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(54) Titre : CLAVIER ET DISPOSITIF D'ENTREE POUR EMOTICONES

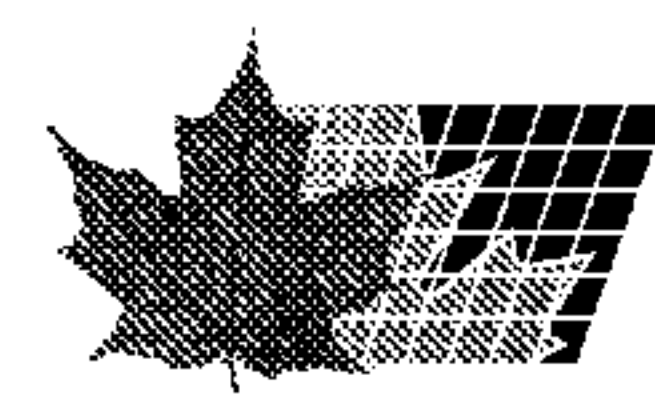
(54) Title: EMOTICON KEYBOARD AND INPUT DEVICE

The following are some examples of "emoticons". There are many examples, too numerous to list them all. Along with some of the "emoticons" are examples of the graphical representations of the "emoticons" that were discussed previously. The icons represented here are all created using ASCII values requiring no HTML capabilities or drivers for the keyboard or input device or anything other than ASCII values, HTML versions will be similar in nature, but because of the capabilities of HTML they may be different in appearance.

:-)	Smile	☺
:)	Little kid smile	☺
:-X	Kiss	☺
?-(Black eye	
:-	Blockhead	
:-)X	Geek	☹
%-6	Brain Dead	☹
;-)	Chin Up	
+	Christian	+
:-S	Confused	☹
:'-(Crying	
:-@!	Cursing	
>:->	Devilish	
:#)	Drunk	
:")	Embarrassed	
>:)	Evil	☹
	Female	♀
:-!	Foot in mouth	
	Gemini	♊
%-)	Happy drunk	
	Love	♥
>:->	Lewd remark	
X-(Mad	
	Male	♂
:-*)	Makes me sick	
:-#	My lips are sealed	
8-0	Omigosh!	
:-t	Pouting	
:(Sad	☹
:->	Sarcastic	
:-0	Talkative	☹
	Taurus	♉
;-)	Winking	
=8-0	Yikes	
;-)	Winky smiley	
:-)	Frown	
:-P	Sticking out tongue	
:-o	Wow!	
)-	Bored	

(57) Abrégé/Abstract:

A keyboard or input device for a computer, or electronic device with a special key(s) or button(s) that allow a user to quickly display an "emoticon" character on the screen while chatting, e-mailing or typing (word processing). An optional device driver may be included for the appropriate Operating System that will allow graphical representations of the "emoticons", images relating to "signature icons", company logos or catch phrases to be displayed. Said keys) or button(s) may reside integrally on the keyboard or keypad, or externally on an input device such as a mouse, keyboard or keypad for quick access while typing, in any configuration, in any number, and may be re-programmed to be customized to the users' preferences.



ABSTRACT

A keyboard or input device for a computer, or electronic device with a special key(s) or button(s) that allow a user to quickly display an "emoticon" character on the screen while chatting, e-mailing or typing (word processing). An optional device driver may be included for the appropriate Operating System that will allow graphical representations of the "emoticons", images relating to "signature icons", company logos or catch phrases to be displayed. Said key(s) or button(s) may reside integrally on the keyboard or keypad, or externally on an input device such as a mouse, keyboard or keypad for quick access while typing, in any configuration, in any number, and may be re-programmed to be customized to the users' preferences.

BACKGROUND OF THE INVENTION

Numerous keyboards and keypads have been designed with increasing attention to ergonomics, ease of use, as well as an increased number of services provided at a keystroke. There have been several attempts at "internet keyboards" which make use of shortcut keys to launch web browsers and e-mail programs. None of these has attempted to ease the use of "emoticons" while chatting or e-mailing. "Emoticons" are "emotion icons". They are a series of characters that describe or convey emotions while communicating, such as sarcasm :) or shock :o . The "emoticons" are best viewed when you tilt your head to the left to view the first character of the emotion on top.

