



Cosmote i-mode[®] CookBook



i-mode[®] HTML



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	i-mode® HTML			

Overview

1.1 Concept of i-mode® HTML

This document has been designed to provide a basic explanation of how to create i-mode compatible Web sites. The only requirement for making a Web site viewable by i-mode terminals is that it be created using i-mode compatible HTML. Once the Web site is made, you need only upload it to an Internet Web server, just as you would with normal Web sites.

- ✓ i-mode® HTML is the subset of HTML so that contents can be created simply. i-mode® Web sites use subsets of HTML 2.0, 3.2 and 4.0.
- ✓ i-mode® HTML adds several Tags and attributes to the foregoing subset to supply more capability for handset.
- ✓ Images should be in the GIF format.
- ✓ Scripting languages are not supported

1.2 User Agent / Handset

User agent is an HTTP header (HTTP_USER_AGENT) available in identifying an i-mode® handset. When an i-mode® handset has access to a Web Server, the Web Server can identify this i-mode® handset by acquiring this HTTP header. Using this function to identify each i-mode® handset, CPs will be able to create contents for each i-mode® handset. The following descriptions show the example for a handset specification. These may be the help to develop the server.

[Note]

For sites requiring a higher level of security, desirably each access should be checked whether it is an access from the i-mode® server.

[Format]

Provider/Version<SP>browser-name(cache;)

[Cache]

Some handset models permit change in the readable capacity per screen, so that they will have an indication of such cache expansion following each model name.

The format comprises the following three bytes:

- c : stands for the initial character cache (c in lowercase)
- XX : maximum cache value readable on the screen

[IMEI/ICCID]

- ✓ This number is not to be submitted as a usual case.
- ✓ If a request for individual unit identification is added to HTML, a dialog box will be displayed to confirm whether it is permissible to submit it to the handset side.
- ✓ This number is appended only when the user selects "Yes."

[Example]

Cosmote/2.0 x999i(c10)

This example shows that an x999i model is accessing, with its cache expanded to 10K.

The part " Cosmote /2.0" shown above sample indicates that the operator is Cosmote and the version is 2.0.

1.3 Precautions in creating i-mode® Contents

The following sections prescribe basic rules to be complied with together with precautions in creating contents for i-mode®.

1.3.1 Characters

- ✓ Decided by operator.
- ✓ Use of Pictographic Characters of about 200 types is permitted.
- ✓ To display specific Pictographic Characters, the combination of Hexadecimal codes with prefix(&#x) should be used.

The conversion table(Pictographic Character to hexadecimal codes) is available in Appendix A

1.3.2 Browser Function

- ✓ Scroll function is only in the vertical direction, namely up/down scrolling only.

- ✓ Since no horizontal or right/left scrolling takes place, any long text that does not fit in a single line will be broken automatically into two or more lines. (This function is also effective when the PRE tag or the PLAINTEXT tag is used).
- ✓ The BR tag and the P tag are subjected to the line feed processing as it is.
- ✓ Regarding tags used on a PC to begin a new paragraph (FORM, PRE, PLAINTEXT, BLOCKQUOTE, MENU, OL, UL, DL, DIR, and Hn tags), no line space will be present above and below the new paragraph. ("Begin a new paragraph" mentioned here indicates a situation in which use of any one of these tags for a text block or paragraph automatically generates a line space (one fully white-spaced line) immediately above and below that new paragraph).

1.3.3 URL

- ✓ URLs identified in the tag list comply with HTML as a basic rule.
- ✓ Relative path and full path are both supported.
- ✓ The following protocols may be specified for URL:
 - 1) http:// HTTP (Web server)
 - 2) mailto: E-mail
 - 3) tel: Telephone ("A" tag only)
 - 4) sms: SMS("A" tag only)
- ✓ Each bookmark title reflects descriptions in the TITLE tag. Along this line, for screens that are likely to be bookmarked, description of its title is desirable.

1.3.4 HTTP Headers

- ✓ For creation of CGI, both "Content-Type" and "Content-Length" are mandatory.

1.4 Guidelines and Standards for creating Screens common to all i-mode® handsets

In this section, general guidelines are shown for creating contents that are displayable on all handset models. If it is not practicable to satisfy the directions shown in these guidelines, then it becomes necessary to comply with the User Agent function prescribed in the former section (see "1.2 User Agent") and examine how to create the screen for each particular handset model independently from other models.

(Notes) Values in shown below should be referred to related documents.

1.4.1 Text Representation

- ✓ Full-size (2-byte) 8 characters (half-size 16 characters) horizontally x 6 lines vertically
- ✓ Above representation is the minimum specification for displaying text. It can be extensible by each model.
- ✓ Black and white two-gradation GIF files are used.
- ✓ GIF files only use GIF 87a and 89a format images.

1.4.2 Capacity per Screen

- ✓ One screen size must be less than 10K bytes at any time. (Note that there can be some cases where such a screen size within 10K bytes is still not displayable depending on the tag used).
- ✓ The capacity of one screen mentioned here is an HTML text size including the image file capacity.

1.4.3 URL and Bookmarks

- ✓ More than 100 bytes * characters can be entered for direct inputting URL.
- ✓ The length of each URL that can be registered as a bookmark must be 100 bytes * maximum.
- ✓ The length of each bookmark title must be 24 bytes maximum.

URL has some, which are set to 256 bytes characters depending on the capability of handset "

1.5 Restrictions on handsets

List of Tags with Limit Values

Tag	Attribute	Limit value
INPUT	text	maximum length=512
	password	maximum length=20
	checkbox	30 items/screen
	radio	30 items/screen
	submit	value=14 bytes 10 items/screen
	reset	value=14
SELECT-OPTION	-	42 choices

TEXTAREA	-	Maximum character length: 512 bytes Maximum value for "cols" and "rows " each depends on the display screen size of each handset.
HR	-	width = display screen width size = 12 (defaulted at 2)

(Notes) Values in shown above should be referred to related documents.

2 HTML for i-mode®

2.1 Comment

<!-- -->

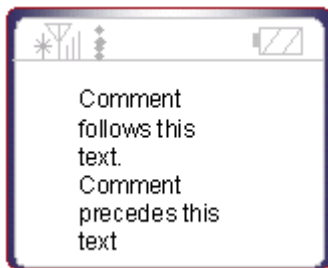
[Usage]

- ✓ This comment is used to indicate any character string that you want the browser to ignore when it is written on the source.

[Source]

```
<HTML><HEAD><TITLE>COMMENT</TITLE></HEAD><BODY>
(Comment follows this text.)<BR>
<!--This text is commented; it will not appear on the browser.-->
Comment precedes this text.
</BODY></HTML>
```

[Display]



2.2 !DOCTYPE TAG

This Tag shows the document based on SGML grammar. The details shall not be displayed.

2.3 &XXX

This shows special characters. The supported special characters are the following:

&, ©, <, ", ®, , � - , ©, ®. The display for these charactres shall be supported.

2.4 A (tag)

[Attributes]

```
name ="marker name"
href="URL# marker name"
accesskey="char" direct key function (easy focus)
ijam = "OBJECT TAG ID"
ista = "OBJECT TAG ID"= "
ilet = "OBJECT TAG ID"
irst = "OBJECT TAG ID"
iswf = "OBJECT TAG ID"
```

[Format]

```
<A name="">
<A href="URL# marker name" accesskey="char">
<A ijam="OBJECT TAG ID" href="URL"></A>
```

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[Usage]

- ✓ This tag is used to establish a link to another URL.

