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(54) **METHOD FOR PROVIDING IDLE SCREEN LAYER ENDOWED WITH VISUAL EFFECT AND METHOD FOR PROVIDING IDLE SCREEN BY USING THE SAME**

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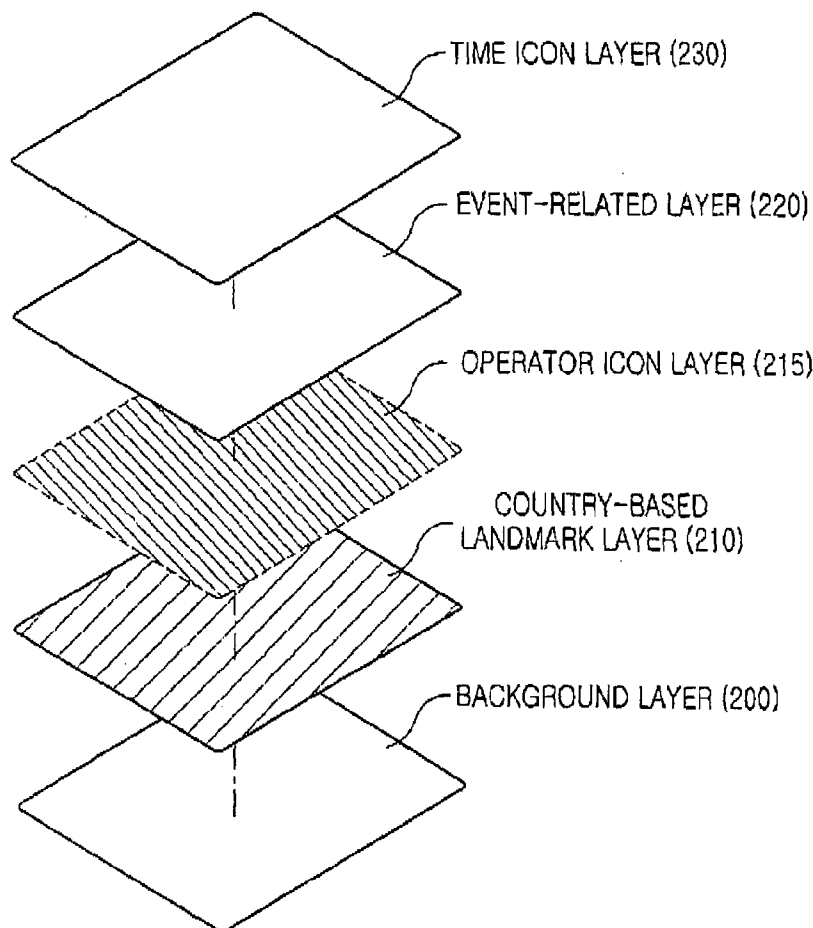
(57) **ABSTRACT**

A method for displaying an idle screen, which is varied depending on a specific condition of a mobile communication terminal, for better graphic impressions. When the user of the mobile communication terminal travels between countries, when a border crossing is detected, a landmark image of a corresponding country is displayed on the idle screen. In addition, an animation effect is displayed on the idle screen so as to inform of the occurrence of the corresponding event. Accordingly, a novel graphic effect is provided to the user via a user interface having enhanced entertaining features.

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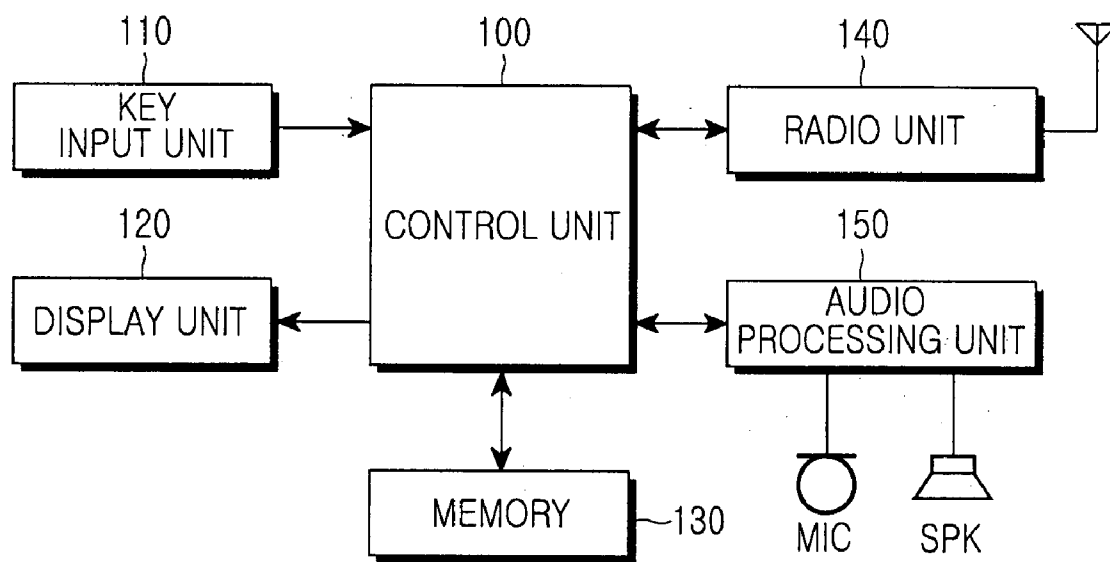


