

# Vodafone Simply Styleguide

**Vodafone Simply**  
**Graphic Style Guidelines**

Version 1.5 February 2nd, 2006



#### **Change Log (Document Management)**

Version	Date	Editor	Change
1.5.0	02.02.06	A. Delfmann	Adapted the whole styleguide according to new design and specifications

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## Principles

The interface must use plain language wherever possible to differentiate between instructions and labels eg. “add a number” not “new number”.

### Note:

The language used in the interface must be clear and descriptive but as succinct as possible. This is to accommodate translation into languages which run longer line lengths than English.

We recommend that care is taken to carry the ‘spirit’ of the interface from English into local languages, and that it is not simply translated word for word.

## Phone Spaces

The phone interface is composed of 3 different spaces:

- Idle Screen
- Contacts
- Menu (including Calls and Messages)

Idle, Contacts and Menu are accessible from the three hard keys on the top of the phone.

The Active Call space is opened when the phone is engaged in a call.

Each Space has a distinct colour palette to remind the user where they are during navigation. (see pg. 14)

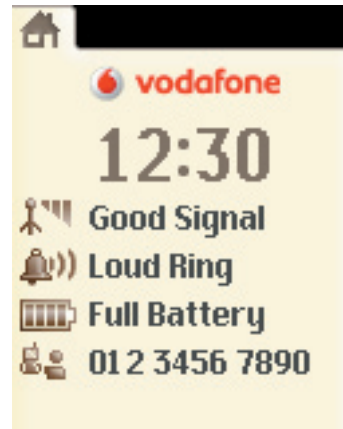
### Note:

The Idle view is considered to be the 'home' view of the phone; the place where the user can see the current status of the phone and new incoming events.

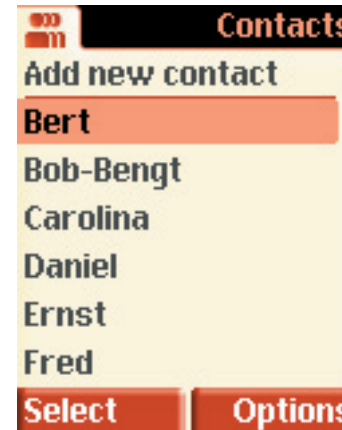
### Note:

In some cases, the same information can be accessed from within different Phone Spaces. For example, details of a missed call can be viewed from the Log or from within Contacts, under the Contact who made the call.

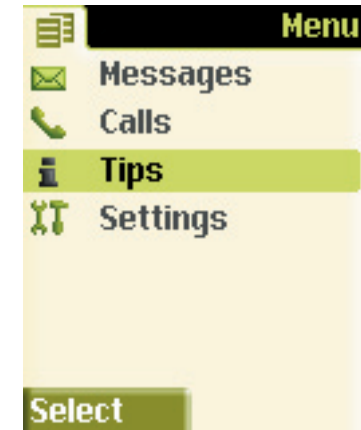
In these cases the interface remains within the same Phone Space and therefore within the same colour palette.



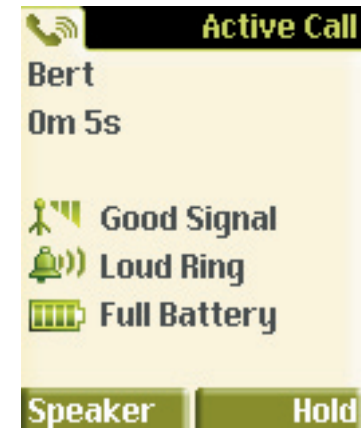
1. Idle



2. Contacts



3. Menu



4. Active Call

## Screen Layout

The screens are designed to allow users to easily differentiate elements in the interface. These include: the Phone Spaces, the different 'states' of the phone, text items that are labels, text items that are data in the phone (names and numbers etc.) and other selectable and non-selectable items.

Visible area: The pixel dimensions of the screen.  
128 pixels x 160 pixels (width x depth)

Title bar: The area across the top of the screen.  
128 pixels x 18 pixels.

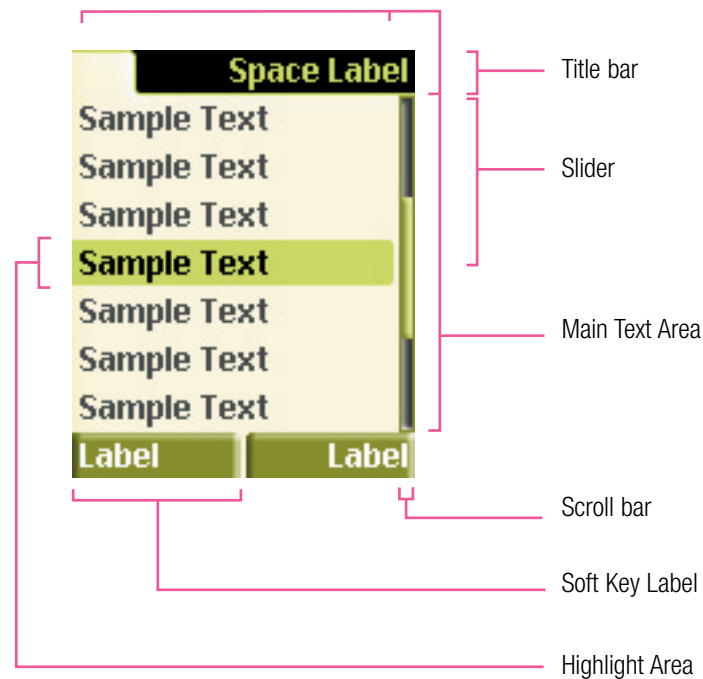
Main Text area: The main body of the screen under the Title bar.  
At full height this area is 117 pixels x 125 pixels.

Scroll Bar: This is aligned with the top of the Soft Key label and the right hand edge of the visible area. The scroll bar is always the same width. 6 pixels wide. It will appear in different heights, but is always a full number of text lines high fitting with the defined linefeed.

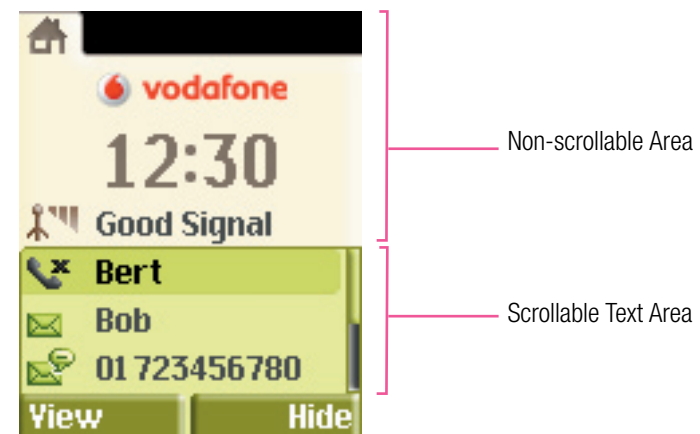
Full height Scroll Bar is the same height as the main Text area.  
Partial Height Scroll Bar uses the Scroll Area Keyline to define the top edge of the Scrollable Text Area. (see pages 27/ 28 for details)

Soft Keys: The two areas are aligned with the bottom of the screen. Measurements are 63 pixels x 17 pixels each. There is a 2 pixel gap between them in the middle of the screen. Softkey graphics will be provided by Vodafone.

### 1. Screen with full height scrollable text area



### 2. Screen with partial height scrollable text area



## Screen Grid (demonstrated on generic list screen)

### Screen Legibility

A key objective of the interface is to optimize text legibility for APUs where possible while at the same time maximising the numbers of text lines available on screen. The screen layout has greater space around the text items and between the lines than in most current phone interfaces.

### Text Alignment:

All text baselines are aligned with the grid as shown.

All text in the Main Text Area is aligned left

The Space Label text in the Title Bar is always aligned right

The Soft Key Label text is always aligned as follows:

Aligned left on Soft Key 1 (the left-hand soft key)

Aligned right on Soft Key 2 (the right-hand soft key)

### Highlight:

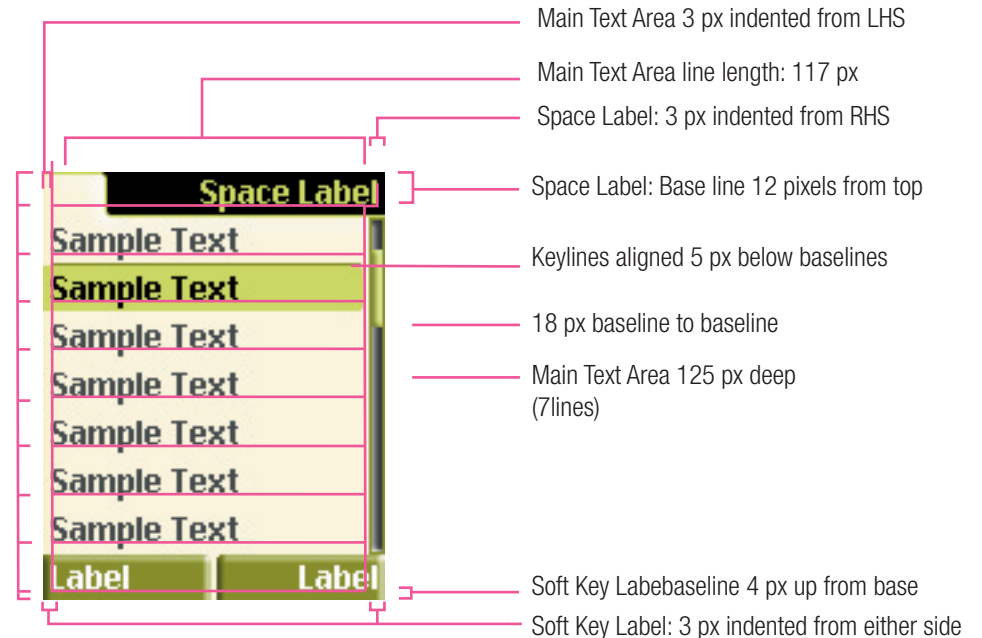
The width of the highlight bar varies according to the appearance of the scrollbar. In screens with scrollbar, the highlight bar is aligned 2 px indented from the scroll bar. In screens without scroll bar, the highlight bar adjusts to 2 px indent from the right hand border of the screen (RHS) (see also page 17).