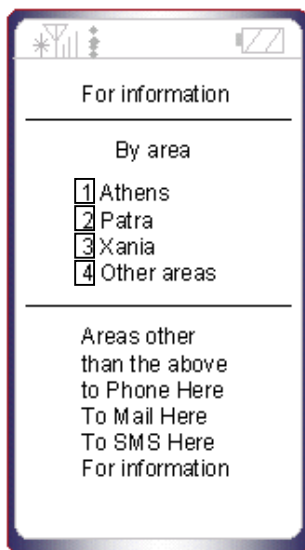
[Note]

- ✓ When nothing is specified for the href attribute (), a BASE tag description, if any, must be given precedence; if no such BASE tag is present, then the current page is to be reloaded.
- ✓ No anchor indication will be made if there is no indication of telephone number, like .
- ✓ The maximum length of a character string recognizable as a telephone number is 24 digits.
- ✓ This tag also supports #dial.
- ✓ When an ijam attribute is set up, it is necessary to specify URL for JAVA a non-corresponding handset.
- ✓ When an ista attribute is set up, it is necessary to specify URL for coordination with JAVA application a non-corresponding handset.
- ✓ When an ilet attribute is set up, it is necessary to specify URL for activate -upon-download type JAVA application a non-corresponding handset.
- ✓ When an irst attribute is set up, it is necessary to specify URL for infrared I/F a non-corresponding handset.
- ✓ When an iswf attribute is set up, it is necessary to specify URL for Vector Graphics a non-corresponding handset.

[Source]

```
<HTML><HEAD><TITLE>A</TITLE></HEAD><BODY>
<DIV align="center">For information</DIV>
<HR>
<DIV align="center">By area</DIV>
<A href="http://www.xxx.gr/tko.htm" accesskey="1">&#59106;Athens</A><BR>
<A href="http://www.xxx.gr/kngw.htm" accesskey="2">&#59107;Patra</A><BR>
<A href="http://www.xxx.gr/chb.htm" accesskey="3">&#59108;Xania</A><BR>
<A href="#toiawase" accesskey="4">&#59109;Other areas</A><HR>
<A name="toiawase"></A>
Areas other than the above<BR>To phone<A href="tel:6977777777">Here</A>
To Mail<A href="mailto:webmst@www.xxx.gr">Here</A>
To SMS<A href="sms:09012345678">Here</A>For information
</BODY>
</HTML>
```

[Display]



2.5 accesskey (attribute) / direct key (easy focus)

[Tag]

A

INPUT

TEXTAREA

[Format]

accesskey="character string"

[Usage]

- ✓ When an accesskey is specified, you can select directly by pressing down any corresponding key, without using the cursor.
- ✓ As accesskey, you can specify: numeric 0 thorough 9, the * symbol, and the # symbol.
- ✓ The direct key function is valid even in the absence of a hot text as long as an accesskey is specified.

[Note]

- ✓ You can insert a graphic character (such as a pictograph) in the hot text with the number corresponding to this attribute to improve user friendliness.

[Source]

See "Section 3.4 A (tag)."

[Display]

See "Section 3 .4 A (tag)."

2.6 BASE (tag)

[Attributes]

href="base URL reference"

[Format]

<BASE href="URL">

[Usage]

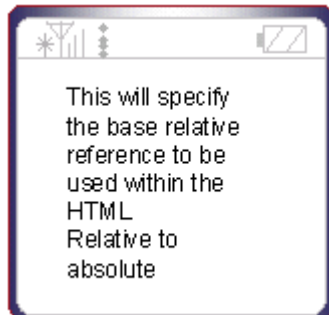
- ✓ This tag is used to specify any path used as the reference for a URL handled in a HTML file.
- ✓ When the plural of a BASE tag is described in one document, the BASE tag described previously shall be valid
- ✓ It shall be valid even if the BASE tag is described after <BODY>

[Note]

- ✓ When accessed without specifying nothing for the A tag href attribute (), a BASE tag description, if any, must be given precedence; if no such BASE tag is present, then the current page is to be reloaded.

[Source]

```
<HTML><HEAD><TITLE>BASE<TITLE>
<BASE href="http://www.xxx.gr/">
</HEAD><BODY>
This will specify the base relative reference to be used within the HTML<BR>
<a href="/base.htm">Relative to absolute</a>
</BODY></HTML>
```



[Display]

2.7 BLOCKQUOTE (tag)

[Format]

```
<BLOCKQUOTE>...</BLOCKQUOTE>
```

[Usage]

✓ This tag is used for a block quotation.

[Note]

✓ The unit used for indentation at both side (left and right) is one full-size character.

[Source]

```
<HTML><HEAD><TITLE>BLOCKQUOTE</TITLE></HEAD><BODY>
World Wide Web
<BLOCKQUOTE>
Developed at CERN. Can process multimedia data, thus capable of providing a high volume of quality information.
</BLOCKQUOTE>
Web,named after a spider's web
</BODY></HTML>
```

[Display]



2.8 BODY (tag)

[Format]

<BODY>...</BODY>

[Usage]

- ✓ This tag is used to specify details to be displayed as a page.

[Source]

```
<HTML><HEAD><TITLE>BODY</TITLE></HEAD>
<BODY>
Details are described here
</BODY>
</HTML>
```

[Display]



2.9 BR (tag)

[Attributes]

clear="left | right | all"

[Format]

<BR clear="undo wraparound">

[Usage]

- ✓ This tag specifies a line feed.
- ✓ When any clear attribute is specified, this tag clears any character string wraparound following the BR tag.

[Source]

```
<HTML><HEAD><TITLE>BR</TITLE></HEAD><BODY>
<IMG src="log2.gif"align="left">Cosmote shop<BR clear="all">
List of shops<BR>
shop1<BR>
shop2<BR>
shop3<BR>
etc.
</BODY></HTML>
```

[Display]



2.10 CENTER (tag)

[Format]

<CENTER>...</CENTER>

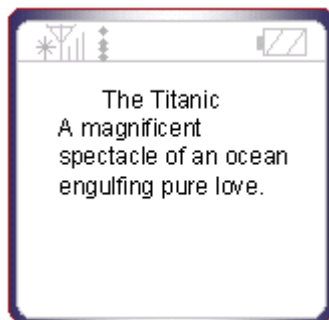
[Usage]

- ✓ This tag is used to align a character string and/or an image at the screen center.

[Source]

```
<HTML><HEAD><TITLE>CENTER</TITLE></HEAD><BODY>
<CENTER>The Titanic</CENTER>
<BR>
A magnificent spectacle of an ocean engulfing pure love.
</BODY></HTML>
```

[Display]



2.11 DIR (tag)

[Format]

```
<DIR>...
<LI>...
</DIR>
```

[Usage]

- ✓ This tag is used to create a list.
- ✓ The indent unit shall be 12 dots width
- ✓ If the line head character is not specified, it shall be "•"

[Source]

```
<HTML><HEAD><TITLE>DIR</TITLE></HEAD><BODY>
Cosmote services)<BR>
<DIR>
<LI>Cellular phones, car phones
<LI>Pagers
<LI>Maritime telephones
<LI>In-flight telephones
<LI>In-flight pay phones
</DIR>
</BODY></HTML>
```

[Display]



2.12 DD, DT (tag)

[Format]

```
<DL>
<DT>heading
<DD>details
</DL>
```

[Usage]

✓ These tags are used to create a list of defined details.

[Source]

```
<HTML><HEAD><TITLE>DL DD DT</TITLE></HEAD><BODY>
List of Islands
<DL>
<DT>Dodekanese
<DD>Kos
<DD>Rodos
<DD>Kalymnos
<DD>Patmos
<DT>Kyklades
<DD>Paros
<DD>Myconos
<DD>Mylos
<DD>Tinos
<DD>Sifnos
</DL>
</BODY></HTML>
```

[Display]



2.13 DIV (tag)

[Attributes]

align="left | center | right"

[Format]

<DIV align="display position">...</DIV>

[Usage]

✓ The area indicated by this tag will be aligned to a specified position.

[Source]

```
<HTML><HEAD><TITLE>DIV</TITLE></HEAD><BODY>
<DIV align="left">Don't forget</DIV>
<DIV align="center">to carry around</DIV>
<DIV align="right">good manners</DIV>
as well
</BODY></HTML>
```

[Display]



2.14 FONT (tag)

[Attributes]

align="color"

[Format]

...

