chart:</i> Top Level <i>Header:</i> ToneMaker <i>Menu:</i> The menu is displayed as a set of labeled icons (like in Digame Pix). <i>Focusable Items:</i> An item should animate when it receives the focus. Graphical detail will depend upon art direction, but the goal is a playful, light look. When a navigation event is invoked (OK or RSK pressed on an item with the focus), a graphical effect should occur. (Perhaps the item's highlight/animation changes or perhaps some other effect; again detail will depend upon art direction.) <Messages (<#>)> is a dynamic item that links to the Message Menu Screen. The <#> shows the number of alerts and messages the user has. The menu item is not displayed if there are no alerts and messages for the user. Alerts are time based: each is scheduled to be available for a length of time. Messages are view based: once a message is available, it is always available until the user views it; then it is no longer available. The application can send alerts and messages 1-to-1 or 1-to-many from the CMS. This system is where marketing comes into the app. Note: There is always an initial message for the users when they first run the app. It explains how to do things online, get their tones, and supplies a URL. What's Hot is for the most-used categories and templates. Sonic has the ability via the CMS to mark any category or template as hot. This can differ per carrier. What's New is for the latest categories and templates. More Great Apps displays content from GMG server. <i>Audio:</i> Do we want subtle audio effects as the focus shifts and when a navigation event is invoked? <i>Other:</i> Soft key labels.

Main Screen: Screen Elements

Focusable Items/Links	Usage
<Messages (<#>)>	Display only if <#> is greater than 0. Go to the Message Menu Screen.
Make a Tone	Go to the All Categories Menu Screen.
DJ Lounge	Go to the DJ Lounge Menu Screen.
What's Hot	Go to the What's Hot Menu Screen.
What's New	Go to the What's New Menu Screen.
My Stuff	Go to the My Stuff Menu Screen.
More Great Apps	Get and display content from GMG server. GMG is not documented in these specs. Instead see the GMG documentation.

Help	Go to the Help Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Exit"), Clr/Back	Open the Exit Prompt Popup.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Exit Prompt Popup: Screen Elements

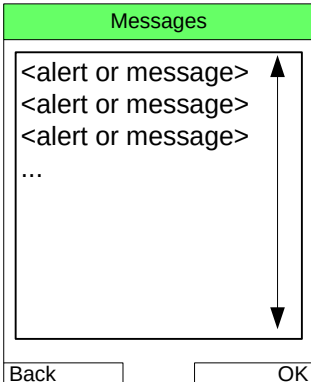
Focusable Items/Links	Usage
Yes (default focus)	Exit application (no prompt).
No	Close the popup.
Keys	Usage
Right Soft Key ("Yes"), OK	Navigate per the selected item.
Left Soft Key ("No"), Clr/Back	Close the popup.
Left, Right	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
get_all_menus	Get the entire menu for the application.

2.6. Messages Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Top Level <i>Header:</i> Messages <i>Scrolling Menu Items:</i> From CMS. Can differ per carrier. Alerts are time based: each is scheduled to be available for a length of time. Messages are view based: once a message is available, it is always available until the user views it; then it is no longer available. The application can send alerts and messages 1-to-1 or 1-to-many from the CMS. This system is where marketing comes into the app. Note: There is always an initial message for the users when they first run the app. It explains how to do things online, get their tones, and supplies a URL. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<alert or message> (top item has default focus)	Go to the Dynamic Item Screen with the text for the alert or message.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

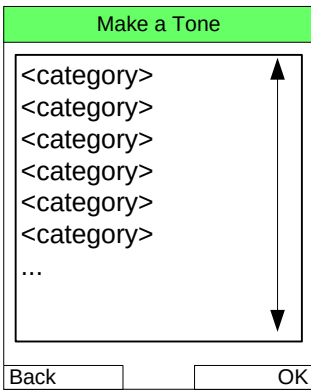
3. Selections Screens

These screens allow users to select categories and templates before going on to mix a tone. See the goals document for details about categories and templates.

3.1. All Categories Menu Screen

This menu lists all the categories in the application.

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled 'Make a Tone' with a green header. Below the header is a list of categories, each represented by the text '<category>'. The list is enclosed in a box with a vertical double-headed arrow on the right side, indicating it is a scrollable menu. At the bottom of the screen are two buttons: 'Back' on the left and 'OK' on the right.	<i>Flow Chart:</i> Selections <i>Header:</i> Make a Tone <i>Scrolling Menu Items:</i> From CMS. Can differ per carrier. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<category> (top item has default focus)	Go to the Template Menu Screen for the category.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

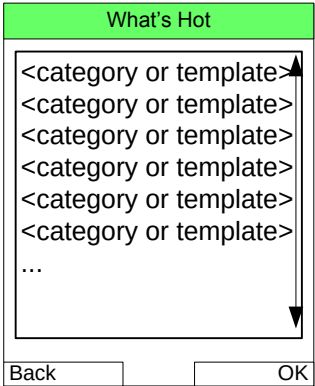
Server Interactions

Action	Usage
get_all_categories	Return all categories

3.2. What's Hot Menu Screen

Note that Cool Stuff can include both categories and template.

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Selections <i>Header:</i> What's Hot <i>Scrolling Menu Items:</i> From CMS. Can differ per carrier. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<category> (top item has default focus)	Go to the Template Menu Screen for the category.
<template>	Go to the Mixer Screen with the template loaded in the mixer.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

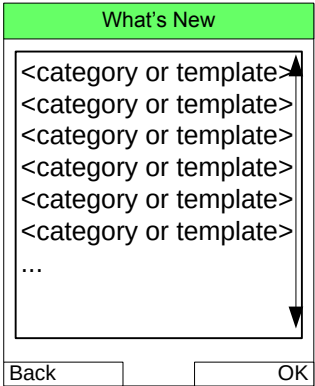
Server Interactions

Action	Usage
???	NOTE: There doesn't seem to be a worm call corresponding to Cool Stuff as described in the goal document and emails.

3.3. What's New Menu Screen

Note that New Stuff can include both categories and template.

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Selections <i>Header:</i> What's New <i>Scrolling Menu Items:</i> From CMS. Can differ per carrier. <i>Other:</i> Soft key labels.

Screen Elements

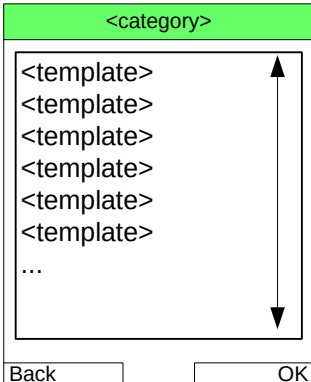
Focusable Items/Links	Usage
<category> (top item has default focus)	Go to the Template Menu Screen for the category.
<template>	Go to the Mixer Screen with the template loaded in the mixer.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	NOTE: There doesn't seem to be a worm call corresponding to New Stuff as described in the goal document. <code>get_all_categories_new</code> and <code>get_all_template_new</code> instead seem to return all categories and template but just ordered by "newness".

