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PD.PD.1.0a Dialer/1.0.1 Exposé (populated)

PD.LS.1.0 Dialer (unpopulated)

PD.LD.1.0 Dialer/1.0.1 Exposé (unpopulated)

PD.LD.1.0a Dialer/1.0.1 Exposé (populated)

TASK FLOWS

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WIREFRAMES

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PD.PS 1.1.1b Incoming Call: Listed/Contact with no image

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PD.PS.1.1.3a Active Call: Unlisted
PD.PS.1.1.3b Active Call: New number/Contact with no image
PD.PS.1.1.3c Active Call: Voicemail
PD.PS.1.1.3d Active Call: Multiple Callers (Unmerged)
PD.PS.1.1.3e Active Call: Merged Calls (Conference)
PD.PS.1.13f Active Call: Contact Group
PD.PS.1.1.3g Active Call: Call on Hold
PD.PS.1.1.3h Active Call: Open Dialer
PD.PS.1.1.3i Active Call: Speaker mode
PD.PS.1.1.3j Active Call: Mute
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TASK FLOWS

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PD.PS.2.0.d Call Log: Missed Calls
PD.PS.2.0e Call Log: Contextual Menu
PD.PS.2.0f Call Log: Tagged Call Log Entries
PD.PS.2.0g Call Log: Long Press Menu - Call from Contact
PD.PS.2.0h Call Log: Long Press Menu - Call from Unknown Number
PD.PS.2.0i Call Log: Confirmation Dialog
PD.PS.2.0j Call Log: Search Interface (Keyboard)
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TASK FLOWS

2.0 Call Log - PS Flow 1. View Call Log
2.0 Call Log - PD Flow 1. View Call Log
2.0 Call Log - PS Flow 2. View Outgoing Calls
2.0 Call Log - PD Flow 2. View Outgoing Calls
2.0 Call Log - PS Flow 3. View Incoming Calls
2.0 Call Log - PD Flow 3. View Incoming Calls
2.0 Call Log - PS Flow 4. View Missed Calls
2.0 Call Log - PD Flow 4. View Missed Calls
2.0 Call Log - PS Flow 5. View Contact Details from Call Log
2.0 Call Log - PD Flow 5. View Contact Details from Call Log
2.0 Call Log - PS Flow 6. Place a Call from Call Log
2.0 Call Log - PD Flow 6. Place a Call from Call Log
2.0 Call Log - PS Flow 7. Edit Number before Calling (from Call Log)
2.0 Call Log - PD Flow 7. Edit Number before Calling (from Call Log)
2.0 Call Log - PS Flow 8. Send SMS from Call Log
2.0 Call Log - PD Flow 8. Send SMS from Call Log
2.0 Call Log - PS Flow 9. Tag a Call in Call Log
2.0 Call Log - PD Flow 9. Tag a Call in Call Log
2.0 Call Log - PS Flow 10. Search Call Log
2.0 Call Log - PD Flow 10. Search Call Log
2.0 Call Log - PS Flow 11. Delete All Calls in Call Log
2.0 Call Log - PD Flow 11. Delete All Calls in Call Log
2.0 Call Log - PS Flow 12. Delete One Call in Call Log (Directly)
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155 Phone: 2.1 Call Details

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PD.PS.2.1 Call Details: Single Call, Unknown Number View
PD.PS.2.1 Call Details: Contextual Menu
PD.PS.2.1 Call Details: Contact Pop-Up
PD.PS.2.1 Call Details: Unknown Number Pop-Up
PD.PS.2.1 Call Details: Interstitial Menu
PD.PD.2.1 Call Details: Portrait Dual Screen Overview

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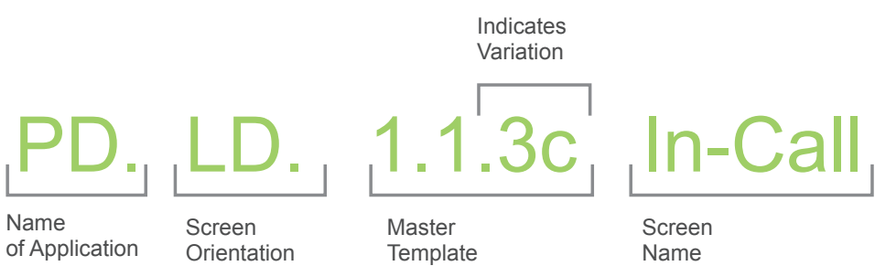
2.1 Call Details - PD Flow 1. View Call Details
2.1 Call Details - PS Flow 2. View Contact Details from Call Details
2.1 Call Details - PD Flow 2. View Contact Details from Call Details
2.1 Call Details - PS Flow 3. Call Caller from Call Details
2.1 Call Details - PD Flow 3. Call Caller from Call Details
2.1 Call Details - PS Flow 4. SMS Caller from Call Details
2.1 Call Details - PD Flow 4. SMS Caller from Call Details

Numbering System Introduction & Glossary

Numbering System

Example	PD.LD.1.1.3g Active Call	PD.PD.2.0 Call Log (Default to All View or Sticky)	PD.PD.1.0.1 Exposé Features	PD.PS.2.1 Call Detail	PC.PD.1.0 Contacts
Application	PD=Phone (Dialer)	PD=Phone (Dialer)	PD=Phone (Dialer)	PD=Phone (Dialer)	PC=Contacts Application
Orientation	LD=Landscape Dual	PD=Portrait Dual	PD=Portrait Dual	PS=Portrait Single	PD=Portrait Dual
Screen Number & Name	1.1.3 In-Call (Active Call)	2.0 Call Log	1.0.1 Exposé Features	2.1 Call Detail	1.0 Contacts
Variation Code (Alternate States & Views)	g=call on hold (see app map & screen inventory)				



Glossary

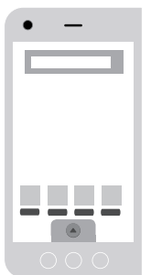
Alternate States/Alternate Views
These are additional states or views that may occur within the experience. An example of an alternate state would be for the in-call screen, incoming call vs. a call on hold. An example of an alternate view within the call log would be a view of only incoming calls (the user has chosen to filter the view).

Exposé
Exposé is referenced within the application map in relation to both the dialer and the in-call screens. This term refers back to the Exposé Application model in which a screen is surfaced from or adjacent (in dual screen) that exposes additional contextual functionality or features.

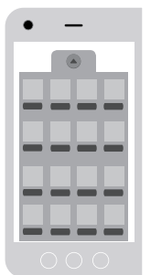
Screen Diagrams by Type

The following diagrams are purely abstracted screen views representative of screen types within the experience. These diagrams will primarily be used for application mapping the overall information architectures of the applications and for showing the connections/ interactions between screens within specific taskflows. Also these may be combined and rotated to convey the different orientations (as seen in the right column).

This set will continue to grow as we continue through the project Sprints and additional applications are addressed.



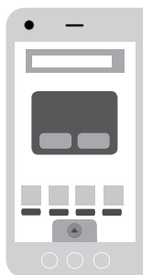
Home Screen



Application Menu

Search Results

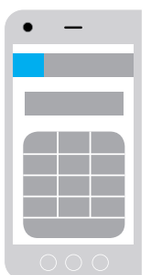
Notification Pane



Modal Dialog Notification

List View with Action Bar

List View with Action Bar + Menu



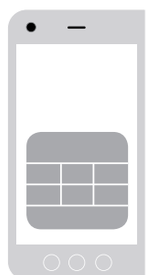
Tab Navigation (Dialer)

Long Press Menu

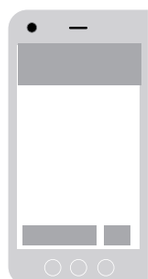
Tabbed Navigation List View

List View

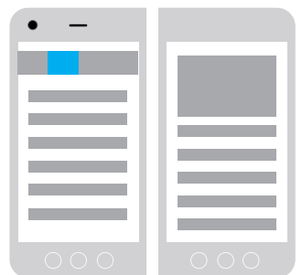
Item Detail (ex. Call Detail)

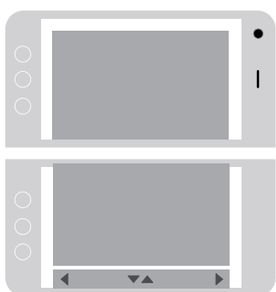


In-Call



Messaging view





Please note: These are not meant to be representative of specific screens, only as examples of how the diagrams may be used to convey the different orientations.

DESIGNING THE PHONE EXPERIENCE

Leveraging the base Android functionality, the Android Phone experience will be enriched with additional features and functionality optimizing the experience for the prosumer.

For example, applying the Exposé Application model within the dual screen experience, the Dialer and In-Call screens become more robust by surfacing quick actions and tools one might use when dialing or on a call such as quick notes, or searching the yellow pages.

The Parent-Child model is used in the Call Log to access more than just details about the specific call, but also contextual actions that can be performed with the contact.

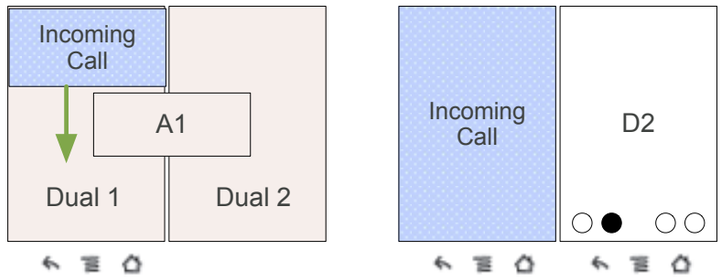
Design Concepts & Considerations for the Phone Experience

The Phone Application is a dual-screen application that can be launched—through user intent—from multiple (cross-application) entry points throughout the UI, the most common being from the active interrupt presented at any point in the experience displaying an incoming call. The application follows the standard rules of the Windowing Position Model and is viewable in all orientations; however, the views may vary depending on the context of use.

Navigation within the application utilizes multiple application models—presenting itself as a linear flat tabbed model at first glance; however, the tabs themselves can be mapped hierarchically to the Parent/Child application model. In the case of the two very unique views specific to this app—the In-Call view and the Dialer screen—the Exposé Model is used within the dual screen experience to surface contextual tools, functionality, and content adjacent to the “Call” views.

ENTRY/LAUNCH POINTS

The primary launcher for the application is either through accepting a call from the incoming call interrupt, or launching the application from the Phone Menu Icon within the application menu or for a phonetop shortcut. Below is an example of the behavior within the WPC of an incoming call interrupt.



A secondary launching point would be to tap the contacts icon within the application menu and a tertiary method may be to call voicemail from a notification. There are also a multitude of hooks throughout the UI into the phone application such as calling a contact, calling a number from a web page, etc. that will be specified in the applicable application design documents.

ONCE THE APPLICATION IS LAUNCHED...

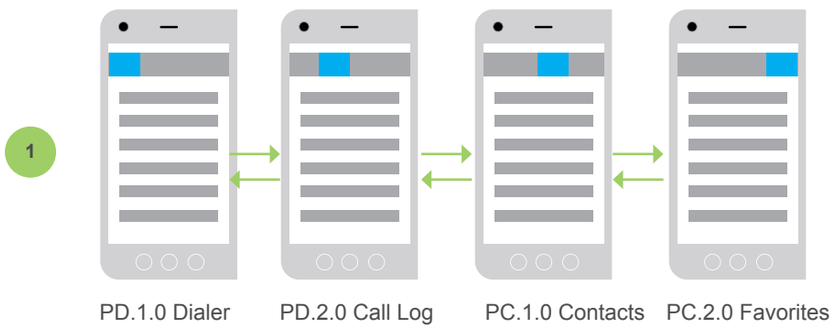
From first use, the application should default to the dialer screen when launched. The call log would display informational text “Call log is empty” (which would be displayed again if the user chooses to clear the log. The Contacts view would contain both help text and actionable links or buttons, instructing the user that they may add contacts manually by selecting “Add Contact” from the header bar, “+”, or “Import Contacts” from either an account or sim card. For the favorites view, again informational text would be displayed: “You don’t have any favorites. To add a favorite, go to your contacts, select the desired contact and tap the option to make them a favorite”. (Note: Final copy to be supplied by the Flex team)

Design Concepts & Considerations for the Phone Experience (cont'd)

NAVIGATION, APPLICATION MODELS & WPC POSITIONING

Primary navigation of the phone application happens in the tab bar. While this primary navigation style is linear, it is also indicative of a parent/child model. The Dialer and In-Call screens create data that populates the call log, and the call log supplies data that may populate Contacts and Favorites as a group within Contacts. Parent-Child hierarchy is also used to navigate to the deeper levels of the app for accessing things like the call details from the Call log, Contact Card from the list of contacts, etc.

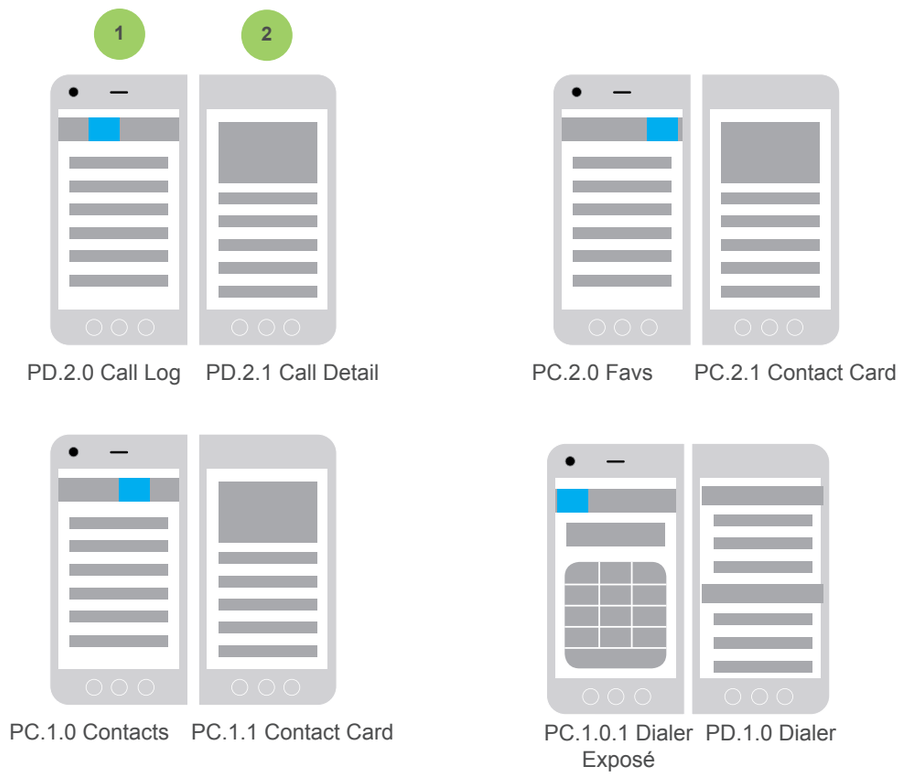
Navigating the Application (Examples)



Positioning in Dual Screen View in the WPC

Despite which side the application or view is displayed, when the application is maximized, specific screens will always take the primary view (on the left) and other the secondary view (on the right)*. This rule is only for Dual Screen Portrait and does not apply to Dual Screen Landscape, as the content shown in this view is from a single screen extended.

*Unless an exception is otherwise noted.



Device Gesture Language & Documentation Key

Our term	Symbol	Definition
Tap		Fired after first tap, but before timeout of double-tap check, and is confirmed after timeout of double-tap passes without a second press
Double Tap		The first down event of a gesture after a user has already single-tapped, and release is confirmed.
Long Press		When a press event is held for a specific amount of time (.5s - 1.65s)
2-finger Long Press		Initiate copy/paste mode (See Drag and Drop documentation for behavior implementation)
Drag		Press, move, and release longer than a certain time threshold
2-finger Drag		Press with 2 fingers, move, and release longer than a certain time threshold
Flick		Press, move, and release within a certain time threshold
Pinch		Multi-touch - drag 2 fingers together See Gesture_Swap.flv from Phase 1 for more details
Spread		Multi-touch - drag 2 fingers apart See Gesture_Spread.flv from Phase 1 for more details
Pin & Drag		Multi-touch - hold one finger down and drag with the other finger left or right.

Common Name	Nexus One	Moto Droid	Android Core Event(s)
Tap	Touch	Touch	Single Tap Confirmed
Double-Tap	Double-Tap	Double-Touch	Double Tap Event (Up Event)
Press and Hold	Touch and Hold	Touch and Hold	Long Press
Flick	Swipe	Flick	Fling
Drag	Slide	Drag	Scroll

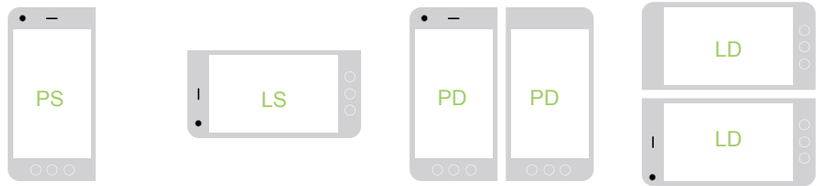
Documentation Symbols

2 Yellow dots are used throughout the document for annotation

PHONE: **SCREEN INVENTORY & APPLICATION MAPS**

(P)Phone: Screen Inventory & Orientations

SCREEN INVENTORY



	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD. (PS, LS, PD, LD) **1.0 Dialer**	X	X	X	X
PD.PS.1.0a Dialer (populated)				
PD.PS.1.0b Dialer (Call Voicemail)				
PD.LS.1.0 Dialer (unpopulated)				
PD.LS.1.0a Dialer (populated)				
PD.LS.1.0b Dialer (Call Voicemail)				
PD.PD.1.0 Dialer (unpopulated)				
PD.PD.1.0a Dialer (populated)				
PD.PD.1.0b Dialer (Call Voicemail)				
PD.LD.1.0 Dialer (unpopulated)				
PD.LD.1.0a Dialer (populated)				
PD.LD.1.0b Dialer (Call Voicemail)				
PD. (PD, LD) **1.0.1 Exposé**	X		X	X
PD.PD.1.0.1 Dialer Exposé (unpopulated)				
PD.PD.1.0.1a Dialer Exposé (populated)				
PD.LD.1.0.1 Dialer Exposé (unpopulated)				
PD.LD.1.0.1a Dialer Exposé (populated)				
PD. (PS, LS, PD, LD) **1.1 In-Call**	X	X	X	X
PD.PS 1.1.1 Incoming Call: Contact				
PD.PS 1.1.1a Incoming Call: Unlisted				
PD.PS 1.1.1b Incoming Call: Listed/Contact with no image				
PD.PS.1.1.1c Incoming Call while on an active call				
PD.PS.1.1.2 Outgoing Call: Contact				
PD.PS.1.1.2a Outgoing Call: New number/Contact with no image				

GUIDELINES

This table represents both the screen inventory for the phone application which serves as the “x-axis” and the “y-axis” contains the 4 orientations possible within the device experience.

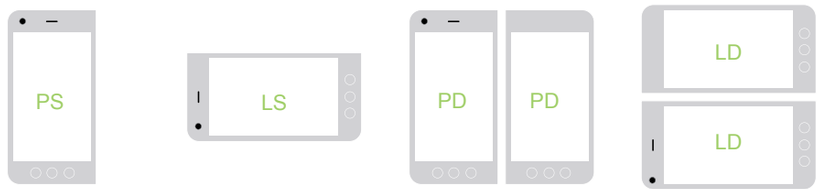
All screens within the phone app experience will be available in all 4 orientations, however, in this design phase, will only be addressing the landscape single for the Dialer (PD.LS.1.0) and the Active Call view (PD.LS.1.1); and the landscape dual for the Dialer/Exposé (PD.LD.1.0.1) and Active Call/ Exposé (PD.LD.1.1, 1.1.1).

*The items marked in white within the template headers indicates screens are the responsibility of to design.

The items in the screen list that are in orange are items not addressed in design either because they are repetitive and can be replicated from a design that is provided or are landscape single or dual modes previously agreed upon that we would not address.

(P)Phone: Screen Inventory & Orientations

SCREEN INVENTORY



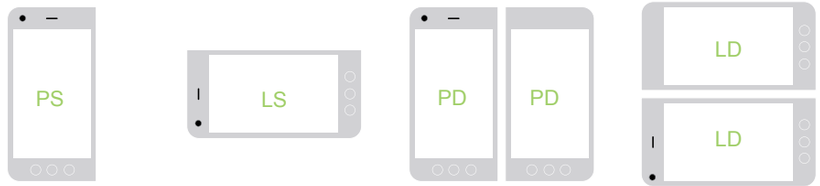
	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD. (PS, LS, PD, LD) **1.1 In-Call**	X	X	X	X

PD.PS.1.1.2b Outgoing Call: Voicemail
PD.PS.1.1.3 Active Call: Contact
PD.PS.1.1.3a Active Call: Unlisted
PD.PS.1.1.3b Active Call: New number/Contact with no image
PD.PS.1.1.3c Active Call: Voicemail
PD.PS.1.1.3d Active Call: Multiple Callers
PD.PS.1.1.3e Active Call: Merged Calls (Conference)
PD.PS.1.13f Active Call: Contact Group
PD.PS.1.1.3g Active Call: Call on Hold
PD.PS.1.1.3h Active Call: Open Dialer
PD.PS.1.1.3i Active Call: Speaker mode
PD.PS.1.1.3j Active Call: Mute
PD.PS.1.1.3l Active Call: Bluetooth Active
PD.LS 1.1.1 Incoming Call: Contact

PD.LS 1.1.1a Incoming Call: Unlisted
PD.LS 1.1.1b Incoming Call: Listed/Contact with no image
PD.LS.1.1.1c Incoming Call while on an active call
PD.LS.1.1.2 Outgoing Call: Contact
PD.LS.1.1.2a Outgoing Call: New number/Contact with no image
PD.LS.1.1.2b Outgoing Call: Voicemail
PD.LS.1.1.3 Active Call: Contact
PD.LS.1.1.3a Active Call: Unlisted
PD.LS.1.1.3b Active Call: New number/Contact with no image
PD.LS.1.1.3c Active Call: Voicemail
PD.LS.1.1.3d Active Call: Multiple Callers
PD.LS.1.1.3e Active Call: Merged Calls (Conference)

(P)Phone: Screen Inventory & Orientations (cont'd)

SCREEN INVENTORY



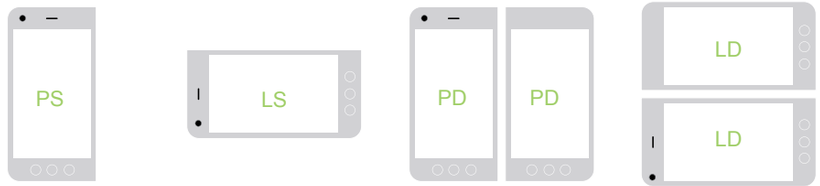
	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD. (PS, LS, PD, LD) **1.1 In-Call** *cont'd*	X	X	X	X

PD.LS.1.13f Active Call: Contact Group
PD.LS.1.1.3g Active Call: Call on Hold
PD.LS.1.1.3h Active Call: Open Dialer
PD.LS.1.1.3i Active Call: Speaker mode
PD.LS.1.1.3j Active Call: Mute
PD.LS.1.1.3l Active Call: Bluetooth Active

PD.PD 1.1.1 Incoming Call: Contact
PD.PD 1.1.1a Incoming Call: Unlisted
PD.PD. 1.1.1b Incoming Call: Listed/Contact with no image
PD.PD.1.1.1c Incoming Call while on an active call
PD.PD.1.1.2 Outgoing Call: Contact
PD.PD.1.1.2a Outgoing Call: New number/Contact with no image
PD.PD.1.1.2b Outgoing Call: Voicemail
PD.PD.1.1.3 Active Call: Contact
PD.PD.1.1.3a Active Call: Unlisted
PD.PD.1.1.3b Active Call: New number/Contact with no image
PD.PD.1.1.3c Active Call: Voicemail
PD.PD.1.1.3d Active Call: Multiple Callers
PD.PD.1.1.3e Active Call: Merged Calls (Conference)
PD.PD.1.13f Active Call: Contact Group
PD.PD.1.1.3g Active Call: Call on Hold
PD.PD.1.1.3h Active Call: Open Dialer
PD.PD.1.1.3i Active Call: Speaker mode
PD.PD.1.1.3j Active Call: Mute
PD.PD.1.1.3l Active Call: Bluetooth Active

(P)Phone: Screen Inventory & Orientations (cont'd)

SCREEN INVENTORY



	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD. (PS, LS, PD, LD) **1.1 In-Call** *cont'd*	X	X	X	X

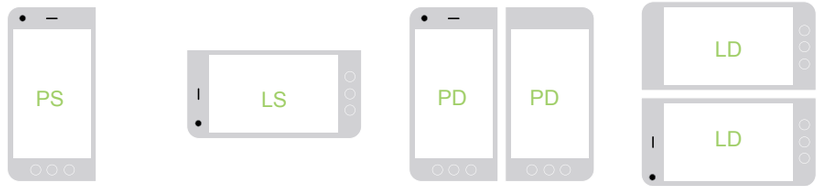
PD.LD.1.1.1 Incoming Call: Contact
PD.LD 1.1.1a Incoming Call: Unlisted
PD.LD 1.1.1b Incoming Call: Listed/Contact with no image
PD.LD.1.1.1c Incoming Call while on an active call
PD.LD.1.1.2 Outgoing Call: Contact
PD.LD.1.1.2a Outgoing Call: New number/Contact with no image
PD.LD.1.1.2b Outgoing Call: Voicemail
PD.LD.1.1.3 Active Call: Contact
PD.LD.1.1.3a Active Call: Unlisted
PD.LD.1.1.3b Active Call: New number/Contact with no image
PD.LD.1.1.3c Active Call: Voicemail
PD.LD.1.1.3d Active Call: Multiple Callers
PD.LD.1.1.3e Active Call: Merged Calls (Conference)
PD.LD.1.13f Active Call: Contact Group
PD.LD.1.1.3g Active Call: Call on Hold
PD.LD.1.1.3h Active Call: Open Dialer
PD.LD.1.1.3i Active Call: Speaker mode
PD.LD.1.1.3j Active Call: Mute
PD.LD.1.1.3l Active Call: Bluetooth Active

PD. (PS, PD, LD) **1.1.3 Active Call Exposé**	X	X	X	X

PD.PS.1.1.3k Active Call: Exposé Dialog
PD.LS.1.1.3k Active Call: Exposé Dialog
PD.PD.1.1.3 Active Call Exposé (contact)
PD.PD.1.1.3a Active Call Exposé (non-contact)
PD.PD.1.1.3b Active Call Exposé (conference call)

(P)Phone: Screen Inventory & Orientations (cont'd)

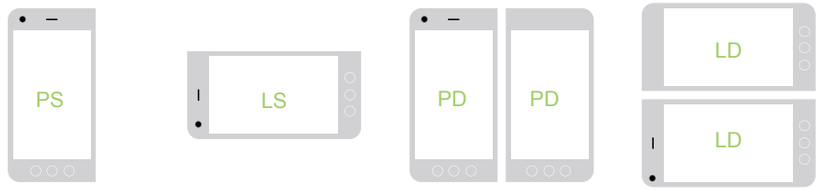
SCREEN INVENTORY



	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD. (PS, PD, LD) **1.1.3 Active Call Exposé** *cont'd*	X	X	X	X
PD.PD.1.1.3b Active Call Exposé (dialer open)				
PD.LD.1.1.3 Active Call Exposé (contact)				
PD.LD.1.1.3a Active Call Exposé (non-contact)				
PD.LD.1.1.3b Active Call Exposé (conference call)				
PD.LD.1.1.3b Active Call Exposé (dialer open)				
PD.2.0. (PS, LS, PD) **Call Log** (Default to All View or Sticky)	X	X	X	X
PD.PS.2.0a Call Log (Incoming)				
PD.PS.2.0b Call Log (Outgoing)				
PD.PS.2.0c Call Log (Missed)				
PD.PS.2.0d Call Log Contextual Menu				
PD.PS.2.0e Call Log with Tagged Items				
PD.PS.2.0f Call Log: Call from Contact LPM				
PD.PS.2.0g Call Log: Call from Unknown LPM				
PD.PS.2.0h Call Log: Confirmation Dialog				
PD.PS.2.0i Call Log: Search UI (keyboard)				
PD.PS.2.0j Call Log: Tags Dialog				
PD.LS.2.0a Call Log (Incoming)				
PD.LS.2.0b Call Log (Outgoing)				
PD.LS.2.0c Call Log (Missed)				
PD.LS.2.0d Call Log Contextual Menu				
PD.LS.2.0e Call Log with Tagged Items				

(P)Phone: Screen Inventory & Orientations (cont'd)

SCREEN INVENTORY



	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD.2.0. (PS, LS, PD) **Call Log** *cont'd* (Default to All View or Sticky)	X	X	X	X

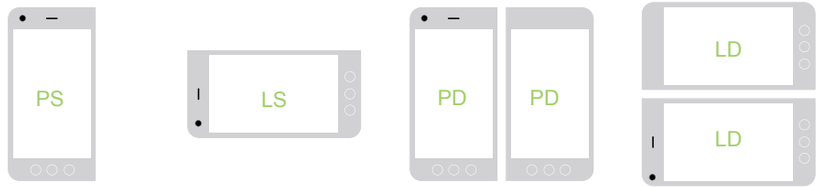
PD.LS.2.0f Call Log: Call from Contact LPM
PD.LS.2.0g Call Log: Call from Unknown LPM
PD.LS.2.0h Call Log: Confirmation Dialog
PD.LS.2.0i Call Log: Search UI (keyboard)
PD.LS.2.0j Call Log: Tags Dialog

PD.PD.2.0 Call Log (All)
PD.PD.2.0b Call Log (Incoming)
PD.PD.2.0b Call Log (Outgoing)
PD.PD.2.0c Call Log (Missed)
PD.PD.2.0d Call Log Contextual Menu
PD.PD.2.0e Call Log with Tagged Items
PD.PD.2.0f Call Log: Call from Contact LPM
PD.PD.2.0g Call Log: Call from Unknown LPM
PD.PD.2.0h Call Log: Confirmation Dialog
PD.PD.2.0i Call Log: Search UI (keyboard)
PD.PD.2.0j Call Log: Tags Dialog

PD.LD.2.0 Call Log (All)
PD.LD.2.0b Call Log (Incoming)
PD.LD.2.0b Call Log (Outgoing)
PD.LD.2.0c Call Log (Missed)
PD.LD.2.0d Call Log Contextual Menu
PD.LD.2.0e Call Log with Tagged Items
PD.LD.2.0f Call Log: Call from Contact LPM
PD.LD.2.0g Call Log: Call from Unknown LPM
PD.LD.2.0h Call Log: Confirmation Dialog

(P)Phone: Screen Inventory & Orientations (cont'd)

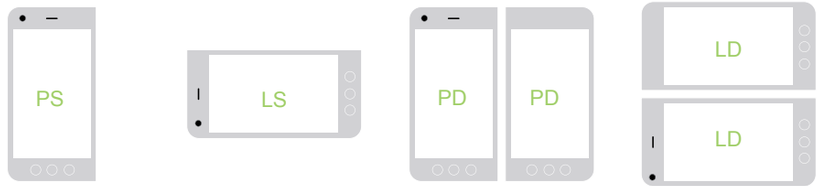
SCREEN INVENTORY



	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD.2.0. (PS, LS, PD, LD) **Call Log** *cont'd* (Default to All View or Sticky)	X	X	X	X
PD.LD.2.0i Call Log: Search UI (keyboard)				
PD.LD.2.0j Call Log: Tags Dialog				
PD.2.1 (PS, LS, PD, LD) **Call Detail**	X	X	X	X
PD.PS.2.1 Call Details: Single Call, Known Contact				
PD.PS.2.1a Call Details: Aggregated Calls, Known Contact				
PD.PS.2.1b Call Details: Single Call, Known Contact, Tagged				
PD.PS.2.1c Call Details: Single Call, Unknown Caller				
PD.PS.2.1d Call Details: Contextual Menu				
PD.PS.2.1e Call Details: Contact Pop-Up				
PD.PS.2.1f Call Details: Unknown Number Pop-Up				
PD.PS.2.1g Call Details: Interstitial Menu				
PD.LS.2.1 Call Details: Single Call, Known Contact				
PD.LS.2.1a Call Details: Aggregated Calls, Known Contact				
PD.LS.2.1b Call Details: Single Call, Known Contact, Tagged				
PD.LS.2.1c Call Details: Single Call, Unknown Caller				
PD.LS.2.1d Call Details: Contextual Menu				
PD.LS.2.1e Call Details: Contact Pop-Up				
PD.LS.2.1f Call Details: Unknown Number Pop-Up				
PD.LS.2.1g Call Details: Interstitial Menu				
PD.PD.2.1 Call Details: Single Call, Known Contact				
PD.PD.2.1a Call Details: Aggregated Calls, Known Contact				
PD.PD.2.1b Call Details: Single Call, Known Contact, Tagged				
PD.PD.2.1c Call Details: Single Call, Unknown Caller				
PD.PD.2.1d Call Details: Contextual Menu				

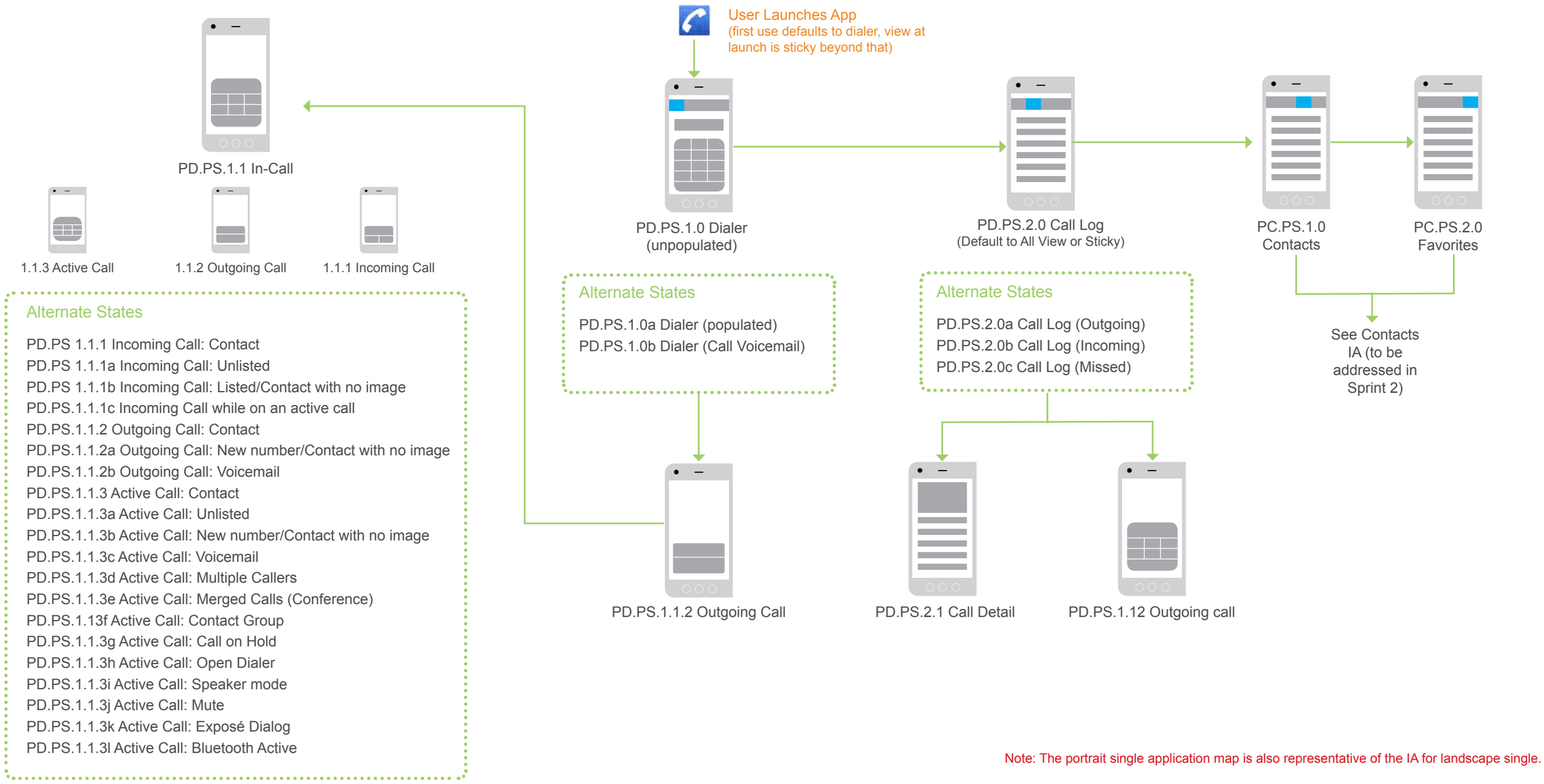
(P)Phone: Screen Inventory & Orientations (cont'd)

SCREEN INVENTORY



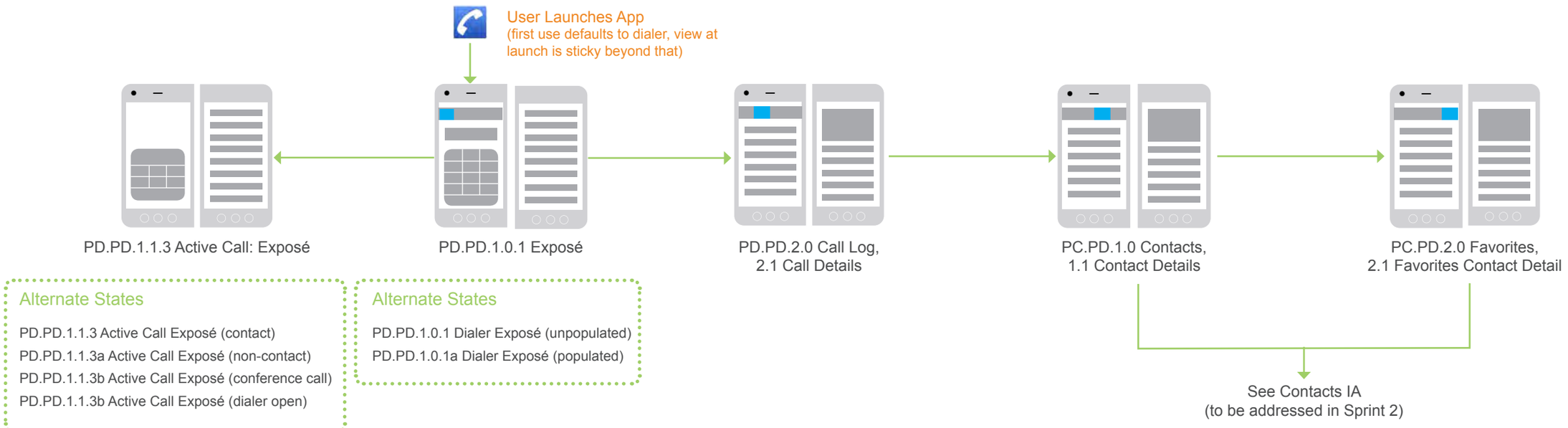
	Portrait Single	Landscape Single	Portrait Dual	Landscape Dual
PD.2.1 (PS, LS, PD, LD) **Call Detail** *cont'd*	X	X	X	X
PD.PD.2.1e Call Details: Contact Pop-Up				
PD.PD.2.1f Call Details: Unknown Number Pop-Up				
PD.PD.2.1g Call Details: Interstitial Menu				
PD.LD.2.1 Call Details: Single Call, Known Contact				
PD.LD.2.1a Call Details: Aggregated Calls, Known Contact				
PD.LD.2.1b Call Details: Single Call, Known Contact, Tagged				
PD.LD.2.1c Call Details: Single Call, Unknown Caller				
PD.LD.2.1d Call Details: Contextual Menu				
PD.LD.2.1e Call Details: Contact Pop-Up				
PD.LD.2.1f Call Details: Unknown Number Pop-Up				
PD.LD.2.1g Call Details: Interstitial Menu				
PC.1.0 Contacts (Contacts will be addressed in Sprint 2)				
PC.1.1 Favorites (Favorites will be addressed in Sprint 2)				

(P.PS) Phone: Application Map



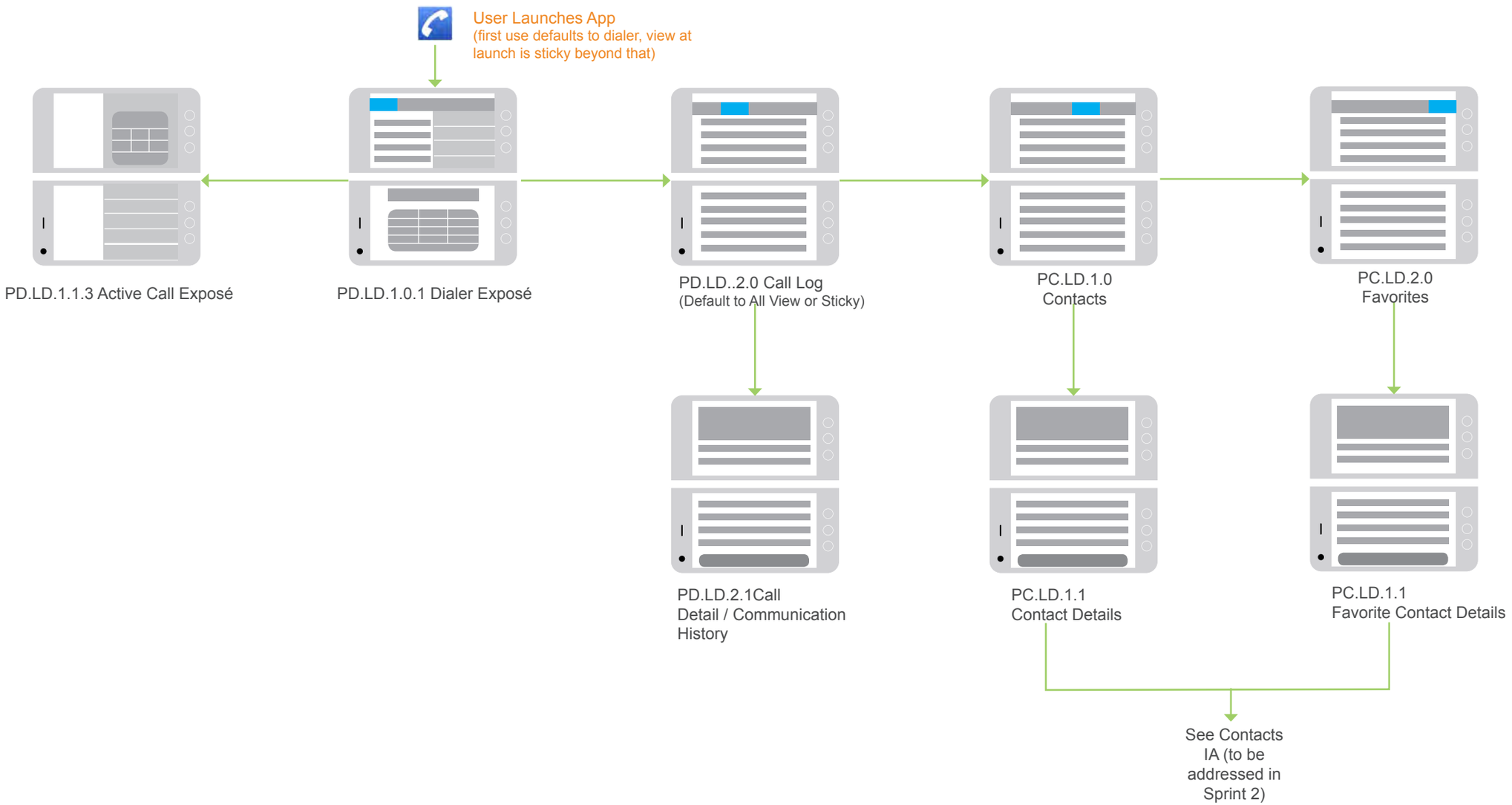
Note: The portrait single application map is also representative of the IA for landscape single.

(P.PD) Phone: Application Map



All variations represented in the previous IA for PS would also exist for the Dual Screen views and be displayed in the position as shown for the corresponding master template.

(P.LD) Phone: Application Map



All variations represented in the previous IA for PS would also exist for the Dual Screen views and be displayed in the position as shown for the corresponding master template.

PHONE: **1.0 DIALER**

1.0 DIALER **WIREFRAMES**

PD.PS.1.0 Dialer (unpopulated)

LPM: Number Entry Field
Menu Name:
Select Input Method
Menu Options:
Android Keyboard
Japanese IME
Chinese option

1. The phone application should always launch by default to the dialer. It is not considered “sticky” since calling is a primary function of the device. Tapping the phone button will display dialer with empty number entry field.

2. Users can enter numbers either via tapping number keys below the field or via voice entry. Tapping numbers will populate the field. If there are too many numbers to fit in field, the field itself will allow the user to scroll to view all numbers.

3. Tapping voice entry button allows users to speak numbers instead of using dialpad. As the user speaks numbers, the field is populated. The same rules about scrolling numbers applies to voice entry mode as well.

4. Once the user has entered number(s), tapping the call button dials the number. Tapping the call button displays the appropriate outgoing call page.

5. Once the user has entered number(s) tapping the ‘add to contacts’ button displays a pop-up menu enabling the user to add the number to a current contact or create a new contact. If the user chooses to add to a currently existing contact, they are shown the contact list for selection. If the user selects “create new”, they are directed to an add contact screen directly. The user can then enter information there, and once completed and the user presses “Done”, they are returned to the dialer view.

PD.PS.1.0a Dialer (populated)

Entry Field: LPM
Menu Name:
Edit Text
Menu Options:
Select all
Select text
Cut all
Copy all
Input Method

1. Once a number has been entered, tapping the ‘delete’ button removes the number from the field. Long press on the delete button clears the field.

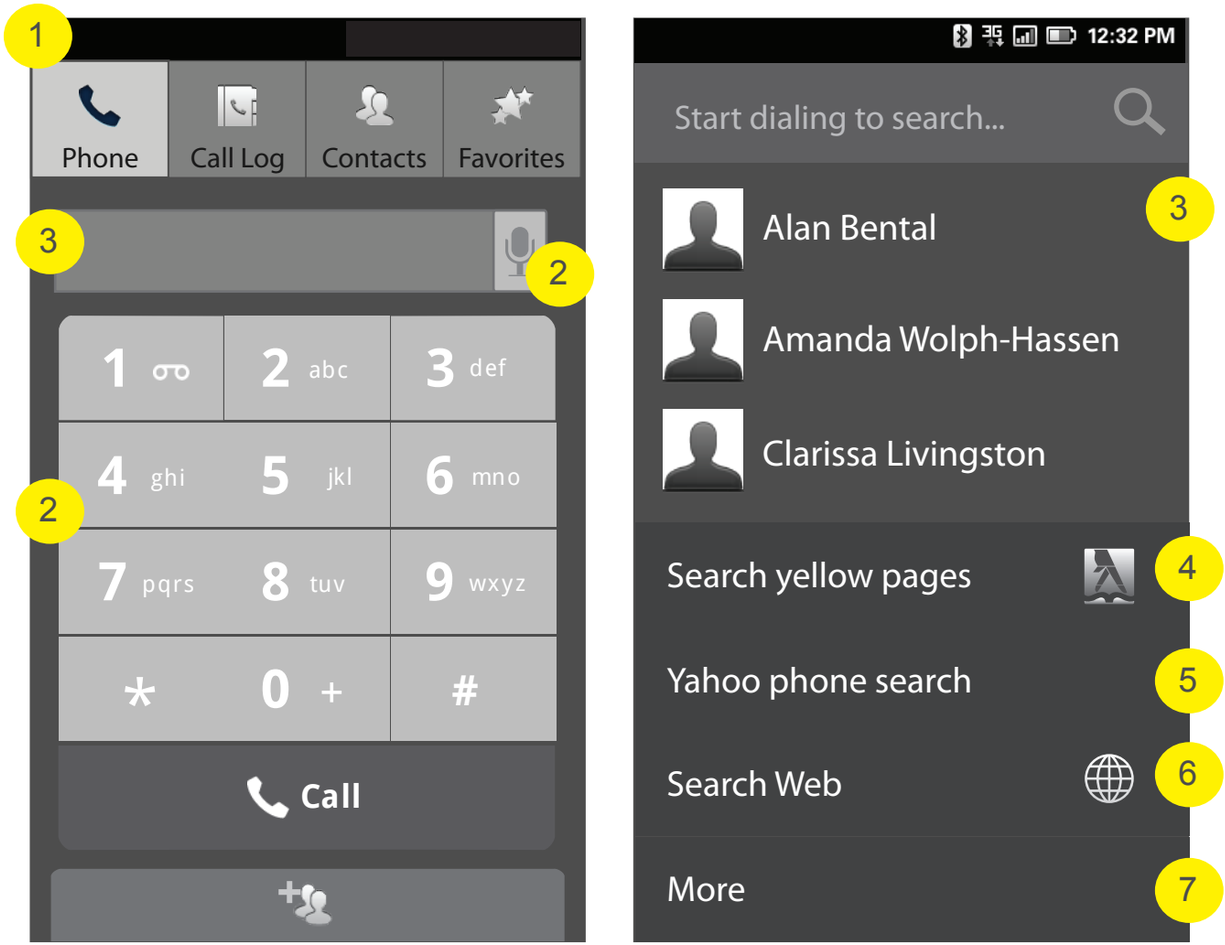
2. Users may switch to voice dialing at any time, even if they had started by tapping on the dialpad, by pressing the ‘voice dial’ button.

PD.PS.1.0b Dialer (Call Voicemail)

Entry Field: LPM
Menu Name:
Edit Text
Menu Options:
Select all
Select text
Cut all
Copy all
Input Method

1. Long press on the '1/voicemail' button dials voicemail and displays the 'outgoing call: voicemail' screen.

PD.PD.1.0 Dialer/1.0.1 Exposé (unpopulated)



1. The position of the screens (dialer on screen 1 and expose on screen 2) in this instance intentionally breaks the app model rules established in the WPC. In the standard app model, the expose screen appears on screen 1 instead of screen 2.

2. Dialing a number using the dialpad or using voice dial both populates the number entry field and executes a search of user's contacts and call log when the dialer application is open full screen.

3. The default state of the list displays all contacts and call log entries. As the user taps or speaks numbers, the search results list is displayed here. Tapping a result will display the default number in the field. If the user has multiple numbers, a dialog will be displayed that allows user to select a number. Once the number field is populated, tapping the 'call' button calls the number. Users can also drag and drop the result to the number field.

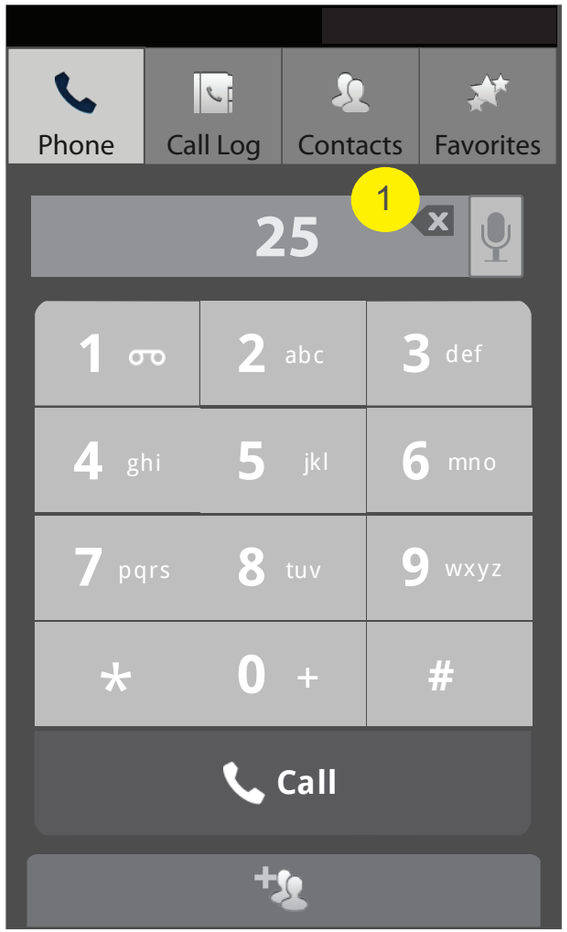
4. Tapping 'search yellow pages' displays the search yellow pages site and/or application.

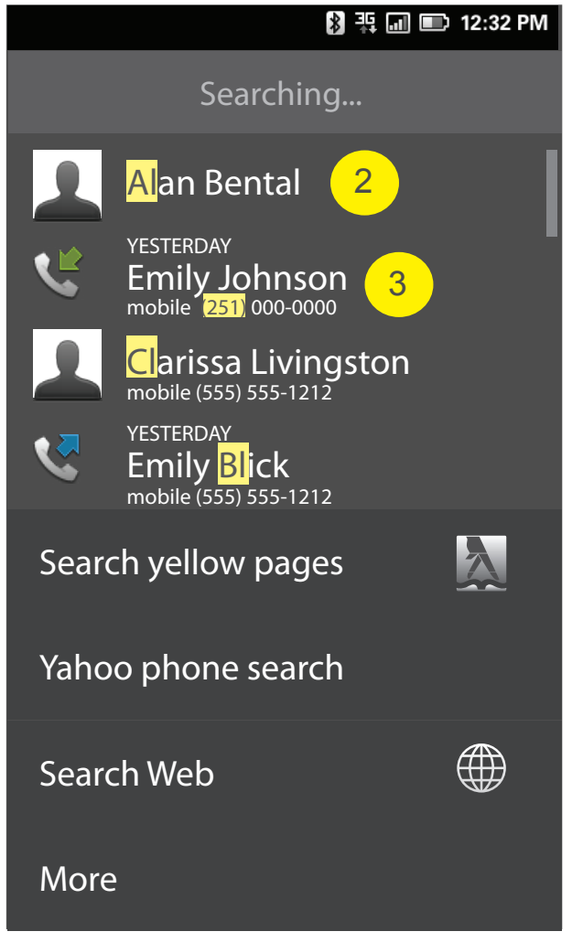
5. Tapping 'search google local' displays the google local search site and/or application.

6. Tapping 'search the web' displays a browser search site. (TBD)

7. 'More...' acts as a placeholder in the event there are other applications users can utilize to search for numbers.

PD.PD.1.0a Dialer/1.0.1 Exposé (populated)



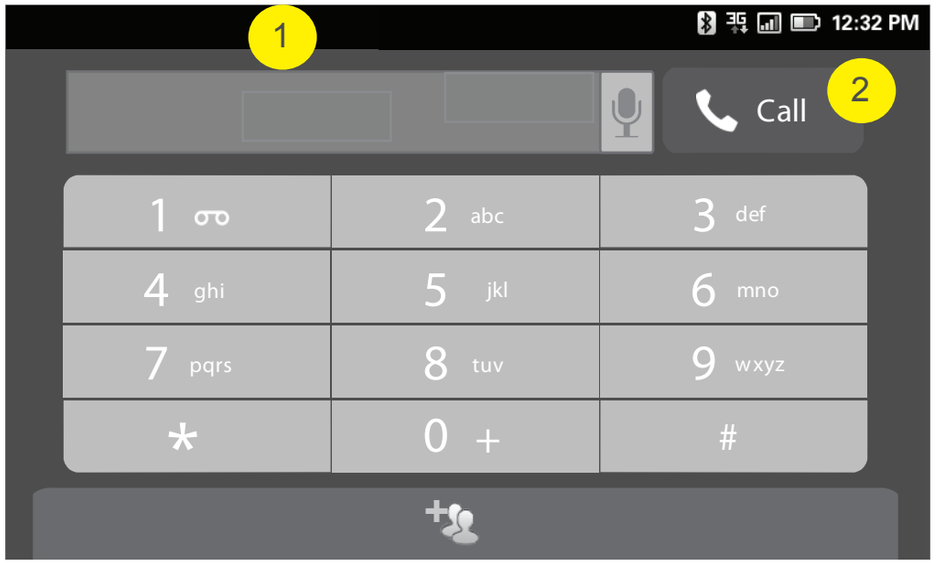


1. As in single screen dialer, once a number has been entered, tapping the ‘delete’ button removes the number from the field. Long press on the delete button clears the field.

2. As the user taps or speaks numbers, the search results list is displayed here. Both number and text matches are displayed. Any results that are pulled from Contacts displays with the contact image, name, number.

3. Any results that are pulled from Call Log displays with the type icon, name/unknown, and number.

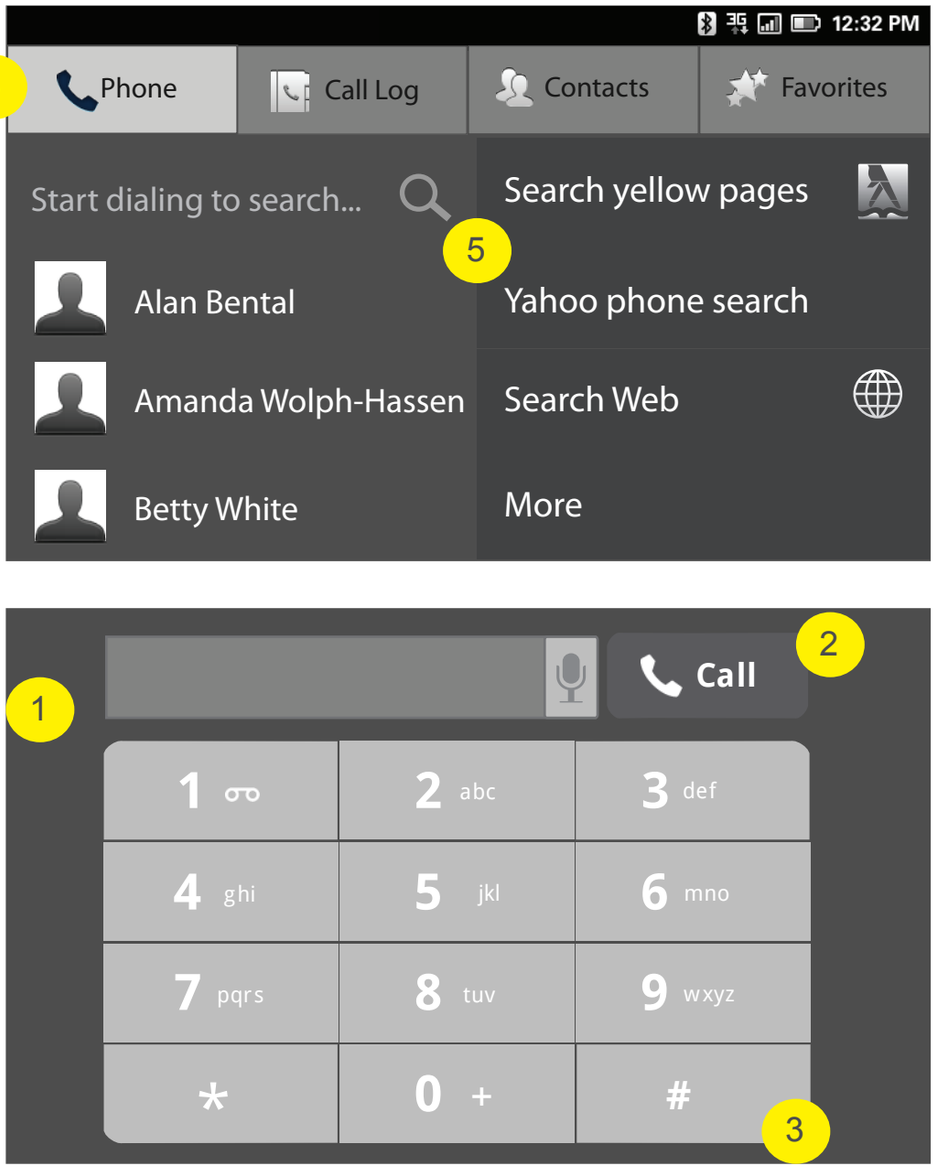
PD.LS.1.0 Dialer (unpopulated)



1. In single screen landscape, the top four tabs (phone, call log, contacts, favorites) are not visible.

2. The call button has been moved from below the dialpad to next to the number entry field. There are no differences in functionality between landscape and portrait single screen dialer.

PD.LD.1.0 Dialer/1.0.1 Expose (unpopulated)



1. As in single screen portrait, there is no tab bar displayed at top of dialer.

2. As in single screen portrait, the call button has been moved from below the dialpad to next to the number entry field.

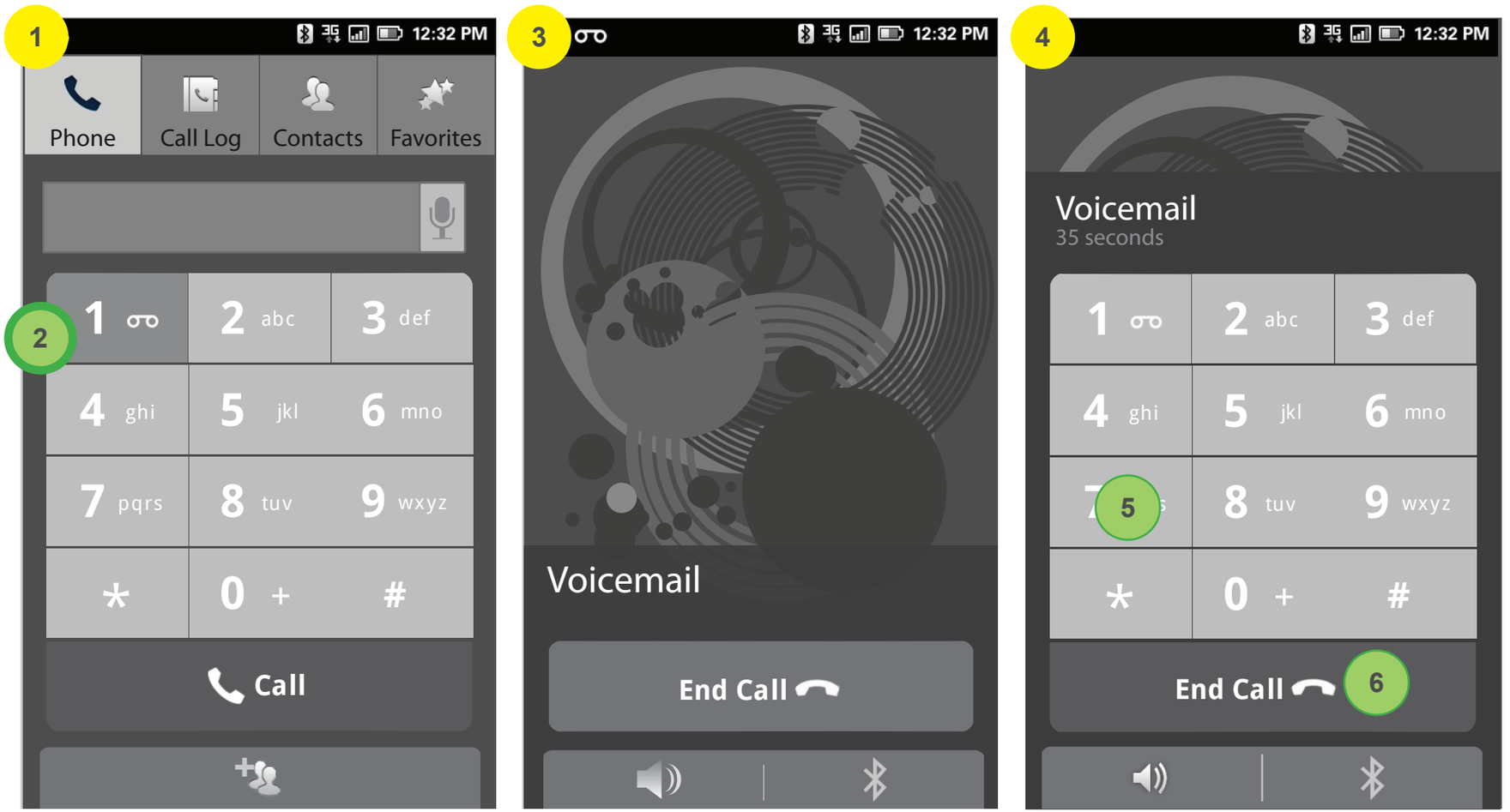
3. In dual screen landscape dialer expose, there is no action bar present on the dialer.