There have been innumerable attempts at reconfiguring the arrangement of keys or buttons on keyboards to allow users to access and input data quicker and easier than previously. One such attempt is Leung Lap's re-arrangement of keys in U.S. Pat. No. 6,241,406. In his embodiment, the keypad is located in a different position than conventionally for easier access, as well as the introduction of redundancy keys so that either hand can access similar commands such as the cursor keys. However, there are no new keys that are introduced to perform mundane or routine tasks. U.S. Pat. No. D336,084 and U.S. Pat. No. D350,537 both describe keyboards that have been redesigned to access keys easier. U.S. Pat. No. 6,010,260 adds two extra keys, a "backspace" and a "delete" key near the cursor keys for easy and quick access. In U.S. Pat. No. 5,243,331 McCausland rearranges a computer keypad that has a plurality of control keys for controlling the display of information on the display screen. Said keyboard is programmed to perform specific tasks relating to a user's field, industry or job, by the manufacturer of the keyboard.

In U.S. Pat. No. 6,198,474 William H. Roylance attempts to reduce the clutter on a keyboard through the elimination of the "function keys" and replaces them with a "special space" key that when depressed in combination with a number key, performs the same function as the appropriately numbered "function key". Although this reduces clutter, it does not necessarily make performing the task easier.

CA Pat. No. 2,030,656 describes a computer keyboard with efficient edit-control. A keyboard for a computer is provided with a function-shift key, for temporarily changing a plurality of character keys to computer-control keys, edit-control keys, and/or cursor-control keys. The function-shift key is thumb-actuated, is disposed, at least partially, between two groups of character keys for thumb or index finger actuation, or is disposed for foot or leg actuated.

CA Pat. No. 2,222,748 describes an alphanumerical keyboard that is programmed so that an alpha-character will always be generated when two mutually adjacent keys are depressed simultaneously, and that a numeral will always be generated when only one numeral key is depressed.

In U.S. Pat. No. 6,179,496 Chou attempts to reduce the use of the mouse and keyboard to perform tasks by introducing a turnable knob that will launch programs, input certain data or close programs by turning the knob. This has obvious limitations such as having to configure the knob to be able to perform these tasks and then remembering which selection the knob has to go to in order to perform the task. U.S. Pat. No. 5,416,498 describes an improved keyboard design that eases the strain on a user in order to increase productivity.

Another variation on keyboard design is the use of an external mechanism in order to facilitate the inputting of data. U.S. Pat. No. 5,828,323 is a high speed keyboard for computers. Essentially it is a keyboard that can be operated as a replacement or in parallel with a conventional computer keyboard and it utilizes ten keys which are activated in pairs to produce coding signals that represent alphabetic symbols of a conventional keyboard. It is supposed to facilitate high speed typing, unfortunately, it doubles the number of keystrokes needed to input a single character. It works by pressing two keys simultaneously to display one character. U.S. Pat. No. 6,310,608 describes a system and method of keyboard configuration for disabled user access wherein multiple keys such as a grouping of function keys will perform one task. Essentially one result or output is sent to the computer from depressing any of a grouping of keys. This is for disabled persons or those who are physically challenged and unable to depress single keys.

There are also keypads that do specific tasks and are external input devices that connect to the computer. U.S. Pat. No. 5,414,422 is one such example where an external keypad has buttons that perform copy, delete, and paste functions. This eliminates the conventional Ctrl-X for cut, so it increases efficiency by eliminating a keystroke to perform the same task. U.S. Pat. No. 4,917,516 and U.S. Pat. No. 5,281,966 both describe external input devices that are designed to ease data input and manipulation. U.S. Pat. No. 6,018,335 describes an external input device that enables a user to define desired keys as coded keys which are associated with MACROS defined by the user. The device resides externally and is actually a peripheral device which will interpret the keystrokes and using read only memory (EEPROM) will execute a predefined code that will perform a specified operation. U.S. Pat. No. 3,675,208 describes a similar external peripheral device that attaches between the keyboard and CPU to facilitate the detection of certain sequences of characters which will alter the normal function of a key according to pre-defined specification. U.S. Pat. No. 4,761,252 describes an external peripheral device that facilitates the entry of pre-defined sequences of data characters into a computer or computer-controlled system, and preferably connected between the computer and its keyboard. U.S. Pat. No. 5,559,512 describes a method for entering data comprised of alpha, numeric and/or symbolic characters using a plurality of hard keys. Said hard keys are not unlike a telephone key matrix. Several patents describe pre-defined or pre-programmed keys which perform a particular function upon their activation. U.S. Pat. No. 4,200,913 describes a microcontroller which includes a random access store which is loadable by the customer during initial program load operation to store customer selected program routines for initializing tables in the store which define the customer selected character and symbol set. U.S. Pat. No. 4,280,121 describes a computer that is programmed to respond to any specific key activation in a manner defined by the current displayed legend for that key. The use of pre-defined keys also pertains to calculators and cash registers, as is evidenced by U.S. Pat. No. 4,823,311, U.S. Pat. No. 5,414,426 and U.S. Pat. No. 5,363,296.