3.4. Templates Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Selections <i>Header:</i> <category>, the category name of the set of templates <i>Scrolling Menu Items:</i> From CMS. Can differ per carrier. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<template> (top item has default focus)	Go to the Mixer Screen with the template loaded in the mixer.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

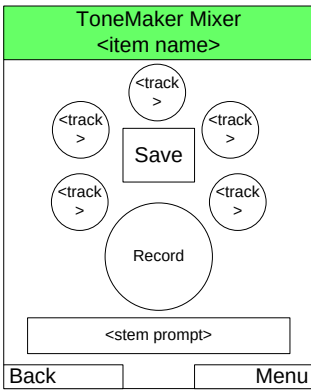
Server Interactions

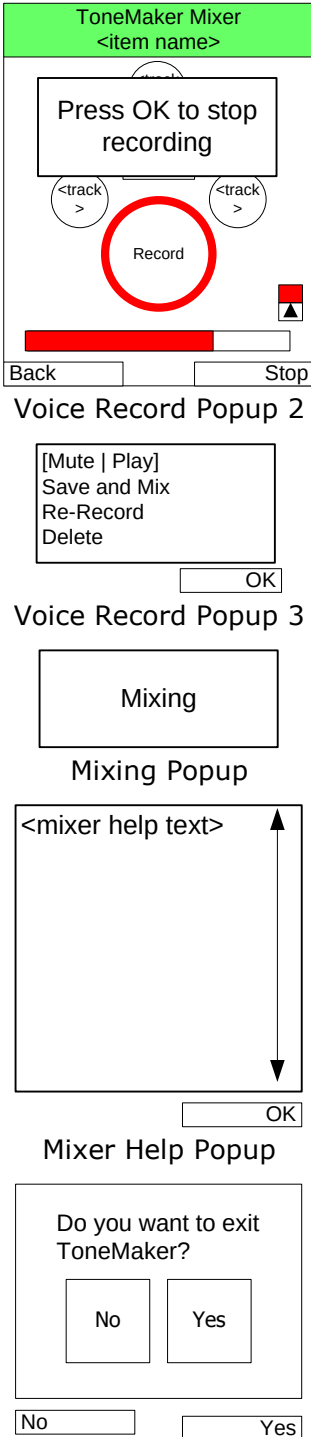
Action	Usage
get_cat_templates	Return all templates for a given category.

4. Mixer Screens

4.1. Mixer Screen

Screen Overview

Screen Diagram	Description
 Mixer, 5 instruments Save Surprise Me! Help Main Menu Exit Close CloseOK Mixer Menu Popup [New Recording] Mute <stem> <stem> <stem> <stem> <stem> BackOK Stem Menu Popup Ready! 3... 2... 1... Recording! Back Voice Record Popup 1	<i>Flow Chart: Mixer</i> <i>Header:</i> ToneMaker Mixer on one line; <item name> on next line. Item name can be: 1 The name of the template the user selected. 2 The name of an already-mixed tone the user loaded from My Stuff. <i><track>, Record, Save, <stem prompt>:</i> Icons for the tracks are arranged in a ring. The icons come in two sizes. The bottom icon is large and can receive the focus. The other icons are small. When the focus is on the bottom icon, pressing Left and Right animates and rotates the icons around the ring one position at a time. Note: The goal is to have smooth animation for the rotation. There is always a Record icon (for voice recordings). When the Mixer Screen is loaded, the Record icon is always placed in the bottom of the ring with focus. Exception: When navigating back to the Mixer Screen from the Stem Menu Screen, do not change the positions of the icon. The icon that had the focus when then the Stem Menu Screen was called thus retains the focus. There can be a maximum of 5 instruments tracks/icons on the ring. The diagram at left shows the Mixer Screen with 5 instruments. See below for diagrams of the Mixer Screen with 4-3-2-1 instruments. As long as the user is mixing tones on the mixer screen, the application does not navigate away from this screen. This avoids confusing the user on whether they are still using the mixer or not. Instead, when necessary, popup screens with additional choices or features open over the mixer. The mixer menu, stem menu, voice recording, and mixer help all use popups. Pressing OK when the focus is on the bottom track icon opens the Stem Menu Popup, where the user can change the track's stem or mute it. For voice recording, pressing OK on the Record icon opens the Stem Menu Popup if any voice recordings have been recorded for the template (this allows the user to select between them, mute the track, or choose to make a new recording). If no voice recordings have been recorded for the template yet, pressing OK opens Voice Record Popup 1. When the user chooses to make a voice recording, the Mixer Screen changes: • The recording progress indicator bar replaces the stem prompt. While recording is in progress, the bar fills with red, thereby indicating how much time it left. • The Record icon turns red. • The tempo indicator appears. For musical recordings, tempo is

 ToneMaker Mixer <item name> Press OK to stop recording <track> <track> Record Back Stop Voice Record Popup 2 [Mute Play] Save and Mix Re-Record Delete OK Voice Record Popup 3 Mixing Mixing Popup <mixer help text> OK Mixer Help Popup Do you want to exit ToneMaker? No Yes No Yes Exit Prompt Popup	depicted by a blinking indicator that blinks to the beats-per-minute information sent from the server. For non-musical “skit”, recordings, the tempo indicator simply remains on (red) for the duration of the recording time. Voice Record Popup 1 appears when the user chooses to make a voice recording. This shows a countdown preparing the user for when recording will start: Ready! 3... 2... 1... Recording! Voice Record Popup 2 automatically appears when recording begins. This tells the user that pressing OK stops the recording. A recording automatically ends based on the time allotted to it by the template and the device characteristics. In addition, the user may stop the recording at any time by pressing the OK key. When recording ends, Voice Record Popup 3 automatically appears. Also, the voice recording begins playing, automatically looping (with a short pause between playbacks). The popup has a menu of choices that allow the user to mute/play the recording, save it (and mix it into the tone), record a new voice recording (discarding the current one), and delete the recording. The Mixing Popup automatically appears whenever the server is called to mix the tone (including but not limited to mixing in voice recordings). It automatically closes when the remixed tone is loaded into the mixer from the server. Selecting an instrument icon opens the Stem Menu Popup with that instrument’s stems. When this popup appears, the track’s stem is soloed: all other tracks are muted while this popup is in use. When the popup opens, the focus is on the track’s current stem, which starts playing from it starting point. As the user moves the focus, the stem with the focus starts playing. (The Mute and New Recording options are silent.) This allows the user to preview all the stems just by pausing the focus on them, without having to press other keys. The Mixer Help Popup appears when the user chooses the help option on the Mixer Menu Popup. The text for this popup comes from the CMS. The user uses the Up and Down keys to scroll between the bottom track icon and the Save button. Pressing OK when the Save button has the focus navigates to the Save Tone Screen. Underneath the bottom track icon is the stem prompt. This shows the name of the stem the bottom track icon is set to. When the ring is rotated, the prompt is updated with the stem name of the track receiving the focus. The stem prompt itself does not receive the focus. (During voice recording, the stem prompt is changed to the recording progress indicator bar.) <i>Other:</i> Soft key labels. <i>Audio:</i> When the screen loads, the template’s audio automatically starts playing. When finished, after a short delay (time TBD), the audio replays. It continuously loops in this manner. When the user changes a track setting, the new tone is mixed in silence and then start playing when mixed.
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<i>Background Animation and More:</i> The goal is to have this screen be fun and animated. There should be one or more visually appealing backgrounds that animate when the tone is playing. When the track ring rotates, it should animate smoothly. When Surprise Me! is used, the instrument icons should either animate and swirl or do a quick highlight state dance visually represent that something is happening.			
Mixer, 4 instruments	Mixer, 3 instruments	Mixer, 2 instruments	Mixer, 1 instrument

Main Screen: Screen Elements

Focusable Items/Links	Usage
<track> (on screen load, bottom icon in ring is Record and the default focus is here)	On OK, go to the Stem Menu Screen for that track.
Save	Go to the Save Tone Screen.
Keys	Usage
Right Soft Key ("Menu")	Open the Mixer Popup Menu.
Left Soft Key ("Back"), Clr/Back	Go to the previous screen.
OK	See the usage for the focusable items above.
Up, Down	Move the focus between the bottom track icon and the Save button. (Focus wraps.)
Left, Right	When the focus is on the bottom track icon, rotate the ring of icon left or right, as described in the above screen description.
Power	Exit the application (no prompt).

