

Chameleon User Interface Specification	CUIS rev. date: 02 Nov 2006	Targeted Software Release for this version: LJ 7.1
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## Introduction

This document specifies the detailed user interaction requirements for the User Notification System (UNS) Application on the Chameleon platform. This document contains the complete UI design for the application. It is not just a delta document. It is a living document, in that it is updated by Motorola's Consumer Experience Design group to reflect the addition of new features. Each new release of this Chameleon User Interface Specification shall contain the UI requirements for all features that impact the User Notification System (UNS) Application for the specified targeted software release and / or change requests that have been submitted against previous releases of this CUIS.

## Documents and Specifications Related to Updates in this Release

Title	Version	URL / Document Location
Chameleon Mobile Interface Guidelines	posted	<a href="http://compass.mot.com/go/203749622">http://compass.mot.com/go/203749622</a>
New Chameleon Widgets	posted	<a href="http://cxdweb.pcs.mot.com/ui/chameleon/widgets/index.html">http://cxdweb.pcs.mot.com/ui/chameleon/widgets/index.html</a>
Chameleon Status Icons	posted	<a href="http://compass.mot.com/go/statusrules">http://compass.mot.com/go/statusrules</a>
Chameleon Layout Requirements Specification	posted	<a href="http://compass.mot.com/doc/156137361/Chameleon_LRS.pdf">http://compass.mot.com/doc/156137361/Chameleon_LRS.pdf</a>
Feature Briefs and IAERs	posted	<a href="http://fmd.pcs.mot.com">http://fmd.pcs.mot.com</a>
Chameleon Dialog and Notice Icons	posted	<a href="http://compass.mot.com/doc/156707734/Dialog_and_Notice_Icon_Scrub.xls">http://compass.mot.com/doc/156707734/Dialog_and_Notice_Icon_Scrub.xls</a>
UNS Requirement documents LJ 7.1	posted	<a href="http://compass.mot.com/go/uns7%2E1">http://compass.mot.com/go/uns7%2E1</a>
UNS Priority Table 7.1	posted	<a href="http://compass.mot.com/go/unsprioritytable7%2E1">http://compass.mot.com/go/unsprioritytable7%2E1</a>
UNS CXD-MIG 7.1	posted	<a href="http://compass.mot.com/go/unscxdmig7%2E1">http://compass.mot.com/go/unscxdmig7%2E1</a>
UNS GTM-MIG	posted	<a href="http://compass.mot.com/go/unsgtmig">http://compass.mot.com/go/unsgtmig</a>
Idle Schematics	posted	<a href="http://compass.mot.com/go/cuisidle">http://compass.mot.com/go/cuisidle</a>
Idle CLI Schematics		<a href="http://compass.mot.com/doc/193954665/CLI_Idle.pdf">http://compass.mot.com/doc/193954665/CLI_Idle.pdf</a>

## Screens Impacted in this Application Release

The following table provides a high level summary of the features and/or change requests that have precipitated changes to this application since the previous release of this user interface specification; the screens for this application that have been modified, added or removed since the previously released CUIS; the CXD user interaction designer that owns the changes; the date the changes were incorporated into the updated user interface specification.

If changes have been made to a screen, the Summary section for that screen will include a table that provides a more detailed summary of the scope of impact the indicated feature or CR has had on the design.

Feature or CR	Description	Impacted Screen(s)	UI Designer (Core ID)
UNS CUIS	UNS_CLI revised, UNS_nonActionable added	UNS_CLI, UNS_nonActionable	Frank Gruger (a00063)
CLI	see	msg_CLI_detail, EMA_CLI_detai	



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Messaging Schematics (21956)	<a href="http://compass.mot.com/go/cuislj7.1smsgmmsexternaldisplay">http://compass.mot.com/go/cuislj7.1smsgmmsexternaldisplay</a>	msg_CLI_summary_inbox, EMA_CLI_Summary_Inbox	
CLI IM Schematics	see <a href="http://compass.mot.com/go/cuis%2Dim%2Dcli%2Dlj71">http://compass.mot.com/go/cuis%2Dim%2Dcli%2Dlj71</a>	IM_detail_conversation_CLI	
CLI Calling Schematics	see <a href="http://compass.mot.com/doc/214059135/CUIS-RecentCalls-22091.pdf">http://compass.mot.com/doc/214059135/CUIS-RecentCalls-22091.pdf</a>	REC_CLI_RecentCallListView, REC_CLI_RecentCallListView_2line, REC_CLI_RecentCallDetailView	

## Definition of Terms, Acronyms

See the UNS CXD-MIG for all terms and definitions.