U.S. Pat. No. 5,574,447 describes a keyboard for use with a computer that has an array of keys including a space key and modifiable keys with apparatus for detecting when keys are pressed and generating a key code corresponding to the keys that are pressed. U.S. Pat. No. 5,007,008 describes a method and apparatus for selecting key actions. To reduce the number of keys on a calculator keyboard, two symbols

representing possible operations or key actions are associated with each key of a plurality of keys.

U.S. Pat. No. 5,173,940 describes a keyboard controller which scans entered input sequences for an input sequence to activate a display blanking feature.

Many keyboards exist which make use of shortcuts to perform tasks. An example of which is U.S. Pat. No. 6,320,519 which describes a keyboard wherein depressing certain keys in a sequence will perform various multimedia functions, such as playing a CD, or adjusting the volume. Also, U.S. Pat. No. 5,881,318 describes a computer keyboard with a computerized system for keyboard control of compact-disc read only memory (CD-ROM) audio of a computer. The keyboard has a plurality of keys for entry of one or more predetermined sequences of one or more keystrokes, each predetermined sequence corresponding to an audio function of the CD-ROM player. U.S. Pat. No. 5,892,503 describes a multimedia keyboard wherein volume control, brightness control, contrast control, speakers and microphone are all built into the keyboard, and most multimedia controls are one key operations, eliminating physical interface with the devices. CA Patent 2,187,537 describes a multimedia keyboard that has built-in speakers, external headphone and microphone jacks. Also, floppy disk drive, CD-ROM disk drive and telecommunications components may be incorporated into said multimedia computer keyboard system.

U.S. Pat. No. D451,925, U.S. Pat. No. D451,518, U.S. Pat. No. D451,517, U.S. Pat. No. D450,056, U.S. Pat. No. D442,590, U.S. Pat. No. D439,903, U.S. Pat. No. D428,889 all pertain to the ornamental design for a keyboard, which entail shortcut keys for quick access to a variety of functions. This allows the user to perform an otherwise lengthy and multiple keystroke functions at the push of a single key or button. These shortcut keys perform functions from Copying and Pasting to launching programs.

None of the afore mentioned patents relate to the novel idea of a keyboard or input device for a computer with special key(s) or button(s) to display "emoticon" characters, signature icons or catch phrases.

SUMMARY OF THE INVENTION

The disadvantage of using "emoticons" is the amount of time it takes to type in the series of keystrokes to create a face or "emoticon". Said invention eliminates lengthy series of characters and replaces them with one keystroke, or click of the mouse. A partial list of "emoticons" can be viewed in Fig.1, however there exists an almost infinite number of combinations of "emoticons".

Such efficiency may be well appreciated by the growing number of internet users who feel a need for quick communication especially with "live chat" where "emoticons" are frequently used.

DESCRIPTION OF THE INVENTION

One embodiment of said keyboard is the use of several keys or buttons that denote different "emoticons". This allows the user to type and depress the key(s) or button(s) and the lengthy series of keystrokes appear automatically as a character displayed on the screen.

In another embodiment, these preset or pre-defined key(s) or buttons(s) can be configured by the user to represent different "emoticons" which are listed in the keyboard or input device driver as a pre-defined list, but allow the user to input new keystrokes to define new or customized keystrokes or "emoticons" as well as "signature icons". These signature icons can be extended to encompass such things as the insertion of company logos at the end of e-mails, documents or memos.