Mixer Menu Popup: Screen Elements

Focusable Items/Links	Usage
Save (default focus)	Go to the Save Tone Screen.
Surprise Me!	Create a random mix for the tone, based on the template.
Help	Go to the Mixer Help Screen.
Main Menu	Go to the Main Menu Screen.

Exit	Go to the Exit Prompt Screen.
Close	Close the Popup Menu.
Keys	Usage
Right Soft Key ("OK"), OK	Take action per the selected item.
Left Soft Key ("Close"), Clr/Back	Close the Popup Menu.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Stem Menu Popup: Screen Elements

Focusable Items/Links	Usage
New Recording (only present for Record track)	Open Record Voice Popup 1.
Mute	Set the track to mute and return to the Mixer Screen, remixing the tone and updating the stem prompt if necessary.
<stem>	Set the track to the selected stem and return to the Mixer Screen, remixing the tone and updating the stem prompt if necessary.
Keys	Usage
Right Soft Key ("OK"), OK	Take action per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the Mixer Screen without taking any action.
Up, Down	Move focus in corresponding direction. (Focus wraps.) Moving the focus plays stems or mutes the audio as described above.
Power	Exit the application (no prompt).

Record Voice Popup 1: Screen Elements

Keys	Usage
Left Soft Key ("Back"), Clr/Back	Abort the recording and return to the screen or popup from which the Record Voice Popup 1 was called.
Power	Exit the application (no prompt).
Other	Usage
Timer	After a short pause (TBD), the timer and graphics count down three seconds. When the countdown reaches 0, the popup transitions to the Record Voice Popup 2.

Record Voice Popup 2: Screen Elements

Keys	Usage
Right Soft Key ("Stop"), OK	The user has indicated that they have recorded all that they want to. Transition to the Record Voice Popup 3.
Left Soft Key ("Back"), Clr/Back	Abort the recording and return to the screen or popup from which the Record Voice Popup 1 was called.

Power	Exit the application (no prompt).
Other	Usage
Timer	The timer governs the graphical display that shows the time elapsing for the recording, based on the total recoding time available (as set by the template and device). When time is up, the popup transitions to the Record Voice Popup 3.

Record Voice Popup 3: Screen Elements

Focusable Items/Links	Usage
[Mute Play] (default focus)	When recording ends, the voice recording begins playing, automatically looping (with a short pause between playbacks). While playing, the menu item shows "Mute". Choosing this mutes the playback. When muted, the menu item shows "Play". Choosing this restarts the playback.
Save and Mix	Send the voice recording to the server to be mixed into the tone. Close the Record Voice Popup 3 and open the Mixing Popup.
Re-Record	Discard the recording and transition to the Record Voice Popup 1 so that the user can start over making the recording.
Delete	Discard the recording and return to the screen or popup from which the Record Voice Popup 1 was called.
Keys	Usage
Right Soft Key ("OK"), OK	Take action per the selected item.
Clr/Back	Discard the recording and return to the screen or popup from which the Record Voice Popup 1 was called.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Mixing Popup: Screen Elements

Keys	Usage
Power	Exit the application (no prompt). (Note that no other keys are active.)

Mixer Help Popup: Screen Elements

Keys	Usage
Right Soft Key ("OK"), OK, Clr/Back	Return to the Mixer Screen.
Power	Exit the application (no prompt).

Exit Prompt Popup: Screen Elements

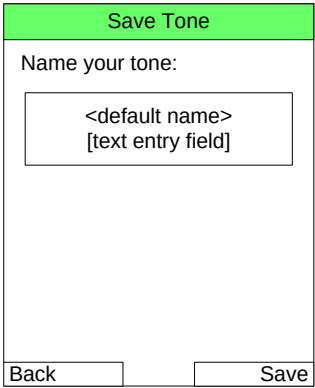
Focusable Items/Links	Usage
Yes (default focus)	Exit application (no prompt).
No	Close the popup.
Keys	Usage
Right Soft Key ("Yes"), OK	Navigate per the selected item.
Left Soft Key ("No"), Clr/Back	Close the popup.
Left, Right	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
make_tone	Create a tone from the tracks of the template.
save_work	Saves the user's current work.
get_this_voice (???)	Get a specific voice recording by ID.
store_a_voice	Store a new voice recording.
???	Need to get the default name from the server?
store_a_voice ???	Store a new voice recording (save the name).
???	Delete recording if user chooses to start over?

4.2. Save Tone Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled 'Save Tone' in a green header. Below the header is the text 'Name your tone:'. Underneath is a text entry field containing '<default name>' with a label '[text entry field]' below it. At the bottom of the screen are two buttons: 'Back' on the left and 'Save' on the right.	<i>Flow Chart:</i> Mixer <i>Header:</i> Save Tone <i>Text:</i> Static, as illustrated. <i>Text Entry Field:</i> Shows a default name that can be used (per TMV), which the user can change. <i>Other:</i> Soft key labels.

Screen Elements

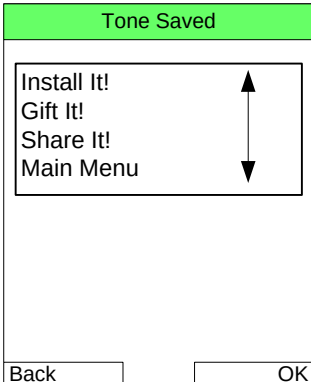
Focusable Items/Links	Usage
[text entry field]	User can enter a name for the tone.
Keys	Usage
Right Soft Key ("Save"), OK	Save the text and go to the Tone Saved Screen.
Left Soft Key ("Back"), Clr/Back	When the cursor is in the left-most position: Go back to the previous screen.
Left Soft Key ("Delete"), Clr/Back	When the cursor is not in the left-most position: Delete the character to the left of the cursor.
Left	Move the cursor left one character if possible.
Right	Move the cursor right one character if possible.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, #	Enter a character or space in ABC mode in the text entry area.
Power	Exit the application.

Server Interactions

Action	Usage
???	Need to get the default name from the server?
save_work ???	Saves the user's current work (save the name).

4.3. Tone Saved Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Mixer <i>Header:</i> Tone Saved <i>Scrolling Menu:</i> As illustrated. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
Install It! (default focus)	Initiate the install sequence (actual screen navigated to may depend upon subscription vs. use-based and BREW vs. J2ME).
Gift It!	Go to the Gift Tone Screen.
Share It!	Go to the Share Tone Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Return to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

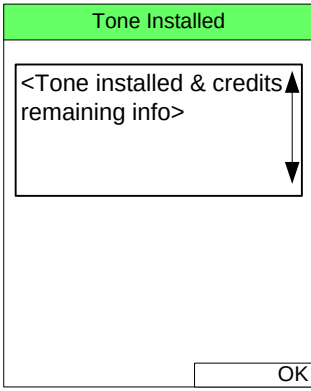
Server Interactions

Action	Usage
On Install It! - install_carrier	Specific instructions for a carrier.

5. Install Screens

5.1. BREW Success Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Install <i>Header:</i> Tone Installed <i>Text:</i> From CMS. <i>Other:</i> Soft key label.

Screen Elements

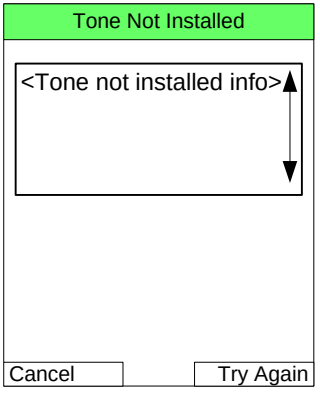
Keys	Usage
Right Soft Key ("OK"), OK, Clr/Back	Return to the screen where the user chose to install a tone.
Power	Exit the application.

Server Interactions

Action	Usage
None	

5.2. BREW Failure Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Install <i>Header:</i> Tone Installed <i>Text:</i> From CMS. <i>Other:</i> Soft key labels.