4. The tab bar is displayed at the top of the expose screen.

5. Searching works exactly as it does in dual screen portrait dialer expose. The results set on the left should scroll. The search links on the right are static and do not scroll.

1.0 DIALER **TASK FLOWS**

1.0 Dialer - PS Flow 1: Dial Voicemail



Dial Voicemail

1. If phone application launches to a view other than “Phone”, the user will tap the Phone tab to access the dialer view.

2. User long presses on the “1” button in the dialpad to auto-dial voicemail.

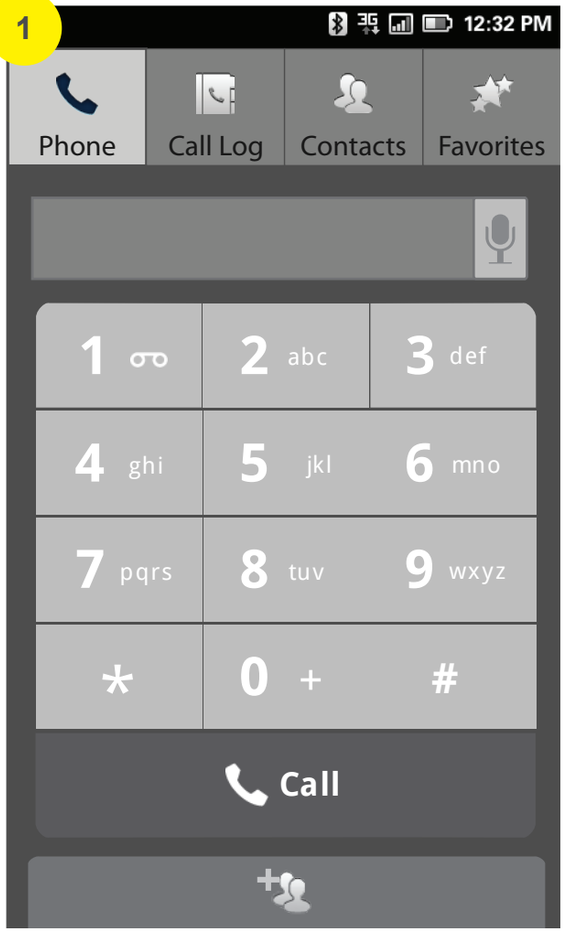
3. The outgoing call interstitial displays “Voicemail” in place of a contact name or number and the desktop wallpaper is displayed in the background.

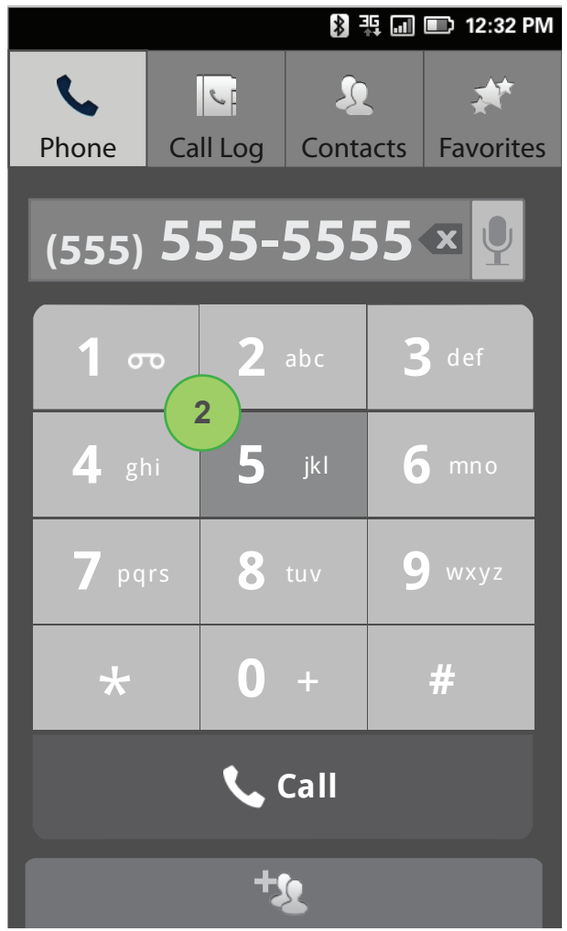
4. The active call view for voicemail, which is a unique view, is then displayed.

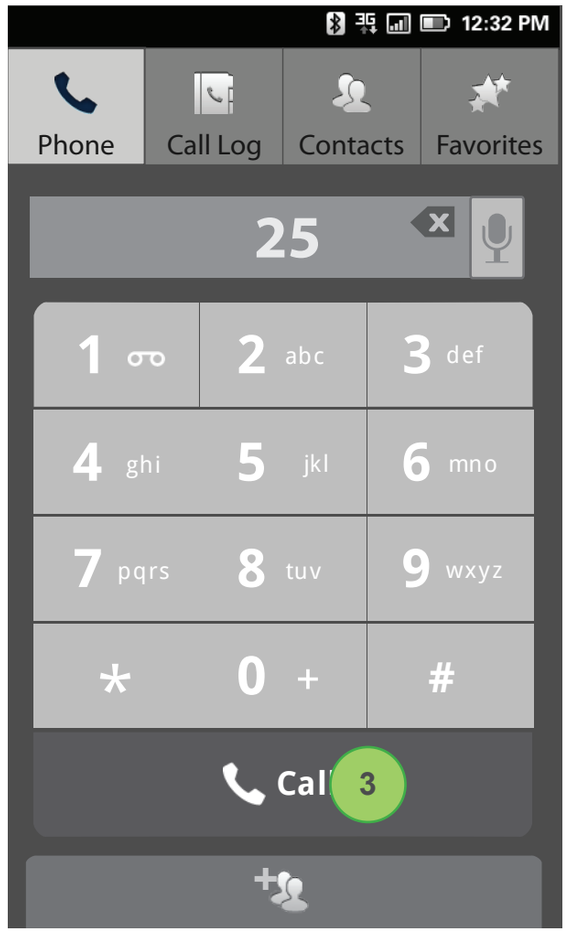
5. The user may tap the dialpad keys to interact with the automated voicemail system.

6. Tapping “End Call” ends the call.

1.0 Dialer - PS Flow 2: Dial a Domestic Number







Dial a Domestic Number

1. If phone application launches to a view other than “Phone”, the user will tap the Phone tab to access the dialer view.

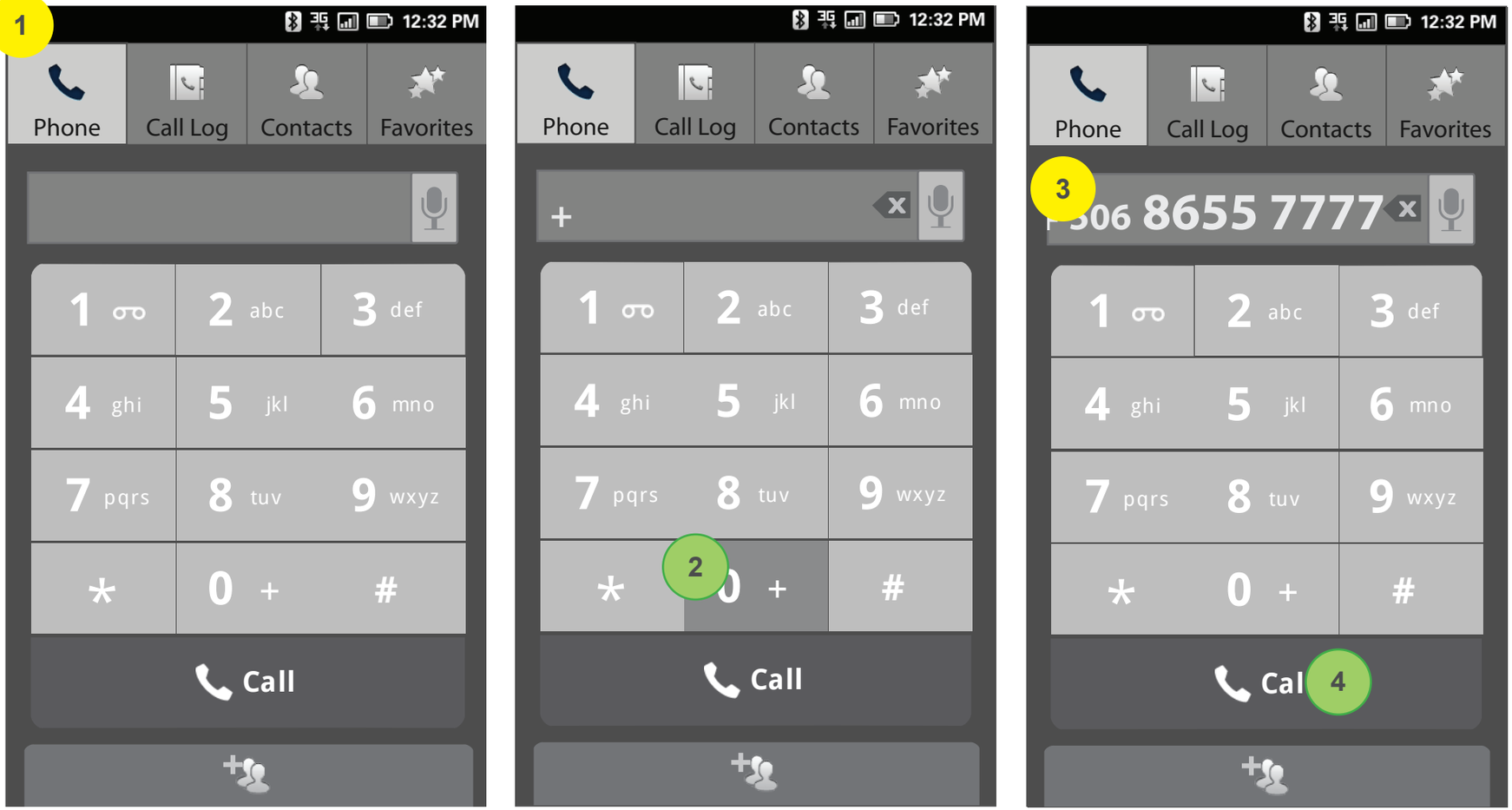
2. The user may then tap the on-screen dial pad to begin dialing a number.

2. As the user taps the buttons within the dialpad, a tap state indicates the “press” and the number is displayed within the entry field.

3. Once the user has completed “dialing” by tapping the buttons within the dialpad, the user taps the call button to beginning dialing and initiate the call.

The device then displays PD.PS.1.1 d, the Outgoing Call view.

1.0 Dialer - PS Flow 3: Dial an International Number



Dial an International Number

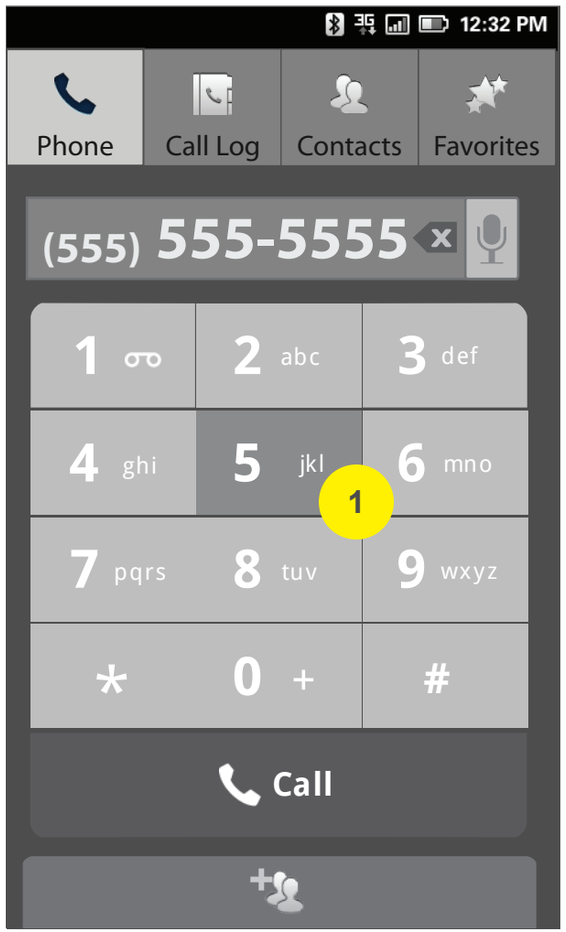
1. If phone application launches to a view other than “Phone”, the user will tap the Phone tab to access the dialer view.

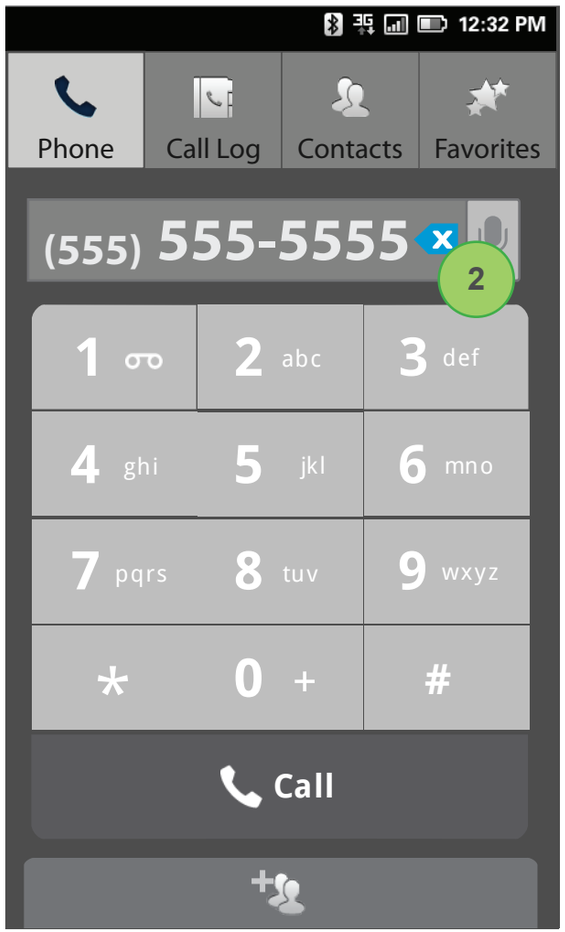
2. To begin dialing an international number, the user can either enter the standard exit code, 011, or long press on “0” to enter the shortcut “+”.

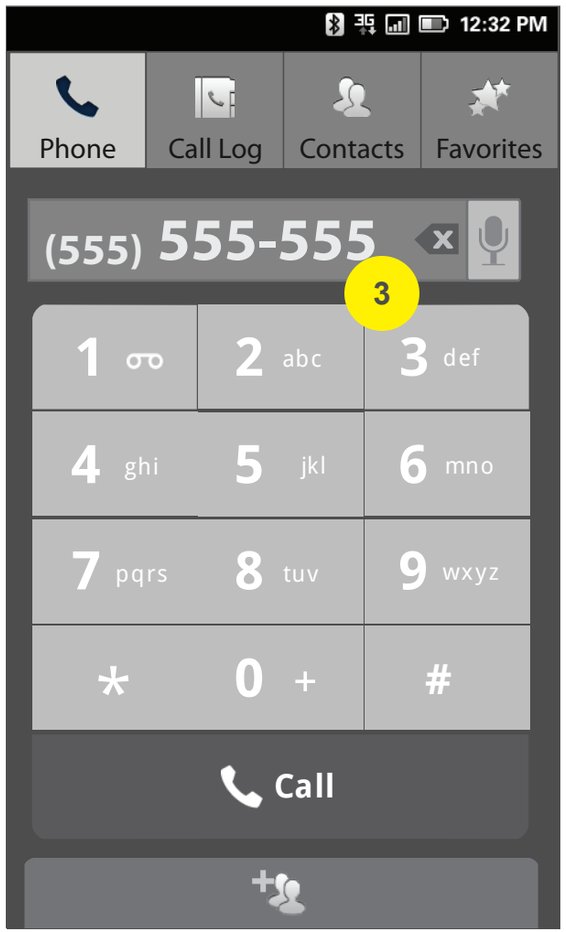
3. If the characters entered exceed the width of the input field, the standard behavior is used in which the characters exceed the left edge and the most recent entry is displayed on the right.

4. Once the user is finished entering the number, tapping “Call” launches the outgoing call.

1.0 Dialer - PS Flow 4: Edit number while dialing







Edit number while dialing

1.See “Dial a domestic number” flow, step 2, for entering numbers using the dialpad

2. Once the user begins dialing and a number is displayed within the entry field, the delete icon button is displayed inline. Tapping the delete icon button deletes the last or righmost character entered.

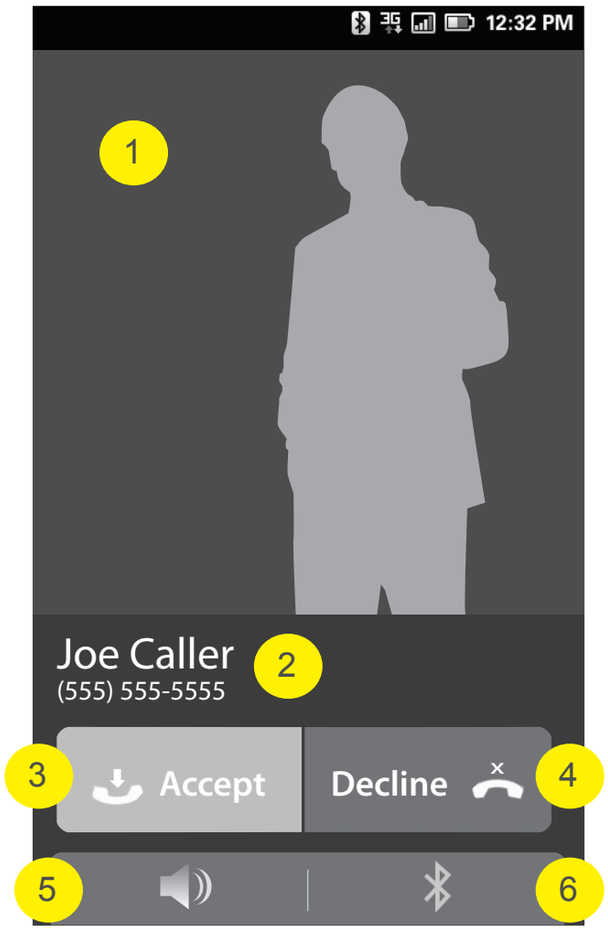
Tapping the button multiple times continues clearing the remaining characters from right to left. The edits are reflected in the field as they are made. A long press clears the entire field.

3. As shown, the user has deleted just the most recently entered character which is no longer displayed within the field.

PHONE: **1.1 IN-CALL**

1.1 IN-CALL **WIREFRAMES**

PD.PS.1.1.1 Incoming Call: Contact



1. This area is reserved for a contact image as selected by the user when creating/editing the contact. If there is no image selected, the contact's image should be pulled from Facebook or some other social network. If no image can be found on social network or the caller is not in the contact list, the desktop wallpaper is shown behind the call interrupt overlay. See Active Call for rules for listed/unlisted/existing contact.

2. Caller name is populated from caller id data or from the Contact list—when possible displayed as First, Last, but will most likely take on the formatting from the source. The second line contains the caller phone number. If caller name is unknown, the area is populated with either the words "Unknown Caller"—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

3. Tapping accept button answers the call and displays the appropriate in-call screen.

4. Tapping decline sends the call to voicemail and the call is then reflected in the call log as missed. The call overlay interrupt is dismissed.

5. Action bar containing speaker mode button. Tapping the button allows user to answer call in speaker mode.

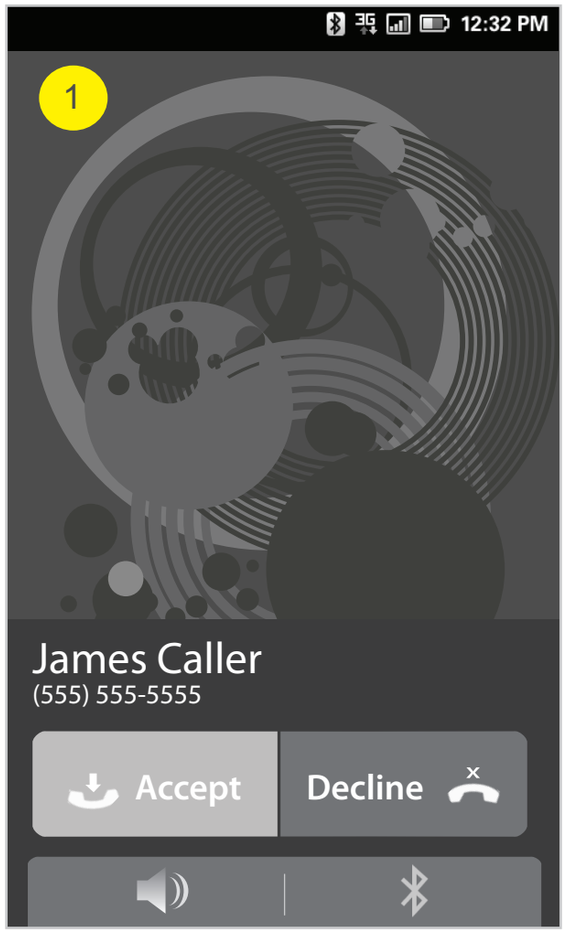
6. Action bar containing bluetooth button. Tapping the button allows user to enable a bluetooth headset if available and configured prior to accepting the call.

PD.PS.1.1.1a Incoming Call: Unlisted

1. If no image can be found for contact or on a social network or the caller is not in the contact list, the desktop wallpaper is shown behind the call interrupt overlay.

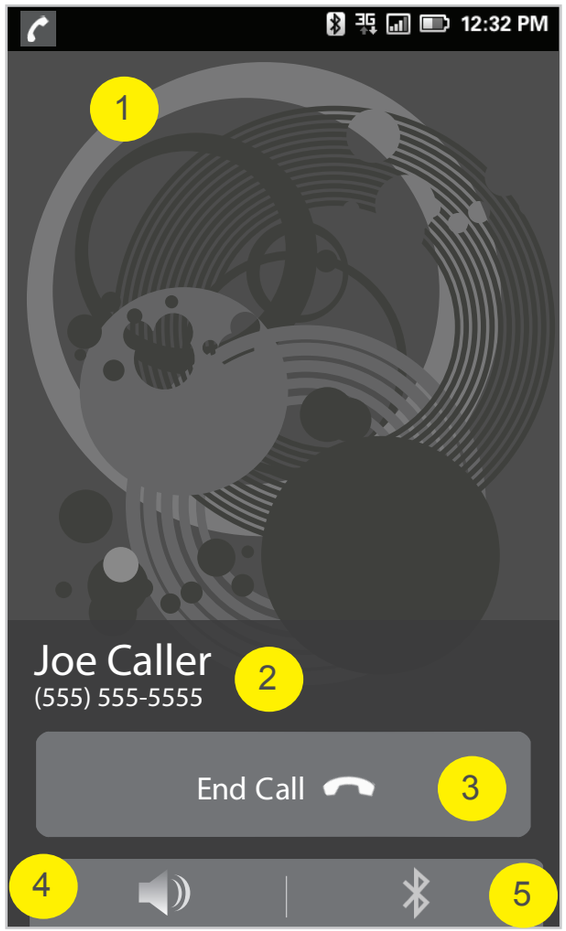
2. If caller name is unknown, the area is populated with either the words “Unknown Caller”—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

PD.PS.1.1b Incoming Call: Listed/Contact with no image



1. If no image can be found on social network for a contact in the Contact List, the desktop wallpaper is shown behind the call interrupt overlay.

P.PS.1.1d In-Call Outgoing Call



1. This area is reserved for a contact image as selected by the user when creating/editing the contact. If there is no image selected, the contact's image should be pulled from Facebook or some other social network. If no image can be found on social network or the caller is not in the contact list, the desktop wallpaper is shown behind the call interrupt overlay.

2. Caller name is populated from caller id data or from the Contact list—when possible displayed as First, Last, but will most likely take on the formatting from the source. The second line contains the caller phone number. If caller name is unknown, the area is populated with either the words "Unknown Caller"—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

3. Tapping end call button ends the call. The outgoing call screen is dismissed.

4. Action bar containing speaker mode button. Tapping the button allows user to answer call in speaker mode.

5. Action bar containing bluetooth button. Tapping the button allows user to enable a bluetooth headset if available and configured prior to accepting the call.

PD.PS.1.1.2 Outgoing Call: Contact

1. This area is reserved for a contact image as selected by the user when creating/editing the contact. If there is no image selected, the contact's image should be pulled from Facebook or some other social network.

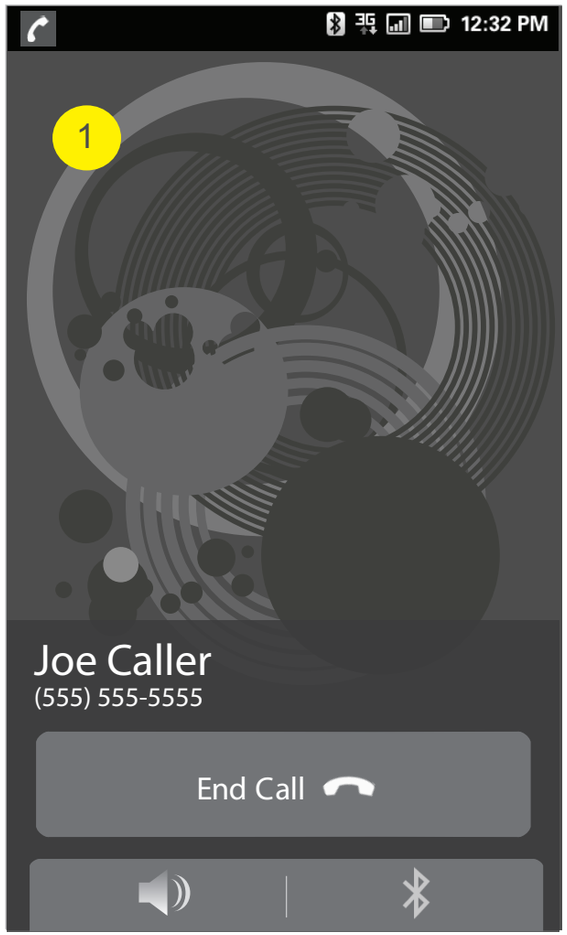
2. Caller name is populated from caller id data or from the Contact list—when possible displayed as First, Last, but will most likely take on the formatting from the source. The second line contains the caller phone number. If caller name is unknown, the area is populated with either the words "Unknown Caller"—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

3. Tapping end call button ends the call. The outgoing call screen is dismissed.

4. Action bar containing speaker mode button. Tapping the button allows user to change to speaker mode.

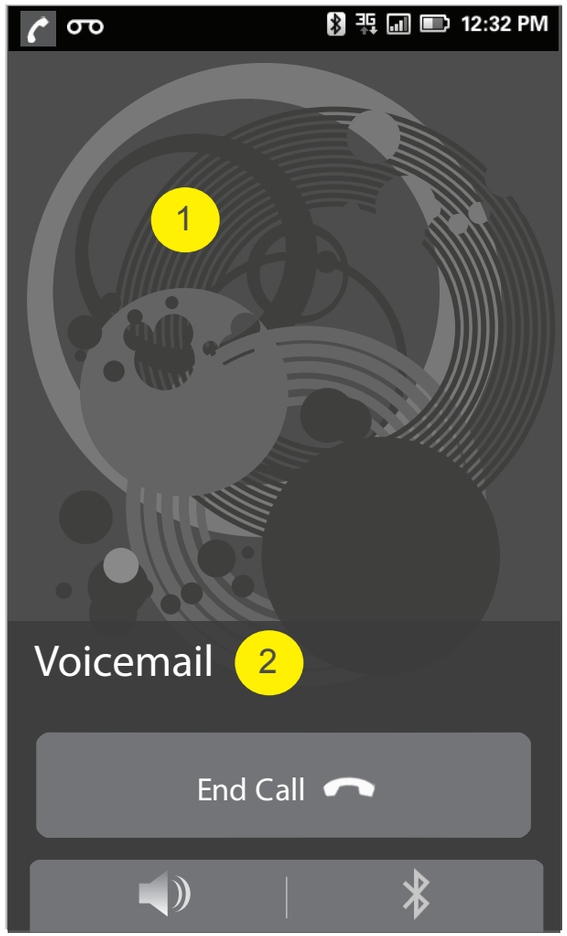
5. Action bar containing bluetooth button. Tapping the button allows user to enable a bluetooth headset if available and configured.

PD.PS.1.1.2a Outgoing Call: New Number/Contact with no image



1. If no image is specified for contact, or can be found on social network, the desktop wallpaper is shown behind the call interrupt overlay.

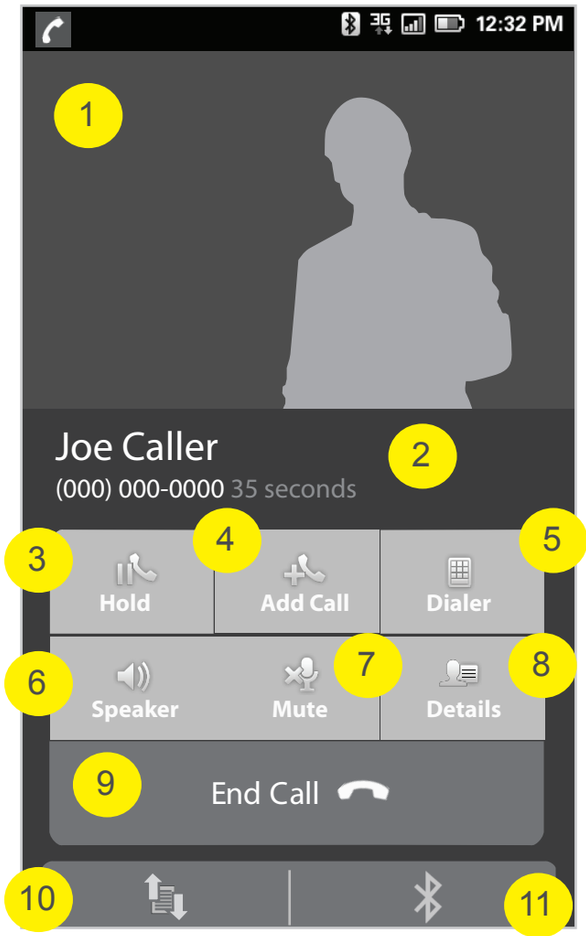
PD.PS.1.1.2b Outgoing Call: Voicemail



1. When an outgoing call is to voicemail, the desktop wallpaper is shown behind the call interrupt overlay.

2. In place of caller name and number, ‘Voicemail’ is displayed.

PD.PS.1.1.3 Active Call: Contact



1. This area is reserved for a contact image as selected by the user when creating/editing the contact. If there is no image selected, the contact's image should be pulled from Facebook or some other social network.

2. Caller name is populated from caller id data or from the Contact list—when possible displayed as First, Last, but will most likely take on the formatting from the source. The second line contains the caller phone number. If caller name is unknown, the area is populated with either the words "Unknown Caller"—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

3. Tapping hold button will put the current caller on hold. Tapping the button again will take call off hold.

4. Tapping the add call button brings up the full screen dialer.

5. Tapping dialer button displays the dialpad overlay.

6. Tapping speaker button puts the call on speaker. Tapping the button again takes the call off speaker.

.

7. Tapping mute button puts the call on mute. Tapping the button again takes the call off of mute.

8. Tapping details button will display the call details screen.

9. Tapping end call button ends the call with the currently actively caller.

10. Tapping this button displays a menu of options contextual to the type of call (See PD.PS.1.1.3k Active Call: Expose Dialog)

11. Tapping the button allows user to enable a bluetooth headset if available and configured. Tapping the button again disables bluetooth.

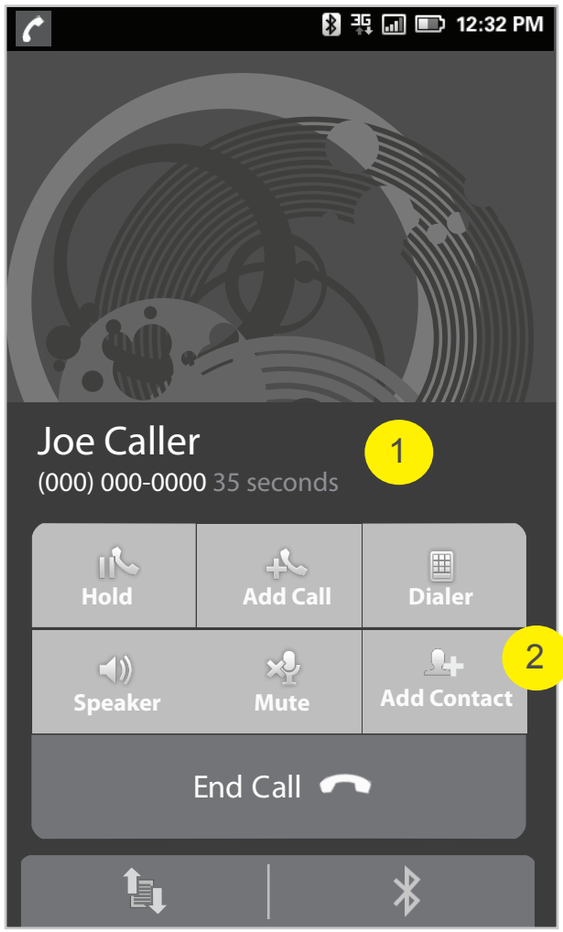
PD.PS.1.1.3a Active Call: Unlisted

1. When on a call with an unlisted or unknown caller, the desktop wallpaper is shown behind the call interrupt overlay.

2. If caller name is unknown, the area is populated with either the words “Unknown Caller”—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

3. When the caller is not in Contacts, an ‘add contact’ button is displayed in place of the ‘details’ button. Tapping ‘add contacts’ displays a pop-up menu enabling the user to add the number to a current contact or create a new contact. If the user chooses to add to a currently existing contact, they are shown the contact list for selection. If the user selects “create new”, they are directed to an add contact screen directly. The user can then enter information there, and once completed and the user presses “Done”, they are returned to the active call view.

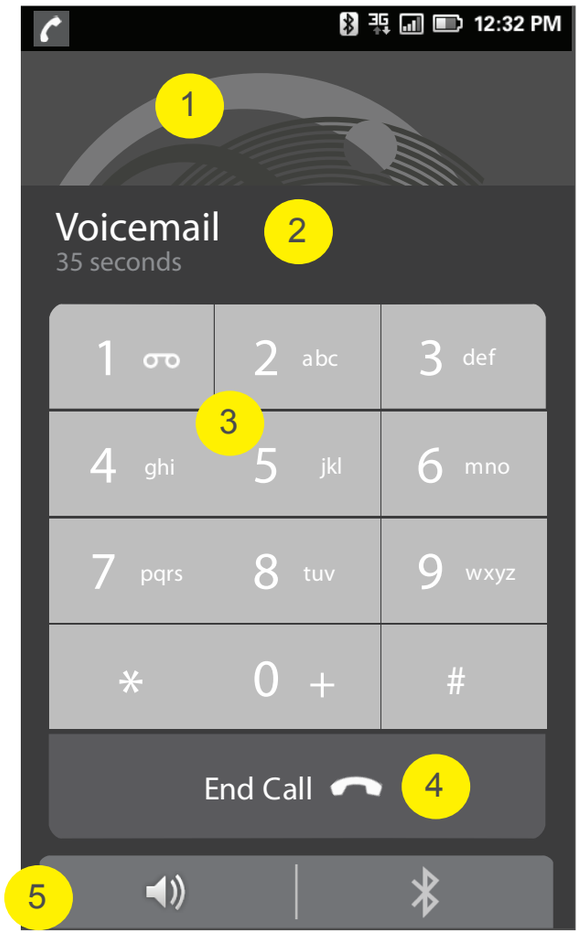
PD.PS.1.1.3b Active Call: New number/Contact with no image



1. Caller name is populated from caller id data or from the Contact list—when possible displayed as First, Last, but will most likely take on the formatting from the source. The second line contains the caller phone number. If caller name is unknown, the area is populated with either the words “Unknown Caller”—or caller id data ex. blocked caller, etc.—or the phone number may be shown in its place.

2. When the caller is not in Contacts, an ‘add contact’ button is displayed in place of the ‘details’ button. Tapping ‘add contacts’ displays a pop-up menu enabling the user to add the number to a current contact or create a new contact. If the user chooses to add to a currently existing contact, they are shown the contact list for selection. If the user selects “create new”, they are directed to an add contact screen directly. The user can then enter information there, and once completed and the user presses “Done”, they are returned to the active call view.

PD.PS.1.1.3c Active Call: Voicemail



1. When on a call with voicemail, the desktop wallpaper is shown behind the call interrupt overlay.

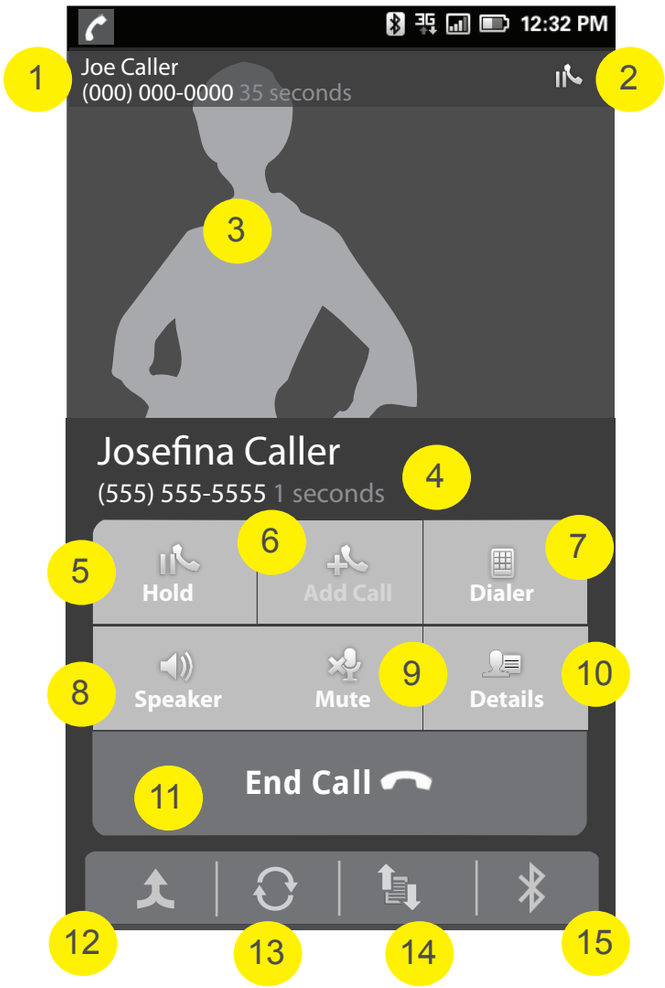
2. In place of caller name and number, ‘Voicemail’ is displayed.

3. The voicemail is a special case active call screen. The usual active call options are not displayed. The dialpad is displayed on screen in place of those options. In this case, long press on number 1/voicemail icon should take no action.

4. Tapping ‘End Call’ ends the call.

5. Tapping speaker button puts the call on speaker. Tapping the button again takes the call off speaker.

PD.PS.1.1.3d Active Call: Multiple Callers (un-merged)



1. When user is on a call and accepts a new call, the current call is put on hold and displayed at the top of the screen. The same rules for displaying name and number apply here.

2. Icon is displayed to indicate the caller is on hold.

3. Contact image of the new caller. The same rules for displaying contact image apply here.

4. Name and number of new caller. The same rules for displaying name and number apply here.

5. Tapping hold button will put the current caller on hold. It will not switch the calls.

6. The add call button is disabled, as there can only be two active calls at once time. (This may be TBD dependent upon carrier.)

7. Tapping dialer button opens the dialer.

8. Tapping speaker button puts the current call on speaker

.

9. Tapping mute button will put the current caller on mute.

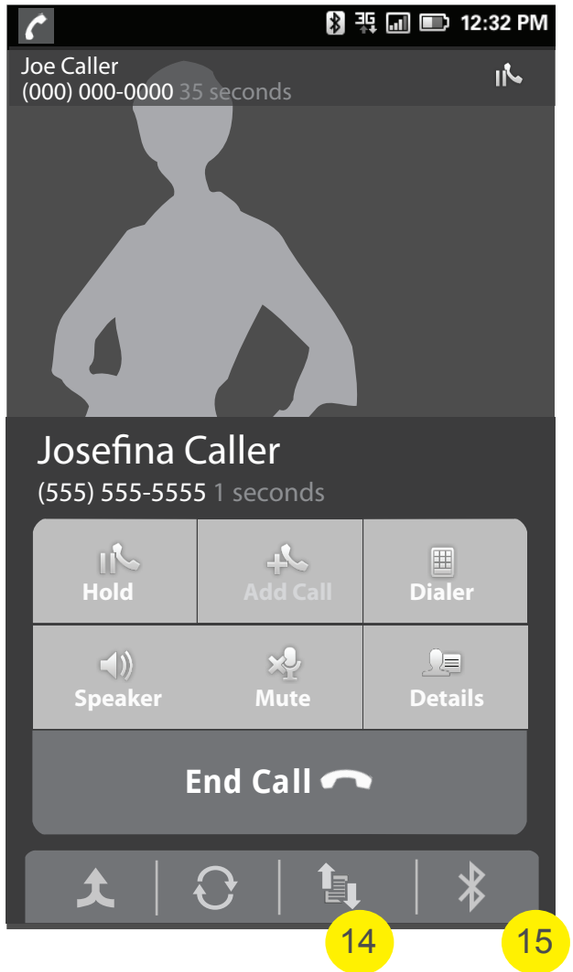
10. Tapping details button will display the call details screen.

11. Tapping end call button ends the call with the currently actively caller and takes the other caller off hold, making him/her the active caller.

12. Tapping the merge call button merges the two individual calls into one call and displays the active call conference call screen.

13. Tapping the swap call button places the currently active call on hold and makes the call on hold active.

PD.PS.1.1.3d Active Call: Multiple Callers (un-merged)



14. Tapping this button displays a menu of options contextual to the type of call (See PD.PS.1.1.3k Active Call: Expose Dialog)

15. Tapping the button allows user to enable a bluetooth headset if available and configured.

PD.PS.1.1.3e Active Call: Merged Calls (conference)

1. A generic, system-supplied conference call image is displayed.

2. ‘Conference Call’ and number of callers on the call are displayed.

3. Tapping hold button will put all of the current callers on hold.

4. Tapping the ‘Add Call’ button displays the full screen dialer. This button is only enabled if there is not already a single call active. There may be only one conference call and one single call active at a time. (TBD carrier)

5. Tapping dialer button opens the dialer.

6. Tapping speaker button puts the all of the current callers on speaker.

7. Tapping mute button will put all of the current callers on mute.

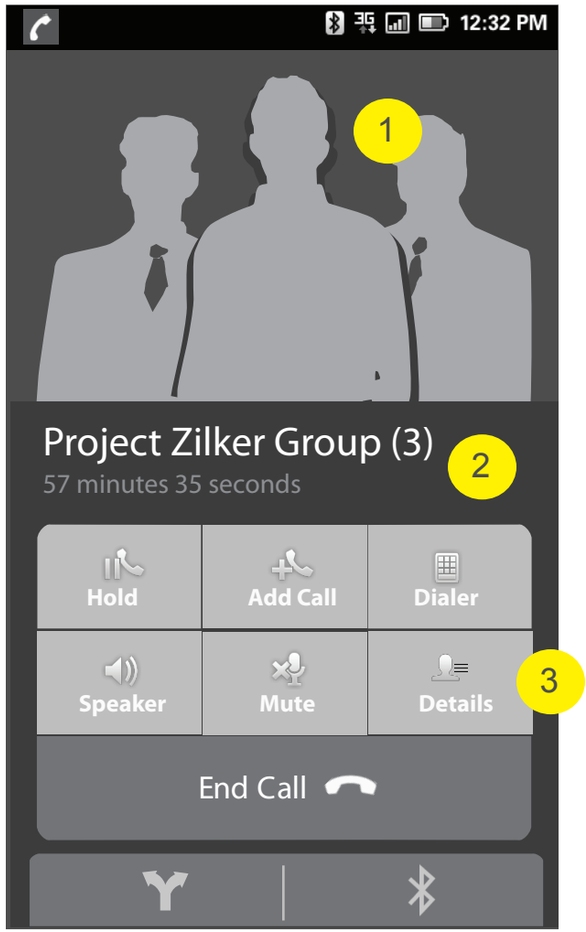
8. Tapping add group button allows the user to create a group from all of the callers on the conference call. Tapping the button displays a pop-up menu enabling the user to add the callers to a current group or create a new group. If the user chooses to add to a currently existing group, they are shown the group list for selection. If the user selects “create new”, they are directed to an add group screen directly. The user can then enter information there, and once completed and the user presses “Done”, they are returned to the active call view.

9. Tapping end call button ends the call with all the currently active callers.

10. Tapping unmerge ends the conference call and creates separate calls for each of the callers on the conference call. The first caller in the conference call will now be the active call, and the other calls will be put on hold.

11. Tapping the button allows user to enable a bluetooth headset if available and configured.

PD.PS.1.1.3f Active Call: Contact Group

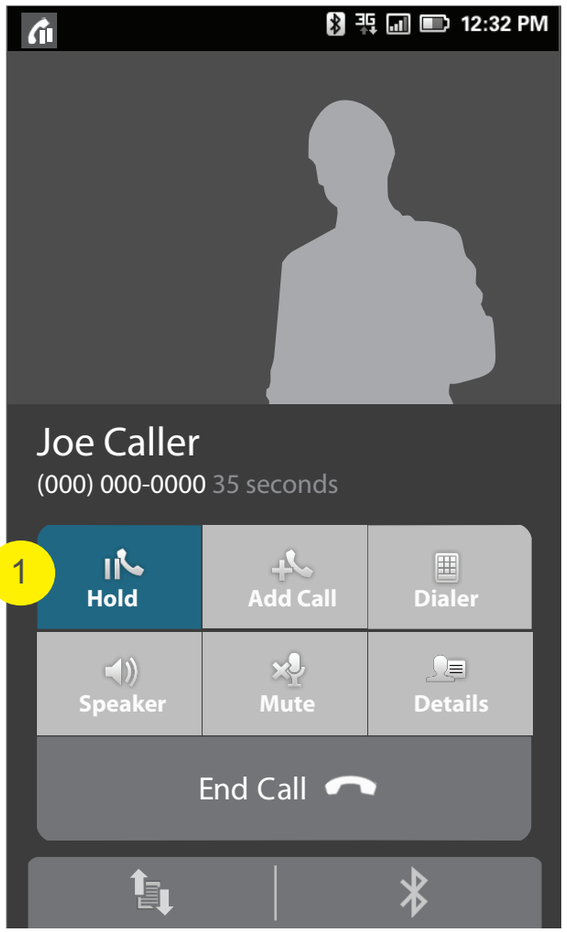


1. If the conference call is to a contact group, the image associated with that contact group should be displayed.

2. The name of the group as well as number of members on the call is displayed.

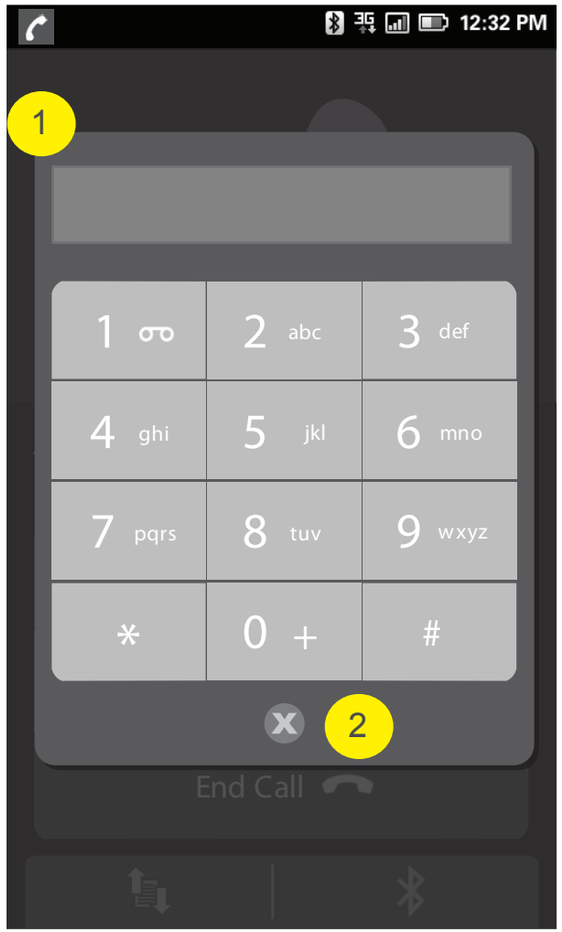
3. Tapping details button will display the call details screen.

PD.PS.1.1.3g Active Call: Single Call on Hold



1. If the call is on hold, the on hold button will change state to indicate the call is on hold.

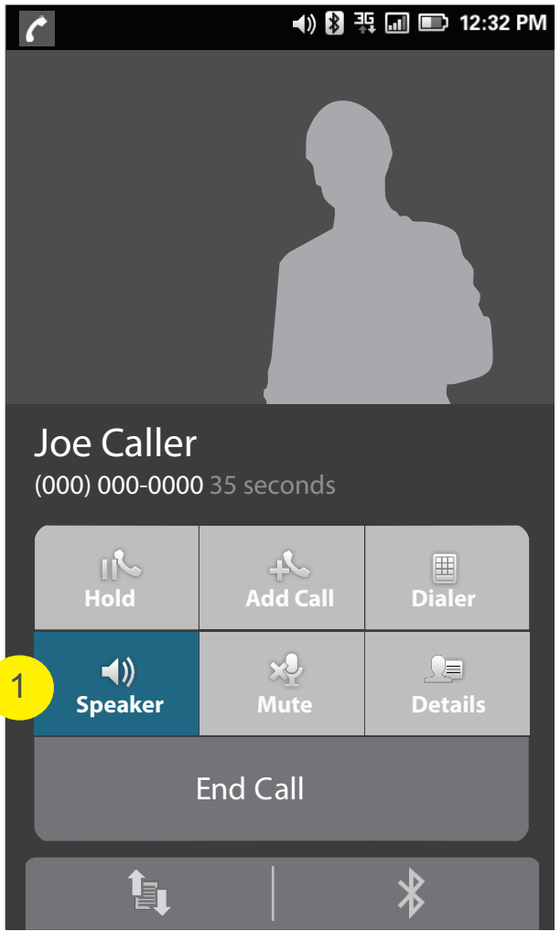
PD.PS.1.1.3h Active Call: Open Dialer



1. When user taps the dialer button when in an active call, the dialer appears as an overlay over the active call screen. It has an number entry field and the number pad, but does not have a voice entry button (because the user is already in a voice call).

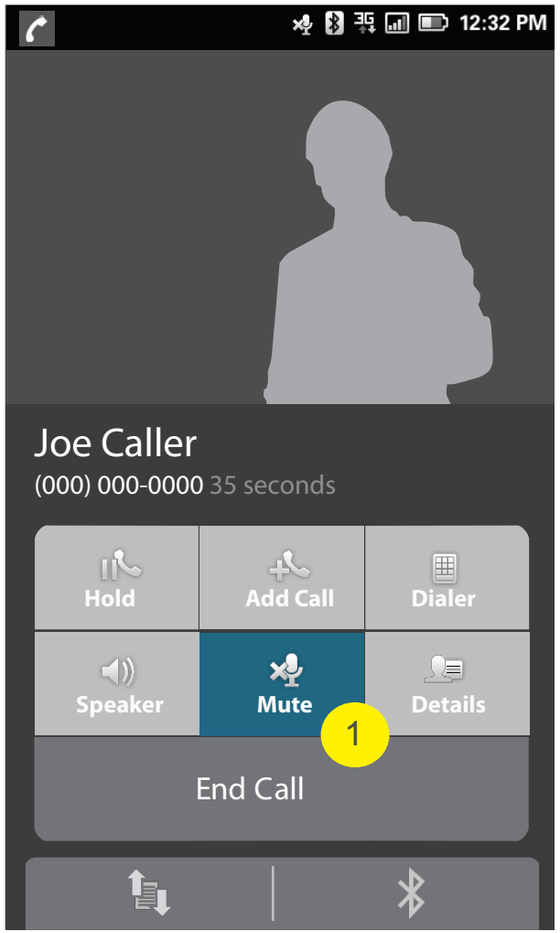
2. Tapping the ‘close’ button closes the overlay and displays the active call screen.

PD.PS.1.1.3i Active Call: Speaker Mode



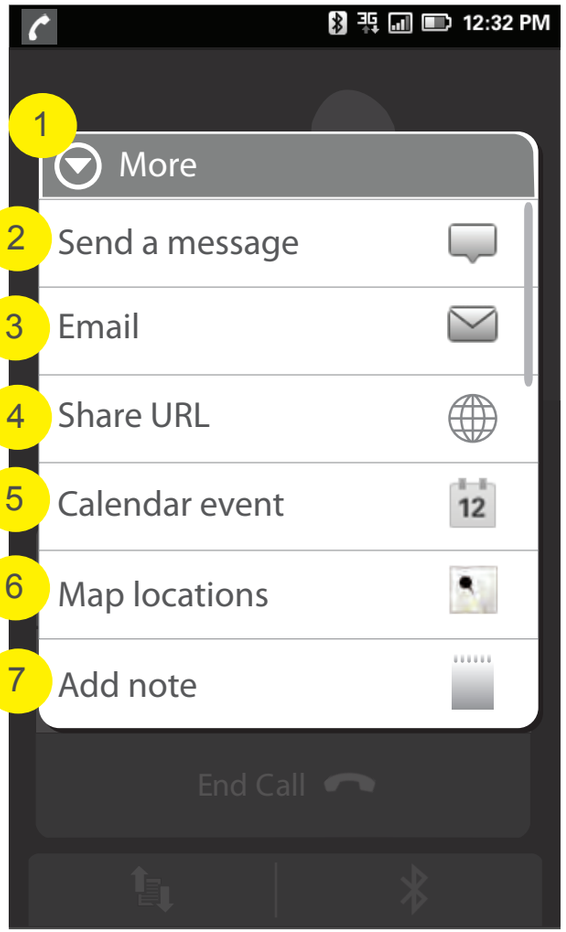
1. If the call is on speaker, the speaker button will change state to indicate the call is on speaker. An icon will also appear in the annunciator bar to indicate call is on speaker.

PD.PS.1.1.3j Active Call: Mute



1. If the call is on mute the mute button will change state to indicate the call is on mute. An icon will also appear in the annunciator bar to indicate call is on mute.

PD.PS.1.1.3k Active Call: Expose Dialog



1. When user taps the contextual menu button when in an active call, the menu appears as an overlay over the active call screen. Pressing the back key on the device closes the menu.

2. Tapping send a message displays the compose message screen with the default number pre-populated.

3. Tapping send email displays the email compose screen with the default email pre-populated.

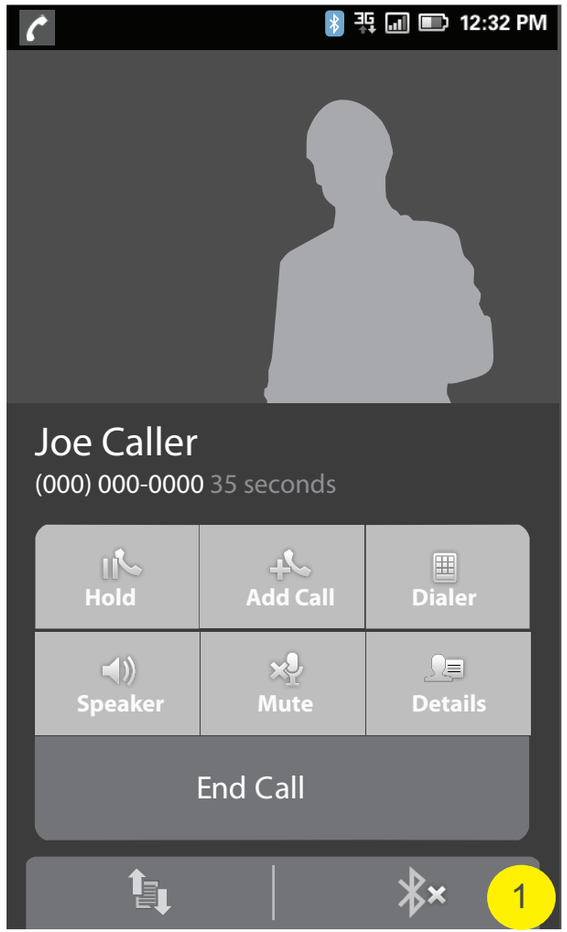
4. Tapping share url displays the browser, from which user can look up a url to share with contact.

5. Tapping calendar event creates a calendar event with the recipient (active caller) pre-populated.

6. Tapping map locations displays the user's current location on google maps.

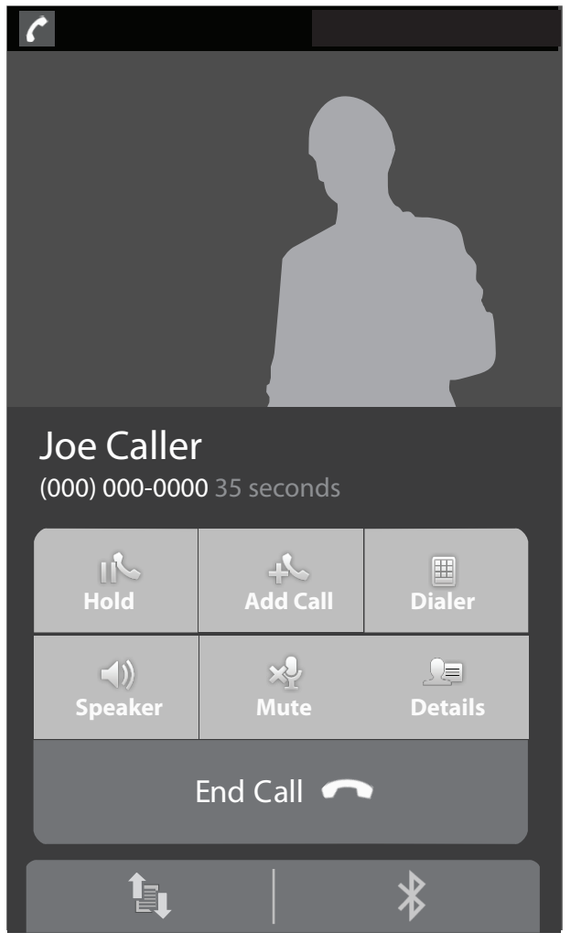
7. Tapping add note displays the edit contact screen with the compose note field in focus.

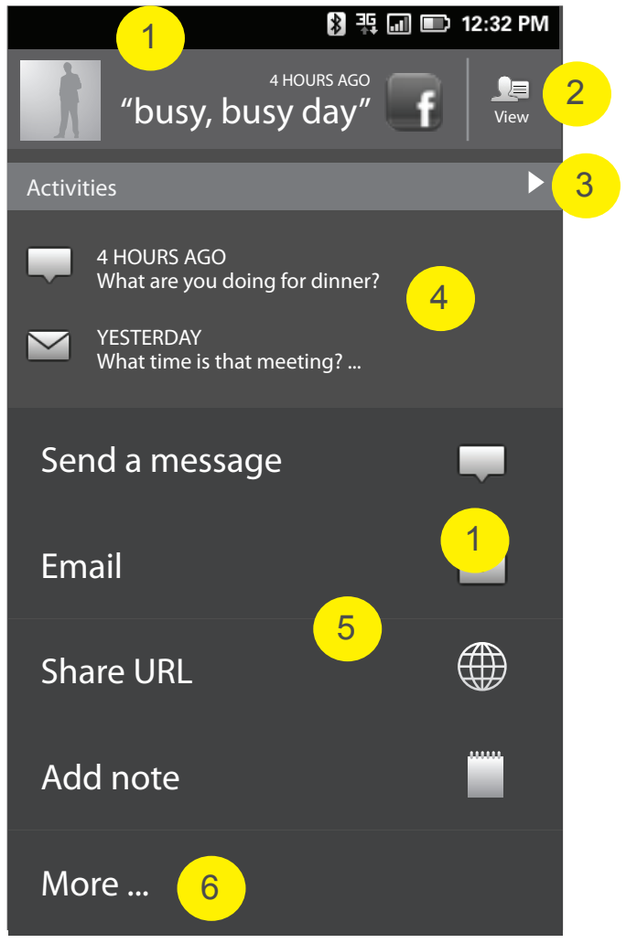
PD.PS.1.1.3l Active Call: Bluetooth Active



1. If the user has tapped the bluetooth button, the button state will change to indicate bluetooth is active. An bluetooth active icon will also appear in the annunciator bar.

PD.PD.1.1.3 Active Call: Contact Expose





1. The photo and status are taken from the caller’s contact card to be displayed here.

2. Tapping ‘view’ displays the caller’s contact card.

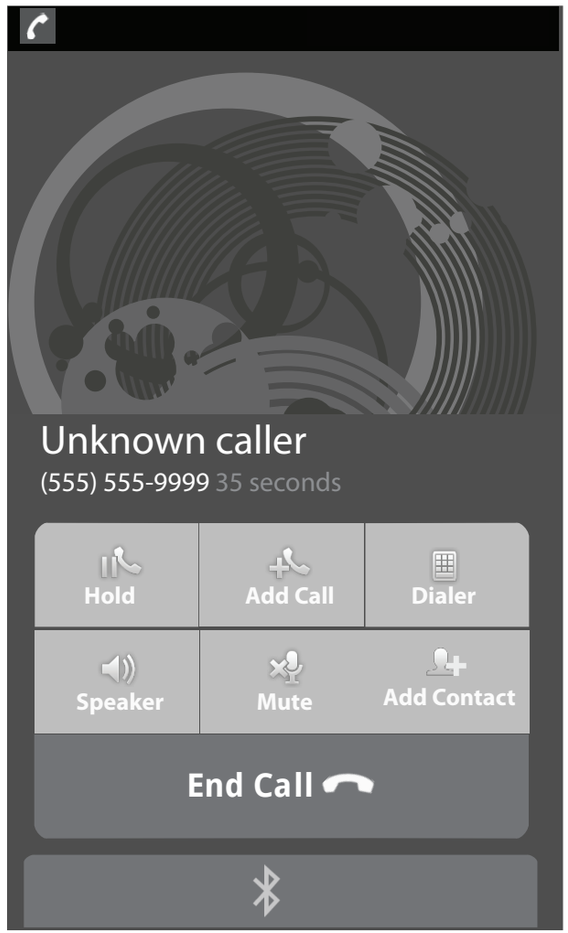
3. Tapping the arrow displays the callers’s contact card.

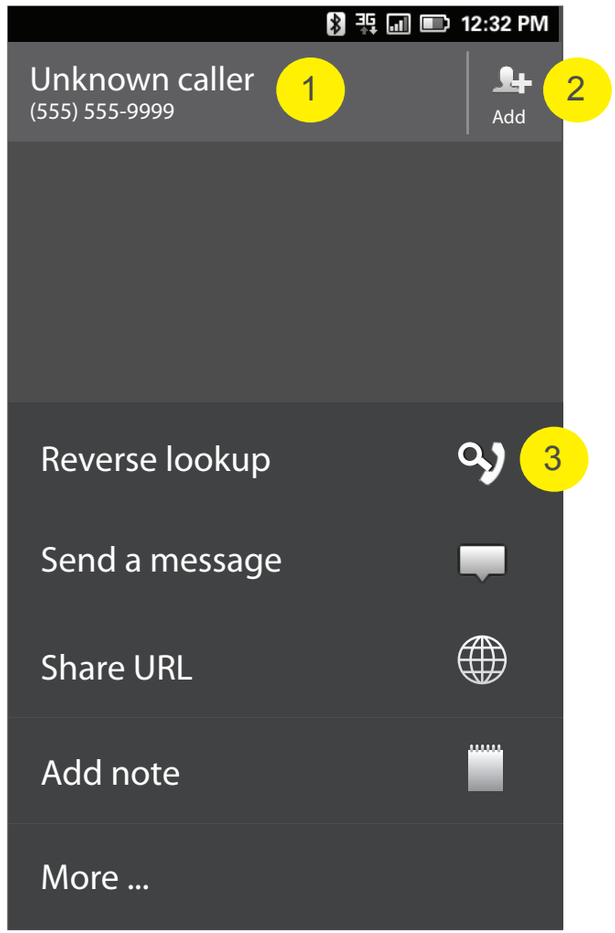
4. Only the first two activities are displayed.