[Usage]

✓ Defines the color of characters

2.15 FORM (tag)

[Attributes]

action="URL"

method="get | post"

[Format]

<FORM method="method" action="URL">...</FORM>

[Usage]

✓ This tag is used to specify a form to hand over data, i.e to the CGI.

[Source]

See "Section 3.21: INPUT (tag)."

[Display]

See "Section 3.21: INPUT (tag)."

2.16 HEAD (tag)

[Form]

<HEAD>...</HEAD>

[Usage]

- ✓ This tag is used to specify information to be used by each Page Title and by the Server.

2.17 Hn (tag)

[Attributes]

align="left | center | right"

[Format]

<H1 align="position">...</H1>~<H6 align="position">...</H6>

[Usage]

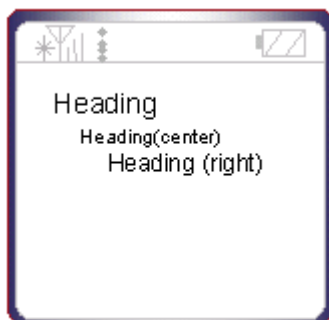
- ✓ This tag is used to indicate the heading.

[Note]

- ✓ Normally the heading will be displayed at around an H4 size, regardless of the value indicated for "n".
- ✓ The above does not apply when the i-mode® handset manufacturer has predefined its proprietary header font.

[Source]

```
<HTML><HEAD><TITLE>H</TITLE></HEAD><BODY>
<H1>Heading</H1><BR>
<H4 align="center">Heading (center)</H4><BR>
<H2 align="right">Heading (right)</H2>
</BODY></HTML>
```



[Display]

2.18 HR (tag)

[Attributes]

align = "left | center | right"
size = "number of pixels"
width = "pixels | %"
color = "color setting using hexadecimal number | color name"
noshade

[Format]

<HR align = "position of horizontal rule" size = "pixels" width = "pixels | %" color = "color" noshade>

[Usage]

- ✓ This tag is used to insert a horizontal rule.
- ✓ The value for the "size" attribute should vary between 1 and 12. The default value shall be 2.

[Note]

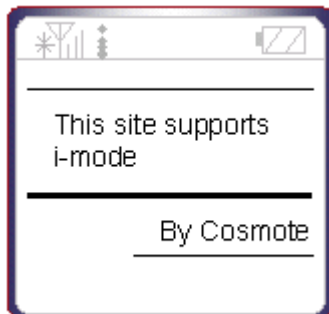
- ✓ The default value is no shade. Specifying a 3D display is not allowed.

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[Source]

```
<HTML><HEAD><TITLE>HR</TITLE></HEAD><BODY>
<HR>
This site supports i-mode®.
<HR size=5>
<DIV align ="right">By Cosmote</DIV>
<HR align ="right" width ="60%">
</BODY></HTML>
```

[Display]



2.19 HTML (tag)

[Attributes]

version = Specify the HTML version.

[Format]

```
<HTML version="1.1">...</HTML>
```

[Usage]

✓ This tag is used to identify that this is an HTML file.

[Source]

```
<HTML version="1.1"><HEAD><TITLE>HTML</TITLE></HEAD><BODY>
I declare that this is HTML.
</BODY></HTML>
```



[Display]

2.20 IMG (tag)

[Attributes]

src ="file name"
align ="top | middle | bottom | left | right"
width ="pixels | %"
height ="pixels | %"
hspace ="pixels"

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vspace ="pixels "
alt ="character strings "
border ="pixels"

[Format]

<IMG src ="file name" width ="pixels | %" height ="pixels |%" " align ="the position of image"
vspace ="pixels " hspace ="pixels">

[Usage]

- ✓ This tag is used to display image data.

[Note]

- ✓ This tag can be used as a hot text for anchors.
- ✓ In principle, use of borders is not allowed. (Border=0)
- ✓ When the hspace attribute exceeds 50 percent of the total display screen width, hspace must be treated as 0 (zero).

[Source]

```
<HTML><HEAD><TITLE>IMG</TITLE></HEAD><BODY>
<IMG src ="logo.gif" align ="bottom">Cosmote
<BR clear ="all">
<IMG src ="logo.gif" hspace = "12">
<BR clear ="all">
<IMG src ="logo.gif" width="70" height="40">
</BODY></HTML>
```

2.21 INPUT (tag)

[Attributes]

type ="text | password | checkbox | radio | hidden | submit | reset"
name = "filed name"
value ="data"
size ="number of characters"
maxlength ="maximum number of characters"
checked = checked
accesskey = "char" direct key function (easy focus)

[Usage]

- ✓ This tag is used to indicate textbox for typing in data, Check Box, Radio button, Send button, Reset button, and so forth.
- ✓ The Checkbox and Radio button shall be 12 dots width.

[Format 1] Input text

<INPUT type ="text" name ="field name" value ="data" size = "number of characters"
maxlength ="maximum number of characters" accesskey = "char">

[Format 2] Send button

<INPUT type ="submit" name ="field name" value ="data" accesskey = "char">

[Format 3] Reset button

<INPUT type ="reset" name ="field name" value ="data" accesskey = "char">

[Source 1, 2 and 3]

```
<HTML><HEAD><TITLE>INPUT TEXT</TITLE></HEAD><BODY>
Please enter ID:<BR>
<FORM method = "post" action =cgi-bin/ID.cgi">
<INPUT type ="text" name ="ID" size="14" maxlength="16"><BR>
<INPUT type ="submit" value ="Submit"><BR>
<INPUT type ="reset" value ="Clear">
</FORM>
</BODY></HTML>
```

[Display 1, 2 and 3]



[Format 4] Enter password

<INPUT type = "password" name = "field name" value = "data" size = "number of characters" maxlength = "maximum number of characters" accesskey = "char">

[Source 4]

```
<HTML><HEAD><TITLE>INPUT PASSWORD</TITLE></HEAD><BODY>
Please enter password<BR>
<FORM method = "post" action = "cgi-bin/passwd.cgi">
<INPUT type = "password" name = "PASSWD" size = "14" maxlength = "16"><BR>
<INPUT type = "submit" value = "Submit"><BR>
<INPUT type = "reset" value = "Clear">
</FORM>
</BODY></HTML>
```

[Display 4]



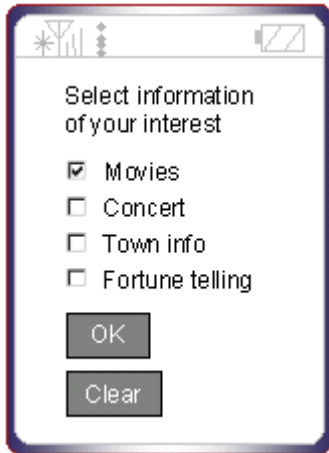
[Format 5] Checkbox

<INPUT type = "checkbox" name = "field name" value = "data" checked = "checked" accesskey = "char">

[Source 5]

```
<HTML><HEAD><TITLE>INPUT CHECKBOX</TITLE></HEAD><BODY>
Select information of your interest<BR>
<FORM method = "get" action = "cgi-bin/interest.cgi">
<INPUT type = "checkbox" name = "interest" value = "1" checked = "checked">Movies<BR>
<INPUT type = "checkbox" name = "interest" value = "2">Concert<BR>
<INPUT type = "checkbox" name = "interest" value = "3">Town info<BR>
<INPUT type = "checkbox" name = "interest" value = "4">Fortune telling<BR>
<INPUT type = "submit" value = "OK"><BR>
<INPUT type = "reset" value = "Clear">
</FORM>
</BODY></HTML>
```

[Display 5]



[Format 6] Radio button

<INPUT type = "radio" name = "field name" value = "data" checked = "checked" accesskey = "char">