## Revision History

Version	Date	Author(s)	Changes / Other Impacted Applications
1.4	11/2/2006	Frank Gruger A00063	Updated after consistency review for 22091
<b>1.3</b>	<b>10/27/2006</b>	<b>Frank Gruger A00063</b>	<b>Updated screen UNS_extDisp with 21857 rules for title area.</b>
1.2	18/Oct/06	Frank Gruger A00063	Updated after internal review
1.1	16/Oct/06	Frank Gruger A00063	Initial Draft for 7.1 (22091)



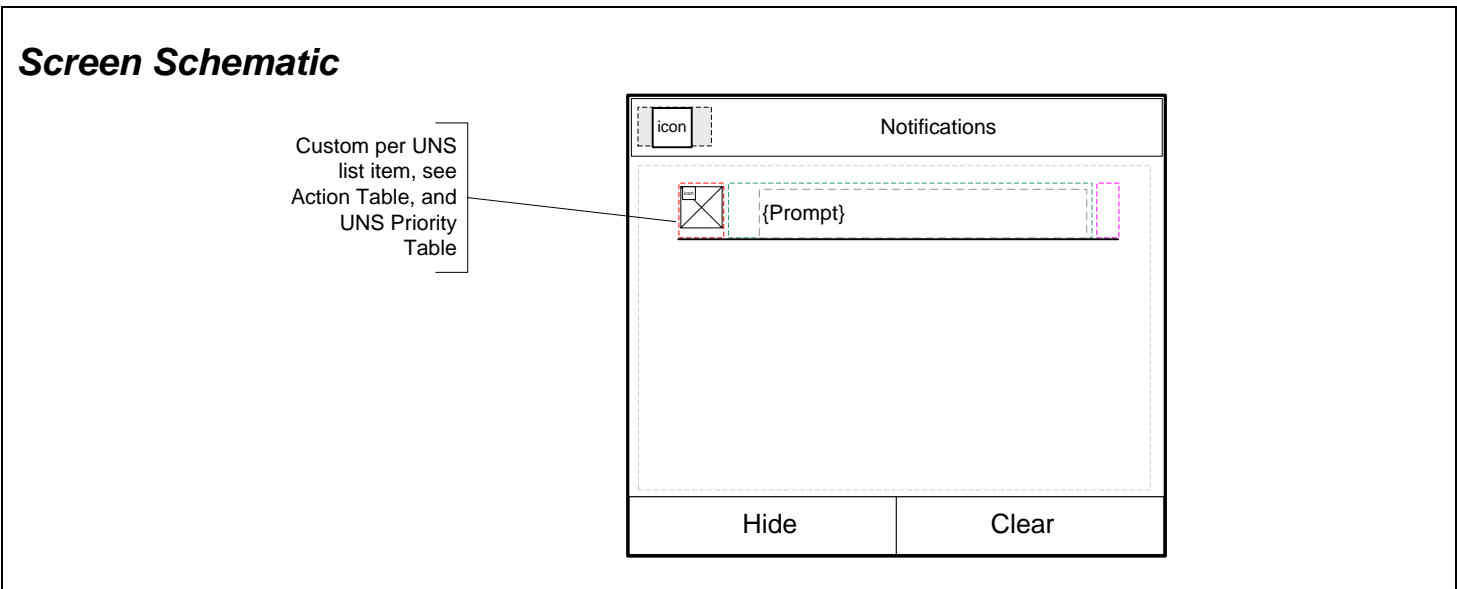
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## UNS\_Dialog



**Screen Type:** Dialog: Single Selection Dialog

**Layout Reference:** Popup

**Screen Path (Actions that trigger the presentation of this screen)**

User receives a notification that cannot be displayed as a single dialog

### User Interface Requirements

Feature or CR driving the requirement	User Interface Requirement	Software Release
	The TITLE ICON shall be re-used from the current UNS.	