5. The first four options of the active call expose screen are displayed. See PD.PS.1.1.3k Active Call: Expose Dialog for a definition of these links.

6. Tapping ‘More...’ displays the active call: expose dialog. See PD.PS.1.1.3k Active Call: Expose Dialog for a full definition of the dialog.

PD.PD.1.1.3a Active Call: Not Contact Expose



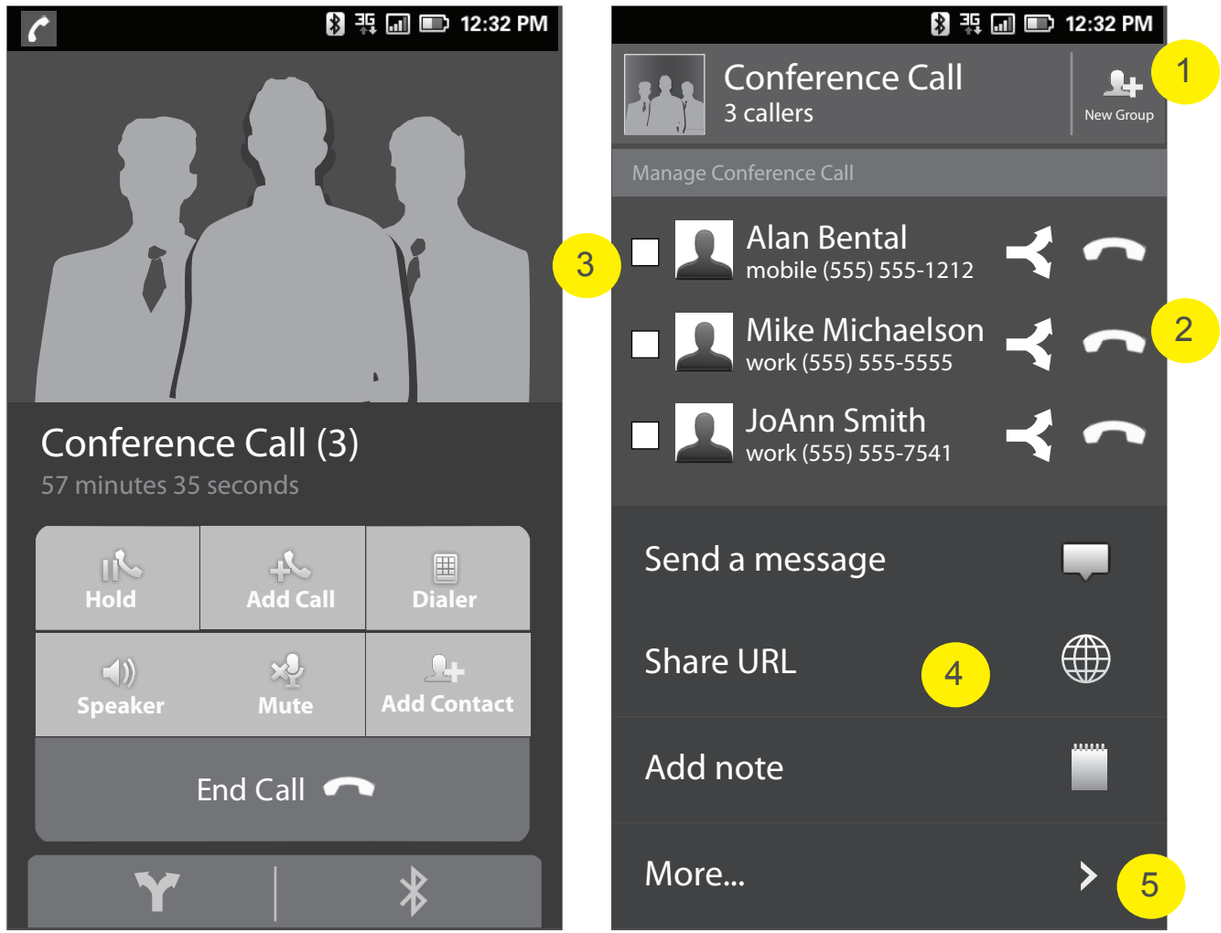


1. There is no name, so 'Unknown Caller' is displayed, along with the phone number. There is as well no status nor image displayed here.

2. When the caller is not in Contacts, an 'add contact' button is displayed in place of the 'view' button. Tapping 'add contacts' displays a pop-up menu enabling the user to add the number to a current contact or create a new contact. If the user chooses to add to a currently existing contact, they are shown the contact list for selection. If the user selects "create new", they are directed to an add contact screen directly. The user can then enter information there, and once completed and the user presses "Done", they are returned to the active call view.

3. Tapping the 'Reverse Lookup' button displays an app which allows the user to look up the caller's phone number.

PD.PD.1.1.3b Active Call: Conference Call Expose



1. Tapping new group button allows the user to create a group from all of the callers on the conference call. Tapping the button displays a pop-up menu enabling the user to add the callers to a current group or create a new group. If the user chooses to add to a currently existing group, they are shown the group list for selection. If the user selects “create new”, they are directed to an add group screen directly. The user can then enter information there, and once completed and the user presses “Done”, they are returned to the active call view.

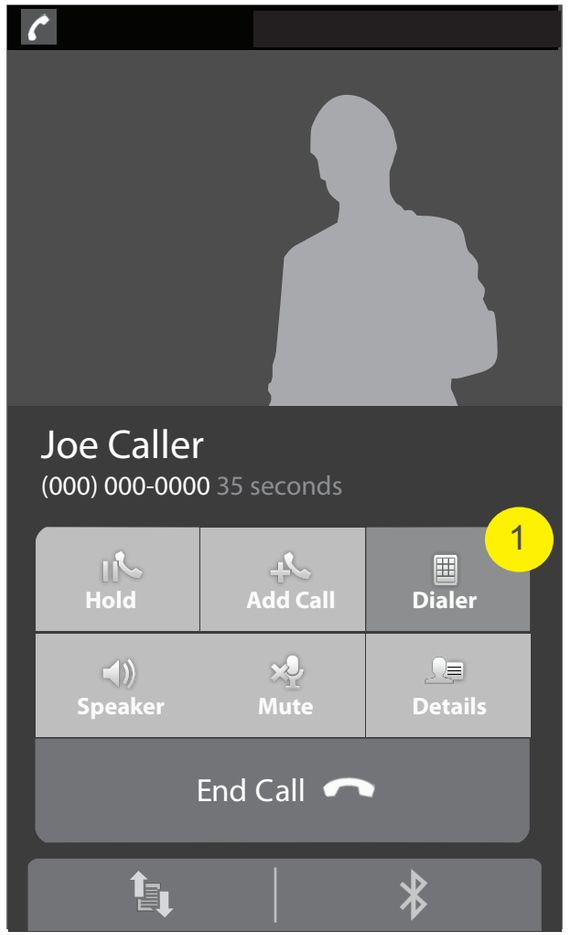
2. For each caller, the user can hang up on the caller by pressing the phone button. For each caller, the user can un-merge the caller from the conference call by pressing the un-merge button.

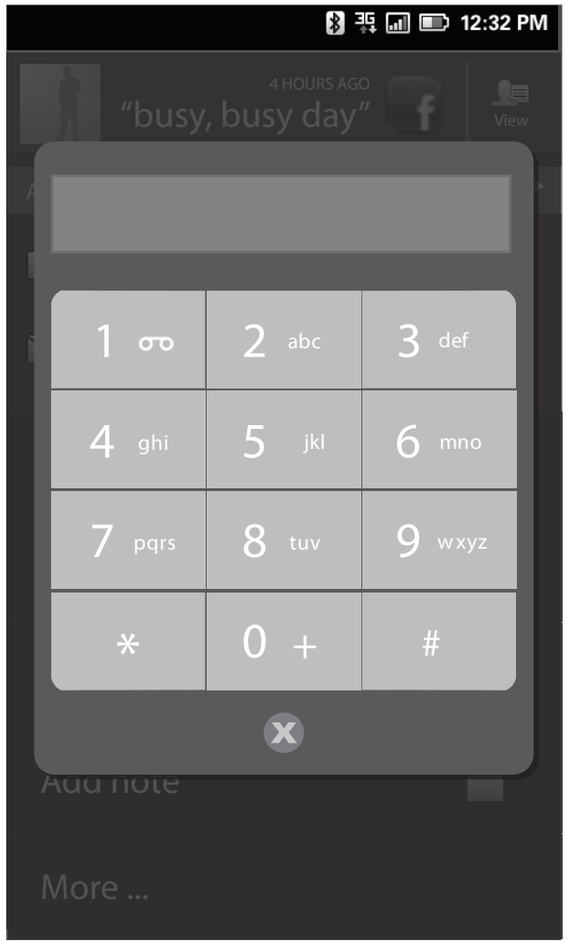
3. Checkboxes allow the user to multi-select callers to whom to apply the actions below the callers (send message, share url, add note, etc.) Selecting a checkbox(es) and then tapping an action performs that action. See PD.PS.1.1.3k Active Call: Expose Dialog for a definition of these links.

4. The first three options of the active call expose screen are displayed. See PD.PS.1.1.3k Active Call: Expose Dialog for a definition of these links.

5. Tapping ‘More...’ displays the active call: expose dialog. See PD.PS.1.1.3k Active Call: Expose Dialog for a full definition of the dialog.

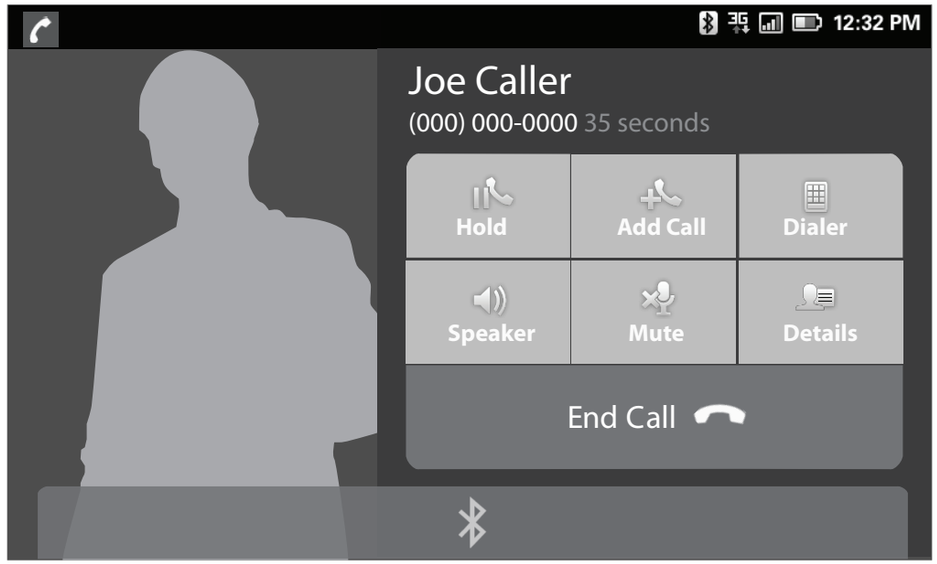
PD.PD.1.1.3c Active Call: Open Dialer





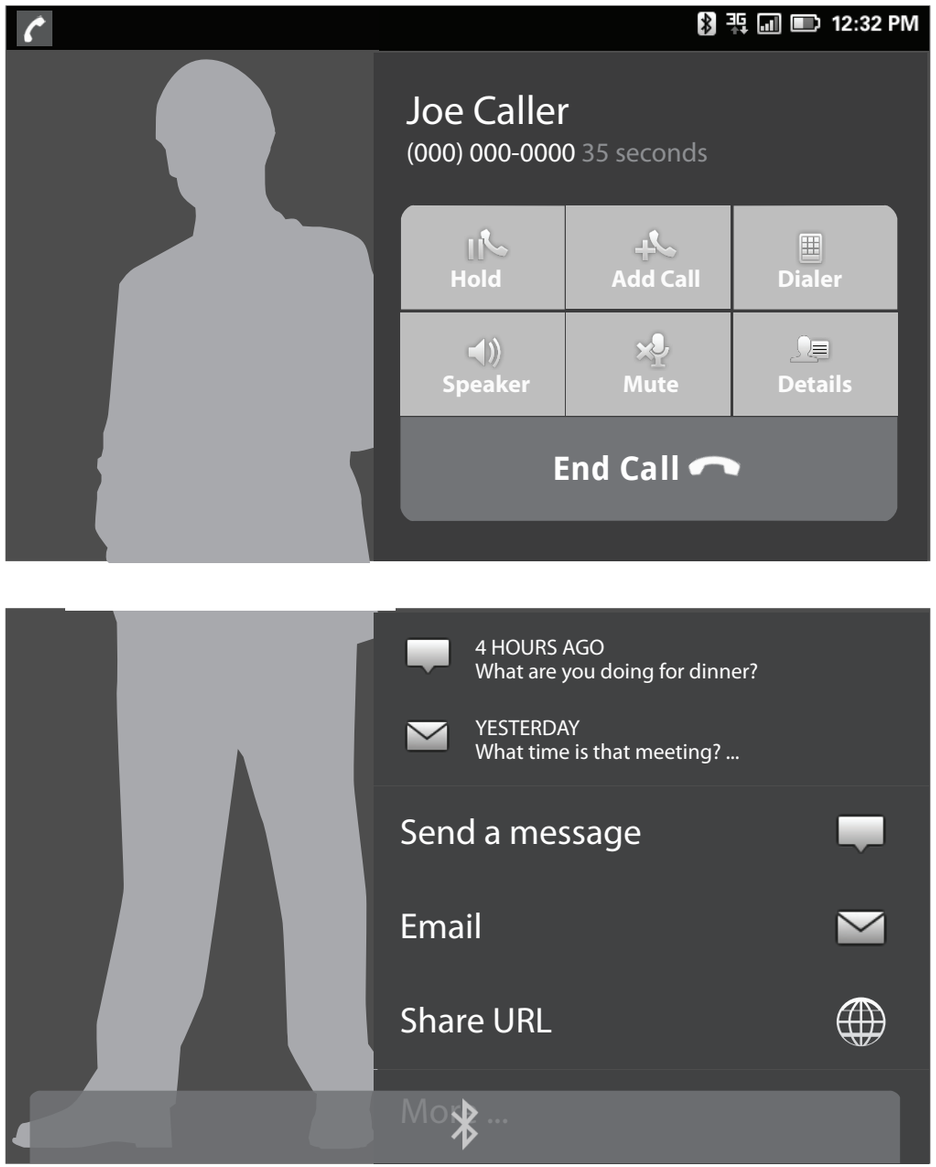
1. Tapping dialer displays the dialer as an overlay on the expose screen. See PD.PS.1.1.3h Active Call: Open Dialer for a full definition of this dialer.

PD.LS.1.1.3 Active Call: Contact



See PD.PS.1.1.3 Active Call: Contact for a full definition of this active call screen.

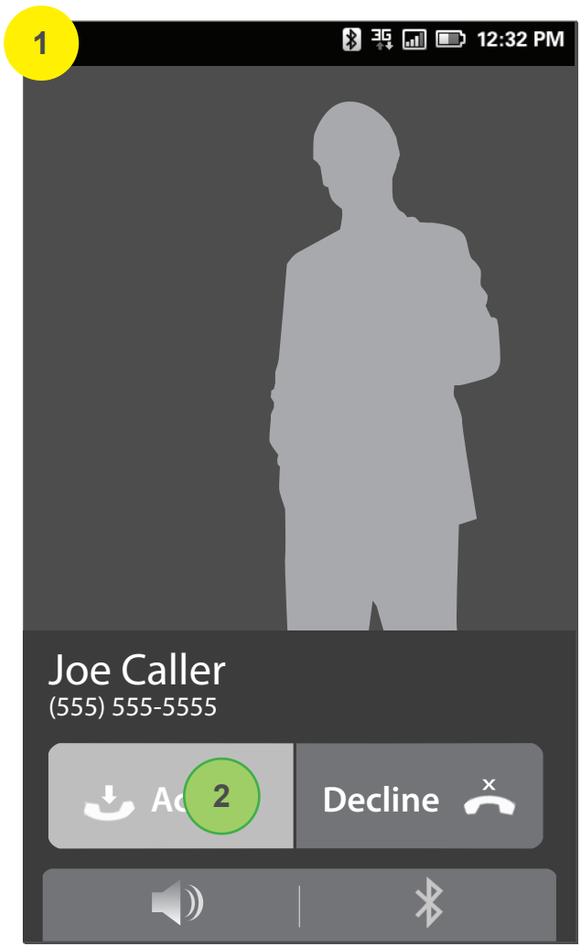
PD.LD.1.1.3 Active Call: Expose

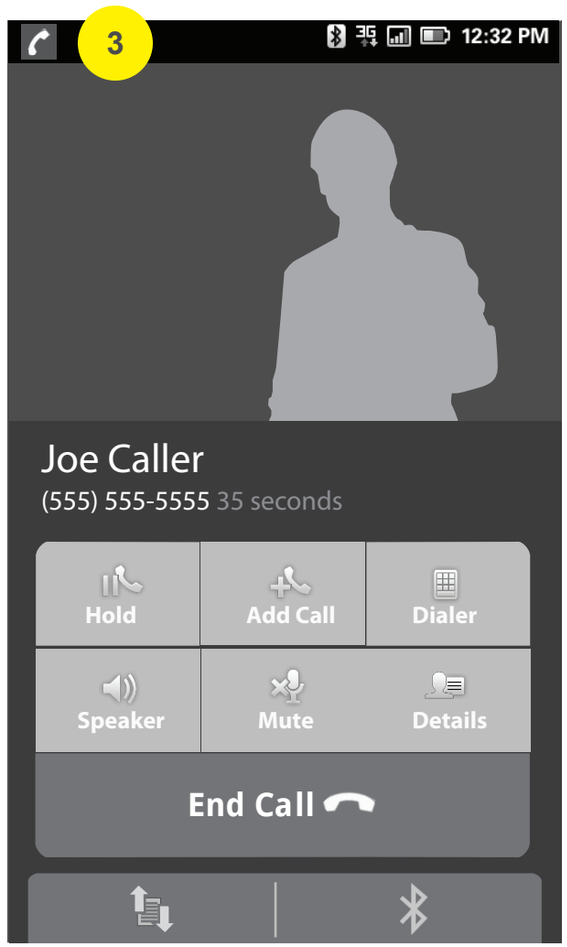


See PD.PD.1.1.3 Active Call: Contact Expose for a full definition of this active call screen. The only elements not shown on this view that are shown in the portrait view are the contact status and activities.

1.1 IN-CALL **TASK FLOWS**

1.1 In-Call - PS Flow 1: Accept incoming call from a contact





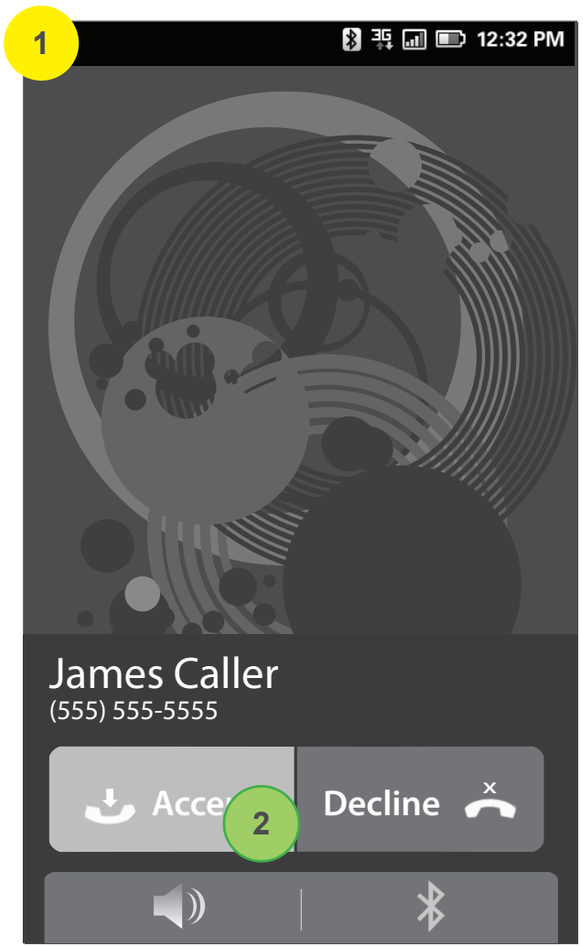
Accept call from a contact

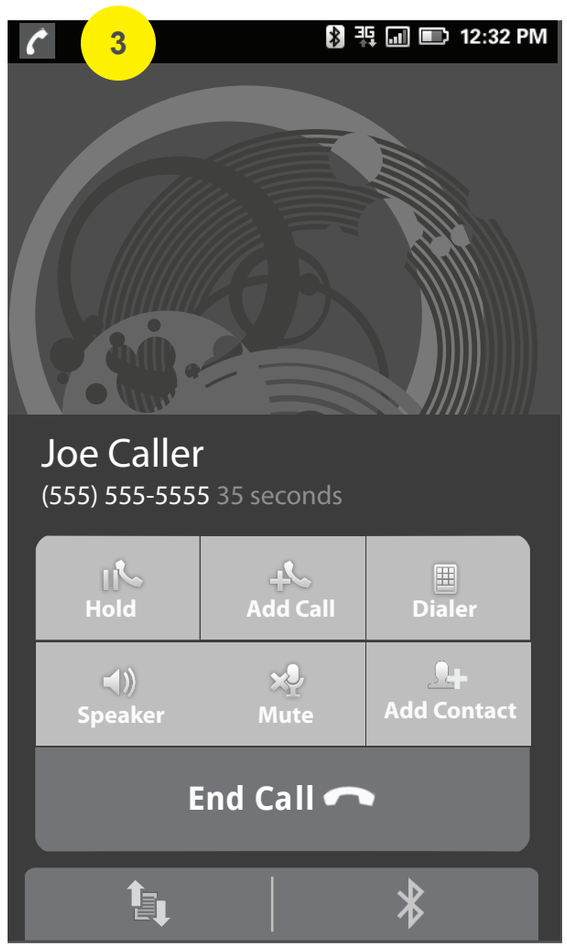
1. An incoming call interrupt is shown in the primary (front if closed, left if open) display and overtakes the UI regardless if there are applications running. As shown, the caller is saved in the user's contact list with an image assigned, so the contact's image becomes the background (full screen) for the incoming call and active call views.

2. The user answers the call by tapping accept.

3. Once the user accepts the call, the active call view is displayed.

1.1 In-Call - PS Flow 2: Accept incoming call from a non-contact/contact with no image





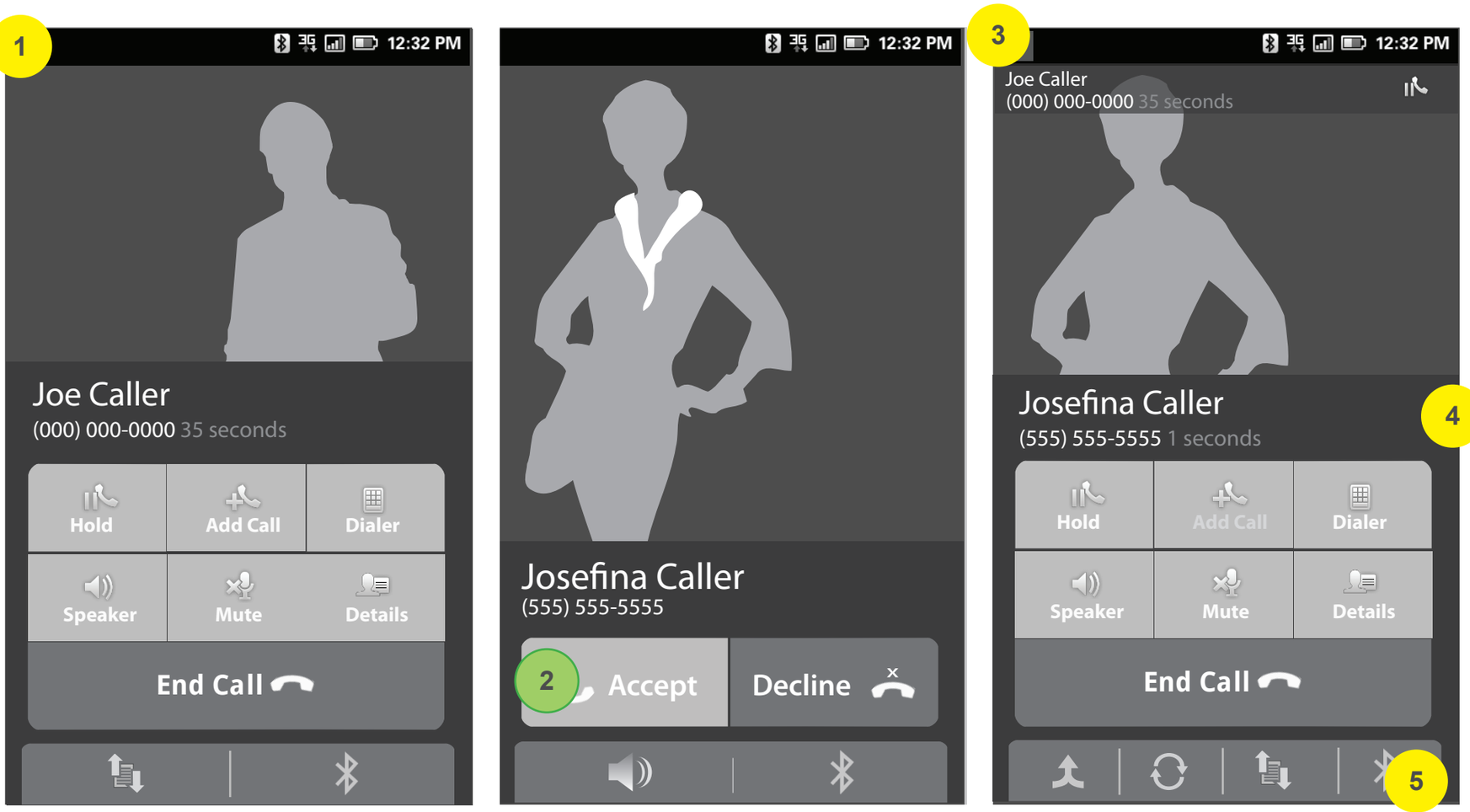
Accept a call from a non-contact/contact without an image

1. An incoming call interrupt is shown in the primary (front if closed, left if open) display and overtakes the UI regardless if there are applications running. In the case when the caller is not in the user's contact list or is but has no assigned contact image, the desktop wallpaper is shown for the incoming and active call background.

2. The user answers the call by tapping accept.

3. Once the user accepts the call, the active call view is displayed.

1.1 In-Call - PS Flow 3: Accept an incoming call when on a call



Accept a call when on a call

1. In this scenario, the user is currently in an active call with “Joe Caller” and receives an incoming call interrupt from “Josefina Caller” which overtakes the active call screen.

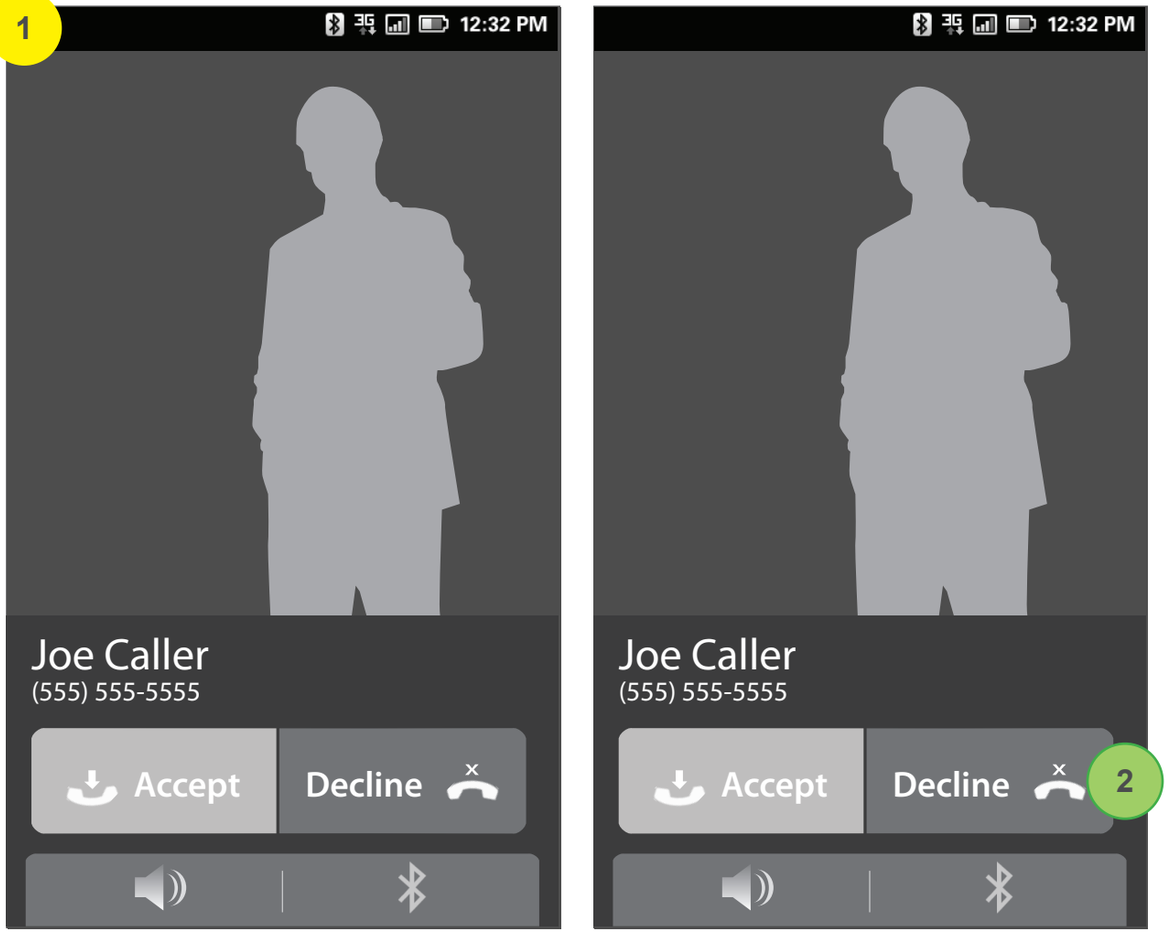
2. The user answers the call by tapping accept.

3. Once the user accepts the call from “Josefina”, “Joe Caller” is now on hold as shown in the status bar along the top of the active call area within the screen viewport.

4. The user is now in an active call with “Josefina Caller” and the actions shown in the call controls apply to the active call only.

5. The action bar however has updated to display contextual actions for the multiple call scenario. The “view exposé” action along with bluetooth remain visible but have shifted the left to accommodate the “merge” and “swap” actions enabling the user to merge the calls to create a conference call or swap the active and on hold calls.

1.1 In-Call - PS Flow 4: Decline an incoming call



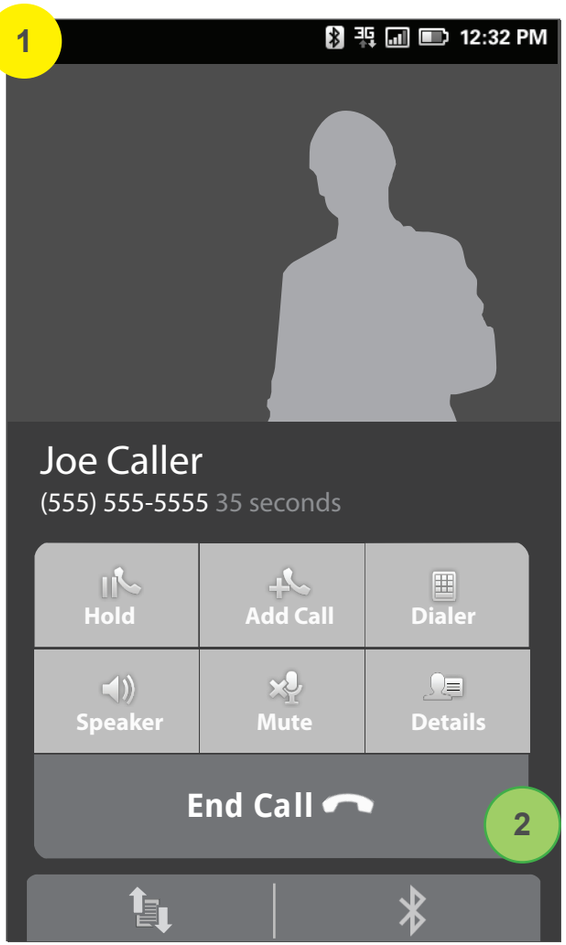
Decline an incoming call

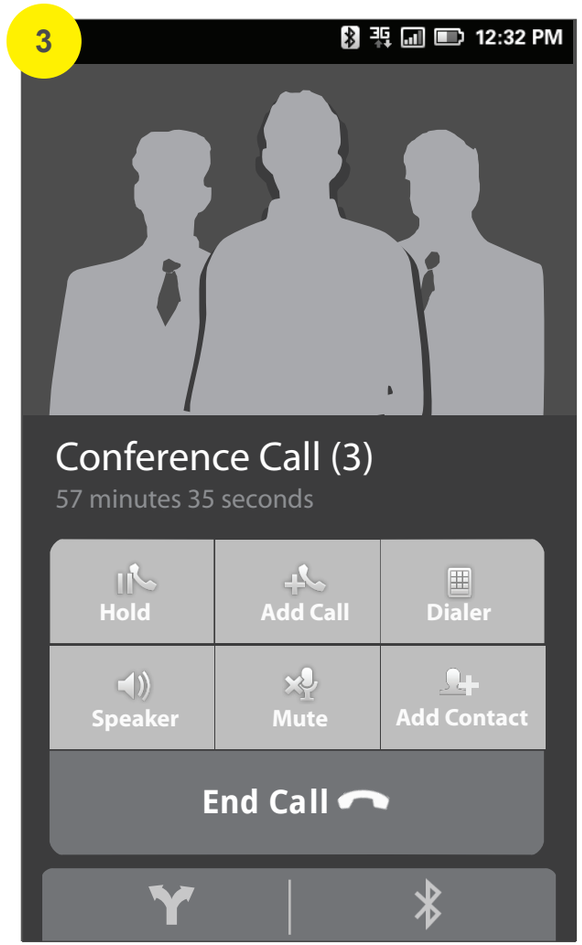
1. An incoming call interrupt is shown in the primary (front if closed, left if open) display and overtakes the UI regardless if there are applications running. As shown, the caller is saved in the user's contact list with an image assigned, so the contact's image becomes the background (full screen) for the incoming call and active call views.

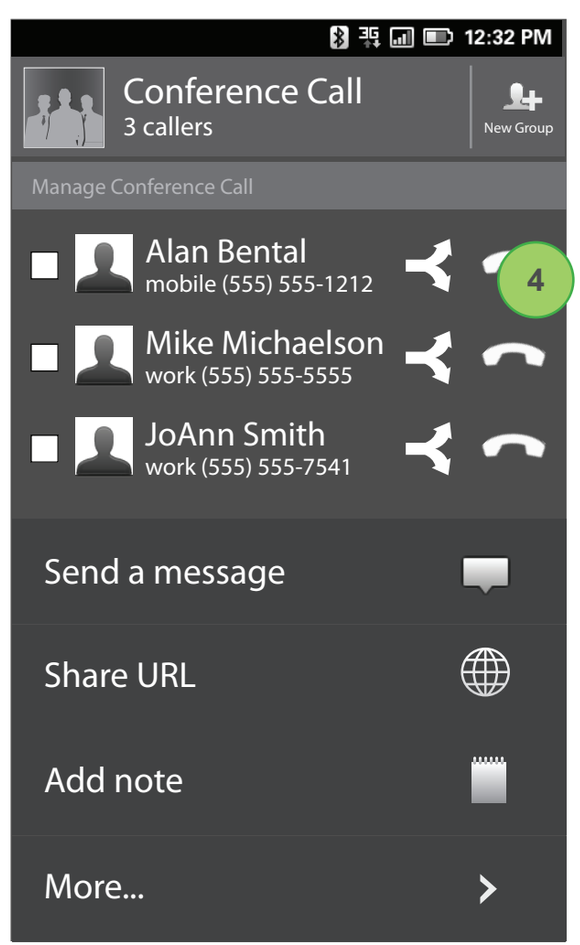
2. The user may ignore or Decline the call by tapping the "Decline" button in the incoming call split button. Once the user declines the call, the caller is sent directly to Voicemail.

The user is then returned to the active view/ location in an application, etc. prior to the incoming call interrupt.

1.1 In-Call - PS/PD Flow 5: End a call







End a call

1. Portrait Single Active Call

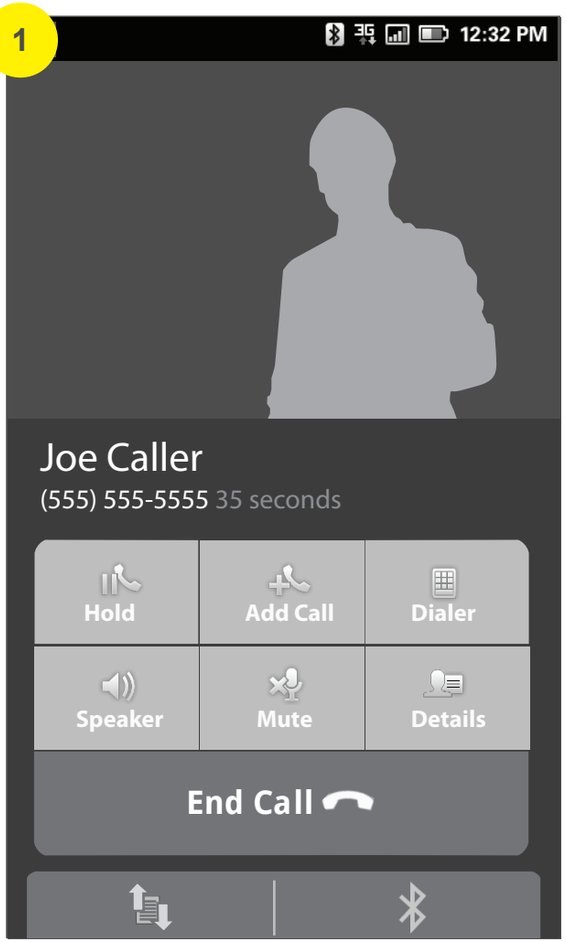
2. The user may hang up or end the call by tapping the “End Call” button in the active call overlay.

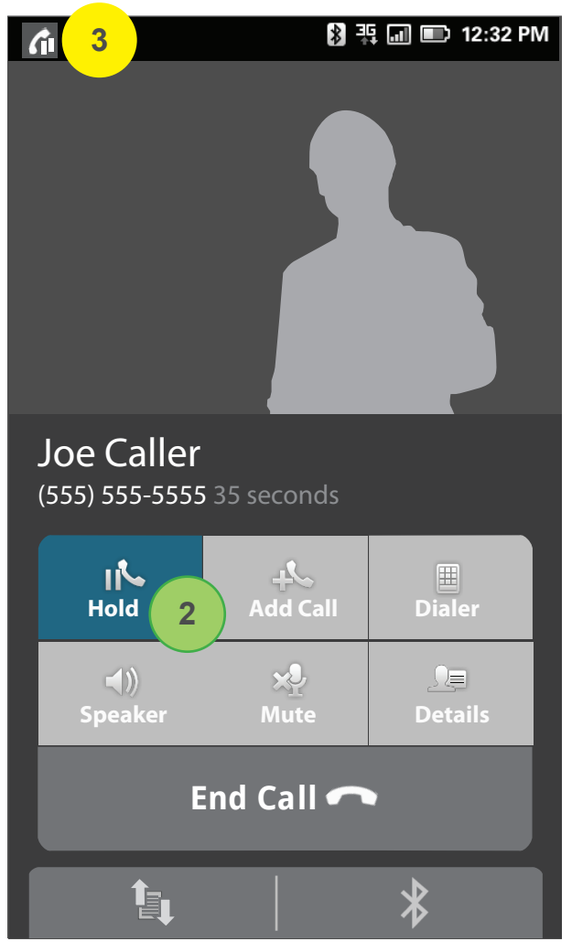
The user is then returned to the active view/location in an application, etc. prior to the accepting/making the call.

3. Portrait Dual Active Conference Call

4. In the exposé view for this context, the user can manage the conference call using the list view of individual callers that are on the merged call. The user may choose to end the call with an individual by tapping the inline end call button.

1.1 In-Call - PS Flow 6: Put call on hold from active call view





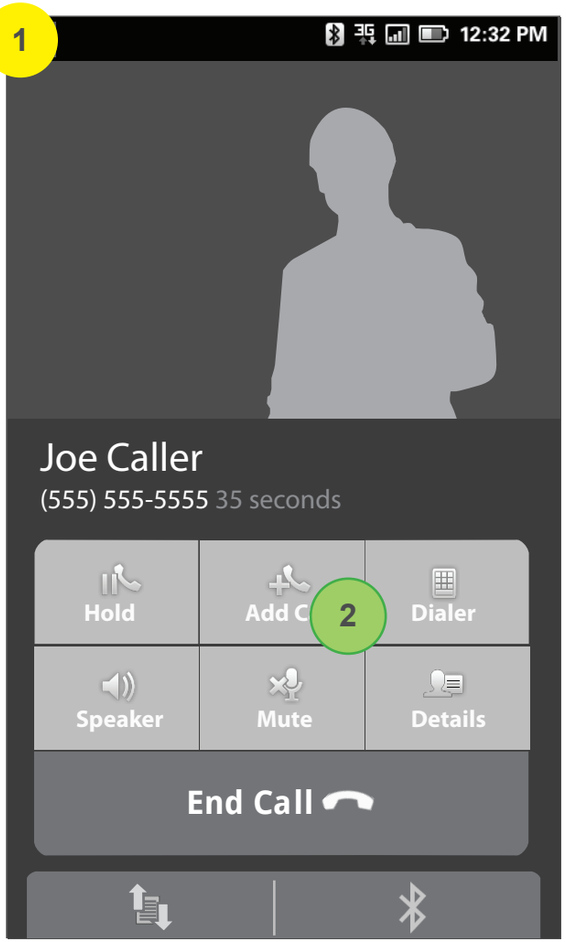
Put a call on hold

1. As shown, the user is currently in an active call with “Joe Caller”.

2. Within the active call view, the user may tap the hold button within the call overlay to put the caller on hold. The button is a toggle so once tapped, a selected or “on” state is then visible until the user taps the button again to take the call off hold.

3. In addition to the “on” state of the button, and indicator is displayed in the status bar notifying the user the call is on hold.

1.1 In-Call - PS Flow 7: Add a call from active call view



Add a call

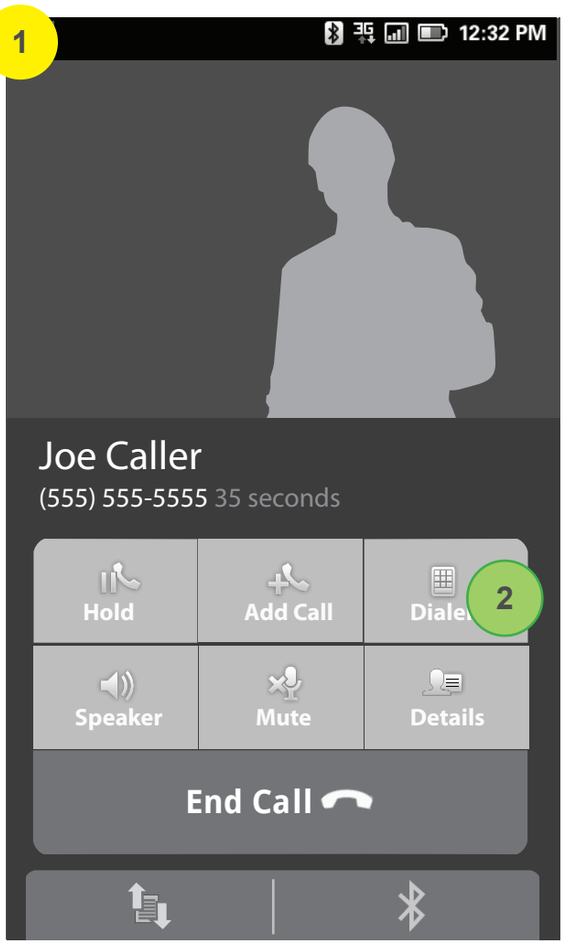
1. As shown, the user is currently in an active call with “Joe Caller”.

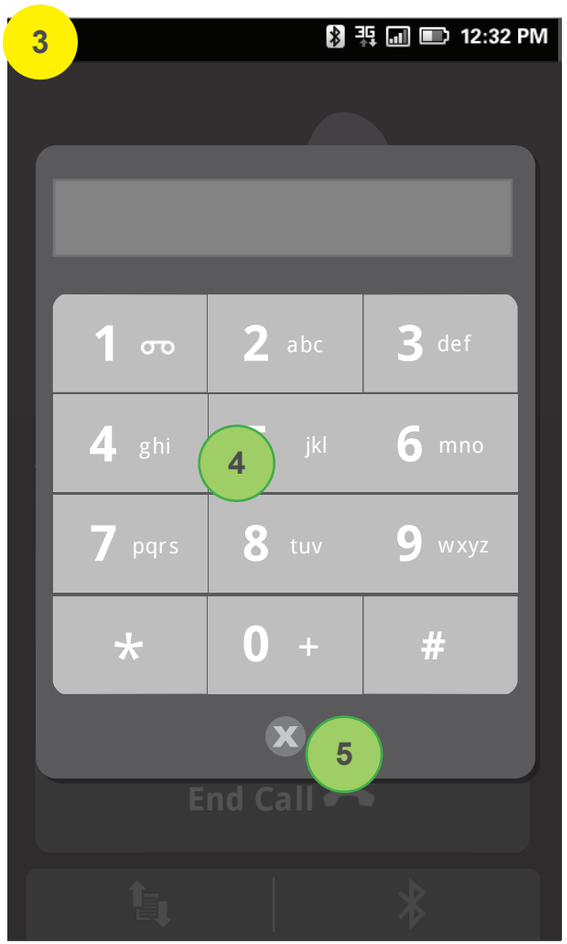
2. The user taps the “Add Call” button in the active call overlay to dial another call.

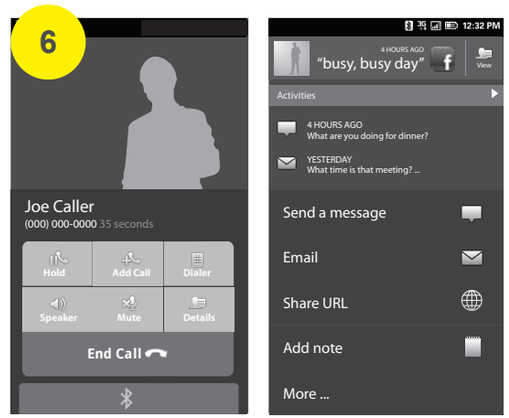
3.Tapping the “Add Call” button by default opens the dialer full screen enabling the user to dial the number and make a new call, but the user may use the tabs to navigate to the call log or contacts to add a call.

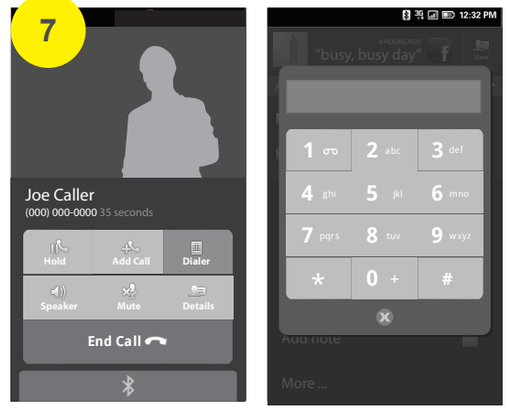
Once the user has dialed, or chosen a contact and initiated the call, the new caller becomes the active call and the prior caller is automatically put on hold.

1.1 In-Call - PS/PD Flow 8: Open the dialer in active call view









Open the dialer while on a call

1. Portrait Single Active Call View

2. The user can open the dialer from the active call overlay by tapping the “Dialer” button.

3. A modal variation of the dialpad, which contains only the input field and keypad, is displayed over the active call view.

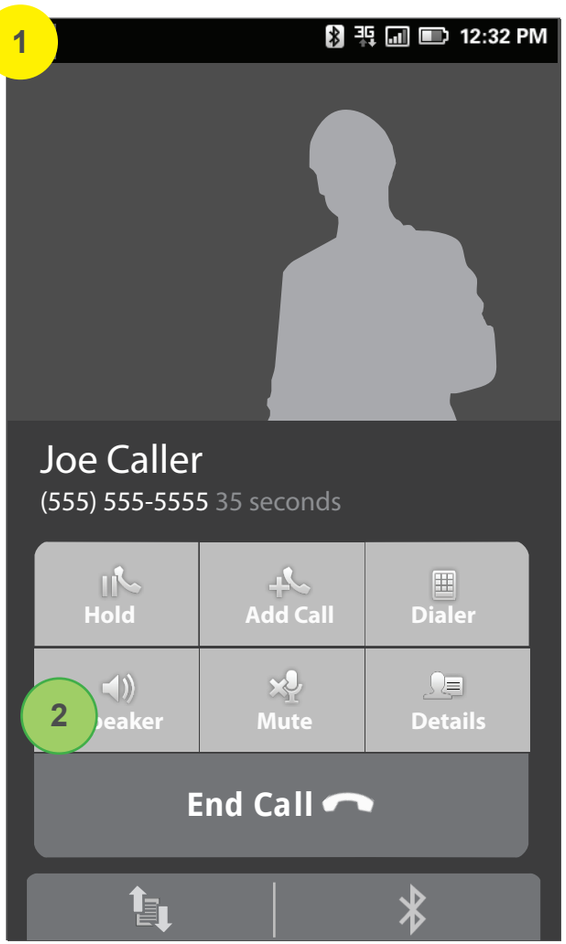
4. The user may tap to enter characters as in the standard dialer but there is no voice dial in this view.

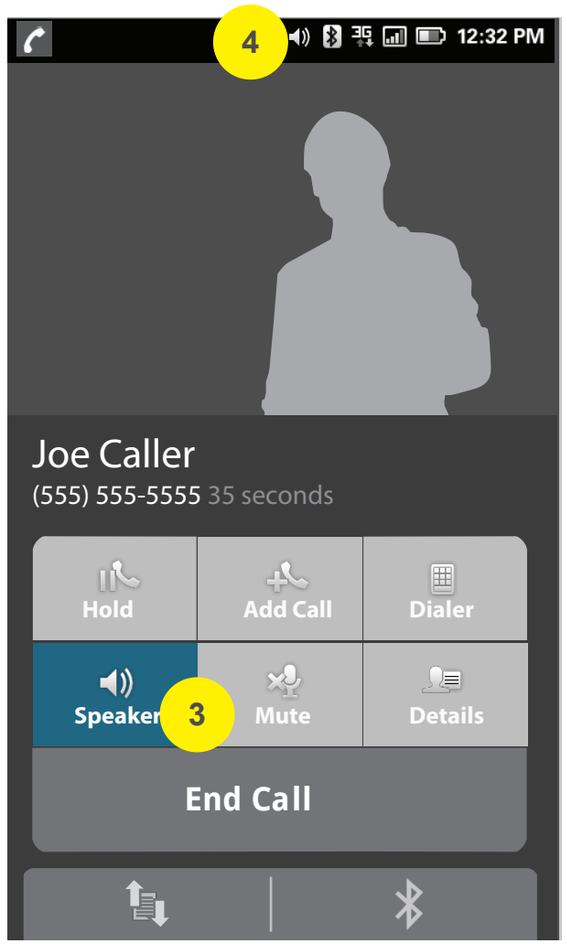
5. The dialer can be dismissed by tapping the “close” control displayed in the footer of the dialer modal.

6. Portrait Dual Active Call Exposé View
Opening the dialer is the same interaction as in the Portrait Single view.

7. Portrait Dual Active Call Exposé View (Open Dialer)
When the user chooses to open the dialer when in maximized portrait dual exposé view the dialer modal opens over the exposé.

1.1 In-Call - PS Flow 9: Put a call on speaker from active call view





Put call on speaker

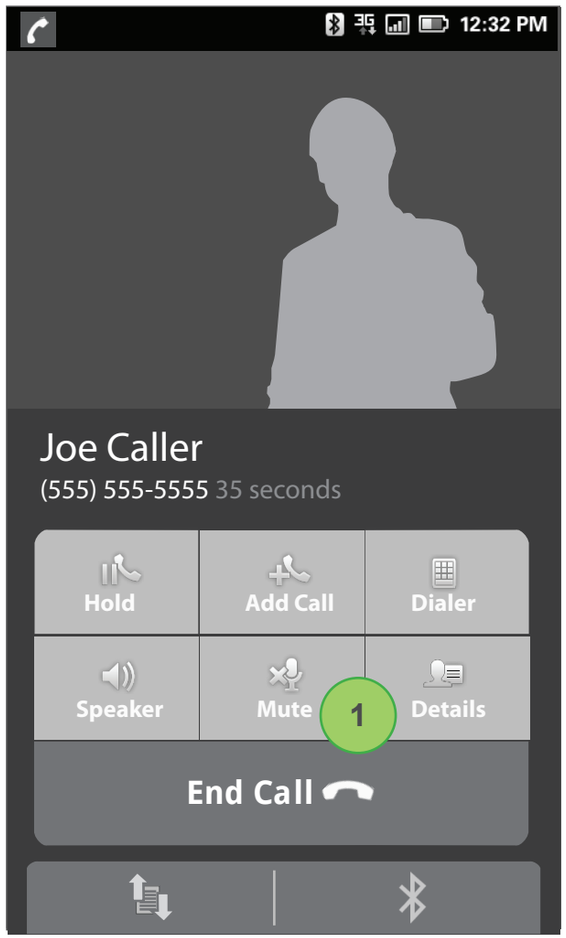
1. As shown, the user is currently in an active call with “Joe Caller”.

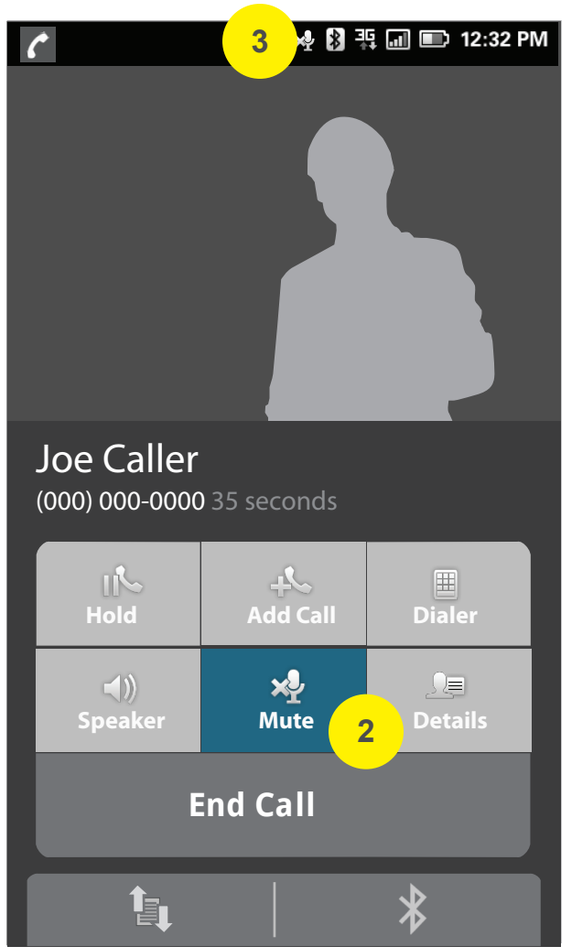
2. The user taps the “Speaker” button in the active call overlay to put the device in speaker mode.

3.The speaker button serves as a toggle control and displays a selected or on-state once tapped. The user may tap the button again to turn off or deactivate speaker mode therefore returning the button to off mode.

4. In addition to the button on-state, a speaker icon is displayed in the annunciator bar indicating speaker is active.

1.1 In-Call - PS Flow 10: Put a call on mute from active call view





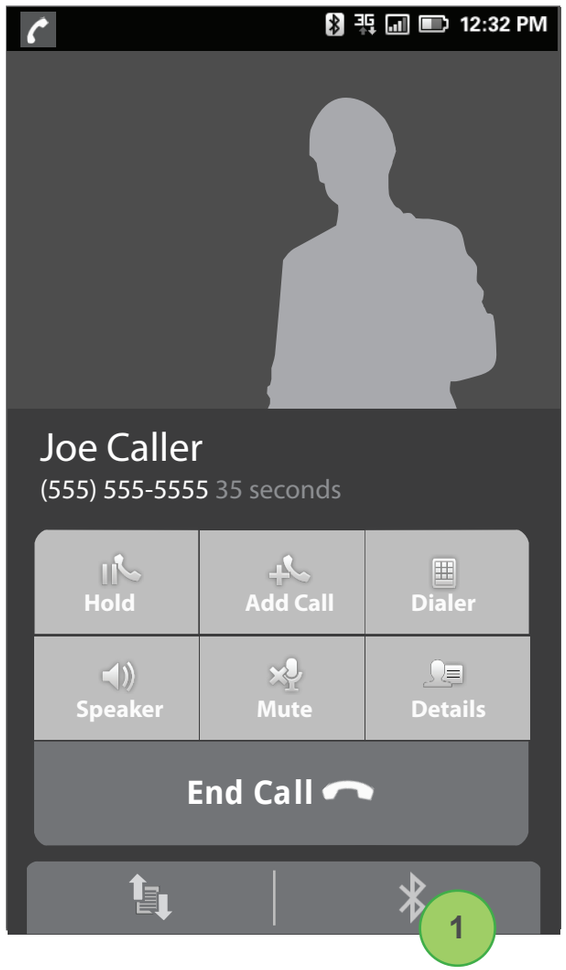
Put call on mute

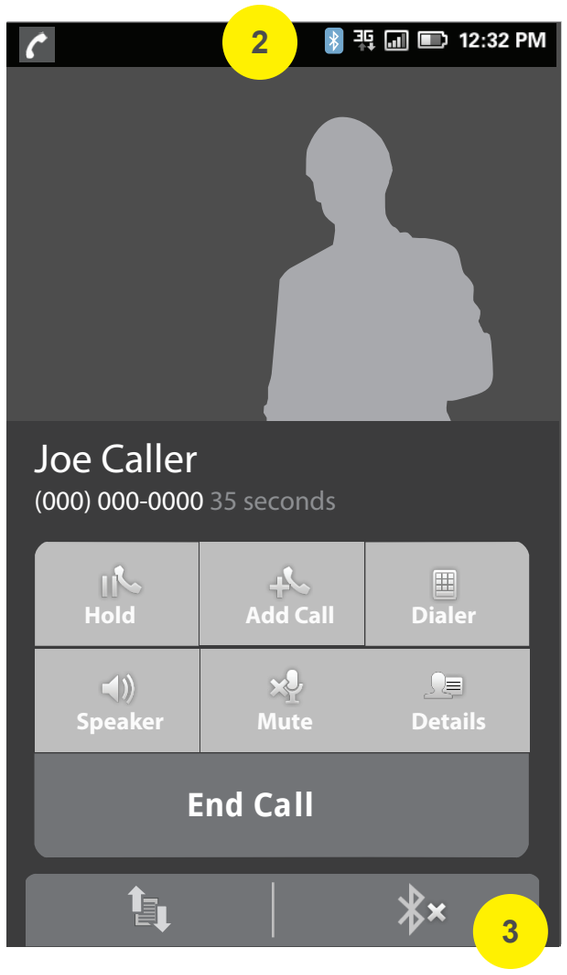
1. User taps the “Mute” button in the call overlay. The microphone is now on mute

2. The “Mute” button is indicated as active.

3. A mute icon appears in the annunciator bar.

1.1 In-Call - PS Flow 11: Enabling bluetooth from active call view





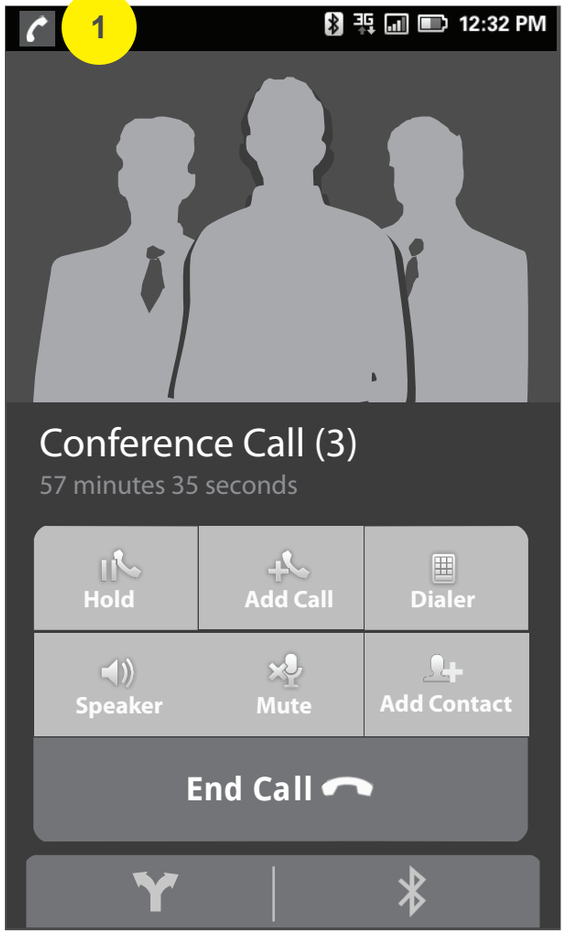
Enabling bluetooth while on a call

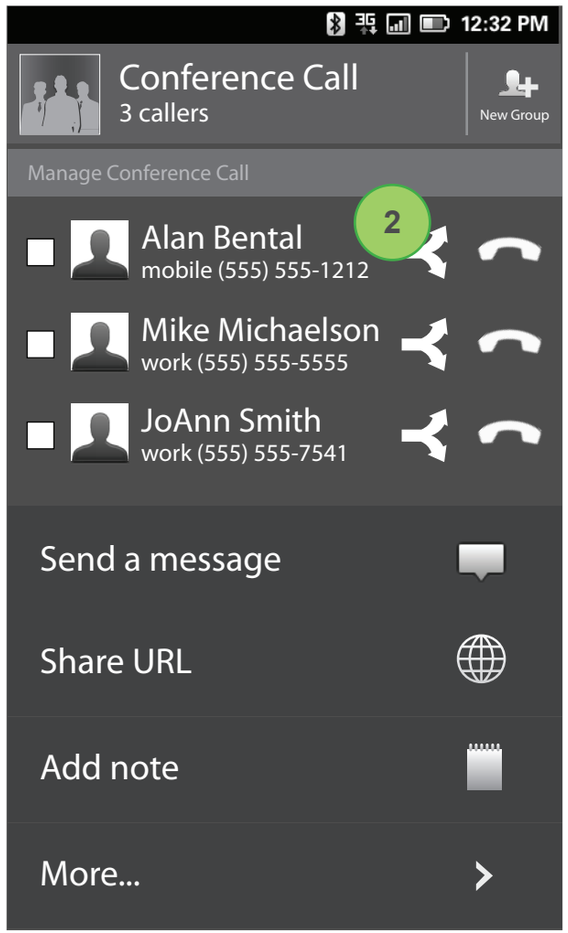
1. User taps the ‘Bluetooth’ button.

2. If there is a bluetooth device connected, it is now active and enabled and a bluetooth icon appears in the annunciator bar.

3. The ‘Bluetooth’ button serves as a toggle and is now shown as active, an “x” indicating to the user to tap to disable bluetooth.

