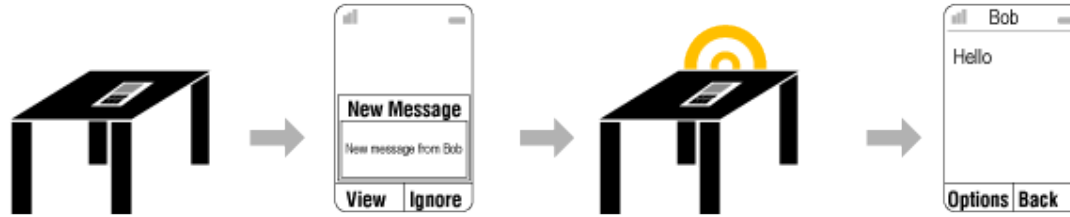# Example Flows

Away from the phone

User is away from their phone.

They receive a SMS.
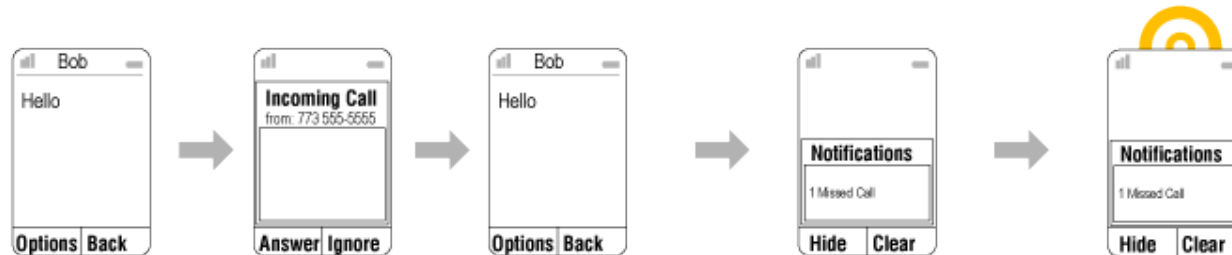
After 3 minutes the reminder tone plays.

Tone will continue to play every 3 minutes until user dismisses dialog.

User dismisses dialog by viewing message.

Reminder tone will no longer play.

In task

User is in task.

User misses a call.

User stays in task.
No reminder alert plays.

User ends task, returns to idle. The UNS is displayed.

After 3 minutes the **reminder tone plays if the user takes no action** on the UNS.

Tone will continue to play every 3 minutes until user dismisses the UNS dialog.

If the user Hides, Clears, Selects the Missed Call dialog, or moves the highlight **No reminder alert plays.**

Reminder Alert

The reminder alert is a tone played by the phone after a event goes unacknowledged by the user. This event is considered a missed event.

Examples:

- The phone is at idle, a message is received, and the user does not respond to the New Message dialog. After three minutes the reminder tone will be played.
- The phone is at idle, a call is missed, the missed call dialog is pushed to the UNS, and the user does not respond to the UNS dialog. After three minutes the reminder tone will be played.

History

- Never implemented on LJ (existing Synergy functionality).

- User trials feedback is requesting the return of the feature.

- Currently reminders do exist as setting in Profiles, but are only used by Alarm Clock.

- CXD brainstormed a potential solution moving Reminders to the UNS.

- SW reported updates could be done for 6.3, but any UNS modifications would have to wait until 7.2.

CXD proposal

- Reminder Alert setting will remain under Profiles, but will be changed to an **on/off** setting applied **globally to all other profiles.**
- **The reminder alert will follow the selected alert style** (if profile is set to vibrate, reminder alert will vibrate; follows existing lighting rules)
- The reminder alert shall play whenever a event dialog or the UNS Dialog is present on Idle and the user has not acted upon the dialog after 3 minutes of being displayed. **It will continue to play every 3 minutes for up to 30 min.**
- The alert will not play when the user is in task (navigating, playing music).
- If the user responds to the dialog or acts upon the UNS (selects an item, moves the highlight, hides the UNS) the alert shall no longer play.
- If a new item is received by the UNS the reminder shall play again.

Notes

- Only one reminder/event shall be able to call the tone at any given time. This is to avoid multiple tones at different intervals.

- There is one master tone that is either active or not.

- This work is dependent on application timeouts being supported (see CR LIBkk58736)