FIG. 1

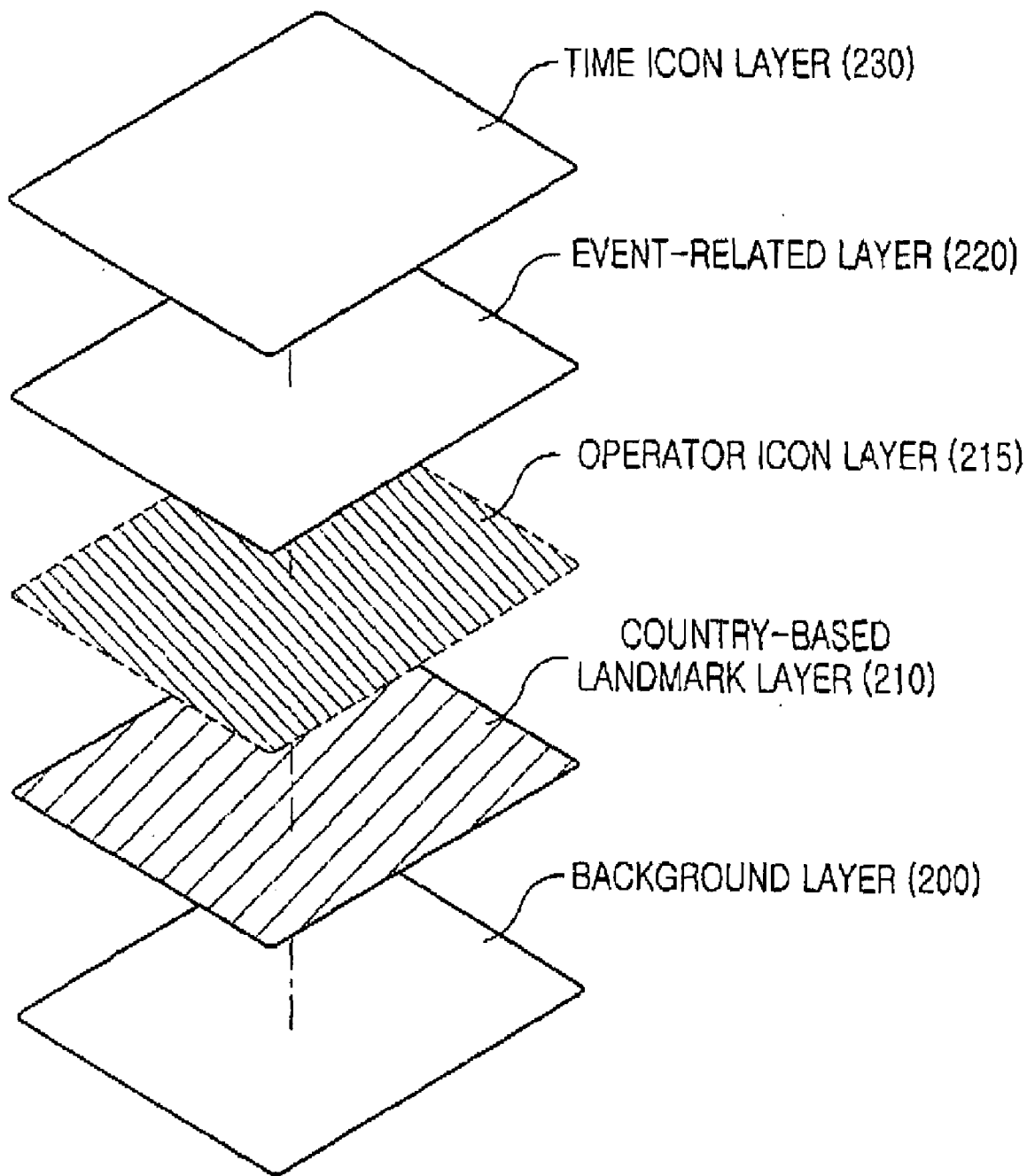


FIG.2

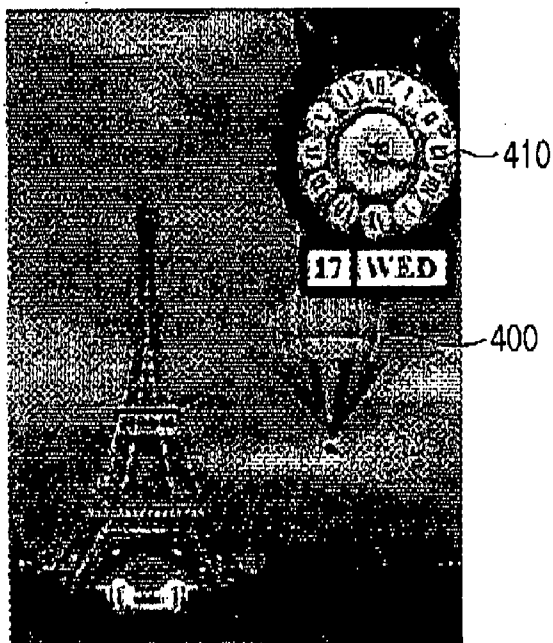


FIG. 3A

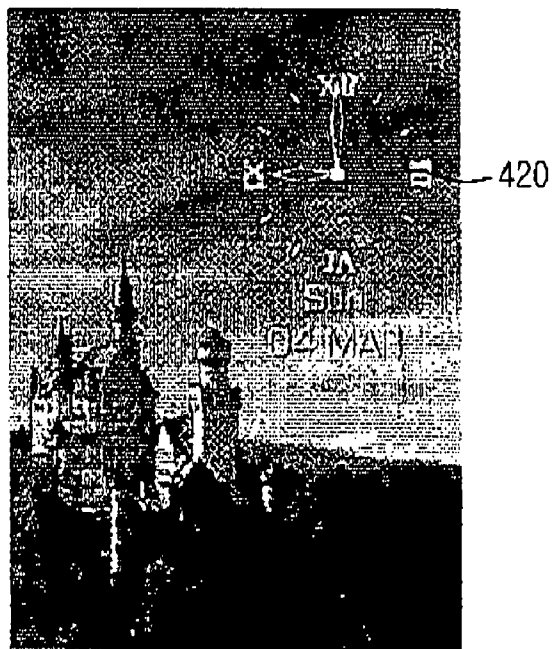


FIG. 3B

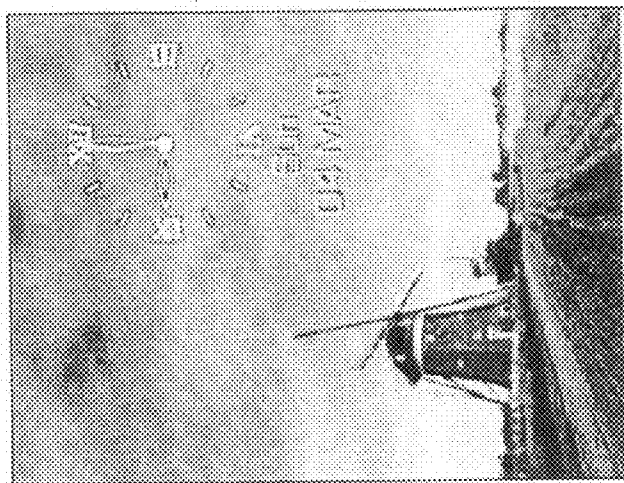


FIG. 4A