1.1 In-Call - PD Flow 12: Managing individual and merged callers from active call view



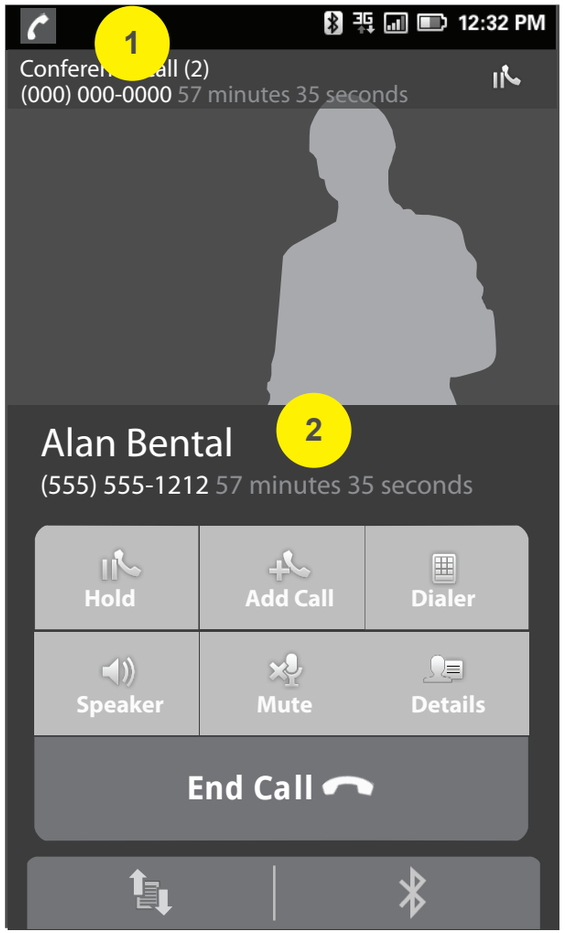


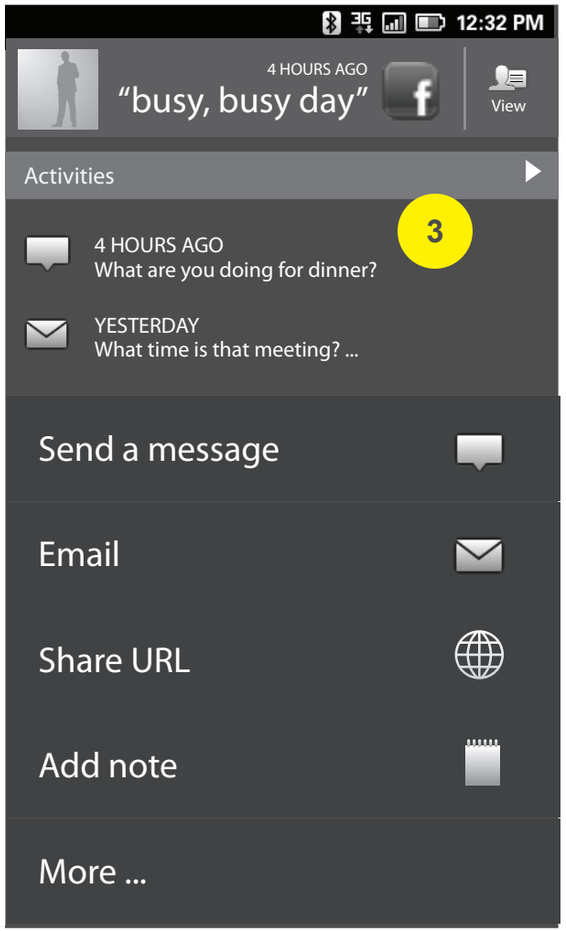
Managing multiple caller scenarios

1. As shown the user is in dual-screen mode while on a merged multiple caller or conference call.

2. User taps the ‘unmerge’ button displayed next to a caller in a conference call.

1.1 In-Call - PD Flow 12: Managing individual and merged callers from active call view (cont'd)





Managing multiple caller scenarios

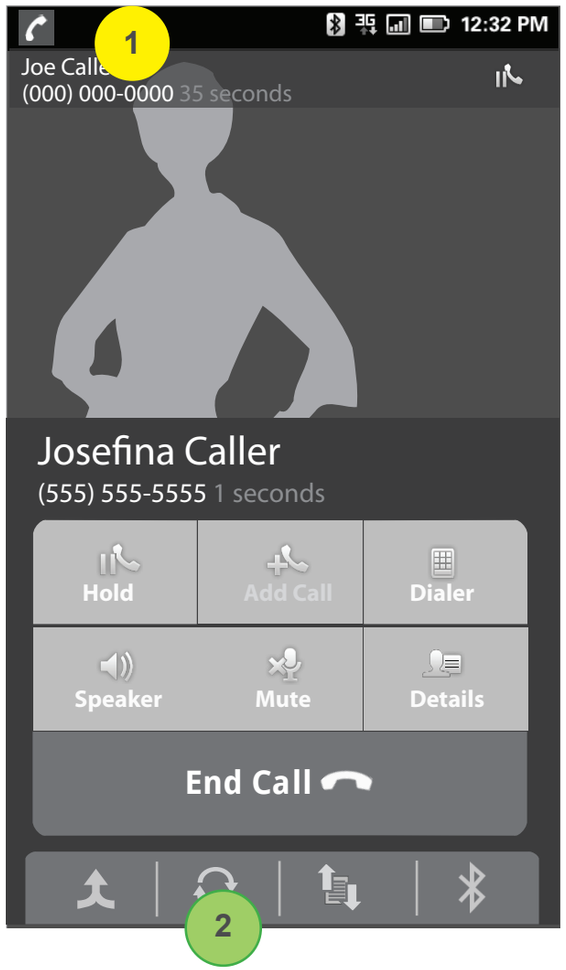
1. The conference call has now been put on hold and is represented as on hold at the top of the active call screen.

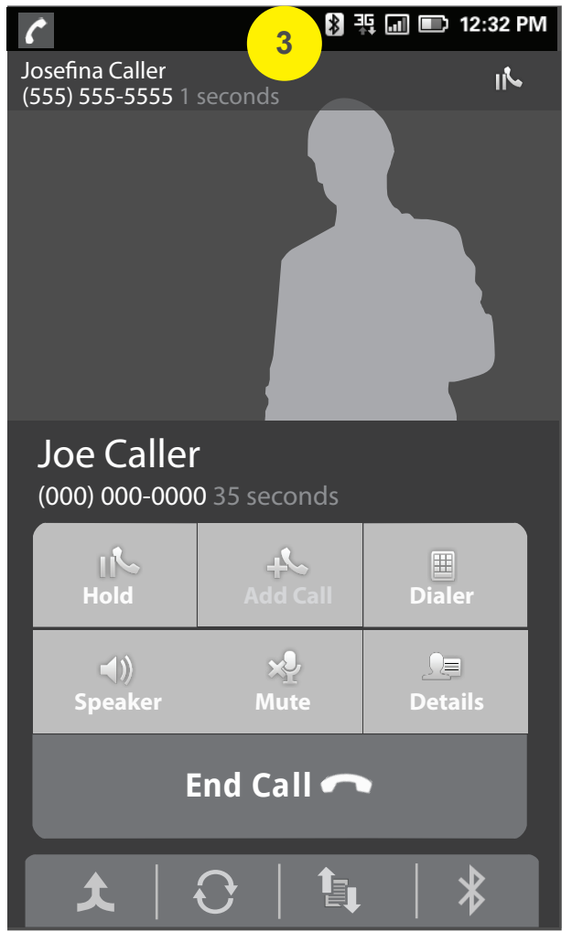
In the previously shown conference call exposé view the list of individuals in the conference call would update to reflect there is one fewer caller on the conference call.

2. The selected caller has now been unmerged from the conference call and is now the active call.

3. The exposé view shown is replaced by the view for the individual in the active call.

1.1 In-Call - PS Flow 13: Swap calls from active call view





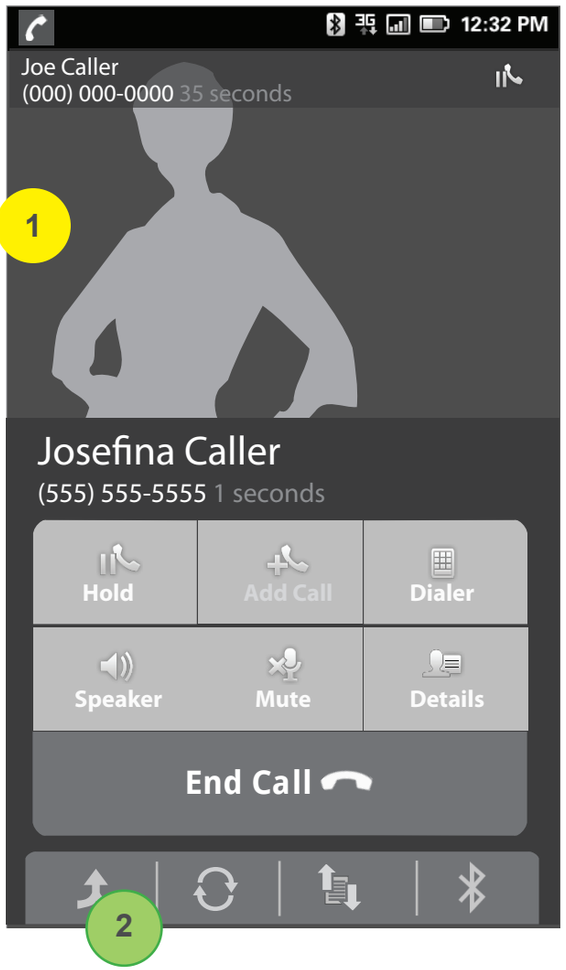
Swap calls

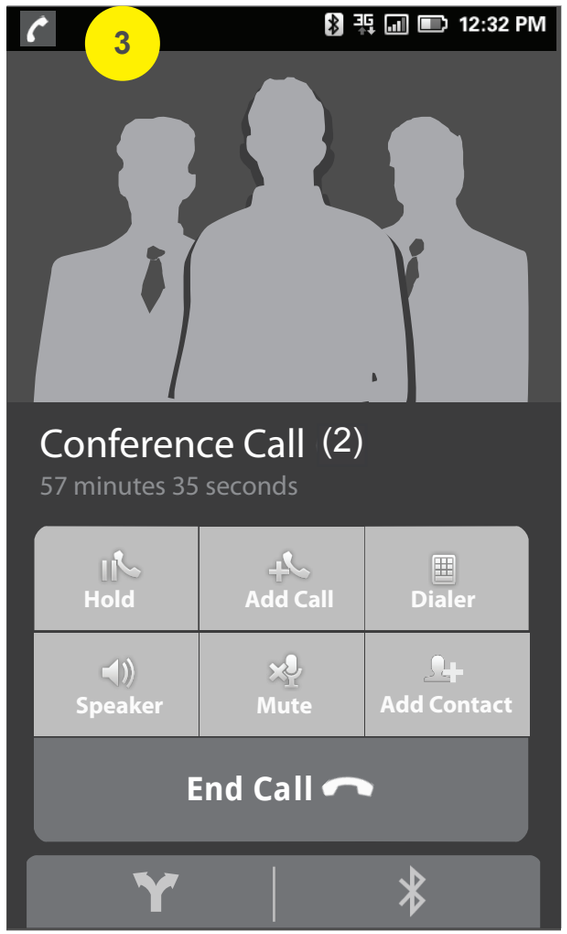
1. There are two single calls currently active. One call is on hold, one call is at the forefront.

2. User taps the ‘swap’ icon in the action bar.

3. The call that was on hold is now in the forefront, and the call that was in the forefront is now on hold.

1.1 In-Call - PS Flow 14: Merge calls from active call view





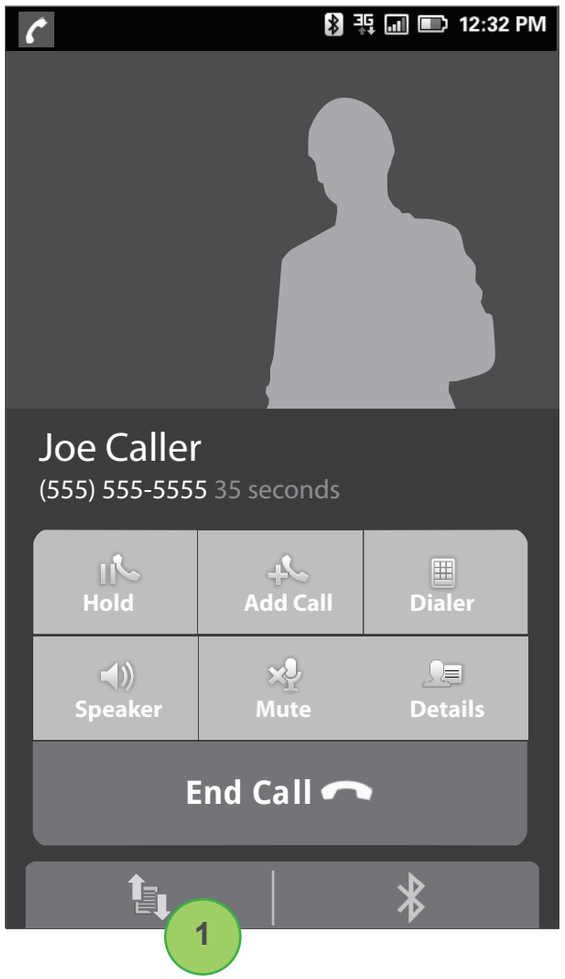
Merge calls

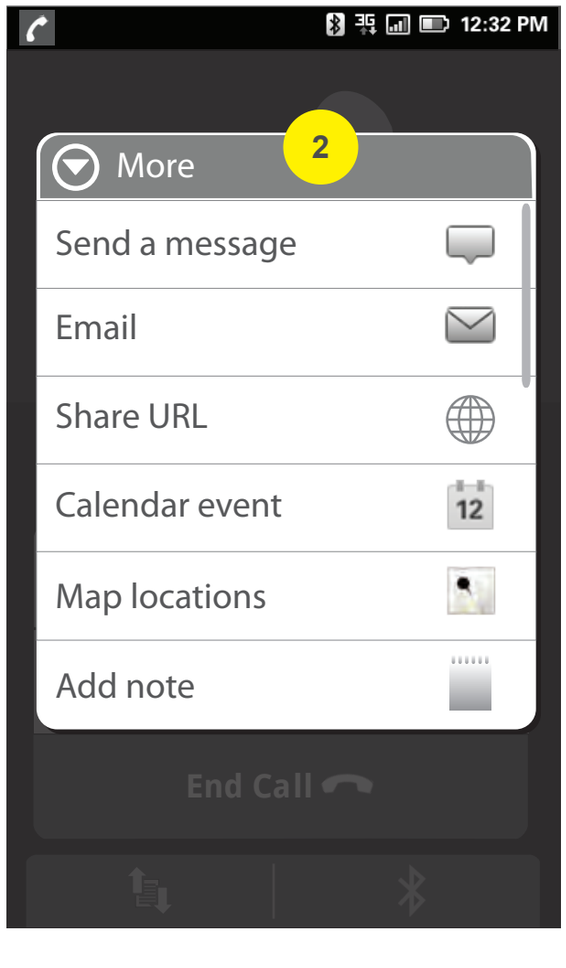
1. There are two concurrent calls, an active call as shown in the foreground and another on hold displayed in an overlay at the top of the screen.

2. User taps the “merge” icon in the action bar.

3. The two calls are merged into one conference call. The active call screen is updated to reflect that the user is now in a conference call.

1.1 In-Call - PS Flow 15: Viewing in-call contextual actions in single screen mode



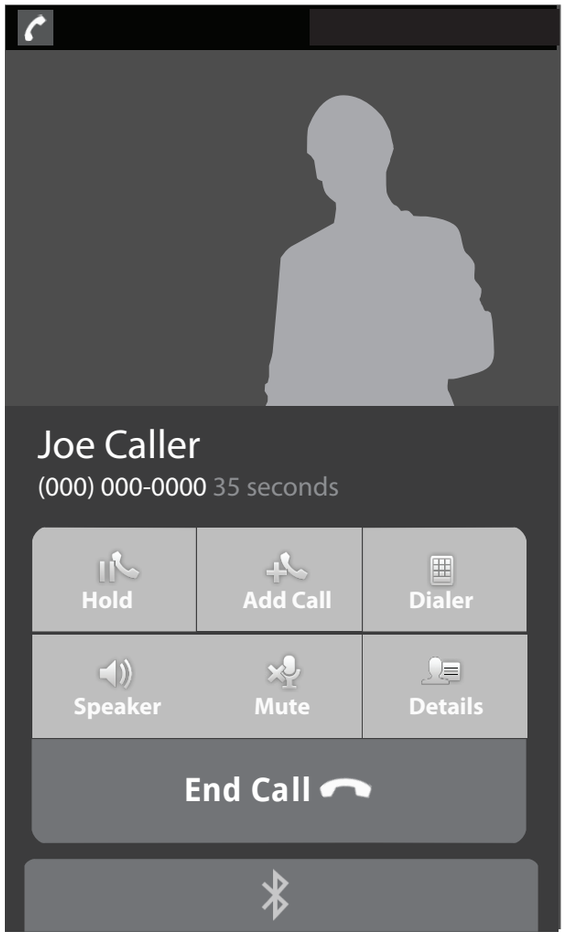


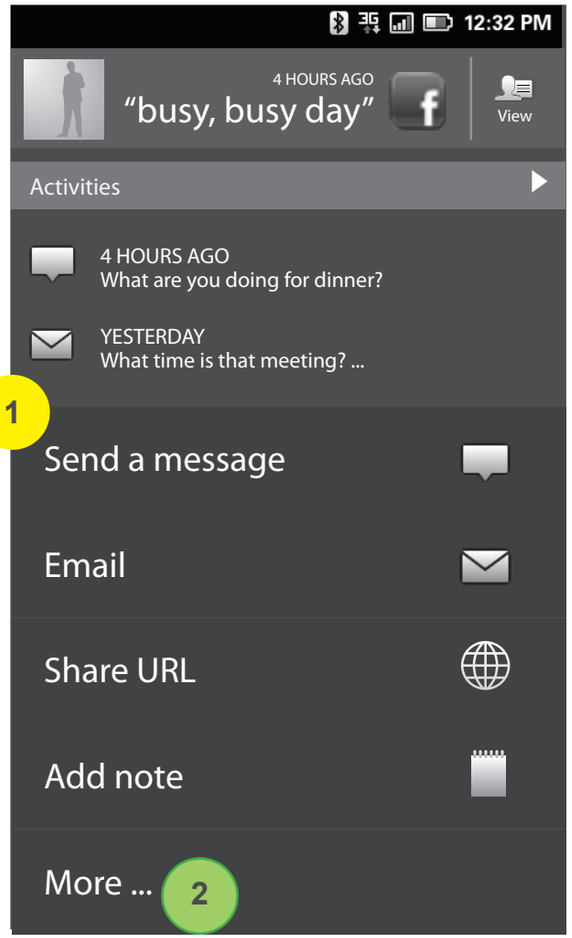
Accessing in-call actions in single screen mode

1. User taps the “contextual actions” icon in the action bar. This option enables the user to access the actions available in the dual screen in-call exposé view while in single screen mode.

2. The contextual actions menu appears as an overlay on screen. The user may then tap an item in the menu to make a selection or press the back key on the device to dismiss the menu.

1.1 In-Call - PD Flow 15: Viewing in-call contextual actions in dual screen mode



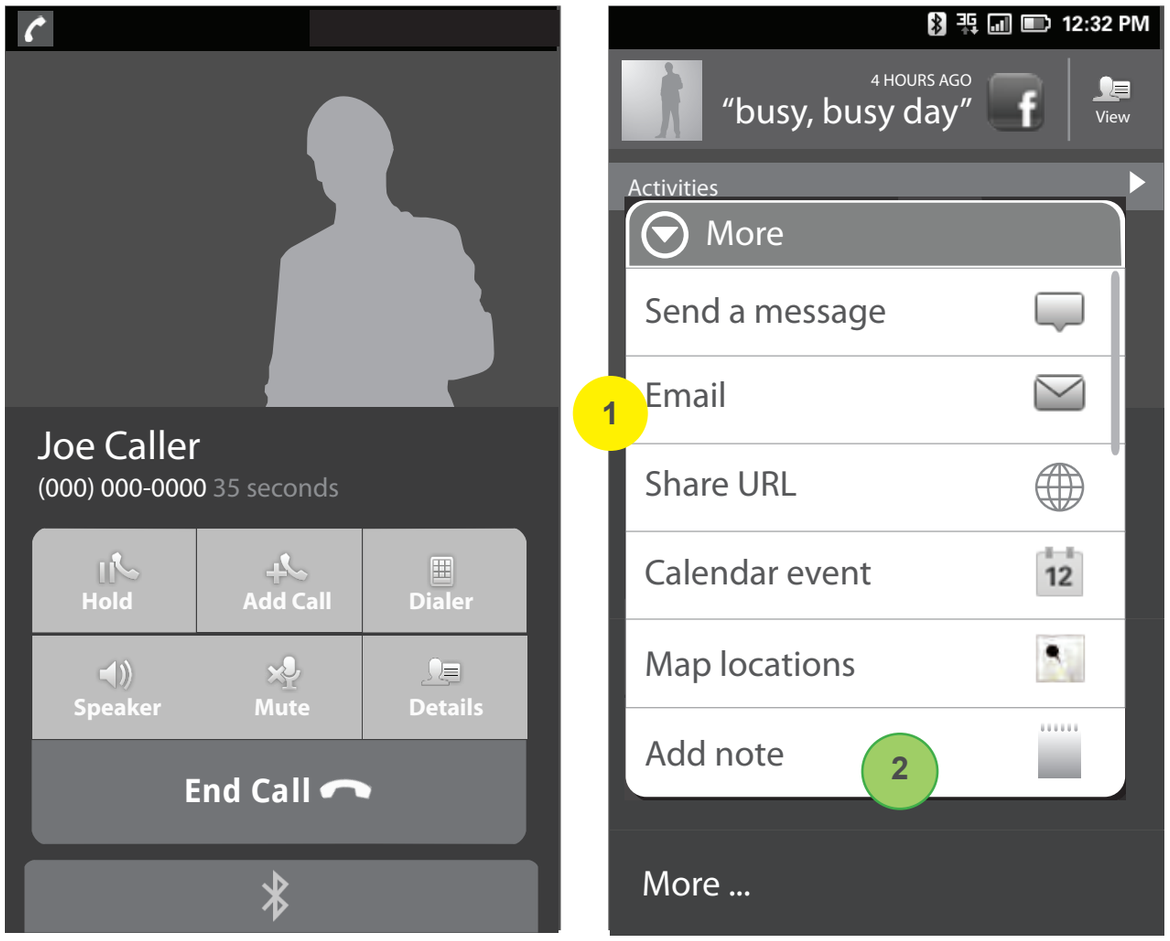


Accessing in-call actions in dual screen mode

1. In dual screen mode, contextual actions are surfaced in the exposé view for the active call.

2. To access additional actions, the user taps the 'more' item in the list. (The first four actions are listed on that screen).

1.1 In-Call - PD Flow 15: Viewing in-call contextual actions in dual screen mode (cont'd)



1. The contextual menu appears as a modal over the expose screen. (It contains all of the contextual options)

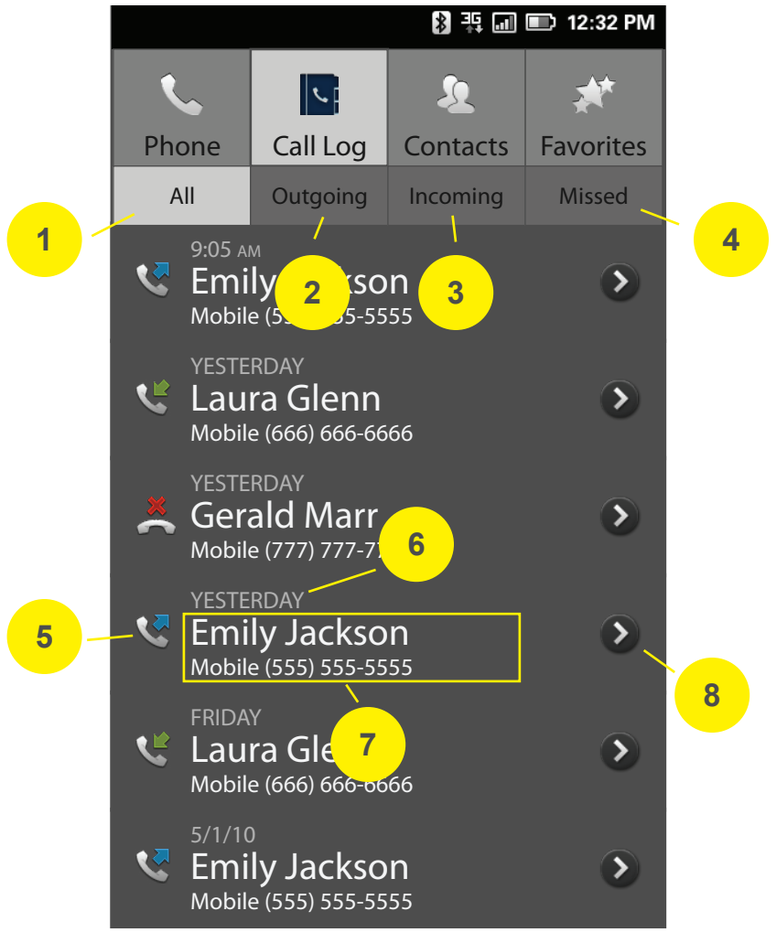
2. The user taps to make a selection from the menu, dismissing the menu.

The user may also dismiss the menu by pressing the back key on the device.

PHONE: **2.0 CALL LOG**

2.0 CALL LOG **WIREFRAMES**

PD.PS.2.0 Call Log: Overview (page 1 of 2)



CALL LOG
Overview

The Call Log contains four tabs. Each tab applies a different filter to the Call Log.

1. All - shows all calls in the Call Log

2. Outgoing - shows only outgoing calls

3. Incoming - shows only incoming calls

4. Missed - shows only missed calls

Each entry in the Call Log has 4 components.

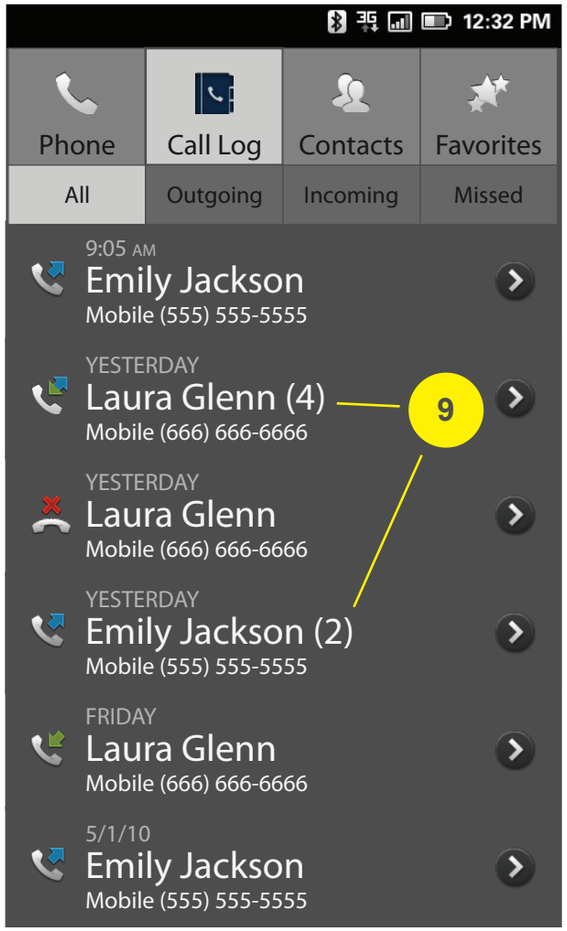
5. Call Type Indicator

6. Time Stamp

7. Name/Number Identification

8. Call Details Button

PD.PS.2.0 Call Log: Overview (page 2 of 2)



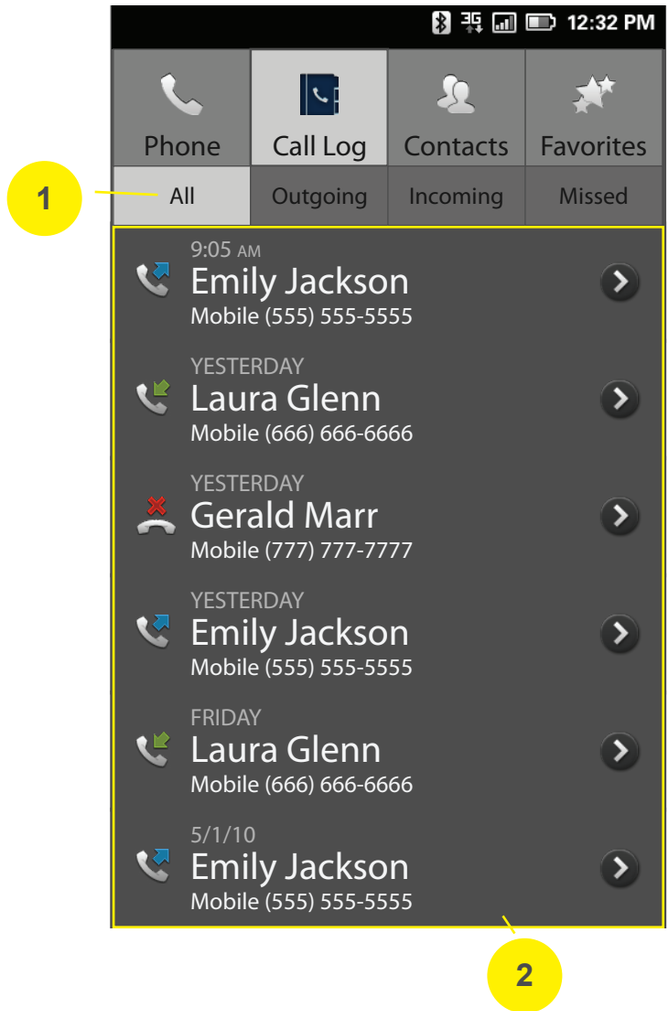
CALL LOG
Overview

If several Outgoing or Incoming calls with the same Contact or number are adjacent to each other chronologically in the Call Log, they will be aggregated into one entry in the Call Log list view.

9. Aggregated Outgoing or Incoming Calls in the Call Log

Missed calls are not aggregated with Outgoing or Incoming calls, even if they are adjacent to them.

PD.PS.2.0.a Call Log: All Calls



CALL LOG

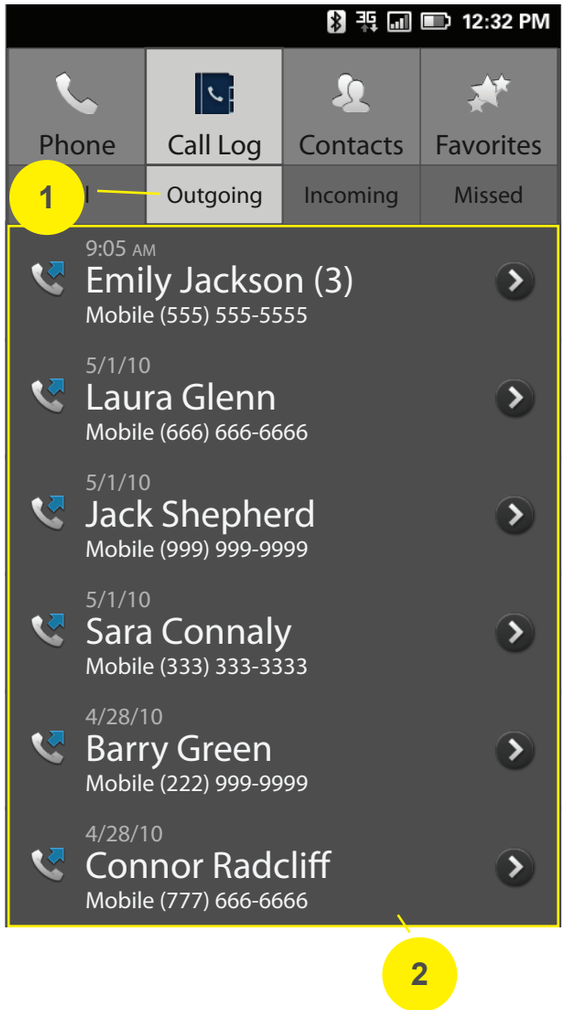
All Calls view (default)

When the All tab is selected, all of the calls in the Call Log will be displayed in chronological order, with most recent at the top and oldest at the bottom.

1. All Tab (selected)

2. Call Log Entry Display Area. This area is a scrollable list.

PD.PS.2.0.b Call Log: Outgoing Calls



CALL LOG

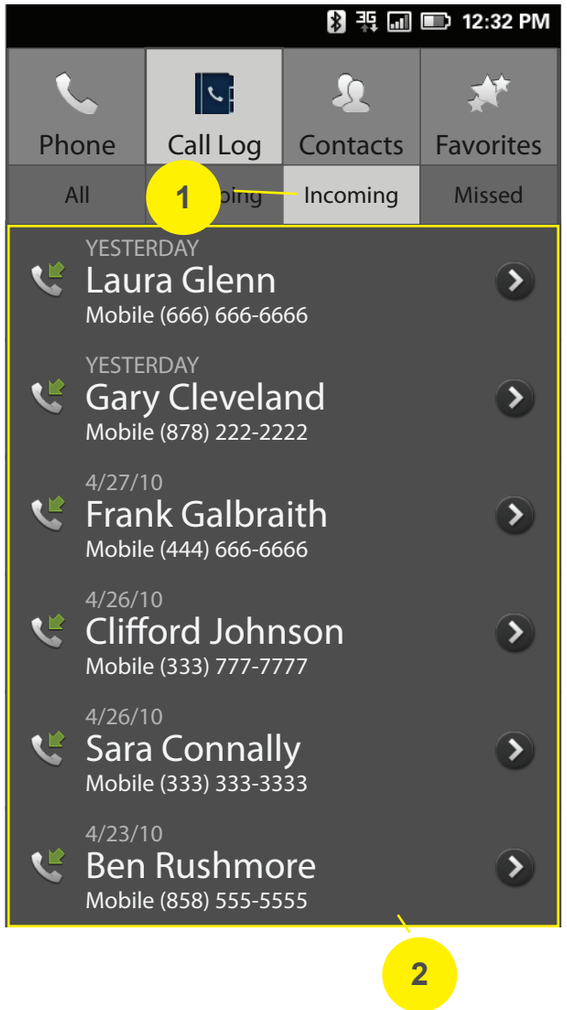
Outgoing Calls view

When the Outgoing tab is selected, outgoing calls in the Call Log will be displayed in chronological order, with most recent at the top and oldest at the bottom.

1. Outgoing Tab (selected)

2. Call Log Entry Display Area. This area is a scrollable list. If there are adjacent calls with the same Contact or number, they will be aggregated.

PD.PS.2.0.c Call Log: Incoming Calls



CALL LOG

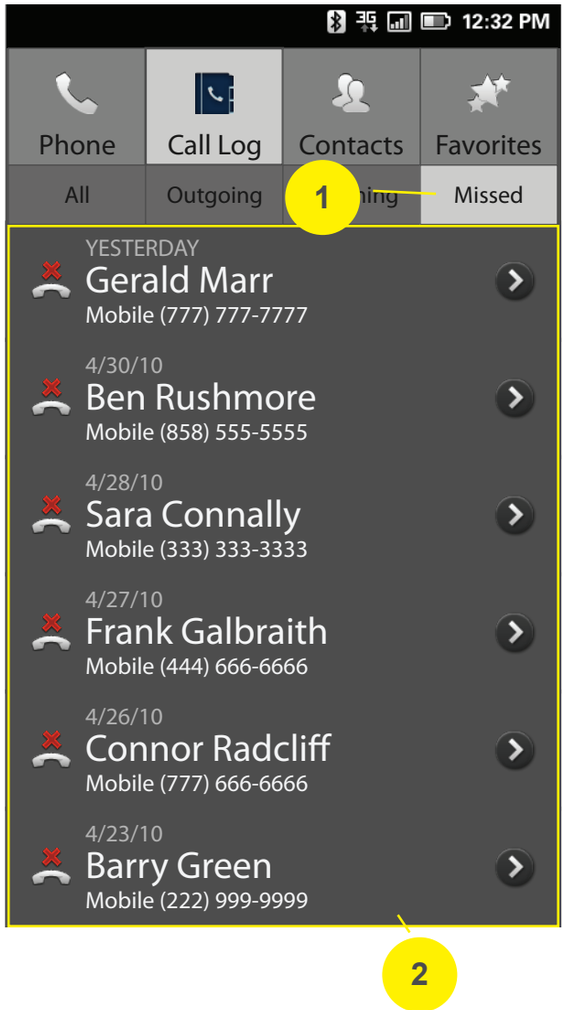
Incoming Calls view

When the Incoming tab is selected, incoming calls in the Call Log will be displayed in chronological order, with most recent at the top and oldest at the bottom.

1. Incoming Tab (selected)

2. Call Log Entry Display Area. This area is a scrollable list. If there are adjacent calls with the same Contact or number, they will be aggregated.

PD.PS.2.0.d Call Log: Missed Calls



CALL LOG

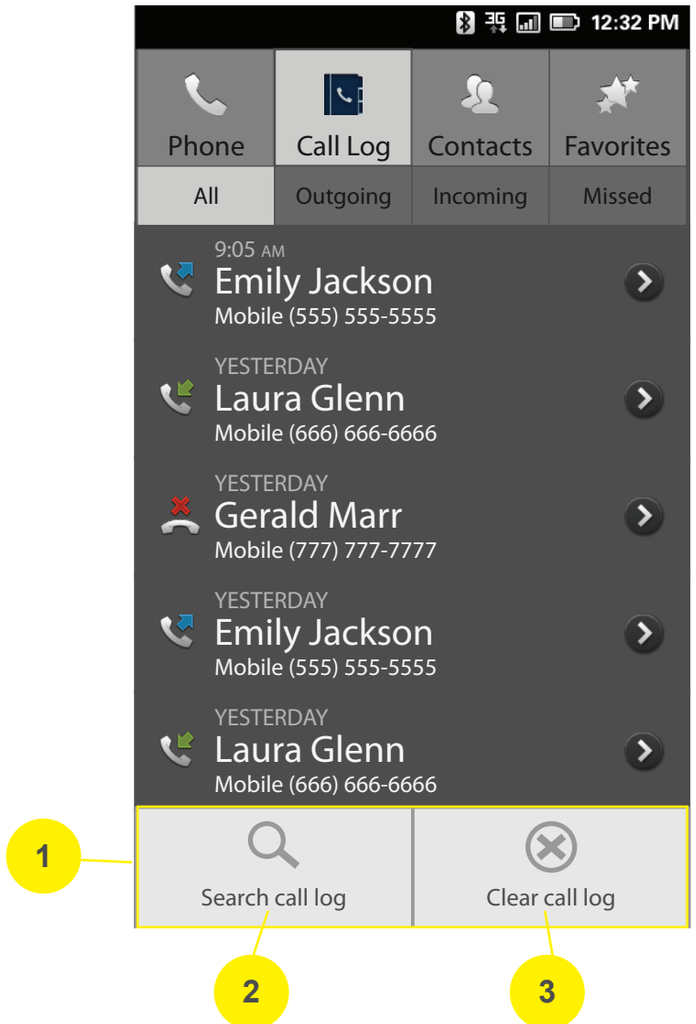
Missed Calls view

When the Missed tab is selected, missed calls in the Call Log will be displayed in chronological order, with most recent at the top and oldest at the bottom.

1. Missed Tab (selected)

2. Call Log Entry Display Area. This area is a scrollable list. If there are adjacent calls with the same Contact or number, they will be aggregated.

PD.PS.2.0 Call Log: Contextual Menu



CALL LOG
Contextual Menu

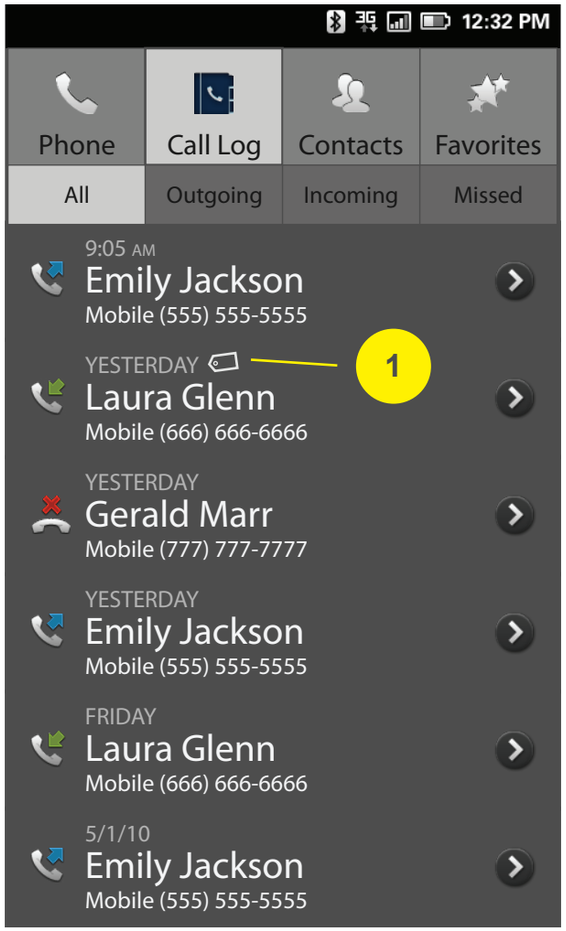
Clicking the Contextual Menu hard key displays the Contextual Menu.

1. Contextual Menu

2. Search call log button. Clicking this button brings up the Search Interface (Keyboard).

3. Clear call log button. Clicking this button brings up a Confirmation Dialog.

PD.PS.2.0 Call Log: Tagged Call Log Entries

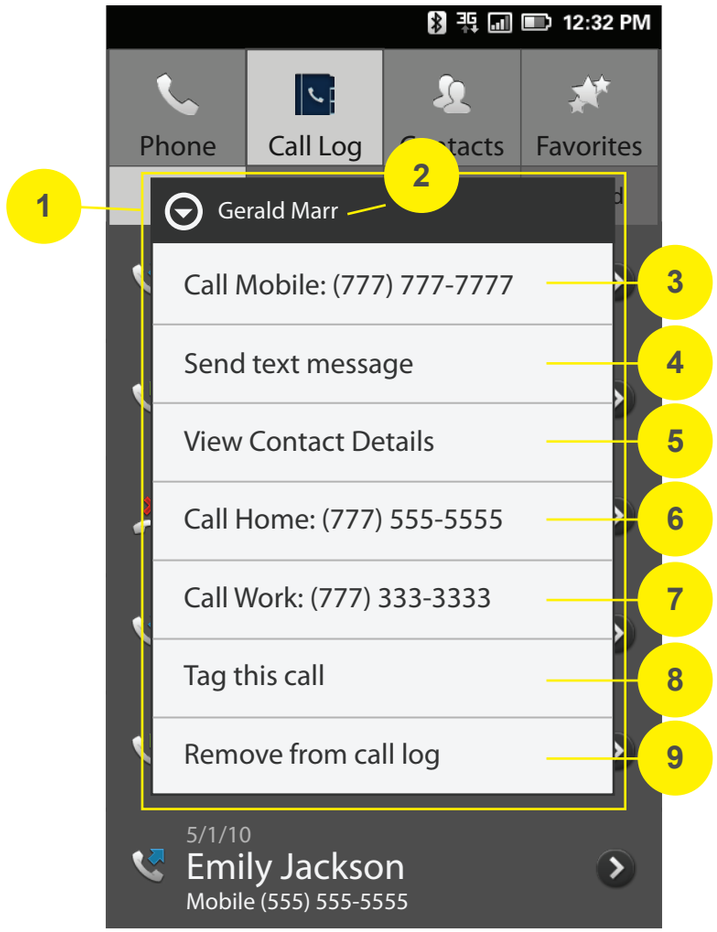


CALL LOG

Tagged Call Log Entries

1. Tagged Indicator. If an entry in the Call Log has been tagged, an indicator will be visible on the Call Log entry.

PD.PS.2.0 Call Log: Long Press Menu - Call from Contact



CALL LOG

Long Press Menu - Call from Contact

Long Pressing a Call Log entry from a Contact brings up the Long Press Menu.

1. Long Press Menu

2. Contact Name

3. Call Number in Call Log Entry

4. Send Text Message to Number in Call Log Entry

5. View Contact Details

6. Call Other Contact Number (if available)

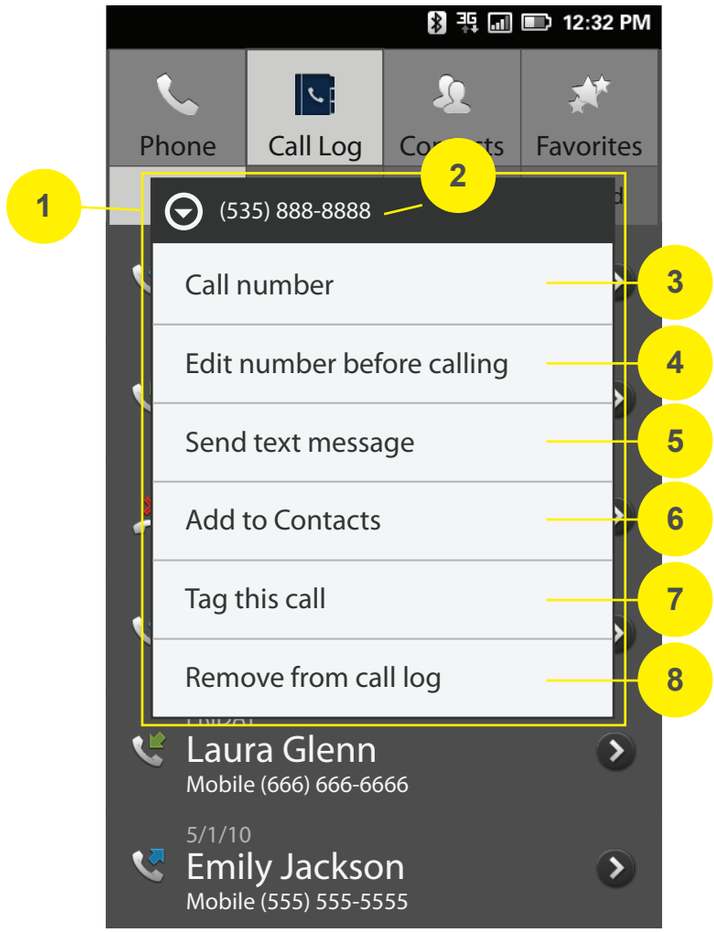
7. Call Other Contact Number (if available)

8. Tag This Call

9. Remove From Call Log

If there are more than (7) items in the Long Press Menu, it will scroll.

PD.PS.2.0 Call Log: Long Press Menu - Call from Unknown Number



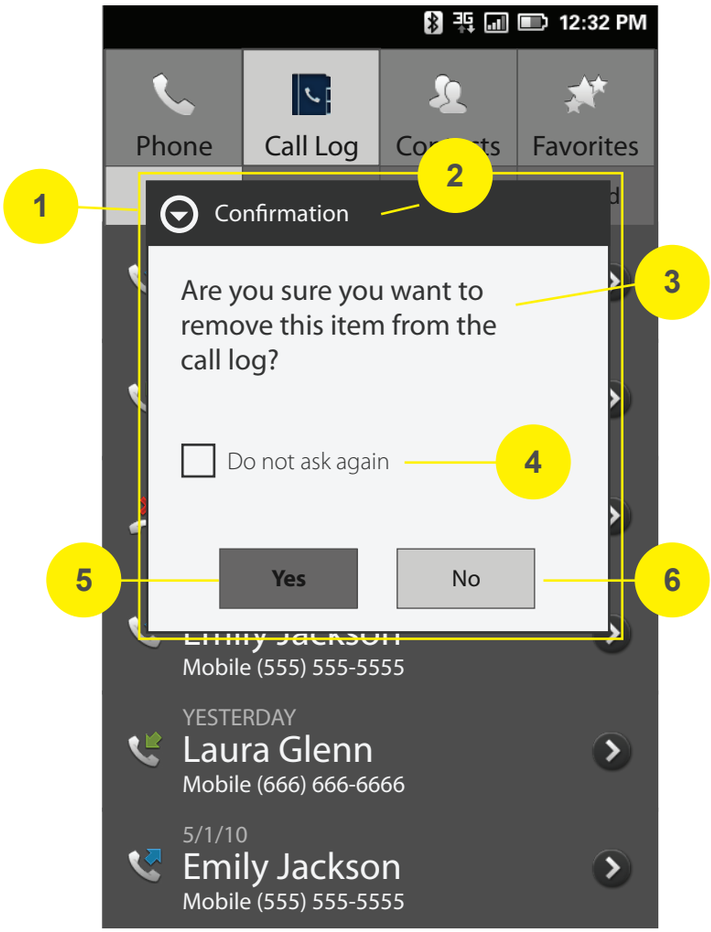
CALL LOG

Long Press Menu - Call from Unknown Number

Long Pressing a Call Log entry from an unknown number brings up the Long Press Menu.

1. Long Press Menu
2. Number
3. Call Number in Call Log Entry
4. Edit Number Before Calling
5. Send Text Message to Number in Call Log Entry
6. Add to Contacts
7. Tag This Call
8. Remove From Call Log

PD.PS.2.0 Call Log: Confirmation Dialog



CALL LOG
Confirmation Dialog

The Confirmation Dialog appears when a user is about to remove one or more items from the Call Log.

1. Confirmation Dialog

2. Dialog Label

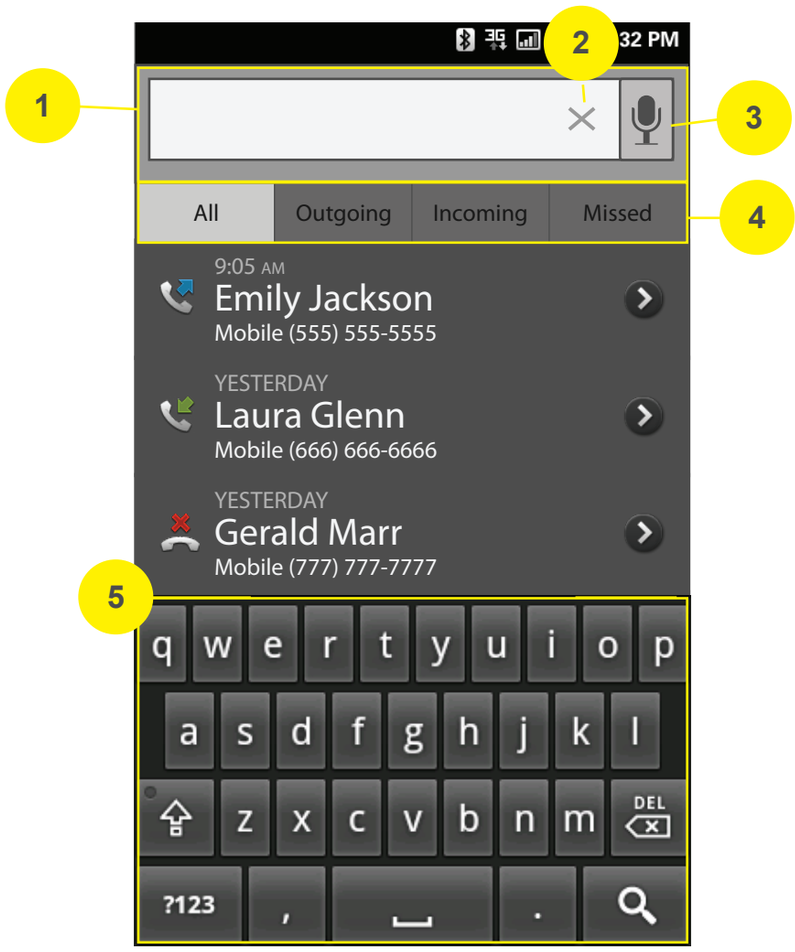
3. Confirmation Question

4. Do not ask again Checkbox. Checking this box will prevent the Confirmation Dialog from appearing the next time the user does the same action.

5. Yes button. Tapping the Yes button allows the user to proceed.

6. No button. Tapping the No button cancels the action.

PD.PS.2.0 Call Log: Search Interface (Keyboard)



CALL LOG
Search Interface

The Search Interface appears when a user taps the Search call log button in the Call Log Contextual Menu.

1. Search Criteria Module

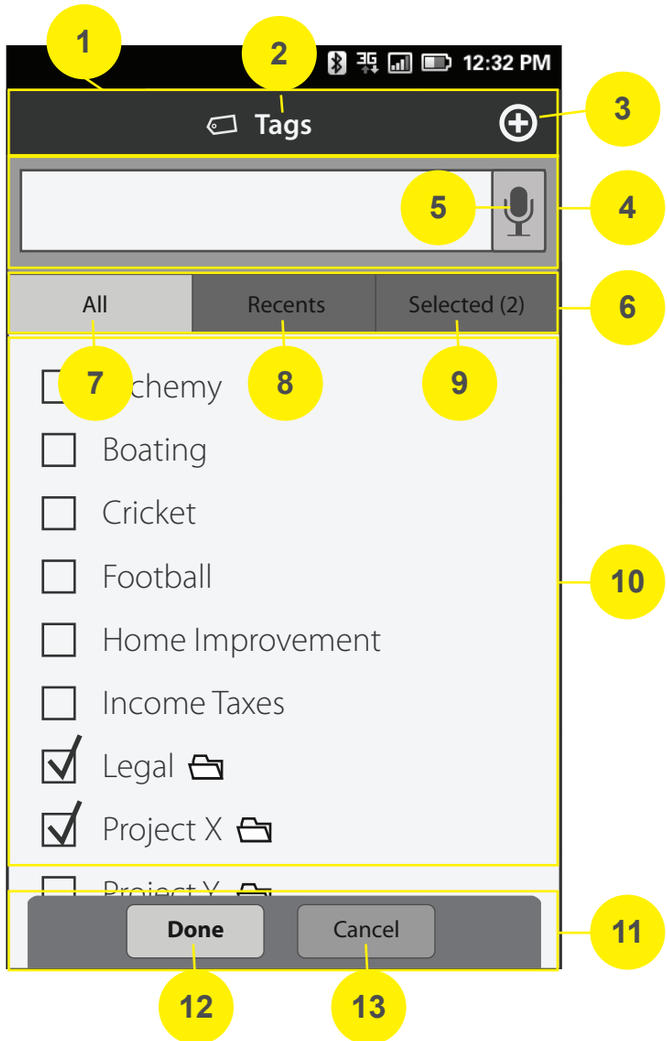
2. Delete Search Criteria Button

3. Voice Search Button

4. Call Log Tabs

5. Keyboard

PD.PS.2.0 Call Log: Tags Dialog

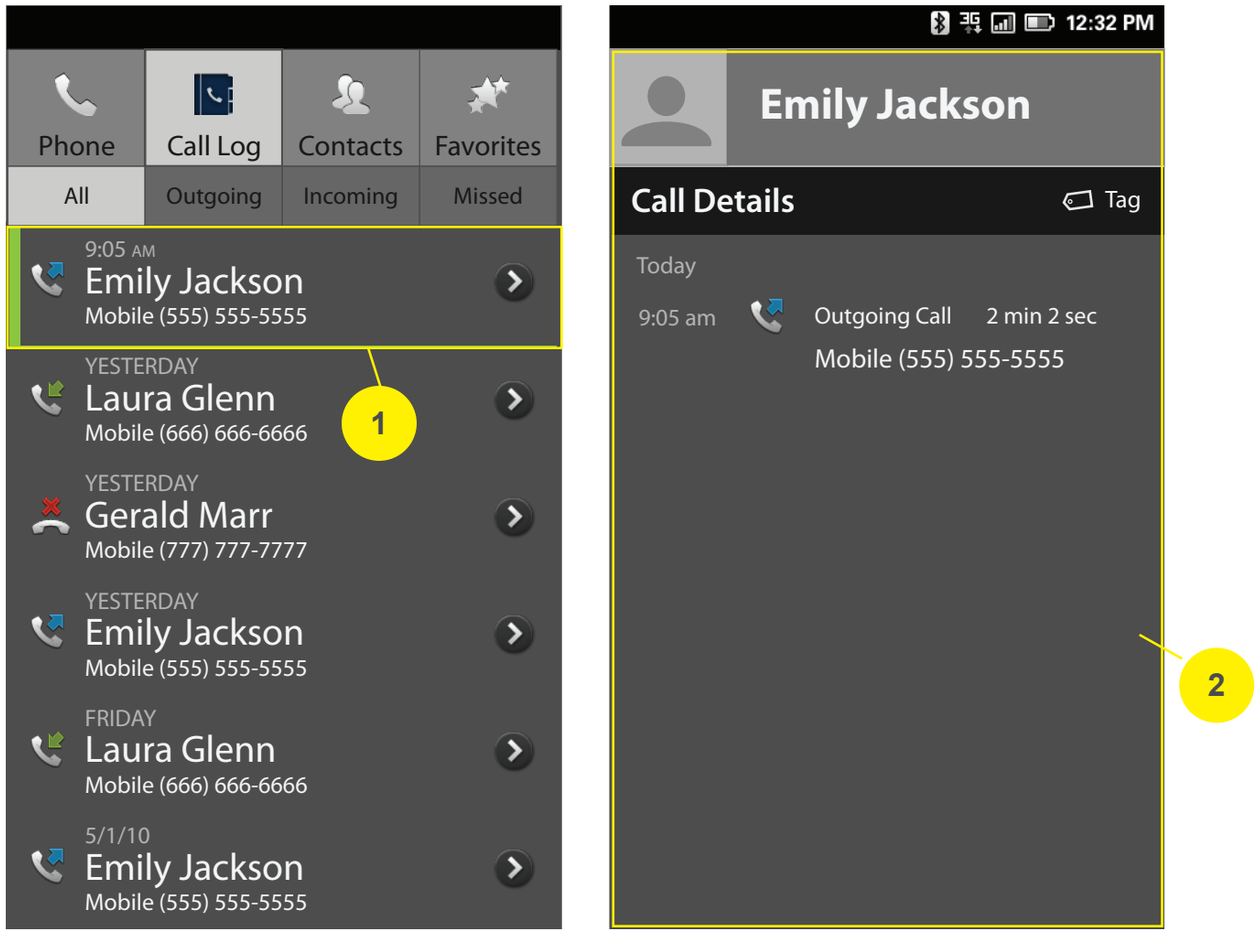


CALL LOG
Tags Dialog

The Tags Dialog appears when a user taps the Tag this call item in the Long Press Menu or the Tag button in the Call Detail screen.

1. Tags Dialog Header
2. Tags Dialog Label
3. Add Tag Button
4. Tag Search Module
5. Tag Voice Search Button
6. Tag Filter Tabs
7. All Tags Tab (selected state)
8. Recent Tags Tab (un-selected state)
9. Selected Tags Tab (un-selected state)
10. Tag Display Area (scrollable list)
11. Action Bar
12. Done Button
13. Cancel Button
14. Selected Tags Tab (selected state)
15. Selected Tags

PD.PD.2.0 Call Log: Portrait Dual Screen Overview



CALL LOG

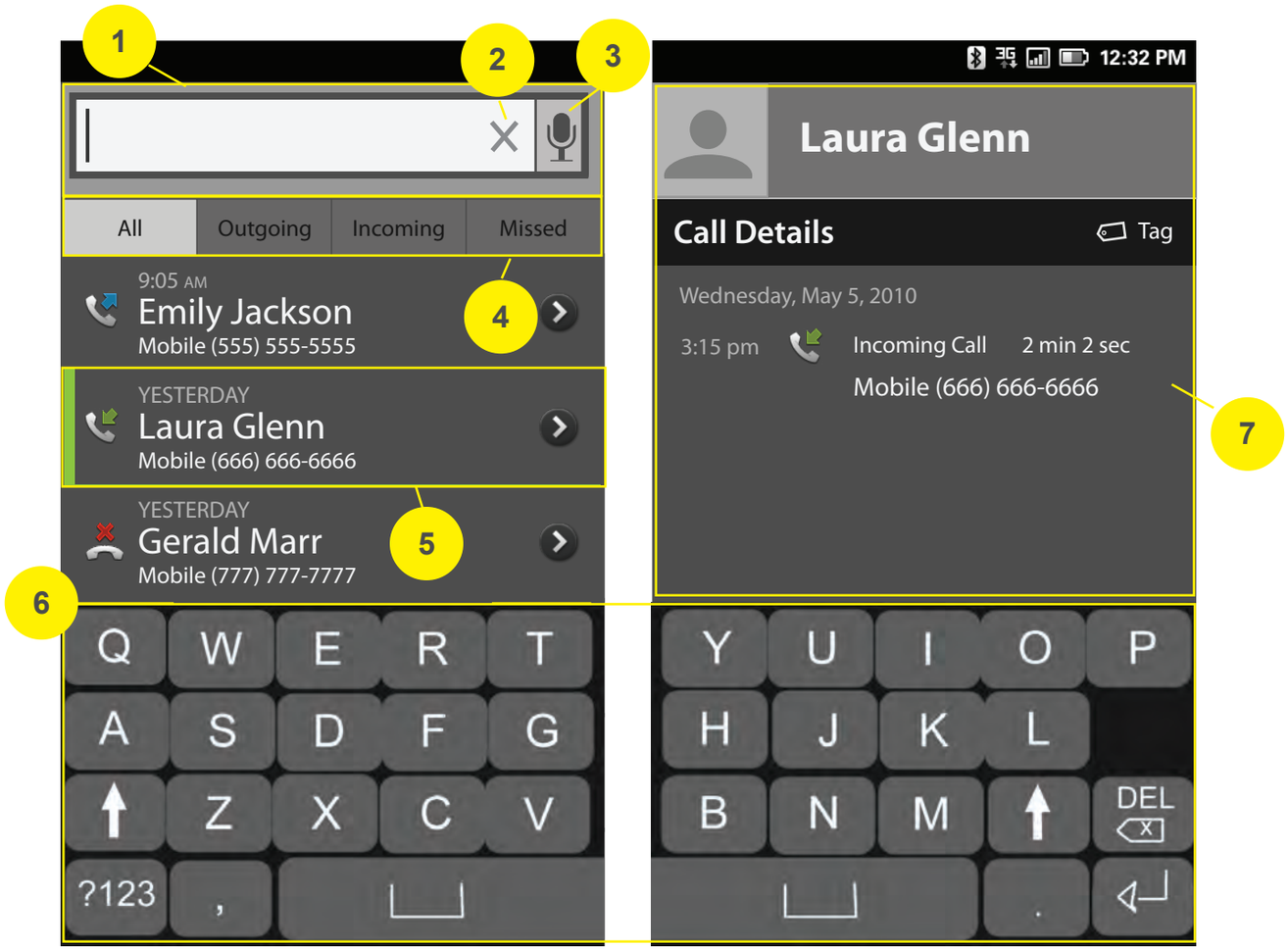
Portrait Dual Screen Mode

In the Portrait Dual mode, the most recent call will always be automatically highlighted on the left hand screen and the call details for that call will be displayed in the right hand screen.