The process described herein can also be used to not only display images of "emoticons" but of "signature images" as well. A "signature image" is an image, icon or picture that is a user's personal identifier, almost like a signature. It is their trademark identifier. One of, or all of the key(s) or button(s) can be used to insert said "signature image" in an active application. A "signature icon" may be the user's picture, for example, in a small image size that can then be attached or inserted into an e-mail message or an active application. Moreover, it is not an entirely unattainable extension to customize said key(s) or button(s) to display catch phrases or customized slogans, or frequently used words by the user. The key(s) or button(s) can be programmed to display "Hello!" , or "Waaassssuuup!", or "My name is User, 25, Male, from Toronto" when said key(s) or button(s) are depressed.

The key(s) or button(s) on the keyboard can be of any size, shape or configuration. They may be labeled or not. The key(s) or button(s) may be placed anywhere on the keyboard for quick access, but the preferred embodiment would have the key(s) or button(s) placed above the function keys grouped in a pattern, or around the cursor keys, or just to the left or right of the standard keyboard where it may be grouped with other shortcut or quick access keys. Said keyboard may be a conventional or non-conventional keyboard with PS/2, AT, USB, Serial, Parallel, direct, ADB, FireWire or other port connection. Obviously in the coming years, new types of keyboard and input device adapters will be developed. This does not affect the use of the "emoticon" key(s) or button(s), since the keyboard design using the "emoticon" keyboard layout will incorporate the new types of connectors. Said "emoticon" key(s) or button(s) can also reside on a PDA or an electronic device that has a keyboard. There are many such devices with keyboards that could make use of said "emoticon" key(s) or button(s) such as so-called "two-way pagers", iPaqs, PocketPCs, Visors or RIM Blackberry's. Said "emoticon" key(s) or button(s) can be activated directly, or can be accessed using the standard ALT + keystroke, or Shift + keystroke sequence that is commonly used on these devices. There are obviously numerous ways of placing said key(s) or button(s) on these handheld devices and the optimal configuration must be ultimately determined by the manufacturer of said handheld or electronic device.

Another variation of the invention is to have the key(s) or button(s) reside on an external keypad or input device such as a mouse, either of which that attaches to a USB, PS/2, AT, direct, Serial, Parallel, ADB, FireWire or other port connector. Said button(s) or key(s) being specifically designed to be used for the sole purpose of inputting or displaying "emoticons" on the screen. The separate keypad/input device can be of variable size, shape, colour and design and the key(s) or button(s) may be of different, size, shape, colour, configuration and materials. The inputting of "emoticons" or the displaying of "emoticon" characters will be the same as for the keyboard, wherein, the preset characters as well as the re-programmable key(s) or button(s) can be inputted using pre-defined ASCII sequences to display the individual characters to represent the

“emoticon”, or display the ASCII graphical character of the “emoticon” or use the keyboard or keypad driver to display graphical representations of the “emoticons”.

The “emoticons” can be displayed using ASCII values, ANSI values, HTML codes, or any other keyboard or ISO convention to display the appropriate values, character sequences or images in the active application when the appropriate key or button is depressed.

Figs. 2 and 3 depict just two of the many methods of transmitting and displaying “emoticons” on a pre-defined “emoticon” keyboard. There are almost infinite embodiments of how keyboards, keypads and input devices can transmit a keystroke or button depression to a computer. We are not necessarily concerned with “how” but “what” is being transmitted. The actual interpretation of what to transmit and display can be handled either immediately at the keyboard level or through the Operating System and at any point in between. A keyboard controller can be modified so that it interprets the keystroke and sends the character sequence to the computer. Alternatively, a scan code can be sent from the keyboard controller and the Operating System can handle the interpretation and display of the character sequence or graphical representation.

Figure 2 depicts one of the possible processes through which a keyboard, keypad or input device with a pre-defined set of “emoticons” from the manufacturer will go through. These are provided to illustrate the point, but many other processes can be used, and with the use of an “emoticon” button(s) or key(s) on a mouse the process will obviously be drastically different, for example, there is no keyboard controller on a mouse. The keyboard continually scans for depressed keys and once a key is depressed a scan code corresponding to the key or button pressed will be sent to the keyboard controller. The keyboard controller sends a code interrupt to the CPU. The CPU finds the character sequence corresponding to the code interrupt and sends the sequence to the Operating System. The OS then interprets the character sequence and determines whether to display the ASCII sequence or an image in the active application.