Screen Elements

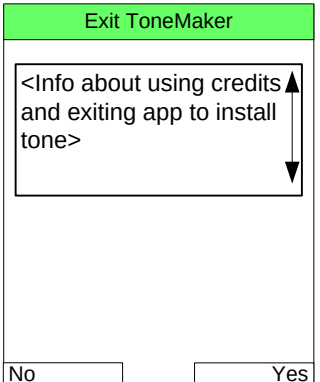
Keys	Usage
Right Soft Key ("Try Again"), OK	Attempt to install the tone again.
Right Soft Key ("Cancel"), OK, Clr/Back	Return to the screen where the user chose to install a tone.
Power	Exit the application.

Server Interactions

Action	Usage
Install - install_carrier	Specific instructions for a carrier.

5.3. J2ME Install Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Install <i>Header:</i> Exit ToneMaker <i>Text:</i> From CMS; may differ per carrier. <i>Other:</i> Soft key labels.

Screen Elements

Keys	Usage
Right Soft Key ("Yes"), OK	Exit application and launch WAP browser to URL to install the tone.
Left Soft Key ("No"), Clr/Back	Return to the screen where the user chose to install a tone.

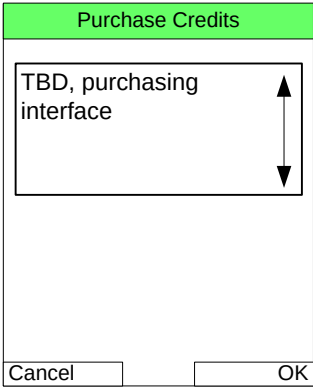
Server Interactions

Action	Usage
install_wap	Install sending WAP link.

5.4. Purchase Credits Screen

This screen is used with use-based versions of the application.

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Install <i>Purchasing Interface:</i> TBD; crib from existing apps? <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
TBD - credits purchase	Perform transaction
Keys	Usage
TBD	
Power	Exit the application.

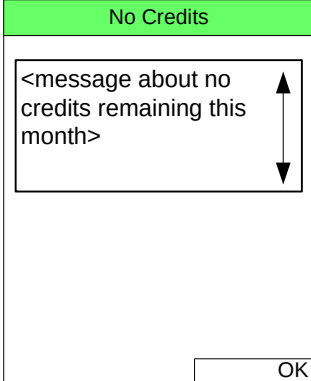
Server Interactions

Action	Usage
TBD	

5.5. No Credits Screen

This screen is used with subscription versions of the application, when the user has no more credits left in a month.

Screen Overview

Screen Diagram	Description
 The diagram shows a mobile screen layout. At the top is a green header bar with the text "No Credits". Below the header is a white rectangular area containing the text "<message about no credits remaining this month>". To the right of this text is a vertical double-headed arrow. At the bottom right of the screen is a small rectangular button labeled "OK".	<i>Flow Chart:</i> Install <i>Header:</i> No Credits <i>Text:</i> From CMS. <i>Other:</i> Soft key label.

Screen Elements

Keys	Usage
Right Soft Key ("OK"), OK, Clr/Back	Return to the screen where the user chose to install a tone.
Power	Exit the application.

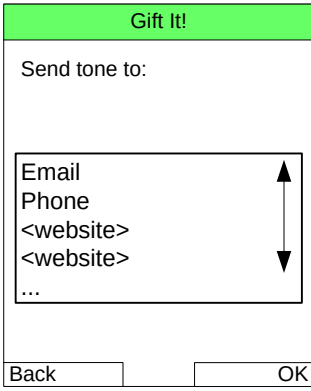
Server Interactions

Action	Usage
None	

6. Gift/Share Screens

6.1. Gift Tone Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Mixer <i>Header:</i> Gift It! <i>Text:</i> Static; as illustrated. <i>Scrolling Menu:</i> As illustrated. <i>Other:</i> Soft key labels.

Screen Elements

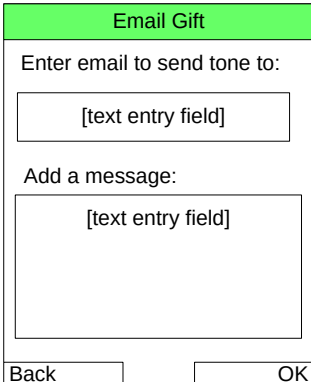
Focusable Items/Links	Usage
Email (default focus)	Go to the Email Gift Screen.
Phones	Go to the Phone Gift Screen.
<website>	TBD: Send to a social networking site interface; pick up how we do it in other apps?
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Return to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
None	

6.2. Email Gift Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Gift/Share <i>Header:</i> Email Gift <i>Text:</i> Static; as illustrated. <i>Text Entry Fields:</i> One for the email address and one for an optional message. <i>Other:</i> Soft key labels.

Screen Elements

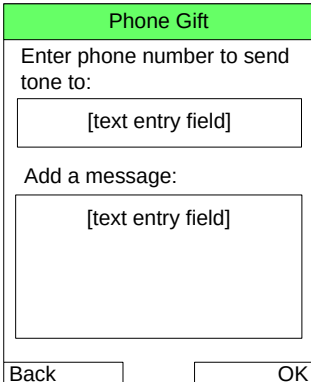
Focusable Items/Links	Usage
Email Address [text entry field]	User enters an email address.
Message [text entry field]	User enters a message.
Keys	Usage
Right Soft Key ("OK"), OK	If the focus is on an inactive text entry field, make the field active. Otherwise, check the email and send it if it appears valid.
Left Soft Key ("Back"), Clr/Back	When the focus is on either an inactive text entry box or on an active text entry box with the cursor in the left-most position: Return to the previous screen.
Left Soft Key ("Delete"), Clr/Back	When the focus is on an active text entry box with the cursor not in the left-most position: Delete character to the left of the cursor.
Left	Move the cursor left one character if possible.
Right	Move the cursor right one character if possible.
Up	Move focus up one focusable item.
Down	Move focus down one focusable item.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, #	Enter a character or space in ABC mode in the text entry area.
Power	Exit the application.

Server Interactions

Action	Usage
share_tone_email	Share a tone using email as the delivery.

6.3. Phone Gift Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled 'Phone Gift' in a green header. Below the header, there is a label 'Enter phone number to send tone to:' followed by a text entry field. Below that is a label 'Add a message:' followed by a larger text entry field. At the bottom, there are two buttons: 'Back' on the left and 'OK' on the right.	<i>Flow Chart:</i> Gift/Share <i>Header:</i> Phone Gift <i>Text:</i> Static; as illustrated. <i>Text Entry Fields:</i> One for the phone number and one for an optional message. <i>Other:</i> Soft key labels.

Screen Elements

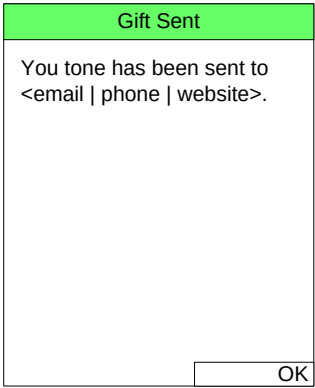
Focusable Items/Links	Usage
Phone Number [text entry field] (default focus)	User enters a phone number.
Message [text entry field]	User enters a message.
Keys	Usage
Right Soft Key ("OK"), OK	If the focus is on an inactive text entry field, make the field active. Otherwise, check the phone number and use it if it appears valid.
Left Soft Key ("Back"), Clr/Back	When the focus is on either an inactive text entry box or on an active text entry box with the cursor in the left-most position: Return to the previous screen.
Left Soft Key ("Delete"), Clr/Back	When the focus is on an active text entry box with the cursor not in the left-most position: Delete character to the left of the cursor.
Left	Move the cursor left one character if possible.
Right	Move the cursor right one character if possible.
Up	Move focus up one focusable item.
Down	Move focus down one focusable item.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, #	Enter a character or space in ABC mode in the text entry area.
Power	Exit the application.

