# SYSTEM AND METHOD FOR INSERTING A GRAPHIC OBJECT IN TO A TEXT BASED MESSAGE


## ABSTRACT

A system and 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 system comprises an object table for display on a user interface of the device, such that the table is 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 is different from the second input. The system also has a first input event component for coupling to the user interface such that the first input event component is configured for mapping to the first predefined input. The system also has a second input event component for coupling to the user interface such that the second input event component is configured for mapping to the second predefined input, the first input event component being different from the second input event component. 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.

FIGURE 3