Fig. 3 depicts another possible process, again one of many. The keyboard continually scans for depressed keys and once a key is depressed a scan code corresponding to the key or button pressed will be sent to the keyboard controller. The keyboard controller sends a multiple code interrupt to the CPU. The CPU finds the character sequence corresponding to the code interrupt and sends the sequence to the Operating System. The OS then interprets the character sequence and determines whether the scan code is defined. If it is defined it will determine whether to send the ASCII characters or an image to the active application and will then forward the sequence. If it is not defined, the user will be prompted that the key(s) or button(s) depressed is not defined and will ask for said key(s) or button(s) to be defined. The user will then be able to choose from a pre-selected list of “emoticons” or will be able to input a new or customized “emoticon” character sequence, “emoticon” image, “signature icon”, catch phrase or image. The character sequence or image will then be received and stored and assigned to the appropriate key(s) or button(s) for future use. The OS will then determine whether to send the ASCII characters or an image to the active application and will then forward the information to the active application.

Having described our invention we claim;

- (1) A keyboard design layout with (a) special key(s) or button(s) that facilitate(s) the input of a series of characters commonly referred to as "emoticons".
 - (a) Said keyboard design layout applicable on keyboards of any platform (PC, Mac, UNIX, PDA or another proprietary electronic device.).
 - (b) Said keyboard layout designed such that depressing (a) key(s) or button(s) will send a series of ASCII Codes (characters), HTML Codes, or images to be displayed on the screen that correspond to the desired "emoticon".
 - (c) Said input device having a driver that is designed to interpret the keystrokes and display the corresponding sequence of ASCII Codes (characters), HTML Codes, or images or the corresponding graphical representation of the "emoticon". Said driver is also capable of re-programming or re-assigning different values or "character sequences" to the key(s) or button(s) according to the user's preferences.

- (2) An input device with (a) special key(s) or button(s) that facilitate(s) the input of a series of characters commonly referred to as "emoticons".
 - (a) Said input device being self-contained and designed to reside externally of the computer and separate from the keyboard as a peripheral device and designed to interface with a PC, MAC, UNIX, PDA or other type of workstation, digital or personal assistant.
 - (b) Said input device designed such that depressing (a) key(s) or button(s) will send a series of ASCII Codes (characters), HTML Codes, or images to be displayed on the screen that correspond to the desired "emoticon".
 - (c) Said input device having a driver that is designed to interpret the keystrokes and display the corresponding sequence of ASCII Codes (characters), HTML Codes, or images or the corresponding graphical representation of the "emoticon". Said driver is also capable of re-programming or re-assigning different values or "character sequences" to the key(s) or button(s) according to the user's preferences.














- (3) A keyboard design layout according to claim 1, wherein said keyboard layout comprises;
 - (a) A PC, MAC, UNIX, PDA or electronic device keyboard which may include but not be limited to a 101/102/104/108-key type keyboard layout
 - (b) one key or button of variable dimension and/or shape, placed strategically on the keyboard that is used to control the placement of the "emoticons", signature icon, or catch phrase, through a pop-up menu that is activated by the depression of the key or button where the user selects an "emoticon" figure by clicking with the mouse or other pointing device utilizing the driver that is designed for the keyboard.

