



<sup>TM</sup>  
***KeyStick***  
**Text Entry System**

for Series 60 Mobile Phones  
Version 2.8.0

***“Life’s too short for keypads!”***

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# Contents

1.	Introduction .....	3
2.	Quick Start.....	4
3.	Getting Started .....	5
	Installing .....	5
	Loading .....	5
	Registration .....	5
	Activating .....	5
	Temporarily disabling KeyStick .....	6
	What is the “Edit key”? .....	6
4.	Text entry .....	7
	Menu selection .....	7
	Menu structure .....	7
	Predictive text.....	8
	Explicit text.....	9
	Numbers .....	10
	Punctuation .....	10
	Cursor movement.....	10
	Cut, Copy and paste (new) .....	10
5.	Tutorial .....	12
6.	Keypad Entry .....	14
	Helper display .....	14
	Controls.....	14
	Case modes .....	15
7.	Further information and help .....	16

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# 1. Introduction



Congratulations on your decision to use KeyStick for your text entry system. Soon you will be sending messages, dialing numbers, taking notes and much more in a way that is much easier and quicker than ever before.

As with all methods of text entry, it may take you a short period of practice before you become completely proficient with the system, remember how long it took you to get up to speed with a keyboard or the multi-tap on your keypad? Mastering KeyStick should be much quicker than these.

KeyStick entry is based on a menuing system similar to the one your phone uses for selections of functions. The difference is that you are selecting menu options with movements of the joystick in each direction and the items you are selecting are letters or word components. This concept may take a little while to grasp but once you do you will be surprised how natural it becomes.

This manual will take you through all aspects of the system with descriptions and tutorials to get you KeySticking as soon as possible.

At What Next Research we greatly prize all feedback. If you like what we do we like to know, if you are dissatisfied with any aspect of our products or services we *need* to know. Please feel free to send us any comments via our Feedback page ([feedback.whatnext.biz](http://feedback.whatnext.biz)). From this page you can also cast your vote on future enhancements, languages and devices supported so that we can make sure we develop future versions in line with your priorities.

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## 2. Quick Start



To truly master KeyStick we highly recommend reading this manual completely. You will get the most out of the system once you have a complete understanding of it.

But, if you are anything like us you just want to play with the system and can read the manual later. So below we provide a very terse summary of how to operate the system.

- **Install** KeyStick.sis using the standard method for your phone. (We recommend installing to the phone rather than the **memory card** as this will give maximum performance).
- **Load** KeyStick as your text entry system instead of T9 by starting the KeyStick application and selecting KeyStick.
- Whenever you are at a point where text or a number is to be entered, **activate** the system by long-pressing the joystick or pressing the *Edit* key.
- The system presents you with a **menu** showing the actions available for movements of the joystick (*left, right, up, down* and *press in*) and the *back* button. These are all you need to use to enter text with KeyStick.
- In using the system you **navigate a tree** of options, have a look at the Quick Reference Sheet at the end of this document to help visualise this.
- The menu **tree structure varies** depending on the sort of input expected.
- A long press on a character selection will **capitalise** it.
- Keep pressing *back* to get to the **Top menu**, one more *back* will **hide** the KeyStick menu allowing normal system navigation with the joystick.
- If you are running an application where KeyStick may be interfering with joystick actions, you can **temporarily disable** and enable joystick activation with *Edit-\** and disable and enable all KeyStick activities with *Edit-#*.
- The system also enhances **keypad multi-tap** entry with a display of characters in the key's sequence and the ability to use the joystick to go back to missed characters. This happens with or without the KeyStick menu active.
- You should read the rest of this manual to get a full appreciation of the system – a good way to get off the ground quickly is to do the quick tutorial on page 12.

## 3. Getting Started



### Installing

Install the program in the usual way by transferring the KeyStick.sis file to your phone and opening it. Just follow the prompts pressing the confirm button (left selection key).

