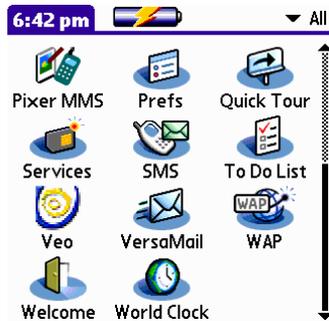


Pixer 1.0 User Manual

Introduction

This document describes and shows the main screens for the PixerMMS version 1 client on the Palm OS Platform.



Message List Form

Tapping on the PixierMMS icon launches the application on its main form. This is the primary form for management of the users messages. The main body of the form is occupied by the Message List that allows the user to review the messages in the selected category.

From the left the “New” button (pen) allows you to create a message to send, the “Get Message <-” and “Send Message - >” buttons control communication with the MMSC. By selectively enabling these buttons and dimming them when disabled the application provides visual cues to the user that waiting in the Outbox to send or at the MMSC for collection.



If you have a supported Camera such as the [Veo PhotoTraveller Camera](#), Camera and Photo-album icons will be present on the Message List view. Tap the appropriate icon to create and send new messages straight from the Camera or your Photoalbum.



The Message Category Drop List

The Category drop list controls which category of messages are displayed in the Message List. In addition to the specific categories of the Message List the drop list will contain an All selection.

The Message List

The entries in the message list are divided horizontally into three parts. At the left are the message status icons, in the centre the sender/recipient and subject; at the right the date and message content icons.

The message status icons provide information about message category and status for each message by use of distinct icons. Examples are "Draft Message", "Outbox Message Awaiting Send", "Sent Message", "Inbox Message Awaiting Collection", "Inbox Message Unread", "Inbox Message Read" and "Inbox Message Replied To"

Tapping on the status icon pops a menu. Menu actions depend on status & type of message.

For Draft messages choices are "Send Now", "Edit" and "Delete".

- if "Send Now" is selected then a connection to the MMSC is initiated and the message transmitted. If this is successful then the message is marked as sent. If the send is unsuccessful then the user is alerted and the message is placed in the Outbox.
- If "Edit" is selected then the message is displayed in the Message Composer.
- If "Delete" is selected then the message is discarded.

For Messages in the Outbox choices are "Send Now", "Edit", "Read" and "Delete".

- If "Send Now" is selected then a connection to the MMSC is initiated and the message transmitted. If this is successful then the message category is changed to Sent. If the send is unsuccessful then the user is alerted and the message remains in the Outbox.
- If "Edit" is selected then the message is displayed in the Message Composer.
- If "Read" is selected then the message is displayed in the Message Viewer.
- If "Delete" is selected then the message is discarded.

Note that we have designed Pixier 3.0 with the expectation that messages will always be sent on completion of composition when possible. The Outbox will therefore only contain messages that are awaiting an opportunity to send. There will be no way for the user to deliberately add a message to the Outbox for a 'delayed' send.

For Sent Messages the choices are "Read" and "Delete".

- If "Read" is selected then the message is displayed in the Message Viewer.
- If "Delete" is selected then the message is discarded.

For Inbox Messages awaiting collection (a circumstance that will only occur on a one piece device) the choices are "Get Now" and "Delete"

- If "Get Now" is selected then a connection to the MMSC is initiated and an attempt made to collect the message. If this is unsuccessful then the user is alerted and the message status is unchanged. If the collection is successful then the message is added to the Inbox with status unread. A dialog will then be displayed allowing the user to indicate if he wishes to read the message immediately or later. If he chooses to read it now then it will be displayed in the Message Viewer.
- If "Delete" is selected then a connection to the MMSC is initiated and the message deleted both from the MMSC and the message list.

For Inbox messages with other statuses the choices are “Read”, “Reply”, “Forward”, “Call” and “Delete”.

- If “Read” is selected the message is displayed in the Message Viewer.
- If “Reply” is selected then a new message is opened in the Message Composer with the recipient and subject lines pre-filled.
- If “Forward” is selected then a copy of the message is created and displayed in the “Message Composer”.
- If “Call” is selected then a voice call to the senders telephone number will be initiated.
- If “Delete” is selected then the message is discarded.

The body of a Message List entry shows the sender/recipients telephone number or name (when available), the message subject and the time sent or received.

Tapping the body of a Message List entry displays the message in either the Message Composer or the Message Viewer. Draft and Outbox messages will be displayed in the Message Composer. Sent Messages and Inbox Messages will be displayed in the Message Viewer.