- (4) A keyboard design layout according to claim 1, wherein said keyboard layout comprises;
- (a) A PC, MAC, UNIX, PDA or electronic device keyboard which may include but not be limited to a 101/102/104/108-key type keyboard layout
 - (b) several keys or buttons of variable dimension and/or shape, placed strategically on the keyboard that are pre-programmed by the manufacturer such that upon their depression a preset "emoticon", signature icon, or catch phrase, or sequence of ASCII Codes (characters), HTML Codes, or images or the corresponding graphical representation of the "emoticon" will be displayed on the screen, or a graphical representation of the ASCII sequence.
- (5) A keyboard design layout according to claim 1, wherein said keyboard layout comprises;
- (a) A PC, MAC, UNIX, PDA or electronic device keyboard which may include but not be limited to a 101/102/104/108-key type keyboard layout
 - (b) several keys or buttons of variable dimension and/or shape, placed strategically on the keyboard that using a driver are user-defined and re-programmable such that upon their depression an "emoticon", signature icon, or catch phrase, or sequence of ASCII Codes (characters), HTML Codes, or images or the corresponding graphical representation of the "emoticon" will be displayed on the screen, or a graphical representation of the ASCII sequence.
- (6) An input device design according to claim 2, wherein said input device comprises;
- (a) a self-contained key or button pad of variable dimensions, and/or number of keys or buttons, and/or different shapes
 - (b) several keys or buttons placed strategically over the key or button pad that are pre-programmed by the manufacturer such that upon their depression a preset "emoticon", signature icon, or catch phrase, or sequence of ASCII Codes (characters), HTML Codes, or images or the corresponding graphical representation of the "emoticon" will be displayed on the screen, or a graphical representation of the ASCII sequence.
- (7) An input device design according to claim 2, wherein said input device comprises;
- (a) a self-contained key or button pad of variable dimensions, and/or number of keys or buttons, and/or different shapes
 - (b) several keys or buttons placed strategically over the key or button pad that using a driver are user-defined and re-programmable such that upon their depression a preset "emoticon", signature icon, or catch phrase, or sequence of ASCII Codes (characters), HTML Codes, or images or the corresponding graphical representation of the "emoticon" will be displayed on the screen, or a graphical representation of the ASCII sequence.

- (8) A keyboard design layout according to claims 3, 4, 5 wherein said keyboard layout comprises;
 - (a) a figure imprinted on or around the key(s) or button(s) denoting those key(s) as the “emoticon” key(s) or button(s).
- (9) A keyboard design layout according to claims 3, 4, 5 wherein said keyboard layout comprises;
 - (a) the “emoticon” key(s) or button(s) do not have any imprint on or around them.
- (10) A keyboard design layout according to claim 3, 4, 5 wherein said keyboard layout comprises;
 - (a) the “emoticon” key(s) or button(s) have a configurable label that can be affixed to or around the key(s) or button(s).
- (11) An input device design according to claims 6 & 7 wherein said input device comprises;
 - (a) a figure imprinted on or around the key(s) or button(s) denoting them as the “emoticon” key(s) or button(s).
- (12) An input device design according to claims 6 & 7 wherein said input device comprises;
 - (a) the “emoticon” key(s) or button(s) do not have any imprints or markings on or around them.
- (13) An input device design according to claims 6 & 7 wherein said input device comprises;
 - (a) the “emoticon” key(s) or button(s) have a configurable label that can be affixed to or around the key(s) or button(s).
- (14) A keyboard design layout according to claim 1 through 13, wherein said keyboard layout comprises;
 - (a) a wireless, direct, serial port, parallel port, USB, PS/2, AT, FireWire or ADB connector to connect to the computer.

Fig. 1

The following are some examples of “emoticons”. There are many examples, too numerous to list them all. Along with some of the “emoticons” are examples of the graphical representations of the “emoticons” that were discussed previously. The icons represented in the left column are all created using ASCII values requiring no HTML capabilities or drivers for the keyboard or input device or anything other than ASCII values, HTML versions will be similar in nature, but because of the capabilities of HTML they may be different in appearance. HTML versions may appear exactly as the ASCII versions (as is viewed below) using HTML Entity Names which utilize ASCII characters to display a character, but will also be able to display graphical representations such as those in the right-most column. The icons in the right column are illustrations or examples of what the graphical representations may appear as.

:-)	Smile	
:)	Little kid smile	
:-X	Kiss	
?-(Black eye	
:-}X	Geek	
%-6	Brain Dead	
+	Christian	+
:-S	Confused	
:`-(Crying	
:-@!	Cursing	
>:->	Devilish	
:")	Embarrassed	
>:)	Evil	
	Female	♀
:-!	Foot in mouth	
	Gemini	♊
%-)	Happy drunk	
	Love	♡
>;->	Lewd remark	
X-(Mad	
	Male	♂
:-(*)	Makes me sick	
8-0	Omigosh!	
:(Sad	
:->	Sarcastic	
:-0	Talkative	
	Taurus	♉
`-)	Winking	
=8-0	Yikes	
;-)	Winky smiley	
:-(Frown	
:-P	Sticking out tongue	
:-o	Wow!	
)-	Bored	
	Pimp	

Once a key or button is pressed the following process would be followed. If the key or button that is pressed is allocated the smiley face :-), the following table describes the character sequences that would be sent by the keyboard to the CPU and ultimately be displayed on the screen. (In the following example we are assuming that the application being used will not display a graphical representation of the “emoticon”.)