#### Regarding memory card installation

If your device supports a memory card, you may install KeyStick to the memory card and it will operate normally but you may find that it runs a bit slow when entering predictive text.

This is due to the slower access rate to the memory in the card. We hope to rectify this in a future version.

### Loading

KeyStick is a text entry system like T9 and once KeyStick is installed you can choose which system is to be loaded as your active one.

To choose between systems start the KeyStick loader program which has appeared in your main Menu. You will be presented with a display like Figure 1.

To load KeyStick as your text entry system just select KeyStick from the list. If you want to return to using T9 input just run the KeyStick application again and select T9.



Figure 1 - Loader program

The loader program also presents a screen with a brief reminder of the operation of the system as well as an “About” screen with version and contact information. These can be accessed via the Options button or going left or right with the Joystick.

### Registration

This application will provide fully functional KeyStick text input for a trial period of 21 days. At the end of this the system will no longer operate unless you register the application and obtain a registration key for your device. To register the system, please go to our KeyStick web page ([keystick.whatnext.biz](http://keystick.whatnext.biz)) and select the “Buy Now” button.

### Activating



Once KeyStick is loaded as your current text entry system, it can be activated any time keypad input would be accepted. To active it either do a long press on the joystick (not a press to the side but a click in) or press the *Edit* key (see

What is the “Edit key”? below). To deactivate it, just keep pressing the *Back* key (the right function key) or press the *Edit* key once.

## Temporarily disabling KeyStick

In some rare circumstances you may find that KeyStick is interfering with another application in an unfavourable way. This can come about due to such things as KeyStick monitoring joystick events looking for the long press to activate it, or the keypad entry menu obscuring some of the screen.

In order to give you control of this situation it is possible to temporarily disable KeyStick operations. The functions are summarised below:


Key action	Result	When to use
<b>Edit-*</b> Memory jogger: 	Disables joystick long press activation of the KeyStick menu.  KeyStick can still be activated using a press of the <i>Edit</i> key and the advanced keypad input is still operational.	When you are in an application which needs text entry but the application also wants joystick input which may be being affected by KeyStick monitoring the joystick for long press activation.
<b>Edit-#</b> Memory jogger: 	Disables KeyStick entirely, the keypad reverts back to its minimal mode of just entering numbers and the KeyStick menu cannot be activated at all.	If an application is incompatible with KeyStick in some way and does not need text input such as games.

To carry out the key action above, hold down the *Edit* key and press the \* or # key as you would when using *shift* on your computer keyboard. Pressing the key action repeatedly will alternate between disabling and enabling the function.

The disabled state will only last until you leave the application, when you return to the application, KeyStick will be fully operational as normal.

## What is the “Edit key”?

All Series 60 phones have an *Edit* key but it looks different for each one, below are images of the edit key for current know devices:

Nokia 7650	Nokia 3650	Siemens SX1	Samsung SGH-D700
			

## 4. Text entry



KeyStick entry is based on a menuing system similar to the one your phone uses for selections of functions. The difference is that you are selecting menu options with movements of the joystick in each direction and the items you are selecting are characters or word components. This concept may take a little while to grasp but once you do you will be surprised how natural it becomes.

### Menu selection

All options to run the system are selectable through the joystick and the right selection key.

When KeyStick is activated, you will see an elliptical menu indicating the options available as well as the back option indicated on the right selection key label.

Figure 2 illustrates the menu form as well as the actions corresponding to each label.



Figure 2 - Menu actions

In using KeyStick you will traverse up and down the tree of menus, selecting message components as you go.

### Menu structure

The KeyStick menu structure contains all the components you need to enter text including alphabetics, numbers and punctuation as well as functions for deleting, adding spaces and adding new lines.

In traversing the menu structure it is useful to visualise an upside-down tree with a top menu from which all other menus branch out. Please see the quick reference card at the end of this manual for a visual representation of this arrangement.