### Action Tables



**Screen & Softkey Action Tables**

<b>Prompts, Softkey Actions, the variables impacting their presentation and Target View, based on actions, if any</b>			
<b>Component</b>	<b>Condition</b>	<b>Action / Value</b>	<b>Target View</b>
<b>Title Area</b>	The TITLE ICON shall be re-used from the current UNS.	Notifications	
<b>Body Area</b>	see UNS Priority Table	{Prompt}	Varies per UNS list item, please see the UNS Priority Table for details. For full description on the behaviors of this screen, please read the UNS CXD-MIG, UNS GTM-MIG and UNS Priority Table (see the "Related Documents" section for links).
<b>left softkey</b>	<i>label:</i>		
		Hide	Removes UNS_Dialog from the screen, retains all the UNS list items that are in the UNS stack. User is then returned to the Idle screen.
	Flexed on for Orange carrier ONLY per LibKK18358	OK	Removes UNS_Dialog from the screen, retains all the UNS list items that are in the UNS stack. User is then returned to the Idle screen.
<b>right softkey</b>	<i>label:</i>		
	When an individual UNS list item is highlighted.	Clear	Pops the highlighted UNS list item off the UNS Stack
	Flexed on for Orange carrier ONLY per LibKK18358	Delete	Pops the highlighted UNS list item off the UNS Stack

**Prompts Table**

<b>Prompts Table</b>		
<b>Variable Name</b>	<b>Condition</b>	<b>Value</b>
{Prompt}	See UNS Priority Table (%1 = account name)	New %1 Emails
{Prompt}	See UNS Priority Table	%1 New Messages (%1 = number of new messages)
{Prompt}	See UNS Priority Table	Download failed
{Prompt}	See UNS Priority Table	Fax Message
{Prompt}	See UNS Priority Table	License Download Error
{Prompt}	See UNS Priority Table	License Received
{Prompt}	See UNS Priority Table	Memory Full
{Prompt}	See UNS Priority Table	Message delivered
{Prompt}	See UNS Priority Table	Message expired
{Prompt}	See UNS Priority Table	Message failed
{Prompt}	See UNS Priority Table	Message rejected
{Prompt}	See UNS Priority Table	Message with %1 from %2 (%1 = object type, %2= sender's name)



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{Prompt}	See UNS Priority Table	Missed Event
{Prompt}	See UNS Priority Table	New application message
{Prompt}	See UNS Priority Table	New Voicemail
{Prompt}	See UNS Priority Table	PTT Group Contact
{Prompt}	See UNS Priority Table	PTT Online Alert
{Prompt}	See UNS Priority Table	System message
{Prompt}	See UNS Priority Table	Unable to send message
{Prompt}	See UNS Priority Table (%1= sender's name)	New Wi-Fi message from %1
{Prompt}	See UNS Priority Table (%1 = Account Name)	%1 Email(s) Downloaded
{Prompt}	See UNS Priority Table (%1 = Contact name or number)	Missed Call from %1
{Prompt}	See UNS Priority Table (%1 = name of line)	New Voicemail on %1
{Prompt}	See UNS Priority Table (%1 = number of emails, %2 = account name)	%1 New %2 Email(s)
{Prompt}	See UNS Priority Table (%1 = number of files)	%1 Browser Downloads Complete
{Prompt}	See UNS Priority Table (%1 = number of files)	1% Bluetooth Downloads Complete
{Prompt}	See UNS Priority Table (%1 = number of missed calls)	%1 Missed Call(s)
{Prompt}	See UNS Priority Table (%1 = number of new messages)	%1 PTT Message(s)
{Prompt}	See UNS Priority Table (%1 = sender's name)	Message has been read by %1
{Prompt}	See UNS Priority Table (%1 Number of files)	1% Bluetooth files sent
{Prompt}	See UNS Priority Table (%1= account name)	1 New %1 Email
{Prompt}	See UNS Priority Table (%1= sender's name)	Message waiting from %1
{Prompt}	See UNS Priority Table (%1= sender's name)	New message from %1
{Prompt}	See UNS Priority Table (%1= sender's name)	Videomail from %1
{Prompt}	See UNS Priority Table (%1=IM community, such as AIM, Yahoo!, MSN, etc.)	IM Offline Message from %1
{Prompt}	See UNS Priority Table (%1=IM user friendly name or IM ID)	IM Authorization Request from %1
	See UNS Priority Table (%1=IM user friendly name or IM ID)	IM File Transfer Request from %1
	See UNS Priority Table (%1=the number of IM, %2=the IM contact)	%1 new IM(s) from %2
	See UNS Priority Table (%1 = number of new voicemail)	%1 New Voicemail(s)
	See UNS Priority Table (%1=%GROUPNAME)	IM Group Invitation from %1