1. Highlighted Call Entry

2. Call Details (see 2.1 Call Details for more information)

PD.PD.2.0 Call Log: Search Interface (Keyboard)



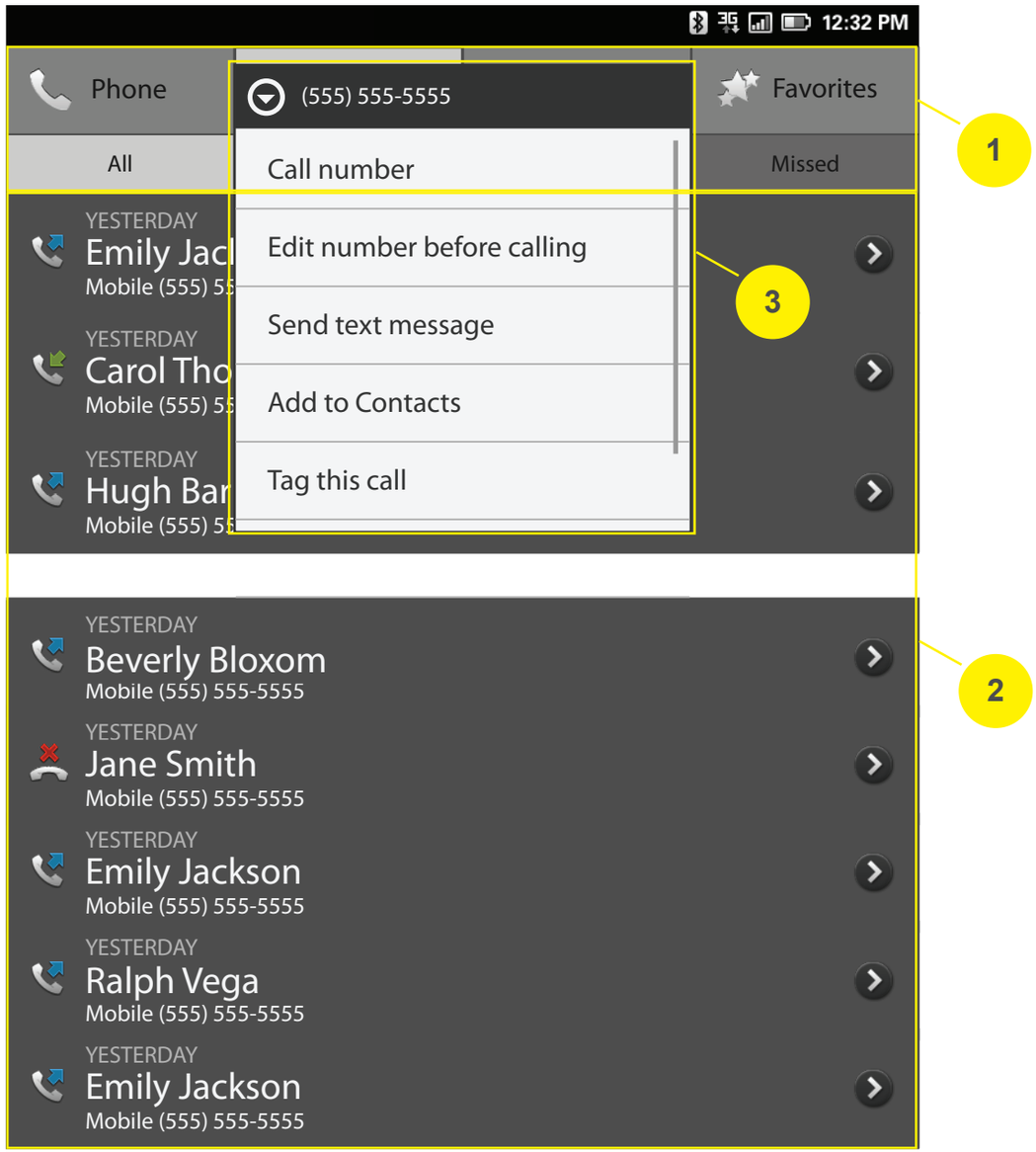
CALL LOG

Portrait Dual Search Interface

The Search Interface appears when a user taps the Search call log button in the Call Log Contextual Menu.

1. Search Criteria Module
2. Delete Search Criteria Button
3. Voice Search Button
4. Call Log Tabs
5. Highlighted Call Log Entry
6. Keyboard
7. Call Details (see 2.1 Call Details for more information)

PD.LD.2.0 Call Log: Landscape Dual Mode - Long Press Menu



CALL LOG

Landscape Dual Mode - Long Press Menu

In Landscape Dual Mode, the Call Log is stretched to fill up both screens.

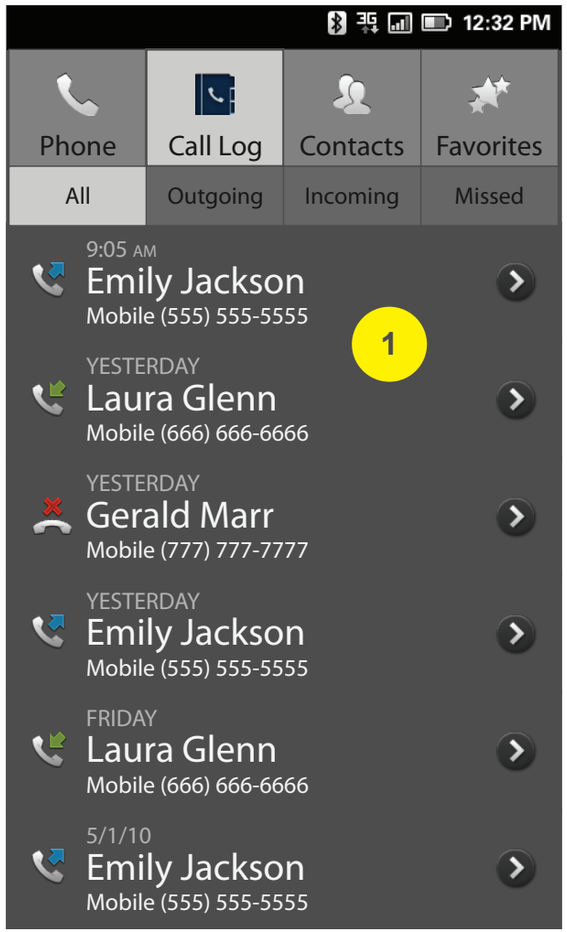
1. Phone and Call Log Navigation (Tabs) are stretched horizontally.

2. Call Log Entry Display Area is stretched horizontally and vertically.

3. Long Press Menu is always displayed in the top screen. It is compressed vertically to fit in one screen (and therefore scrolls).

2.0 CALL LOG **TASK FLOWS**

2.0 Call Log - PS Flow 1. View Call Log

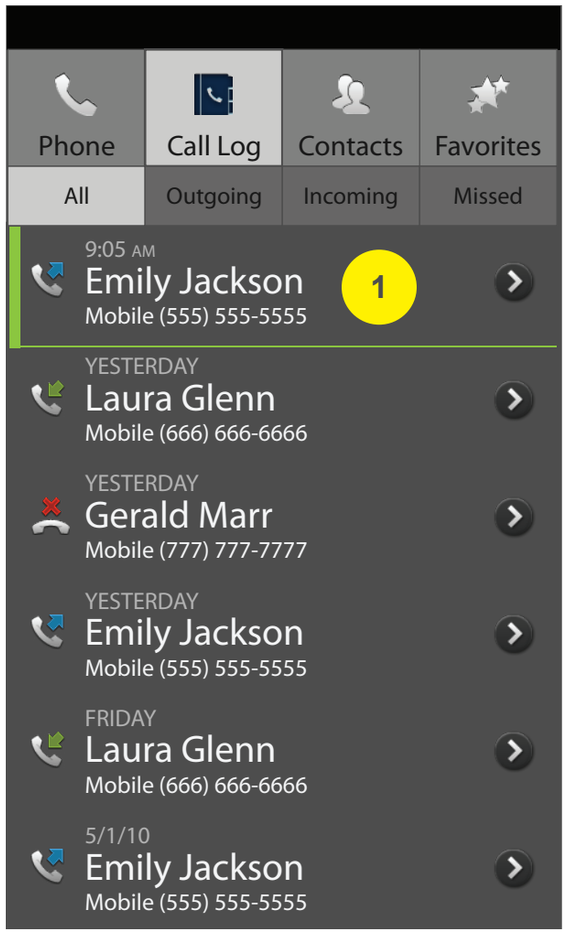


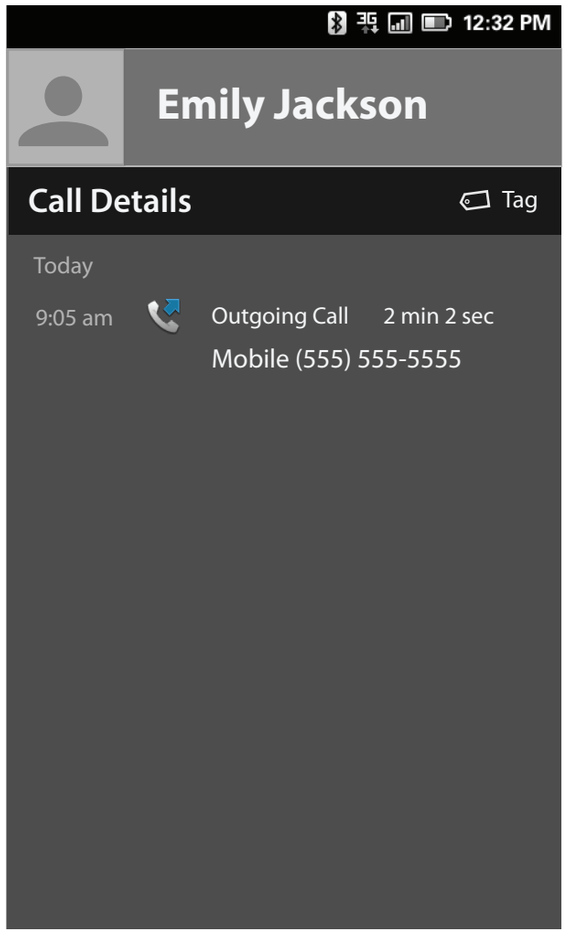
PD.PS.2.0: FLOW1.0
View Call Log

Tapping the Call Log tab in the Phone Dialer navigational menu takes the user to the Call Log.

1. In a first time use scenario, the All Calls tab is displayed by default. However, after first time use, the system will always remember the last tab that they user was looking at.

2.0 Call Log - PD Flow 1. View Call Log





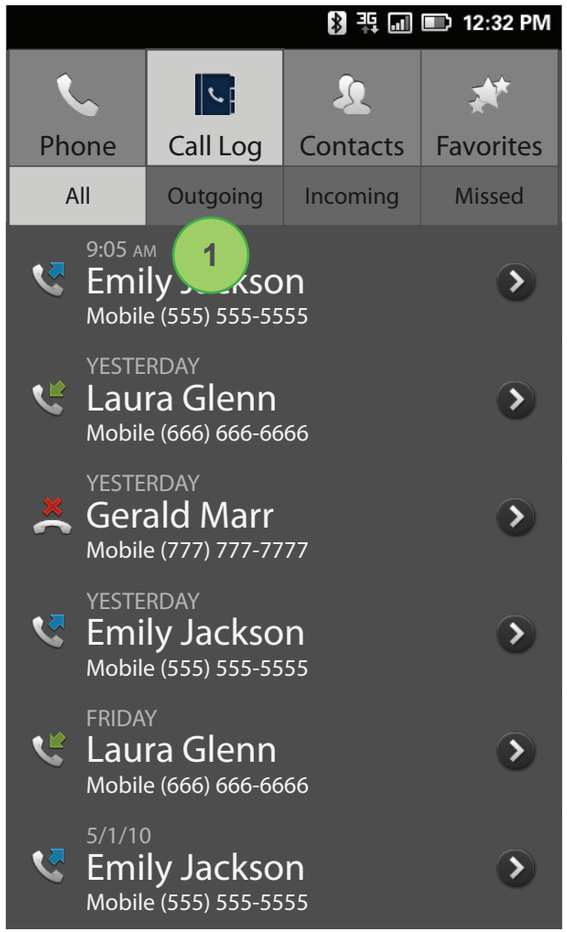
PD.PD.2.0: FLOW1.0
View Call Log

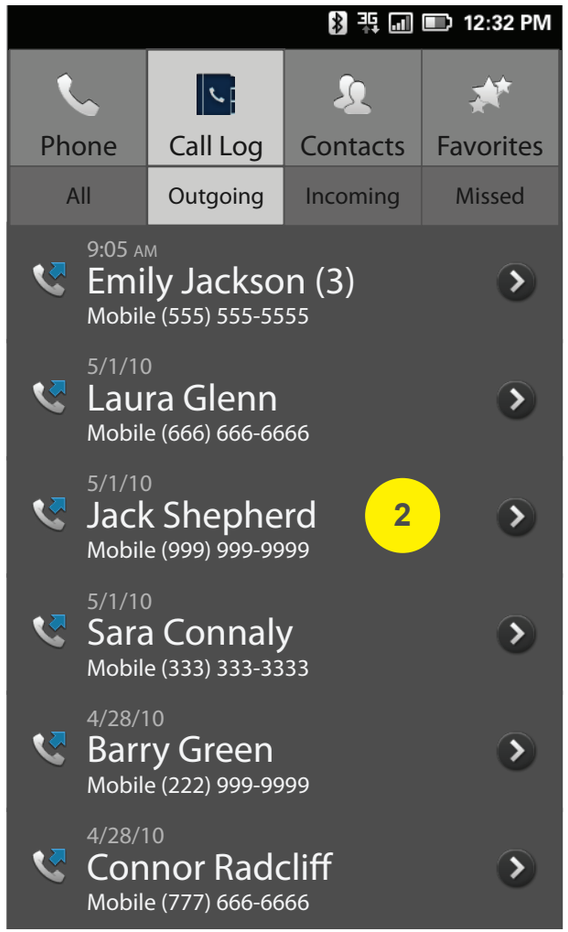
Tapping the Call Log tab in the Phone Dialer navigational menu takes the user to the Call Log.

1. In a first time use scenario, the All Calls tab is displayed by default. However, after first time use, the system will always remember the last tab that they user was looking at.

In the Portrait Dual mode, the most recent call will always be automatically highlighted on the left hand screen and the call details for that call will be displayed in the right hand screen.

2.0 Call Log - PS Flow 2. View Outgoing Calls



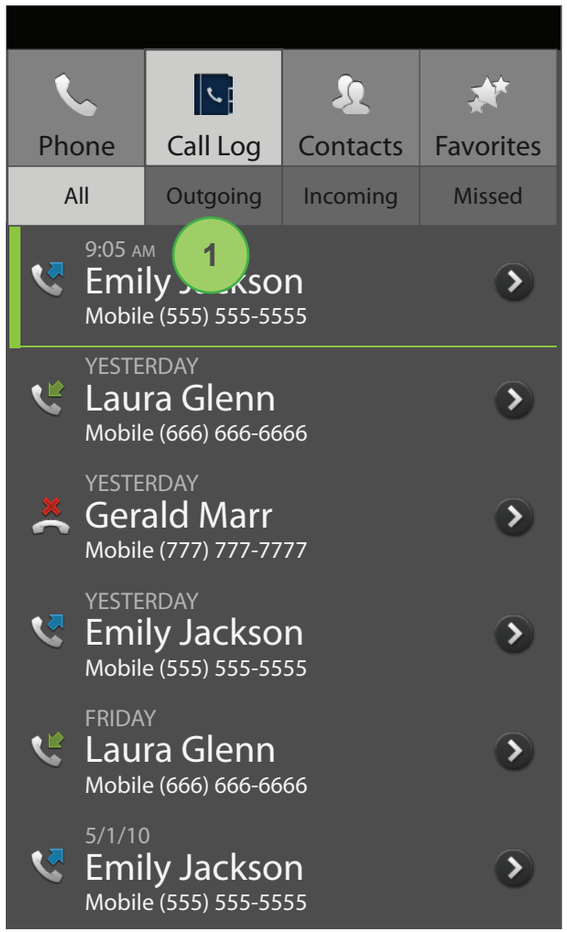


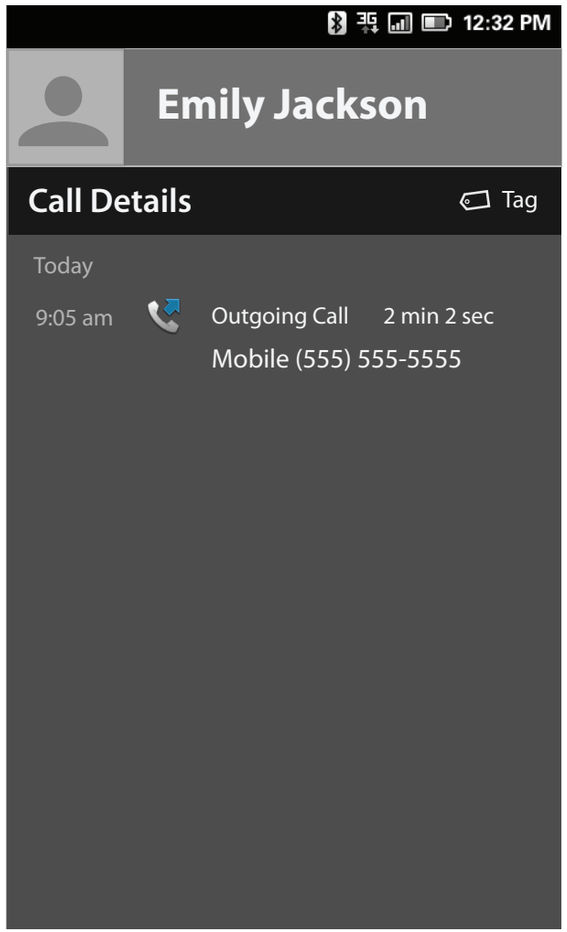
PD.PS.2.0: FLOW2.0
View Outgoing Calls

1. Tapping the Outgoing tab will filter the Call Log to display only Outgoing calls.

2. Only Outgoing calls are displayed.

2.0 Call Log - PD Flow 2. View Outgoing Calls (page 1 of 2)

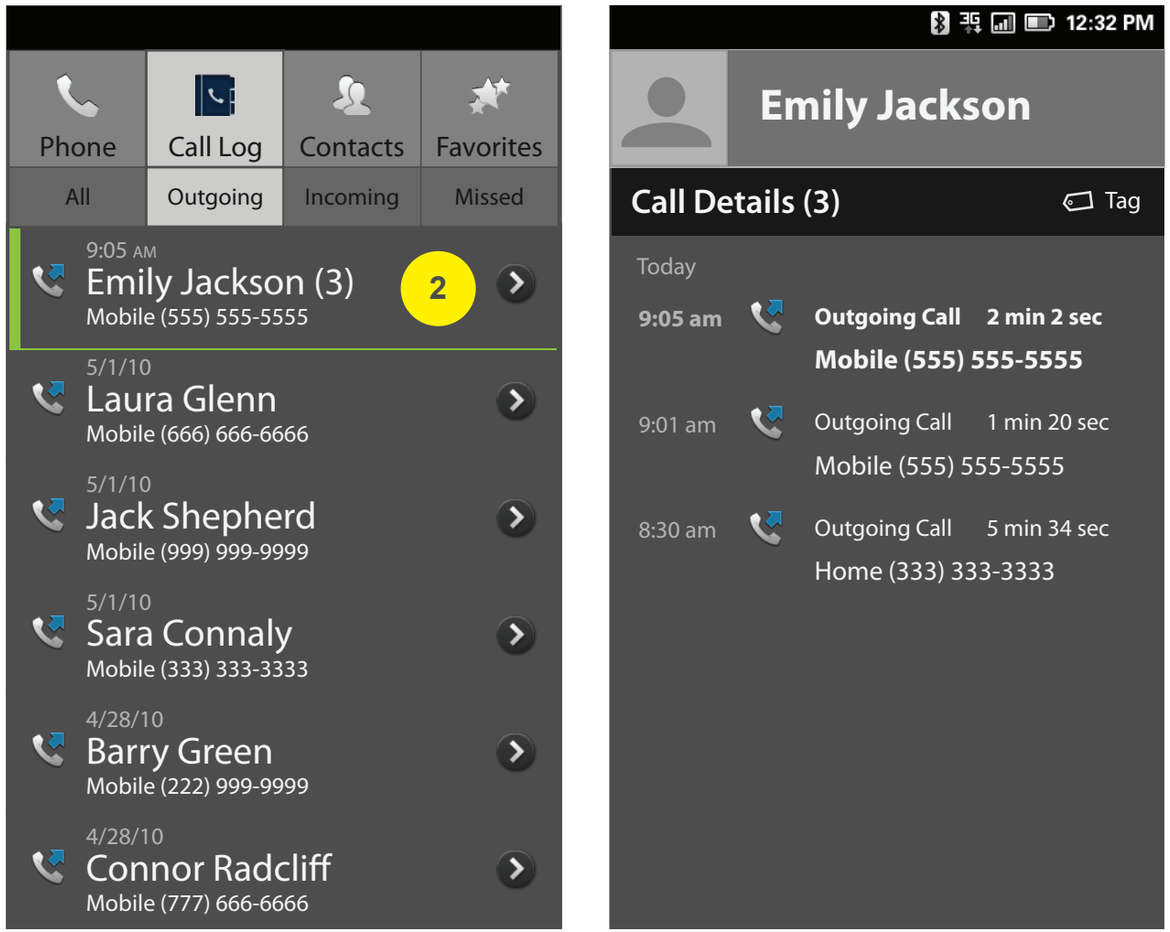




PD.PD.2.0: FLOW2.0
View Outgoing Calls

1. Tapping the Outgoing tab will filter the Call Log to display only Outgoing calls (see next page).

2.0 Call Log - PD Flow 2. View Outgoing Calls (page 2 of 2)

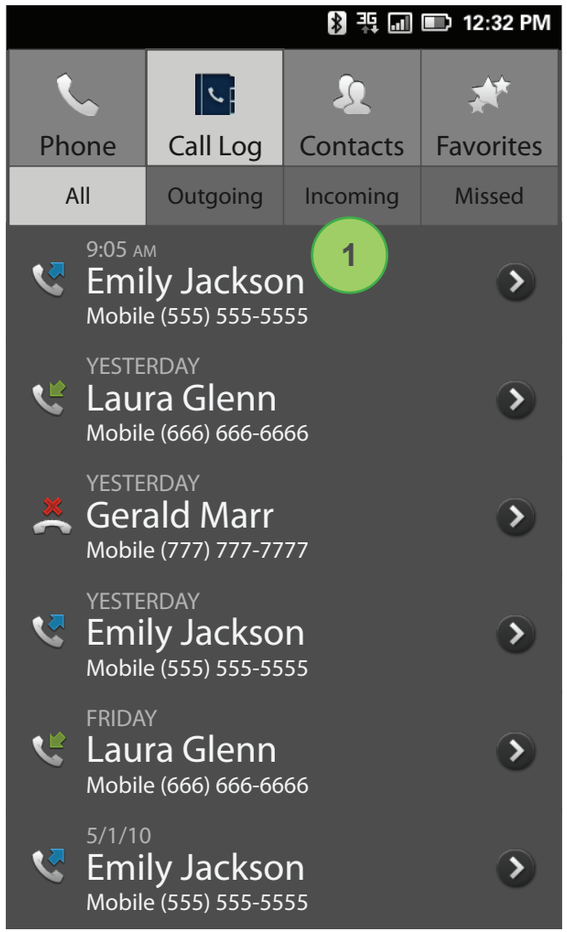


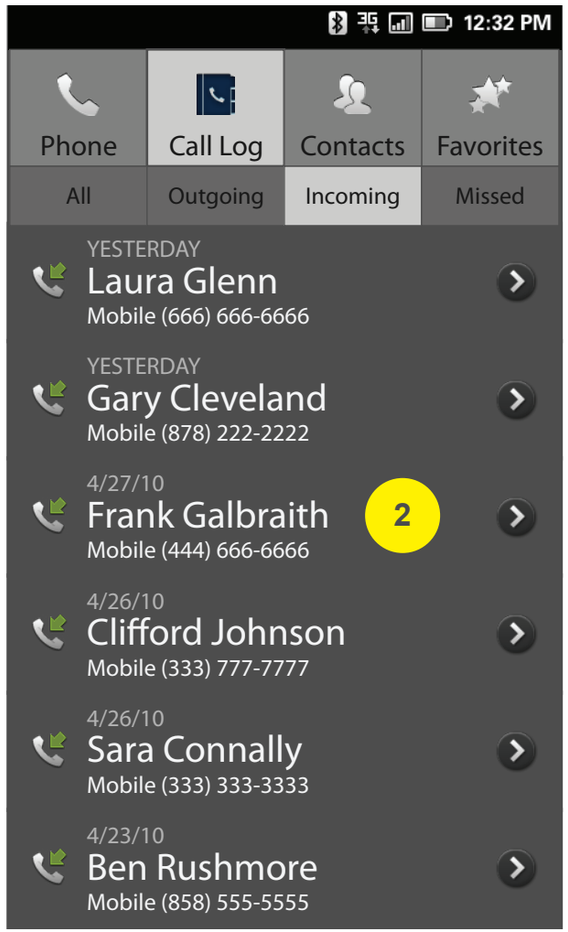
PD.PD.2.0: FLOW2.0
View Outgoing Calls

2. Only Outgoing calls are displayed.

In the Portrait Dual mode, the most recent call will always be automatically highlighted on the left hand screen and the call details for that call will be displayed in the right hand screen.

2.0 Call Log - PS Flow 3. View Incoming Calls



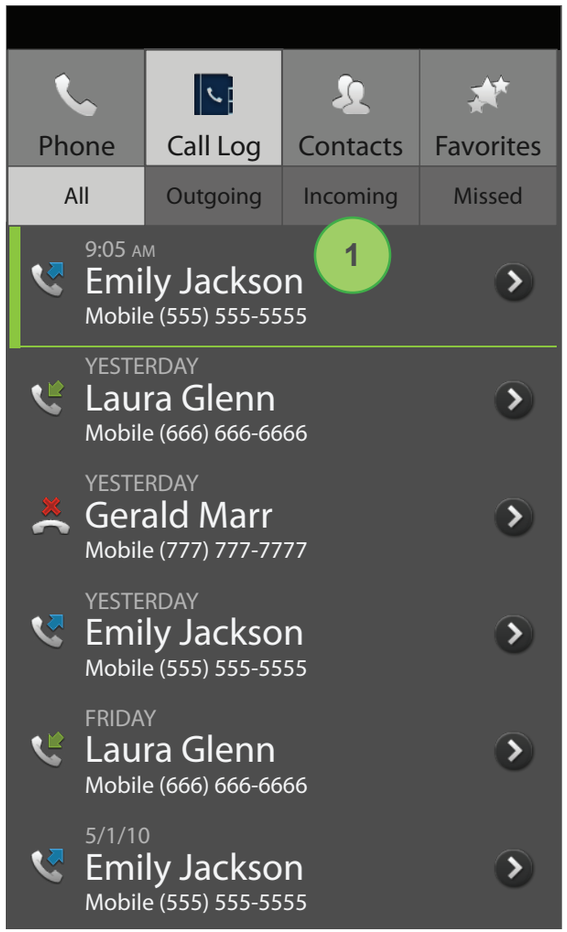


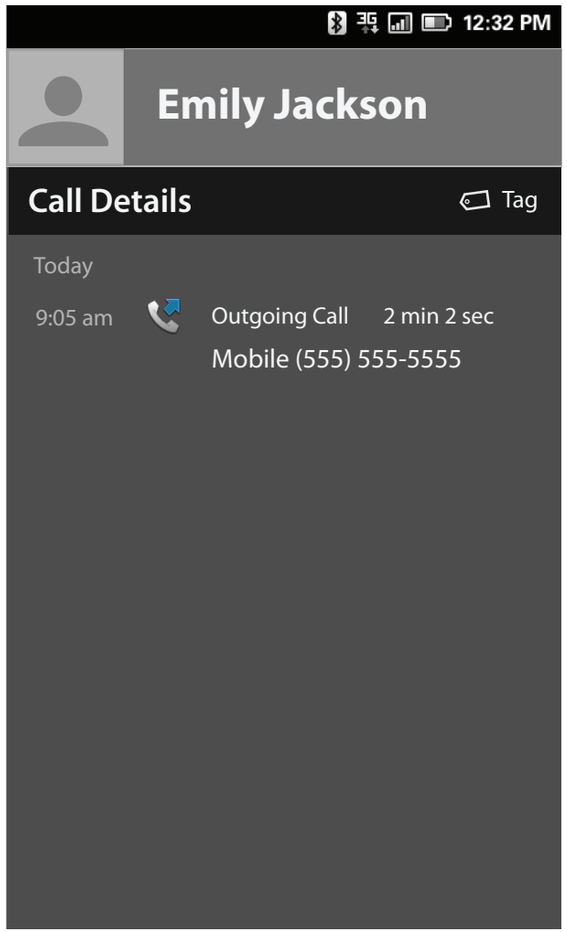
PD.PS.2.0: FLOW3.0
View Incoming Calls

1. Tapping the Incoming tab will filter the Call Log to display only Incoming calls.

2. Only Incoming calls are displayed.

2.0 Call Log - PD Flow 3. View Incoming Calls (page 1 of 2)

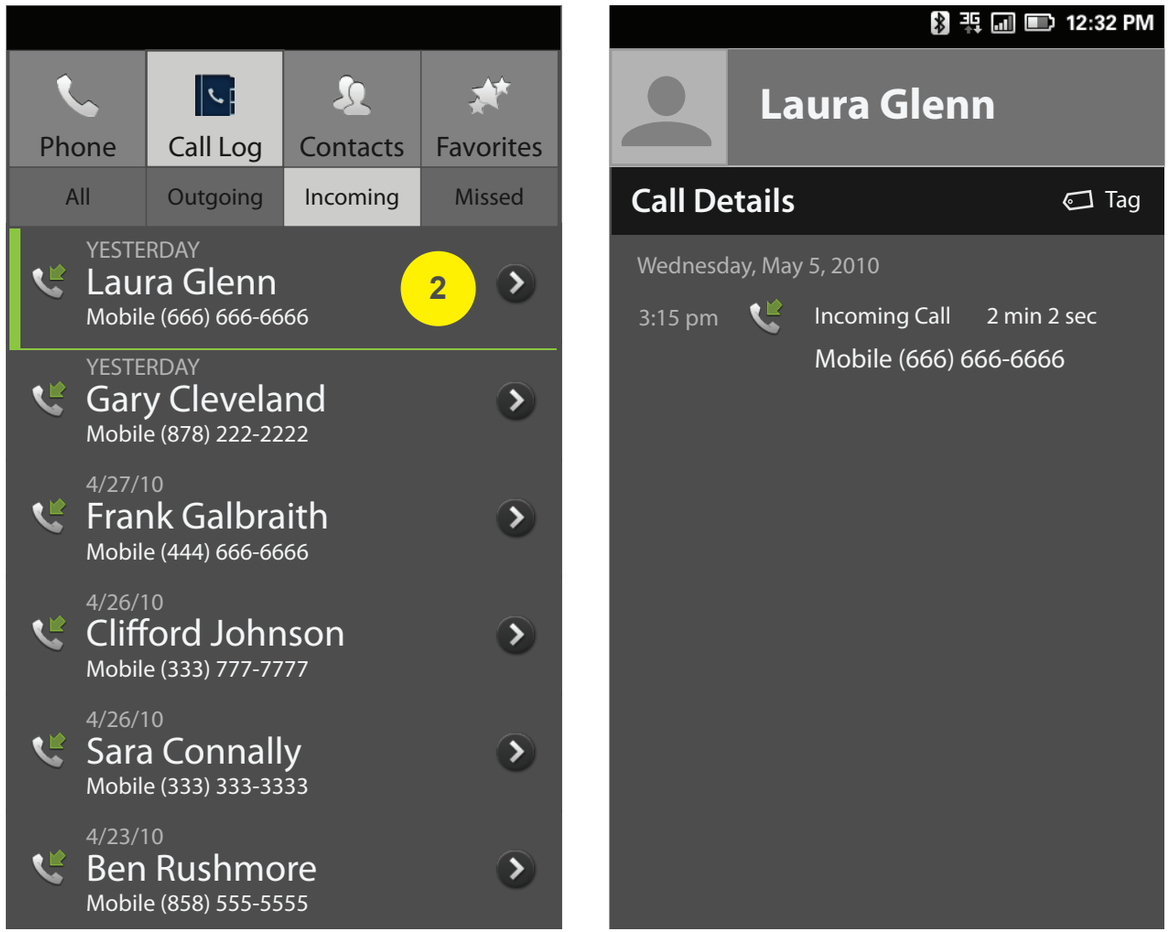




PD.PD.2.0: FLOW3.0
View Incoming Calls

1. Tapping the Incoming tab will filter the Call Log to display only Incoming calls (see next page).

2.0 Call Log - PD Flow 3. View Incoming Calls (page 2 of 2)

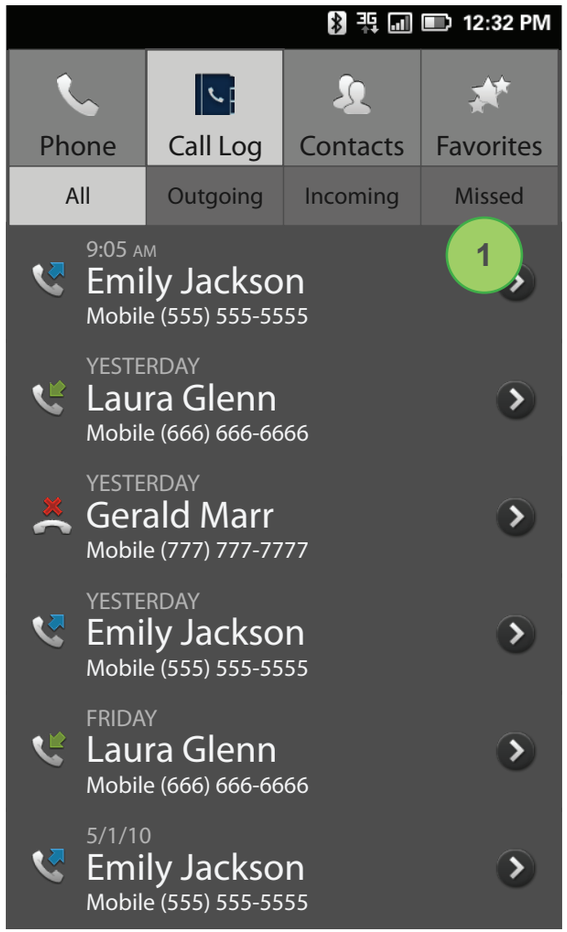


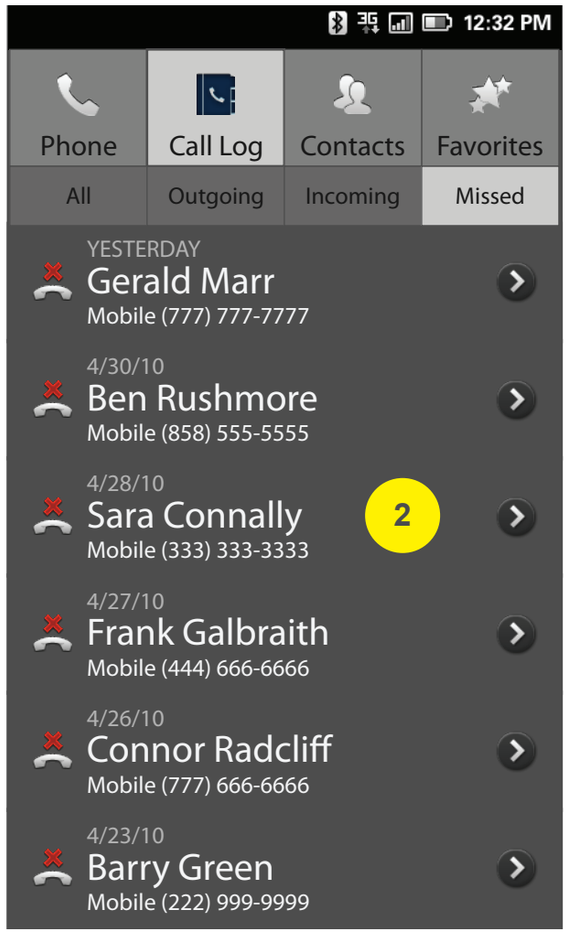
PD.PD.2.0: FLOW3.0
View Incoming Calls

2. Only Incoming calls are displayed.

In the Portrait Dual mode, the most recent call will always be automatically highlighted on the left hand screen and the call details for that call will be displayed in the right hand screen.

2.0 Call Log - PS Flow 4. View Missed Calls



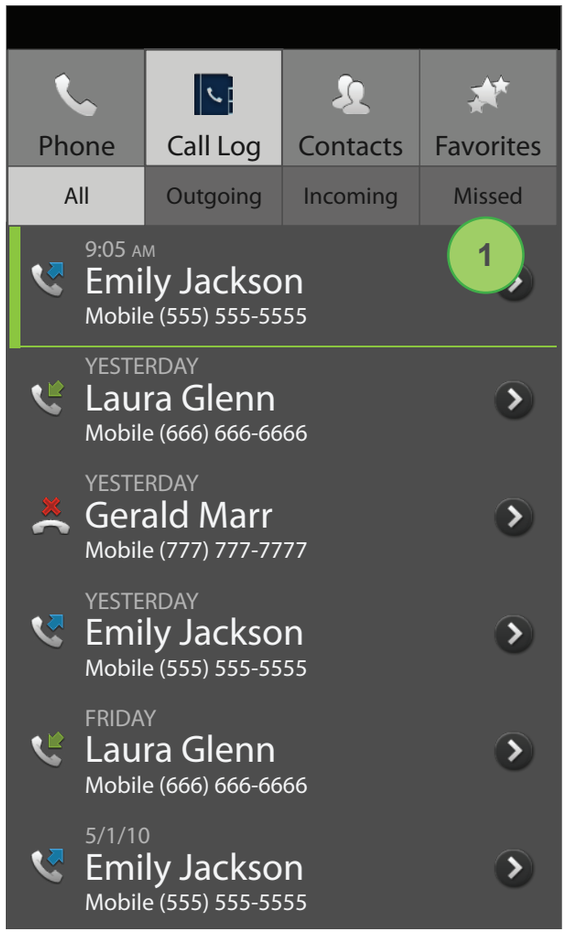


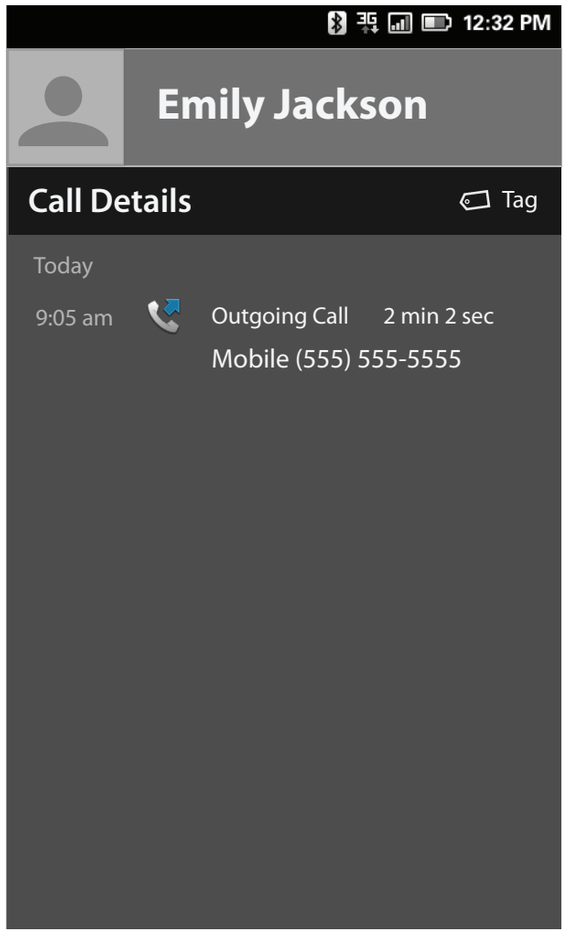
PD.PS.2.0: FLOW4.0
View Missed Calls

1. Tapping the Missed tab will filter the Call Log to display only Missed calls.

2. Only Missed calls are displayed.

2.0 Call Log - PD Flow 4. View Missed Calls (page 1 of 2)

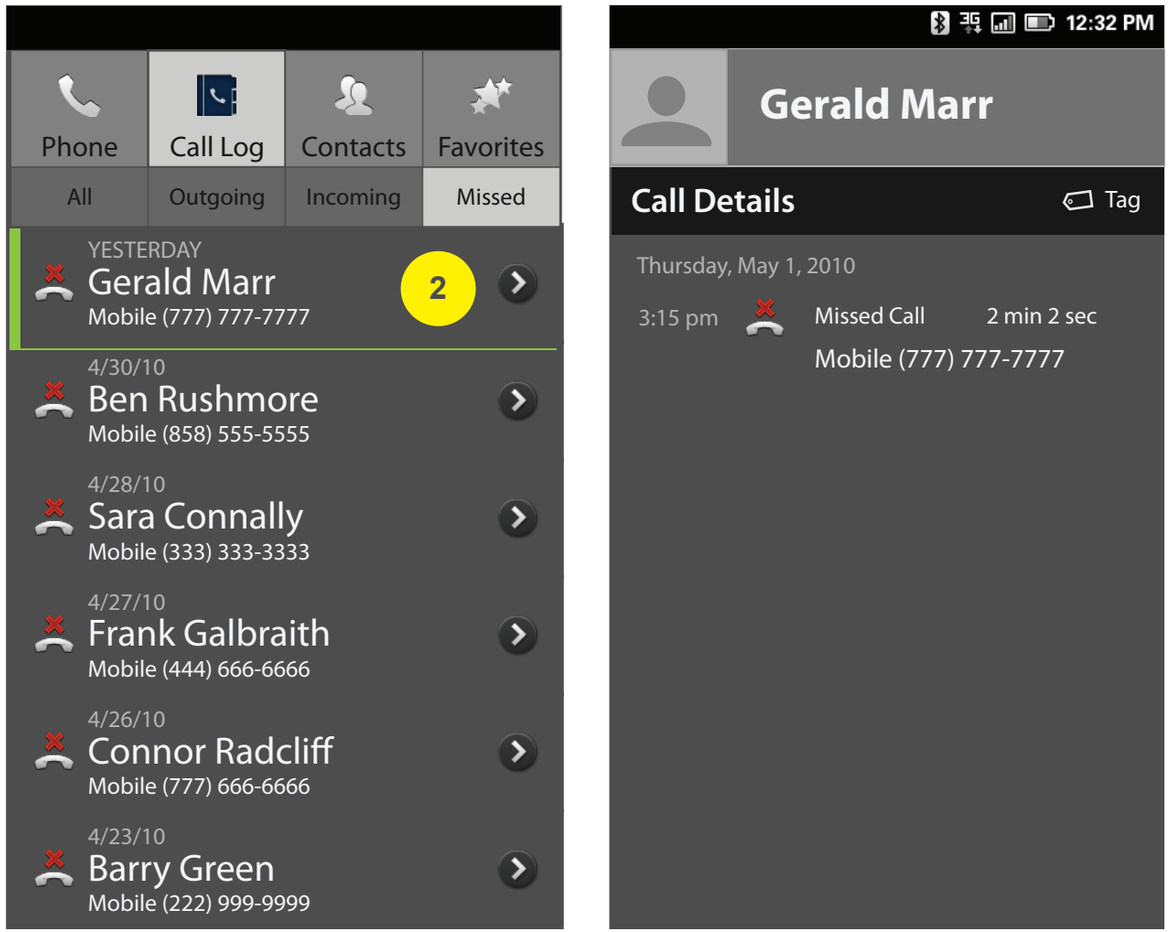




PD.PD.2.0: FLOW4.0
View Missed Calls

1. Tapping the Missed tab will filter the Call Log to display only Missed calls (see next page).

2.0 Call Log - PD Flow 4. View Missed Calls (page 2 of 2)

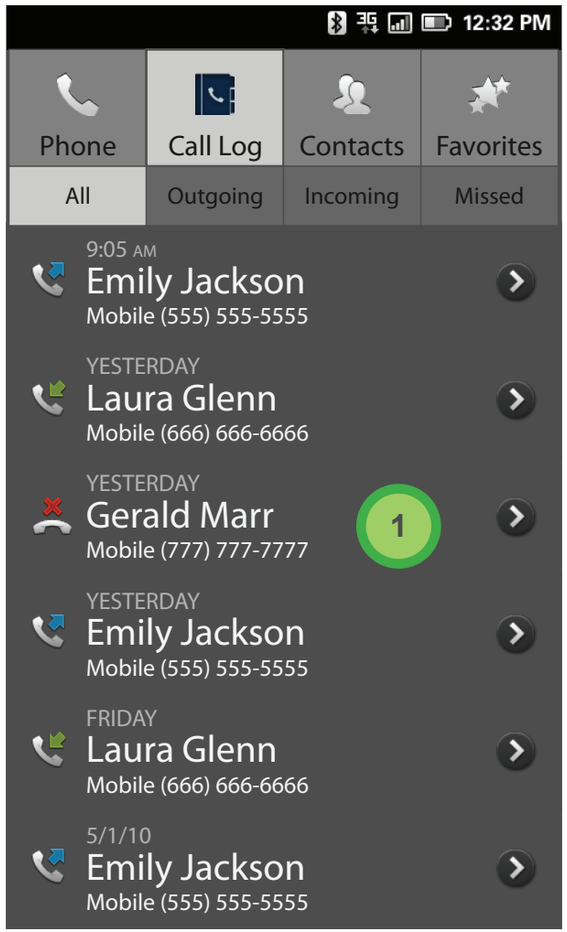


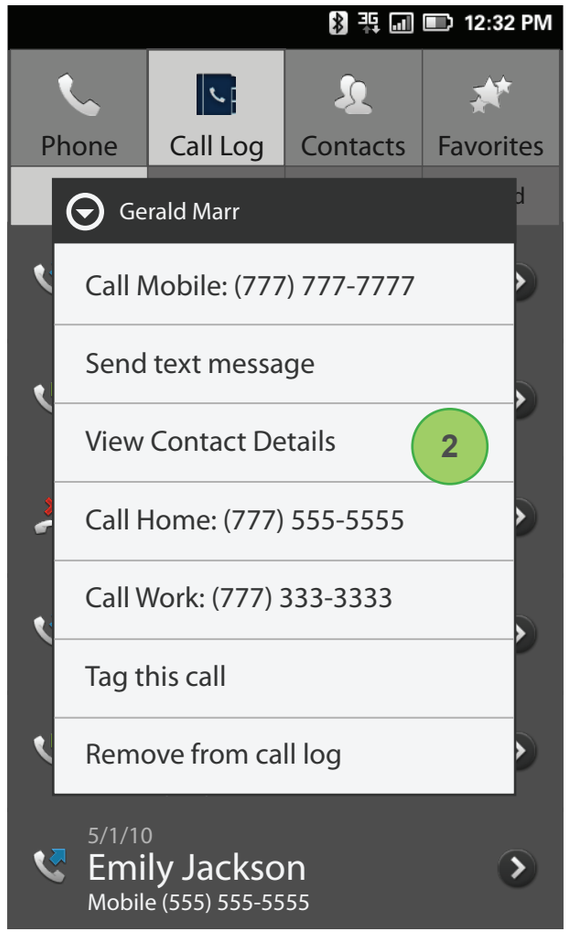
PD.PD.2.0: FLOW4.0
View Missed Calls

2. Only Missed calls are displayed.

In the Portrait Dual mode, the most recent call will always be automatically highlighted on the left hand screen and the call details for that call will be displayed in the right hand screen.

2.0 Call Log - PS Flow 5. View Contact Details from Call Log



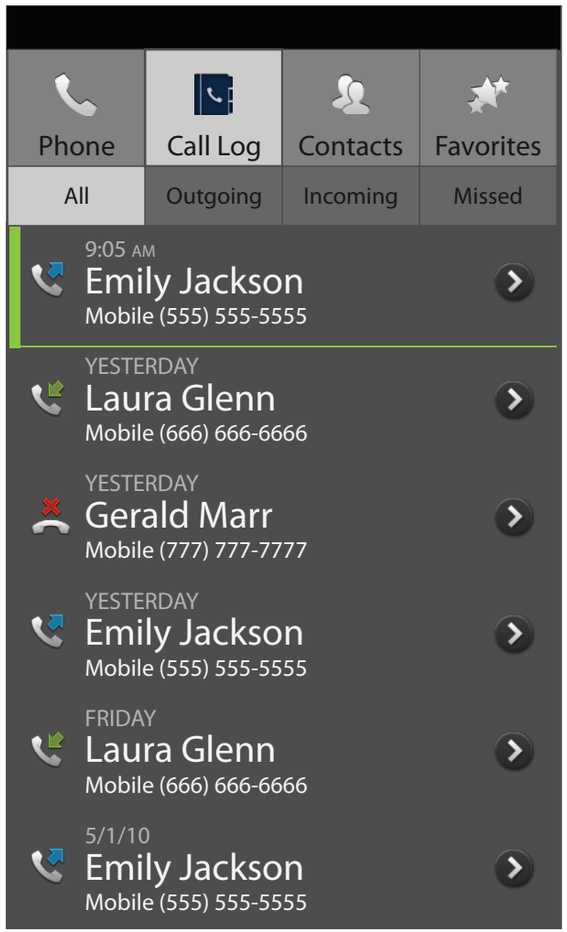


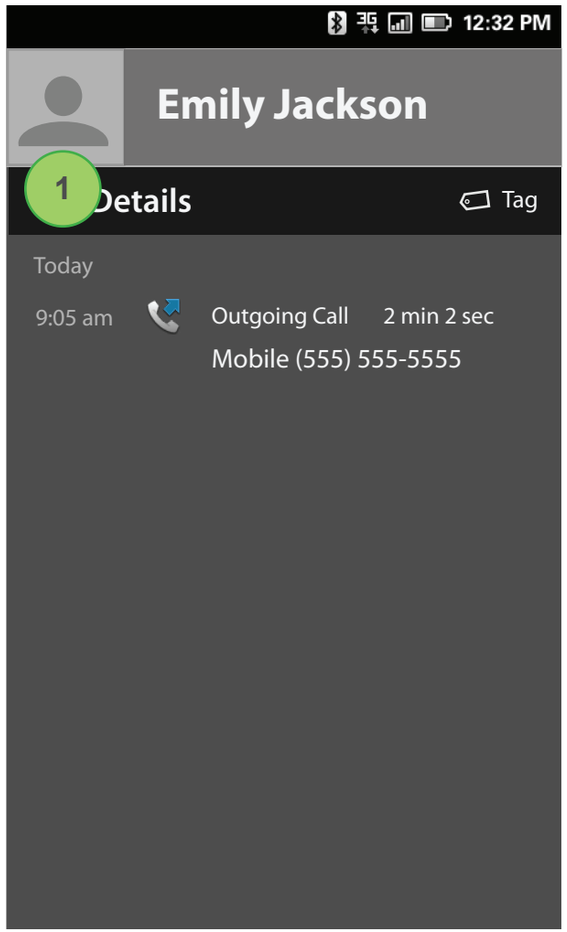
PD.PS.2.0: FLOW5.0
View Contact Details from Call Log

1. Long Press on an item in the Call Log brings up the Long Press menu.

2. Tapping the View Contact Details item in the Long Press menu opens PC.PS 1.1 Contact Card.

2.0 Call Log - PD Flow 5. View Contact Details from Call Log (page 1 of 2)

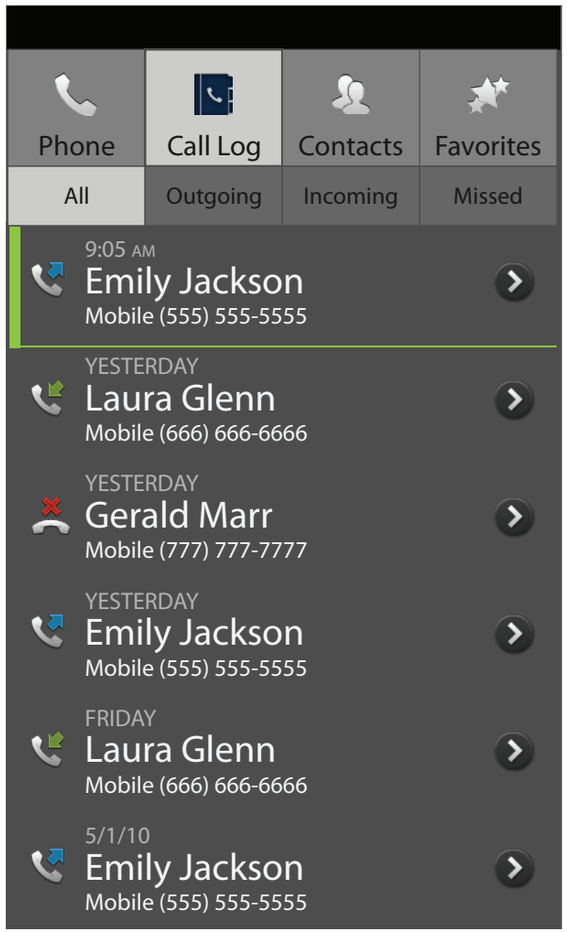


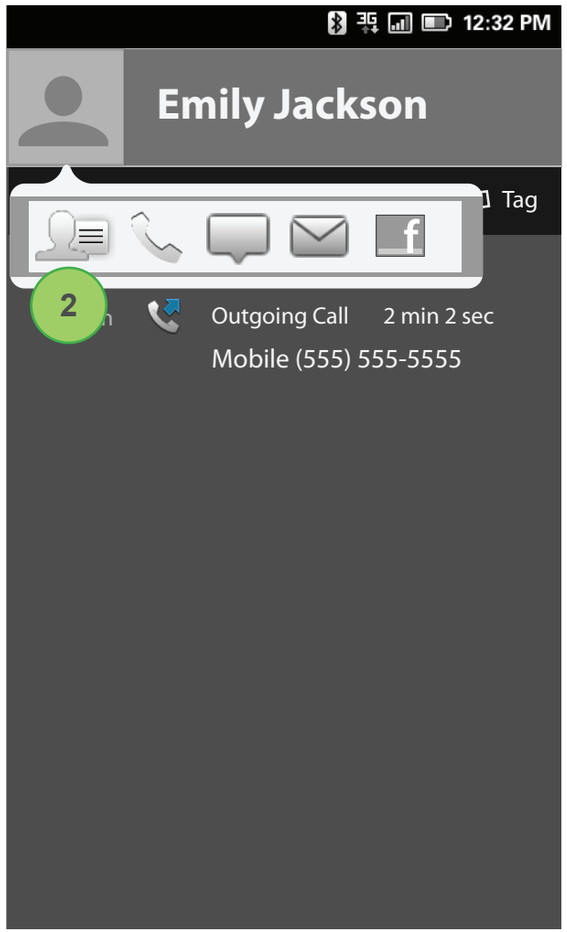


PD.PD.2.0: FLOW5.0
View Contact Details from Call Log

1. Tapping on the photo/avatar for a Contact brings up the Contact Pop-up menu (see next page).

2.0 Call Log - PD Flow 5. View Contact Details from Call Log (page 2 of 2)

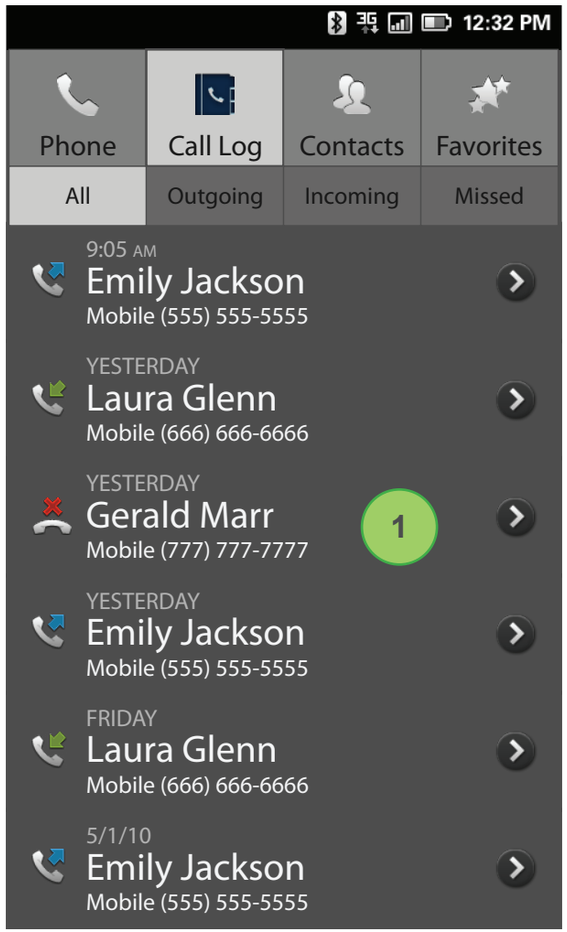




PD.PD.2.0: FLOW5.0 View Contact Details from Call Log

2. Tapping the View Contact Details item in the Contact Pop-up menu opens PC.PD 1.1 Contact Card.

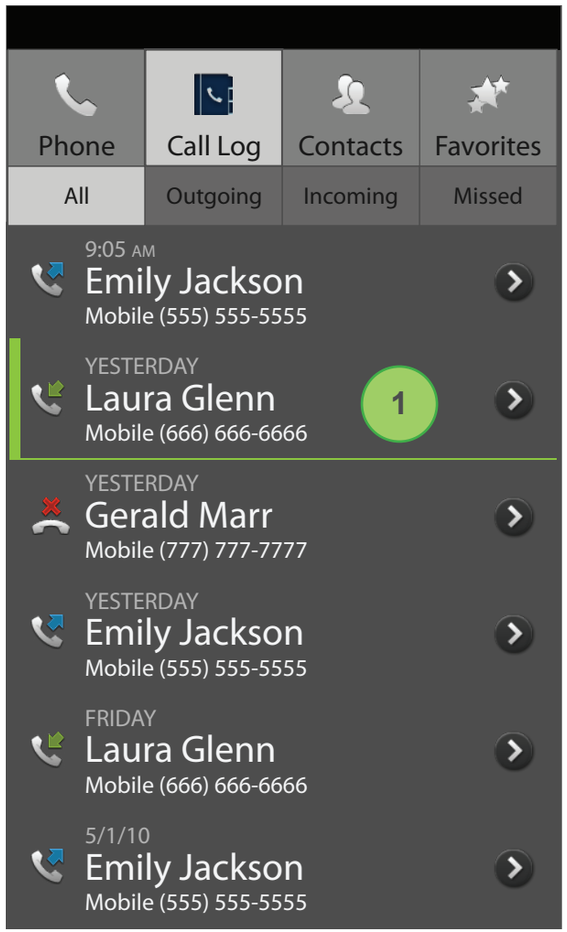
2.0 Call Log - PS Flow 6. Place a Call from Call Log

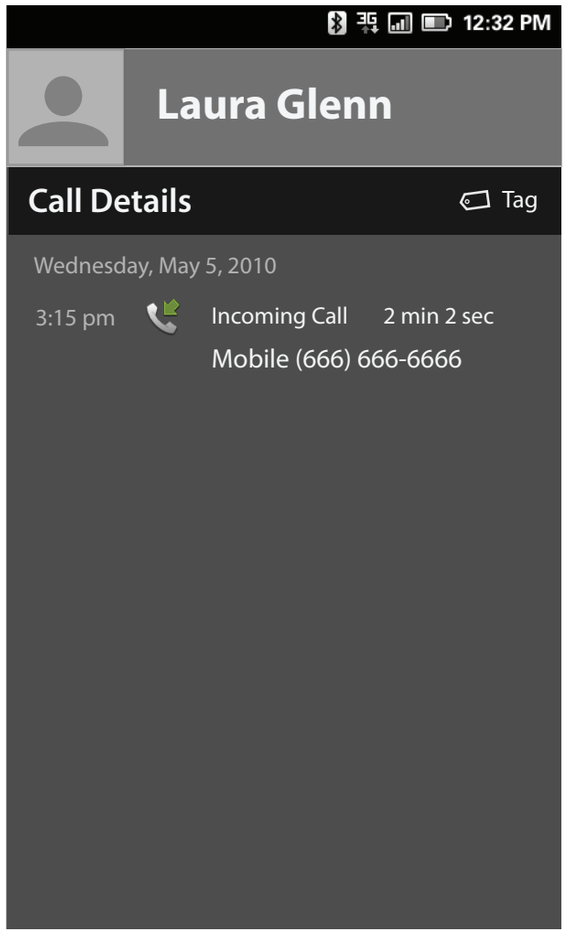


PD.PS.2.0: FLOW6.0
Place a Call from Call Log

1. Tapping an item in the Call Log opens PD.PS.1.1.d In-Call Outgoing.

2.0 Call Log - PD Flow 6. Place a Call from Call Log

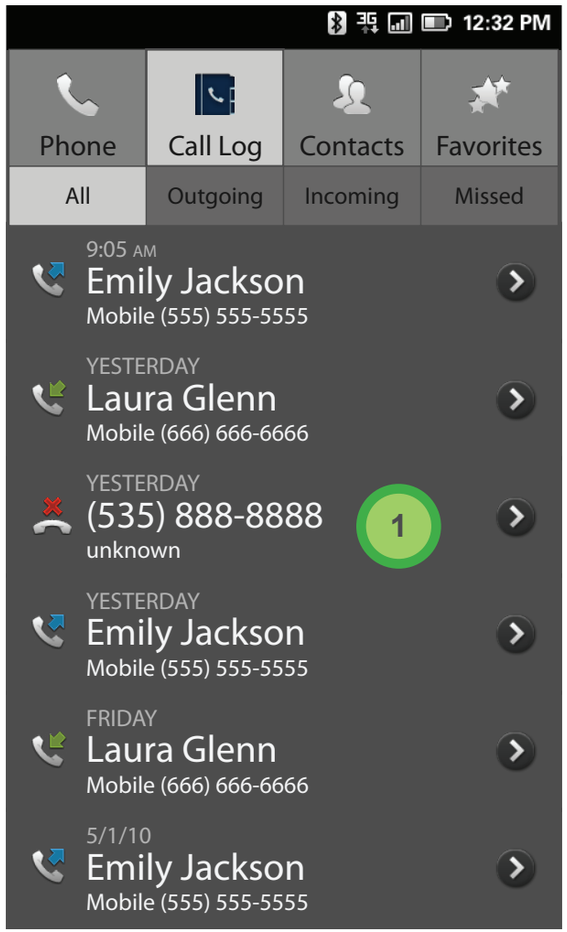


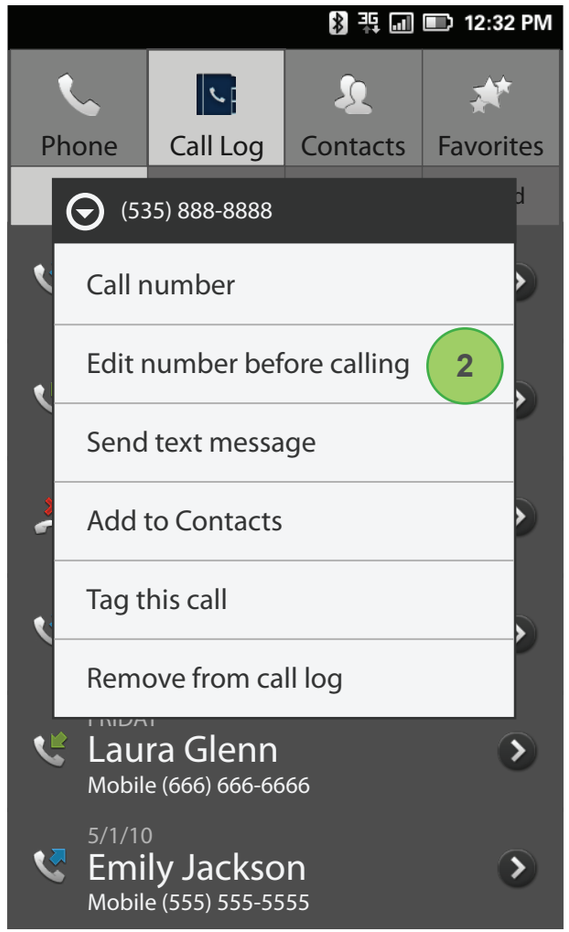


PD.PD.2.0: FLOW6.0
Place a Call from Call Log

1. Tapping an item in the Call Log opens PD.PD.1.1.d In-Call Outgoing.

2.0 Call Log - PS Flow 7. Edit Number before Calling (from Call Log)



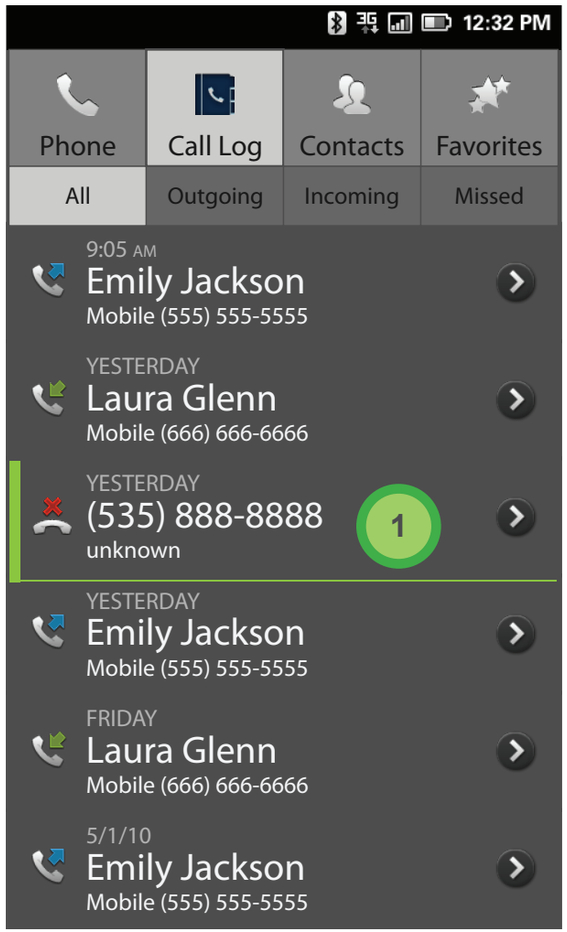


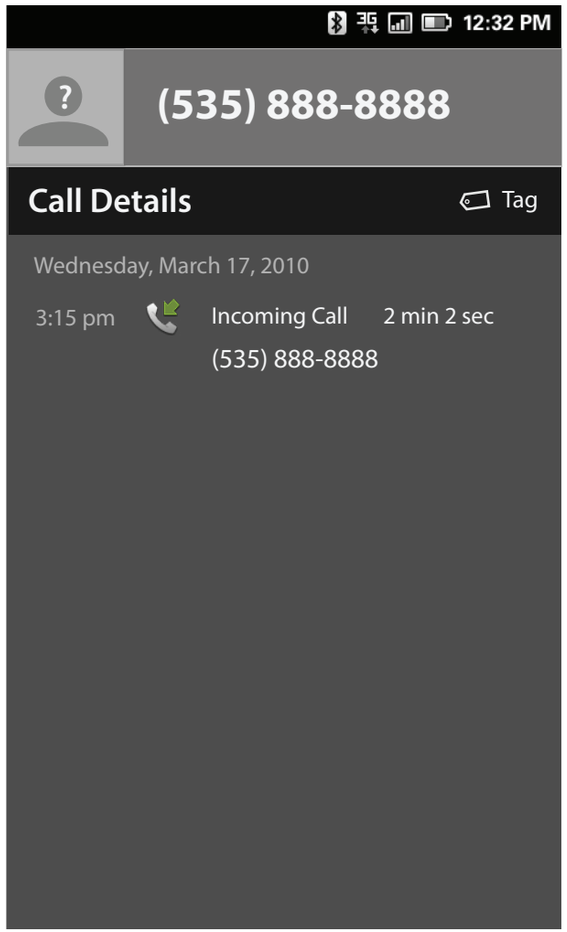
PD.PS.2.0: FLOW7.0
Edit Number before Calling (from Call Log)