Figure 3 – Top menu

At the top of this tree is the Top menu as shown in Figure 3. The menu shown indicates the following actions are available:

Key	Action
Move the joystick up	Goes to the number entry branch ( <b>12345</b> )
Move the joystick down	Goes to the punctuation entry branch ( <b>‘;’”+*/-)</b>
Move the joystick left	Deletes the character to the left of the cursor ( <b>Del</b> )
Move the joystick right	Enters a space (the symbol in the brackets indicates a long press to the right will enter a new line instead of a space)
Press the joystick	Will go to the first predictive text menu. All predictive text menus are represented by the “...” label
Press the right selection key	Will hide the KeyStick menu (Notice the label “ <b>Hide</b> ” adjacent to it)

Depending on the type of data the phone is expecting some of the options may not be available. For instance in number entry mode you will not be able to enter a space and the punctuation options will be significantly less.

Note: the left selection key continues to operate as defined by the application and can be pressed at any time including when the KeyStick menu is up.

## Predictive text

The most powerful aspect of the KeyStick system is its predictive text entry system. It works by presenting word sections of one or more letters based on the word you have entered so far. For instance, if you have entered “we” so far, KeyStick knows that you are likely to follow this with one of:

Option	Entry
“ ”	A space to just enter the word “we”
“'”	An apostrophe to go on to “we’d”, “we’re”, etc.
“re”	To go on to “were” or “weren’t”
“l”	For “well”, “welcome”, “welder”, “welfare”, etc
“e”	Fore “weed”
And so on: “nt”, “a”, “l”, “dding”, “d”, “t”, “st”	

These options are presented in the order of likelihood as determined by our patent pending algorithm.

Due to the fact that selection of these options is done by moving the joystick in one of the four directions, the options are presented four at a time on the menu with the most likely being presented first. A press of the joystick will bring up the next four options. Thus to enter your text you look for the character sequence you are after, if it is not there you keep pressing the joystick till you see what you are looking for and then select that option by moving the joystick in the direction of your choice. This will enter that selection in the text and reset the predictive tree to the new state of the word and take you back to the top (most likely) options.

Note: at any time you can go back up the tree if, for instance, you accidentally passed the selection you were looking for, by pressing the “**Back**” key which is the right selection key.

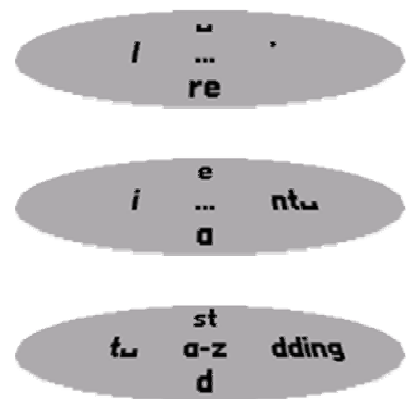


Figure 4 - Predictive entry

Figure 4 shows the menus that would be presented in order when the partial word “we” had been entered. So if you wanted to enter the word “wet”, once “we” was entered you would do the sequence *joystick press*, *joystick press*, *joystick left* which would add “t” and a space and take you back to the predictive tree for the start of the next word.

Note: when a selection ends with the “\_” character that means that selection will finish the word and a space will be added. This is a “soft space” which the system will automatically remove if you then add a punctuation mark rather than go on to another word.

## Capitalization

The KeyStick system automatically capitalizes the first word in a sentence and entries like “I”, “I’m”, etc.

If you want to explicitly capitalize a character selection, when you move the joystick in the direction to make the selection, hold it there for a long press (approximately one second) and the entry will have its first letter capitalized.

It is also possible to change the case mode for all entries using the # key on the keypad (see **Case modes** on page 15) but this is generally not recommended.

## The Home menu

As can be see in the quick reference card at the end of this document we have the concept of a “Home menu” this is simply the menu which is a joystick press (the middle option) down from the top menu.

When KeyStick is activated it starts in the home menu, whenever a selection is made of a character to input you are always taken back to the home menu to enter the next character. Thus to access the top menu and the other branches like numbers and punctuation you generally do this by pressing “**Back**” once.