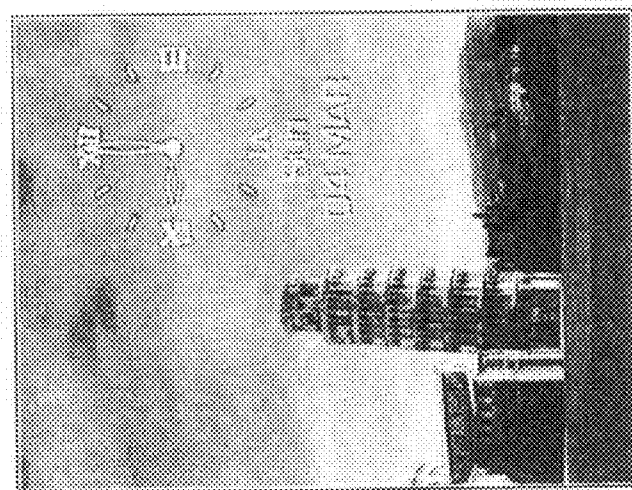


FIG. 4B

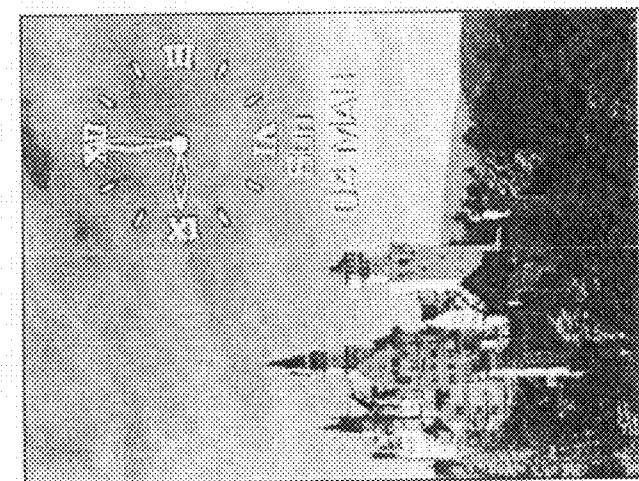


FIG. 4C

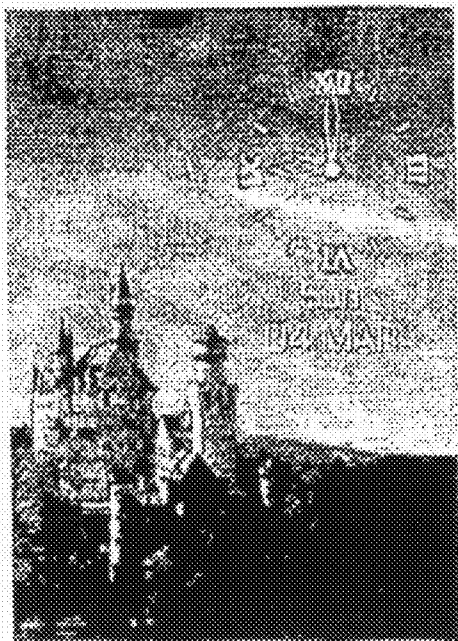


FIG. 5A



FIG. 5B

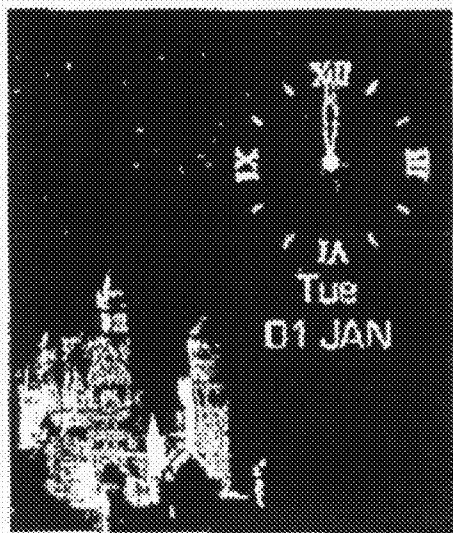


FIG. 6A

