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```

<?xml version="1.0" encoding="ISO-8859-1"?>
  <moto>
    <moto>Buggy</moto>
    <model>Normal</model>
    <wheel> Normal </wheel>
  </moto>
</xml>

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[0060] In addition, the important feature of the application is the multimedia option menu, which shows the picture of the motors. The attention B in the sentences shows the presentation of multimedia interactive controllers.

[0061] Another important feature of the application is link relationship between controller modules. In this exemplary embodiment description is given to the LINK relationship between controllers of model, picture and price. When the user chooses a model from (Select the model) option menu, the corresponding picture and price of this model display at the same time. The CONTAIN relationship is disclosed in the motor collection and the models. If the collection of a certain motor is selected, all models of the motorcycle collection can be seen in the following option menu. All other models, which do not belong to this motorcycle collection, can not be seen. The RXML and the multimedia controller items are shown in the following XML document.

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//the relational XML describe the relation between the
//the link relation
//attention C
<relation name="relation 1">
  <rxml: link>
    <item attr=xfim: optionmenu ref="model">
<item attr=xfim: optionmenu model= "picture"
  ref="picture">
    <item attr=xfim: optionmenu ref= "price">
    </rxml: link>
  </rxml: instant attr=normal>
  </rxml: instant >
</relation>
//the contain relation
//attention D
<relation name="relation 2">
  <rxml: contain>
    <item attr=xfim: optionmenu ref="moto">
    <containitem attr=xfim: optionmenu ref="model">
  </rxml: contain>
  </rxml: instant>
    <item attr=xfim: item>Buggy</ item >
    < containitem attr= xfim: item>Normal</ containitem >
    < containitem attr= xfim: item>Model A</ containitem >
    < containitem attr= xfim: item>Model B</ containitem >
  </rxml: instant >
</relation>

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[0062] According to an embodiment of the present invention a MMS service middleware is designed for MMS service providers to push MMS messages to users, and process incoming MMS messages, for example from the MMS terminal, to provide value-added service. The sender of the message is authenticated by the authentication module, which uses the user management database to verify user. After the authentication, the message is parsed by a message parser. Then the message is passed on to the right message service for process via the service interface. When a service

initiates a message, the message is verified by a push trigger and sent out via the MMS interface.

[0063] The user interface defines the size, air, position, show time, movement of interface parameters, and the interface defines how to add the data instances into the presentation of the pages. The user interface may be implemented with UI-wares. An UI-ware means a form, which can be displayed and interactive in a predefined mode. See FIG. 11 for a reference, the UI-ware shown can be an independent item such as text, picture, video, audio, or a form controller like button, check box, list box, radio button, option menu, input field. The items of the form controller can be text, picture, video or audio. The form controllers have the same interactive capabilities as normal HTML Form controllers or Xforms controllers. In the implementation, the specification XForms can be used here. The independent items have no redefined interactive capability, but their interactive capability can be added in relations/actions part. An interface parameter can be shown in diverse UI-wares. For example, an interface parameter with multiple-choice capability can be shown in a check box or a list box, because they are all multiple-choice controllers. The more important is, a data model can be rendered into diverse presentation for diverse MMS devices.

[0064] The interactive capabilities of interface parameters describes whether an interface can be display/play/edit/select, and whether it is of a single-choice or multiple choice. For example, a message can have two kinds of interface parameters. One is text, which can be input and modified. Another is an audio array. User can select one item from the array at a time and each of the items can be played.

[0065] Up to now, the interactive approach for multimedia message, user terminal and communication system have been described in details by means of exemplary embodiments. It should be understood that the present invention is not limited to the illustrated embodiment examples, on the basis of the description of the embodiments of the present invention, those skilled in the art can make various modifications and improvements according to the resent invention, without departure from the spirit and scope of the present invention.

1. An interactive method for multimedia message services comprising the steps of: receiving a multimedia message from a server; generating a page displaying or playing the multimedia message at a user terminal, wherein one or more control elements are embedded into the displayed or played multimedia message and the relationship between said control elements is defined; responsive to the operation of one or more of said control elements, triggering an action event to automatically generate a response message to request a service from the server; and sending the response message to the server.

2. The interactive method according to claim 1, wherein the step of generating the page for displaying or playing a multimedia message further includes: parsing the received multimedia message to obtain the presentation structure of said multimedia message; and generating a data model used in the page for displaying or playing said multimedia message based on said multimedia message presentation structure.

3. The method according to claim 1, further comprising the step of triggering an action event to modify the content