## Disabling predictive entry (new)

At times it may be useful to temporarily disable predictive text. This may happen when you want to enter some words in a foreign language or a series of names that are not words in the language. To disable and enable predictive text press **Edit-9** (see What is the “Edit key”? on page 6).

## Explicit text

The predictive text system is great for entry of normal dictionary words but there are often times when a non-dictionary word is to be entered such as someone’s name or a more obscure word. In this case the word must be spelled out a character at a time. KeyStick also facilitates this using just the joystick allowing all the common letters of the alphabet to be entered with just two joystick movements each.

Figure 5 illustrates the structure of the explicit character entry tree. As can be seen, at the first level you can enter the letters from “a” to “t”, pressing the joystick goes to the next levels which allow entry of the letter “u” to “z” plus the other characters used in Latin text.

When on the first level, moving the joystick up selects “**abcde**”, this then takes you to the menu shown in Figure 6. You can then select the letter you want with one more joystick movement. For example to enter a “b” you would follow the sequence *joystick up, joystick right*.

To complete the word you will have to explicitly enter a space character from the top menu. This is a sequence you will get used to. From the home menu

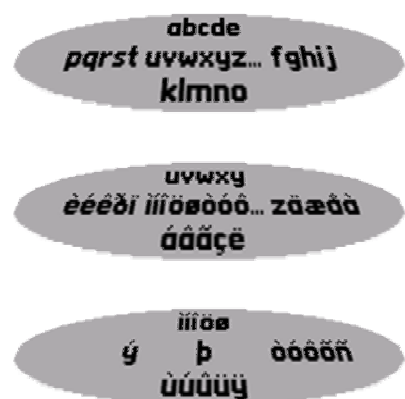


Figure 5 - Explicit entry



Figure 6 - abcde entry

you just go *back*, *right* and you will be taken back to the home menu ready for the next word.

When the phone is expecting conversational text, the explicit entry menu tree is positioned at the bottom of the predictive tree. Thus as you travel down the predictive tree to find the option you are looking for eventually you will automatically enter the top of the explicit tree once all the predictive options have been exhausted. The label for the top of the explicit tree is “a-z”. Notice this label in the middle of the bottom menu in Figure 4.

Sometimes the phone is not expecting conversational text such as when entering an email address or naming an image. In this case the predictive tree will not be presented and you will enter the explicit tree directly from the top menu.

## Numbers

To enter numbers you go to the top menu and then move the joystick *up*. This will put you in the menu structure shown in Figure 7. As can be seen the middle option (joystick press) is used to select one of the five numbers presented so it is not used to navigate between the menus. Thus to change between the menus you press “**Back**” once. You will find that this puts you in a loop between the two menus. To exit back to the Top menu, you just press “**Back**” twice in a row.

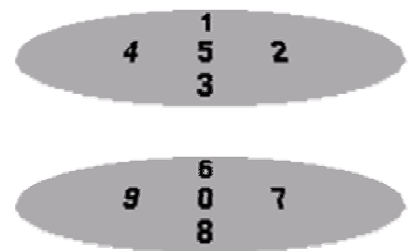


Figure 7 - Numeric entry

## Punctuation

Finally there is the punctuation tree which is access by a *down* movement of the joystick from the Top menu. The structure of this menu is shown in Figure 8.

Punctuation characters are selected from this menu in the same way letters are selected from the explicit entry tree.

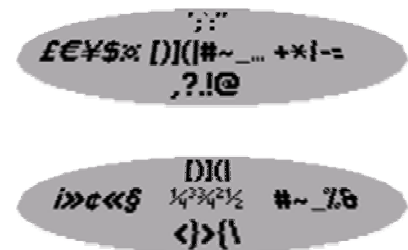


Figure 8 - Punctuation entry

## Cursor movement

To move the cursor around the text or between fields you simply deactivate the KeyStick menu by pressing “**Back**” repeatedly till it goes or pressing the *Edit* key. Then you can use the joystick as normal to move about and then you can reactivate the KeyStick menu in the new location with a long press of the joystick or pressing the *Edit* key.