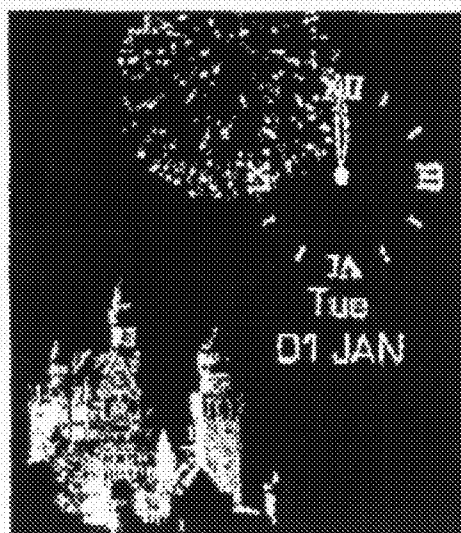


FIG. 6B

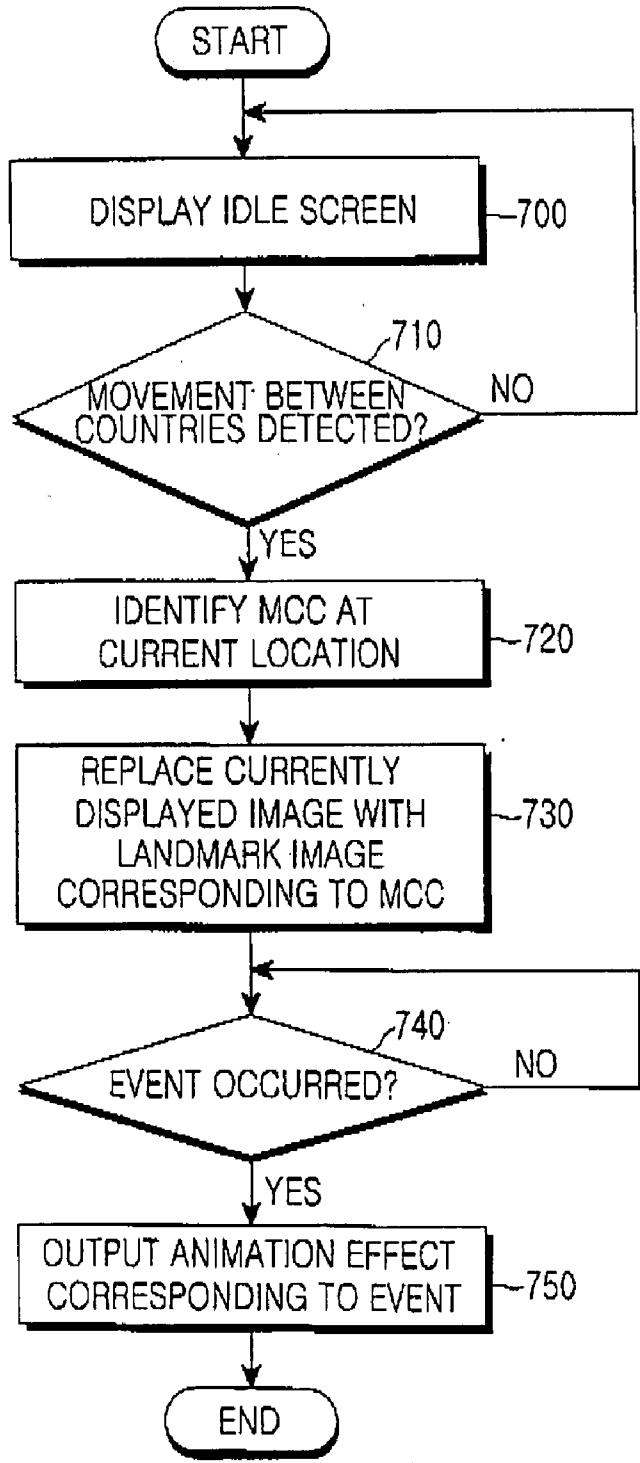


FIG. 7

**METHOD FOR PROVIDING IDLE SCREEN LAYER ENDOWED WITH VISUAL EFFECT AND METHOD FOR PROVIDING IDLE SCREEN BY USING THE SAME**