[Source 6]

```
<HTML><HEAD><TITLE>INPUT RADIO</TITLE></HEAD><BODY>
Please enter your gender<BR>
<FORM method = "get" action = cgi-bin/gender.cgi">
<INPUT type = "radio" name = "gender" value = "1" checked = "checked">Male<BR>
<INPUT type = "radio" name = "gender" value = "2">Female<BR>
<INPUT type = "submit" value = "OK"><BR>
<INPUT type = "reset" value = "Clear">
</FORM>
</BODY></HTML>
```

[Display 6]



[Format 7] Specify data not to be displayed, namely data to be hidden

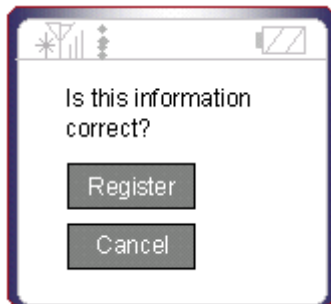
<INPUT type = "hidden" name = "field name" value = "data">

[Source 7]

```
<HTML><HEAD><TITLE>INPUT HIDDEN</TITLE></HEAD><BODY>
Is this information correct?<BR>
<FORM method = "post" action = "cgi-bin/location.cgi">
```

```
<INPUT type = "hidden" name = "location" value = "Athens">
<INPUT type = "hidden" name = "Country" value = "Greece">
<INPUT type = "submit" value = "Register"><BR>
<INPUT type = "reset" value = "Cancel">
</FORM>
</BODY></HTML>
```

[Display 7]



2.22 LI (tag)

[Attributes]

type="1 | a | A"

value="an arbitrary number"

[Format]

<LI type="label format" value="arbitrary number">...

[Usage]

- ✓ Type and value attributes can only be used in conjunction with the OL tag (see Section 2.21 OL (tag)).
- ✓ In a numbered list, the label format of an area positioned after an identified item up to the closing OL tag will be modified arbitrarily.
 - 1 : Modify into Arabic numerals (default)
 - a : Modify into lowercase alphabets
 - A : Modify into uppercase alphabets
- ✓ Each area is strictly limited to an area placed between the LI tag and the OL closing tag with a type attribute attached. Other nested areas are not to be affected.
- ✓ When the value attribute is specified, the numbering beyond this point will also be modified.
- ✓ The value attribute will be specified by use of numeric characters, and a character appropriate to the label format will be displayed.

[Source]

<HTML><HEAD><TITLE>LI type</TITLE></HEAD><BODY>

Characters in old Japanese folk stories

Momotar

Kintaro

Urashima Taro

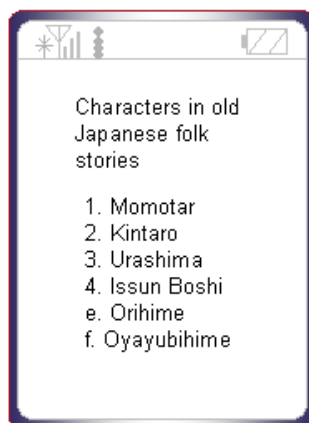
Issun Boshi

<LI type="a">Orihime

Oyayubihime

</BODY></HTML>

[Display 7]



2.23 MENU (tag)

[Attributes]

type="disc | circle | square"

[Format]

<MENU>...

...

</MENU>

[Usage]

- ✓ This tag is used to prepare a menu list.

[Source]

```
<HTML><HEAD><TITLE>MENU</TITLE></HEAD><BODY>
```

```
Service<BR>
```

```
<MENU>
```

```
<LI>Mobile banking
```

```
<LI>Database
```

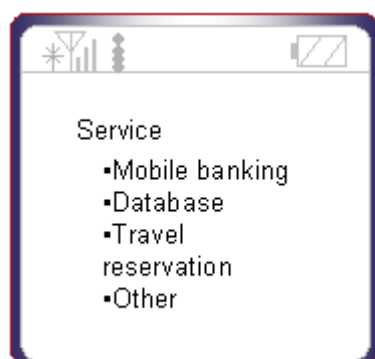
```
<LI>Travel reservation
```

```
<LI>Other
```

```
</MENU>
```

```
</BODY></HTML>
```

[Display]



2.24 OL (tag)

[Attributes]

type="1 | a | A"

start="start number"

[Format]

<OL type="label format" start="start number">...

...

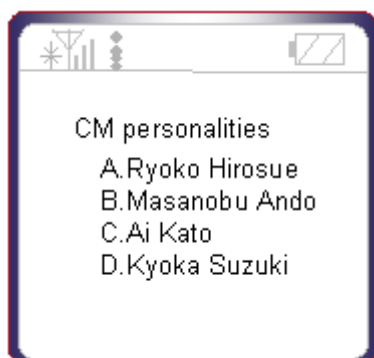
[Usage]

- ✓ When there is an OL tag in a numbered list, the label format of an area specified by the OL tag will be modified arbitrarily.
 - 1 : Modify into Arabic numerals
 - a : Modify into lowercase alphabets
 - A : Modify into uppercase alphabets
- ✓ Each area is strictly limited to an area placed between the openings and closing OL tags with a type attribute attached. Other nested areas are not to be affected.
- ✓ Any arbitrary starting number may be allocated to each list within the same layer.
- ✓ The start attribute should be identified using a numerical value, and a character appropriate to the label format will be displayed.

[Source]

```
<HTML><HEAD><TITLE>OL type</TITLE></HEAD><BODY>
CM personalities
<OL type="A">
<LI>Ryoko Hirosue
<LI>Masanobu Ando
<LI>Ai Kato
<LI>Kyoka Suzuki
</OL>
</BODY></HTML>
```

[Display]



2.25 OPTION (tag)

[Attributes]

Pre-selected as "selected initial value."

Specifies a selected value for an item corresponding to value="character string".

[Format]

<OPTION value="value" selected>...

[Usage]

- ✓ This tag is used to prepare a selectable item.

[Source]

See "Section 2.29 SELECT (tag)."

[Display]

See "Section 3.29 SELECT (tag)."

2.26 P (tag)

[Attributes]

align="left | center | right"

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[Format]

<P align= "position of paragraph">...</P>

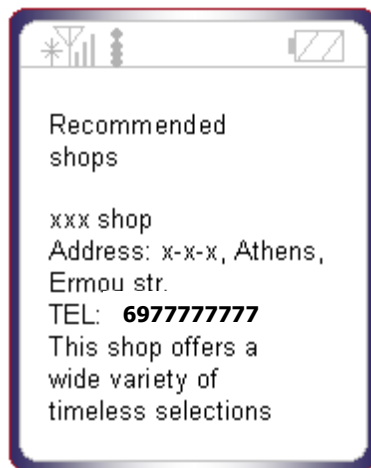
[Usage]

- ✓ This tag is used to create a paragraph.

[Source]

```
<HTML><HEAD><TITLE>P</TITLE></HEAD><BODY>
Recommended shops
<P>xxx shop<BR>
Address: x-x-x, Athens, Ermou str.<BR>
TEL:6977777777<BR>
This shop offers a wide variety of timeless selections.</P>
</BODY></HTML>
```

[Display]



2.27 PLAINTEXT (tag)

[Format]

<PLAINTEXT>...</PLAINTEXT>

[Usage]

- ✓ This tag treats everything as a plain text, and displays it as it is.

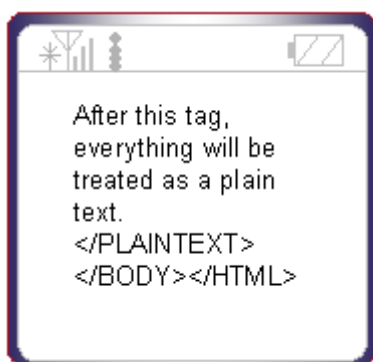
[Note]

- ✓ If the length of the text following the PLAINTEXT tag starting character exceeds the display screen width, then the text will be broken automatically to fit itself in the display screen.

[Source]

```
<HTML><HEAD><TITLE>PLAINTEXT</TITLE></HEAD><BODY>
<PLAINTEXT>
After this tag, everything will be treated as a plain text.
</PLAINTEXT>
</BODY></HTML>
```

[Display]



2.28 PRE (tag)

[Format]

<PRE>...</PRE>

[Usage]

- ✓ This tag is used to display the source as it is, treating line feeds and white spaces as significant.

