

METHOD AND APPARATUS FOR INPUTTING CHARACTER
THROUGH DIRECTION INPUT UNIT

ABSTRACT

Disclosed is a method and apparatus for inputting characters through a direction input unit such as a joystick. The method of inputting characters corresponding to keys arranged on a 4-by-3 keypad by means of a direction input unit having direction buttons indicating up, down, left, and right movements, the method including: (a) assigning two direction buttons of the direction input unit to each of the keys and selecting one of the keys by pressing the direction buttons of the direction input unit; and (b) outputting a character corresponding to the selected key according to a current character mode, and sequentially changing characters corresponding to the selected key one by one and outputting a selected character other than a previous character when the key is re-selected within a predetermined time, when a supplemental button other than the direction buttons is input within a predetermined time after the key is selected, or when one of the two direction buttons being pressed is released and re-pressed.