### Keylines:

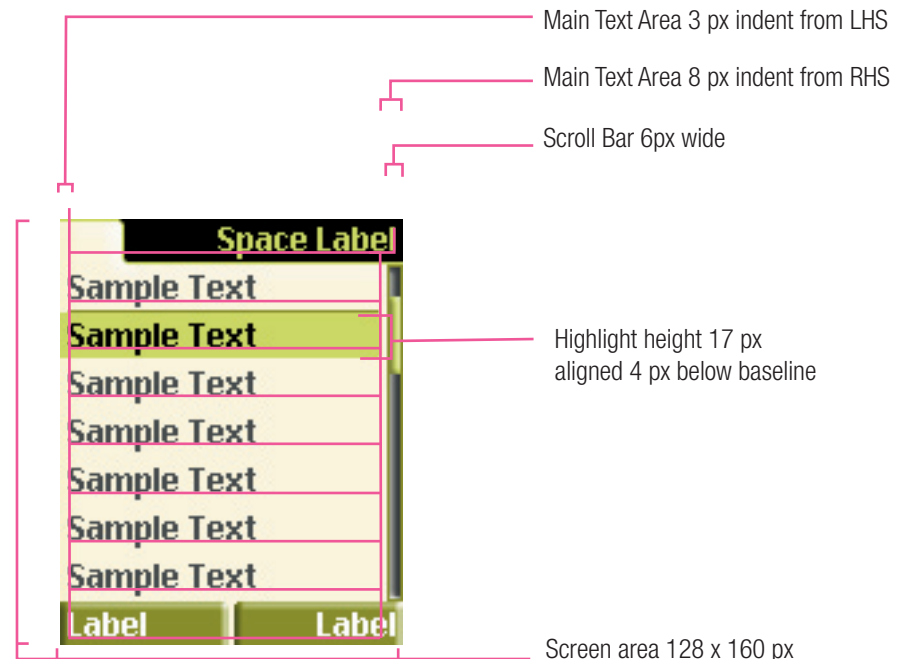
Keylines are aligned 5 px below the next upper baseline

### 1. Baseline Grid

12 px  
18 px  
18 px  
18 px  
18 px  
18 px  
18 px  
18 px  
18 px

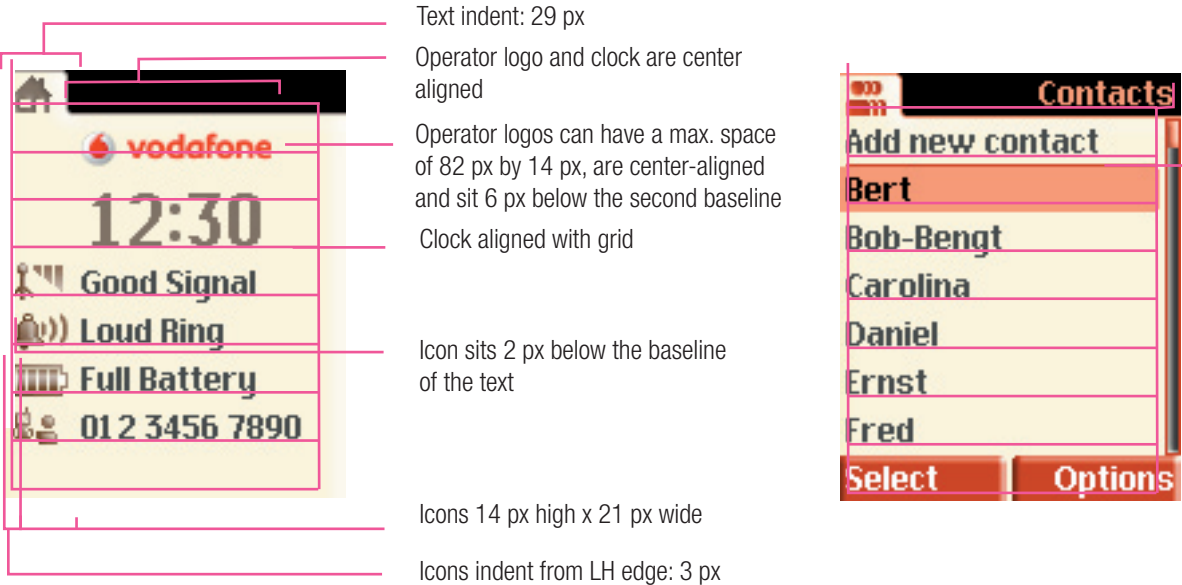


### 2. Highlight in Grid with scroll bar

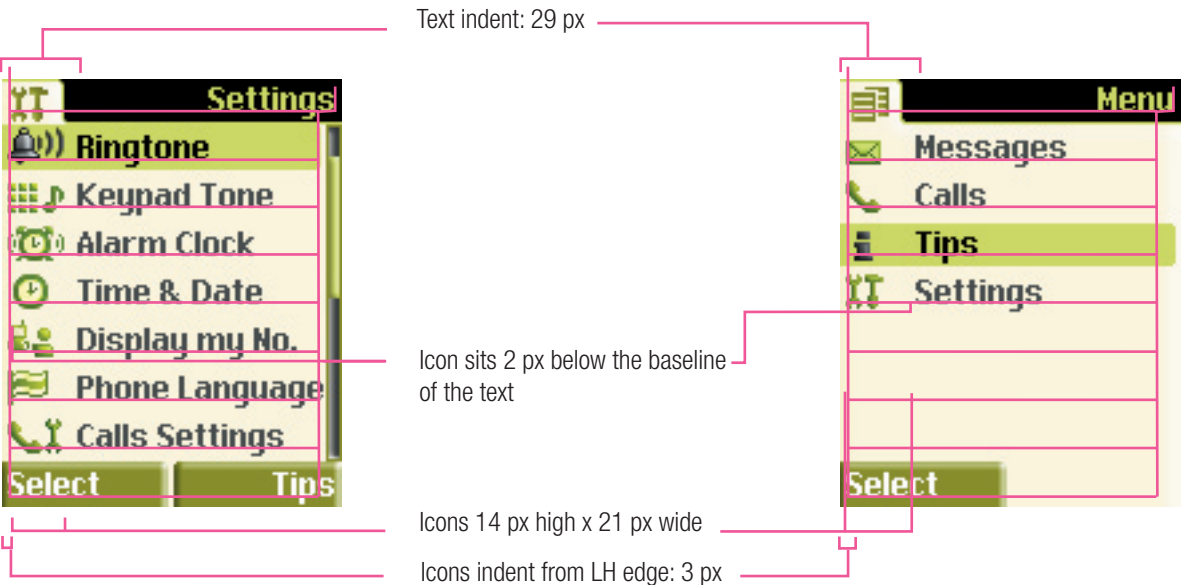


Idle, Settings, Contacts and Menu Screen Specifications

1. These Diagrams show the relationships of the Idle screen and the Contacts screen to the main screen grid



2. These Diagrams show the relationship of the Settings view and the Log view to the main screen grid



## Idle Screen: Exceptional Situations

### 1. Network string

When the phone is searching for a network it communicates it to the User via the screen.

### 2. Cell Broadcast/ Headset in Use

In case the cell broadcast is displayed, it will sit on the regular text grids, center aligned underneath the operator logo. The clock is displayed in 12pt font and also sits on the grid. In case the Bluetooth Headset is in use, the Own Number icon will disappear and the Headset in Use icon and label will appear instead on the lowest baseline.

### 3. Time and Date

In case the date is displayed, it will sit on the regular text grids, center aligned underneath the operator logo. The clock is displayed in 12pt font and also sits on the grid.

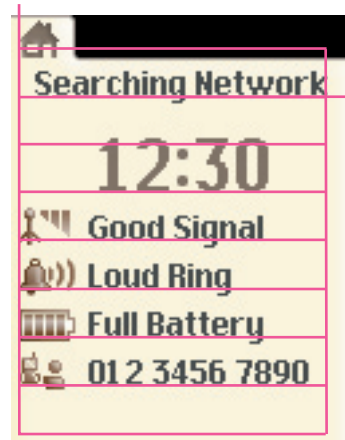
### 4. Further Icons on the Idle Screen:

Whenever the used network is not belonging to the Vodafone Network, the name of the roaming operator can be seen on screen accompanied by the roaming icon.

### 5. at Home

In case the user has entered the "at Home" zone, the idle screen header icon will change and the label that expresses the zone status will appear in the header line, left aligned and 29 px indented from LHS.

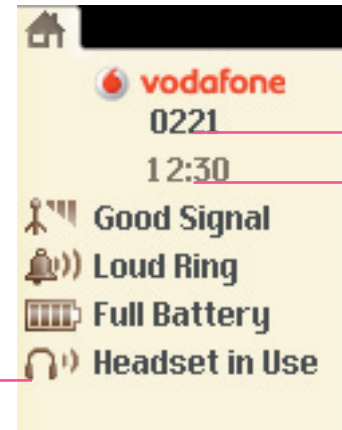
### 1. Network string



Baseline sits on grid, center-aligned

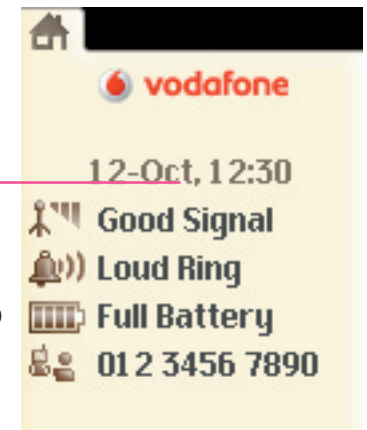
when bluetooth headset is in use, the own number icon is replaced by headset icon

### 2. Cell Broadcast/ Bluetooth Headset

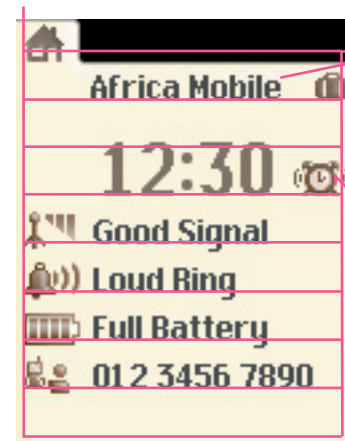


Cell broadcast on grid, center aligned  
time (and date if selected) in grid, center aligned and size reduced to 12 pt font

### 3. Time and Date



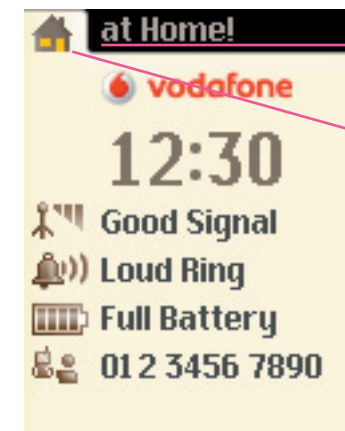
### 4. Further icons



Network name center aligned on grid  
Roaming icon sits on baseline of text, right-aligned, 3 px indent from RHS

Alarm icon sits on baseline of text, left-aligned, 3px indent from RHS

### 5. at Home



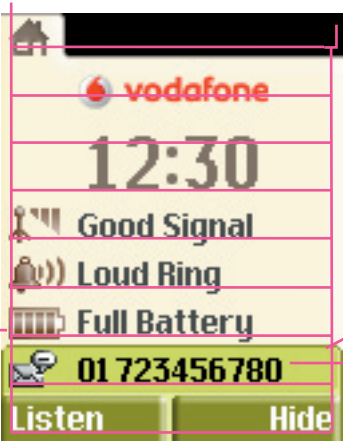
"At home" label appears on top baseline of grid, left aligned 29 px from LHS

The Home Space icon will be replaced by the "At Home" Icon

Idlescreen and Infoprompt

1. This Diagram shows the relationship of the Idle screen with infoprompt to the main screen grid. The Infoprompt slides up over the Idle screen. Colours refer to the Menu Space colour palette. Spacings and Alignments (eg with regards to header and softkey area) according to grid apply.