[Note]

- ✓ If the length of the text indicated by the PRE tag exceeds the display screen width, then the text will be broken automatically to fit itself in the display screen.

[Source]

<HTML><HEAD><TITLE>PRE</TITLE></HEAD><BODY>

<PRE>

Will be

displayed

as it is.

</PRE>

</BODY></HTML>

[Display]



2.29 SELECT (tag)

[Attributes]

name= "list name"

size=number of lines in list

[Format]

<SELECT name="list name" size=number of lines in list>

<OPTION> ...

</SELECT>

[Usage]

- ✓ This tag is used to create a list with an option selector element.

[Source]

<HTML><HEAD><TITLE>SELECT</TITLE></HEAD><BODY>

Please answer the following questionnaire

<FORM method= "get" action="cgi-bin/query1.cgi">

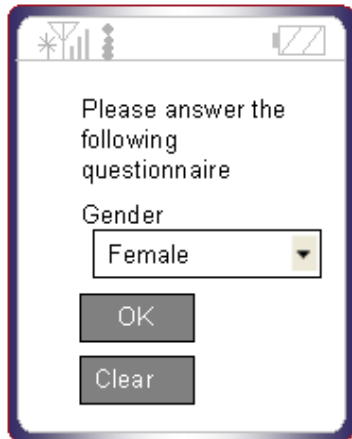
Gender

<SELECT name="gender">

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```
<OPTION value="1">Male
<OPTION value="2" selected>Female
</SELECT><BR>
<INPUT type="submit" value="OK"><BR>
<INPUT type="reset" value="Clear">
</FORM>
</BODY></HTML>
```

[Display]



2.30 TEXTAREA (tag)

[Attributes]

name= "field name"
rows="number of lines"
cols="number of columns "
accesskey= "char" direct key function (easy focus)

[Format]

```
<TEXTAREA name="field name" cols="number of columns " rows="number of
rows">...</TEXTAREA>
```

[Usage]

- ✓ This tag is used to create a box field for inputting multiple lines of character strings.

[Note]

- ✓ The maximum length of a character string allowed for input must not exceed 512 bytes.

[Source]

```
<HTML><HEAD><TITLE>TEXTAREA</TITLE></HEAD><BODY>
Input comment<BR>
<FORM method= "post" action="cgi-bin/query2.cgi">
<TEXTAREA name="COMMENT" cols="14" rows= "4">Type in this space
</TEXTAREA>
<INPUT type="submit" value="OK"><BR>
<INPUT type="reset" value="Clear">
</FORM>
</BODY></HTML>
```

[Display]



2.31 TITLE (tag)

[Format]

<TITLE>...</TITLE>

[Usage]

- ✓ This tag is used to define a page title.

[Note]

- ✓ The same title will appear as a title for a bookmark or for a list of screen note.

2.32 UL (tag)

[Attributes]

type="disc | circle | square"

[Format]

...

...

[Usage]

- ✓ This tag is used to create a head character list.

[Note]

- ✓ The disc mark to be used is normally a two-byte (full-size) symbol "center-dot" for all layers (layers 1, 2 and 3).

[Source]

```
<HTML><HEAD><TITLE>UL</TITLE></HEAD><BODY>
```

```
Major functions<BR>
```

```
<UL>
```

```
<LI>Memory dialing
```

```
<LI>Group settings
```

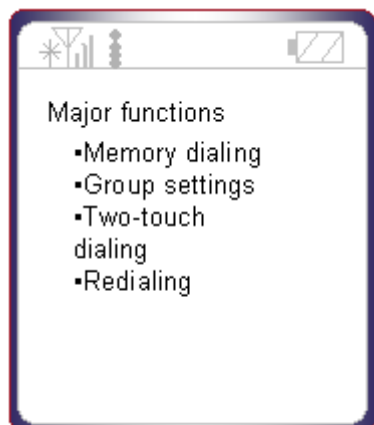
```
<LI>Two-touch dialing
```

```
<LI>Redialing
```

```
</UL>
```

```
</BODY></HTML>
```

[Display]



2.33 BLINK (tag)

[Format]

<BLINK>...</BLINK>

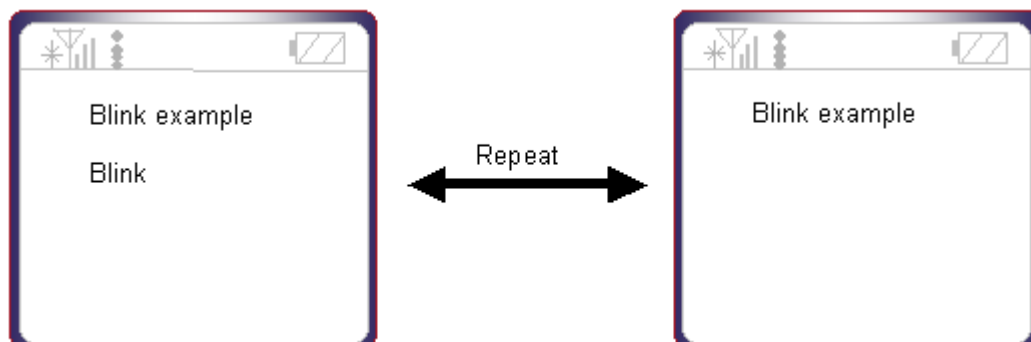
[Usage]

- ✓ This tag is used to make any selected character string to blink at a regular interval. [Note]
- ✓ In order to save the battery, some i-mode® handsets automatically cancel the blinking after a predetermined period of time.
- ✓ Non-supporting handsets will ignore this tag.

[Source]

```
<HTML><HEAD><TITLE>BLINK</TITLE></HEAD><BODY>
Blink example<BR><BR>
<BLINK>Blink</BLINK><BR>
</BODY></HTML>
```

[Display]



2.34 istyle (attribute)

[Tag]

INPUT type="text"
TEXTAREA

[Format]

istyle="input mode" (identify using an attribute value)

[Usage]

- ✓ This function is a new attribute added for INPUT type= "text" and also for the TEXTAREA tag.
- ✓ This attribute is used for setting the input mode initial settings for various input modes. The input mode can be set to alphabets, numeric characters, and so forth.
- ✓ The input mode is defined as tabulated below:

Value	Explanation
1	Not used
2	Not used
3	Roman alphabet
4	Numeric characters

- ✓ Attribute value 3 above should be the default input mode at the startup.
- ✓ When any attribute value other than the four values above is selected, the default value will be used at the time of startup.

[Note]

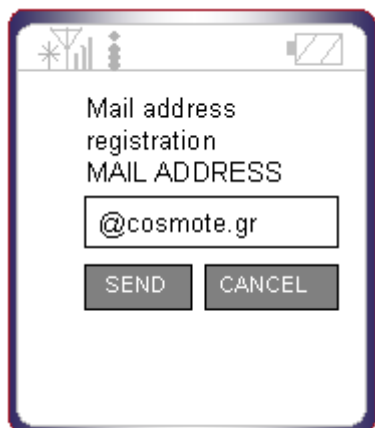
- ✓ This attribute is not to apply to INPUT type= "password", the default of which is a numeric character.
- ✓ Non-supporting handsets will ignore this attribute.

[Source]

For startup in the alphabet mode:

```
<HTML><HEAD><TITLE>istyle</TITLE></HEAD><BODY>
Mail address registration<BR>
<FORM method= "get" action="test.cgi">
MAIL ADDRESS<BR>
<INPUT TYPE="text" name= "aaa" value="@cosmote.gr" istyle="4" size=14 maxlength=20><BR>
<INPUT type="submit" name="send" value="SEND">
<INPUT type="reset" value="CANCEL"><BR>
</FORM>
</BODY></HTML>
```

[Display]



- ✓ Specific representations and position of each character mode vary from one handset manufacturer to another.

2.35 MARQUEE (tag)

[Attributes]

direction="left | right"
behavior="scroll | slide | alternate"
loop=number of times
scrollamaount=scroll pixels
scrolldelay= rewriting interval

[Format]