**PRIORITY**

[0001] This application claims priority under 35 U.S.C. §119 to an application entitled “Method For Providing Idle Screen Layer Endowed With Visual Effect And Method For Providing Idle Screen By Using The Same” filed with the Korean Intellectual Property Office on May 24, 2006 and assigned Serial No. 2006-46629, the contents of which are incorporated herein by reference.

**BACKGROUND OF THE INVENTION**

[0002] 1. Field of the Invention

[0003] The present invention relates to a mobile communication terminal, and more particularly to a method for providing an idle screen of a mobile communication terminal.

[0004] 2. Description of the Related Art

[0005] Typically, mobile terminals include various convenience features for enhancing the use of the terminals in addition to the basic communication function. As display technologies become more advanced, mobile terminal displays have become larger and capable of displaying more colors. As user demands have increased, it has become more important to utilize the screen space of mobile terminal displays more efficiently and creatively to improve user convenience.

[0006] However, although conventional mobile terminals can provide desired sounds and screens based on download services, the idle screens are typically the same. For example, a user is typically only allowed to select an image, name, and/or a clock to be displayed at predetermined locations on an idle screen. Although content such as, photos, moving pictures, etc. may be displayed on the idle screen in addition to the images, the amount of information available from such an idle screen is limited. As a result, conventional mobile terminals cannot provide users with satisfactory interfaces.

[0007] When a user of a conventional mobile communication terminal desires to modify an image displayed on a display screen, the user must manually modify everything displayed on the display screen using various key operations. Accordingly, conventional mobile communication terminals cannot provide means for easily modifying the image displayed on the screen. As such, the idle screen of conventional mobile communication terminals can be modified only through key operations in a limited and passive fashion. Accordingly, there is a need for an idle screen display which could be dynamically modified and suited to a specific condition of the mobile communication terminals.

**SUMMARY OF THE INVENTION**

[0008] Accordingly, the present invention has been made to solve the above-mentioned problems occurring in the prior art, and an object of the present invention is to provide a method for providing idle screen layers having a visual effect so that the idle screen of a mobile communication terminal can be varied depending on a specific condition of

the terminal in order to provide the user with a new and pleasant interface, as well as a method for providing an idle screen by using the same.

[0009] Another object of the present invention is to provide a method for providing idle screen layers having a visual effect so that different idle screens are provided when the user of a mobile communication terminal travels between countrys, as well as a method for providing an idle screen by using the same.

[0010] In order to accomplish these objects, there is provided a method for providing layers of an idle screen having a visual effect in a mobile communication terminal, the method including providing a background layer for displaying a background image corresponding to a time zone based on a current location of the mobile communication terminal; providing a country-based landmark layer for displaying a landmark image on the idle screen while being superimposed on the background image displayed by the background layer, the landmark image corresponding to locational information received when the mobile communication terminal moves; and providing an event-related layer for displaying a predetermined animation effect when an event has occurred in the mobile communication terminal, the animation effect being superimposed on the idle screen so as to inform of the event.

[0011] In accordance with another aspect of the present invention, there is provided a method for providing an idle screen having a visual effect in a mobile communication terminal, the method including determining whether locational information is received when the mobile communication terminal moves; displaying an idle screen with a landmark image superimposed on a background image when it is determined that locational information has been received, the landmark image corresponding to the locational information, the background image corresponding to a time zone at a current location of the mobile communication terminal; monitoring occurrence of an event in the mobile communication terminal while the idle screen is displayed; and displaying a predetermined animation effect when an event has occurred, the animation effect being superimposed on the idle screen so as to inform of the event.

**BRIEF DESCRIPTION OF THE DRAWINGS**

[0012] The above and other objects, features, and advantages of the present invention will be more apparent from the following detailed description taken in conjunction with the accompanying drawings, in which:

[0013] FIG. 1 is a block diagram illustrating the construction of a mobile communication terminal according to the present invention;

[0014] FIG. 2 is an exploded perspective view illustration of a layer structure of an idle screen of a mobile communication terminal according to the present invention;

[0015] FIGS. 3A and 3B are screen shots illustrating idle screens of a mobile communication terminal according to the present invention;

[0016] FIGS. 4A to 4C are screen shots illustrating idle screens displaying landmark images for respective countries according to the present invention;

[0017] FIGS. 5A and 5B are screen shots illustrating idle screens displays when an event has occurred according to the present invention;



**[0018]** FIGS. 6A and 6B are screen shots illustrating idle screens displayed when an event has occurred according to the present invention; and

**[0019]** FIG. 7 is a flowchart illustrating a method for providing an idle screen, which is varied depending on a specific condition of a mobile communication terminal, by using a layer structure for the idle screen according to the present invention.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

**[0020]** Hereinafter, preferred embodiments of the present invention will be described with reference to the accompanying drawings. In the following description of the present invention, a detailed description of known functions and configurations incorporated herein is omitted to avoid making the subject matter of the present invention unclear.