At the right of the entry the message date (when present) shows the date and time when the message was sent to or collected from the MMSC.

The message content gives visual information about the content of the message. Is it multi pane, does it have images etc.

Toolbar

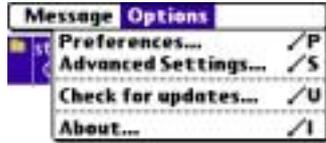
The Message List View toolbar has three buttons. From left to right these are the “New Message”, “Get Messages” and “Send Messages” buttons. On an integrated device the “Get Messages” button is enabled only when the inbox contains one or more messages with a status of Awaiting Collection. In the two-piece case then the “Get Messages” button is always present. The “Send Messages” button is only enabled when the Outbox contains one or more messages. Disabled buttons are dimmed.

- Tapping on the “New Message” button adds a new empty message to the Draft category of the message list and displays it the Message Composer Overview form.
- Tapping on the “Get Messages” button (One piece case) - initiates a connection to the MMSC and an attempt is made to collect each of the messages in the Inbox with Awaiting Collection status. If collection is successful then the message bodies will be filled and their status changed to Unread. An alert will be sounded and a dialog displayed for each of the messages showing the message’s sender and content details. The dialog will have “Read Now” and “Read Later” options. If the user chooses “Read Now” then the message will be displayed in the Message Viewer. If collection is unsuccessful then the user will be alerted and a dialog displayed.
- Tapping on the “Send Messages” button will initiate a connection to the MMS. If connection to the MMSC is successful then the messages in the Outbox will be sent and their category changed to Sent. If connection can not be established or messages can not be sent then an alert will be sounded and a warning dialog displayed

Menu Bar

The Message List View menu bar has Messages, Options and Help submenus

The options menu allows the choice of alert tones, advanced or custom MMS connection parameters and to check if you have the latest version of the application. If an update is available it can be downloaded automatically over the air and installed in a couple of minutes.



Users should rarely use the Advanced settings menu screen as these are normally automatically configured based on the SIM , MSISDN and network id.



Message Composer

The Message Composer forms are displayed when the user is creating or editing a message.

An MMS Message consists of message 'header' information such as the recipient list and subject and a series of one or more panes each of which can contain one each of a number of element types such as an image, text or sound element. By setting a pane time for each pane an animated MMS can be created

Consequently the Composer consists of two forms; the Overview form and the Pane form.

The Overview form is message oriented and allows message header data to be entered, the pane list to be managed and message level operations to be initiated. It also allows the message to be played as the recipient would see it.

The Pane form displays a single pane and allows the user to add and amend the various elements of single MMS message pane and set the Pane Time

Message Composer Overview Form



Category Static Field

Shows the category of the message currently being displayed.

To Droplist And To Edit Field

Allows the user to address the message with either an email or MMS address. The To Droplist gives access to the address book and a buddy list of recently used addresses. The To Edit will display the entered address or a name when the address has been selected from the address book. The Edit field will support usual clipboard operations.

Subject Edit Field

Allows user to add a subject for the message. It will support the usual clipboard operations.

Pane Thumbnails

The panes of the message are represented on the Overview by the thumbnails in the centre of the form. Tapping on a thumbnail creates a new pane or displays the corresponding pane in the Message Composer Pane Form. If the message contains more than five panes then a scrollbar will be made visible at the right of the thumbnails use of which allows the thumbnail corresponding to each pane to be seen.

At the end of the series of thumbnails corresponding to the existing panes there will be a New Pane thumbnail. Tapping this thumbnail will create a new pane at the end of the message and display it in the Message Composer Pane Form.

Toolbar

The Composer Overview form toolbar contains “Send Message Now”, “Draft”, “Delete”, “New Pane” and “Play” buttons. The “Preview” buttons will be enabled only when the current message has one or more pane, when disabled the buttons are dimmed.

- Tapping the “Send Now ” causes the message address and contents to be validated. If validation fails an alert is sounded and a warning dialog displayed. If validation is successful then connection to the MMSC is initiated and the message sent as will any other messages awaiting send in the Outbox. If the connection and send(s) are successful then the message(s) category is changed to Sent and the form is closed returning to the Message List. If the connection and send is unsuccessful then the message category is set to Outbox, an alert is sounded and a warning dialog displayed.
- Tapping the “Draft” button sets the message category to Draft. The form is then closed returning to the Message List view.
- Tapping the “Delete” button deletes the record. A delete confirmation dialog may be displayed subject to application preferences. Once the record has been deleted the form is closed returning to the Message List View.
- Tapping the “New Pane” button adds a new pane to the end of the message and displays that pane in the Composer Pane form
- Tapping the “Play” button allows the user to preview the messages panes as the recipient will see them. The Viewer Pane form will be opened in run mode with the messages first pane as it start pane. When the Viewer Pane form is closed then the Composer Overview will be redisplayed.