1. Long Press on an item in the Call Log brings up the Long Press menu.

2. Tapping the Edit number before calling item in the Long Press menu opens PD.PS.1.0.a Dialer - Field Populated.

2.0 Call Log - PD Flow 7. Edit Number before Calling (from Call Log, page 1 of 2)

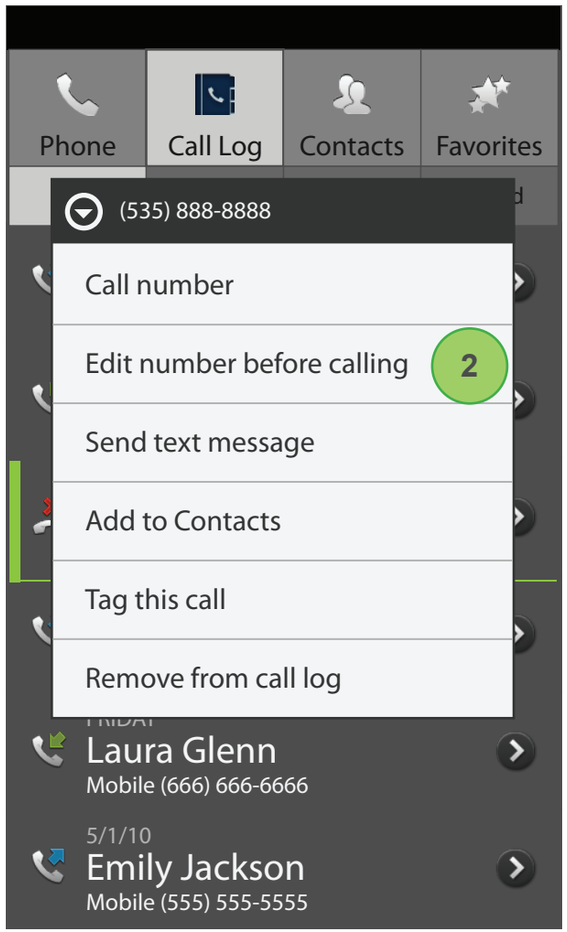


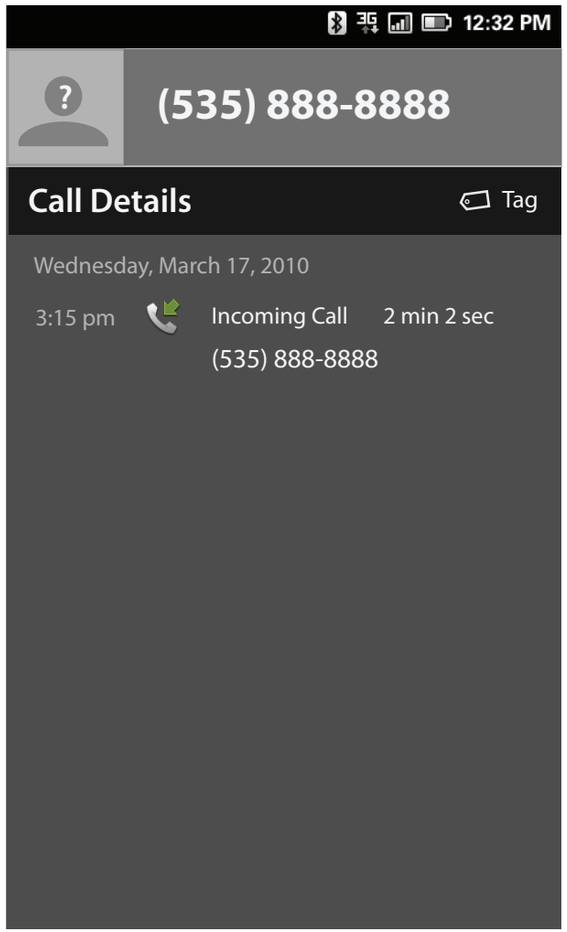


PD.PD.2.0: FLOW7.0
Edit Number before Calling (from Call Log)

1. Long Press on an item in the Call Log brings up the Long Press menu.

2.0 Call Log - PD Flow 7. Edit Number before Calling (from Call Log, page 2 of 2)

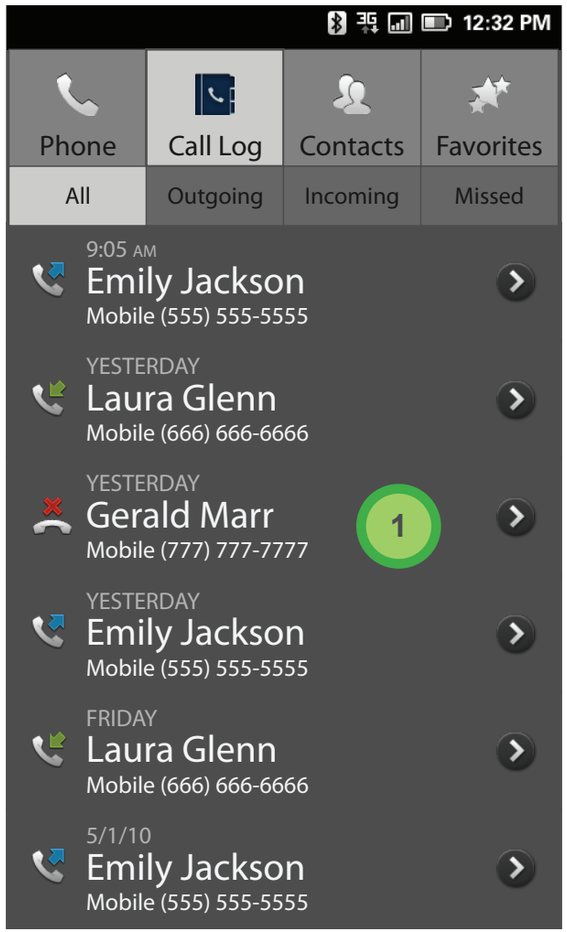


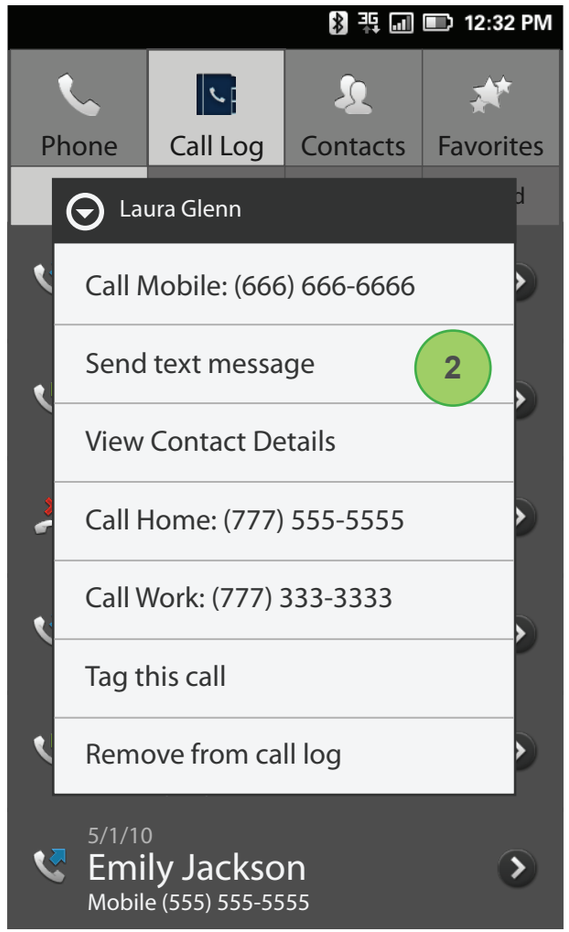


PD.PD.2.0: FLOW7.0
Edit Number before Calling (from Call Log)

2. Tapping the Edit number before calling item in the Long Press menu opens PD.PD.1.0.a Dialer - Field Populated.

2.0 Call Log - PS Flow 8. Send SMS from Call Log



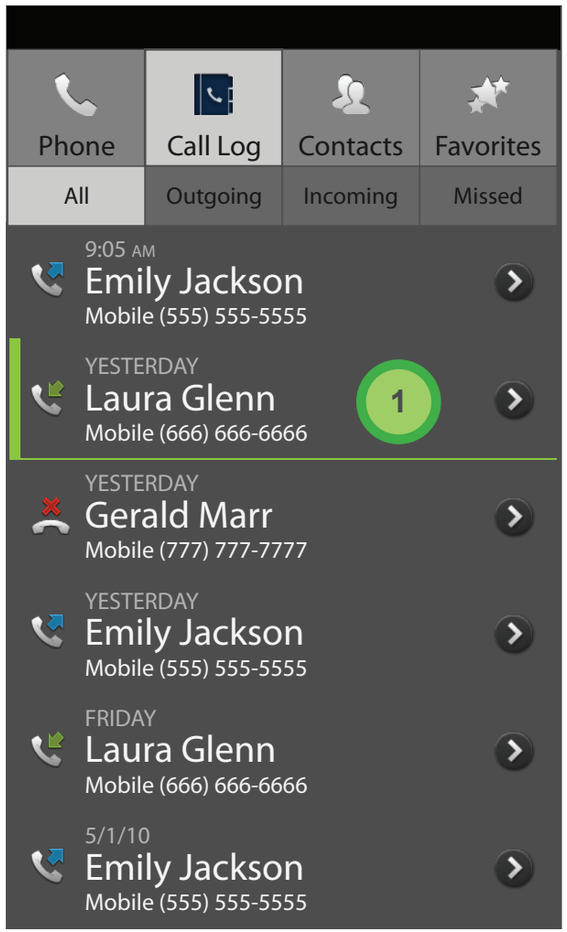


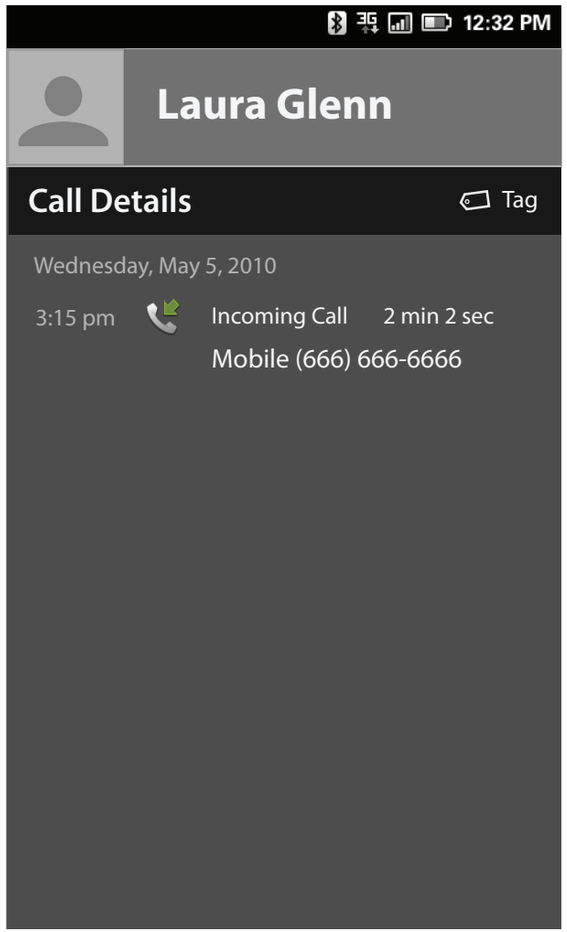
PD.PS.2.0: FLOW8.0
Send SMS from Call Log

1. Long Press on an item in the Call Log brings up the Long Press menu.

2. Tapping the Send text message item in the Long Press menu opens the Messaging application and addresses a new message to the person in the Call Log.

2.0 Call Log - PD Flow 8. Send SMS from Call Log (page 1 of 2)

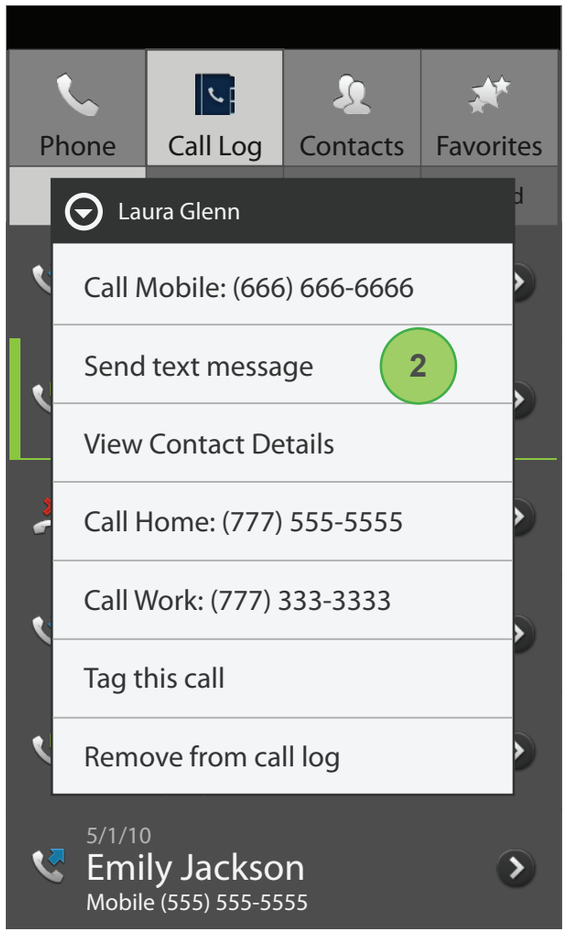


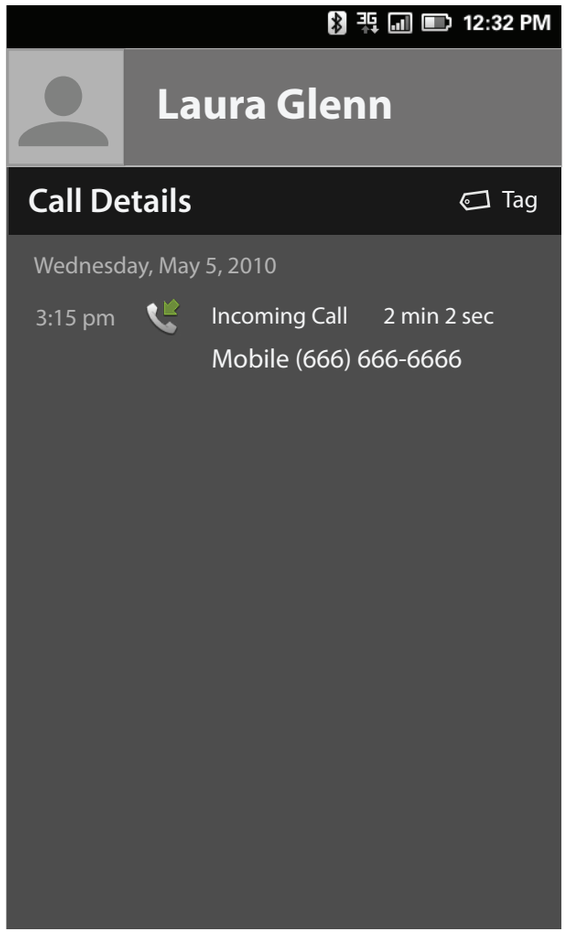


PD.PD.2.0: FLOW8.0
Send SMS from Call Log

1. Long Press on an item in the Call Log brings up the Long Press menu (see next page).

2.0 Call Log - PD Flow 8. Send SMS from Call Log (page 2 of 2)

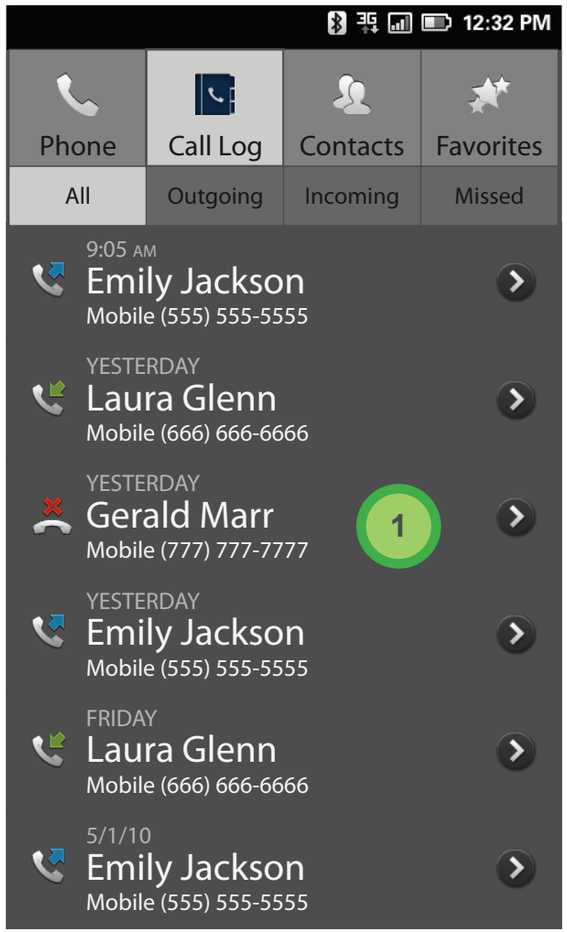


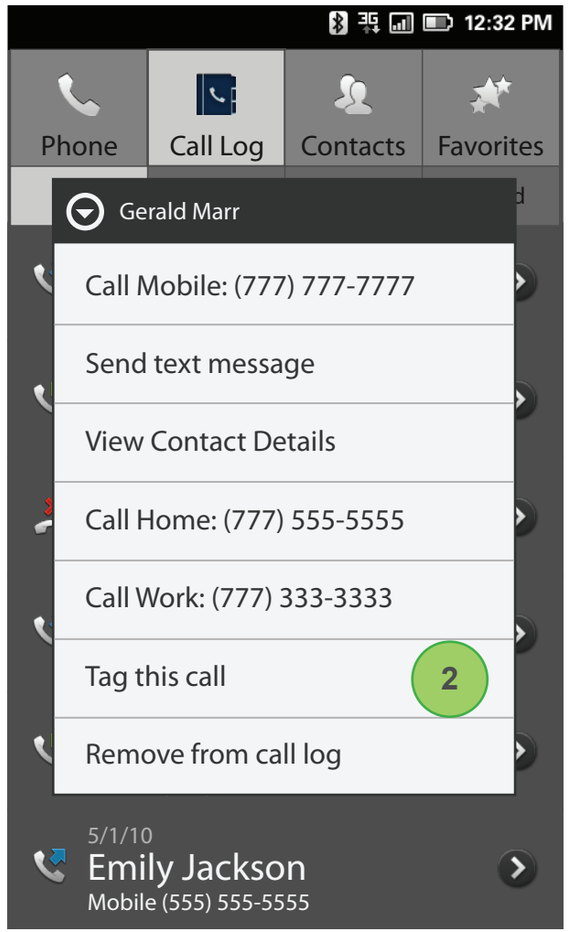


PD.PD.2.0: FLOW8.0
Send SMS from Call Log

2. Tapping the Send text message item in the Long Press menu opens the Messaging application and addresses a new message to the person in the Call Log.

2.0 Call Log - PS Flow 9. Tag a Call in Call Log (page 1 of 2)



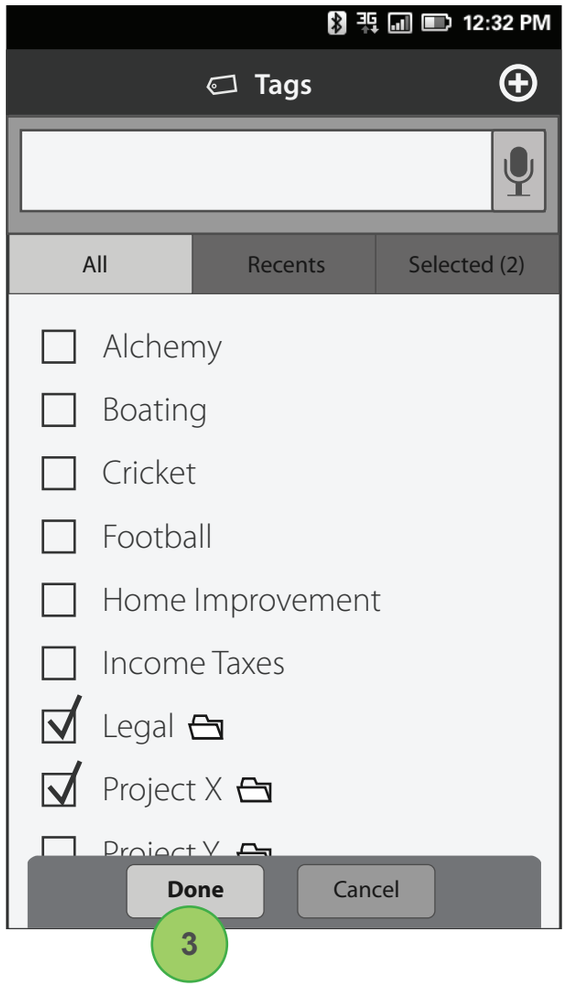


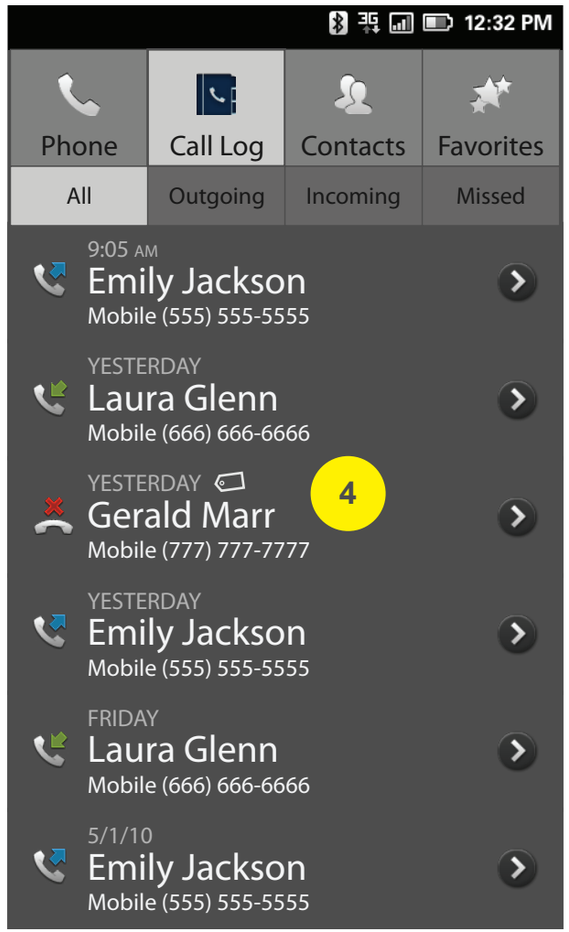
PD.PS.2.0: FLOW9.0
Tag a Call in Call Log

1. Long Press on an item in the Call Log brings up the Long Press menu.

2. Tapping the Tag this call item in the Long Press menu brings up the Tags dialog (see next page).

2.0 Call Log - PS Flow 9. Tag a Call in Call Log (page 2 of 2)



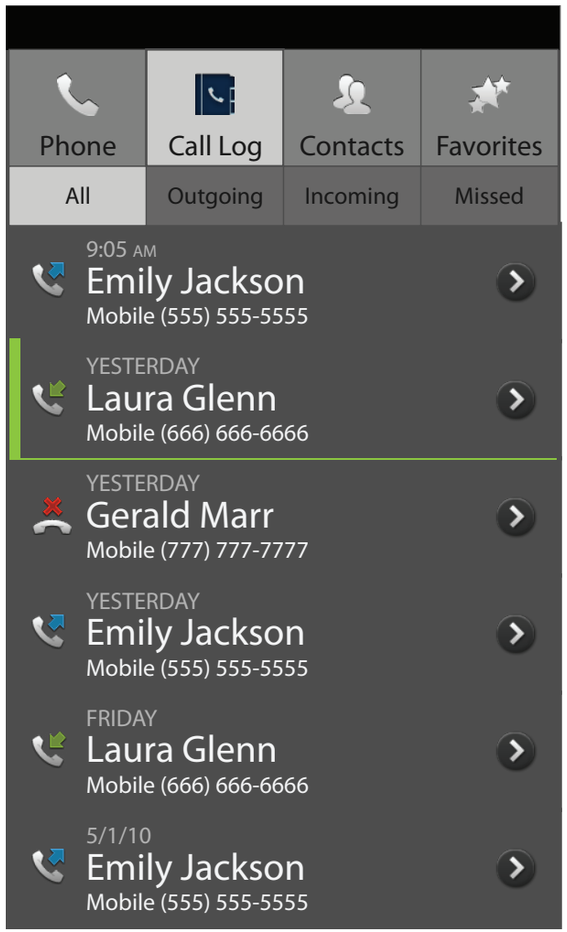


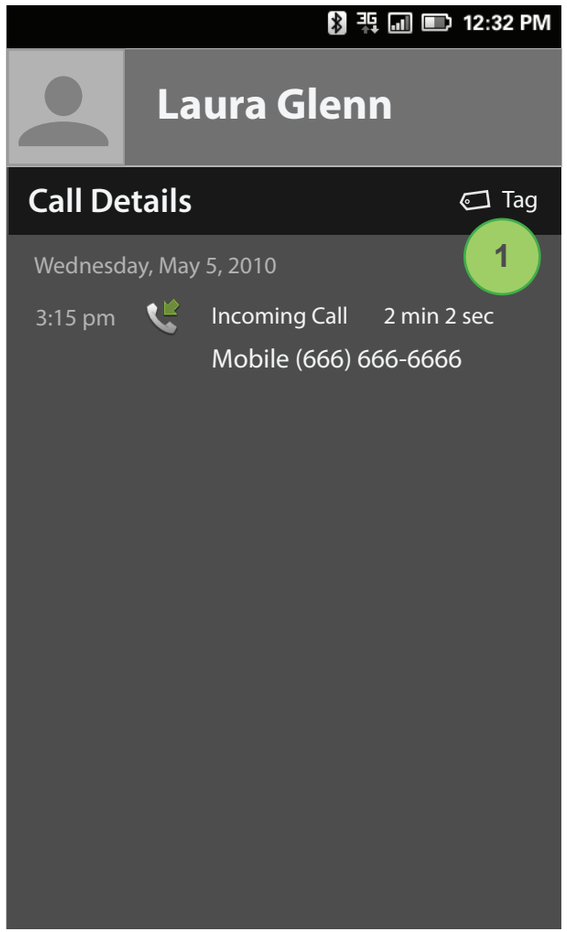
PD.PS.2.0: FLOW9.0
Tag a Call in Call Log

3. Tapping a check box selects a tag. Clicking the Done button closes the Tags dialog and returns the user to the Call Log.

4. The Call Log has been updated. A tag icon communicates to the user that the call in question has been tagged.

2.0 Call Log - PD Flow 9. Tag a Call in Call Log (page 1 of 3)

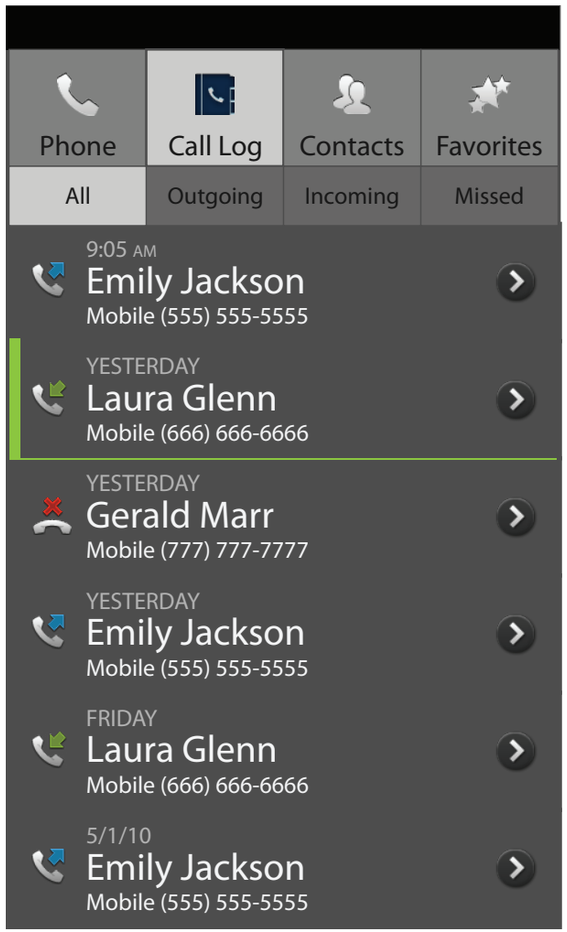


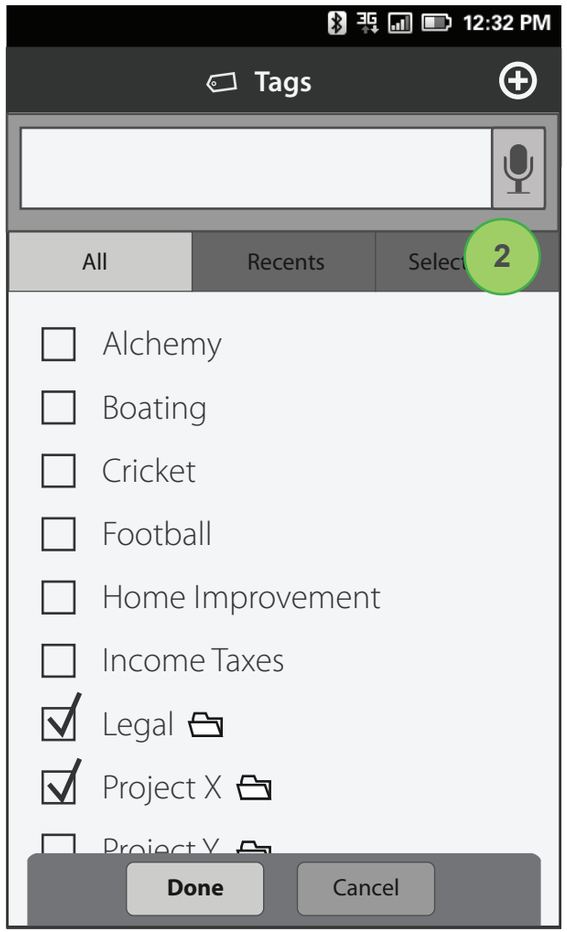


PD.PD.2.0: FLOW9.0
Tag a Call in Call Log

1. Tapping the Tag button in the Call Details brings up the Tags dialog (see next page).

2.0 Call Log - PD Flow 9. Tag a Call in Call Log (page 2 of 3)

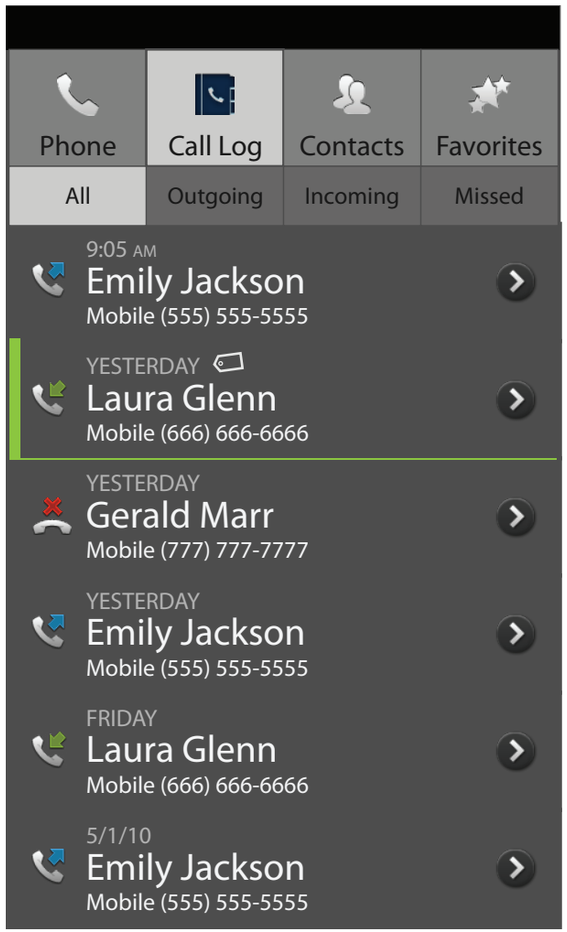


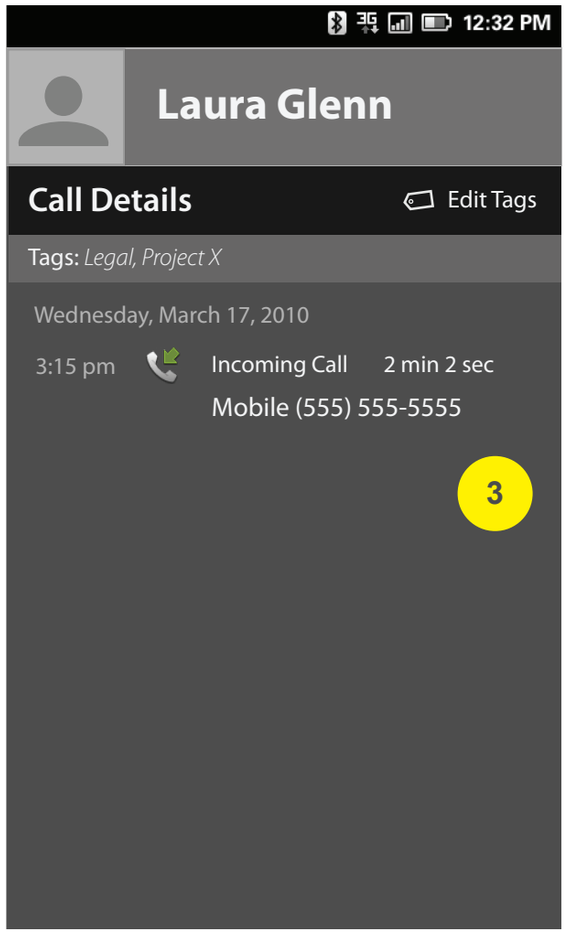


PD.PD.2.0: FLOW9.0
Tag a Call in Call Log

2. Tapping a check box selects a tag. Clicking the Done button closes the Tags dialog and returns the user to the Call Log. (see next page).

2.0 Call Log - PD Flow 9. Tag a Call in Call Log (page 3 of 3)

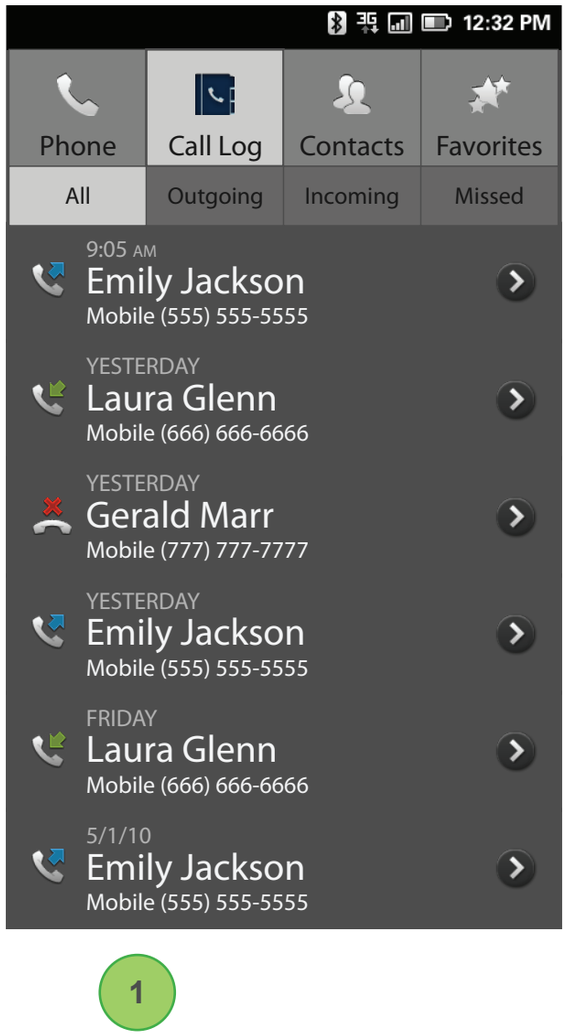


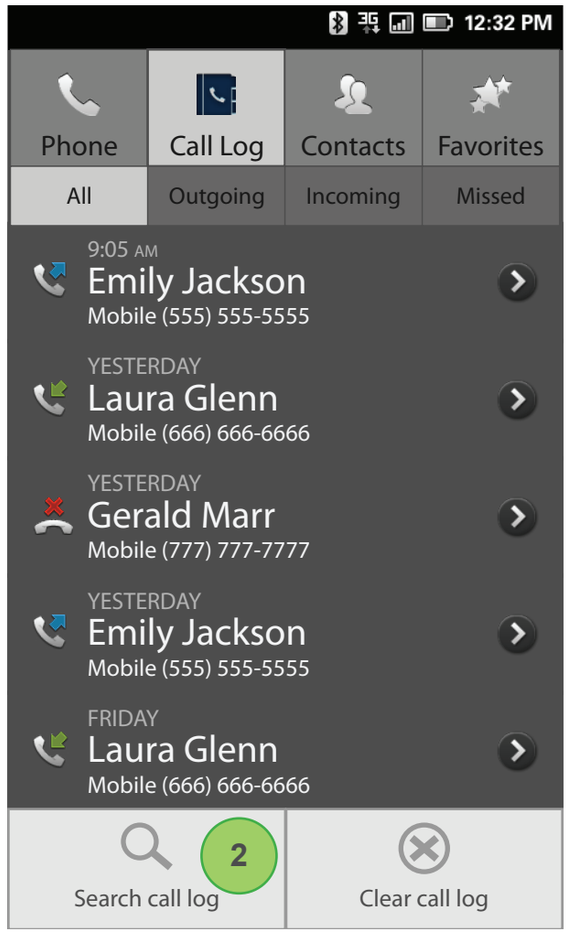


PD.PD.2.0: FLOW9.0
Tag a Call in Call Log

3. The Call Log has been updated. A tag icon in the Call Log list communicates to the user that the call in question has been tagged. Also, the tags themselves are visible in the Call Details screen. Lastly, the Tag button changes to Edit Tags.

2.0 Call Log - PS Flow 10. Search Call Log (page 1 of 3)



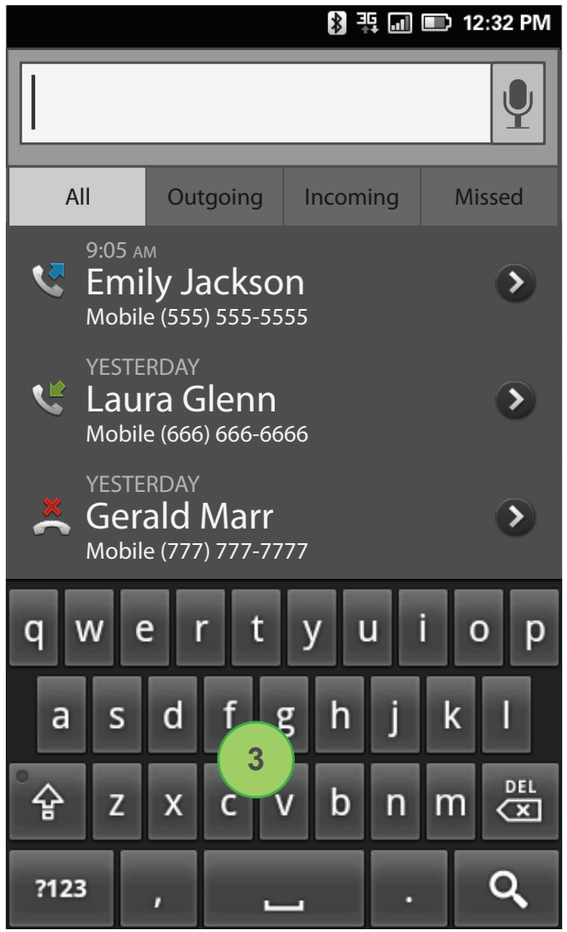


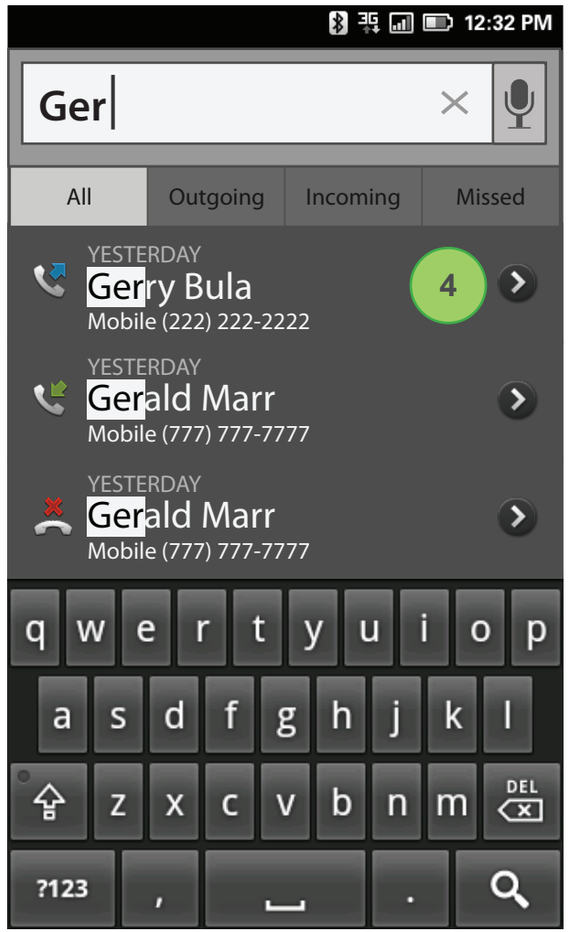
PD.PS.2.0: FLOW10.0 Search Call Log

1. Tapping the Contextual Menu hard key brings up the Contextual Menu.

2. Tapping the Search call log button in the Contextual Menu brings up the search interface (see next page).

2.0 Call Log - PS Flow 10. Search Call Log (page 2 of 3)



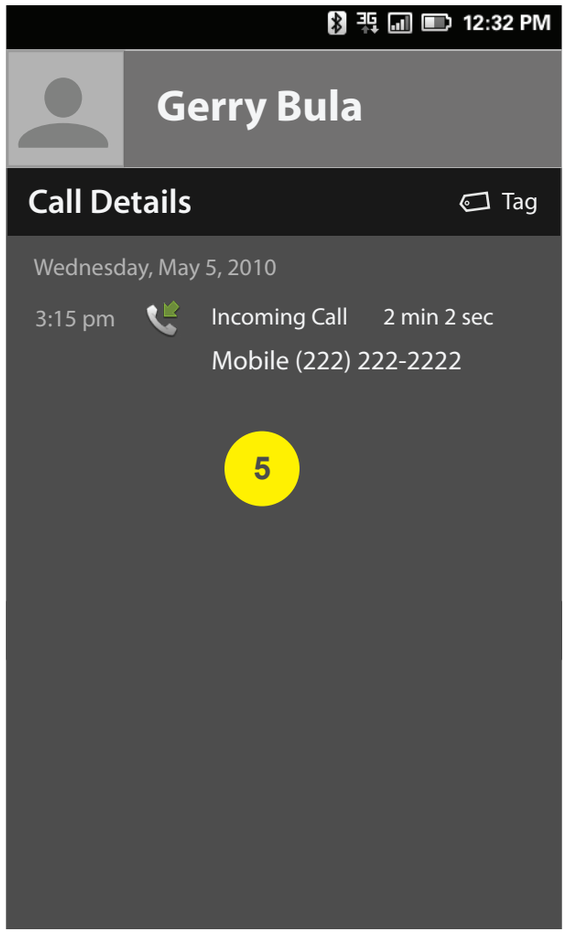


PD.PS.2.0: FLOW10.0 Search Call Log

3. Typing on the keyboard filters the view of the Call Log.

4. Tapping the arrow next to an item in the Call Log brings up PD.PS 2.1 Call Details (see next page).

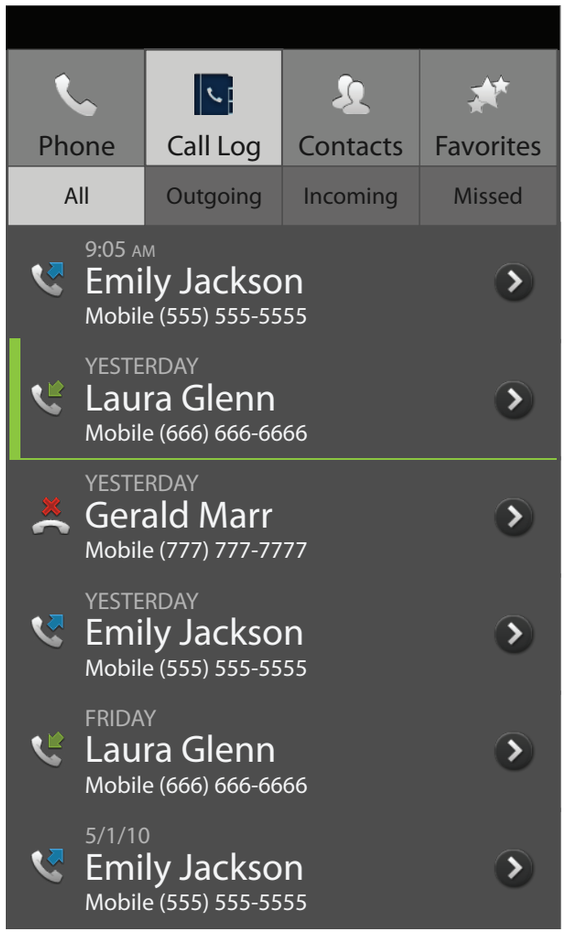
2.0 Call Log - PS Flow 10. Search Call Log (page 3 of 3)

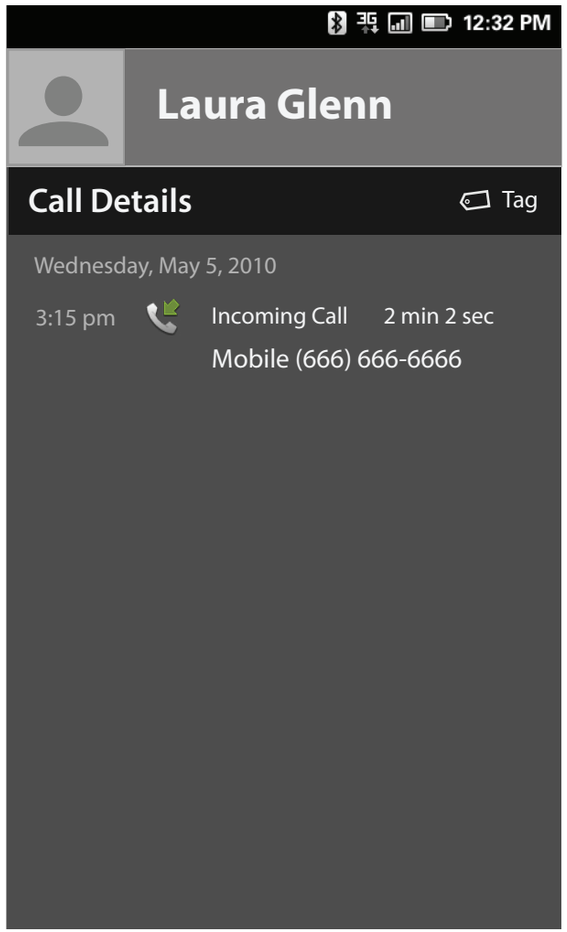


PD.PS.2.0: FLOW10.0 Search Call Log

5. The Call Details are displayed.

2.0 Call Log - PD Flow 10. Search Call Log (page 1 of 4)



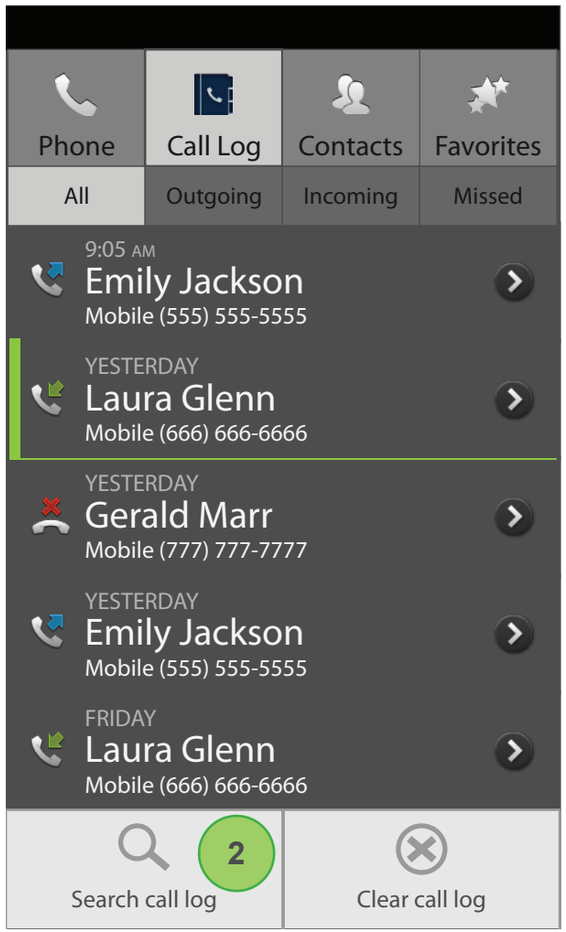


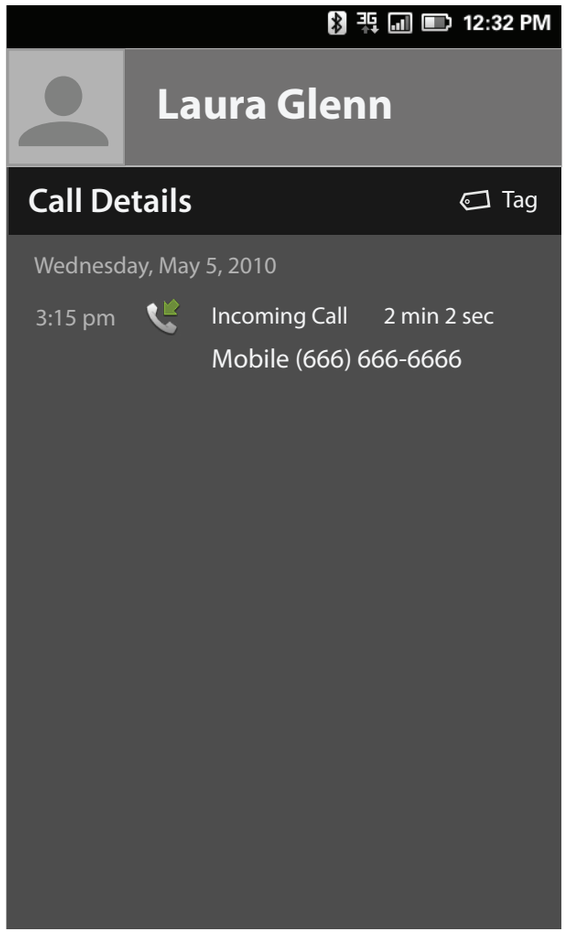
1

PD.PD.2.0: FLOW10.0 Search Call Log

1. Tapping the Contextual Menu hard key brings up the Contextual Menu (see next page).

2.0 Call Log - PD Flow 10. Search Call Log (page 2 of 4)

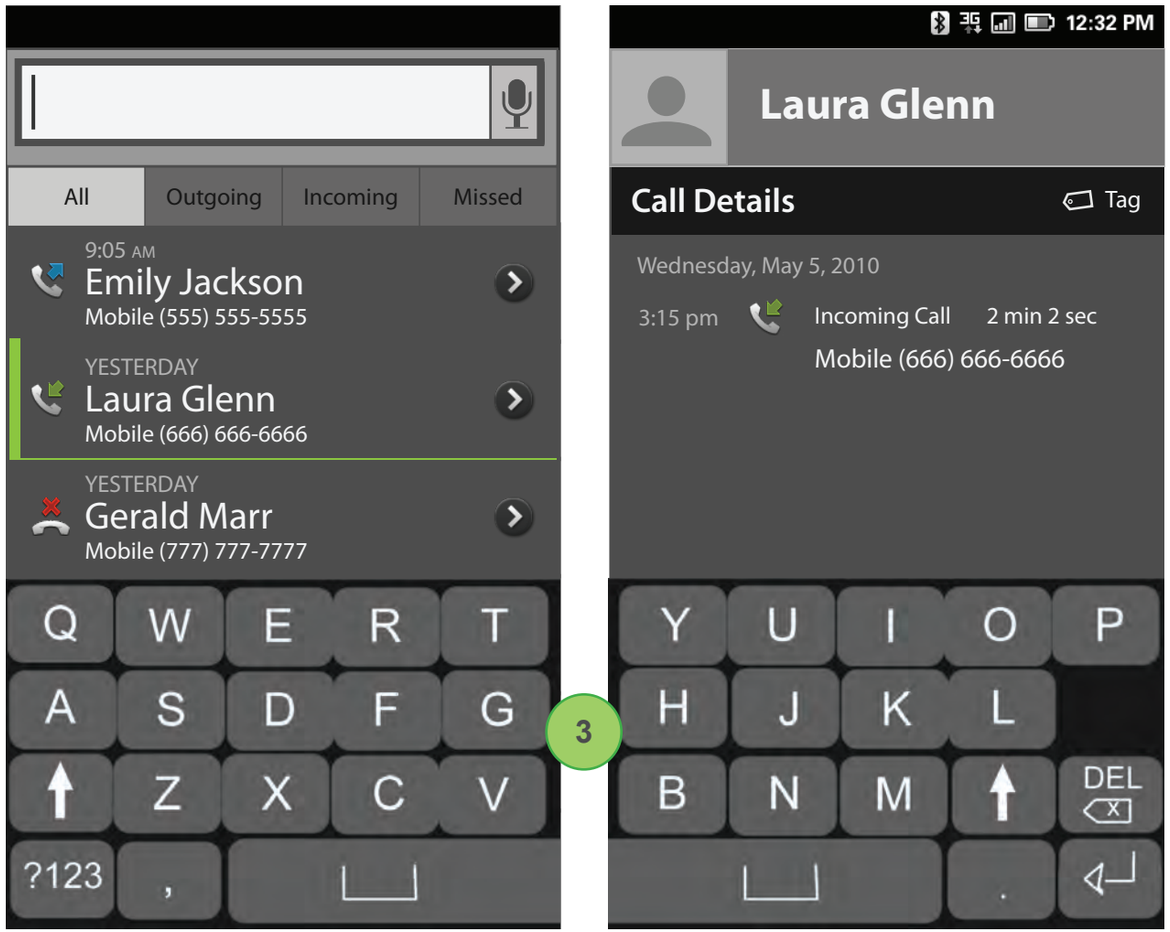




PD.PD.2.0: FLOW10.0 Search Call Log

2. Tapping the Search call log button in the Contextual Menu brings up the search interface (see next page).

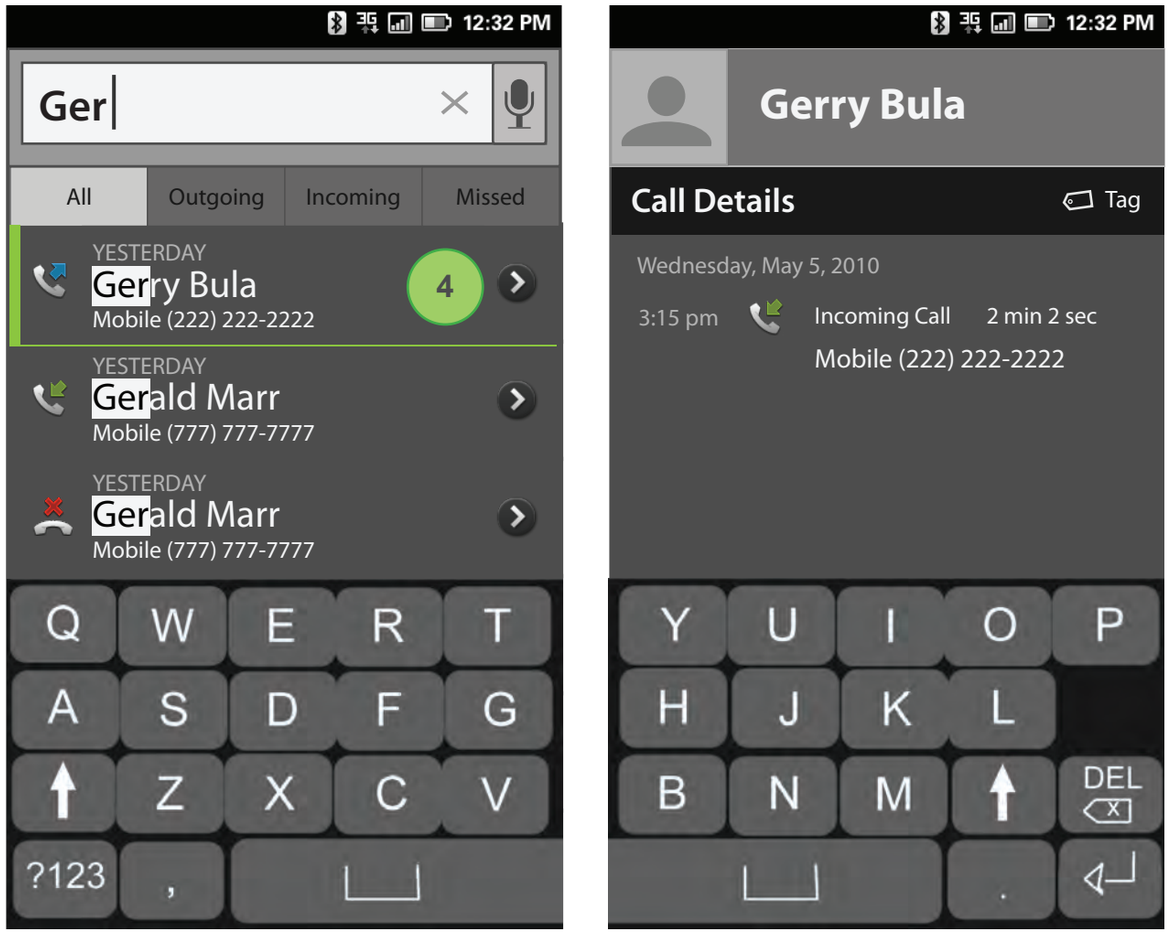
2.0 Call Log - PD Flow 10. Search Call Log (page 3 of 4)



PD.PD.2.0: FLOW10.0 Search Call Log

3. The keyboard spans both screen. Typing on the keyboard filters the list of calls.

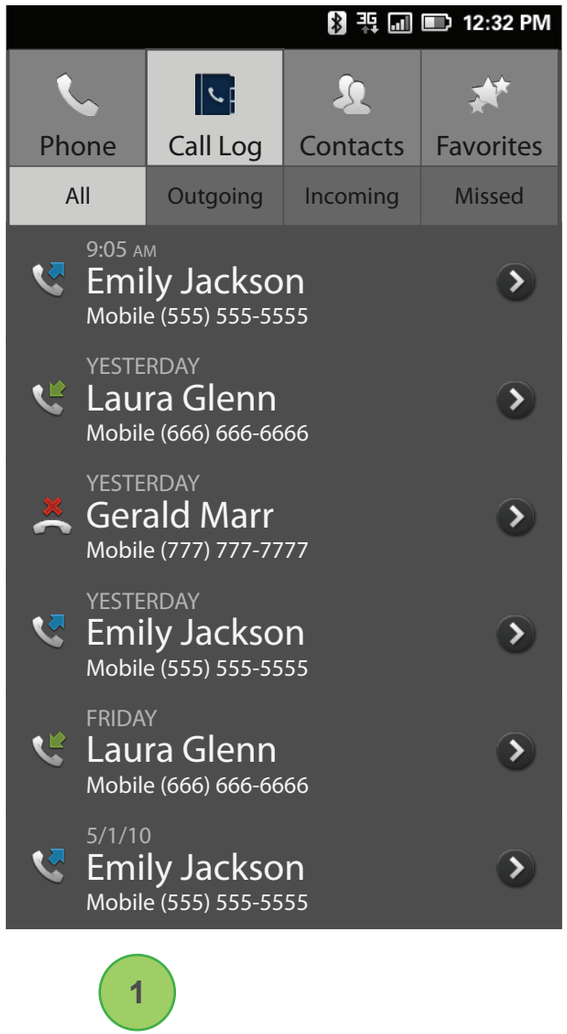
2.0 Call Log - PD Flow 10. Search Call Log (page 4 of 4)

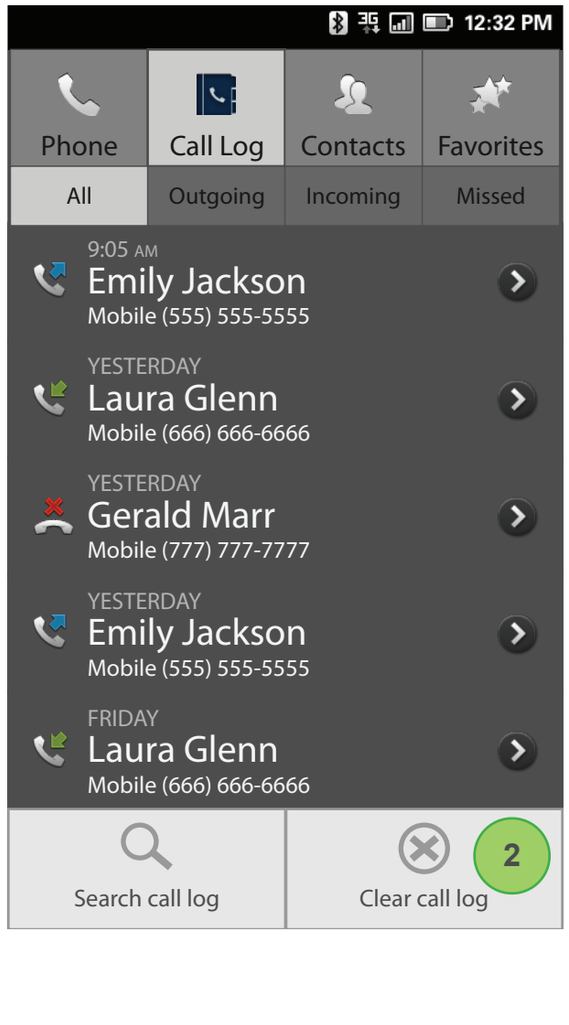


PD.PD.2.0: FLOW10.0 Search Call Log

4. The Call Log is filtered based on the search criteria. Tapping on the arrow next to a call will change what is view on the right, in the Call Details.