**Media Table**

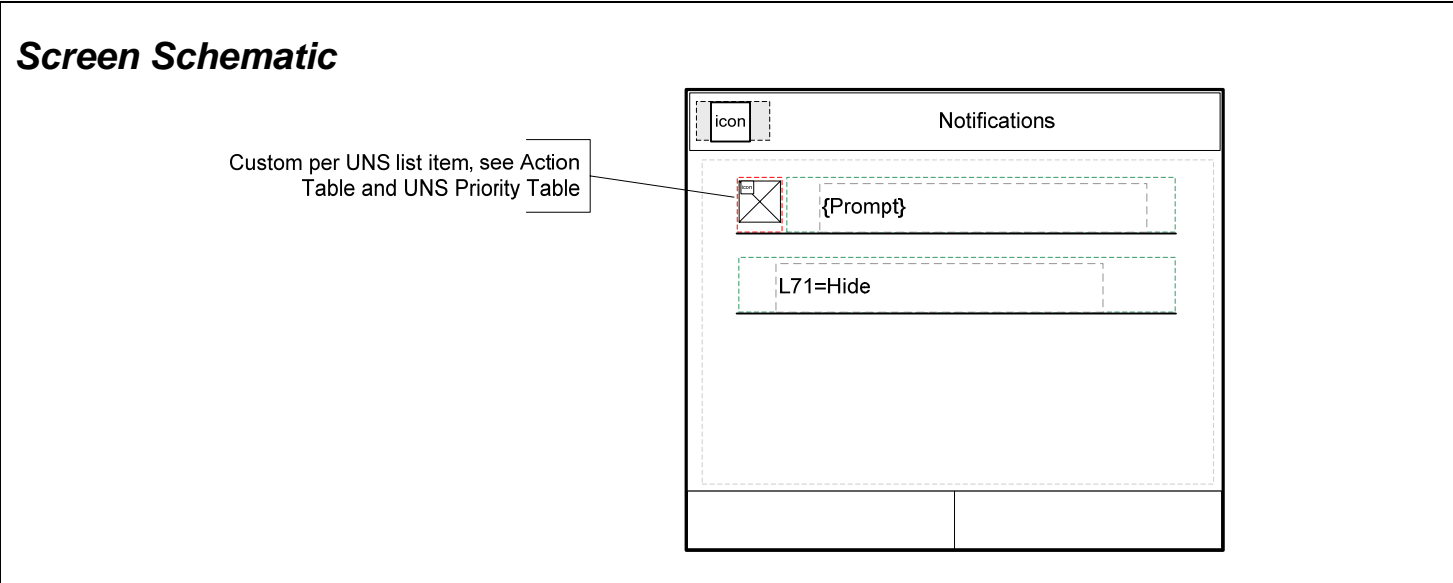
N/A

**Hardkey Action Table**

Hardkey Actions			
Hardkey	Conditions	Action / Value	Target View
Send Key		does nothing	
End Key	One end key press	same as LSK	Removes UNS_Dialog from the screen, retains all the UNS list items that are in the UNS stack. User is then returned to the Idle screen.
Close Flip		does nothing	



## UNS\_extDisp



**Screen Type:** Dialog: Single Selection Dialog

**Layout Reference:** Popup

**Screen Path (Actions that trigger the presentation of this screen)**

If the UNS is populated with a notification(s), as described in the UNS Priority Table and the UNS CXD-MIG, and the flip is closed this screen will appear on the external display as part of idle.

This screen also appears after a user has acted upon a UNS item, and exists out of an application view.