Menu

The Composer Overview form menu bar has a single submenu for Edit with the standard clipboard operations plus keyboard and graffiti help.

Message Composer Pane Form

This form allows the user to edit a single pane of a message. The pane can have a picture component and a textual component. The user may also set a duration that controls the length of time for which the pane is displayed to the recipient before moving to the next pane.

The body of the form consists of three controls - a picture/drawing area, a text area and a scrollbar. When first displayed the picture area is fully visible as is a single line of the text area.

The Scrollbar can be used to display more of the text component or more of the picture component.



Picture Control

The user can draw freehand on the Picture Control or he can import an image which he can then annotate if he wishes. The image can be imported from JPEG images stored on an MMS or SD card or from a supported Photo Album such as [SplashPhoto](#). Images can be copied from your desktop and hotsynced to the SD card or SplashPhoto.

A variety of drawing tools and pen styles are selectable via the toolbar. If the picture is left blank then no picture will be sent for this pane of the message.

The user can only draw on the Picture Control when it is fully visible. Tapping on the picture control when it is not fully visible will cause the picture control to be brought fully into view and the text area to be minimised.

Text Edit Area



The text edit area is a resizable text field. The field is automatically increased in height when typing at the insertion point threatens to go out of sight at the bottom of the field. As this field is increased in height the height of the Picture Control is correspondingly decreased. Once the Picture Control is at minimum height (equivalent to a single line text field) then the text area will no longer be increased in size. Instead text will be scrolled off the top of the text area. If text is entered when the insertion point is not on the bottom line of the visible text area

then text below the insertion point will be scrolled out of view but the text area will not increase in size.

Scrollbar

The scrollbar is used to allow the user to control the visible portions of the Picture Control and text area. It will not be possible to scroll the Picture Control completely out of view nor will it be possible to scroll a complete line of white space into view in the Text area.

The size of the scrollbar thumb relative to the scrollbar length should reflect the relative sizes of the visible portions of Picture Control and Text area relative to their overall but unviewable size.

Toolbar

The Message Composer Pane view toolbar contains the following buttons. “Done”, “Delete” “Pane Timer”, “Image Selector”, “Sound”, “Line & Colour”, “Pen Type”, “Prev Pan”, “Next Pane” and “New Pane”. The “Next Pane” and “New Pane” buttons are exclusive. The “Next Pane” button is visible on all panes except the last pane of the message. The “New Pane” button is visible only on the last pane..

- Tapping the “Done” button closes the form and returns to the Composer Overview form. If the pane had an empty picture and no text then the pane will be deleted from the message.
- Tapping the “Delete” button deletes the current pane, closes the form and returns to the Composer Overview screen
- Tapping the “Pane Timer” will display a dialog allowing the user to set a display duration for this pane or to indicate that it is un-timed. In which case it will display indefinitely. Un-timed is the default state for a pane.
- Tapping the Image Selector” button will cause the Image Selector Form to be displayed allowing the user to import an image from a photo album or from a Zip Notepack.
- Tapping the “Line & Colour” button will display a popup menu of line thickness and colours. The icon displayed reflects the currently selected thickness and colour.
- Tapping the “Pen Type” icon displays a popup menu of drawing tools. The icon displayed on the button reflects the currently chosen drawing tool
- The result of tapping the “Prev Pane” button depends on which pane is being edited. If editing the first pane tapping this button closes this form and returns to the Composer Overview. If editing any other pane tapping this button causes this form to be refreshed to display the previous pane for edit.
- Tapping the “Next Pane” button causes this form to be refreshed to display the next pane for editing.
- Tapping the “New Pane” button creates a new pane and adds it to the message after the current (i.e. last) pane. The Composer Pane form is then refreshed to display the newly created pane. The “New Pane” button will be enabled only if the current pane has a picture or text.

Menu

The Composer Pane Form menu has Edit and Panes sub menus.

The Edit submenu has the standard clipboard operations plus keyboard and graffiti help.