Server Interactions

Action	Usage
share_tone_sms or share_tone_mms	Send a tone using SMS - or -Send a tone using MMS.

6.4. Gift Sent Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Gift/Share <i>Header:</i> Gift Sent <i>Text:</i> Dynamic; as illustrated. <i>Other:</i> Soft key label.

Screen Elements

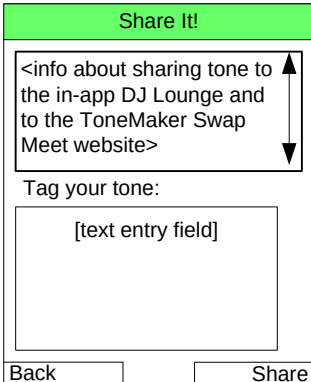
Keys	Usage
Right Soft Key ("OK"), OK, Clr/Back	Return to the screen where the user chose to gift a tone.
Power	Exit the application.

Server Interactions

Action	Usage
None	

6.5. Share Tone Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Gift/Share <i>Header:</i> Share It! <i>Text:</i> From CMS and static as illustrated. <i>Text Entry Field:</i> One for an optional tag. <i>Other:</i> Soft key labels.

Screen Elements

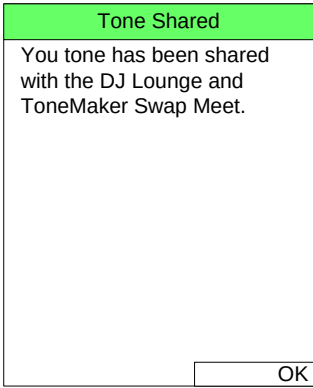
Focusable Items/Links	Usage
Tag [text entry field]	The user enters text for the tag.
Keys	Usage
Right Soft Key ("Share"), OK	Send the tone and any tag to 1) the ToneMaker Swap Meet website and to 2) the DJ Lounge.
Left Soft Key ("Back"), Clr/Back	When the cursor is in the left-most position: Go back to the previous screen.
Left Soft Key ("Delete"), Clr/Back	When the cursor is not in the left-most position: Delete the character to the left of the cursor.
Left	Move the cursor left one character if possible.
Right	Move the cursor right one character if possible.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, #	Enter a character or space in ABC mode in the text entry area.
Power	Exit the application.

Server Interactions

Action	Usage
???	Send the tone and any tag to 1) the ToneMaker Swap Meet website and to 2) the DJ Lounge.

6.6. Tone Shared Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Gift/Share <i>Header:</i> Gift Sent <i>Text:</i> Static; as illustrated. <i>Other:</i> Soft key label.

Screen Elements

Keys	Usage
Right Soft Key ("OK"), OK, Clr/Back	Return to the screen where the user chose to gift a tone.
Power	Exit the application.

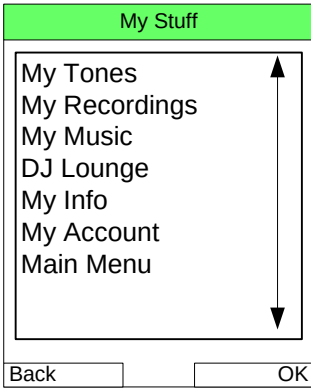
Server Interactions

Action	Usage
None	

7. My Stuff Screens

7.1. My Stuff Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> My Stuff <i>Scrolling Menu Items:</i> Per illustration. <i>Other:</i> Soft key labels.

Screen Elements

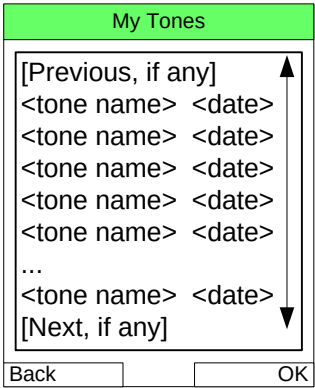
Focusable Items/Links	Usage
My Tones	Go to the My Tones Menu Screen.
My Recordings	Go to the My Recordings Menu Screen.
My Music	Go to the My Music Menu Screen.
DJ Lounge	Go to the DJ Lounge Menu Screen.
My Info	Go to the My Info Screen.
My Account	If the user's account is a subscription, go to the My Account (Subscription) Screen. If the user's account is use-based, go to the My Account (Use-Based) Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.2. My Tones Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> My Stuff <i>Paging, Scrolling Menu Items:</i> Since a user may have a large number of tones, this menu uses a paging scheme. A maximum of ten tones are shown per page. The menu items can be: • <i><tone name> <date></i>: The name of the tone and the date it was created. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. <i>Other:</i> Soft key labels.

Screen Elements

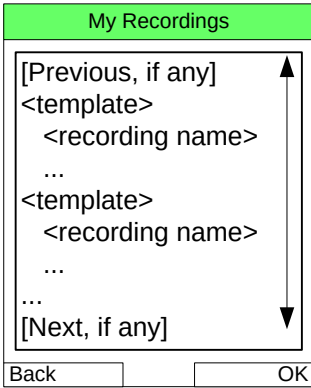
Focusable Items/Links	Usage
<i><tone name> <date></i> (top one in menu has default focus)	Go to the My Tone Options Screen.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.3. My Recordings Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> My Recordings <i>Paging, Scrolling Menu Items:</i> Since a user may have a large number of voice recordings, this menu uses a paging scheme. A maximum of ten labels/recordings are shown per page. The menu items can be: • <i><template></i>: The name of the template for which the recording was made. (Voice recordings are always made and tracked by template, as each template has its own tempo.) This item is a label and not a focusable item. • <i><recording name></i>: The name of the recording. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. If the paging scheme ends up splitting a template's recordings across two pages, the <i><template></i> label is repeated on each page. <i>Other:</i> Soft key labels.

Screen Elements

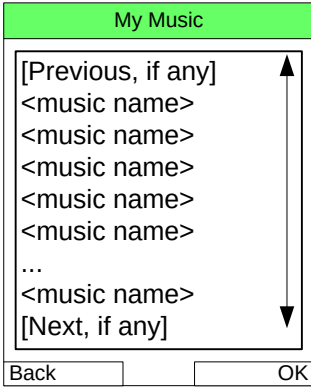
Focusable Items/Links	Usage
<i><recording name></i> (top one in menu has default focus)	Go to the My Recording Options Screen.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.4. My Music Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> My Music <i>Paging, Scrolling Menu Items:</i> Since a user may have a large number of music clips (uploaded from the user's ToneMaker website), this menu uses a paging scheme. A maximum of ten music clips are shown per page. The menu items can be: • <i><music name></i>: The name of the music clip. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<music name> (top one in menu has default focus)	Go to the My Music Options Screen.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.5. My Tone Options Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> <tone name>, the name of the tone the user selected. <i>Scrolling Menu Items:</i> Per illustration. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
Play It / Mix It	Go to the Mixer Screen with the tone loaded there.
Install It	Initiate the install sequence (actual screen navigated to may depend upon subscription vs. use-based and BREW vs. J2ME).
Gift It	Go to the Gift Tone Screen.
Share It	Go to the Share Tone Screen.
Delete It	Go to the My Stuff Delete Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.6. My Recording Options Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> <recording name>, the name of the tone the user selected. <i>Scrolling Menu Items:</i> Per illustration. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
Play It / Mix It	Go to the Mixer Screen with the recording's template loaded there. Load the recording as the selected voice recording stem for the template (rather than the template's default behavior).
Delete It	Go to the My Stuff Delete Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.7. My Music Options Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> <music name>, the name of the music clip the user selected. <i>Scrolling Menu Items:</i> Per illustration. <i>Other:</i> Soft key labels.