Top border aligned 13 pixels above baseline of top infoprompt textline

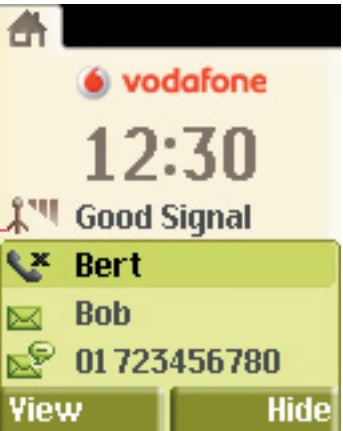


Infoprompt background uses same colourscheme as a system message in the menu space.

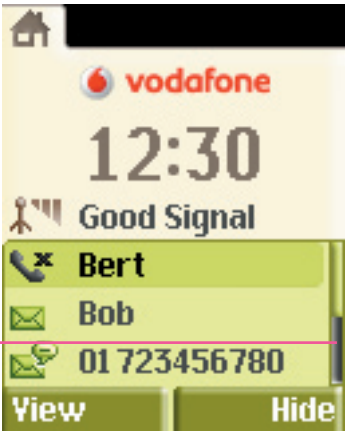
Text on infoprompt aligned with grid



Top border aligned 13 pixels above baseline of top infoprompt textline



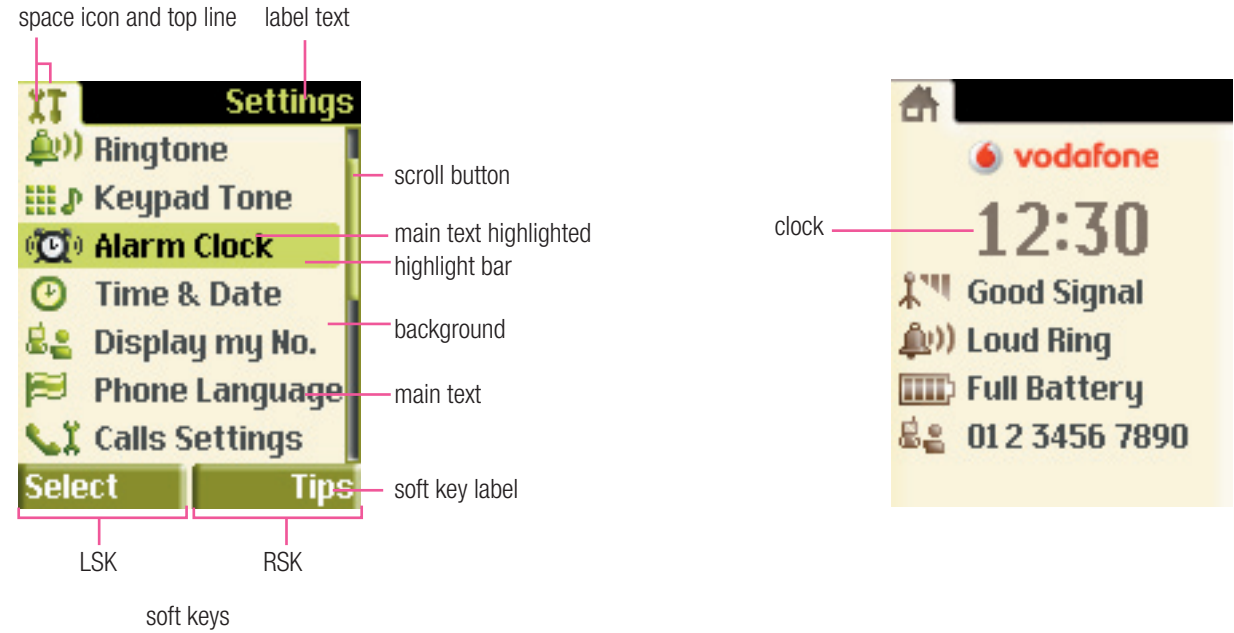
If there are more than 3 items, the infoprompt shows the 3 newest ones, the rest is accessible via the scrollbar appearing on the right edge



Detailed Description of the Screen Elements

Each Space in the phone has a different colour palette, but the elements of the interface remain consistent throughout. It is important therefore that the interface elements retain the same visual 'weight' across all the spaces.

This section describes the different elements on each screen. The image shows all the possible elements of the interface. The images must be used when reviewing the colours of the final elements in the interface. The next page shows a full overview of the colours used, referring to the elements explained here. Colours are specified in RGB.



## System Messages

### 1. System Messages

In case of the System Message Screens only the background and border colours change to a light version of the space colour. The soft key colours remain in the colour of the respective space (see colour definition on p.14).

There are 4 different versions of System Messages:

- Progress
- Confirmation
- Alert
- Question

The respective Icon will appear on top of the Message, in the respective space colour. It is aligned 3 px below the second baseline. The text will sit on the underpinning grid baselines, indented 6 px from either side. In case of a progress System Message, the progress bar will be center-aligned on the first baseline below the last baseline of the text.

For up to 3 lines of text:

The text will be center-aligned on the fourth baseline.

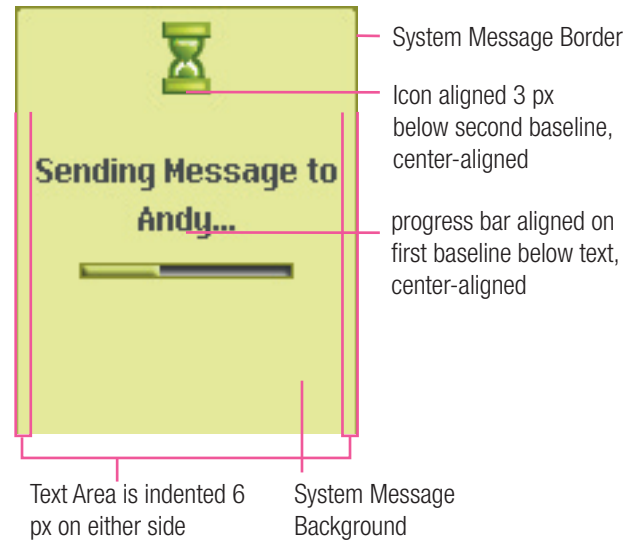
For 4 to 5 lines of text:

The text will be left-aligned on the fourth baseline.

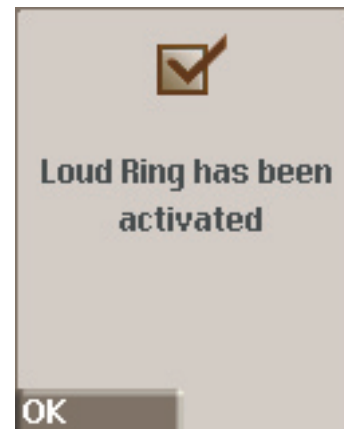
For 6 or more lines of text:

The text will be left-aligned on the third baseline. In case there are more than 6 lines of text, there will be a partial scrollbar.

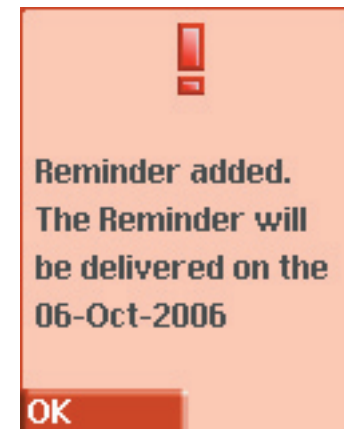
1. System Message Screen from Menu Space with progress content



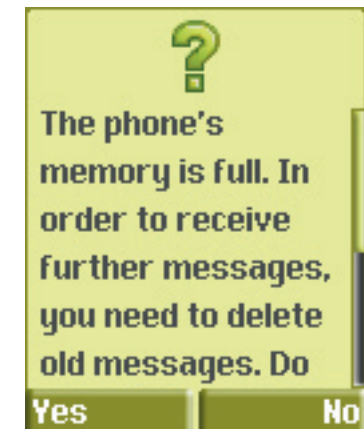
2. System Message from Idle space with confirmation content



3. System Message from Contacts Space with alert content



4. System Message from Menu Space with question content, more than 6 lines, scrollbar

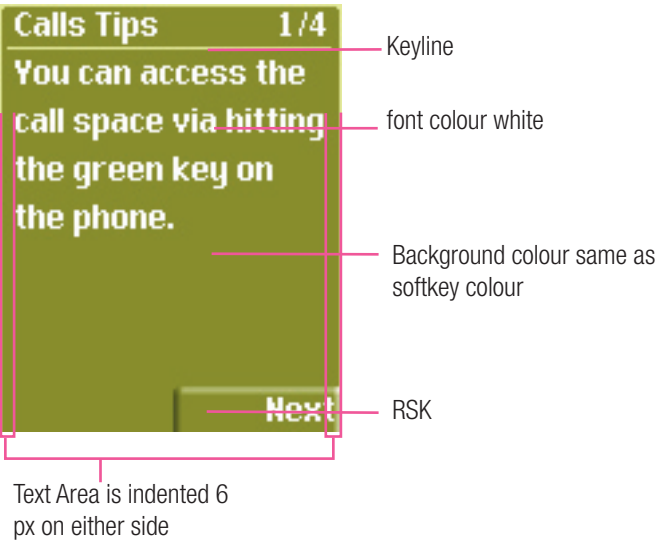


Tips, “Show Me” and Help Animations

1. Tip Screen

Tips content always appears in the Menu Space color scheme. However, the color scheme is modified: instead of dark text on a light background, Tips appear in light text on a dark background. (see page 14 for colour specifications). Tips pages that have more content than can fit on one page do not scroll, but are broken into multiple pages. Users navigate through multiple Tip pages by pressing the Right Softkey (RSK) to move from one to the next, until the Tip is completed. The back button is always available to step backwards in the sequence. The main text area sits on the underpinning grid and is indented 6 px from either side.

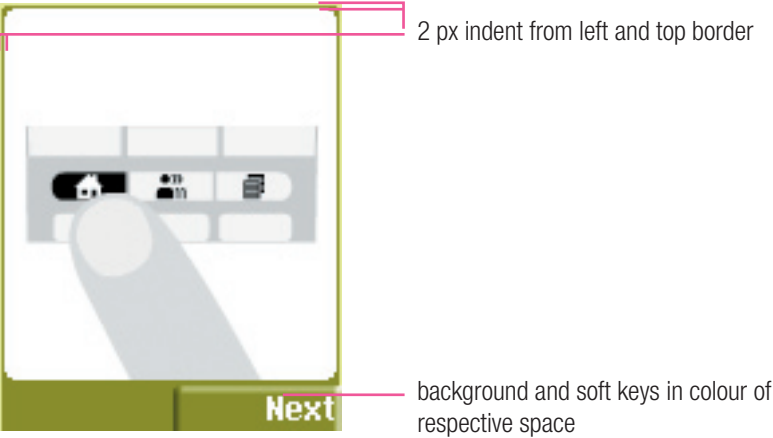
1. Tip screen Screen











































































2. Help Animation

Help Animations appear on the tips background of the respective space. Softkeys and background colours stay the same. The animation frame is indented 2px from the left and 2 px from the top edge of the screen.