```
<MARQUEE direction="left | right" behavior="scroll | slide | alternate" loop=number of times
scrollamaount=" scroll pixels " scrolldelay=" rewriting interval">...</MARQUEE>
```

[Usage]

- ✓ A character string marked by the MARQUEE tag will move over the display screen.
- ✓ No motion is guaranteed for any tag that is nested in tags other than the BODY tag and the HTML tag.
- ✓ When the MARQUEE tags are used, the maximum length of any character string must not exceed 64 bytes.
- ✓ Characters in excess of this limit of 64 bytes within a character string will be dropped (provided that, if the 64th byte is a 2-byte character, then characters following the 63rd byte will be dropped).
- ✓ The maximum number of MARQUEE tags allowed in one screen must be four.
- ✓ If the MARQUEE tag is placed outside the current display area when the page is opened, that MARQUEE tag will be activated only when that section appears on the display screen.

[Note]

- ✓ The height, width, and scroll speed of MARQUEE area are all fixed; you cannot change any of these fixed values.
- ✓ The height of MARQUEE area is one line.
- ✓ The maximum width specifiable depends on the width of the display screen of each i-mode® handset.
- ✓ The scroll speed is also dependent on the i-mode® handset model.
- ✓ Non-supporting handset models will ignore this tag.
- ✓ There is no guarantee of motion if this tag is nested.

2.35.1 *direction (attribute)*

[Format]

direction="left | right"

[Usage]

- ✓ This attribute is used to specify the direction in which the character string will run on the display screen.
 - left : From right to left
 - right : From left to right
- ✓ This attribute defaults to "left."

2.35.2 *loop (attribute)*

[Format]

loop=number of times

[Usage]

- ✓ This attribute specifies the number of times the character string should move over the screen.
- ✓ The maximum number of times specifiable is 16.
- ✓ This attribute defaults to once (with all settings exceeding this maximum value depending on the handset model).

2.35.3 *behavior (attribute)*

[Format]

behavior="scroll | slide | alternate"

[Usage]

- ✓ This attribute is used to specify the behavior of any character string on the display screen.
 - scroll : Repeats motions in the horizontal direction across the display screen.
 - slide : Appears from one side, then stops at the display screen end.
 - alternate : Moves back and forth in the MARQUEE area.
- ✓ This attribute defaults to "scroll."

[Note]

- ✓ When stops in the motion at "slide" or "alternate", characters in excess of the display screen width will be truncated. At the same time, no representation of two or more lines is allowed.

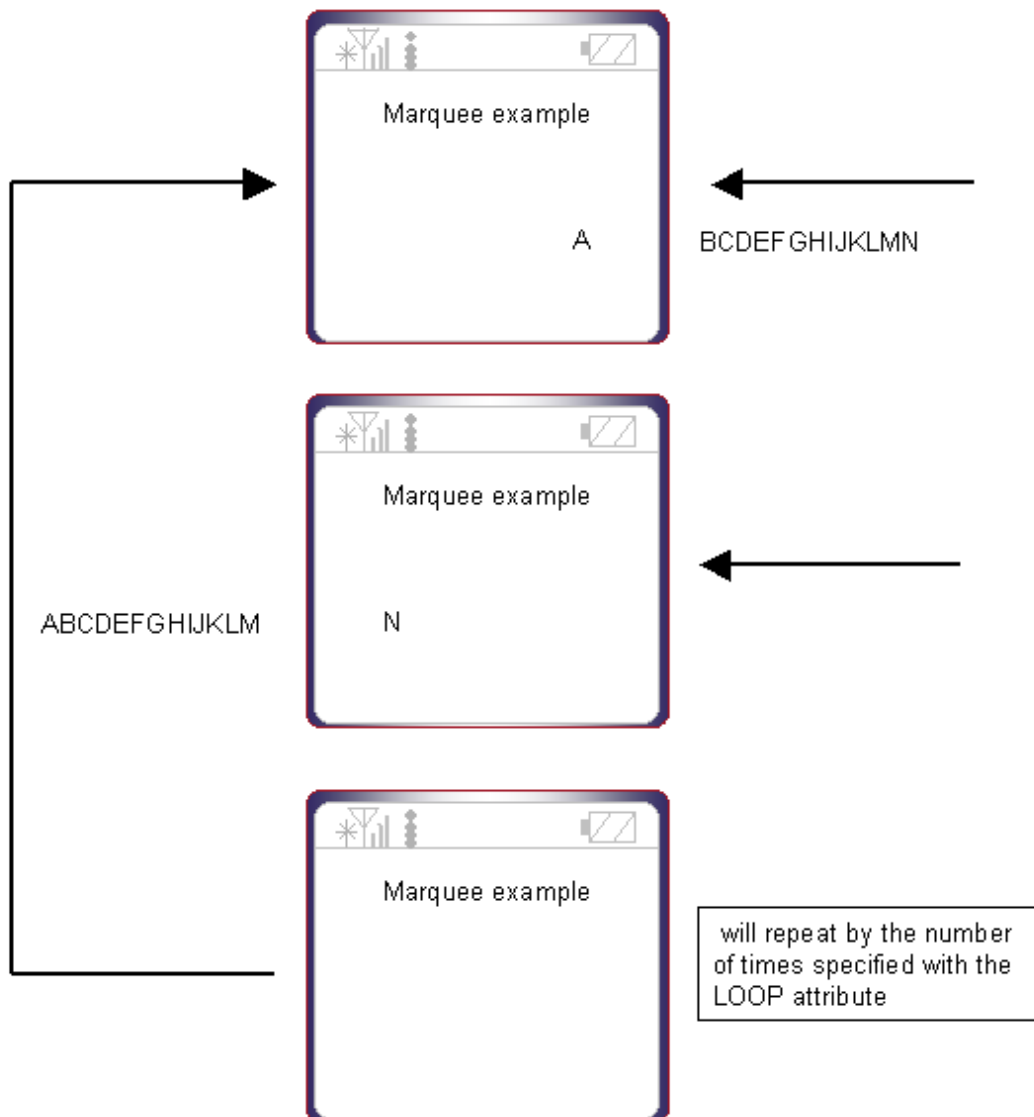
[Format 1]

<MARQUEE behavior="scroll">

[Source 1]

```
<HTML><HEAD><TITLE>MARQUEE</TITLE></HEAD><BODY>
MARQUEE example<BR><BR><BR>
<MARQUEE behavior="scroll" direction="left">ABCDEFGHIJKLMN</MARQUEE>
</BODY></HTML>
```

[Display 1]



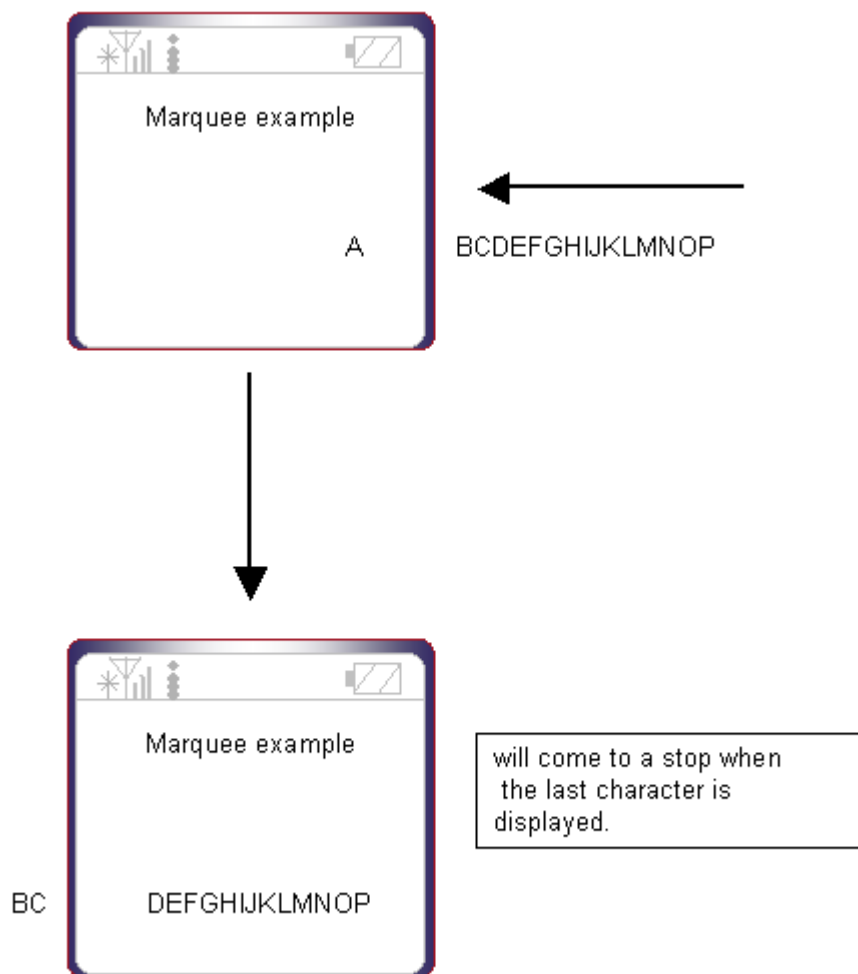
[Format 2]

`<MARQUEE behavior="slide">`

[Source 2]

