CLAIMS

1. A system for selecting graphic objects to insert in a text message when composed on a wireless device, each of the graphic objects representing a set of individual alphanumeric characters, the system comprising:

a object table for display on a user interface of the device, the table configured for including a first object of the graphic objects associated with a first predefined input and a second object of the graphic objects associated with a second predefined input, the first input different from the second input;

a first input event component for coupling to the user interface, the first input event component configured for mapping to the first predefined input; and

a second input event component for coupling to the user interface, the second input event component configured for mapping to the second predefined input, the first input event component different from the second input event component;

wherein a user of the device selects one of the graphic objects from the table by employing the respective one of the input event components mapped to the predefined input associated with the graphic object in the table.

2. The system of claim 1, wherein the graphic objects are selected from the group comprising: emoticons; abbreviated text strings; icons; and predefined groups of alphanumeric characters.

3. The system of claim 2, wherein the individual alphanumeric characters are selected from the group comprising ASCII characters and Unicode characters.

4. The system of claim 2 or 3, further comprising at least one of the input event components being a data input key of a keyboard of the user interface.

5. The system of claim 4, wherein the predefined input of the data input key is a representation of the key when displayed in the table.

6. The system of claims 2 to 5, further comprising at least one of the input event components being a voice data input command of the user interface.

7. The system of claim 6, wherein the predefined input of voice data input command is a label representing the voice command when displayed in the table.

8. The system of claims 2 to 7, wherein the text message is configured for sending to a remote message server.

9. The system of claim 8, further comprising a translation module for converting the selected graphic object in the text message to an equivalent string of the individual alphanumeric characters represented by the selected graphic object.

10. The system of claim 8 or 9, wherein the server is selected from the group comprising: an email server; an instant messaging server; and a short message service server.

11. The system of claims 2 to 10, further comprising a third input event component for coupling to the user interface, the third input event component for causing the table to be displayed on the user interface.

12. The system of claim 11, wherein the third input event component is a table key of a keyboard of the user interface such that insertion of the selected graphic object is a sequence of employing the table key followed by employing one of the first and second input event components.

13. The system of claim 12, wherein the employed one of the first and second input event components is an other key of the keyboard such that the table key is different from the other key.

14. The system of claims 2 to 13, further comprising a third input event component for coupling to the user interface, the third input event component for causing an initial table to be displayed on the user interface, the initial table configured for displaying a plurality of individual alphanumeric character selections and a fourth predefined input associated with the object table.

15. The system of claim 14, further comprising a fourth input event component for coupling to the user interface, the fourth input event component configured for mapping to the fourth predefined input.

16. The system of claim 15, further comprising the fourth input event component being a data input key of a keyboard of the user interface for causing the object table to be displayed on the user interface.

17. The system of claims 14 to 16, wherein the fourth predefined input of the data input key is a representation of the key when displayed in the initial table.

18. The system of claim 16 or 17, wherein the third input event component is a table key of the keyboard such that insertion of the selected graphic object is a sequence of employing the table key followed by employing the data input key followed by employing one of the first and second input event components.

19. The system of claim 18, wherein the employed one of the first and second input event components is an other key of the keyboard such that the table key is different from the other key.

20. The system of claim 19, wherein the fourth input event component is the same table key as the third input event component.

21. A method for selecting graphic objects to insert in a text message when composed on a wireless device, each of the graphic objects representing a set of individual alphanumeric characters, the method comprising the steps of:

displaying an object table on a user interface of the device, the table configured for including a first object of the graphic objects associated with a first predefined input

and a second object of the graphic objects associated with a second predefined input, the first input different from the second input;

employing one of a first input event and a second input event for selecting the desired graphic object from the first and second objects, the first input event configured for mapping to the first predefined input and the second input event configured for mapping to the second predefined input, the first input event different from the second input event; and

inserting the selected graphic object in to the text message.

22. The method of claim 21, wherein the graphic objects are selected from the group comprising: emoticons; abbreviated text strings; icons; and predefined groups of alphanumeric characters.

23. The method of claim 22, wherein the individual alphanumeric characters are selected from the group comprising ASCII characters and Unicode characters.

24. The method of claim 22 or 23, wherein at least one of the input events is a data input key of a keyboard of the user interface.

25. The method of claim 24, wherein the predefined input of the data input key is a representation of the key when displayed in the table.

26. The method of claims 22 to 25, wherein at least one of the input events is a voice data input command of the user interface.

27. The method of claim 26, wherein the predefined input of voice data input command is a label representing the voice command when displayed in the table.

28. The method of claims 22 to 27, wherein the text message is configured for sending to a remote message server.

29. The method of claim 28, further comprising the step of translating the selected graphic object in the text message to an equivalent string of the individual alphanumeric characters represented by the selected graphic object.

30. The method of claim 28 or 29, further comprising the step of transmitting the text message to a server selected from the group comprising: an email server; an instant messaging server; and a short message service server.

31. The method of claims 22 to 30, further comprising the step of employing a third input event for causing the table to be displayed on the user interface.