2. Help Animation



**Note:** Please refer to UI Spec for details.

Colour Palette		locked		idle		contacts		menu, active call and infoprompt	
background	* (graphics provided by Vf)		127, 116, 102		255, 252, 224		255, 252, 224		255, 252, 224
label text					175, 166, 155		251, 154, 113		203, 219, 105
main text			255, 252, 224		75, 75, 75		75, 75, 75		75, 75, 75
main text highlighted							0, 0, 0		0, 0, 0
header line	* (graphics provided by Vf)		255, 252, 224		175, 166, 155		251, 154, 113		203, 219, 105
non selectabe text					127, 116, 102		170, 45, 3		128, 144, 23
soft key text					255, 255, 255		255, 255, 255		255, 255, 255
scroll bar background	* (graphics provided by Vf)						86, 86, 86		86, 86, 86
scroll bar border							170, 45, 3		128, 144, 23
scroll button background	* (graphics provided by Vf)						251, 154, 113		203, 219, 105
soft keys	* (graphics provided by Vf)				127, 116, 102		170, 45, 3		128, 144, 23
highlight bar	* (graphics provided by Vf)				175, 166, 155		251, 154, 113		203, 219, 105
system message background	* (graphics provided by Vf)				217, 210, 201		253, 201, 180		235, 247, 163
system message border					127, 116, 102		170, 45, 3		128, 144, 23
clock			255, 252, 224		127, 116, 102				
keylines					127, 116, 102		170, 45, 3		128, 144, 23
tips keylines and border					235, 247, 163		235, 247, 163		235, 247, 163
tips background					128, 144, 23		128, 144, 23		128, 144, 23

**Note:**

RGB values provided in this table are for guidance only. Vodafone will reconsider values after reviewing colours on the telephone screen.

\*Vodafone will provide graphics for the marked Assets. Colour Specifications in the Colour Palette are for orientation only.

Font Specification

Typeface:  
The typeface is a pixel based (not anti-aliased), medium weight sans serif typeface with a tall x-height. It is also slightly condensed, which increases the number of available characters per line.  
There are 3 different font sizes available for different purposes:

- 12 pt font  
Main Text height: 12 pixels  
Main Text body: 17 pixels  
This font is to be used for lists and menus  
- Line length: The main text area has a maximum line length of 117 pixels.  
- Line feed: 18 pixels. A line feed of 18 pixels will allow for adequate space between each line of text on the screen and accommodate just under 9 full lines of text per screen. Including the space available for the Title bar at the top of the screen and the Soft Keys at the bottom.  
- Line Count: 9 full lines  
7 lines of text in Main Text Area (lines 2-8)

- 24 pt font  
Main Text height: 24 pixels  
Main Text body: 36 pixels  
the double size font (24pt) is used for phone number input on the dial screen, being aligned to the 12 pt text grid, using 2 of the regular line heights.

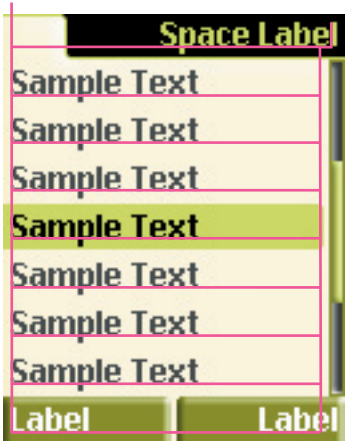
- 28pt font  
is used for the clock on idle and locked screen  
The clock is vertically center aligned on the screen and horizontally aligned at the 4th baseline.

The font is available by Vodafone.

1. Typeface 12 pt

abcdefghijklmnopqrstuvwxyz  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
0123456789  
one@two.com  
what number?

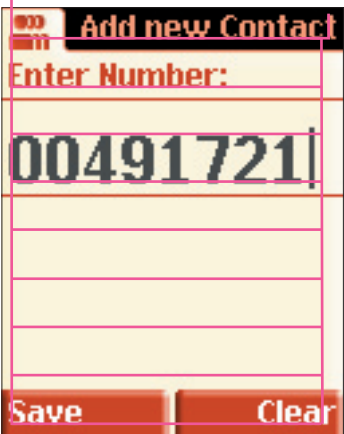
2. Line Feed & line count



- 1. baseline 12 px from top edge
- 2. baseline 18 px from higher baseline
- 3. baseline 18 px from higher baseline
- 4. baseline 18 px from higher baseline
- 5. baseline 18 px from higher baseline
- 6. baseline 18 px from higher baseline
- 7. baseline 18 px from higher baseline
- 8. baseline 18 px from higher baseline
- 9. baseline 18 px from higher baseline

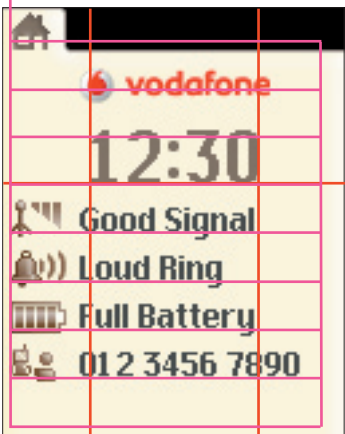
3. Typeface 24 pt  
phone number input

Lorem  
Ipsum  
012345



4. Typeface 28 pt  
Clock on Idle Screen

012345  
167890  
22:56



**List Legibility**

Colour:  
The main body of a text list will be in grey, (RGB 75, 75, 75).  
The highlighted text item in a list will be in solid black, RGB (0, 0, 0). (see Example1)

Items that cannot be selected in a list view (for example labels) must be 'greyed out' using the appropriate colour for the screen (see Example 2). The 'greyed out' colour for each space has to be verified using the colour table on page 14.



1. Font example



2. Font example

## Soft Keys

The Soft Keys act on the item in the Highlight Area on screen. The Soft Keys only appear when required to act upon an element in the interface. They appear individually unless both are required.

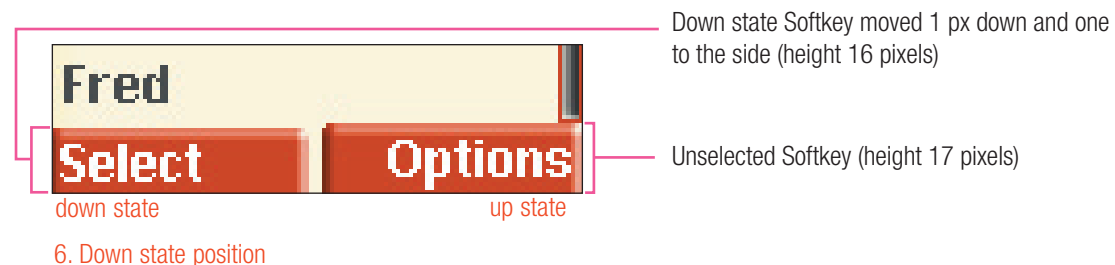
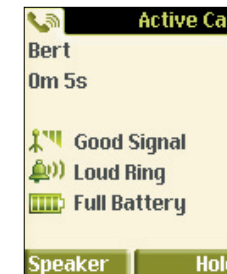
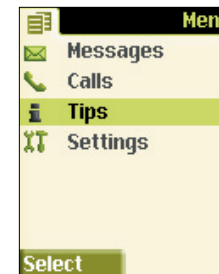
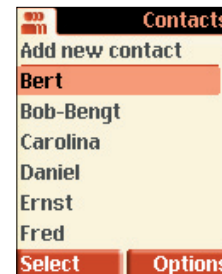
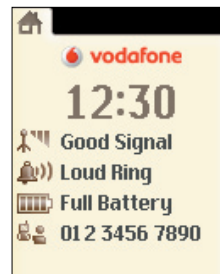
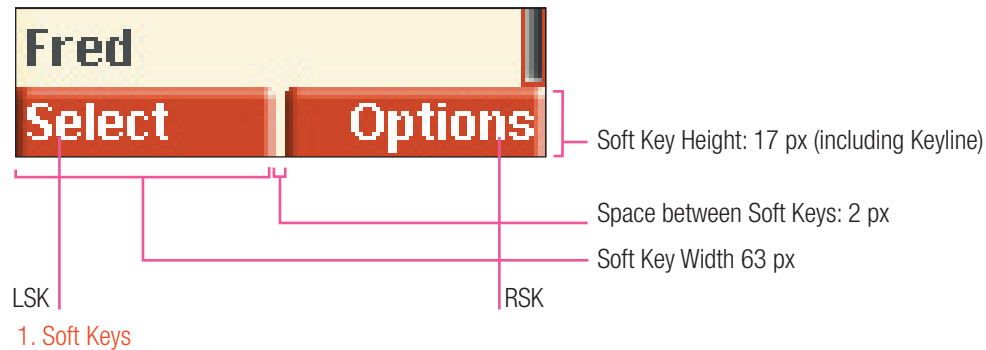
Each Soft Key (LSK and RSK) is 63 pixels wide by 17 pixels deep and is positioned at the bottom of the screen close to the related hardware soft key. When they are both on screen, they are separated by a 2 pixel space.

Colours: The Soft Keys are related specifically to the space upon which they have an effect. Therefore their background colour changes according to the space they are in; e.g. in the Contacts space, the Soft Keys are red, and in the Active Call space they are green. The Soft Key Label text appears in white, so the Soft Keys must have a background colour that is dark enough to allow white type to be easily distinguished.

The soft key graphics will be provided by Vodafone.

The Soft Key Label text is the same font, size and weight as the other text on the screen. LSK has the text aligned left and RSK has the text aligned right.

Each Soft Key has a visual 'downstate'. When the related hardware soft key is pressed, the text and the background of the key move 1 pixel down and 1 pixel to the right or left. On LSK the text moves 1 pixel left and on RSK it moves 1 pixel right. This minor animation provides the user with instant visual feedback.

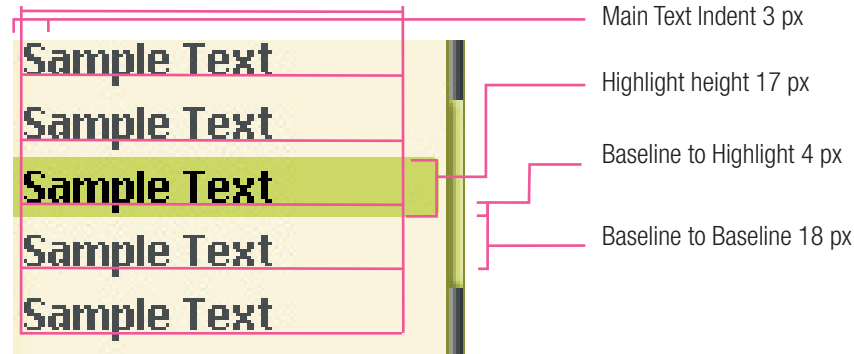


**Note:** All Soft Key Labels used in this document are samples only and do not reflect the final nomenclature. Please refer to the UI Specification.