The Panes sub menu has “Insert Pane Before”, “Insert Pane After” and “Insert Pane At End”, “Move Pane Forward” and “Move Pane Backwards” entries

- Selecting “Insert Pane Before” creates a new pane before the current one and refreshes the form to display the new pane

- Selecting “Insert Pane After” creates a new pane after the current one and refreshes the form to display the new pane
- Selecting “Insert Pane At End” creates a new pane before the current one and refreshes the form to display the new pane
- Selecting “Move Pane Forward” moves the pane forward in the pane list of the message and then refreshes the form so that the panes new position is shown
- Selecting “Move Pane Backwards” moves the pane backwards in the pane list of the message and then refreshes the form so that the panes new position is shown

MMS Message Notification & Collection



This is the screen that is displayed when a new MMS message arrives. It will turn your device on (if it was off) or popup over an existing application if you are already using your device. You can select to immediately download the MMS. This will fully launch the PixierMMS application and connect to the network to download the message. If you choose to store it for downloading later you can then continue in the application you were in and later launch PixierMMS to retrieve it. Alternatively if you choose "Never get" you will return to the previous application but the notification will not be stored in PixierMMS and you will never be able to retrieve it.

Message Viewer

Used to display messages in a non-editable form. Like the Message Composer the Viewer consists of two forms the Overview and the Pane form

Message Viewer Overview

This form gives an overview of the content of a message. It enables the user to select and view individual panes of the message. The user may also play the message as an animation where this is appropriate



When this form is opened to display a message the messages category and status are checked. If the message is in the Inbox category and its status is Unread then the status is updated to Read.

Message Navigation Controls

The message navigation controls on the forms title bar allow the user to move forward and backwards through the messages in the current category. The Previous Message button will be disabled when the first message in the category is being displayed. The Next Message button will be disabled when the last message in the category is being displayed.

Between the navigation controls the Message Position label shows a counter indicating the position of the message within and the size of the current category (e.g. 1 of 5).

Category Static

Displays the category of the current message.

Call Sender Button

This button is visible only for messages in the Inbox category. Tapping the button initiates a voice call using the telephone number of the incoming MMS message.

From/To Static Field

For Inbox Messages

- display the senders MMS number or his name where it is possible to determine it by searching the address book
- Set the label to left of field to read From

For messages in other categories

- Display the list of recipient email and MMS numbers, replacing the numbers with names when the recipient was picked from the address list and the name is available.
- Set the label to the left of the field to read To

Subject Static Field

Displays the messages subject

Date Time Static Field

For messages in the Inbox category displays the time collected. For messages in the Sent category display the time sent. Otherwise hide the field

Pane Thumbnails

A single thumbnail will be displayed for each pane in the message. If the message contains more than six thumbnails then a Scrollbar will be present to the right of the thumbnails allowing the user to reach the thumbnails for all panes.

Tapping a thumbnail will display the corresponding pane in the Viewer Pane Form in single step mode.

Collect Now Button

If an Inbox message with status Awaiting Collection is displayed in this form then there will be no pane present and hence the Pane Thumbnails will be absent. In place of the thumbnails will be displayed a “Collect This Message....” button. Tapping this button will initiate a connection to the MMSC and attempt to collect the message. If this is successful then the Message Viewer Overview screen is refreshed to reflect the new status and content of the message. If this connection or collection is unsuccessful then an alert is sounded and a warning dialog displayed.



Toolbar

The Viewer Overview form toolbar has the following buttons “Done”, “Play”, “Reply” and “Delete”. The “Reply” button is only visible when displaying messages in the Inbox category whose status is other than Awaiting Collection. The “Play” button is visible at all times except when displaying messages in the Inbox category with status Awaiting Collection.

- Tapping the “Done” button closes the form and returns to the Message List View
- Tapping the “Reply” button creates a new empty message in the draft category, fills its recipient list and subject and then opens the Composer Overview form to display the new message.
- Tapping the “Delete” button deletes the current message and then closes this form returning to the Message List View
- Tapping the “Play” button opens the Viewer Pane form in run mode initially displaying the first pane of the message.

Menu

The forms menu bar has a single Messages submenu with “Play”, “Reply”, “Reply To All”, “Forward” and “Delete” options

- Selecting “Play” opens the Viewer Pane form in run mode initially displaying the first pane of the message.
- Selecting “Reply” creates a new empty message in the draft category, fills its recipient list and subject and then opens the Composer Overview form to display the new message.
- Selecting “Reply” creates a new empty message in the draft category, fills its recipient list and subject and then opens the Composer Overview form to display the new message.
- Selecting “Forward” creates a new message in the draft category, fills its body and subject and then opens the Composer Overview form to display the new message
- Selecting “Delete” deletes the current message and then closes this form returning to the Message List View

Message Viewer Pane Form

This form displays a single pane of a message. Pane display using this form may be in one of two modes; Single Step or Run.