Screen Elements

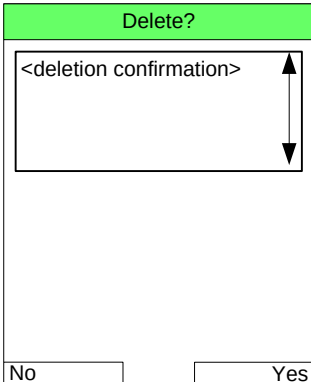
Focusable Items/Links	Usage
Play It / Mix It	Go to the Mixer Screen with the recording's template loaded there. Load the recording as the selected voice recording stem for the template (rather than the template's default behavior).
Delete It	Go to the My Stuff Delete Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

7.8. My Stuff Delete Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Stuff <i>Header:</i> Delete? <i>Text:</i> From CMS. Text will likely vary based on type of item being deleted (tone, voice recording, or music clip). <i>Menu:</i> Yes and No icons. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
Yes (default focus)	Delete item and go to the My Stuff Menu Screen.
No	Go to the previous screen.
Keys	Usage
Right Soft Key ("Yes"), OK	Navigate per the selected item.
Left Soft Key ("No"), Clr/Back	Go to the previous screen.
Left, Right	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

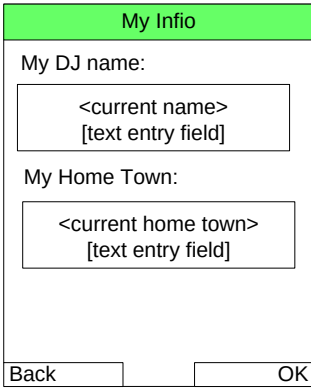
Server Interactions

Action	Usage
??? delete item	

8. My Info & Account Screens

8.1. My Info Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled 'My Info' in a green header bar. Below the header, there are two text entry fields. The first is labeled 'My DJ name:' and contains the placeholder text '<current name>'. The second is labeled 'My Home Town:' and contains the placeholder text '<current home town>'. At the bottom of the screen, there are two soft key labels: 'Back' on the left and 'OK' on the right.	<i>Flow Chart:</i> My Account & Info <i>Header:</i> My Info <i>Text:</i> Static; as illustrated. <i>Text Entry Fields:</i> One for the DJ name and one for an optional home town entry. DJ names may only begin with an alphanumeric character and not any other character (i.e., no punctuation). <i>Other:</i> Soft key labels.

Screen Elements

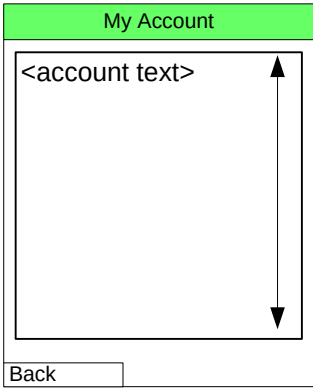
Focusable Items/Links	Usage
Current Name [text entry field]	Display the user's current DJ name, if any. User may enter/change the name.
Home Town [text entry field]	Display the user's current home town, if any. User may enter/change the home town.
Keys	Usage
Right Soft Key ("OK"), OK	If the focus is on an inactive text entry field, make the field active. Otherwise, check the email and send it if it appears valid.
Left Soft Key ("Back"), Clr/Back	When the focus is on either an inactive text entry box or on an active text entry box with the cursor in the left-most position: Return to the previous screen.
Left Soft Key ("Delete"), Clr/Back	When the focus is on an active text entry box with the cursor not in the left-most position: Delete character to the left of the cursor.
Left	Move the cursor left one character if possible.
Right	Move the cursor right one character if possible.
Up	Move focus up one focusable item.
Down	Move focus down one focusable item.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, #	Enter a character or space in ABC mode in the text entry area.
Power	Exit the application.

Server Interactions

Action	Usage
???	

8.2. My Account (Subscription) Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Account & Info <i>Header:</i> My Account <i>Text:</i> From CMS. May differ per carrier. <i>Other:</i> Soft key labels.

Screen Elements

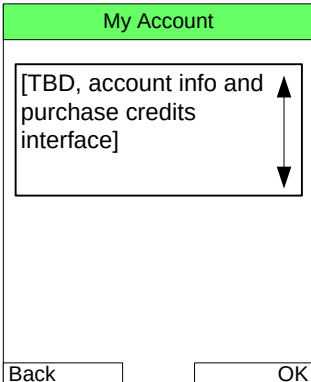
Keys	Usage
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Power	Exit the application.

Server Interactions

Action	Usage
???	

8.3. My Account (Use-Based) Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Account & Info Note: To Be Done. (Need details on how to Sonic will handle this before screen(s) can be designed.) <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
TBD	
Keys	Usage
TBD	
Other	Usage
TBD	

Server Interactions

Action	Usage
TBD	

9. DJ Lounge Screens

Notes:

- 1) The concept of "collections" of tones is used in the DJ Lounge. The DJ Lounge is not dealing directly with categories and templates, so sets or collections of tones are used as the organizing metaphor for display purposes.
- 2) Various items are renamed from the previous version of ToneMaker without changing the underlying functionality. "Surprise Me!" is the new name for "Random Shuffle". "All DJs" is the new name for "Browse by Artist".
- 3) "Hot Tones" are the most downloaded tones, with Sonic also having the ability via the CMS to declare any tone as being hot.
- 4) "Latest Tones" are the most recently added tones. When displayed in a Latest Tones collection, they are timestamped.
- 5) "Top Tones" are the highest rated tones (this does not necessarily mean they are the most downloaded). A tone must have been rated by at least 10 users before it can be eligible as a top tone.
- 6) "Best of Genre" lists the genres like Hip-Hop and Rock. A genre choice goes to a subgenre menu that lists the subgenres (like All Rock, Metal, Alternative). The Best of Genre menu also has a "Best of All Genres" menu item has also been added, which goes to a collection screen with the highest-rated three tones of each genre.
- 7) "Surprise Me!" randomly chooses a tone and goes to the Tone screen.

9.1. DJ Lounge Message Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> DJ Lounge <i>Text:</i> From CMS. May differ per carrier. We will use this text to cross-promote the Swap Meet web site. <i>Other:</i> Soft key labels.

Screen Elements

Keys	Usage
Right Soft Key ("OK"), OK	Go back to the DJ Lounge Menu Screen.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Power	Exit the application.

Server Interactions

Action	Usage
???	

9.2. DJ Lounge Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> DJ Lounge <i>Scrolling Menu:</i> As illustrated. <i>Other:</i> Soft key labels.

Screen Elements

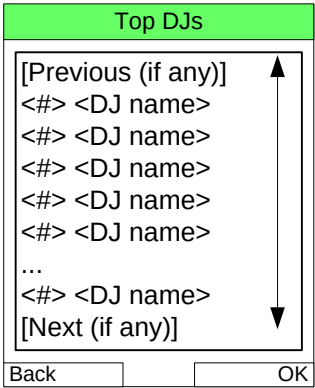
Focusable Items/Links	Usage
Hot Tones	Go to the DJ Lounge Collection Menu Screen with the most-downloaded tones as the collection.
Latest Tones	Go to the DJ Lounge Collection Menu Screen with the most recent tones as the collection.
Top Tones	Go to the DJ Lounge Collection Menu Screen with the top-rated tones as the collection.
Best of Genre	Go to the DJ Lounge Best of Genre Menu Screen.
Surprise Me!	Randomly choose a DJ Lounge tone and go to the DJ Lounge Tone Screen.
Top DJs	Go to the DJ Lounge Top DJs Menu Screen.
All DJs	Go to the DJ Lounge All DJs Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

9.3. DJ Lounge Top DJs Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> Top DJs <i>Paging, Scrolling Menu Items:</i> There may be up to 50 top DJs (the 50 DJs whose tones have the highest average rating). This menu uses a paging scheme. A maximum of ten DJs are shown per page. The menu items can be: • <i><#> <DJ name>:</i> The ranking and name of the DJ. • <i>Previous:</i> This is displayed at the top of the menu if there is a previous menu page. • <i>Next:</i> This is displayed at the bottom of the menu if there is a next menu page. <i>Other:</i> Soft key labels.