## Highlight Area

1. The Highlight Area is the coloured area that moves under text items in the interface as the user navigates using the scroll buttons. It uses 17 px line feed and is bottom aligned 4 px below the baseline. It is as wide as the main text area.

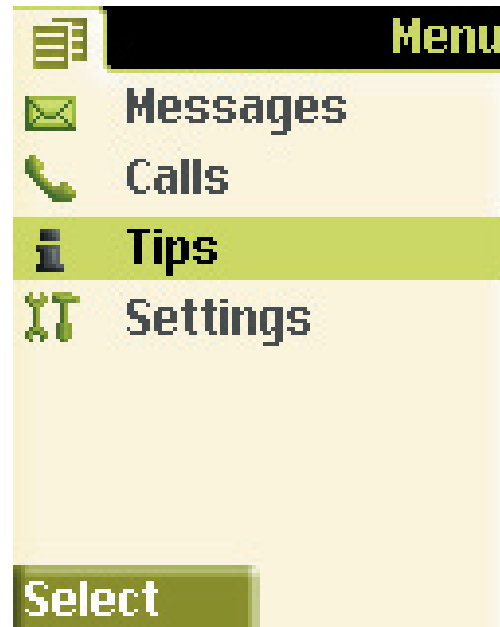
Hight: 17 pixels  
Background colour: refer to colour table (pg 14)  
indent left: 0 pixels  
indent right: 2 px indent from scroll bar or right edge of screen  
Text colour: 100% black



1. Highlight Area specification

## Highlighted Icons

When highlighted, the icons (as the text) of all spaces turn to the black and white version of the icon.



2. Highlighted Menu Items



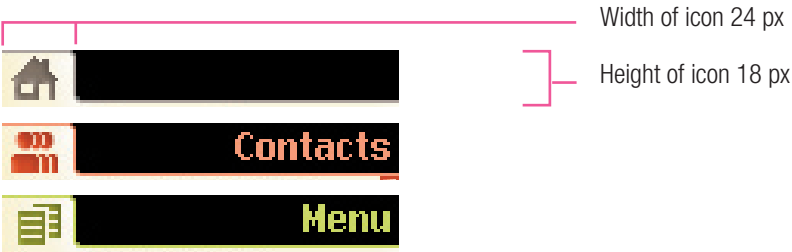
2. Highlighted Settings Items

Phone Space Icons

These icons represent the spaces users will access by pressing the three hard keys at the top of the phone and by dialing a number on the keypad. The most important function of these icons is to show the visual relationship between icons on screen and the illuminated versions on the three hard keys at the top of the phone.

Phone space icons are always positioned in the top left hand corner of the screen.

Phone spaces: Home (Settings), Contacts, Menu, Active Call.  
Icon size: 24 x 18 pixels  
Colour: The Space icons appear in the related space colour.  
Position: Top Left of the Screen in the Title Bar



Home



Contacts



Menu

Settings and Menu Screen Icons

Icon size: 21 x 14 pixels  
Settings and Menu icons appear in the black and white version on transparent background when in the Highlight Area. Otherwise they appear in the menu colour (green) on a transparent background as shown in these examples.

1. The Settings space

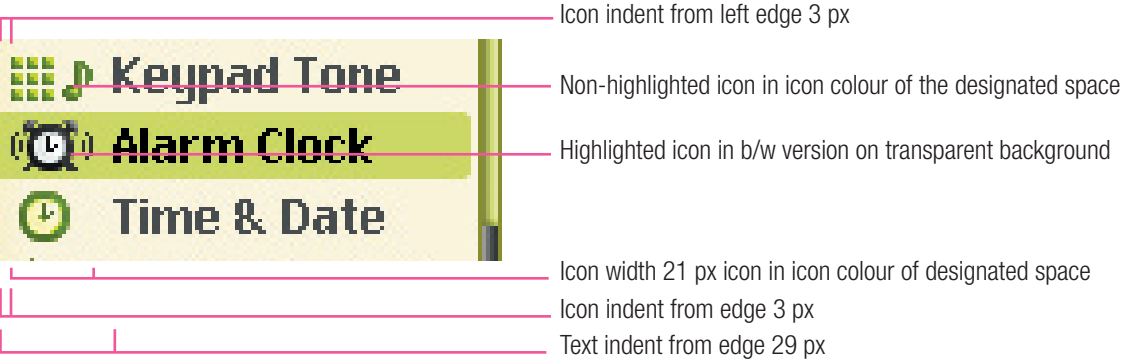


Settings icons in the Title Bar

When a first level Setting or Menu icon is opened, the icon and label will move into the Title Bar. When used in this position, the icon and label must always use the same colour specification as the Settings and Menu space, and must become the same size and shape as the usual space icons. Header versions of each Settings and Menu icon are provided by Vodafone.

Icon size: 24 x 18 pixels

2. The Settings Icon



3. Settings icon in the Title bar



Idle Screen Icons

On the idle screen the icons are used to represent the state of specific phone settings. The icon design shows different states within the icon shape and size. eg ringer status, battery level, signal strength

Each different state must be supported by a text description, e.g. Good Signal, Loud Ring, Full Battery.

Icons follow the same size and style as the Settings View icons. The icons appear in the appropriate colour for the Idle Space. In addition, these icons are also provided in a reverse style as shown for the locked screen.

Icon size: 21 x 14 pixels

**Note:** The number of different battery states is defined in the UI Specification



1. The Idle screen



2. Sample icons for ringer, battery and Signal Strength, showing states equivalent to: 'none, low, medium, full'



1a. The Locked screen



2a. Sample icons as above shown reversed for a Locked Screen view

Further Graphical Elements

Green Key Icon

This icon is used to display default action for the green hardware button on the phone. It appears in green even though it is part of the contacts space.

Contact Icon

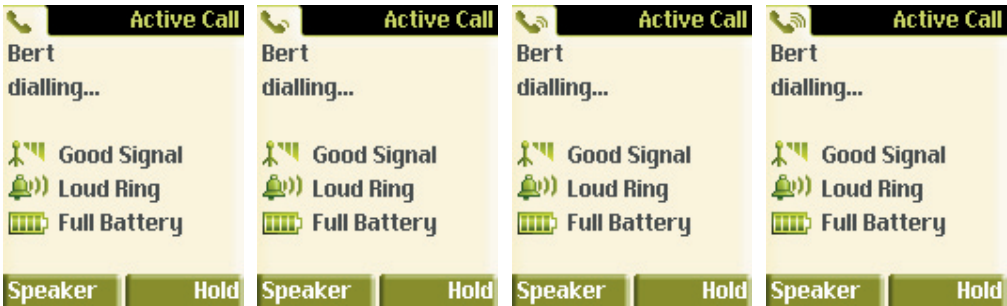
The Contact Header Icon is displayed when the details of a contact are opened. Will be provided by Vodafone.



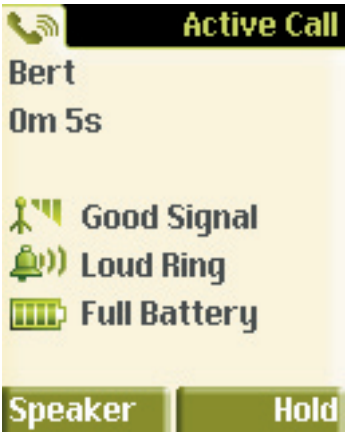
Active Call Animation

On the Active Call Screen the normally static Space Icon becomes an animation when a call is in progress (starting from when the key is pressed to start the call). As soon as the call has been answered the animation stops and the icon becomes static again.

Animated icon while connecting



Static icon when connected



## Layer Principle and Space Transitions

The Phone Spaces are organised as layers in the interface. The Idle view (part of the settings space) shows the current state of the phone at any time and acts as the background to the phone.

The Contacts and Menu Spaces act as curtains that drop down over the background Idle view from the top of the screen when activated. These two spaces can drop down over each other as required.

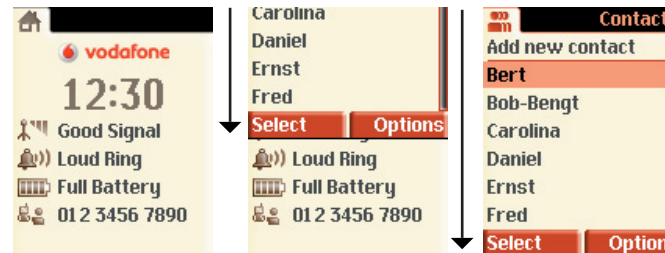
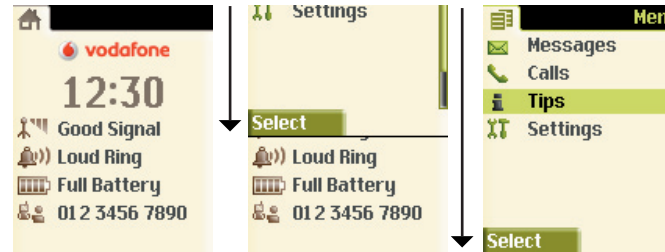
The Active Call view is always in front of every other space, and rises up from the bottom of the screen over the other spaces, as does the tips menu that gives helping advice to the user throughout the whole phone.

The Locked Idle View is shown when the user engages the hard button on the side of the phone to lock the handset from the Idle View. This screen is a simplified version of the Idle screen, but with a colour scheme opposing the idle screen colours.

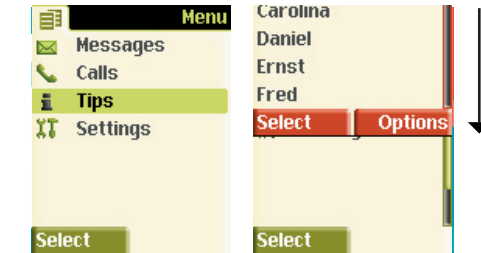
Screens that are dropping down will have a 1 px black line below the softkey area while dropping down to enhance the layer appearance. Rising screens will have no space label while rising.

For further screen transition specification refer to the User Interface Specification.