2.0 Call Log - PS Flow 11. Delete All Calls in Call Log (page 1 of 2)



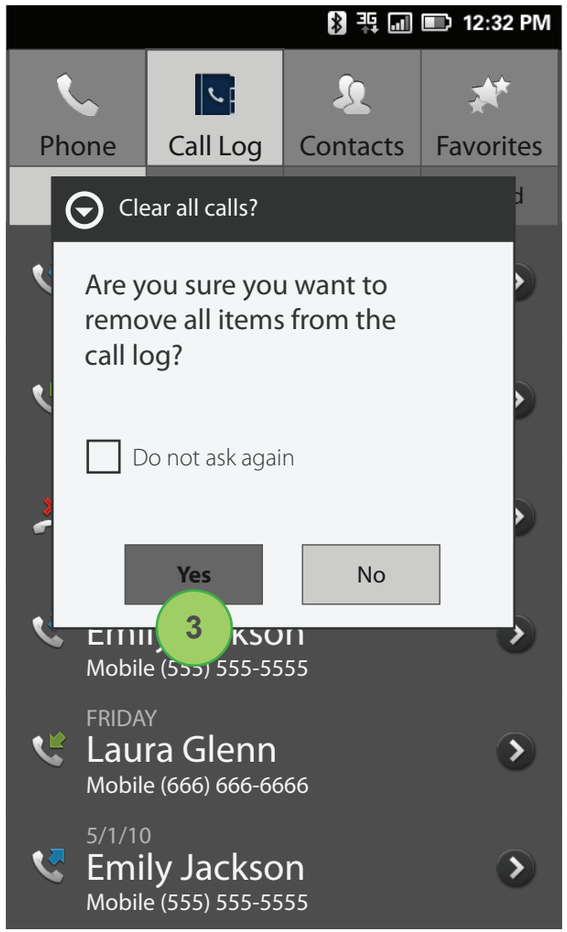


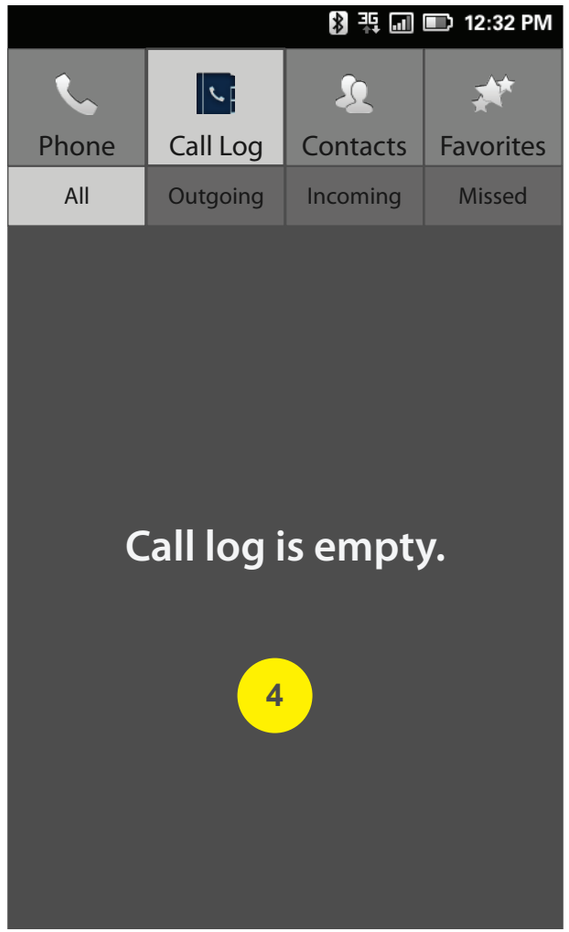
PD.PS.2.0: FLOW11.0
Delete All Calls in Call Log

1. Tapping the Contextual Menu hard key brings up the Contextual Menu.

2. Tapping the Clear call log button in the Contextual Menu brings up a Confirmation Dialog (see next page).

2.0 Call Log - PS Flow 11. Delete All Calls in Call Log (page 2 of 2)



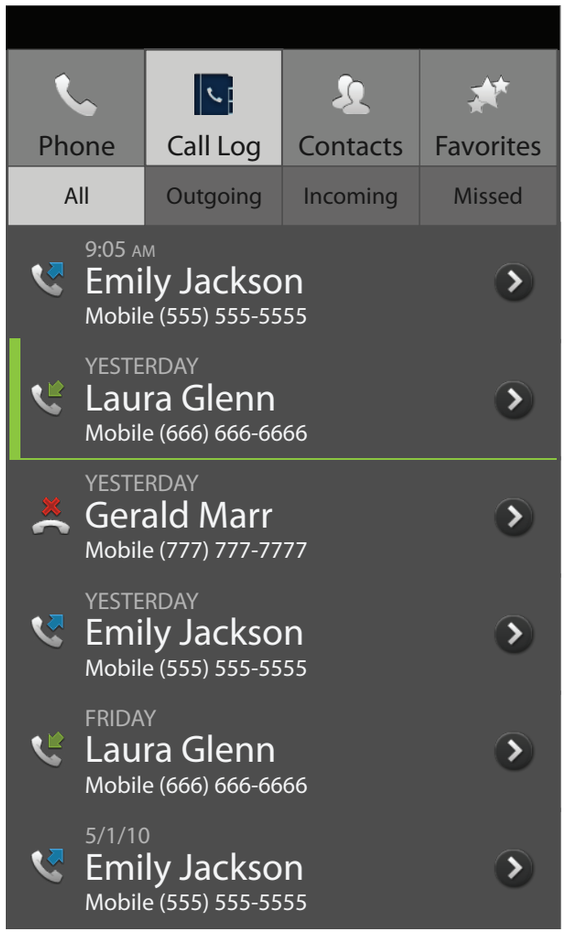


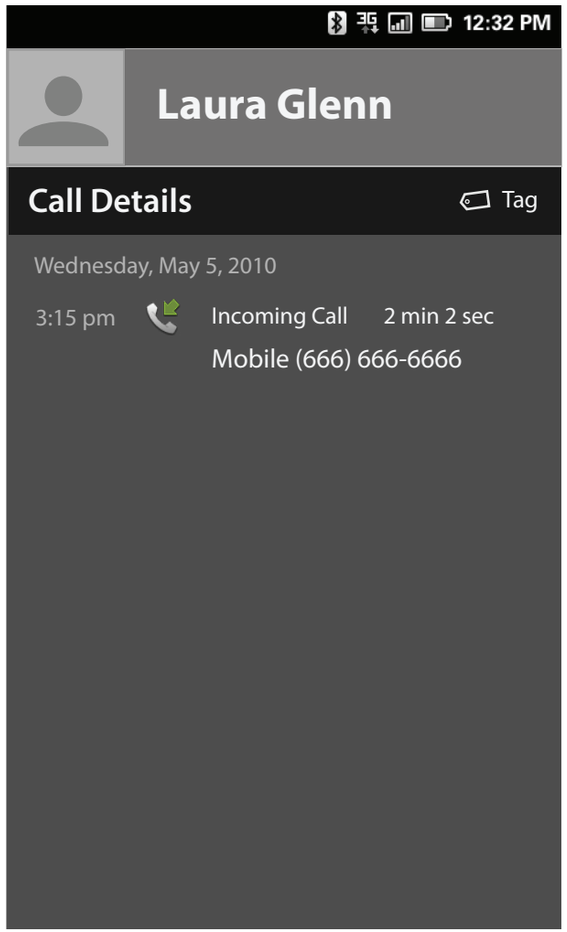
PD.PS.2.0: FLOW11.0
Delete All Calls in Call Log

3. Tapping the Yes button closes the Confirmation Dialog and removes all calls from the Call Log.

4. An empty Call Log is displayed.

2.0 Call Log - PD Flow 11. Delete All Calls in Call Log (page 1 of 4)



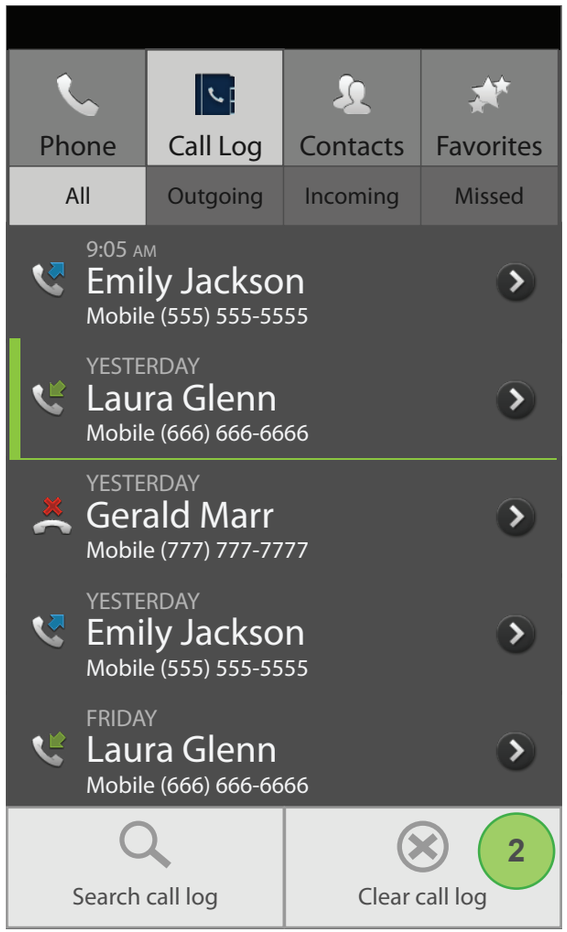


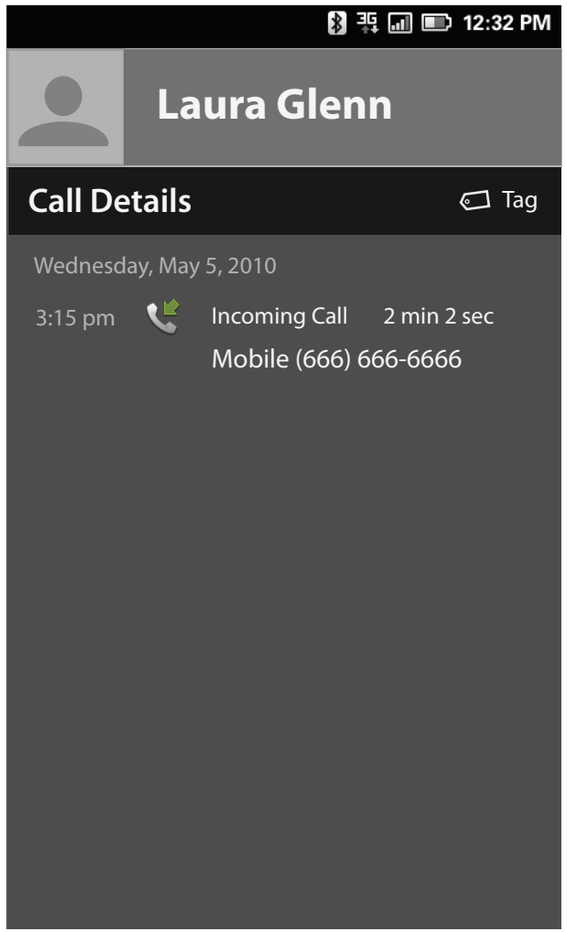
1

PD.PD.2.0: FLOW11.0
Delete All Calls in Call Log

1. Tapping the Contextual Menu hard key brings up the Contextual Menu (see next page).

2.0 Call Log - PD Flow 11. Delete All Calls in Call Log (page 2 of 4)

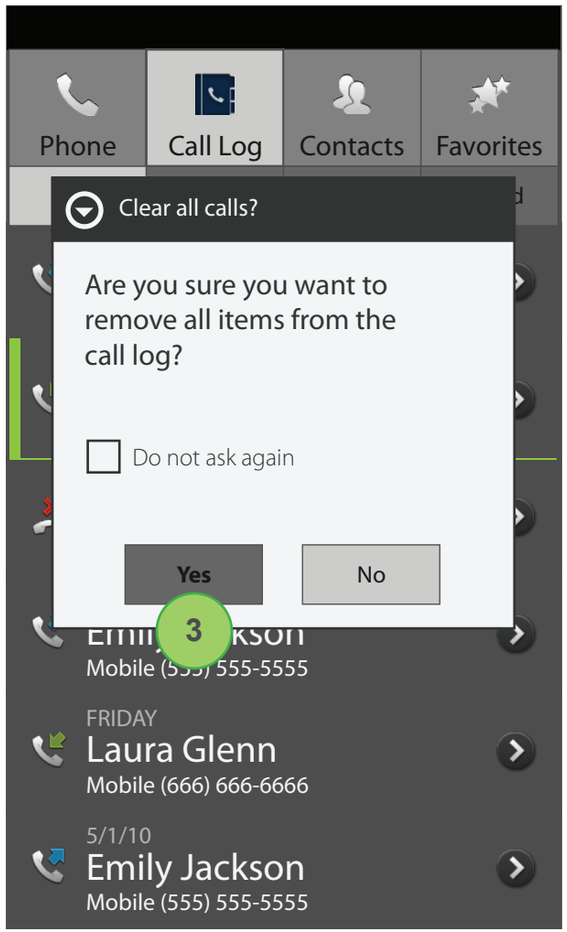


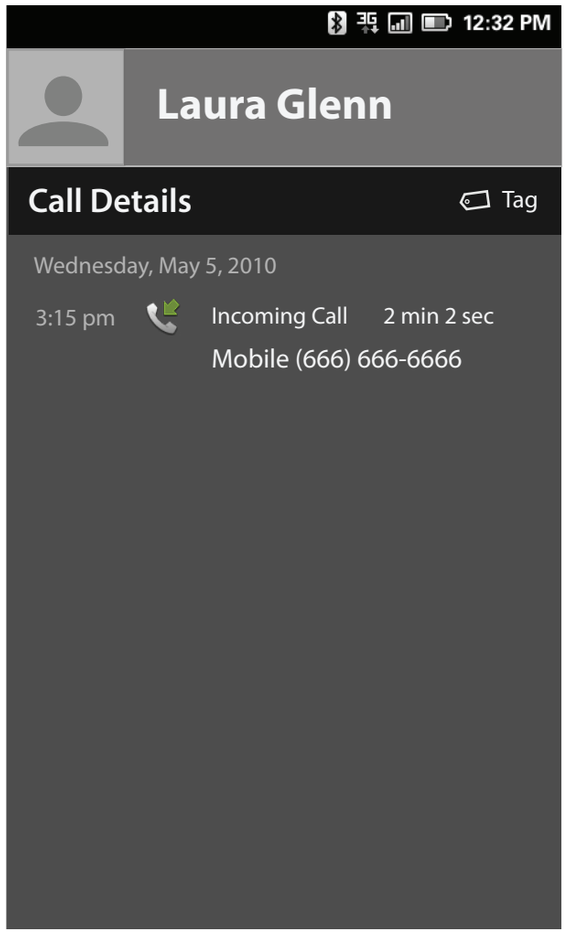


PD.PD.2.0: FLOW11.0
Delete All Calls in Call Log

2. Tapping the Clear call log button in the Contextual Menu brings up a Confirmation Dialog (see next page).

2.0 Call Log - PD Flow 11. Delete All Calls in Call Log (page 3 of 4)

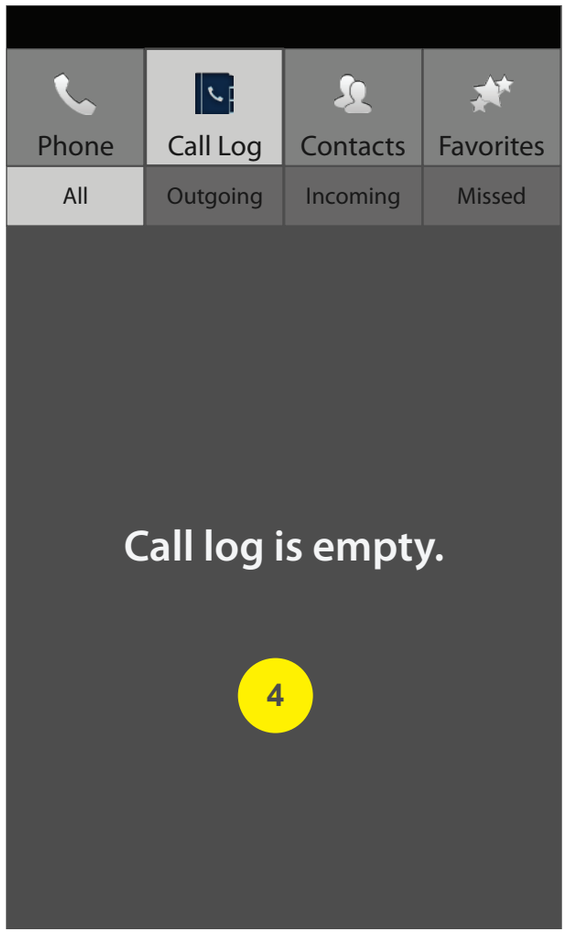


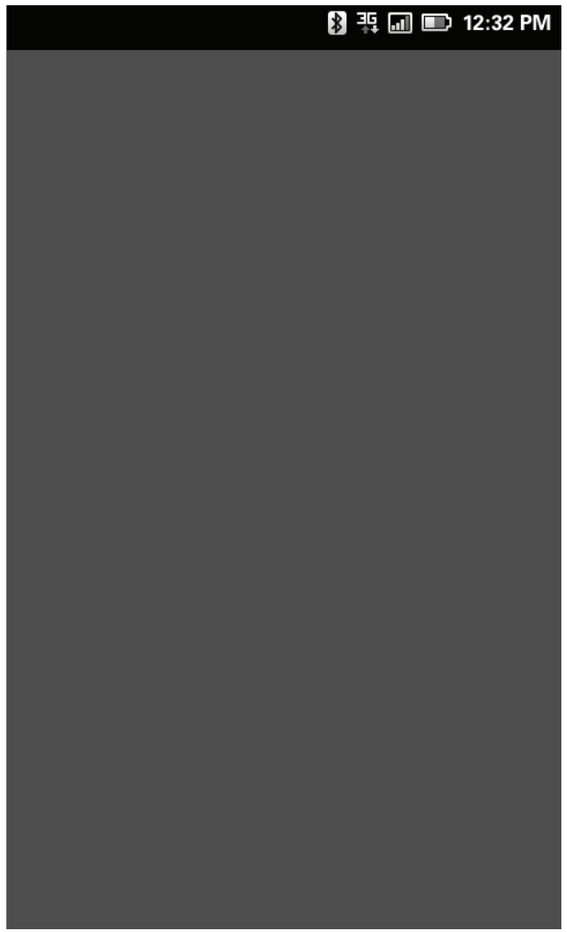


PD.PD.2.0: FLOW11.0
Delete All Calls in Call Log

3. Tapping the Yes button closes the Confirmation Dialog and removes all calls from the Call Log (see next page).

2.0 Call Log - PD Flow 11. Delete All Calls in Call Log (page 4 of 4)

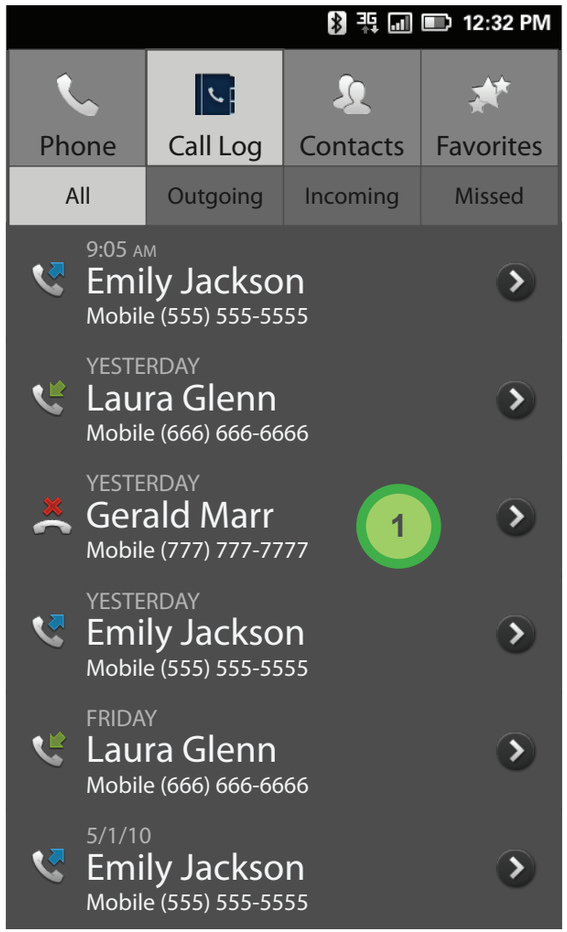


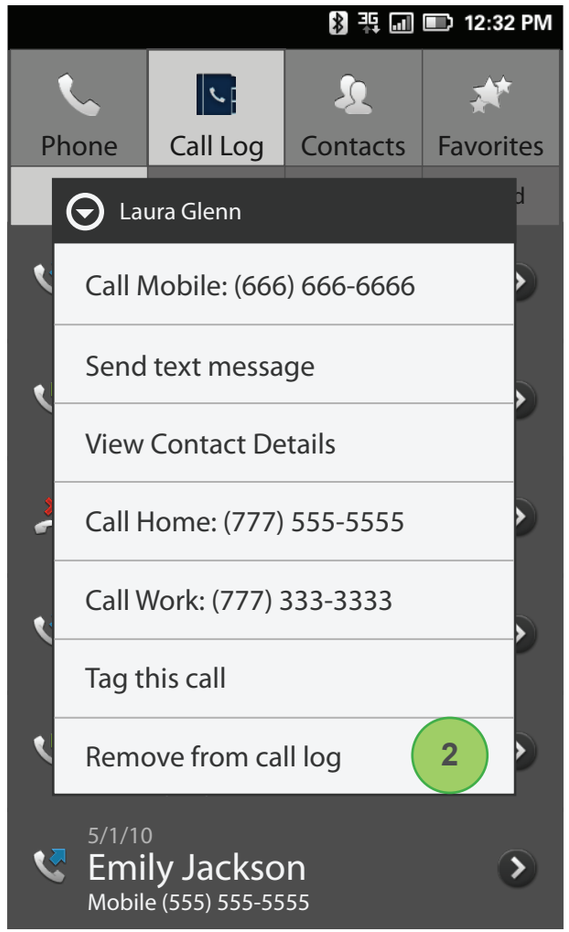


PD.PD.2.0: FLOW11.0
Delete All Calls in Call Log

4. An empty Call Log is displayed.

2.0 Call Log - PS Flow 12. Delete One Call in Call Log (page 1 of 2)



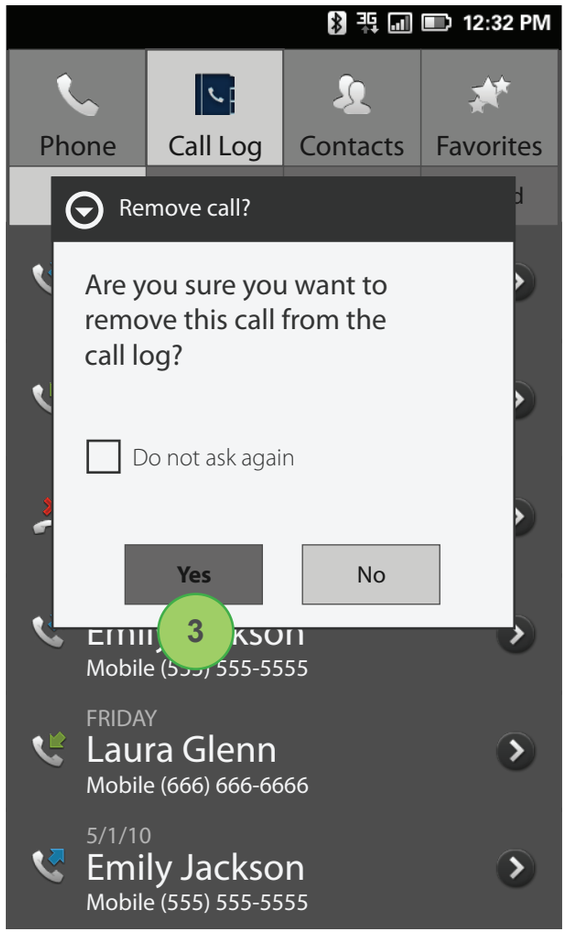


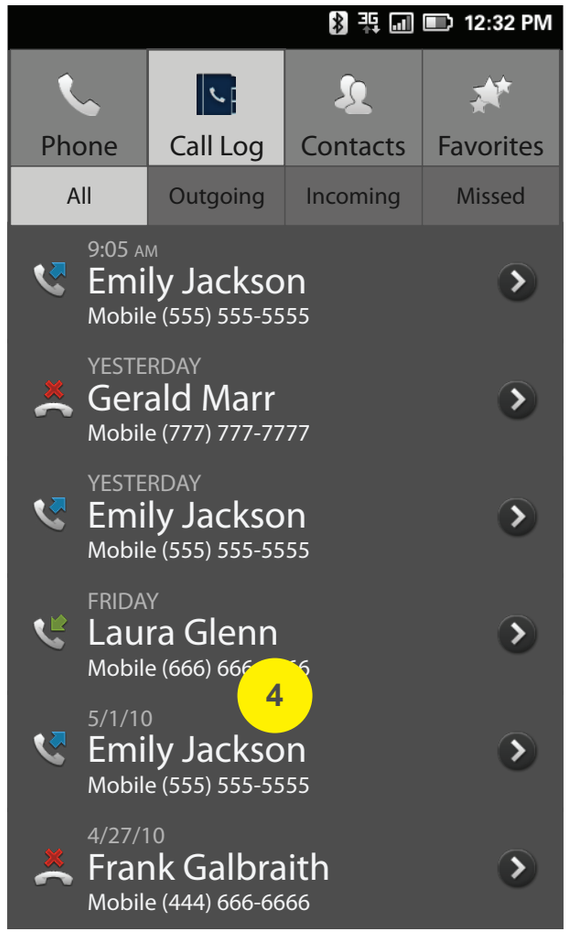
PD.PS.2.0: FLOW12.0
Delete One Call in Call Log

1. Long pressing an item in the Call Log brings up the Long Press menu.

2. Tapping the Remove from call log item in the Long Press menu closes the Long Press menu and brings up a Confirmation Dialog (see next page).

2.0 Call Log - PS Flow 12. Delete One Call in Call Log (page 2 of 2)



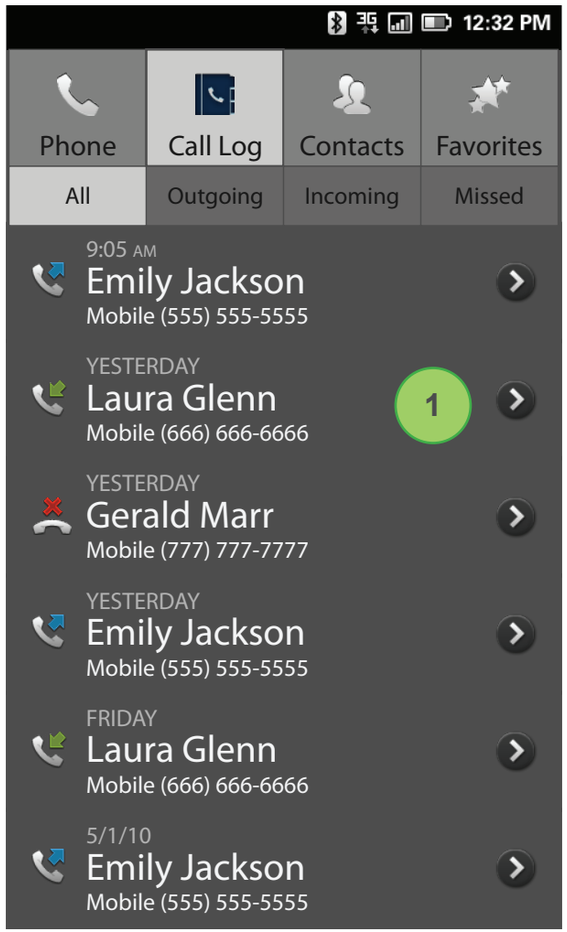


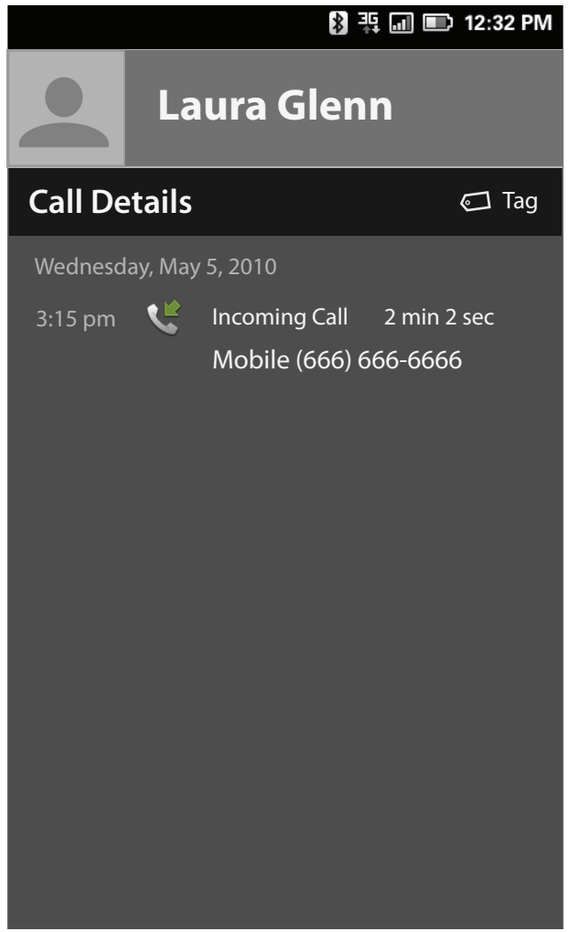
PD.PS.2.0: FLOW12.0
Delete One Call in Call Log

3. Tapping the Yes button in the Confirmation Dialog closes the Confirmation Dialog and deletes the call from the Call Log.

4. An updated Call Log (without the deleted call) is displayed.

2.0 Call Log - PS Flow 12. Delete One Call in Call Log (via Call Details, page 1 of 3)





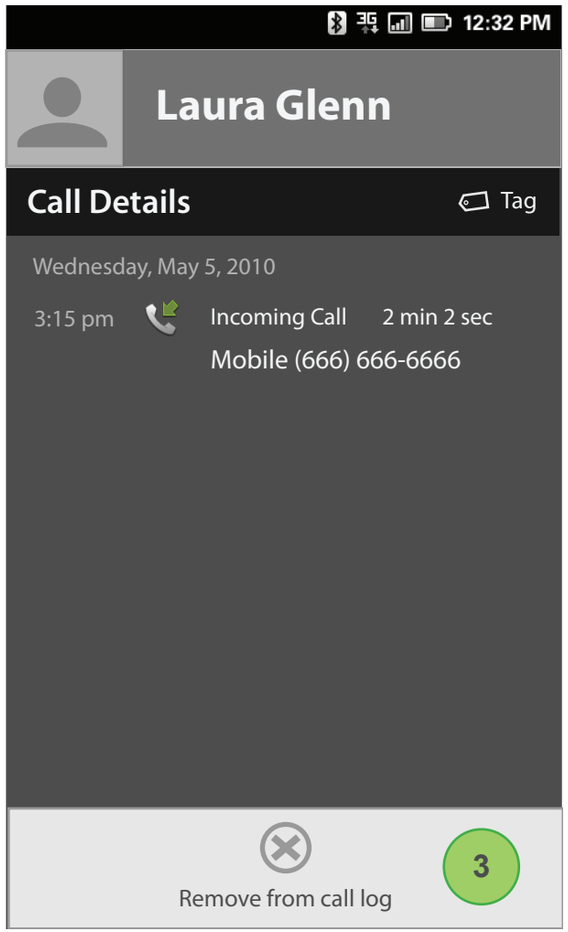
2

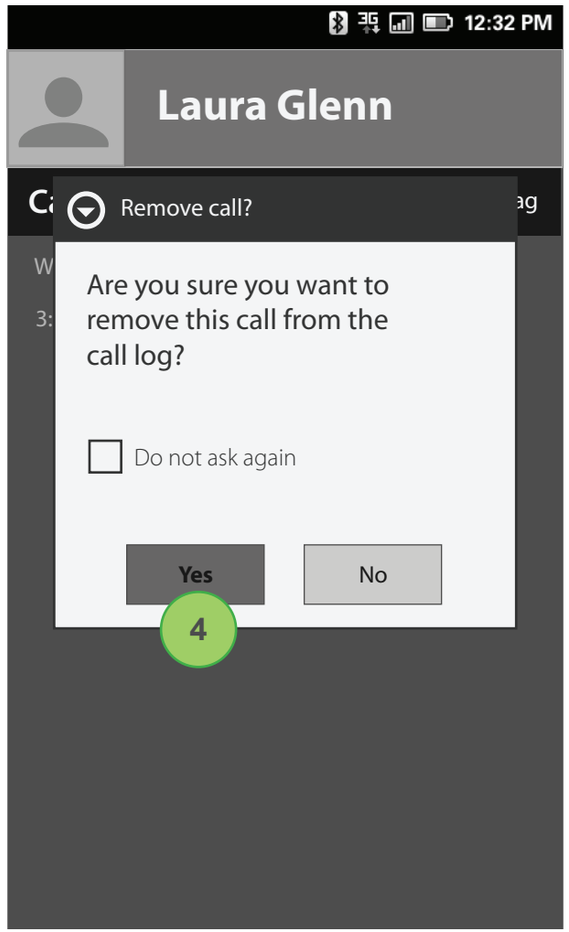
PD.PS.2.0: FLOW12.0 Delete One Call in Call Log (via Call Details)

1. Tapping the arrow next to a Call in the Call Log displays the Call Details screen.

2. Tapping the Contextual Menu hard key brings up the Contextual Menu (see next page).

2.0 Call Log - PS Flow 12. Delete One Call in Call Log (via Call Details, page 2 of 3)



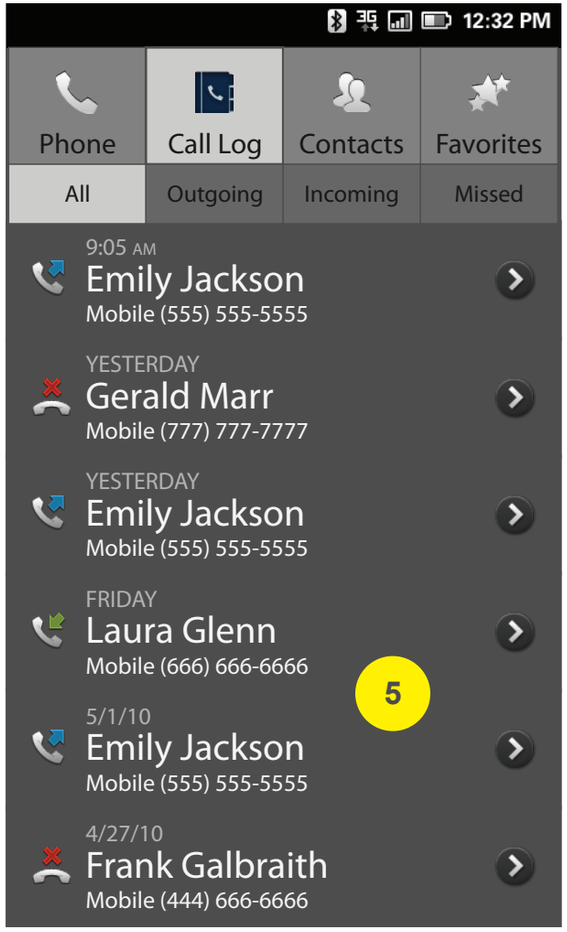


PD.PS.2.0: FLOW12.0 Delete One Call in Call Log (via Call Details)

3. Tapping the Remove from call log button brings up a Confirmation Dialog.

4. Tapping the Yes button in the Confirmation Dialog closes the Confirmation Dialog, deletes the call from the Call Log, and reverts the screen view to the Call Log (see next page).

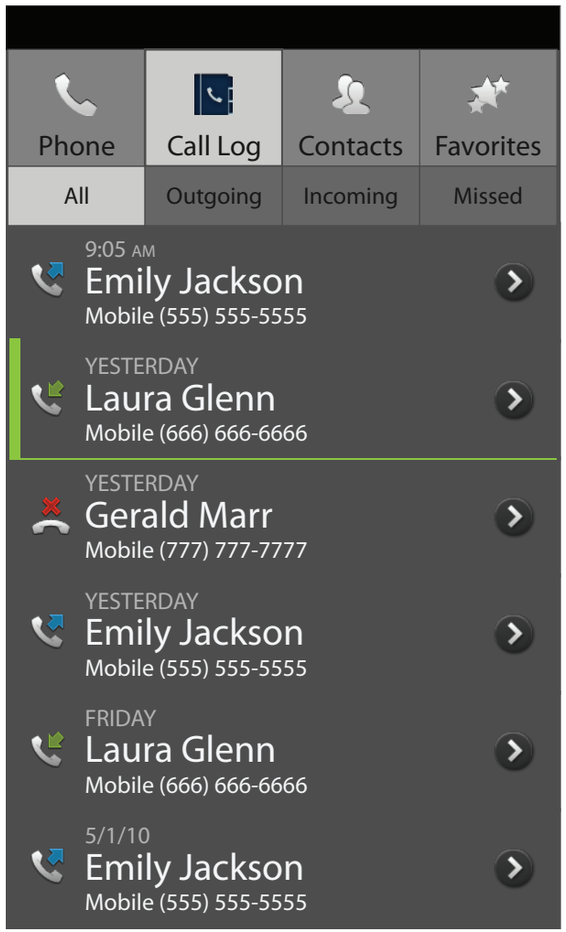
2.0 Call Log - PS Flow 12. Delete One Call in Call Log (via Call Details, page 3 of 3)

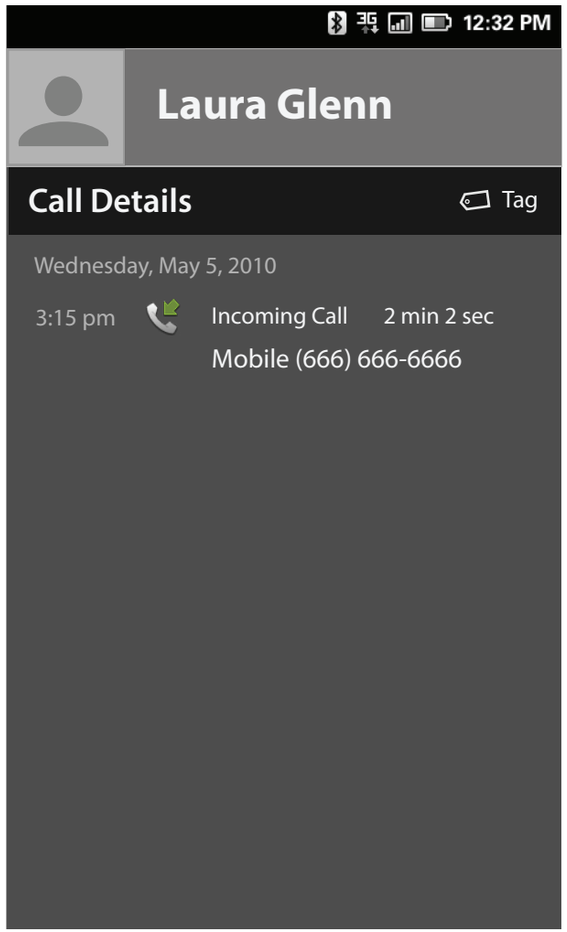


PD.PS.2.0: FLOW12.0 Delete One Call in Call Log (via Call Details)

5. An updated Call Log (without the deleted call) is displayed.

2.0 Call Log - PD Flow 12. Delete One Call in Call Log (page 1 of 4)



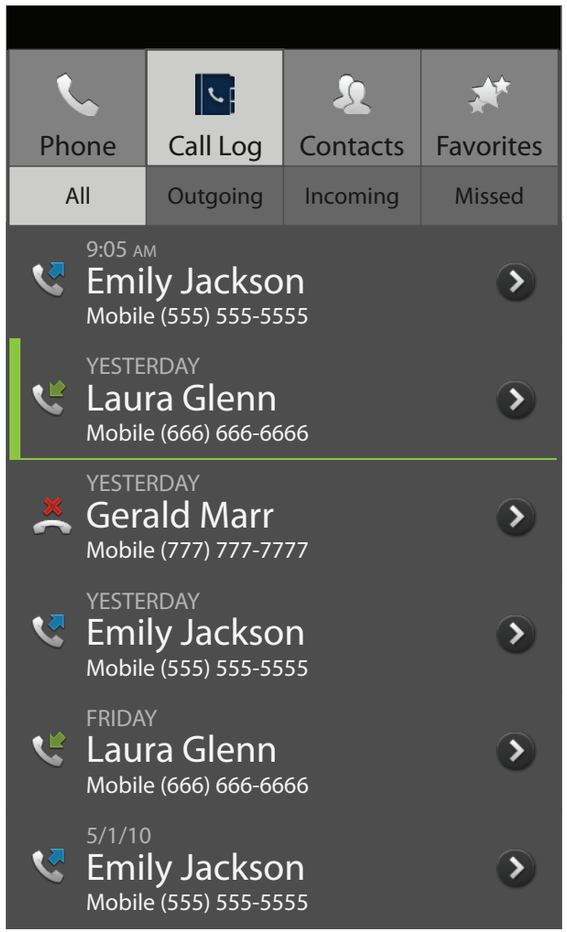


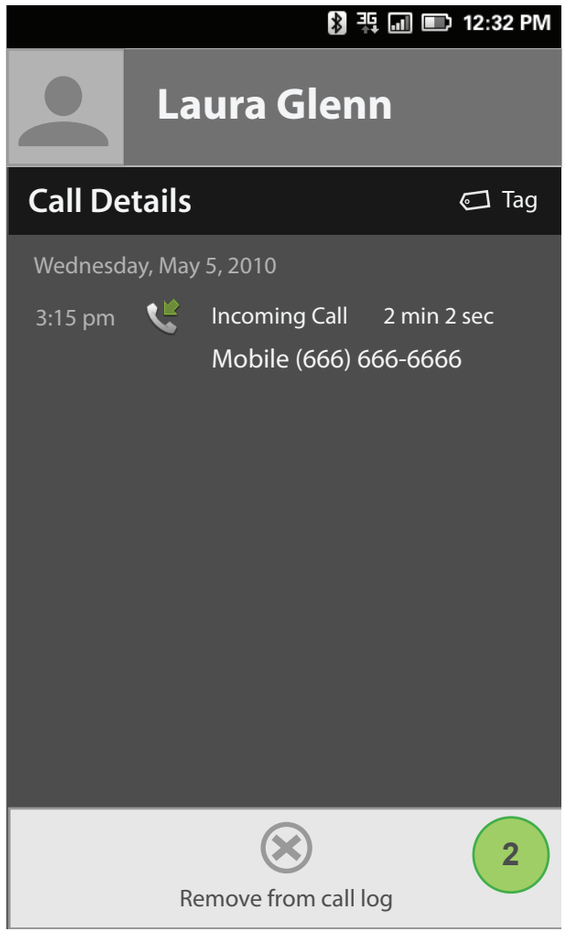
1

PD.PD.2.0: FLOW12.0
Delete One Call in Call Log

1. Tapping the Contextual Menu hard key underneath the right screen brings up the Contextual Menu (see next page).

2.0 Call Log - PD Flow 12. Delete One Call in Call Log (page 2 of 4)

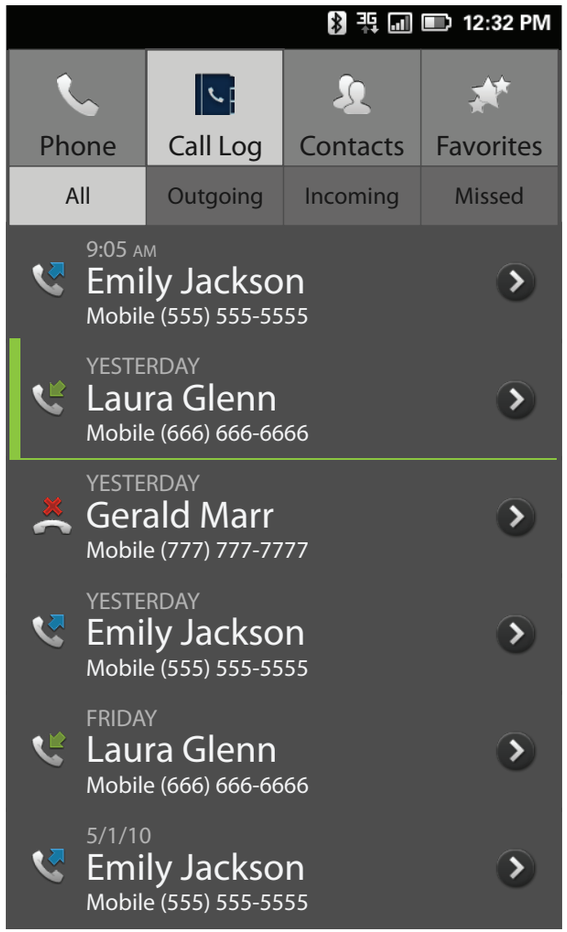


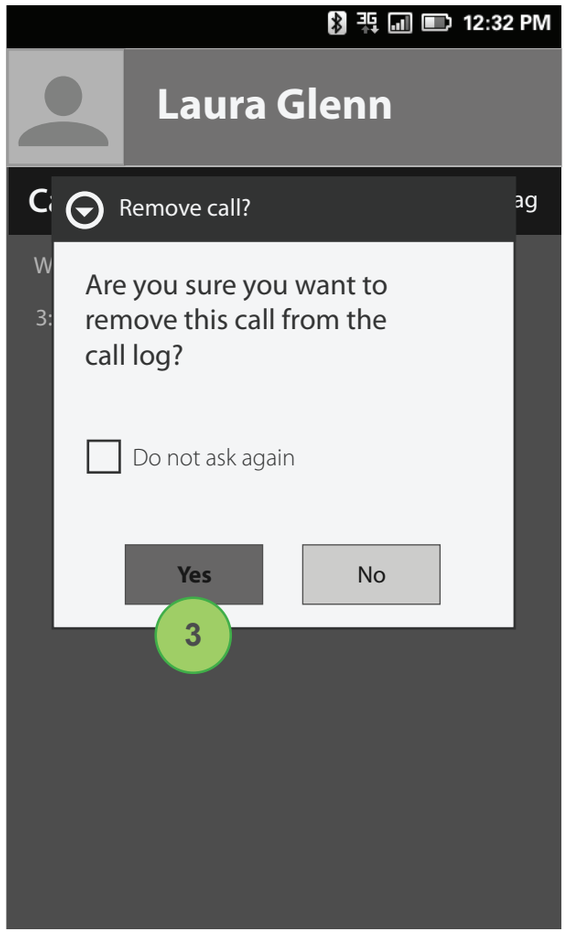


PD.PD.2.0: FLOW12.0
Delete One Call in Call Log

2. Tapping the Remove from call log item in the Contextual Menu closes the Contextual Menu and brings up a Confirmation Dialog (see next page).

2.0 Call Log - PD Flow 12. Delete One Call in Call Log (page 3 of 4)

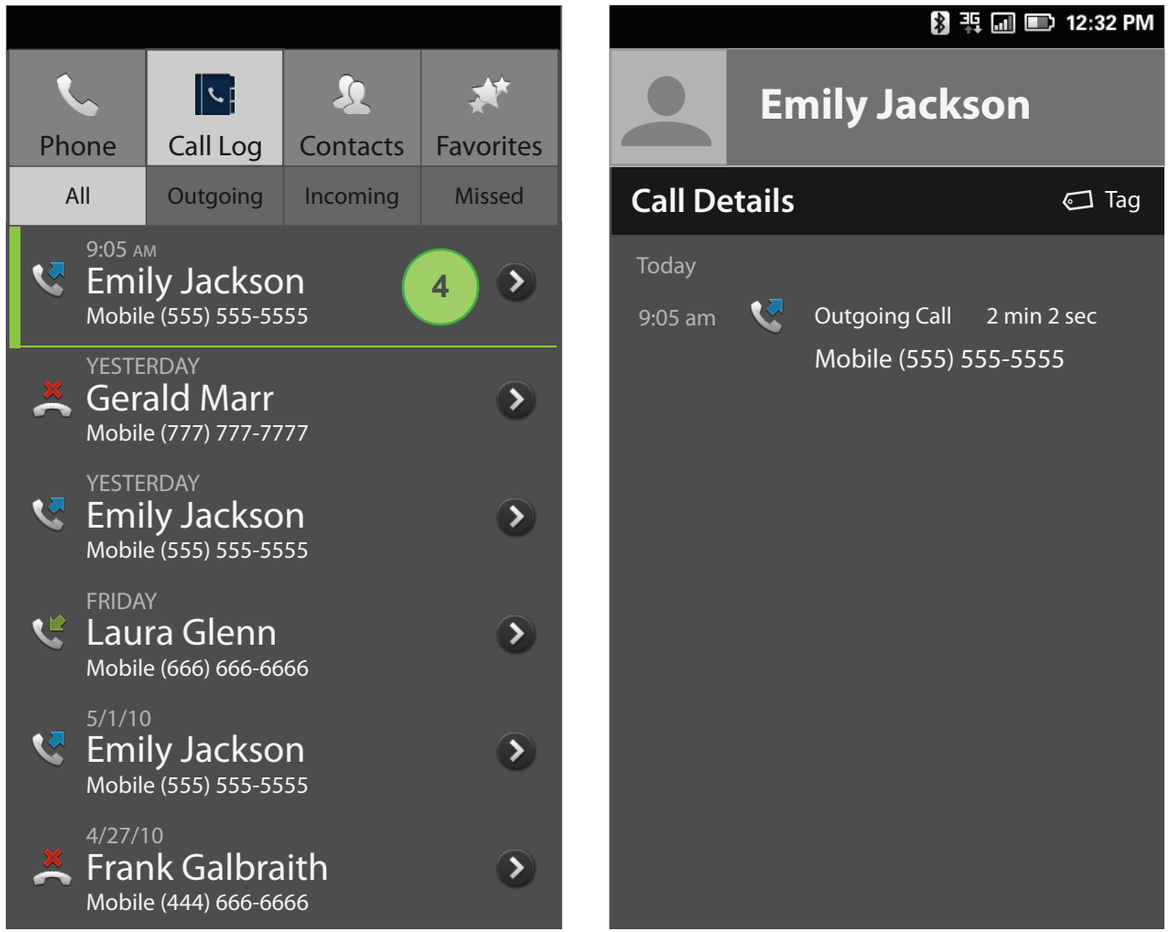




PD.PD.2.0: FLOW12.0 Delete One Call in Call Log

3. Tapping the Yes button in the Confirmation Dialog closes the Confirmation Dialog and deletes the call from the Call Log (see next page).

2.0 Call Log - PD Flow 12. Delete One Call in Call Log (page 4 of 4)



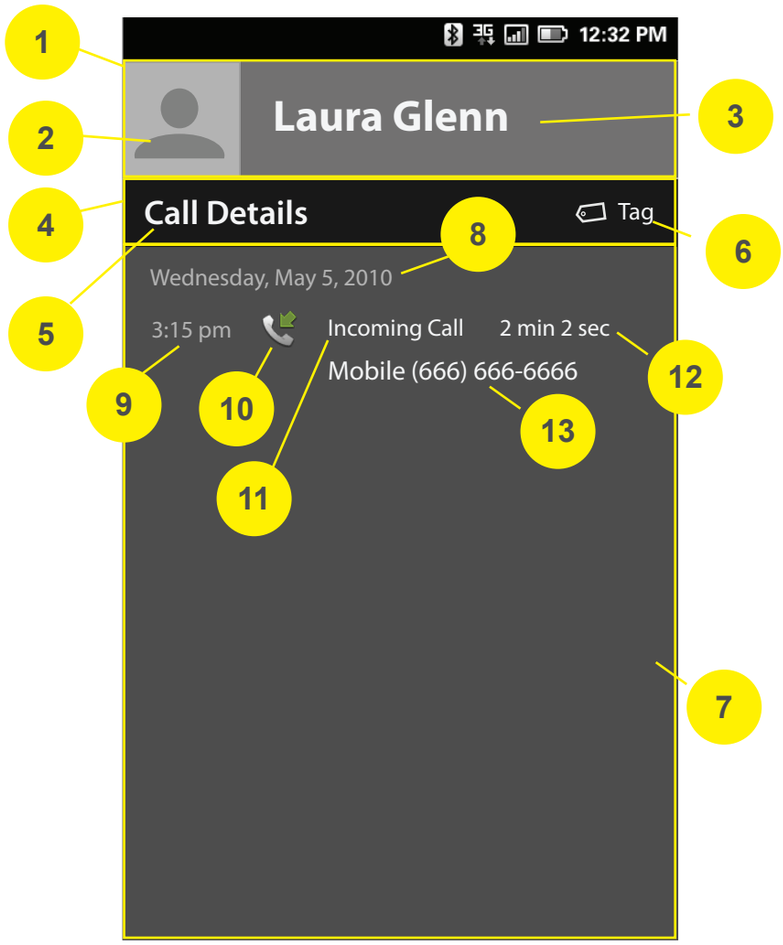
PD.PD.2.0: FLOW12.0
Delete One Call in Call Log

4. An updated Call Log (without the deleted call) is displayed. The most recent call is selected automatically. The details for that call are displayed on the right hand screen.

PHONE: **2.1 CALL DETAILS**

2.1 CALL DETAILS **WIREFRAMES**

PD.PS.2.1 Call Details: Overview

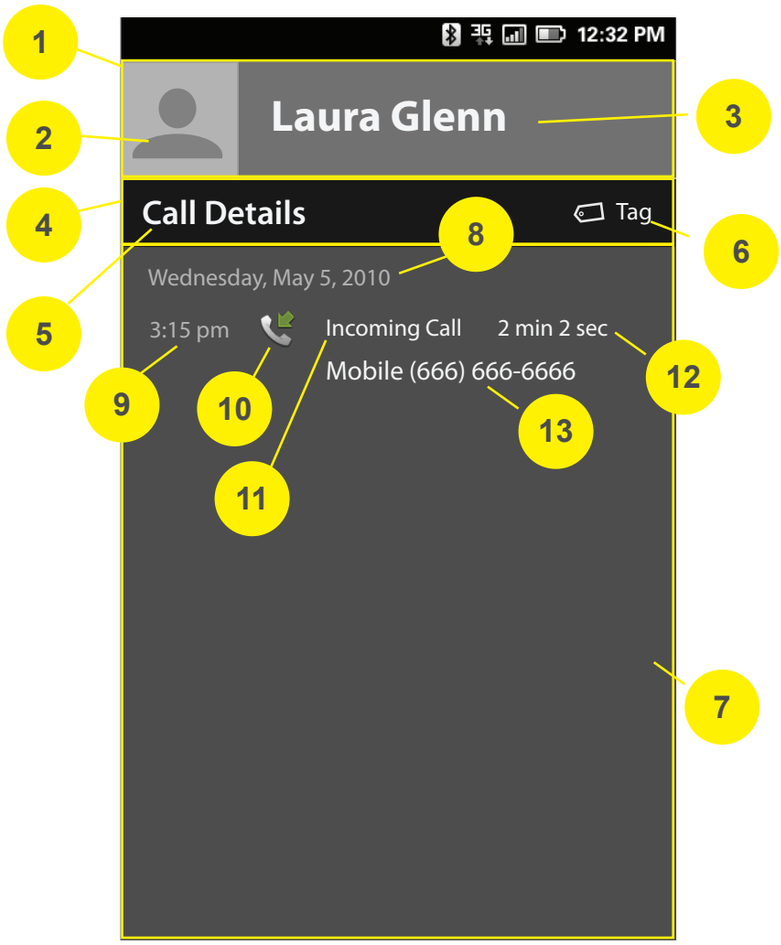


CALL DETAILS
Overview

The Call Details screen displays the details for a given entry in the Call Log.

1. Caller Identification Bar
2. Caller Photo/Avatar Button
3. Caller Name/Number
4. Call Details Header
5. Call Details Label
6. Tag Button
7. Call Details Display Area
8. Call Date
9. Call Time
10. Call Type Indicator
11. Call Type Label
12. Call Duration
13. Call Number

PD.PS.2.1 Call Details: Single Call, Known Contact View



CALL DETAILS
Single Call, Known Contact

The Call Details screen displays the details for a given entry in the Call Log.

1. Caller Identification Bar

2. Caller Photo/Avatar Button. When the caller is a contact and a photo/avatar is available, it will be displayed here. If there is no photo available, a placeholder image will be displayed. Clicking the Caller Photo/Avatar Button brings up the Contact Pop-up.

3. Caller Name/Number. When the caller is a contact, the contact name will be displayed here.

4. Call Details Header

5. Call Details Label

6. Tag Button

7. Call Details Display Area

8. Call Date

9. Call Time

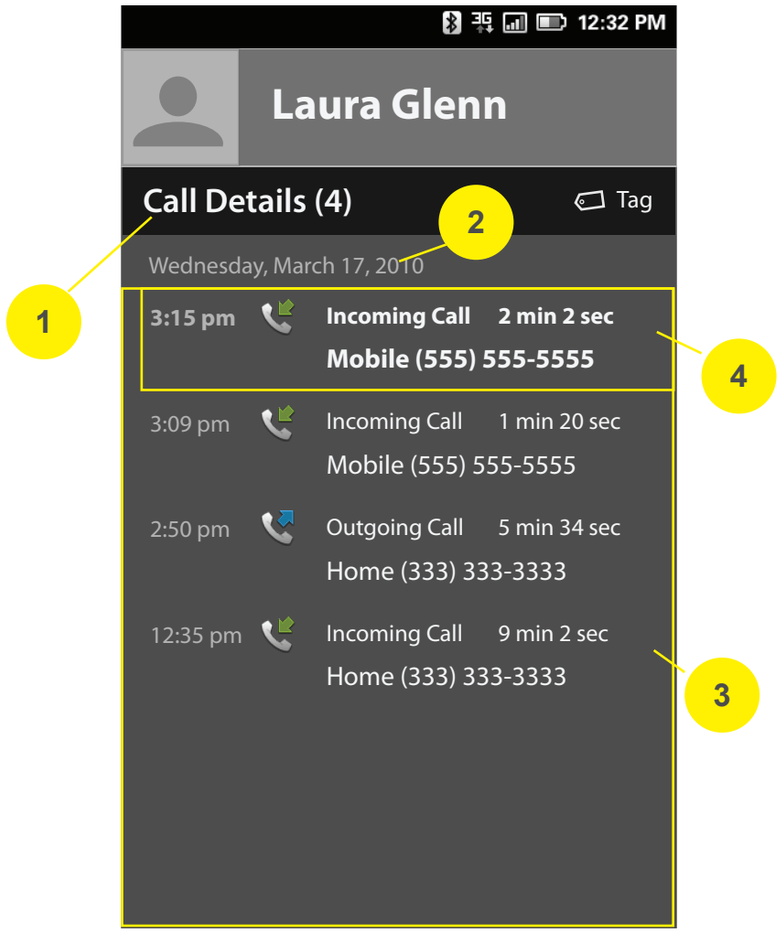
10. Call Type Indicator

11. Call Type Label

12. Call Duration

13. Call Number. When the caller is a contact, the number type and number will be shown here.

PD.PS.2.1 Call Details: Aggregated Calls, Known Contact View



CALL DETAILS

Aggregated Calls, Known Contact

If several adjacent Outgoing and Incoming calls have been aggregated in the Call Log list view, the details for each will be displayed in a scrollable list on the Call Details screen.

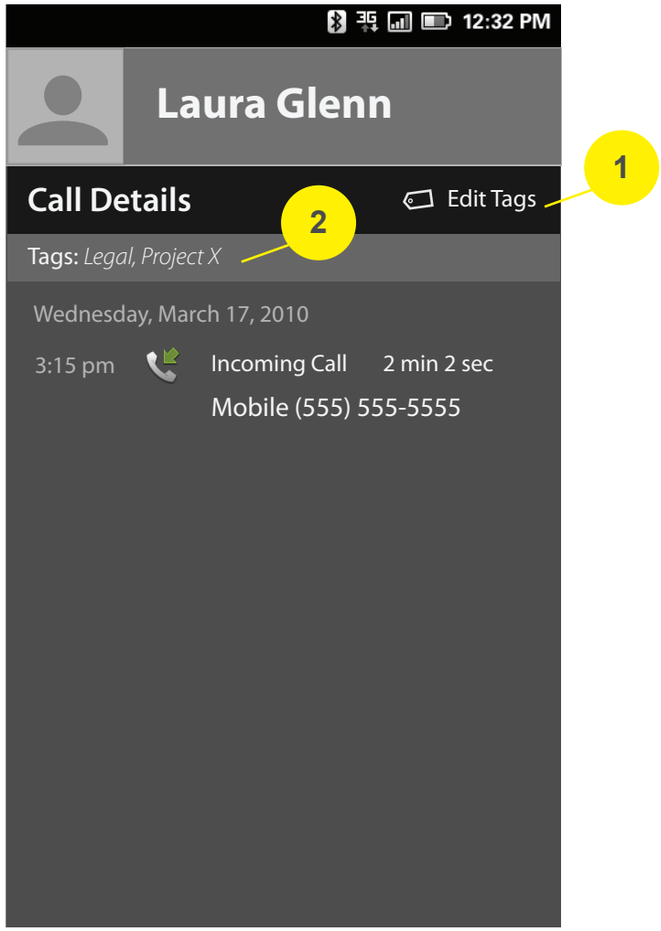
1. Call Details Label and Call Count. If several calls have been aggregated in the Call Log, the number of calls will be displayed in the Call Details Label.

2. Call Date. If the adjacent calls span more than one day, calls in the Call Details screen will be separated by the Call Date.

3. Call Details Display Area

4. The most recent call in the Call Details Display Area will be highlighted (seen here as bold type).

PD.PS.2.1 Call Details: Single Call, Known Contact, Tagged View



CALL DETAILS

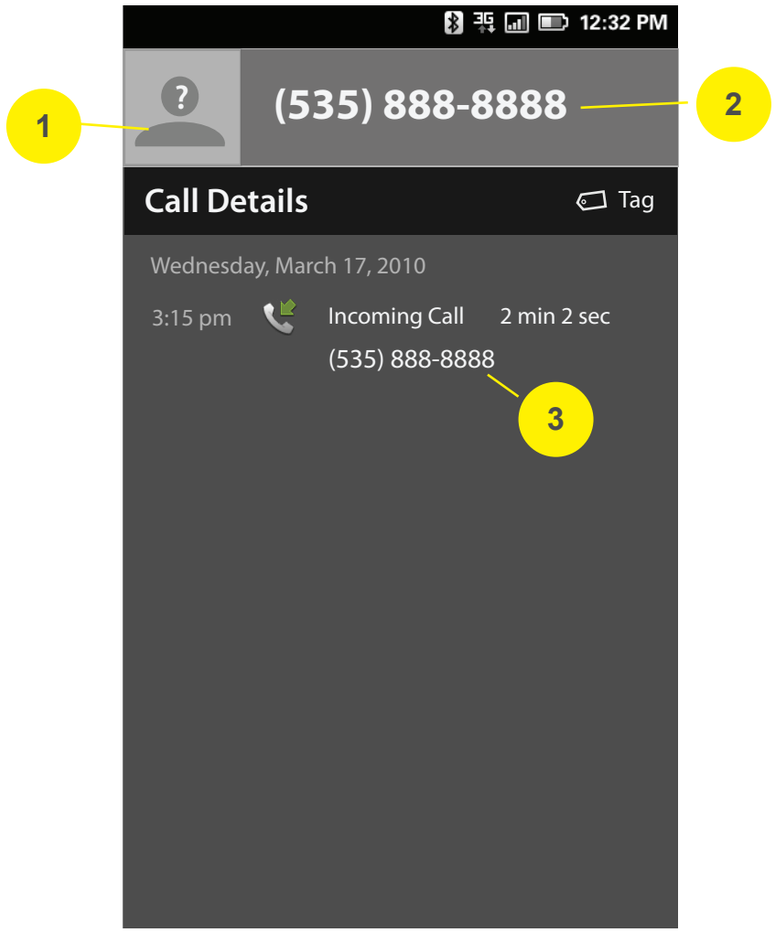
Single Call, Known Caller, Tagged view

If a call entry in the Call Log has been tagged, the tags will be visible in the Call Details screen. Also, the label for the Tag button will change to “Edit Tags.”