**[0021]** The present invention teaches a method for providing different idle screens depending on a specific condition of a mobile communication terminal so that a user is provided with a corresponding graphical impression. According to the present invention, when a user travels between countries, a corresponding border crossing is detected so that the idle screen switches from a landmark image of a country before the crossing to that of corresponding a country located on the other side of the crossing. In addition, when an event has occurred, an animation effect corresponding to that event is output on the idle screen. As such, the user of a mobile communication terminal is provided with a user interface having enhanced entertainment features.

**[0022]** The components and operation of a mobile communication terminal incorporating the above-mentioned functions will now be described with reference to FIG. 1, which illustrates the construction of a mobile communication terminal according to the present invention.

**[0023]** Referring to FIG. 1, a mobile communication terminal according to the present invention includes a control unit 100, a key input unit 110, a display unit 120, a memory 130, a radio unit 140, and an audio processing unit 150.

**[0024]** The control unit 100 controls the overall operation of the mobile communication terminal. Particularly, the control unit 100 controls the display unit 120 so as to display different idle screens depending on a specific condition of the mobile communication terminal. Based on the current location of the mobile communication terminal, a corresponding landmark image is displayed on the idle screen. Specifically, when the user of the mobile communication terminal travels between countries, a landmark image corresponding to a country in which the user is currently located is output on the idle screen. As used herein, the landmark image refers to an image of a symbol representing a corresponding country, and the type of the image is not limited herein as long as it is typical of a corresponding country.

**[0025]** More particularly, when the user of the mobile communication terminal travels between countries or cities, the control unit 100 receives mobile communication network identification codes from mobile communication network exchange offices, which provide mobile communication network services in corresponding service regions. The mobile communication network identification codes include an MCC (Mobile Country Code) and an MNC (Mobile Network Code). It can be easily understood by those skilled in the art that, in addition to the above-mentioned method,

any type of method may be used to detect the border crossing and obtain network information, including the MCC, from corresponding networks by the control unit 100 (e.g., a method based on roaming), as long as the MCC is obtainable.

**[0026]** Based on the received mobile communication network identification code, the control unit 100 loads a landmark image corresponding to the MCC and displays it on the display unit 120. Then, the control unit 100 displays a dynamically changing icon on the landmark image, which acts as a background, so as to inform of an event, particularly an incoming call, a message (e.g., Short Messaging Service, (SMS), Multimedia Messaging Service (MMS), e-mail, etc.), or an alarm. The icon moves randomly. As such, according to the present invention, an idle screen is varied in real time based on information regarding the current location of the mobile communication terminal. In addition, a dynamically changing icon informs of an event. This enhances the visual effect provided by the mobile communication terminal.

**[0027]** The key input unit 110 acts as an interface with the user. To this end, the key input unit 110 has includes keys such as function keys, numeric keys 0-9, and/or special keys \*, # and provides the control unit 100 with key input data in response to the user's key input. Particularly, when one of the keys is operated, the key input unit 110 outputs corresponding key input data, which is transmitted to the control unit 100. Then, the control unit 100 identifies the operated key based on the data and performs a corresponding operation.

**[0028]** The display unit 120 displays data based on the key input data from the key input unit 110 under the control of the control unit 100. In addition, the display unit 120 displays the operating condition of the mobile communication terminal, as well as various types of information, via icons and characters. When the user wants to set up or drive a necessary function, the display unit 120 provides a visual expression of the corresponding condition under the control of the control unit 100. The display unit 120 also displays different display landmark images as the user of the mobile communication terminal travels between countries or cities.

**[0029]** The memory 130 consists of a ROM and a RAM for storing a number of programs and data. According to the present invention, the memory 130 stores received mobile communication network identification codes and landmark images of countries corresponding to the identified mobile communication networks. In addition, the memory 130 stores data regarding display items for respective layers, which is necessary to display landmark images for respective countries as the background screen.

**[0030]** The radio unit 140, which is connected to the control unit 100, converts audio and control data into radio signals and transmits them. In addition, the radio unit 140 receives radio signals, converts them into audio and control data, and outputs them.

**[0031]** The audio processing unit 150, which is connected to the control unit 100, converts audio data from the control unit 100 into audible sounds and outputs them via a speaker. In addition, the audio processing unit 150 converts audio signals from a microphone into data and transmits it to the control unit 100. If necessary, the audio processing unit 150 may be adapted to output sound effects based on the move-

ment of the icon, which informs of an event, on the idle screen. When the icon looks like an airplane, for example, a booming sound is output.

**[0032]** A layer structure of the screen for outputting a visual effect depending on a specific condition of the mobile communication terminal, which is constructed according to the present invention, will now be described with reference to FIG. 2, which shows a layer structure of an idle screen of a mobile communication terminal according to the present invention.