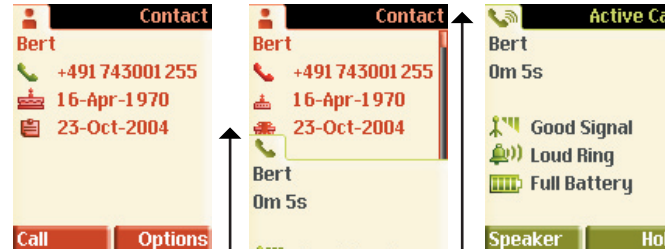
### 1. Transition Idle Screen to Menu Screen/ Contact Screen



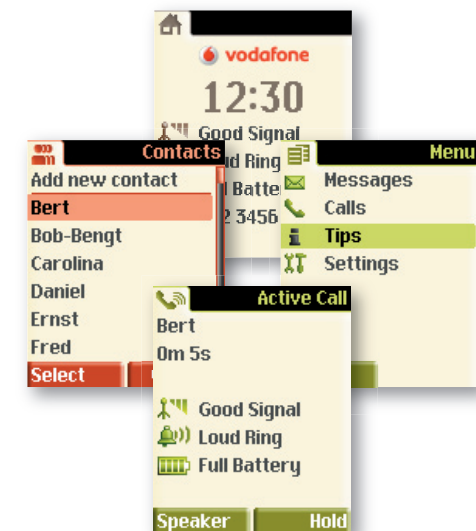
### 2. Transition Menu Screen to Contact Screen



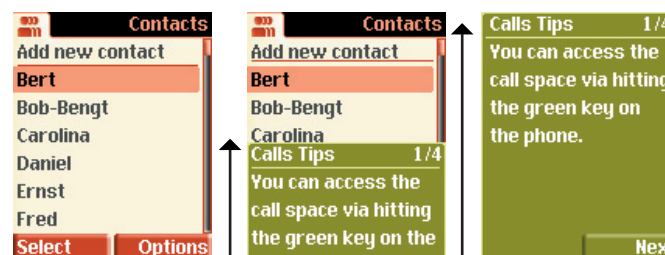
### 3. Transition Contact Screen to Active Call



### 5. Layer Principle



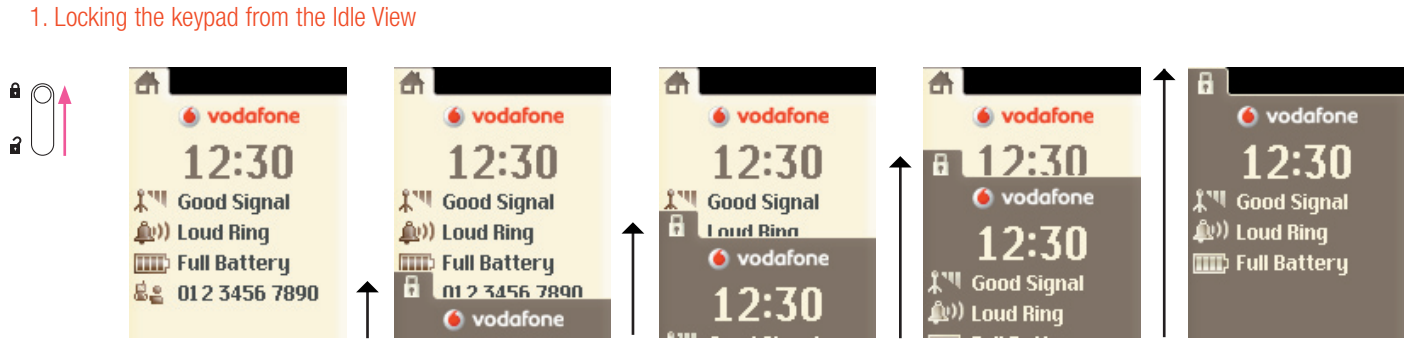
### 4. Transition Log Screen to Tips



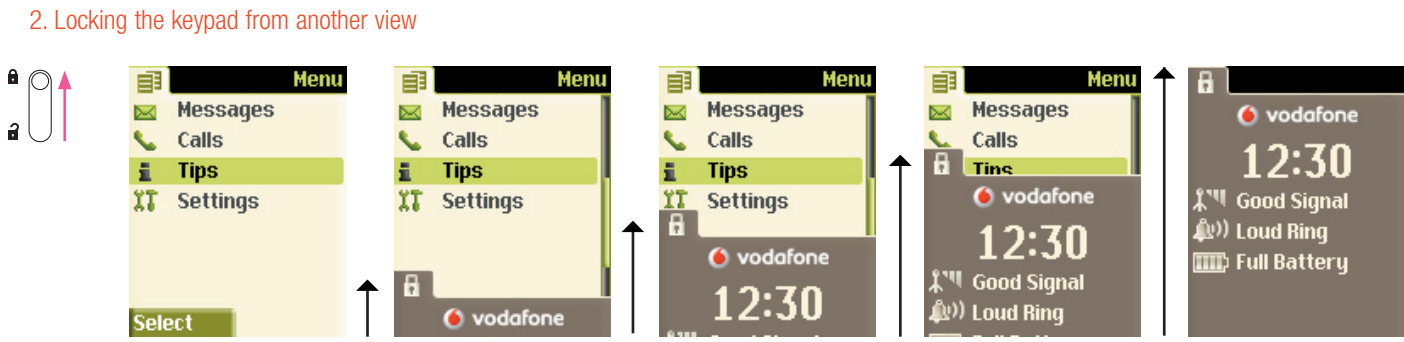
Locking the Keypad

1. Locking the keypad from the Idle View.

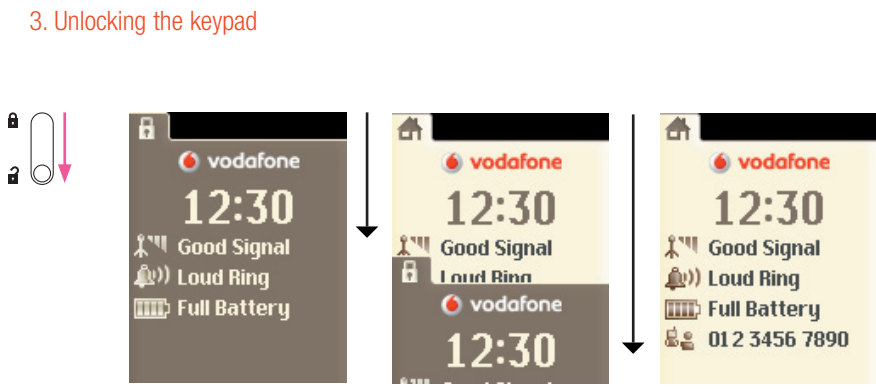
As the keylock slider is moved up to the locked position, the Locked Idle screen transitions matches the direction of the user's action.



2. Locking the keypad from another menu section.



3. Unlocking the keypad.  
When unlocking the keypad, the transition described earlier is reversed.



## Opening a Highlighted List Item

When a highlighted item is selected using a soft key, the highlight bar changes into a top and a bottom keyline, that move apart. The keylines move to reveal the content of the item as it is 'opened'. This transition mechanism reinforces the user's mental model of the phone during navigation of the spaces.

Step 1:

Item is highlighted using the navigation center key and selected using the soft key.

Step 2:

The Highlight Area changes background colour to match the space. Highlighted Item stays defined by a 1px keyline at the top and bottom of the highlight bar. The scroll bar disappears.

Step 3 and 4:

The top and bottom keylines move apart. The highlighted text moves up the screen with the top keyline. The background of the Highlight area expands between the keylines and covers the other text items. Depending on the highlighted Item there are different possibilities of what happens to the highlighted text. Either way, the content of the selected item appears in the new area. The scroll bar reappears when needed. A new Highlight Area appears under the top item in the list.

Step 5a:

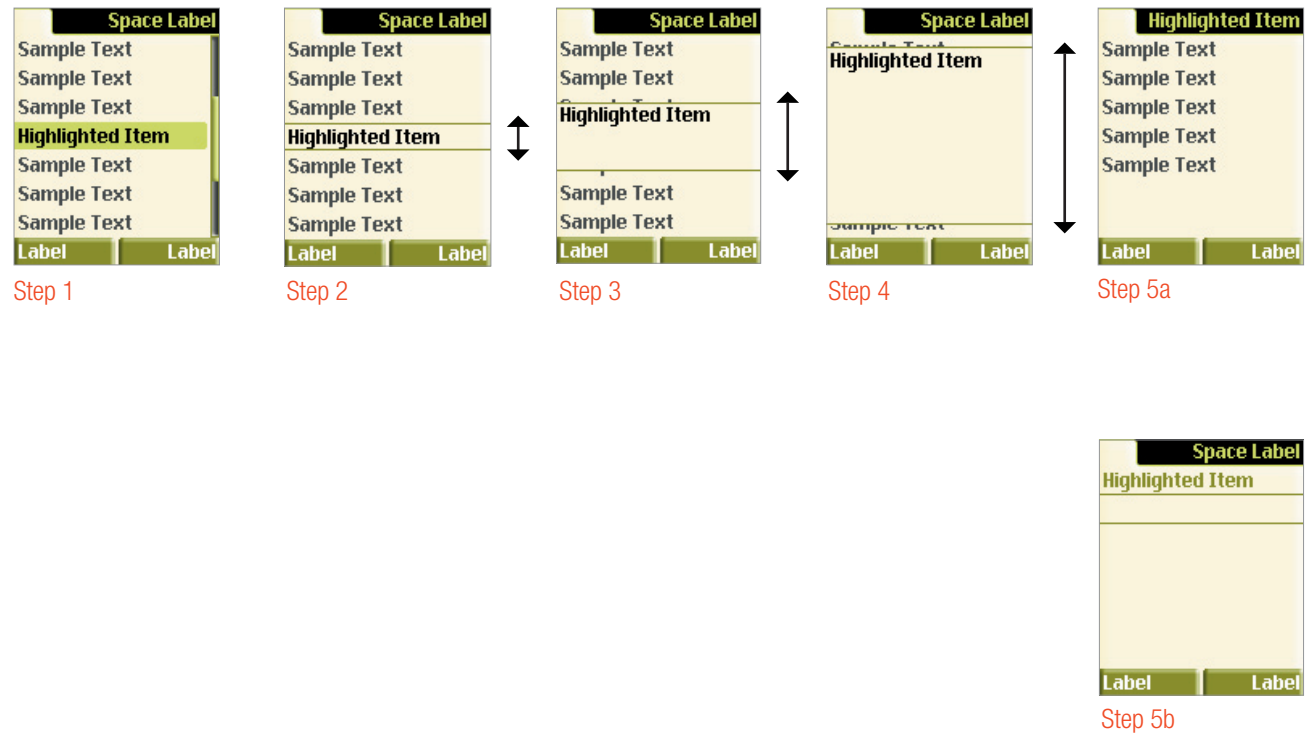
The highlighted text reaches the top line of the space and turns from black into the Colour of the Space Label.

Step 5b:

The highlighted text becomes an unselectable item in the defined space colour.

The Header Icon remains the same.

These highlighting options apply to all list items except for first level Menu Items and Settings Items, plus Settings items that are one level below Contacts Settings, Call Settings and Messages Settings. Opening a Contact also is a special case described on the next page.