Screen Elements

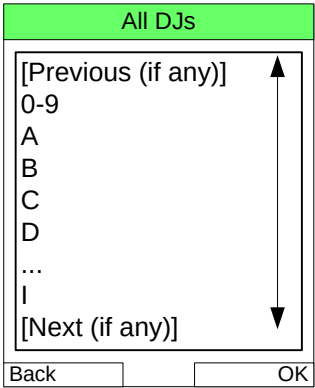
Focusable Items/Links	Usage
<#><DJ name> (top one in menu has default focus)	Go to the DJ Lounge Collection Screen for that DJ.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

9.4. DJ Lounge All DJs Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> All DJs <i>Paging, Scrolling Menu Items:</i> This menu allows the user to select an alphanumerical (0-9, A, B, C, etc.) group of DJ names (rather than listing all DJ names in one big list). DJ names may only begin with an alphanumeric character and not any other character (i.e., no punctuation). This menu uses a paging scheme. A maximum of alphanumerical items are shown per page. The menu items can be: • Page 1: 0-9, A, B, C, D, E, F, G, H, I • Page 2: J, K, L, M, N, O, P, Q, R, S • Page 3: T, U, V, W, X, Y, Z • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. <i>Other:</i> Soft key labels.

Screen Elements

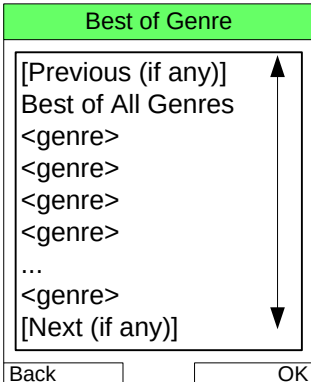
Focusable Items/Links	Usage
0-9, A, B, C, D, etc. (top one in menu has default focus)	Go to the DJ Lounge All DJs Submenu Screen for that alphanumerical group.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

9.5. DJ Lounge Best of Genre Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> Best of Genre <i>Paging, Scrolling Menu Items:</i> Since there may be many genres (and subgenres), this menu uses a paging scheme. A maximum of ten genres are shown per page. The menu items can be: • <i><genre></i>: The name of a genre or subgenre. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. <i>Other:</i> Soft key labels.

Screen Elements

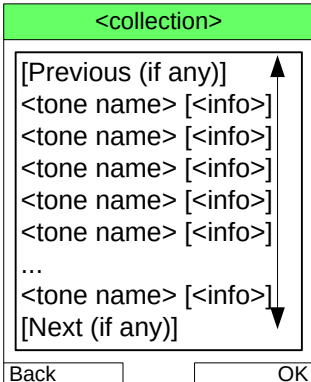
Focusable Items/Links	Usage
Best of All Genres	Go to the DJ Lounge Collection Screen with the highest-rated three tones of each genre.
<genre>	Go to the DJ Lounge Subgenre Menu Screen for that genre.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

9.6. DJ Lounge Collection Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> <collection>, the name of the collection's DJ, genre, or other classification. <i>Paging, Scrolling Menu Items:</i> Since there can be many tones in a collection, this menu uses a paging scheme. A maximum of ten tones are shown per page. The menu items can be: • <tone name>: The name of the tone. • [<info>]: A tone may have an additional item of information: Latest Tones collections: The timestamp of when the tone was added to the DJ Lounge. Top Tones collections: The rating of the tone. The name of the tone. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. When the collection is the top tones of a subgenre (from the DJL Menu: Best of Genre -> <genre> -> <subgenre> -> <collection>), the application shows the top three tones (highest average rating) in the subgenre. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<tone name> (top one in menu has default focus)	Go to the DJ Lounge Tone Screen for that tone.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

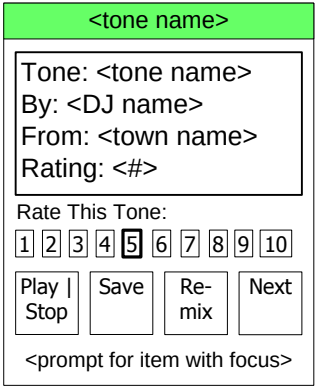
Server Interactions

Action	Usage
???	

9.7. DJ Lounge Tone Screen

Note: The tone automatically plays when this screen is loaded.

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> <tone name>, the name of the tone. <i>Text Labels:</i> As illustrated. <i>Dynamic Text:</i> • <tone name> is the name of the tone being played. • <DJ name> is the name of the DJ who made the tone. • <town name> is the name of the DJ's home town (leave blank if no home town was entered). • <rating> is the rating of the tone. <i>Focusable Items:</i> There are two rows of focusable item, the ratings scale and the menu items. The Up and Down keys move the focus between the rows. The Left and Right keys move the focus along a row. An item should animate when it receives the focus. Graphical detail will depend upon art direction, but the goal is a playful, light look. When a navigation event is invoked (OK or RSK pressed on an item with the focus), a graphical effect should occur. (Perhaps the item's highlight/animation changes or perhaps some other effect; again detail will depend upon art direction.) The Play Stop button has two forms: the Stop version is shown when the tone is playing and the Play version is shown when the tone is paused. This button works like the one in the current version of ToneMaker. <i><prompt>:</i> Each focusable item will have prompt text (all rating items have the same text). Some items have two forms of text: 1) when the item has the focus but OK has not been pressed; and 2) when the item has the focus and OK has been pressed. Draft text is as follows: Ratings Items, pre-OK: Choose a rating and press OK! Ratings Items, post-OK: Thanks for rating this tone! Play/Stop, pre-OK: Press OK to stop. Play/Stop, post-OK: Press OK to play the tone. Save, pre-OK: Press OK to save to My Stuff. Save, post-OK: Tone saved to My Stuff. Mix, pre-OK: Press OK to save to My Stuff. Mix, post-OK: [No text, as application has navigated away from this screen.] Next, pre-OK: Press OK for the next tones. Next, post-OK: [No text, as application has navigated away from this screen.] <i>Animation:</i> NOTE: If the Mixer Screen uses an animation when a tone is playing, try to reuse that animation for this screen, too. <i>Other:</i> There are no soft key labels on the Main Menu, to help give it

	an uncluttered look.
--	----------------------

Screen Elements

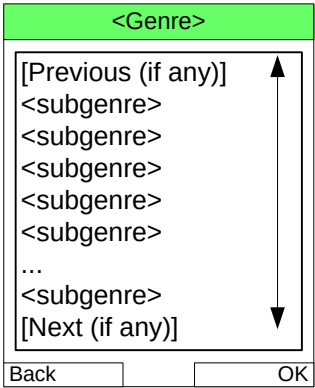
Focusable Items/Links	Usage
1, 2, 3, 4, 5 [default focus], 6, 7, 8, 9, 10	On OK, apply the user's rating to the tone. Multiple ratings by the same user work as in the current version of ToneMaker. (Display prompt text per the above description.)
Play Stop	If the tone is playing, stop the playback. if the tone is not playing, start playing the tone from its beginning. (Display prompt text per the above description.)
Save	Save the tone to the user's tones in My Stuff. (Display prompt text per the above description.)
Remix	Go to the Mixer Screen with the tone loaded in the mixer. (Display prompt text per the above description.)
Next	If this screen was called via Surprise Me: Randomly choose another DJ Lounge tone and load it on this screen (the DJ Lounge Tone Screen). Otherwise: Return to the menu screen from which this screen was called. (Display prompt text per the above description.)
Keys	Usage
OK	Perform the action per the selected item.
Clr/Back	Return to the menu screen from which this screen was called.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Left, Right	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

9.8. DJ Lounge Subgenre Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> <Genre> (as chosen on the DJ Lounge Best of Genre Menu Screen) <i>Paging, Scrolling Menu Items:</i> Since there may be many subgenres, this menu uses a paging scheme. A maximum of ten subgenres are shown per page. The menu items can be: • <subgenre>: The name of a subgenre. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. There will be a maximum of 20 subgenres for each genre. <i>Other:</i> Soft key labels.

