

The resources required for such processing are envisaged in a message transmission network and would be relieved, in particular, the load on the subscriber terminal in terms of required processing power and contribute to a reduction in energy consumption.

[0010] In one embodiment of the present invention, a link in the data between the different elements is verified. As such, any errors in the data structure could be detected and possibly cleared, but in any case notified to the sender. In one embodiment, a decision then can be made as to whether the damaged or errored data record should be transmitted or deleted and resent by the sender.

[0011] The data for transmission preferably would be prepared such that it contains a header to transport organization information and a body to transmit the appropriate useful information. The useful information preferably includes elements in the form of a number of data packets. In one embodiment, the data is transmitted from a user application of a subscriber via a network to a user application of another subscriber in which the transmission is controlled by transactions and/or information elements of a transport protocol added to the data, whereby the information elements include a field name and an appropriate field value. A method according to the present invention is preferably used for data which is transmitted as a multimedia message MM in a Multimedia Messaging Service MMS; in particular, on a mobile subscriber terminal or specifically on a WAP-capable mobile phone as per the GSM, GPRS, EDGE or UMTS standard or combinations thereof.

[0012] The Multimedia Messaging Service MMS, the preferred area of application of the present invention, does not currently offer any measures for intercepting, verifying or securely converting external references for easier integration of applications. With the embodiments of the present invention, it will be possible to adapt internal and external references via a sending application with such a high level of reliability that it can be assumed that complete and secure forwarding is guaranteed.

[0013] Additional features and advantages of the present invention are described in, and will be apparent from, the following Detailed Description of the Invention and the Figures.

#### BRIEF DESCRIPTION OF THE FIGURES

[0014] FIG. 1 shows a schematic diagram of an MMS network architecture as per 3GPP.

[0015] FIG. 2 a flow diagram in which the link in the first MM element has to be reconciled after the data format conversion of the second MM element.

[0016] FIG. 3 shows a diagram of an incoming MM in the MMSE that contains a link to a file that is situated on an external server.

[0017] FIG. 4 shows a diagram in which a link points to a memory location in the MMSE of the MMS service provider after data type conversion and/or data format conversion.

[0018] Elements with the same function and mode of operation are labeled with the same references or abbreviations in FIGS. 1 to 4.

#### DETAILED DESCRIPTION OF THE INVENTION

[0019] As already described at the start of this document, the Multimedia Messaging Service MMS enables the transmission of multimedia messages in which formatted text and images with or without sound can be received. The existing restriction in the SMS to a text message length of 160 characters is no longer applicable. Transmission of, among other things, audio and video messages is possible, but the very frequently used SMS messages will continue to be processed within the system in the present invention with resources to match, as is described in the summary of the prior art.

[0020] MMS can be implemented using WAP. For radio transmission of data, such as multimedia messages MM the communication system as shown in FIG. 1 should be used. The diagram in FIG. 1 shows a diagram with the prior art from the point of view of 3GPP depicting the exchange of a multimedia message MM between three participating instances in sending and receiving an MM. This communication system 1 includes a layer 2 of a data sender, also labeled as an MMS user application A or MMS user agent A M-UA\_A. The term MMS user application covers an application, for example, on a mobile phone that implements MMS functionality. Furthermore, a layer 3 of a service provider SPro is envisaged whose network element triggers the services and is hereinafter referred to as an MMS connection unit or MMS relay/server MMS-RS. An MMS relay/server MMS-RS is a network element that enables the MMS user application MMS-UA to communicate via the network in an area of responsibility or in the Multimedia Messaging Service Environment MMSE of the MMS service provider SPro and provides the MMS functionality. In this example, the interface between layers 2 and 3 is shown as a radio network RN A instead of a dedicated network connection for transmitting a multimedia message MM1. Finally, a layer 4 is envisaged as a layer of a receiver that is also designated as an MMS user application B M-UA B. A radio network RN B is also envisaged here for transmitting the multimedia message MM 1.

[0021] More than just one provider SPro, of course, appear in layer 3. This is possible because the data sender M-UA\_A and the selected receiver M-UA B can be contracted to different providers SPro A, SPro B as shown in FIG. 1. Furthermore, these different providers can be associated with one another through a third provider as a network operator. Here, however, the simpler representation is shown since the precise structure of layer 3 and the type of transport adaptation of a message, such as from MM1 to MM4, etc., is of no interest for the representation of the present invention.

[0022] Generally, a mobile phone equipped with an MMS user agent MMS-UA does not support all the existing data types or data formats. The information as to which data types and data formats are supported by a particular MMS user agent MMS-UA (in addition to other individual features of the MMS user agent) is part of the MMS user agent profile that has to be known to the MMS service provider SPro before multimedia messages MM can be exchanged. This information is therefore transferred at the beginning of every MMS session from the terminal to the network and stored there. Given that the information from the MMS user agent