**[0033]** Referring to FIG. 2, an idle screen of a mobile communication terminal according to the present invention includes a country-based landmark layer 210 for providing landmark images (e.g., symbolic objects, buildings, etc.) for respective countries when the user of the mobile communication terminal travels between countries or cities, a background layer 200 for providing a background, which varies depending on the time zone, for the landmark images, and a time icon layer 230 for providing an icon or image which informs of the time at a corresponding location. The idle screen further includes an event-related layer 220 for informing of the occurrence of an event and adding a predefined animation effect for better visual impressions and an operator icon layer 215 for providing a corresponding operator landmark item when the operator network has been changed. In principle, the items (including images) provided by respective layers are superimposed upon each other in such a manner that they can be recognized visually. It should be understood that the order of the layers shown in FIG. 2 is illustrative only in that other ordering with the layers is possible.

**[0034]** An example of the idle screen, which is constructed as mentioned above, is shown in FIG. 3A. As the user of the mobile communication terminal travels between countries or cities, the country-based landmark layer 210 displays different landmark images on a background provided by the background layer 200 so that the displayed landmark image reflects the current location of the user.

**[0035]** According to the present invention, the background layer 200 provides different background images depending on the time zone (e.g., dawn, morning, noon, afternoon, evening, night) based on the current location of the mobile communication terminal. The background layer 200 may also provide background images depending on the season.

**[0036]** The country-based landmark layer 210 provides landmark images for respective countries as the user of the mobile communication terminal travels between countries or cities. The landmark images are superimposed on the background provided by the background layer 200.

**[0037]** When the mobile communication terminal accesses an operator network based on an MNC included in a mobile communication network identification code, the operator icon layer 215 provides an item (e.g., an image or icon) as the operator landmark so as to indicate the operator network to which the mobile communication terminal is currently connected. An example of the operator landmark provided by the operator icon layer 215 is labeled 400 in FIG. 3A. Alternatively, the operator landmark may appear on the idle screen when the mobile communication terminal switches from the original operator network to another operator network.

**[0038]** The event-related layer 220 provides various types of animation effects so as to inform of the occurrence of events (e.g., incoming messages, etc.). The animation effects

may include icons moving along random trajectories such as airplanes in an air show and/or flames becoming bigger or smaller. Smoke from the airplane or colors of the flame may be varied so as to optionally indicate a specific effect related to the event.

**[0039]** The time icon layer 230 provides various watch-type icons, including that labeled 410 in FIG. 3A and that labeled 420 in FIG. 3B, so as to inform of the current time based on the location of the mobile communication terminal.

**[0040]** FIGS. 4A to 4C illustrate different country-based landmark images depending on the MCC provided by corresponding networks when the user of the mobile communication terminal travels between countries.

**[0041]** Particularly, FIG. 4A shows an image of an old castle displayed on the idle screen as a landmark of Germany. When the user of the mobile communication terminal travels into Germany, the country-based landmark layer 210 provides that image while being superimposed on the background, which is provided by the background layer 200 so as to inform of the current time. FIG. 4B shows an image of Leaning Tower of Pisa, which is a landmark of Italy, when the user travels into Italy. FIG. 4C shows an image of a windmill, which is a landmark of Holland. As such, when the border crossing is detected, a corresponding landmark image is displayed as shown in FIGS. 4A to 4C. The landmark images may be created by the user as desired. Alternatively, the user may receive landmark images from content providers and select or modify them.

**[0042]** FIG. 5A illustrates an example of the idle screen displayed when an event has occurred and the event-related layer 220 provides a corresponding animation effect by moving an airplane icon as in the case of an air show. FIG. 5B illustrates another example of an idle screen displayed when two events have occurred and a corresponding animation effect is provided by varying the color of smoke from the airplane in accordance with the type of events. FIGS. 6A and 6B illustrates examples of an idle screen displayed when the background layer 200 provides background images corresponding to the time zone of night and the event-related layer 220 provides animation effects on the background image according to events which have occurred. Particularly, the color of flames indicates the type of events in FIGS. 6A and 6B. As shown in the drawings, different animation effects are outputted depending on the time zone based on the current time, as well as the type of events. Although airplanes and flames are given as examples of the animation effect, the type is not limited to that in the present invention. In this regard, the present invention advantageously enables the user to obtain desired information in an easy and efficient manner, because, instead of paying attention to a specific icon on the idle screen in order to obtain information associated with that icon, the user can grasp the current condition of the mobile communication terminal simply by glancing at the idle screen.

**[0043]** A method for providing an idle screen in various manners, as mentioned above, will now be described.

**[0044]** FIG. 7 is a flowchart illustrating a method for providing an idle screen, which is varied depending on a specific condition of a mobile communication terminal, by using a layer structure for the idle screen according to the present invention. Although FIGS. 4A to 5B will be referred to in the following description, the method is not limited to that in the present invention.

[0045] The control unit **100** displays an idle screen, as shown in FIG. 4B or 4C, which is based on a layer structure as shown in FIG. 2.