Screen Elements

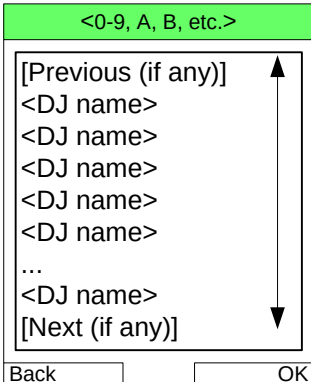
Focusable Items/Links	Usage
<subgenre> (top one in menu has default focus)	Go to the DJ Lounge Collection Screen for that genre.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

9.9. DJ Lounge All DJs Submenu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> DJ Lounge <i>Header:</i> <0-9, A, B, etc.> (the alphanumeric group selected on the DJ Lounge All DJs Menu Screen) <i>Paging, Scrolling Menu Items:</i> Since there will be many DJs with DJ Lounge tones, this menu uses a paging scheme. A maximum of ten DJs are shown per page. The menu items can be: • <DJ name>: The name of the DJ. • Previous: This is displayed at the top of the menu if there is a previous menu page. • Next: This is displayed at the bottom of the menu if there is a next menu page. <i>Other:</i> Soft key labels.

Screen Elements

Focusable Items/Links	Usage
<DJ name> (top one in menu has default focus)	Go to the DJ Lounge Collection Screen for that DJ.
Previous	Go back one menu page.
Next	Go forward one menu page.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	If there are no previous menu pages, go back to the previous screen. If there are any previous menu pages, go back one menu page.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

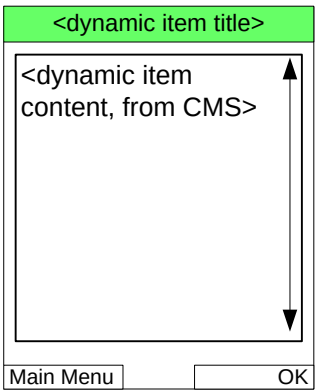
Action	Usage
???	

10. Dynamic Items Screen

10.1. Dynamic Item Screen

This screen is only used for the alert and messaging system. If another dynamic use of it is added, the soft key functionality will likely have to change.

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Dynamic Items <i>Header:</i> <dynamic item title>, from CMS <i>Text:</i> Alert or message text from CMS. May differ per carrier and per user. <i>Other:</i> Soft key labels.

Screen Elements

Keys	Usage
Right Soft Key ("OK"), OK	Go to the Message Menu Screen.
Left Soft Key ("Main Menu"), Clr/Back	Go back to the Main Menu Screen.
Power	Exit the application.

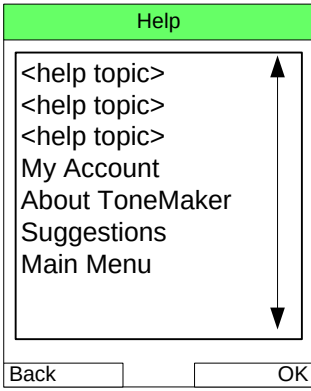
Server Interactions

Action	Usage
???	

11. Help Screens

11.1. Help Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help <i>Header:</i> Help <i>Scrolling Menu Items:</i> From CMS. Can differ per carrier. <i>her:</i> Soft key labels.

Screen Elements

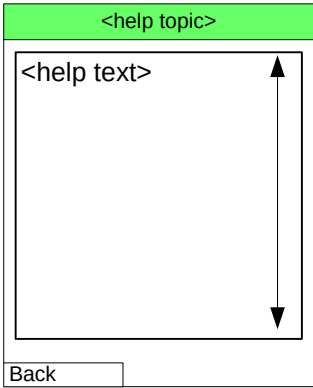
Focusable Items/Links	Usage
<help topic> (top item has default focus)	Go to the Help Topic Screen for the category. (See the Help Topic Template Screen below.)
My Account	If the user's account is a subscription, go to the My Account (Subscription) Screen. If the user's account is use-based, go to the My Account (Use-Based) Screen.
About ToneMaker	Go to the About Screen.
Suggestions	Go to the Suggestion Entry Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per the selected item.
Left Soft Key ("Back"), Clr/Back	Go back to the previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Usage
???	

11.2. Help Topic Template Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help <i>Header:</i> <help topic>, from CMS <i>Text:</i> From CMS. May differ per carrier. <i>Other:</i> Soft key label.

Screen Elements

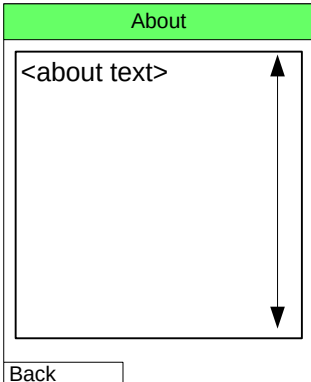
Keys	Usage
Left Soft Key ("Back"), Clr/Back	Go back to the Help Menu Screen.
Power	Exit the application.

Server Interactions

Action	Usage
???	

11.3. About Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help <i>Header:</i> About <i>Text:</i> From CMS. May differ per carrier. <i>Other:</i> Soft key label. <i>Debug:</i> Pressing 7 6 6 4 2 on this screen displays the application's debug data.

Screen Elements

Keys	Usage
Left Soft Key ("Back"), Clr/Back	Go back to the Help Menu Screen.
7 6 6 4 2	Display the application's debug data.
Power	Exit the application.

Server Interactions

Action	Usage
???	

11.4. Suggestion Entry Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help <i>Header:</i> Make a Suggestion <i>Text:</i> Static, as illustrated. <i>Text Entry Field.</i> <i>Other:</i> Soft key labels.

Screen Elements

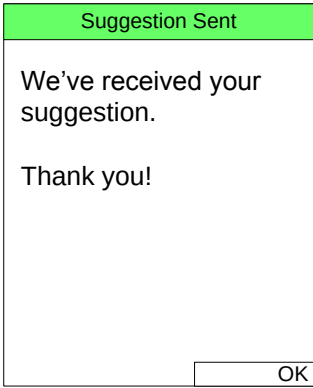
Focusable Items/Links	Usage
[text entry field]	User can enter text.
Keys	Usage
Right Soft Key ("Send"), OK	Send the text to the server and go to the Suggestion Sent Screen.
Left Soft Key ("Back"), Clr/Back	When the cursor is in the left-most position: do not send any text to the server but just go back to the Help Menu Screen.
Left Soft Key ("Delete"), Clr/Back	When the cursor is not in the left-most position: Delete the character to the left of the cursor.
Left	Move the cursor left one character if possible.
Right	Move the cursor right one character if possible.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, #	Enter a character or space in ABC mode in the text entry area.
Power	Exit the application.

Server Interactions

Action	Usage
???	

11.5. Suggestion Sent Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help <i>Header:</i> Suggestion Sent <i>Text:</i> As illustrated. <i>Other:</i> Soft key label.

Screen Elements

Keys	Usage
Right Soft Key ("OK"), OK	Go to the Help Menu Screen.
Power	Exit the application.

Server Interactions

Action	Usage
???	