**Note:** In some cases the naming of the highlighted list item will be modified when transformed into a header label. Please refer to UI spec for details

Opening a Settings or Menu item

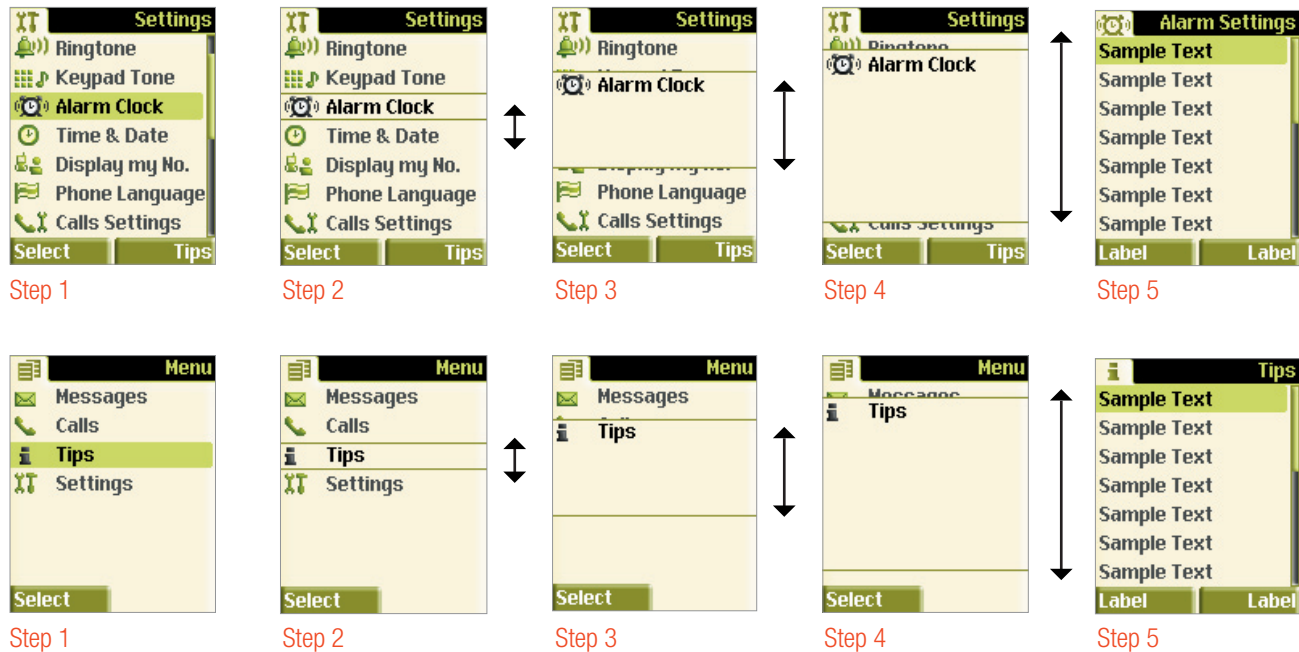
This sequence shows the animation mechanism that takes place when an item with an icon is opened and the icon is transformed into a header icon.

These highlighting options apply to first level Menu Items and Settings Items, plus Settings items that are one level below Contacts Settings, Call Settings and Messages Settings.

The Transition is the same as described on the previous page.

**Note:**  
When the top keyline reaches the Title Bar keyline it disappears under the bar, and the icon jumps into the tile bar area, changing its appearance to a header style icon.

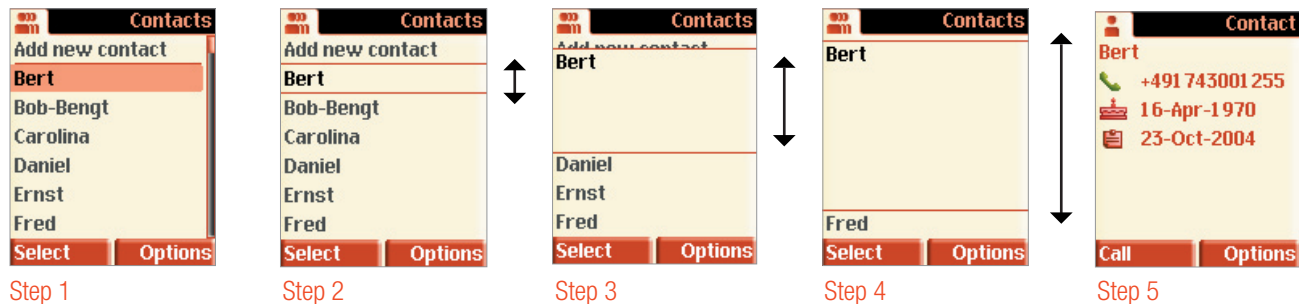
Icons will be provided by Vodafone.



**Note:** In some cases the naming of the highlighted list item will be modified when transformed into a header label. Please refer to UI spec for details

Opening a Contact

Special Case: when a contact is opened, the transition behaves as described on the previous page (step 5b), even though there is no icon next to the icons in the contacts list. The Contacts header icon will be replaced by the Contact header icon when the transition is completed.



## Scroll Bar

Diagram 1:

This defines the elements that make up the scroll bar.

- a) The height of the outline represents the number of items in the scrollable list.
- b) The Handle area represents the number of lines of the list that are viewable on screen

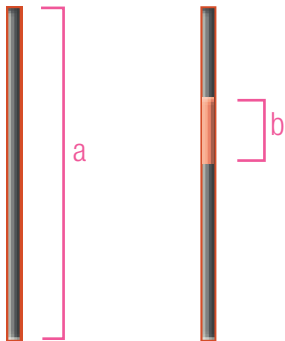
Diagram 2:

This specifies the elements of the scrollbar in detail.

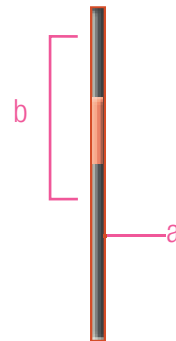
- a) Handle area is never smaller than 4 pixels.
- b) The background graphic of the Scrollbar will be provided by Vodafone. It has a one px outline referring to the respective space colour palette.

All colours are defined in the colour palette on page 14.

1. Scroll bar definitions



2. Scroll bar elements



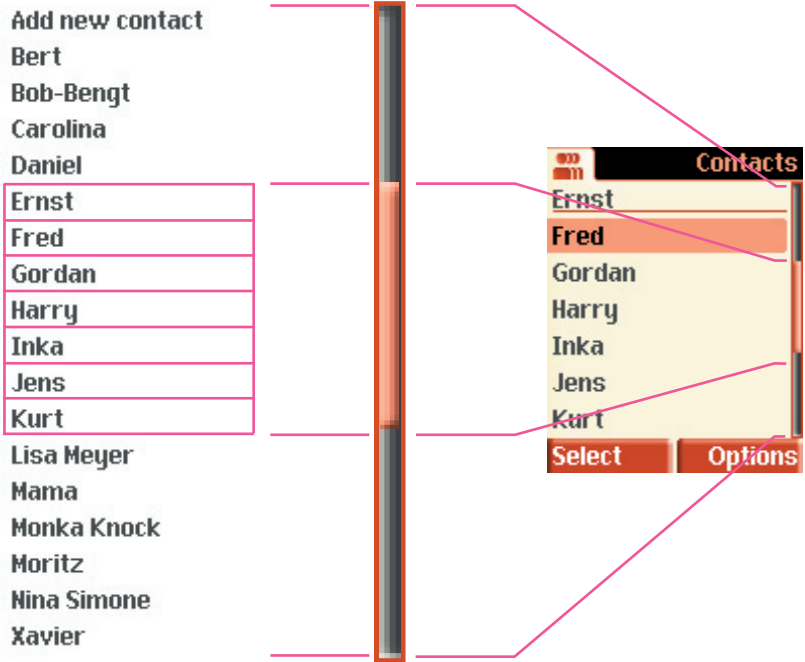
**Scroll Bar**

Diagram 1:  
This shows the proportional relationship of the scroll bar to the scrollable list.

**Note:** Vodafone will provide sample graphics for the handles in each space that will have to be made adjustable according to the specific software.

**Note:** Vodafone will provide sample graphics for the scrollbar backgrounds in each space that will have to be made adjustable according to the specific software (also see page 6).

1. Scroll bar proportions



Horizontal Scrolling & Hovering Behaviours in Text Items

1. Hovering Behaviour

List entries that are supplying the User with more than one information (e.g. contacts), the highlighted item switches between those information labels (e.g. name and then number of a contact), keeping the same position.

2. Auto Scrolling (Horizontally)

In case a list entry is too long to be entirely displayed on the screen it will be horizontally scrolled.

Step 1  
When not selected, as much as possible of the long list entry will display. The last two character visible will be two dots, indicating that the text is longer than displayed.

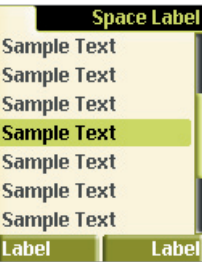
Step 2-5  
When selected, the list entry will automatically start scrolling horizontally continuously, leaving the visible screen to the left side. That way, the user has the opportunity to read the rest of the text.

3. Hovering and Scrolling (Step 6)

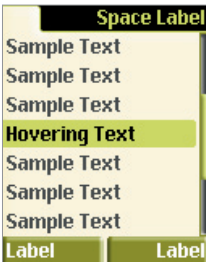
When Hovering and scrolling are combined, the labels will switch after one entire horizontal scroll.

**Note:** Refer to the UI Specification for specification of hovering and scrolling behaviour.

1. Hovering

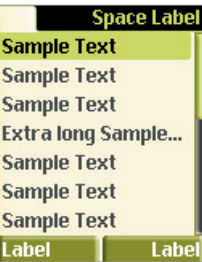


Step 1

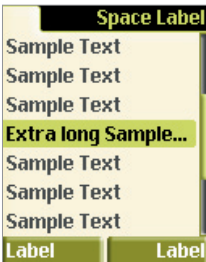


Step 2

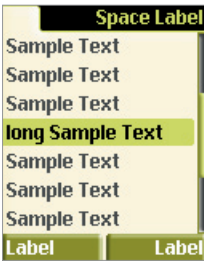
2. Horizontal Scrolling



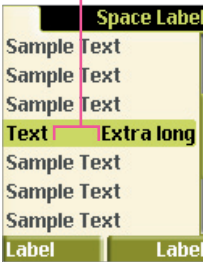
Step 1



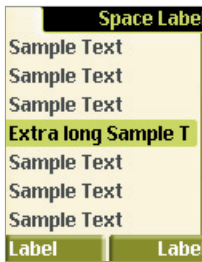
Step 2



Step 3

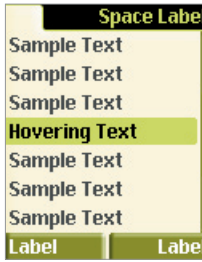


Step 4



Step 5

30 px Space inbetween the ending of text line and beginning of repetition



Step 6

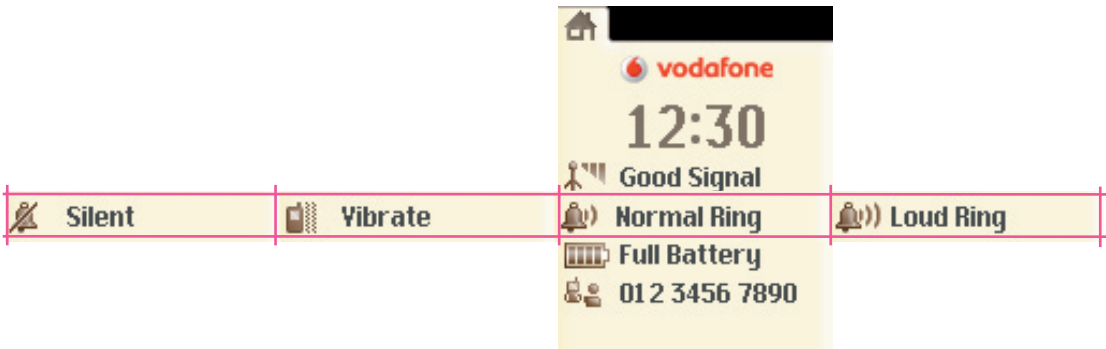
Changing Ringer Settings

When the User changes the Ringer Settings via the hardkey on the side of the phone, he will get visual feedback on the screen.