## Cut, Copy and paste (new)

Like your computer, it is possible with KeyStick to select a section of your text and cut or copy it to a clipboard memory. This can then be pasted elsewhere in the document or in other applications that accept text input.

The menu to perform this function is accessible



Figure 9 - Cut, Copy, Paste menu

with a long press (to the right) on the “**Del (Ed)**” option on the top menu. Note: sometimes this option just displays the label “Del” in which case Cut, Copy and Paste is not available for text entry in the selected field.

### **Making a selection**

In order to select a portion of text you must first get the cursor to one end of the text portion. If the cursor is not at either end – select “**Move**” and use the joystick to move the cursor. Once the cursor is in the desired position press the joystick or the right function key to return to the menu.

To select the portion – select “**Select**” and move the cursor over the portion to select. When the desired portion is selected, press the joystick or the right function key.

### **Clipboard operations**

Once a selection has been made, one of the following operations can be performed:

Option	Action
<b>Cut</b>	Remove the selected text but keep a copy in the clipboard ready for pasting elsewhere.
<b>Copy</b>	Make a copy of the selected text in the clipboard but leave the selected text unchanged.
<b>Paste</b>	Insert the text that has been put in the clipboard at the current cursor position.

Note: once text has been put on the clipboard it can be inserted in other places in the present application as well as being accessible in other applications.

## 5. Tutorial



All of the above may seem a little confusing but you will find that in practice it is a lot more natural and intuitive than it sounds. This simple tutorial example will illustrate the ease and power of the KeyStick system.

In this tutorial, we will use the following symbols to represent the six actions:



Figure 10 - Key symbols

### Send an SMS using KeyStick

We will now use KeyStick to create a short message to a friend to see if they want to meet you at the coffee shop. The phone number we will use will be 5557 8932 and the message will be "Want to meet Terry and I at the coffee shop?"

To start, make sure you have installed KeyStick and loaded it as your text entry system as described in section 3. Next start a new SMS message by going through the menus to Messaging then select New Message and the Short Message option. This should leave you at the blank SMS entry screen.

Now follow the actions in the table below:

Actions	Display	Comments
● (long press)		The KeyStick menu should appear in the middle of the screen for number entry
●●●●□→0C□0→	55578932	The phone number has been entered
□□□	55578932	The KeyStick menu has been hidden
0		Now we have moved to the message section
● (long press)		The text entry KeyStick menu now appears
C0→0	Want	We have entered the word “Want” and a space has been added after the word – note that capitalisation has been organised for you
0→000000→000→	Want to meet	
0 (long press)	Want to meet T	Notice we have forced a capital T by doing a long press
0C000000□→	Want to meet Terry	Because “Terry” is not a word in the dictionary we dropped through to explicit text entry to enter the “y” – we also went back to the top menu to enter the space and finish the word
→00000	Want to meet Terry and I	Notice the word “I” gets automatically capitalised for you
→0□C000→0	Want to meet Terry and I at	This time we made a mistake entering “at” and accidentally selected “an”. This was fixed by deleting the character with the sequence □C●, you could also have pressed the C key.
000000000000C000→0C	Want to meet Terry and I at the coffee shop	Almost done
□000→	Want to meet Terry and I at the coffee shop?	We have entered the “?” from the punctuation tree
□□	55578932 Want to meet Terry and I at the coffee shop?	Now the KeyStick menu is hidden again and your message is ready to send!
Great work! You have just written your first KeyStick message and didn't have to use your keypad once. To exit without sending the message just go Options → Delete → Yes.		

## 6. Keypad Entry



In addition to the enhancements of predictive text entry described above, entry through the keypad has been improved significantly with KeyStick as well.