[0046] According to the present invention, the control unit **100** displays a landmark image, which corresponds to locational information received when the user of the mobile communication terminal travels, on the idle screen. Particularly, the control unit **100** detects border crossing of the user of the mobile communication terminal between countries or cities in step **710**. When the border crossing is detected, the control unit **100** locates the terminal based on the network information received at the current location. The control unit **710** identifies an MCC at the current location based on the network information in step **720**. The control unit **100** loads a country-based landmark image, which corresponds to the identified MCC, from the memory **130**. The control unit **100** replaces the current landmark image on the idle screen with a landmark image corresponding to the MCC in step **730**. For example, when it is detected that the user has moved into Germany, for example, the landmark image shown in FIG. 5A is output on the idle screen. The time icon layer **230** provides a corresponding watch icon, and the background layer **200** provides a background based on the corresponding time zone. The icon and the background are superimposed on the landmark image and constitute the idle screen as a whole.

[0047] The control unit **100** monitors the occurrence of an event, including an incoming call, an incoming message (e.g., SMS, MMS, email, etc.), and arrival of alarm time, in step **740**. When an event has occurred, the control unit **100** outputs an animation effect, as shown in one of FIGS. 5A to 6B, corresponding to the event in step **750**.

[0048] Although FIGS. 3A to 6B illustrates examples of idle screens according to the present invention, particularly watch icons (e.g., see, FIGS. 3A and 3B), an old castle in Germany (e.g. see FIG. 4A), Leaning Tower of Pisa in Italy (e.g., see, FIG. 4B), a windmill in Holland (e.g., see, FIG. 4C), airplanes moving randomly as a result of events (FIGS. e.g., see, 5A and 5B), and flames (e.g., see, FIGS. 6A and 6B), the present invention is not limited to these figures. Various visual effects (including images and/or icons) may be provided depending on the choice of the user, service provider, or terminal manufacturer. The user may create his/her own visual effects or receive them from contents providers and modify them as desired.

[0049] As mentioned above, the present invention is advantageous in that it provides the user with idle screens conforming to various demands so that the user interface of the mobile communication terminal has enhanced entertaining features.

[0050] The user can freely set up and modify the visual effect on the idle screen. This facilitates development of the relevant industry.

[0051] The user can grasp the current condition of the mobile communication terminal, including the current location, time zone, and occurrence of an event, simply by glancing at the idle screen.

[0052] The user is provided with a customized idle screen according to his/her taste so that the overall look and feel of the mobile communication terminal can be improved.

[0053] While the invention has been shown and described with reference to certain preferred embodiments thereof, it will be understood by those skilled in the art that various changes in form and details may be made therein without

departing from the spirit and scope of the invention as defined by the appended claims.

What is claimed is:

1. A method for providing layers of an idle screen endowed with a visual effect in a mobile communication terminal, the method comprising the steps of:

providing a first layer for displaying a background image corresponding to a time zone based on a current location of the mobile communication terminal;

providing a second layer for displaying a landmark image on the idle screen, while being superimposed upon the background image displayed by the first layer, the landmark image corresponding to locational information; and

providing a third layer for displaying a predetermined animation effect when an event has occurred in the mobile communication terminal, the animation effect being superimposed upon the idle screen so as to inform of the event.

2. The method as claimed in claim 1, further comprising providing a time icon layer for displaying a watch icon informing of time based on the current location of the mobile communication terminal.

3. The method as claimed in claim 1, further comprising providing an operator icon layer for displaying an operator landmark image based on a mobile network code within the locational information when an operator network has been changed, the operator landmark image corresponding to a new operator network.

4. The method as claimed in claim 2, wherein the watch icon and the operator landmark image are superimposed on the idle screen so as to be recognized visually.

5. The method as claimed in claim 3, wherein the watch icon and the operator landmark image are superimposed on the idle screen so as to be recognized visually.

6. A method for providing an idle screen endowed with a visual effect in a mobile communication terminal, the method comprising the steps of:

determining whether locational information is received when the mobile communication terminal moves;

displaying an idle screen with a landmark image superimposed upon a background image when it is determined that the locational information has been received, the landmark image corresponding to the locational information, the background image corresponding to a time zone at a current location of the mobile communication terminal;

monitoring occurrence of an event in the mobile communication terminal while the idle screen is displayed; and displaying a predetermined animation effect when an event has occurred, the animation effect being superimposed upon the idle screen so as to inform of the event.

7. The method as claimed in claim 6, further comprising displaying a watch icon superimposed upon the idle screen so as to inform of time at the current location of the mobile communication terminal.

8. The method as claimed in claim 6, further comprising: determining whether an operation network has changed based on a mobile network code within the locational information while the idle screen is displayed; and

displaying an operator landmark image superimposed upon the idle screen when it is determined that the

operator network has changed, the operator landmark image corresponding to a new operator network.

9. The method as claimed in claim 6, wherein the locational information is a mobile communication network identification code comprising a mobile network code and a mobile country code received from a corresponding network when the mobile communication terminal moves between countries.

10. The method as claimed in claim 9, wherein the step of displaying the idle screen comprises:

identifying the mobile country code within the locational information; and

loading a landmark image of a country corresponding to the mobile country code so as to display the landmark image on the idle screen.

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