	:-)	: (semi-colon)	- (hyphen)) (close bracket)
ASCII VALUES	59	45	41	
ASCII HEX	3B	2D	29	
HTML NUMBER	;	-)	

Therefore, once the “emoticon” key or button is depressed, the sequence of scan codes 59-45-41 will be sent at the same time, which will display the appropriate “emoticon” in the active application.

For “emoticon images” to be displayed, the process is similar but the device driver interprets the code being sent from the keyboard and will then display either the corresponding “emoticon” graphic, “signature icon” or catch phrase, whether it be pre-defined, or user-defined.

Figure 2

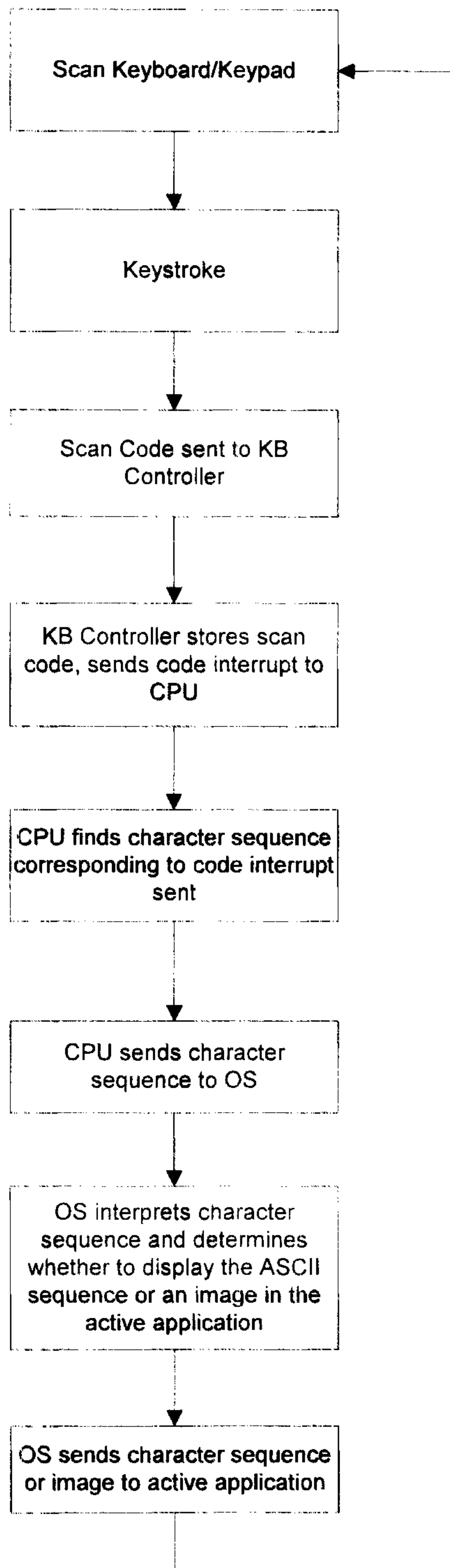
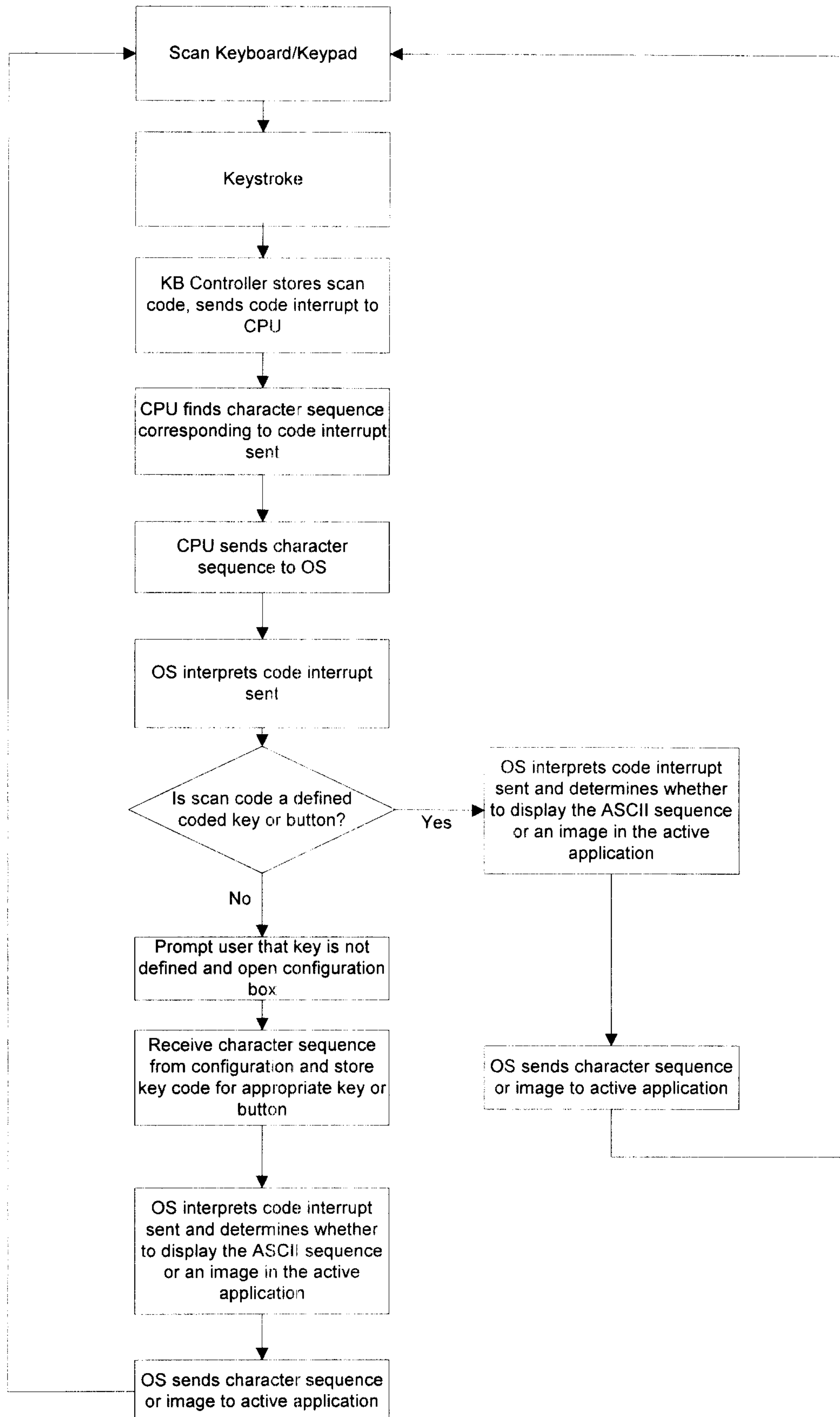