```
<HTML><HEAD><TITLE>MARQUEE</TITLE></HEAD><BODY>
MARQUEE example<BR><BR><BR>
<MARQUEE behavior="slide" direction="left">ABCDEFGHIJKLMNOP</MARQUEE>
</BODY></HTML>
```

[Display 2]

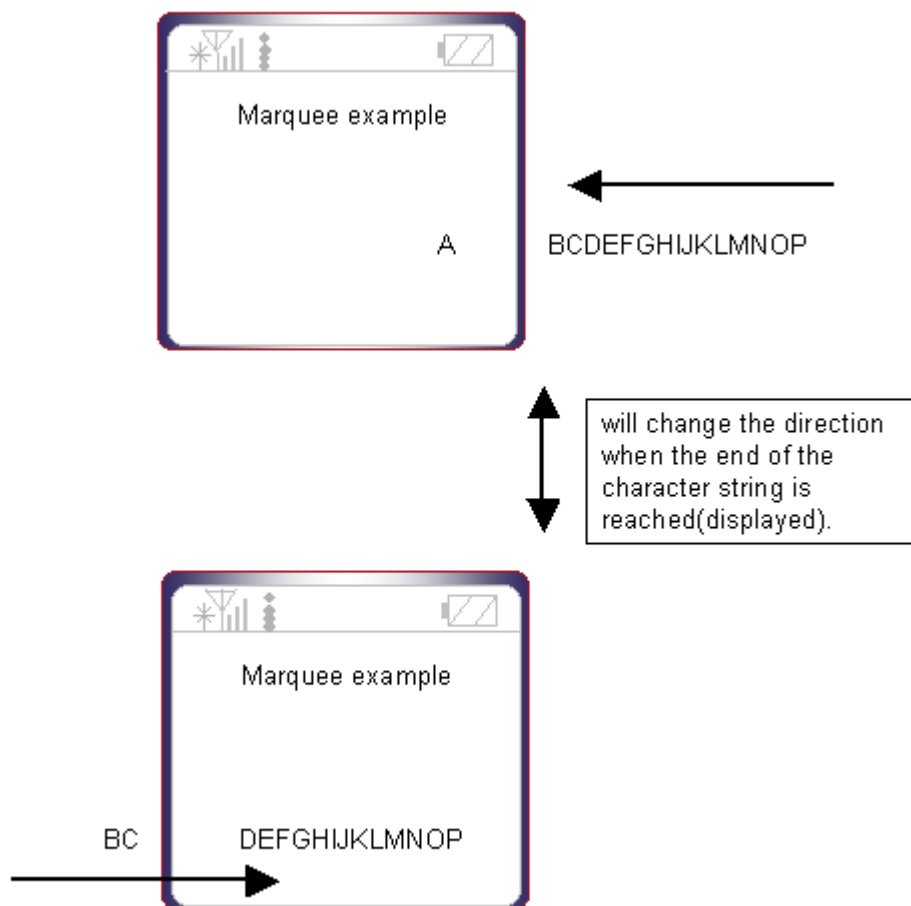


[Format 3]
 <MARQUEE behavior="alternate">

[Source 3]
 <HTML><HEAD><TITLE>MARQUEE</TITLE></HEAD><BODY>
 MARQUEE example

 <MAR QUEE behavior="alternate" direction="left">ABCDEFGHIJKLMNOP</MARQUEE>
 </BODY></HTML>

[Display 3]



2.36 META (tag)

This is an example in case "charset" is UTF-8 about a Format / Usage / Source.

[Attributes]

http-equiv="Content-Type"
content="text/html; charset= Decided by operator"

[Format]

<META http-equiv= "Content-Type" content="text/html; charset=UTF-8">

[Usage]

- ✓ i-mode® handsets support representation in UTF-8 only, but this tag enables explicit indication.

[Source]

```
<HTML><HEAD><TITLE>SELECT multiple</TITLE></HEAD><BODY>
<META http-equiv= "Content-Type" content="text/html; charset=UTF-8">
</BODY></HTML>
```

* i-mode® handsets do not support http-equiv= "refresh."

2.37 SELECT (tag) [automatic wraparound]

[Format]

See "Section 3.29 SELECT (tag)."

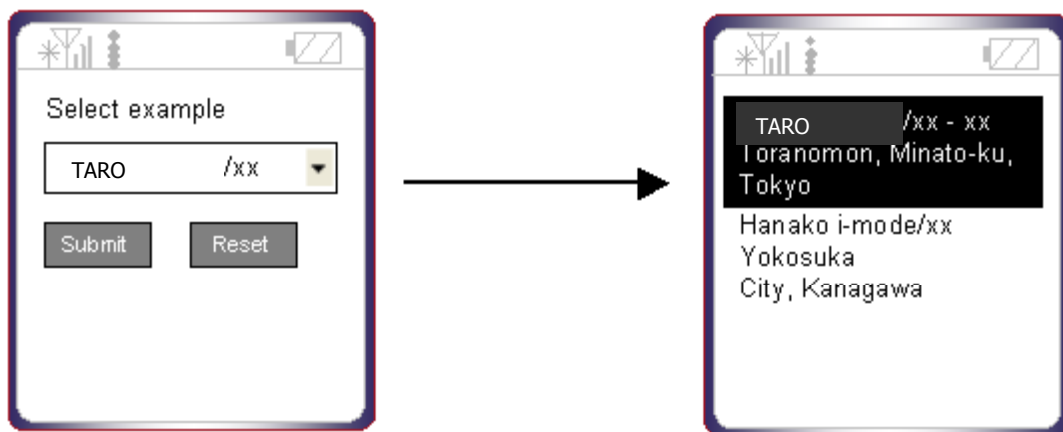
[Usage]

- ✓ When a pull-down menu is used, this function allows those items that do not fit in one line to be broken automatically and displayed over two or more lines.
- ✓ The maximum length of description must not exceed 42 bytes.
- ✓ It is not allowed to include a line feed code in character strings.
- ✓ handsets not supporting this tag will drop extra text length that does not fit in one line.

[Source]

```
<HTML><HEAD><TITLE>select</TITLE></HEAD><BODY>
SELECT example<BR><BR>
<FORM method= "get" action="test.cgi">
<SELECT name="abc" size=1>
<OPTION value=1>Taro /xx - xxToranomon, Minato-ku, Tokyo
<OPTION value=2>Hanako i-mode/xx Yokosuka City, Kanagawa
</SELECT><BR><BR>
<INPUT type="submit" name="send" value="submit">
<INPUT type="reset" value="reset"><BR><BR>
</FORM>
</BODY></HTML>
```

[Display]



* When options are shown on the display screen and text for a given option does not fit in one line, the character string corresponding to the option will be broken and displayed over several lines, like the picture at the right.

2.38 multiple (attribute) [multiple selection]

[Tag]

SELECT

[Format]

