

chosen. This would thus have been a two-step process which is now eliminated (or substantially so) with the present invention display of both the primary elements **22-25** together with an arrangement of the subordinate elements **28** thereof.

[0028] These primary and subordinate elements have also been referred to as respective levels, e.g., levels one and two of a menu structure. This invention thus solves the problem of going in and out of menu levels, i.e., going between level one and two, back and forth, by merging level one and two into one level thereby providing views and selectability of items in both simultaneously. The advantage is that you only have one level, i.e., one UI display that the user needs to relate to, thereby providing a faster and simpler navigation, selection and operation process.

[0029] Note, the example of **FIG. 2A** provides some additional information as for example when a particular icon or element **29** is selected. This element **29** may then be highlighted in some way (as here by a distinctively colored box framed therearound, although other means are also usable herewith). This example thus shows how an operator may skip the usual first step in a conventional two-step process of first selecting the group (here an “Organizer” group as represented by the icon **23**) and then being presented with an array of choices including the desired selection **29** (here an “Add Entry” icon **29**). Note, a dialogue line **21** may be presented to show the user verbal definitions of the icon(s) selected (here, “Organizer” and “Add Entry” as described). Moreover, selectkey (see keys **8** described for **FIG. 1** above) user areas **26, 27** can be used as well to indicate to the operator an assortment of available selectable actions with the particular item **29** or items **28** to be selectable and operated upon.

[0030] A similar though slightly distinct example **20a** is given in **FIG. 2B** where only a single horizontal line of selectable secondary features **28a** is shown, usually only one such line at a time in this example. Thus, an operator may move an up/down key or joystick (up or down) to arrive at a particular desired grouping of selectable items (here indicated by the Organizer icon **23a** with a corresponding presentation of several horizontally disposed secondary items **28a**). Then, the user may use right and/or left movement keys or a joystick (right or left) to arrive at a desired selection which is then highlighted, see icon **29a**. The non-selected primary elements or groups, see e.g., element **22a**, may have verbal definitions thereof presented instead of the presentation of subordinate items to assist the user in appreciating the category of choices available. The movement of an operator onto such a grouping (up and/or down movements) may then call for a substantially automatic change to the presentation of the list of subordinate selections as shown for grouping **23a**. Similarly, here as well as in **FIG. 2A** (and **2C**, below), the movement, left or right, onto a particular selection may then provide for substantially automatic change in the presentation in the dialogue area **21, 21a** (and **21b**, in **FIG. 2C**) to provide a word description corresponding to the selected item.

[0031] Note, the selection of a grouping e.g., grouping **23** in **FIG. 2A** and grouping **23a** in **FIG. 2B**, can also be indicated as by highlighting with darker background (**FIG. 2A**) or lighter background (**FIG. 2B**) or otherwise. Such a selection can be merely indicative of movement through

(e.g., up and/or down) through the list, or may be indicative of an actual confirmation of selection as may occur on the depression of an appropriate key, selectkey, joystick or the like.

[0032] Note, as shown in **FIG. 2C**, this UI style can work with both small displays (see the 128x128 pixel display **20b** thereof) as well as for the larger displays (though it may be preferable for use in bigger displays). Fewer grouping icons **22b, 23b, 24b** are available shown with fewer corresponding lateral or horizontally available subordinate icons **28b** and **29b**. In such situations, as is also true even for bigger screens such as those in **FIGS. 2A and 2B**, when more items are available than can be shown at any particular time, small arrows (or the like) may be used at the right and left side of the screen (see the right facing black arrows on the right side of the horizontal rows of groupings **22** and **23** of **FIG. 2A**, as well as the left facing grey triangles on the left sides of the same groupings) which provide for moving the horizontal row of items in a fashion to hide presented, members and show hidden members for alternative selectability.

[0033] Note, the present convention of having the main menu (level one) pointing in a vertical direction and the second level in a horizontal direction is non-limitative as the opposite orientation may also be useful, i.e., having the primary menu elements horizontally disposed and the subordinate selections disposed vertically. Other arrangements or orientations may also be used, whether having the primary elements arrayed along any side (left, right, top or bottom) or otherwise (e.g., centrally) or whether separate groupings of primary elements and corresponding subordinate elements are dispersed at intervals, e.g., as in separate boxes, across or around the screen.

[0034] A second example of improved user interface (UI) presentation for improved navigability, selectability and operability is shown in **FIGS. 3 and 4** where a handset **1** of the invention may include a software application for handling music and/or MP3 format downloads, uploads and/or which can set up and/or play a music or MP3 file. Even so, other primary applications can also use the following arrangement of icon presentation and operability as well, as where a list of items to be operated upon is to be presented and one or more activatable actions applicable to one or more members of that list are available to provide the operation thereof. Thus, other sorts of applications may make use of the structure and/or methods of the presently described examples, including MPEG-viewers, or other movie or audio/visual format viewers, or radio applications, photo Galleries, or File Managers, and/or a message handler that could show a preview of the message, inter alia.

[0035] **FIG. 3**, including **FIGS. 3A and 3B**, shows a first embodiment of a display **30** which would be displayed in a wireless terminal display area **3** like that indicated generally in **FIG. 1**. The display **30** may, as in this example, include display of a header or other indicia **31** notifying what current software application is currently being run. Also shown may be one or more (e.g., a list) of selections or selectable items, here e.g., MP3 files **32, 33, 34** and/or **35**, inter alia (including those shown and/or unshown in **FIG. 3**), which may be played with/on/by the software application. (Note, the item/song **32** from **FIG. 3** entitled “En halua tietaa” is a Finnish song by the Finnish artist Antti Tuisku.) The selectable items **32-35** here are database items upon which actions or functions of the overall application may be performed.