### Helper display

You will now find that when you enter text through the keypad you will get a helper display as shown in Figure 10. The centre character of the helper display shows the current character in the sequence for the key being pressed. In addition the display shows up to three upcoming characters (below) and up to three passed characters (above).

The helper display lasts until the timeout for the key press or another key is pressed. While the display is up you now have additional capabilities including retrieving a character you have accidentally passed in the sequence for the key.



Figure 11 - Multi-tap input

### Controls

Below are the actions now possible while the helper display is visible:

Key	Action
<i>Left</i> or <i>C</i>	Cancel the input of the character
<i>Right</i> or press of joystick	Commit the character input ready for the next entry which may be using the same key (avoids waiting for the timeout)
<i>Up</i>	Go back to the character just passed
<i>Down</i>	Go forward to the next character in the key's sequence
Long press of the key	The default character for the key which is indicated with an underline in the helper display (usually the number corresponding to the key).

Note: This enhanced multi-tap function is available whenever KeyStick is loaded as the text entry system – whether or not the KeyStick menu is active.

## Case modes

While entering text you can change the case mode by pressing the “#” key. This will cycle through the available modes. The current mode will be indicated at the top-right of the screen except for a few circumstances where the indicator would have obscured other key information like view tabs. The modes are summarized below:

Symbol	Action
abc	Lower case
ABC	Upper case
. Abc	Text case where the first character in a sentence is automatically capitalised (note: this mode is only available when entering conversational text such as a short message)
123	Numeric entry

The case mode will affect entry via KeyStick menus as well although it is recommended that if you want to capitalize KeyStick text you should use the long press method (see Capitalization on page 9), not change case modes.

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## 7. Further information and help



If you are having problems with the system and this manual is not helping, please take advantage of our online support at [help.whatnext.biz](http://help.whatnext.biz).

If there is any aspect of our service (good or bad) that you would like to comment on, please go to [feedback.whatnext.biz](http://feedback.whatnext.biz).

If you would like to be kept up to date with new releases of KeyStick or other product announcements from What Next Research please subscribe to our mailing list on our web site.

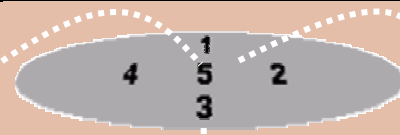
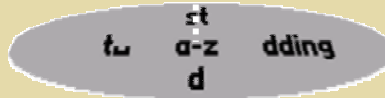
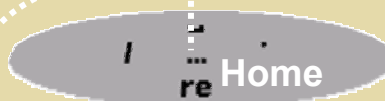
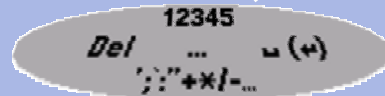
# KeyStick Quick Reference Card

## Top Menu

From here you can go:

- forward* – text entry menus
- back* – hide the menu.
- up* – numbers
- down* – punctuation
- left* – delete last letter
- right* – add a space
- right (long press)* – go to the next line.

At the end of each word you will be taken back to the **Home** menu which is the one forward from the top menu.



## Numbers

Enter numbers here, use *back* to switch between menus and two *backs* to return to the top.

## Predictive Text

Based on the part of the word entered so far, this tree presents guesses for the next one or more letters in order of likelihood. In this example, the word so far is “we”.

If the guess has the ‘\_’ character appended it indicates that the word will be completed and a space added. If none of the guesses presented in the menu are appropriate to the word you want to enter, press *forward* to get the next set.

This part of the tree will only appear in modes expecting conversational text such as SMS or email messages.

## Explicit Alphabetic


At the bottom of the predictive tree is the explicit character tree which provides access to any character. This allows you to enter words which are not in the dictionary. To finish the word, enter a space (*back, right, forward*)

While entering a word that is not in the dictionary, only this part of the tree will be available until the end of the word.



## Punctuation

Allows you to enter any punctuation marks. Available marks will vary depending on the input expected.

  
Back  
(right  
selection  
key)

**Forward  
(joystick  
press)**