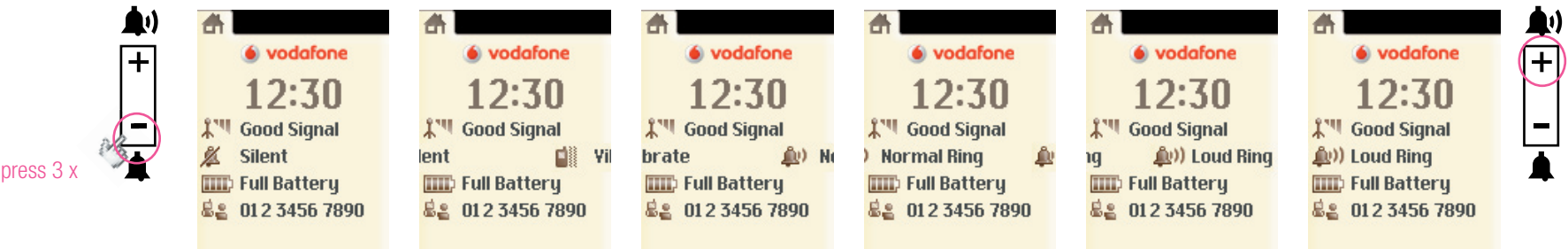
- 1. This screen shows the System Message that is displayed when the ringer setting is changed via hardkey in all spaces other than idle screen.
  - 2. This diagram shows the virtual space between the different ringer settings icons. At all times, 3 of the ringer setting icons and labels are 'off screen'.
- The Ringer Setting line in the Idle view sits on the same invisible line feed that is underpinning all the screens in the interface.
- The Icon and text sit and animate along a 17 pixel high area which is the same height as the Highlight Area on other screens.
3. Sequence of animations showing transition from Silent to Loud Ringer Settings and the positions of the ringer settings slider on the side of the phone at the start and finish of the action



1. Feedback on Ringer Setting change via hardkey in all other spaces



2. Feedback on Ringer Setting change via hardkey on Idle Screen



3. Animation sequence on Idle screen

## Text Editor

The Text Editor can be reached either from the Contact Space or from the Menu Space. The colour scheme of the Text Editor always appears in the Menu Space colour scheme.

### Step 1-3

Transition into text editing when creating a text from within a Contact's options.

### Step 4-6

After the text editor has been opened the little screen that rises up from underneath the softkeys gives hovering information on the keys and will disappear after a little while when not used.

### Step 7

Multitap: selection of letter

### Step 8-9

Predictive text input: selection of word-screen rises up from underneath the softkeys

### Step 1.1

Example of Text Editor when entered from Menu Space

Note: If Text Editor is accessed via "Create Text Msg", there will be no name displayed in the top left corner, but a generic "..." instead.

**Note:** Refer to UI Specification for layout of all text editing screens

## 1. Creating a text starting from a contact

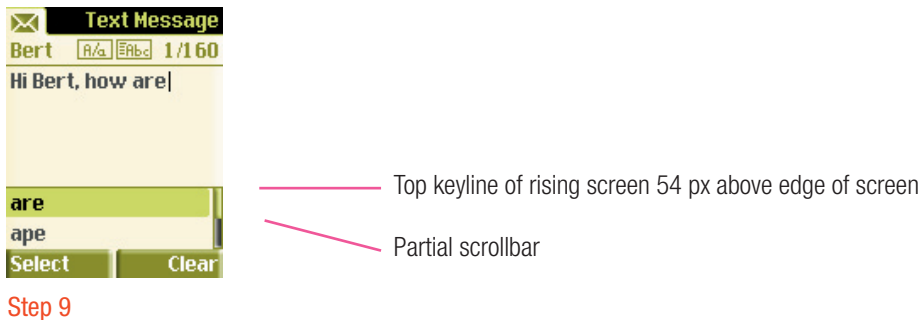
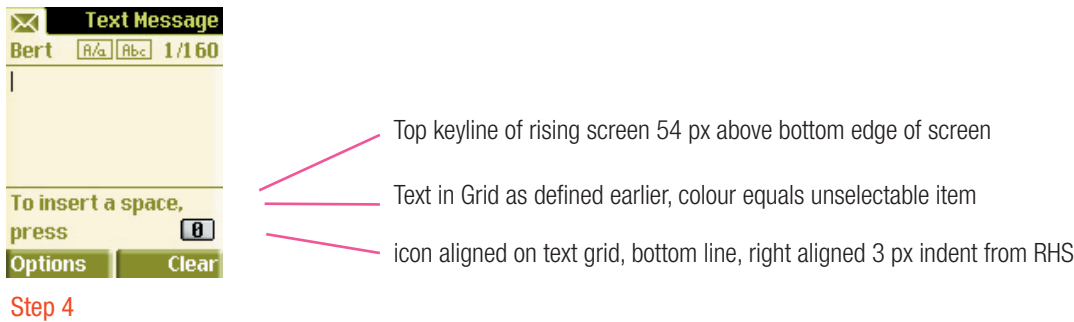
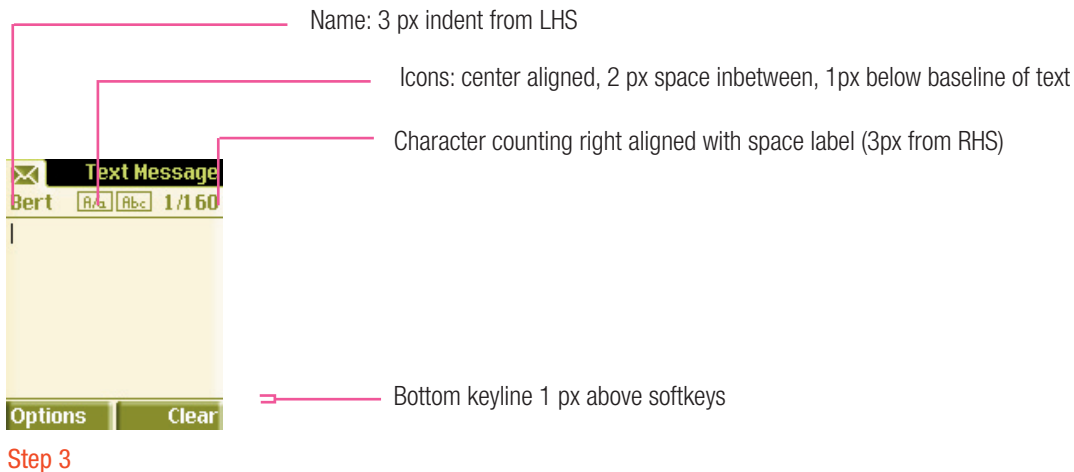


**Note:** the small screens that rise up from the bottom of the screen shall not cover up the active cursor position.

Text Editor Specifications

Text Editor Screens depend on the Main Grid as described earlier (p.7).

Therefore only adjustments made in order to fulfill the special requirements of the Text Editor will be mentioned here.



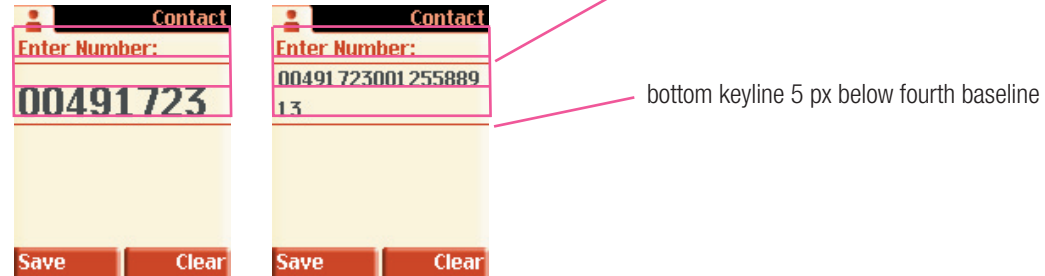
## Text Input

### 1. Phone Number Entry

The input field for Phone Numbers uses up two lines of the list.

When the user starts entering a number the 24 pt font is used. It switches to the 12pt font when the first line is completed but more numbers are being entered.

#### 1. Phone Number Input



### 2. Generic Text Entry Field

The text entry (e.g. for time, date and the PIN) is located in the second line of the list. A keyline on top and bottom defines the entry area.

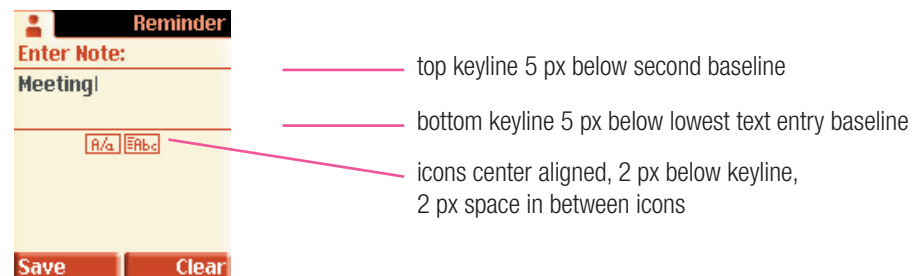
#### 2. Generic Text Entry Field



### 3. Note Entry Field

the notes entry field is located in the second line of the list.

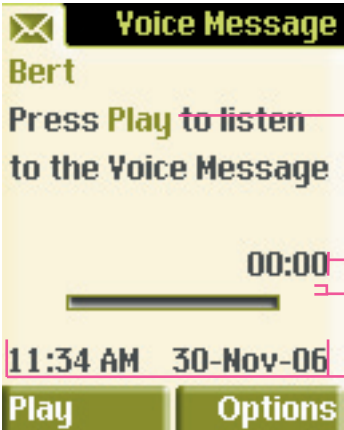
#### 3. Note Entry Field



**Voice Message Recording**

Spacings and Alignments (eg with regards to header and softkey area) according to grid apply.

1. Voice message  
Play



label indicating which button to hit in same colour as non selectable items

timer aligned right in main text area

Progress Bar 5 px below baseline, 80 px wide

clock aligned left, date aligned right in main text area

3. Voice message  
Start



3. Voice message  
Stop

