



The Sidetouch technology - the easiest way ever to maneuver a smartphone

The first technology ever, enabling full one-hand control of any smartphone, having better precision than a touch screen, without using any front-side space of the device, is now introduced.

The technology, called Sidetouch, utilizes the edge sides of a handheld device for user input. With finger touches on the edge sides the user is given full control of the device without obscuring the display with a finger or a stylus.

Due to the specific shape of the Sidetouch panels, the precision with which the user controls the device is very high compared to a finger controlled touch screen. For this reason a Sidetouch device is easy to use with only one hand also while being on the move and there are no usability issues for users with large fingers.

From a user interface design perspective the increased precision enables user interface elements on the screen to be smaller, without compromising with usability, compared to touch screens controlled with finger touches.

The Sidetouch technology is fully developed and has been thoroughly tested in mass production with our previous multimedia telephones and proof of concept technology products. All links in the production chain are thus complete and full set of design solutions are available for the Sidetouch technology, enabling a fast implementation with any handheld platform.

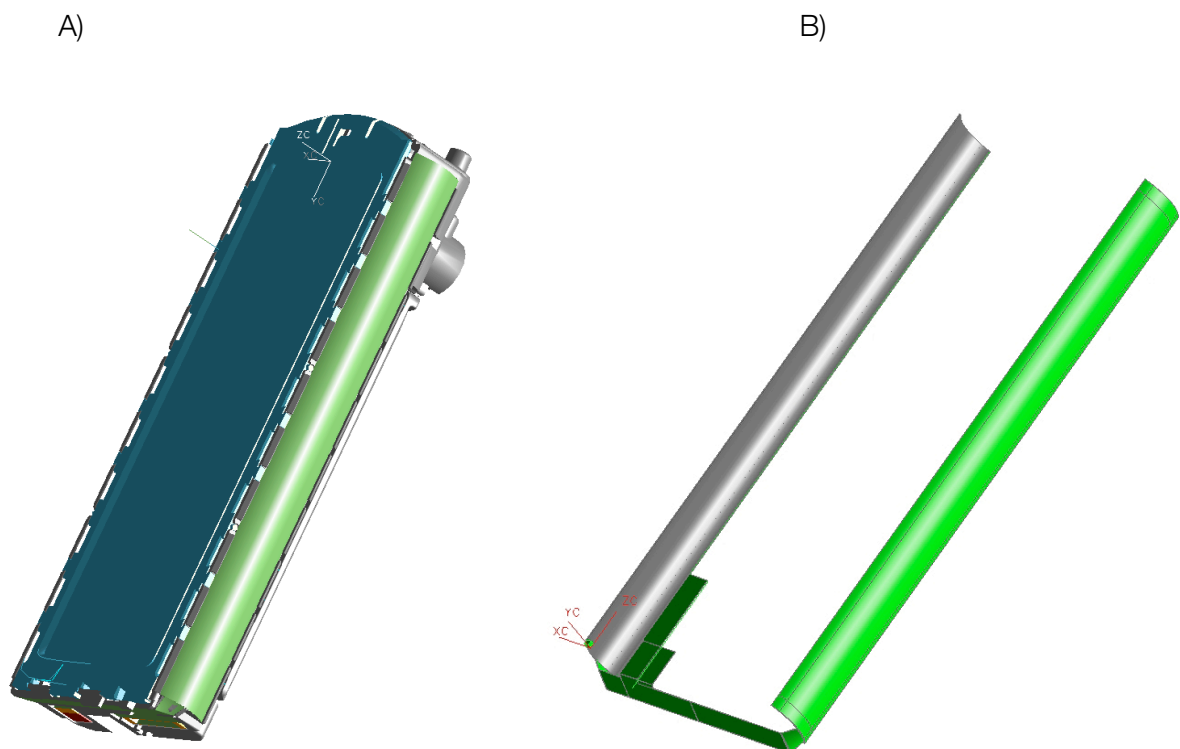
A full set of approved patents, protecting the Sidetouch technology worldwide, is available and are currently fully owned by Spectronic. These patents can be licensed for usage with any handheld device, with possible agreements of exclusiveness or patent purchase.

Sidetouch Advantages

- Full one-hand control of the device
- Never obscure the display with a finger
- Does not occupy any front side space of the device
- Better precision than a touch screen
- Can be used while being on the move
- Easy to use also with large fingers
- Fully patented worldwide

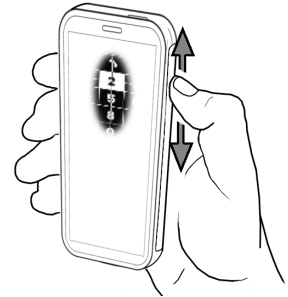
The Sidetouch design

The Sidetouch surfaces can be used with any type of handheld device. As is shown in figure A the edge-side of the device is designed to have a slightly convex shape, which is covered by the Sidetouch layers. In figure B the actual layers are shown, which are based on a durable polyester film only requiring 0.2 mm in thickness. A Sidetouch layer can either be designed as a surface on which the user touches directly, or it can be covered with a rubber-like polyurethane coating in order to make it even more durable and water proof.

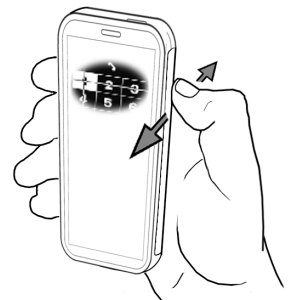


User interface design

With the Sidetouch technology the edge-side of the device is touch sensitive in two dimensions. The user easily selects any user interface element on the screen by placing a finger on the edge-side of the device, next to the user interface element.

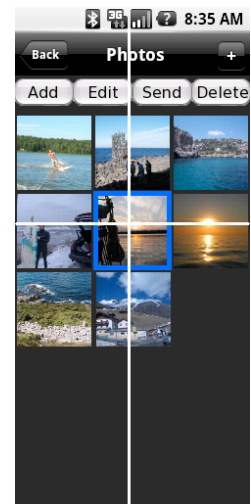


If there are more than one selectable user interface elements positioned next to each other, the user easily selects the desired element by moving the finger in the transverse direction.



While the user touches the edge-side of the device, a graphical markup (such as the white hair-cross in the figure) is shown on the screen corresponding to the currently touched position. Once the touch is released the highlighted user interface element is selected. Thus the user can correct any wrong selections before releasing the touch.

Due to the high precision with which the user places such touch it is possible to have a relatively large number of elements shown on the screen at once, without compromising with the ability to select individual elements.



Due to the two-dimensional touch sensitivity and the high precision, the Sidetouch technology also replaces the keyboard for numerical or text input.