Figure 3



The following are some examples of "emoticons". There are many examples, too numerous to list them all. Along with some of the "emoticons" are examples of the graphical representations of the "emoticons" that were discussed previously. The icons represented here are all created using ASCII values requiring no HTML capabilities or drivers for the keyboard or input device or anything other than ASCII values, HTML versions will be similar in nature, but because of the capabilities of HTML they may be different in appearance.

:-)	Smile	☺ ●
:)	Little kid smile	
:-X	Kiss	☺ ●
?-(Black eye	
:-]	Blockhead	
:-}X	Geek	☹ ☹ ☹
%-6	Brain Dead	
;-)	Chin Up	
+	Christian	+
:-S	Confused	◆?
:-(Crying	
:-@!	Cursing	
>:->	Devilish	
:#)	Drunk	
:")	Embarrassed	
>:)	Evil	☹
	Female	♀
:-!	Foot in mouth	
	Gemini	♊
%-)	Happy drunk	
	Love	♥♥
>:->	Lewd remark	
X-(Mad	
	Male	♂
:-(*)	Makes me sick	
:-#	My lips are sealed	
8-0	Omigosh!	
:-t	Pouting	
:(Sad	☹
:->	Sarcastic	
:-0	Talkative	☹ ☹ ☹ ☹ ☹ ☹
	Taurus	♉
'-)	Winking	
=8-0	Yikes	
;-)	Winky smiley	
:-(Frown	
:-P	Sticking out tongue	
:-o	Wow!	
)-	Bored	