1. Tag (Edit Tags) Button. Tapping this button brings up the Tags Dialog.

2. Tags List. Tags associated with a Call Log entry will be displayed here.

PD.PS.2.1 Call Details: Single Call, Unknown Number View



CALL DETAILS
Single Call, Unknown Number

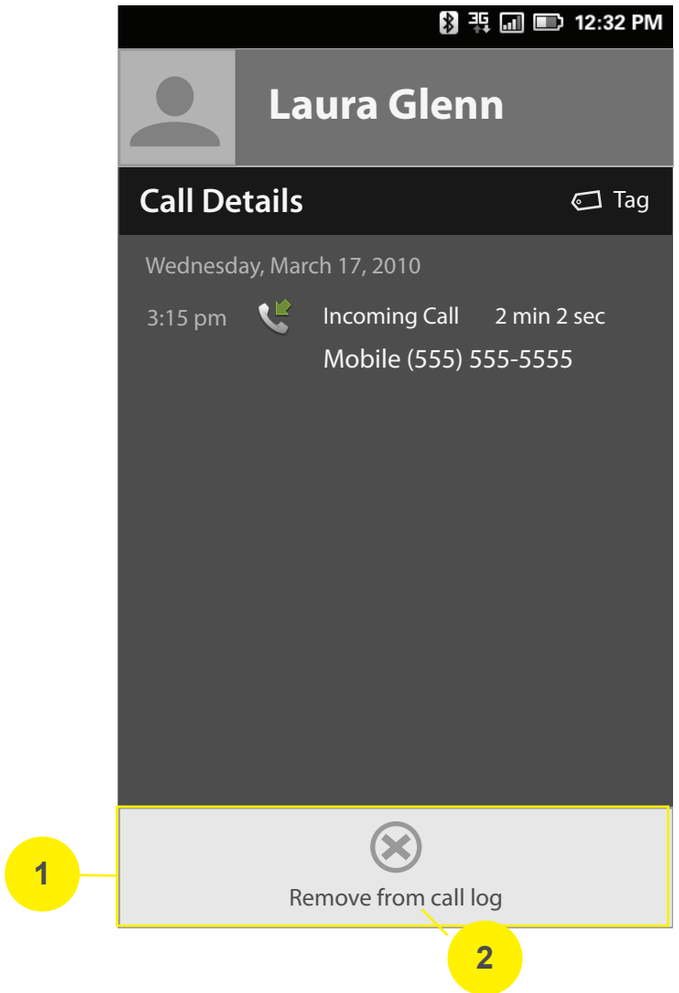
When a call is from an unknown number, no contact information can be displayed.

1. Caller Photo/Avatar Button. Since the number is not associated with a contact in the Address Book, a placeholder image will be displayed. Clicking the Caller Photo/Avatar Button brings up the Unknown Number Pop-up.

2. Caller Name/Number. When the number is not associated with a contact in the Address Book, only the number will be displayed here.

3. Call Number. When the number is not associated with a contact in the Address Book, only the number will be displayed here.

PD.PS.2.1 Call Details: Contextual Menu



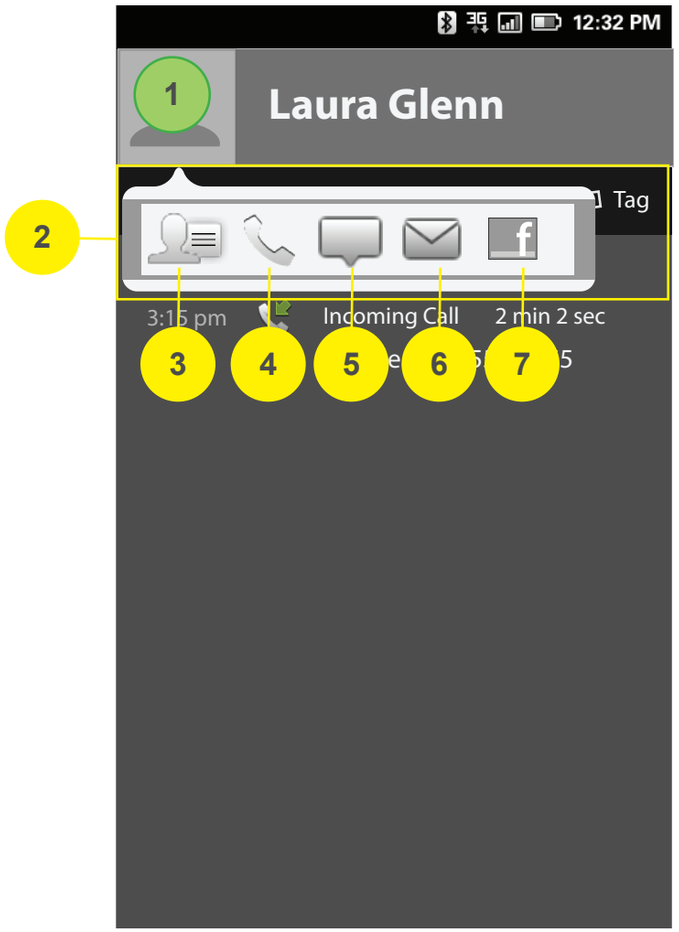
CALL DETAILS
Contextual Menu

Clicking the Contextual Menu hard key displays the Contextual Menu.

1. Contextual Menu

2. Remove from call log button. Clicking this button brings up a Confirmation Dialog.

PD.PS.2.1 Call Details: Contact Pop-Up



CALL DETAILS
Contact Pop-Up

1. Tapping the Caller Photo/Avatar button brings up the Contact Pop-Up.

2. Contact Pop-Up. Contextual actions for a contact are displayed in this menu.

3. Contact Details Button. Tapping this button takes the user to PC.PS 1.1 Contact Card (to be designed in Sprint 2).

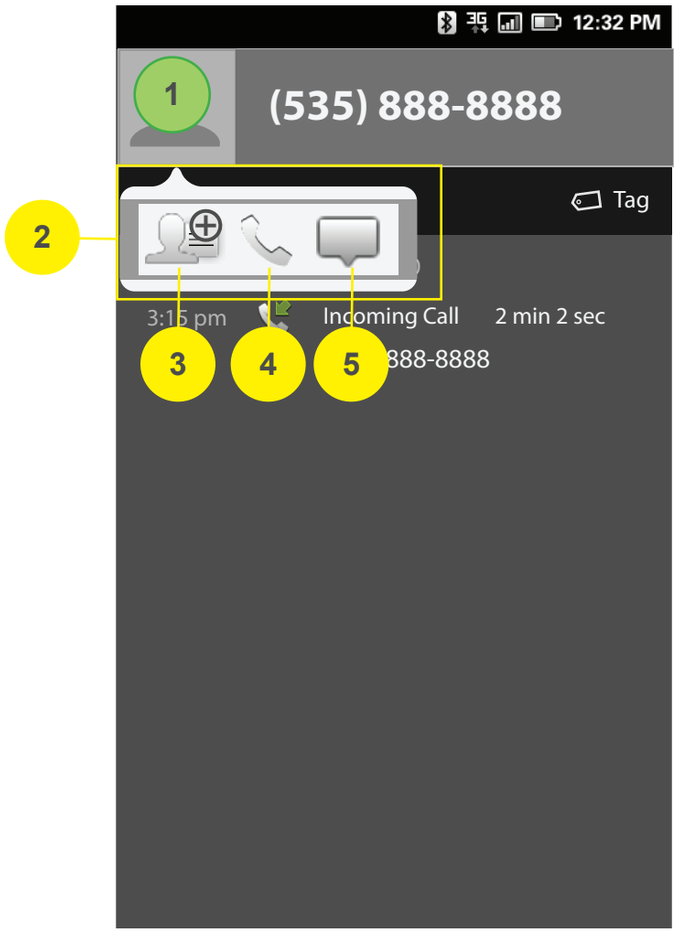
4. Call Button. Tapping this button takes the user to PD.PS.1.1.d In-Call Outgoing. If multiple numbers are available for a contact, tapping this button brings up PD.PS.2.1 Call Details: Interstitial Menu.

5. Text/SMS Button. Tapping this button opens the Messaging application and addresses a new message to the person in the Call Log.

6. Email Button. If an email address for the contact is available, the Email button will be displayed. Tapping this button opens the Email application and addresses a new message to the person in the Call Log.

7. Social Networking App Button. If the user has a social networking application installed on their mobile phone and the given caller has an account in that social network, the Social Networking App button will appear in the Contact Pop-Up. Tapping this button opens up the application and brings up the contact's profile/home screen.

PD.PS.2.1 Call Details: Unknown Number Pop-Up



CALL DETAILS
Unknown Number Pop-Up

1. Tapping the Caller Photo/Avatar button brings up the Unknown Number Pop-Up.

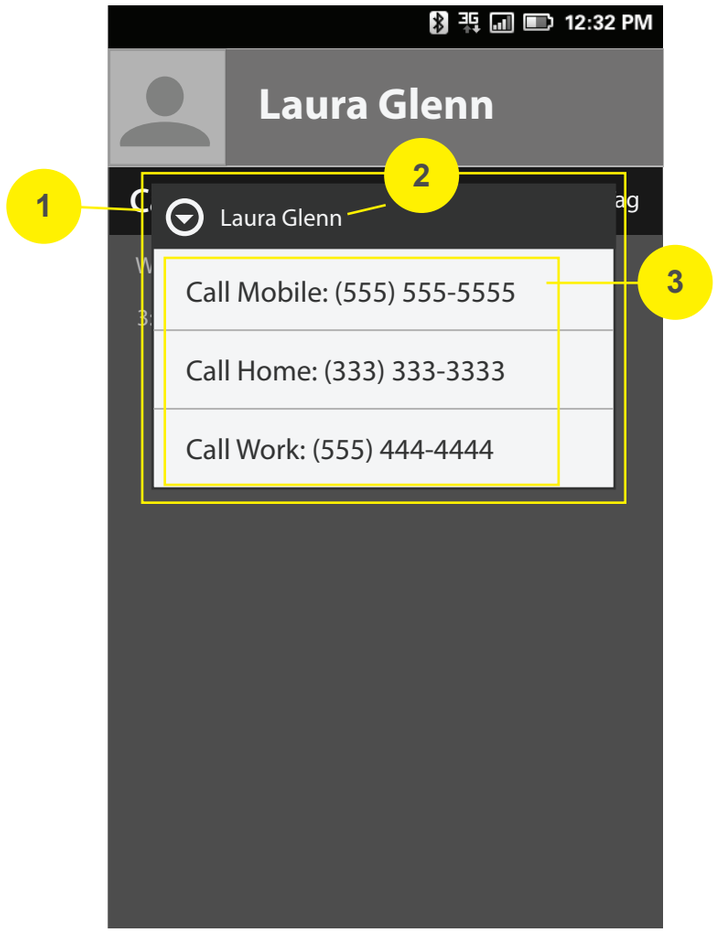
2. Contact Pop-Up. Contextual actions for an unknown number are displayed in this menu.

3. Add to Contacts Button. Tapping this button allows the user to create a new contact or add the number to an existing contact.

4. Call Button. Tapping this button takes the user to PD.PS.1.1.d In-Call Outgoing.

5. Text/SMS Button. Tapping this button opens the Messaging application and addresses a new message to the number in the Call Log.

PD.PS.2.1 Call Details: Interstitial Menu



CALL DETAILS
Interstitial Menu

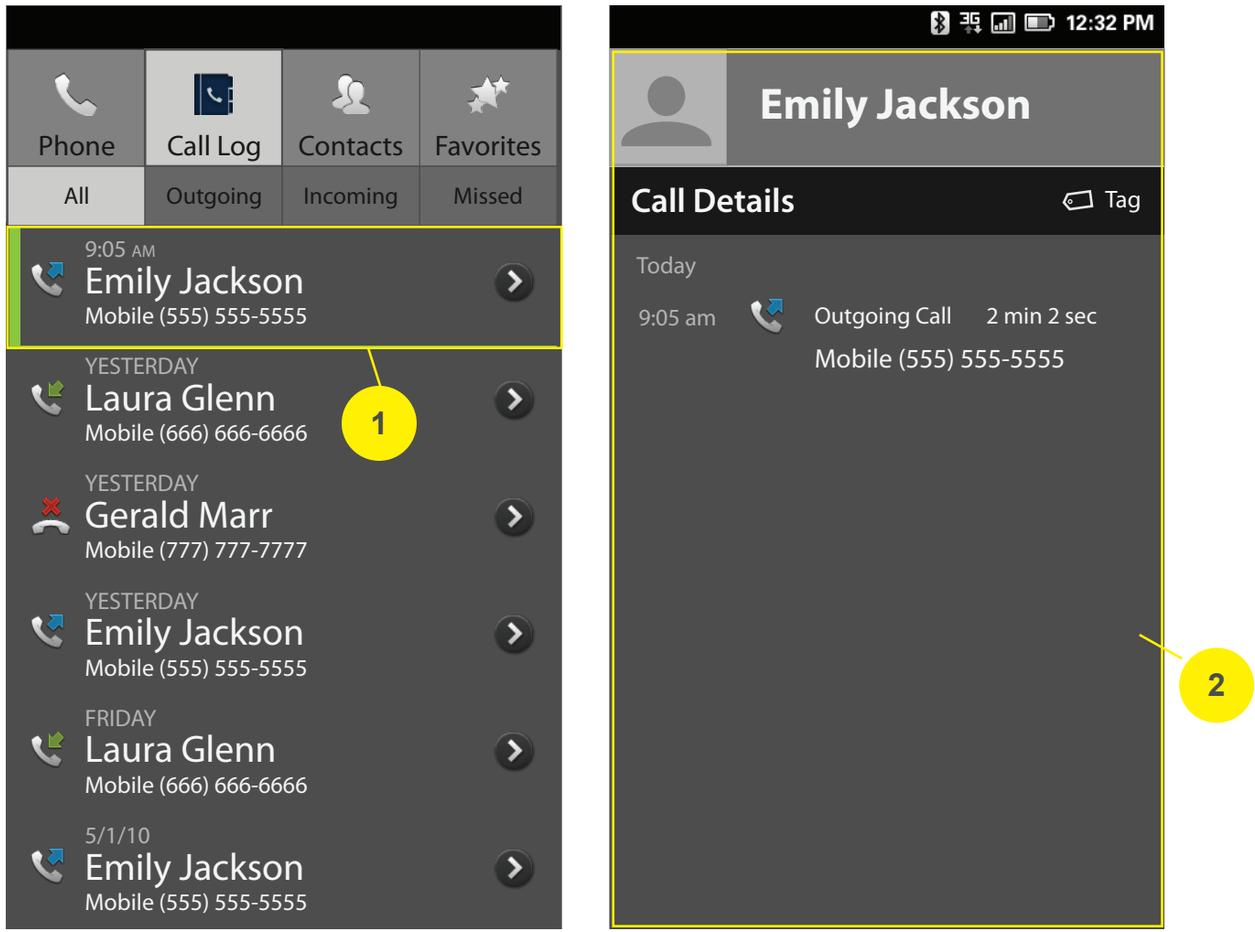
When multiple numbers are available for a given contact, tapping on the Call Button in the Contact Pop-Up brings up the Interstitial Menu. Tapping one of the items in the menu takes the user to PD.PS.1.1.d In-Call Outgoing (the number selected in the Interstitial Menu will be the one dialed).

1. Interstitial Menu

2. Contact Name

3. Available Numbers. All numbers associated with a contact will be displayed in this menu. If there are more than 7 numbers, the menu will be a scrollable list.

PD.PD.2.1 Call Details: Portrait Dual Screen Overview



CALL DETAILS

Portrait Dual Screen Mode

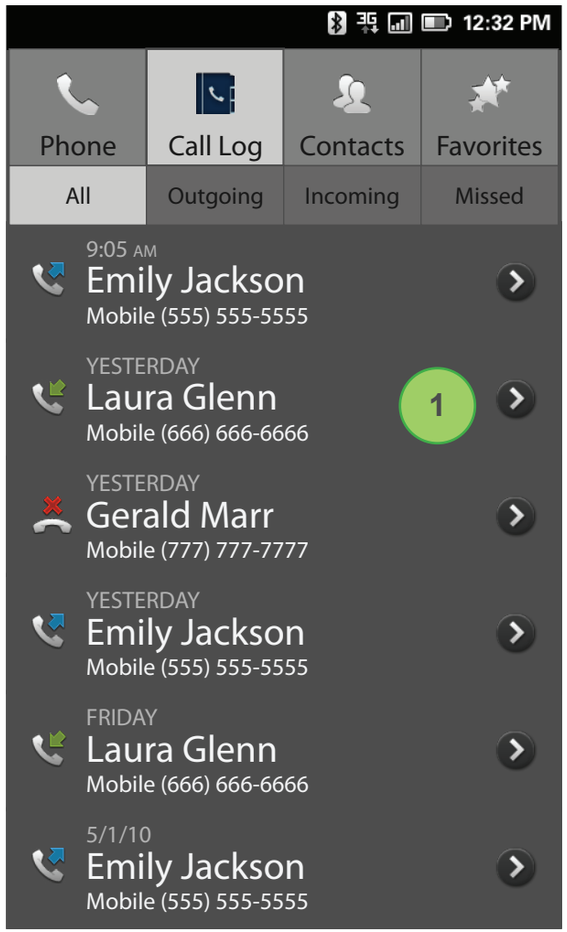
In the Portrait Dual mode, the most recent call will always be automatically highlighted on the left hand screen and the call details for that call will be displayed in the right hand screen.

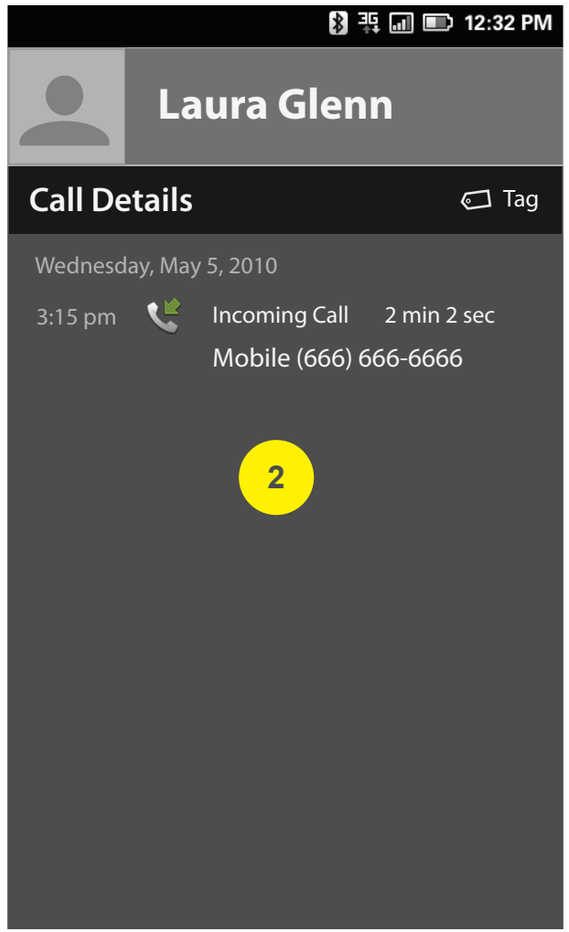
1. Highlighted Call Entry

2. Call Details

2.1 CALL DETAILS **TASK FLOWS**

2.1 Call Details - PS Flow 1. View Call Details



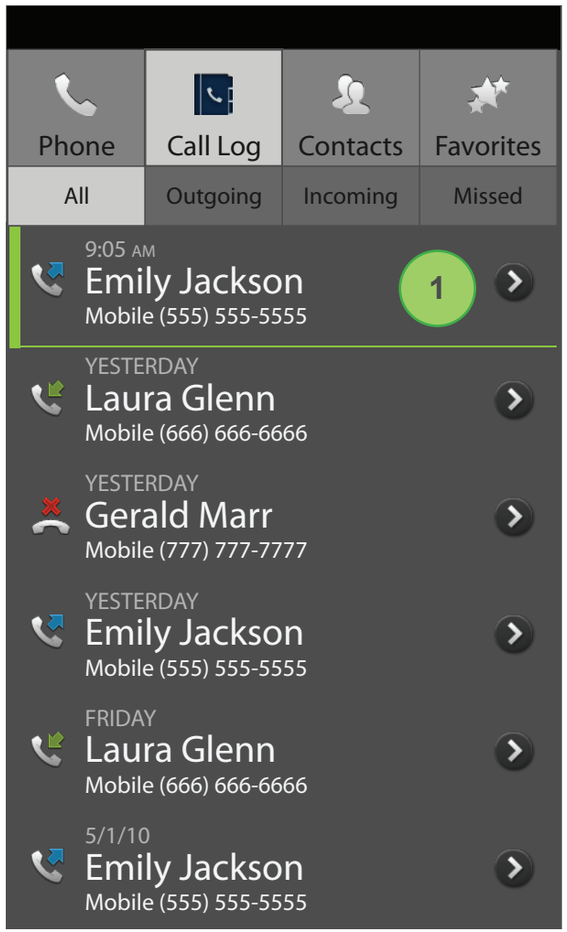


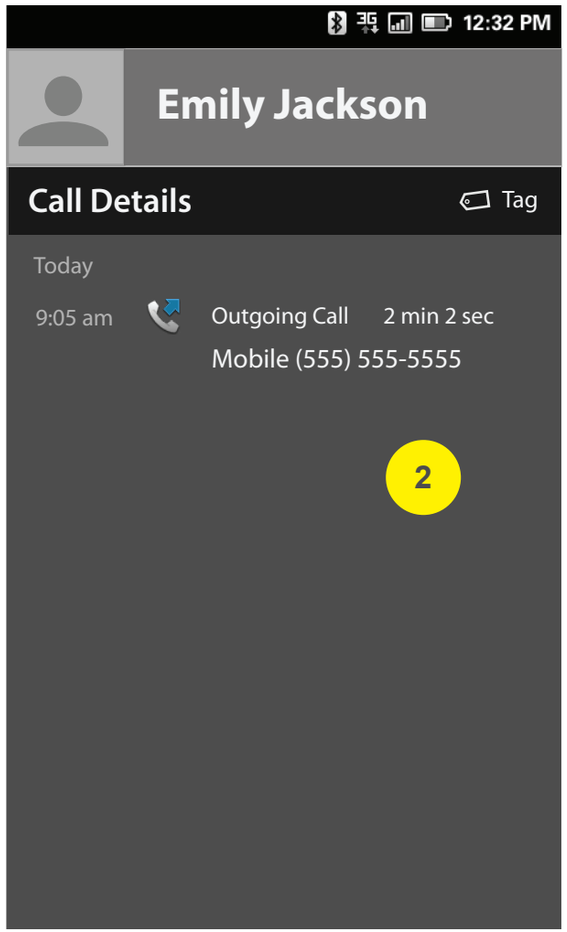
PD.PS.2.1: FLOW1.0
View Call Details

1. Tapping the arrow next to a Call in the Call Log displays the Call Details screen.

2. Call Details are displayed.

2.1 Call Details - PD Flow 1. View Call Details



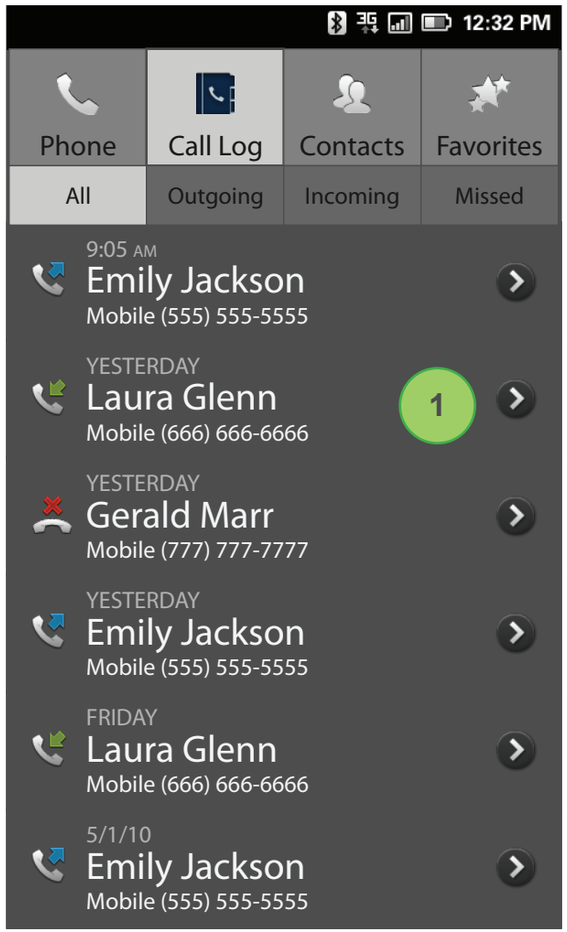


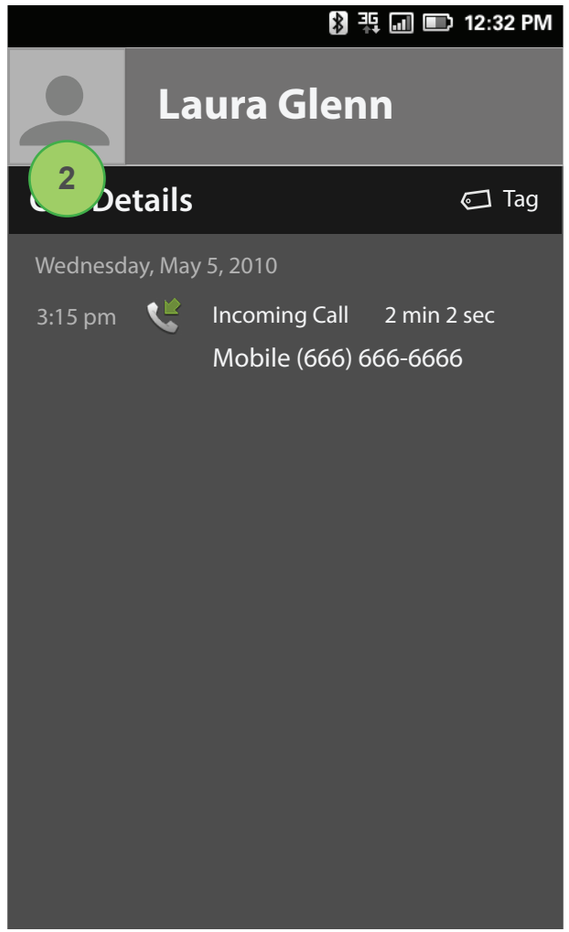
PD.PD.2.1: FLOW1.0 View Call Details

1. Tapping the arrow next to a Call in the Call Log displays the Call Details screen.

2. Call Details are displayed.

2.1 Call Details - PS Flow 2. View Contact Details from Call Details (page 1 of 2)



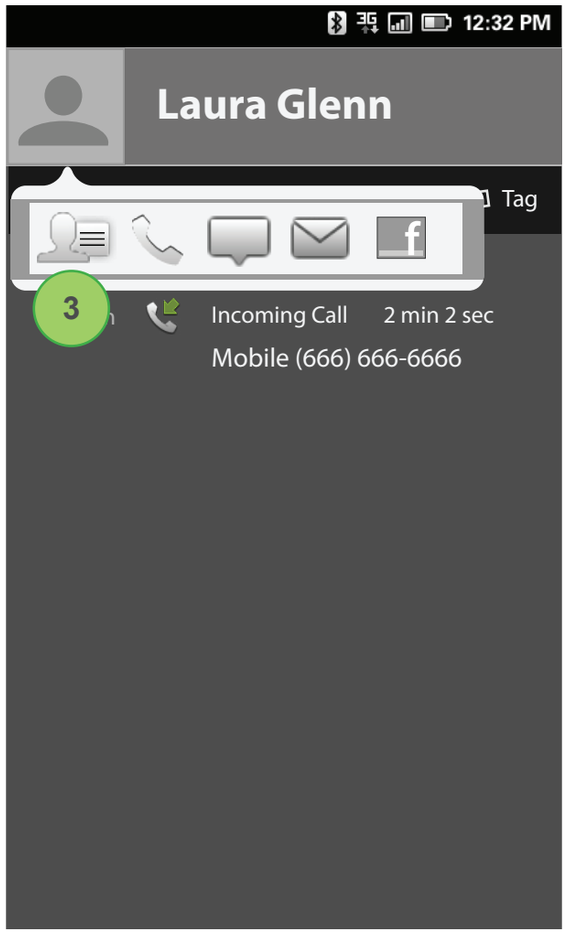


PD.PS.2.1: FLOW2.0
View Contact Details from Call Details

1. Tapping the arrow next to a Call in the Call Log displays the Call Details screen.

2. Tapping the avatar/photo associated with a Contact brings up the Contact Pop-up menu (see next page).

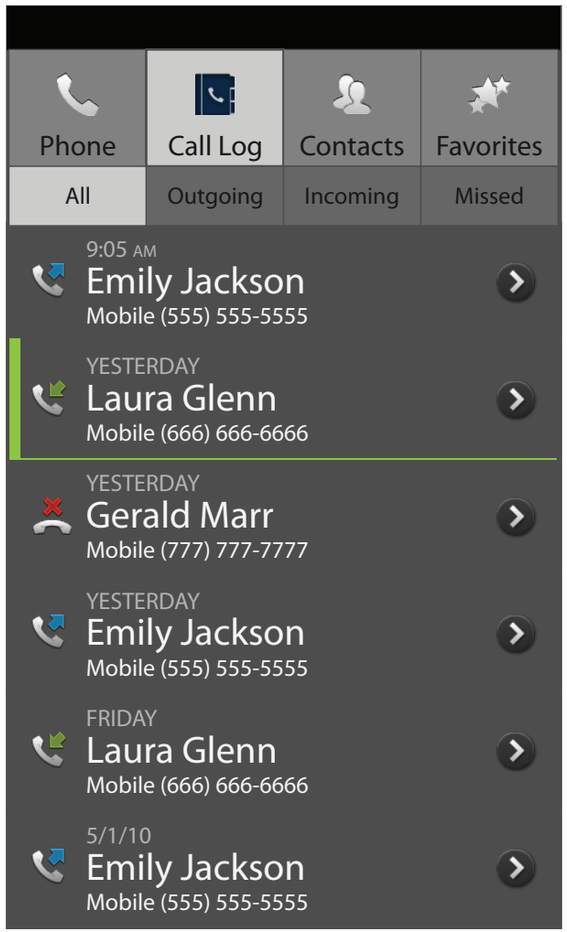
2.1 Call Details - PS Flow 2. View Contact Details from Call Details (page 2 of 2)

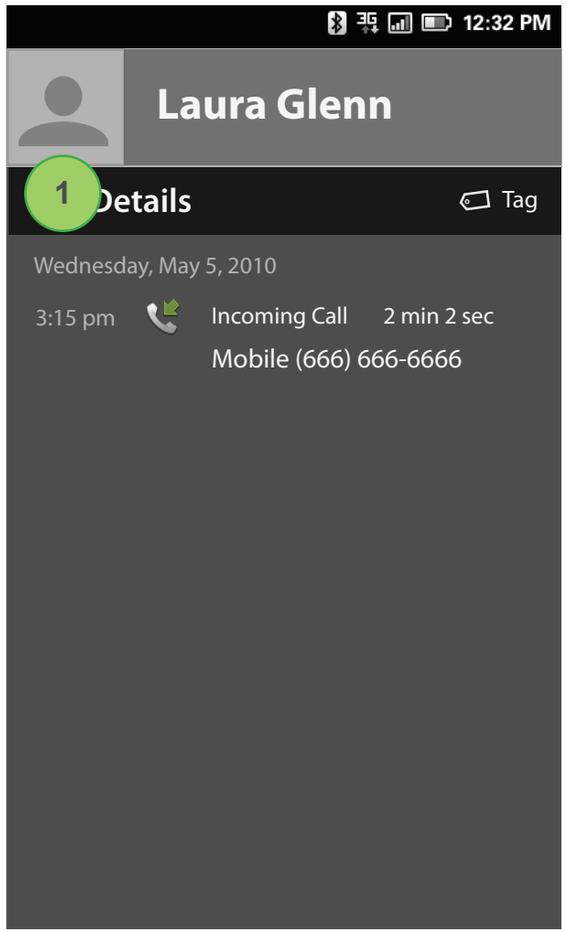


PD.PS.2.1: FLOW2.0
View Contact Details from Call Details

3. Tapping the Contact Details button in the Contact Pop-up menu takes the user to PC.PS 1.1 Contact Card (to be designed in Sprint 2).

2.1 Call Details - PD Flow 2. View Contact Details from Call Details (page 1 of 2)

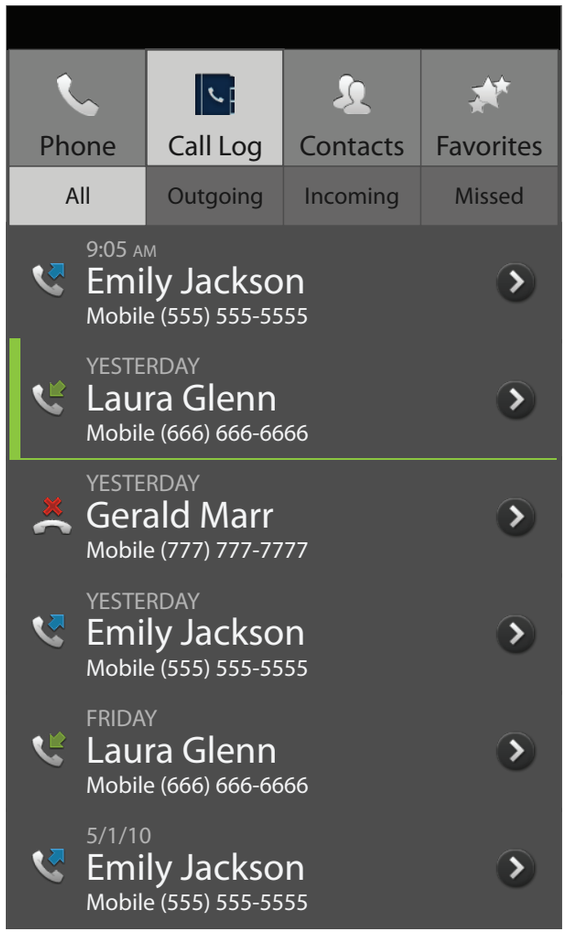


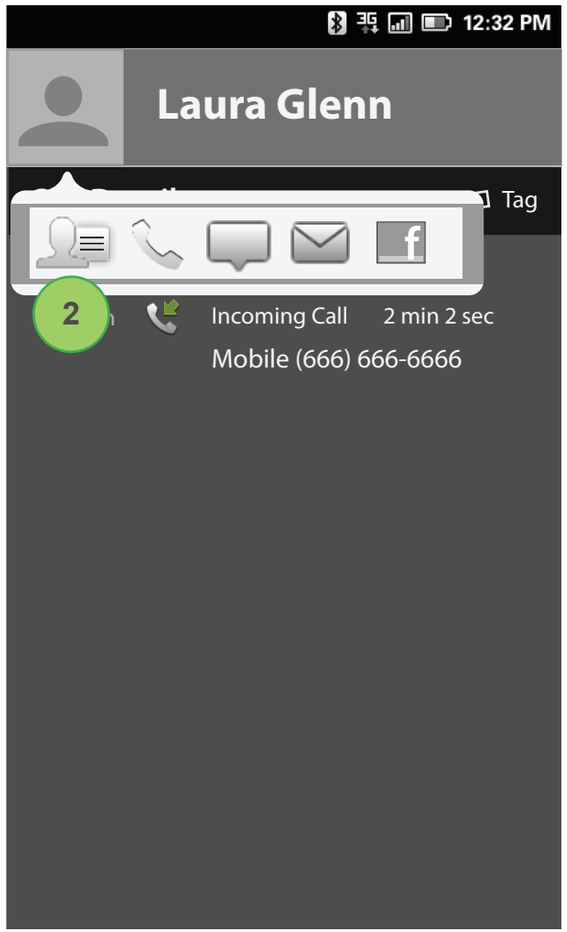


PD.PD.2.1: FLOW2.0
View Contact Details from Call Details

1. Tapping the avatar/photo associated with a Contact brings up the Contact Pop-up menu (see next page).

2.1 Call Details - PD Flow 2. View Contact Details from Call Details (page 2 of 2)

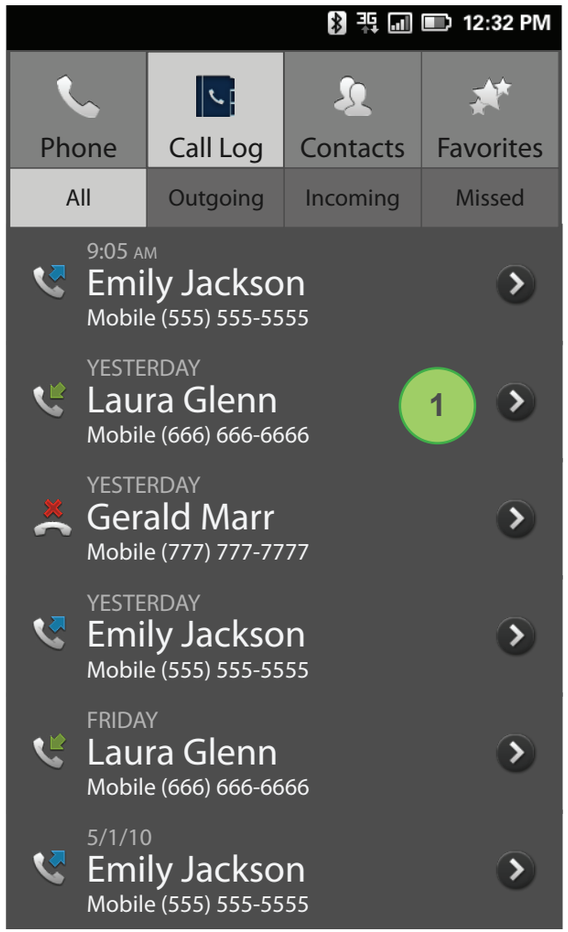


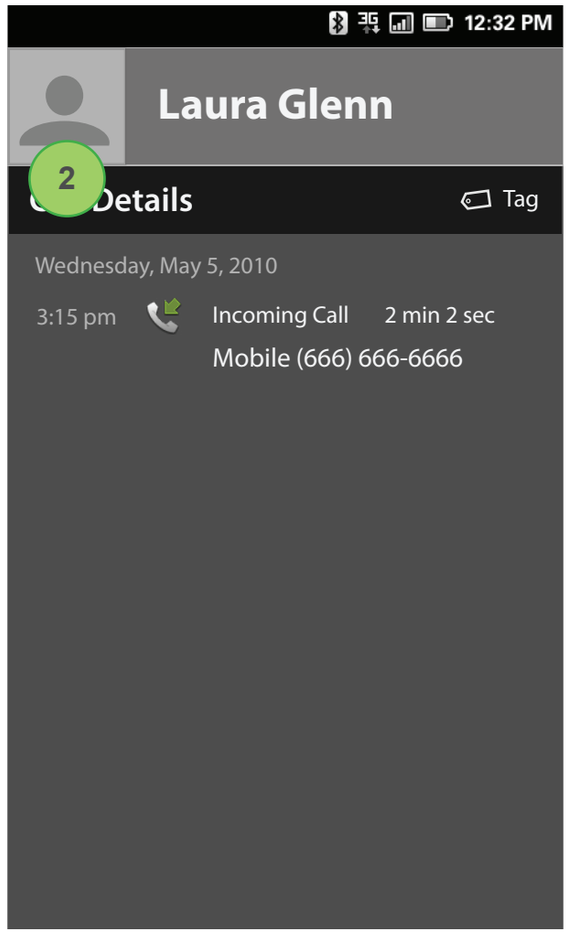


PD.PD.2.1: FLOW2.0
View Contact Details from Call Details

3. Tapping the Contact Details button in the Contact Pop-up menu takes the user to PC.PS 1.1 Contact Card (to be designed in Sprint 2).

2.1 Call Details - PS Flow 3. Call Caller from Call Details (page 1 of 2)



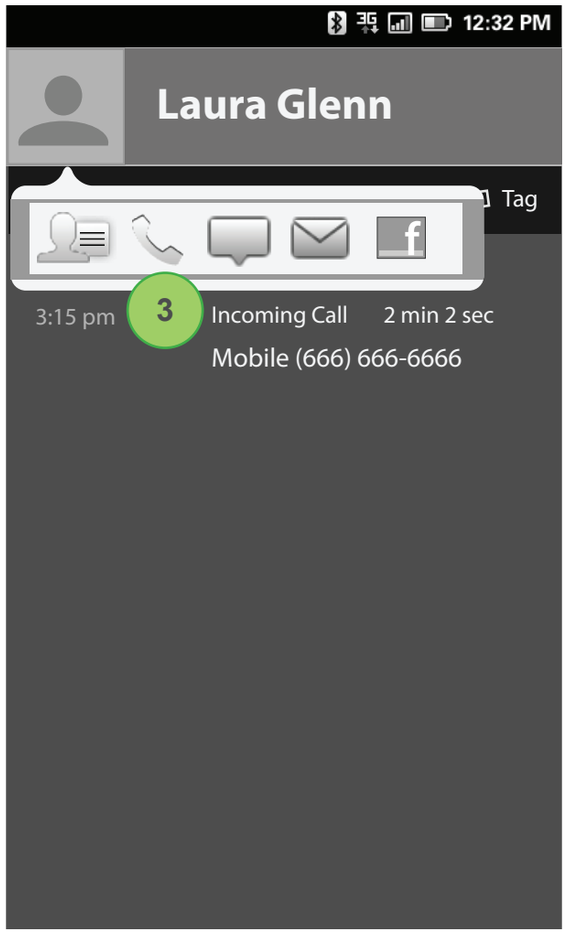


PD.PS.2.1: FLOW3.0
Call Caller from Call Details

1. Tapping the arrow next to a Call in the Call Log displays the Call Details screen.

2. Tapping the avatar/photo associated with a Contact brings up the Contact Pop-up menu (see next page).

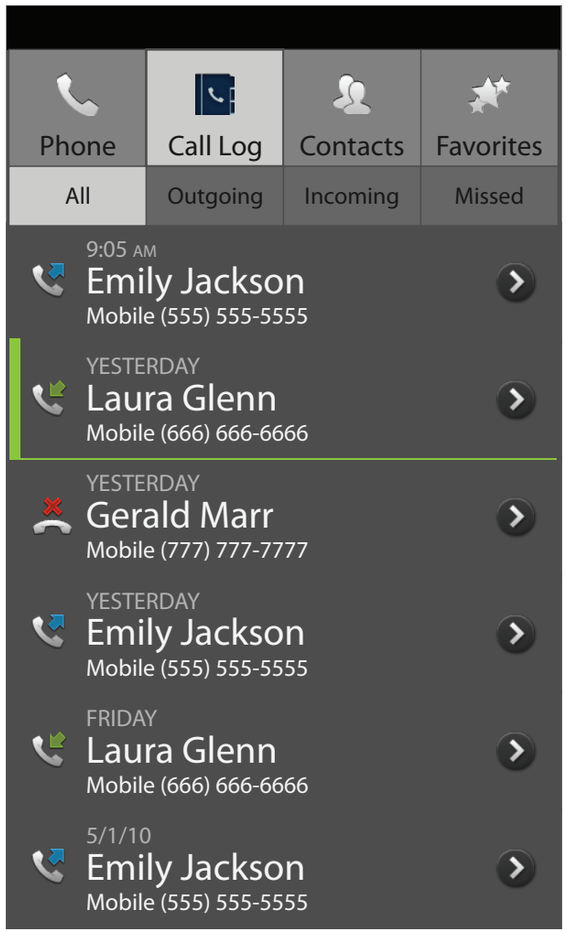
2.1 Call Details - PS Flow 3. Call Caller from Call Details (page 2 of 2)

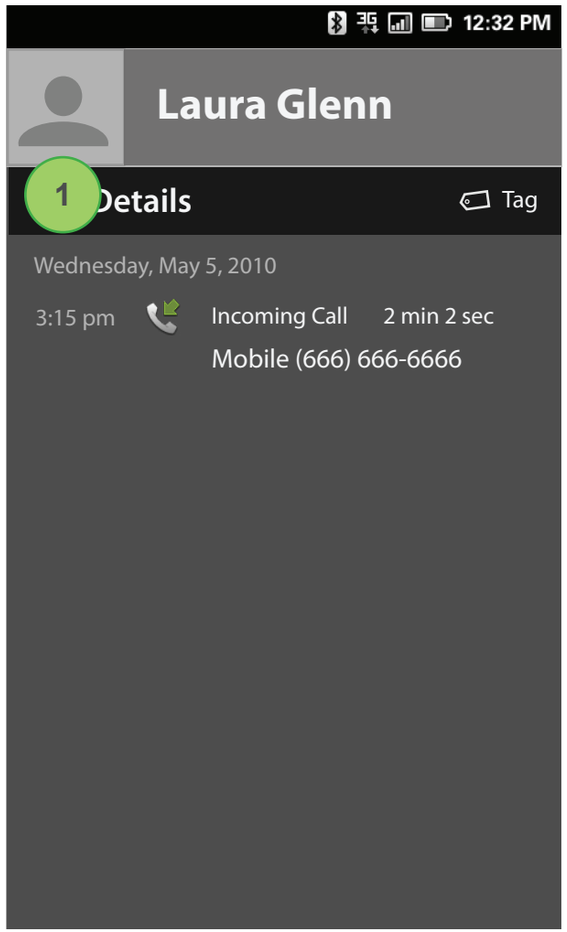


PD.PS.2.1: FLOW3.0
Call Caller from Call Details

3. Tapping the Call button in the Contact Pop-up menu takes the user to PD.PS.1.1.d In-Call Outgoing.

2.1 Call Details - PD Flow 3. Call Caller from Call Details (page 1 of 2)

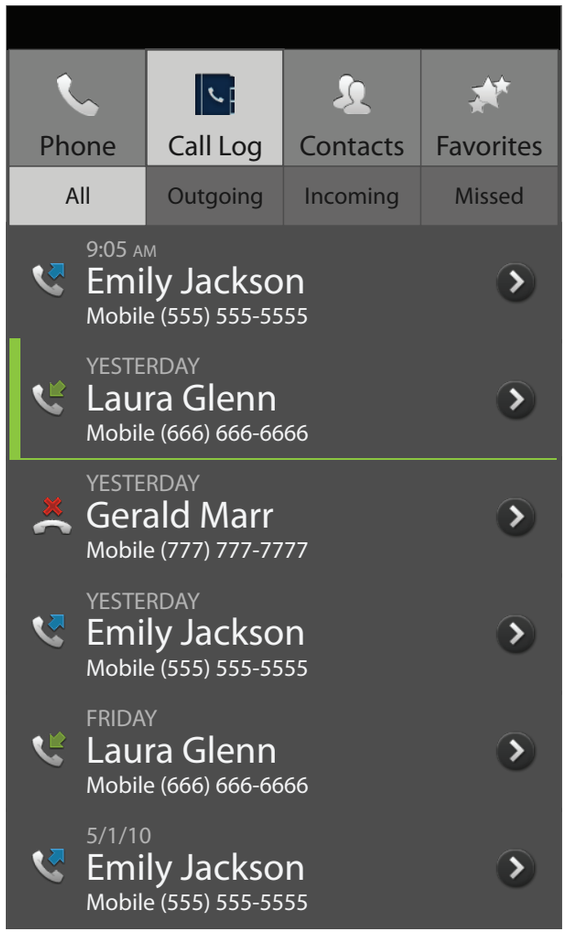


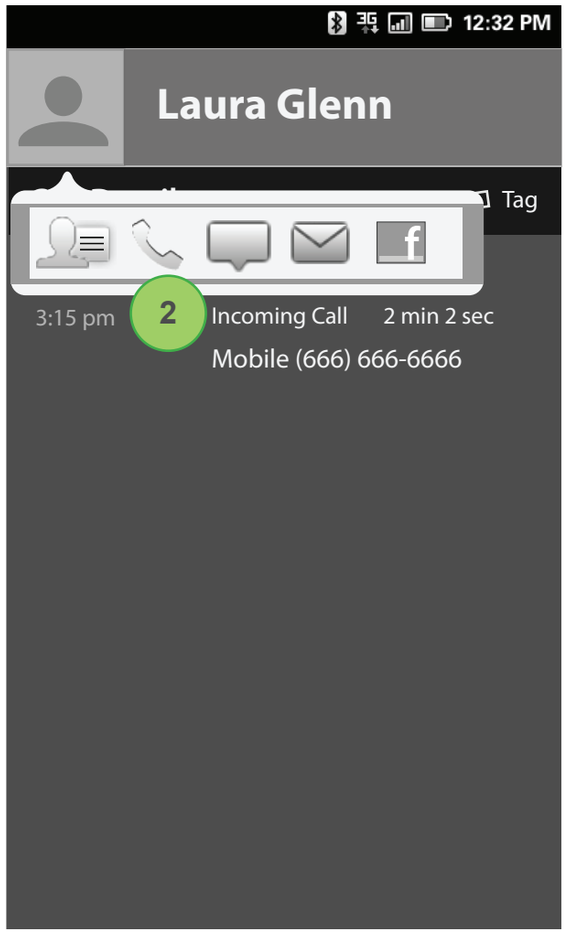


PD.PD.2.1: FLOW3.0
Call Caller from Call Details

1. Tapping the avatar/photo associated with a Contact brings up the Contact Pop-up menu (see next page).

2.1 Call Details - PD Flow 3. Call Caller from Call Details (page 2 of 2)

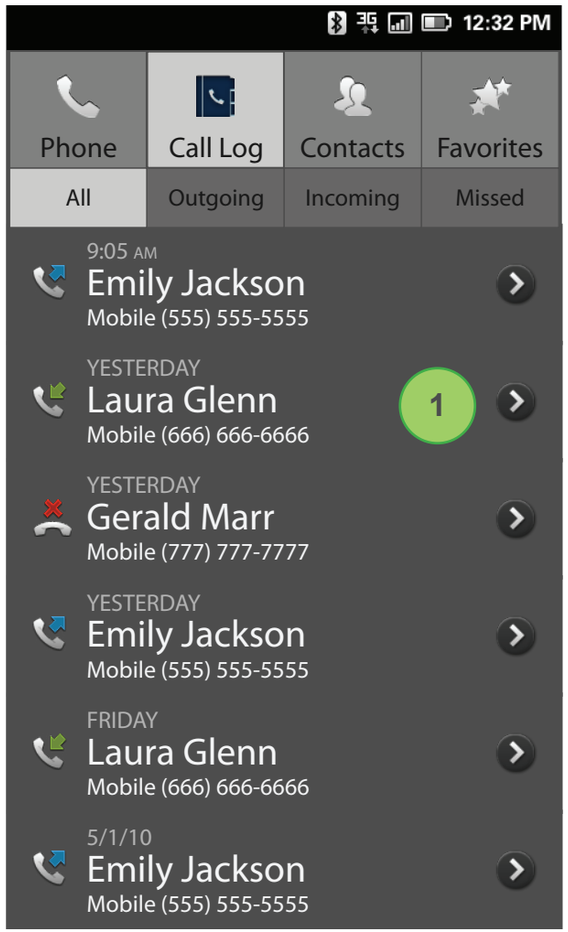


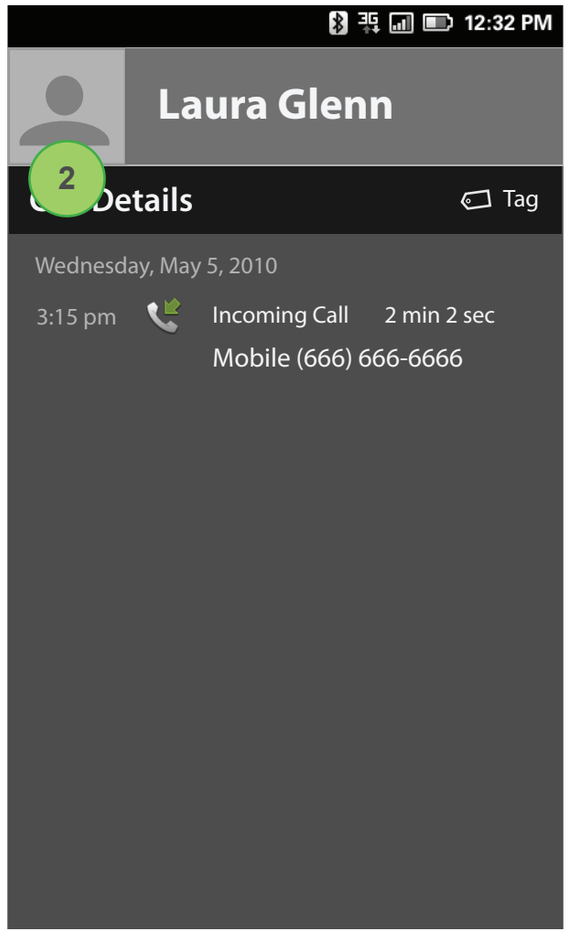


PD.PD.2.1: FLOW3.0
Call Caller from Call Details

2. Tapping the Call button in the Contact Pop-up menu takes the user to PD.PD.1.1.d In-Call Outgoing.

2.1 Call Details - PS Flow 4. SMS Caller from Call Details (page 1 of 2)



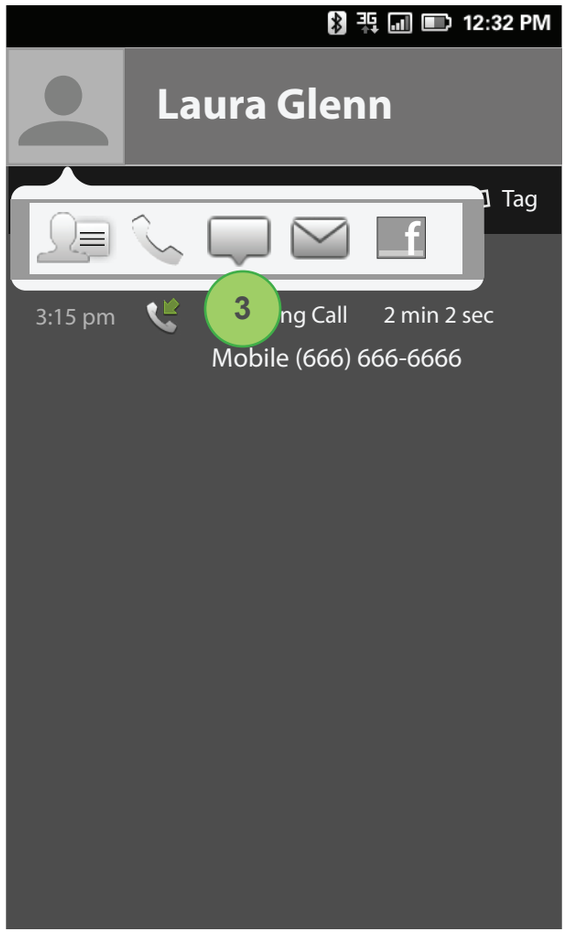


PD.PS.2.1: FLOW4.0
SMS Caller from Call Details

1. Tapping the arrow next to a Call in the Call Log displays the Call Details screen.

2. Tapping the avatar/photo associated with a Contact brings up the Contact Pop-up menu (see next page).

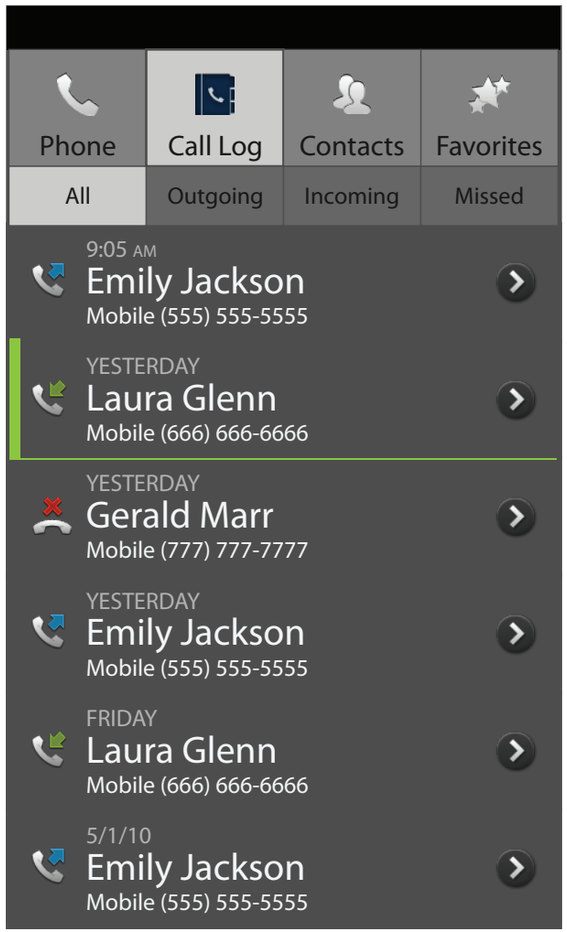
2.1 Call Details - PS Flow 4. SMS Caller from Call Details (page 2 of 2)

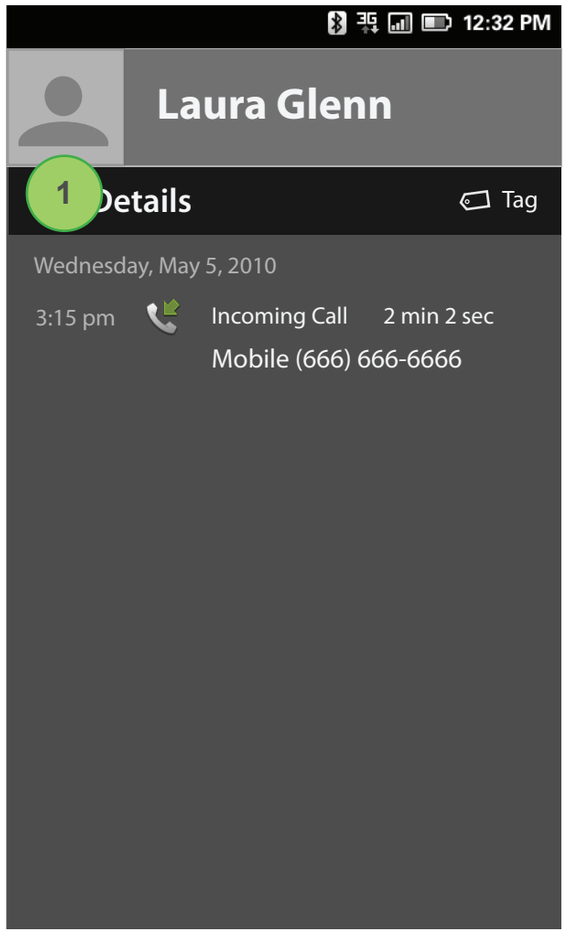


PD.PS.2.1: FLOW4.0
SMS Caller from Call Details

3. Tapping the Text/SMS button in the Contact Pop-up menu opens the Messaging application and addresses a new message to the person in the Call Log.

2.1 Call Details - PD Flow 4. SMS Caller from Call Details (page 1 of 2)

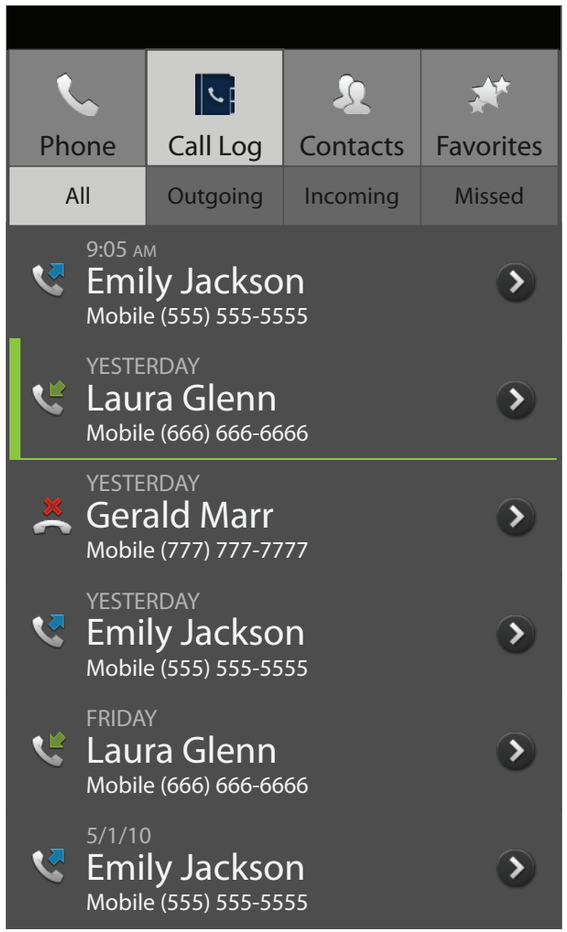


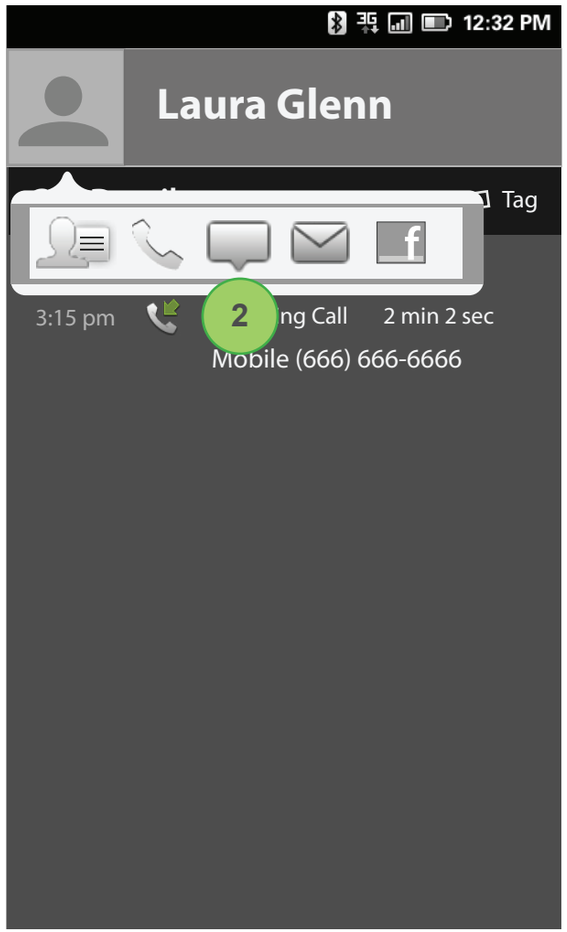


PD.PD.2.1: FLOW4.0
SMS Caller from Call Details

1. Tapping the avatar/photo associated with a Contact brings up the Contact Pop-up menu (see next page).

2.1 Call Details - PD Flow 4. SMS Caller from Call Details (page 2 of 2)





PD.PD.2.1: FLOW4.0
SMS Caller from Call Details

2. Tapping the Text/SMS button in the Contact Pop-up menu opens the Messaging application and addresses a new message to the person in the Call Log.