### User Interface Requirements

Feature or CR driving the requirement	User Interface Requirement	Software Release
22091	A "Hide" option SHALL always be the last list item in the UNS.	7.1
22091	"Hide" SHALL never be the only list item in the UNS. At least one UNS notification must be present for the UNS to display.	7.1
22091	"Hide" SHALL never be displayed on the main display.	7.1





22091	"Hide" SHALL only appear on the external display UNS.	7.1
22091	Selecting "Hide" SHALL return the user to idle screen on the external display.	7.1
21857	If the product has a large external display, the header shall be displayed. If the product has a small external display, the header shall not be displayed as defined in the Notices section of the External Display MIG. Refer to the External Display MIG for the definition of a large and small external display.	7.1
21857	If the main display companion view screen is being re-used on the external display, the softkey area SHALL be hidden and the content must extend to the bottom of the screen as stated in the Lists section in the external display MIG	7.1

## Action Tables

### Screen & Softkey Action Tables

Prompts, Softkey Actions, the variables impacting their presentation and Target View, based on actions, if any			
Component	Condition	Action / Value	Target View
Title Area	The TITLE ICON shall be re-used from the current UNS. See UI requirements table for when title should be displayed.	Notifications	
Body Area	see UNS Priority Table	{Prompt}	Varies per UNS list item, please see the UNS Priority Table for details. For full description on the behaviors of this screen, please read the UNS CXD-MIG, UNS GTM-MIG and UNS Priority Table (see the "Related Documents" section for links).
	UNS contains at least one notification	L71=Hide	Hide UNS

### Prompts Table

Prompts Table		
Variable Name	Condition	Value
{Prompt}	see UNS_Dialog	Same as UNS_Dialog



### Media Table

Media Table				
ID	Component	Conditions	Category	Action/Value
4			NEW ICON	Custom per UNS list item, see Action Table and Notes
3			NEW ICON	Custom per UNS list item, see Action Table and Notes

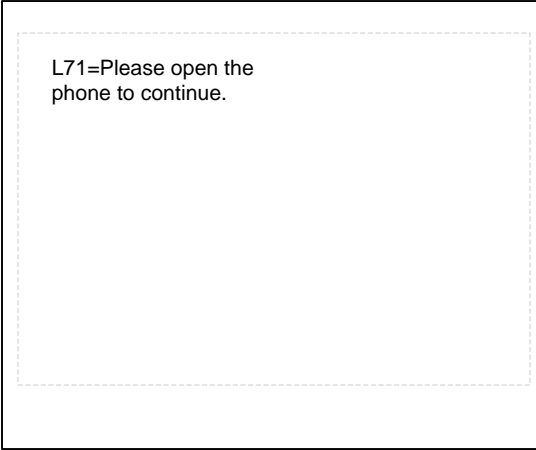
### Hardkey Action Table

Hardkey Actions			
Hardkey	Conditions	Action / Value	Target View
Side Up	One side up press	moves up one item in the UNS list	
Side Down	One side down press	moves down one item in the UNS list	
Side Select/Smart	If "Hide" is NOT the highlighted list item and the side select key is pressed	calls application to act on highlighted UNS list item.	see UNS Priority Table, Column L - "Target screen from UNS_extDisp"
	If "Hide" is the highlighted list item and the side select key is pressed	hide UNS and return to the external display idle	external display idle
Open Flip	If "Hide" is NOT the highlighted list item and flip is opened	UNS is displayed on main screen with the same item highlighted	<a href="#">UNS_Dialog</a>
	If "Hide" is the highlighted list item and flip is opened	last item in UNS will be highlighted on the main display	<a href="#">UNS_Dialog</a>



## UNS\_nonActionable

**Screen Schematic**



**Screen Type:** CLI Notice

**Layout Reference:** Popup

**Screen Path (Actions that trigger the presentation of this screen)**

When the user selects a non-actionable item from the UNS list (one which has no corresponding external display view for it's application) this screen is presented to prompt them to open the flip to continue with the interaction.

### Action Tables

**Screen & Softkey Action Tables**

Prompts, Softkey Actions, the variables impacting their presentation and Target View, based on actions, if any			
Component	Condition	Action / Value	Target View
Title Area			
Body Area		L71=Please open the phone to continue.	



**Prompts Table**

N/A

**Media Table**

N/A

**Hardkey Action Table**

Hardkey Actions			
Hardkey	Conditions	Action / Value	Target View
Open Flip	flip is opened while "open phone" notification is displayed	calls application to act on highlighted UNS list item	see UNS Priority Table, Column K - "Target screen from UNS_Dialog"
	flip is opened after "open phone" notification has timed out	main display UNS is display with same UNS item highlighted	UNS_Dialog (on the main display)



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