In single step mode the pane is displayed indefinitely. The sound element of a pane (if present) is played once when the pane is displayed in the form.

In run mode each pane is displayed for its specified time. At the end of that time the next pane of the message is displayed. If a pane has no specified time then it is displayed for the default play time that is set via the application preferences. The sound element of a pane (if present) is played once when the pane is displayed in the form.

The form body may consist of up to three controls. The Picture Control, the Text Area and the Scrollbar. If the pane contains no text then only the Picture Control will be displayed. If no picture then only the Text Area and possibly the Scrollbar will be displayed. If both text and picture then all three controls will be displayed. Whenever a new pane is displayed in the form then the controls will be refreshed.

Picture Control

The Picture control displays the picture element of the pane. It is only present when a pane contains a text element. When a pane contains both picture and text elements then the Picture Control may be either fully or partly visible (i.e. only part of the picture can be seen) but will always start out fully visible when the pane is first displayed. Tapping on the Picture Control when it is only partly visible will maximise its height and make the picture fully visible by minimising the text area.

In addition tapping on the Picture Control when the form is in run mode stops the 'animation' and switches the form into single step mode

Text Area

The text area displays the text element of the pane.

When the pane contains no picture element the text area is fixed in size and occupies the whole height of the form body between the title and tool bars. If the pane contains more text than can be displayed in this area then the scrollbar will be present.

When the frame contains both text and picture elements then the size of the text area is variable. It may never be of greater height than that required to display the text. It may however be smaller. Its size is limited by the height of the form body less the minimum height of the picture control. Tapping on the text area when its size is less than its maximum increases it to its maximum size, decreasing the size of the picture control accordingly.

In addition tapping on the text area when the form is in run mode stops the 'animation' and switches the form into single step mode

Scrollbar

The scrollbar may be used in two different ways.

When the pane contains only a text element and the amount of text exceeds that which can be displayed in the fixed size text area then the scrollbar will be visible and enabled and will scroll through the text in the normal manner allowing any part of the text it to be made visible.

When the pane contains both text and picture elements and the text element requires more than one line of text are to be displayed then the scrollbar will be visible. Scrolling upwards decreases the amount of form height allocated to the picture control and increases that allocated to the text area. This continues until all the text is visible or the picture control has reached minimum height. If the picture control is shrunk to minimum height before all the text is visible then further upward scrolling scrolls the text within the by now maximised text area. Scrolling downwards will scroll text downwards until the last line of text is visible. Thereafter further downward scrolling decreases the text area height and increases the picture area height until the picture area is maximised.

In addition tapping on the scrollbar when the form is in run mode stops the 'animation' and switches the form into single step mode

Toolbar

The toolbar contains "Done", "Play Sound", "First Pane", "Prev Pane", "Pause", "Play" and "Next Pane" buttons. The "Play Sound" button will be enabled only when the pane contains a sound element. The "First Pane" and "Prev Pane" buttons will be disabled when the first pane is being displayed. The "Play" and "Pause" overlay one another. The "Play" button is visible when the form is in single step mode and is enabled except when the pane being displayed is

the last pane. The “Pause” button is visible when the form is in play mode and when visible is always enabled. The “Next Pane” button is disabled when the last pane is being displayed

- Tapping the “Done” button closes the form and returns to the calling form, generally the Viewer Overview form but occasionally the Composer Overview.
- Tapping the “Play Sound” button puts the form into single step mode and plays the panes sound element
- Tapping the “First Pane” button puts the form into single step mode and refreshes the form to display the first pane.
- Tapping the “Prev Pane” button puts the form into single step mode and refreshes the form to display the previous pane
- Tapping the “Pause” button puts the form into single step mode and refreshes the toolbar
- Tapping the “Play” button puts the form into run mode and refreshes the form to start the animation with the next pane
- Tapping the “Next Pane” button puts the form into single step mode and refreshes the form to display the next pane

Electric Pocket Limited

Electric Pocket's vision is to develop connected applications and services that become an integral part of people's lives. For more information about PixierMMS and our other products please visit the [Electric Pocket](#) web site.