32. The method of claim 31, wherein the third input event is a table key of a keyboard of the user interface such that insertion of the selected graphic object is a sequence of employing the table key followed by employing one of the first and second input events.

33. The method of claim 32, wherein the employed one of the first and second input events is an other key of the keyboard such that the table key is different from the other key.

34. The method of claim 32 or 33, further comprising the step of employing a third input event for causing an initial table to be displayed on the user interface, the initial table configured for displaying a plurality of individual alphanumeric character selections and a fourth predefined input associated with the object table.

35. The method of claim 34, further comprising the step of employing a fourth input event configured for mapping to the fourth predefined input.

36. The method of claim 35, wherein the fourth input event is a data input key of a keyboard of the user interface for causing the object table to be displayed on the user interface.

37. The method of claim 34 or 35, wherein the fourth predefined input of the data input key is a representation of the key when displayed in the initial table.

38. The method of claim 36 or 37, wherein the third input event is a table key of the keyboard such that insertion of the selected graphic object is a sequence of employing the table key followed by employing the data input key followed by employing one of the first and second input event components.

39. The method of claim 38, wherein the employed one of the first and second input events is an other key of the keyboard such that the table key is different from the other key.

40. The method of claim 39, wherein the fourth input event is the same table key as the third input event component.

41. A computer program product for selecting graphic objects to insert in a text message when composed on a wireless device, each of the graphic objects representing a set of individual alphanumeric characters, the computer program product comprising:

a computer readable medium;

a object table module stored on the medium for display on a user interface of the device, the table module configured for including a first object of the graphic objects associated with a first predefined input and a second object of the graphic objects associated with a second predefined input, the first input different from the second input;

a first input event module stored on the medium for coupling to the user interface, the first input event module configured for mapping to the first predefined input; and

a second input event module stored on the medium for coupling to the user interface, the second input event module configured for mapping to the second predefined input, the first input event module different from the second input event module;

wherein a user of the device selects one of the graphic objects from the table by employing the respective one of the input event modules mapped to the predefined input associated with the graphic object in the table.

What is claimed is:

1. A wireless device comprising:

a first input event component executing a first input event and a second input event;

a user interface displaying a symbol table in response to the first input event, the symbol table including a plurality of individual symbol selections;

the user interface displaying an object table in response to the second input event, the object table comprising a plurality of graphic objects and a plurality of predefined inputs, each of the plurality of predefined inputs associated with each of the plurality of graphic objects; and

a second input event component executing a third input event, the third input event mapped to one of the plurality of predefined inputs;

wherein the third input event selects a graphic object associated with the predefined input from the plurality of graphic objects and inserts the selected graphic object in a text based message.

2. The wireless device of claim 1, wherein the plurality of graphic objects is selected from the group consisting of: emoticons; abbreviated text strings; icons; predefined groups of alphanumeric characters and a combination thereof.

3. The wireless device of claim 2, wherein the alphanumeric characters are selected from the group consisting of ASCII characters, Unicode characters, and a combination thereof.

4. The wireless device of claim 1 wherein the first input event component is an input key of a keyboard of the user interface.

5. The wireless device of claim 1, wherein the third input event is executed through a voice command of the user interface.

6. The wireless device of claim 1, wherein the first and second input event components are different input keys of a keyboard.

7. The wireless device of claim 1, wherein the symbol table is a first symbol table of plurality of symbol tables and wherein the first input event comprises a series of events

causing each of the plurality of symbol tables to be displayed.

8. A method for selecting graphic objects to insert in a text based message when composed on a wireless device, the method comprising:

executing a first input event using a first input component to enter a first mode, wherein in the first mode a symbol table is displayed on a user interface of the wireless device, the symbol table including a plurality of individual symbol selections;

executing a second input event using the first input component to enter a second mode, wherein in the second mode an object table is displayed on the user interface of the wireless device, the object table comprising a plurality of graphic objects and a plurality of predefined inputs, each of the plurality of predefined inputs associated with one of the plurality of the graphic objects;

executing a third input event using a second input event component, the third input event mapped to one of the plurality of predefined inputs, the third input event selecting a graphic object associated with the predefined input from the plurality of graphic objects and inserting the selected graphic object in the text based message.

9. The method of claim 8, wherein the plurality of graphic objects is selected from the group consisting of: emoticons; abbreviated text strings; icons; predefined groups of alphanumeric characters, and a combination thereof.

10. The method of claim 9, wherein the alphanumeric characters are selected from the group consisting of ASCII characters and Unicode characters, and a combination thereof.

11. The method of claim 9, wherein the first input event is executed through an input key of a keyboard of the user interface.

12. The method of claim 9, wherein the third input event is executed through a voice command of the user interface.

13. The method of claim 12, wherein the voice command is displayed in the object table.

14. The method of claim 8, wherein the message is configured for sending to a remote message server.

15. The method of claim 14, further comprising translating the selected graphic object in the message to an equivalent string of the individual alphanumeric characters represented by the selected graphic object.

16. The method of claim 14, further comprising transmitting the message to a server selected from the group consisting of: an email server; an instant messaging server; and a short message service server.