

i Versions

Only published versions are listed in this log. Numerous internal revisions are created to carry out changes between published versions, but those changes are not tracked individually.

ii Reading this document

This is a detailed interaction and interface design document. While the graphic design is approximated and represented as so, this document does not precisely detail the graphic look of each individual element. Another document, released later, will detail this information.

Most elements on the page are in grayscale, to make this distinction clear. Even when actual logos

or other items are employed, they are drawn or converted to grayscale.

Most icons and other graphic elements are stand-ins (circles or squares) or rough mockups to represent the actual graphic elements. None of these should be mistaken for the final graphic elements.

Numbering

Do not use page numbers to refer to elements within this specification. They will vary as items are added and removed. The numbering scheme attached to each design element will be used for this document and the detailed design document without modification; abandoned items will continue to hold their notation value, and new items will have a fresh value assigned.

There are two methods of noting items:

1) Frames are design elements, usually re-usable items. These start with a letter for the series or category, and have a number following them. Within each frame, there may be lower-case letter subsections as well.

2) Pages: As there is so much content, pages are numbered on a number-only outline format, derived from internal TWC documentation. The home page is not included in this content numbering scheme.

Device types

Three types of devices are discussed within this document. For final production, many other device classes will be defined and information populated to suit them. These are the three general categories which have design variations as a result of their general characteristics.

- 1) Best case devices – Webkit browsers on devices with screens at least 240 px wide (Nokia is building webkit browsers into all forthcoming S40 devices, some of which will have quite small screens); all these browsers are touch, pen or have a virtual cursor, so icon-based navigation is suitable
- 2) Dynamic scripting – Devices of any screen size, with a non-webkit browser that will run script

actions at any time

- 3) Non-scripted – Devices of any screen size, with browsers that support no scripting, or only run scripted actions on page load (e.g. Opera Mini)

In addition, the following specific device characteristics guide variations on specific design elements. These are inclusive only; the characteristic does not preclude additional features which may be in apparent conflict:

- a) Touch or pen input
- b) Keypads that support accesskeys

In each case, screen size is implied, but not specified. All design is fluid or dynamically designed so that content of the appropriate size is loaded