```
<SELECT name="menu" size=1 multiple> ~ </SELECT>
```

[Usage]

- ✓ When the multiple attribute is specified, multiple selection whose maximum number of choices being the total number of choices available, is allowed.
- ✓ When the multiple attribute is not specified, then only one choice is allowed.

[Note]

- ✓ It is an option.

[Source]

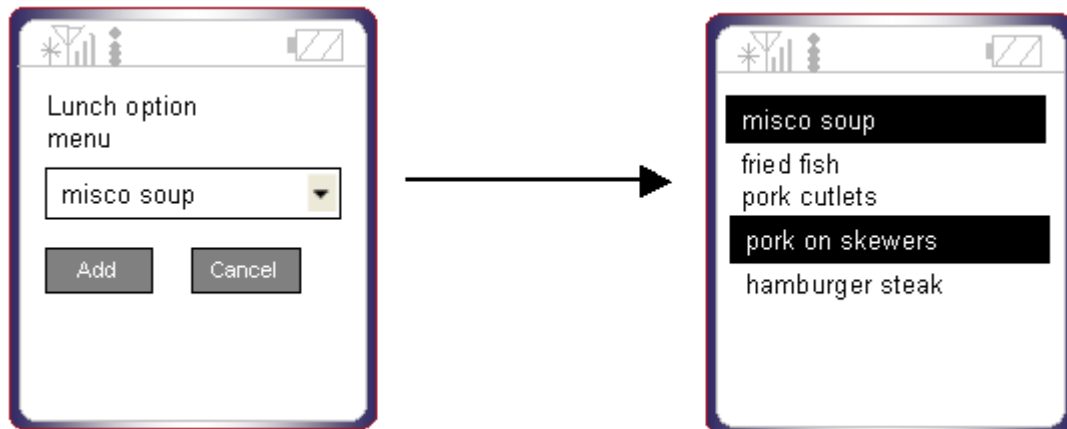
```
<HTML><HEAD><TITLE>SELECT multiple</TITLE></HEAD><BODY>
<FORM method= "get" action="menu.cgi">
lunch option menu<BR><BR>
<SELECT name="menu" size=1 multiple>
<OPTION value=1>misco soup
```

```

<OPTION value=2>fried fish
<OPTION value=3>pork cutlets
<OPTION value=4>pork on skewers
<OPTION value=5>hamburger steak
</SELECT><BR><BR>
<INPUT type="submit" value="Add">
<INPUT type="reset" value="Cancel">
</FORM>
</BODY></HTML>

```

[Display]



2.39 cti (attribute)

[Tag]

A

[Format]

cti="telephone number / tone input"

[Usage]

- ✓ This tag is newly set up in this version as an A tag attribute.
- ✓ Specifying this attribute triggers the dialing function as well as a pose function and a tone input function following dialing.
In a telephone automatic answering service, for example, this attribute allows you to reach an intended message details only by the key entry of the pause.
- ✓ Handset models supporting this function will give precedence to the cti attribute over the href attribute.
- ✓ The pause status will be entered when a phone call is placed to any designated telephone number and the communication with the remote party is established.
- ✓ In this pause status, the "OK" key, when pressed down by the user, will trigger the execution of the tone input part.
- ✓ Non-supporting handset models cannot recognize the cti attribute; so they must comply with the href attribute.
- ✓ The parameter for this attribute is specifiable up to 128 bytes (provided that the number of characters in this case does not include "cti=").
Tone input:
"0 - 9", "*", and "#" will originate a tone as specified.
"," indicates a wait time of one second.
"/" indicates a pause (wait for the key input).
It is not allowed to specify two or more pauses in succession.

* All other symbols will be ignored.

[Source 1]

```

<HTML><HEAD><TITLE>cti</TITLE></HEAD><BODY>
<A href="tel:6977777777" cti= "6977777777/,12345#,678#">
</BODY></HTML>

```

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The following operations are performed automatically (except 2), which is user-operated):

- 1) Place a call to 6977777777.
- 2) When the communication is established, the key input will be prompted (at this moment, the user must operate the keys to enter information).
- 3) Following this key input, the user must wait two seconds, then dial "12345#".
- 4) The user must wait for one second this time, and dial "678#".

* Non-supporting handsets only allow a phone call to 0312345678.

[Source 2]

```
<HTML><HEAD><TITLE>cti2</TITLE></HEAD><BODY>
<A href="home.html" cti="03123456789/*123,444">
</BODY></HTML>
```

The following operations are performed automatically (except 2), which is user-operated):

- 1) Place a call to 0312345678.
- 2) When the communication is established, the key input will be prompted (at this moment, the user must operate the keys to enter information).
- 3) Following this key input of "*123", the user must wait one second, then dial "444".

* Non-supporting handsets link to home.html.

[Source 3]

Example of an error:

```
<HTML><HEAD><TITLE>cti3</TITLE></HEAD><BODY>
<A href="home.html" cti="03123456789/*123,444">
</BODY></HTML>
```

It is not allowed to specify two pauses in succession.

2.40 Color Settings

2.40.1 BODY (tag)

[Attributes]

bgcolor="color setting using a hexadecimal number | color name"
text="color setting using a hexadecimal number | color name"
link="color setting using a hexadecimal number | color name"
vlink="color setting using a hexadecimal number | color name"
alink="color setting using a hexadecimal number | color name"

[Format]

```
<BODY bgcolor="color" text="color" link="color" vlink="color" alink="color">
```

[Usage]

- ✓ This tag is used to set the color for the body.

bgcolor : Sets the background color.
text : Sets the color for the entire text.
link : Sets the color of any hypertext link that has not yet been selected.
vlink : Sets the color of any hypertext link that has not yet been selected.
alink : Sets the color of any hypertext link that has not yet been selected.

[Note]

- ✓ In addition to the hexadecimal (base 16) color specification, the standard 16 colors may be specified also by their color names
- ✓ When setting a color, be sure to specify the background color as well.
- ✓ Non-supporting handset models will ignore this tag.
- ✓ Some color handset models allows the user to set their default colors (both the background and the text colors) at the handset.
- ✓ HTML -based descriptions take precedence to allow the user to change colors. However, describing any background color or text color independently can degrade the visibility of the characters displayed depending on the combination with the setting at the handset.
- ✓ It is strongly recommended that the background color and the text color are both specified at any time whenever colors are set.

[Source 1]

```
<HTML><HEAD><TITLE>BODY</TITLE></HEAD><BODY>
<BODY bgcolor="#FFFFFF" text="000000" link="#0000FF" vlink="#FF0000" alink="#000080">
Will display the background in white, the text in black, the link in blue, the vlink in red, and the alink
```

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in navy.
</BODY></HTML>

[Source 2]

```
<HTML><HEAD><TITLE>BODY</TITLE></HEAD><BODY>
<BODY bgcolor="white" text="black" link="blue" vlink="red" alink="navy">
Will display the background in white, the text in black, the link in blue, the vlink in red, and the alink
in navy.
</BODY></HTML>
```

2.40.2 FONT (tag)

[Attributes]

color="color setting using hexadecimal number | color name"

[Format]

[Usage]

- This tag is used to set the font color.

[Note]

- ✓ In addition to the hexadecimal (base 16) color specification, the standard 16 colors may be specified also by their color names (see "Section 4.2 Color Palette").
- ✓ When setting a color, be sure to specify the background color as well.
- ✓ Non-supporting handset models will ignore this tag.

[Source]

```
<HTML><HEAD><TITLE>FONT</TITLE></HEAD><BODY>
<FONT color="#C0C0C0">text color is silver</FONT>
</BODY></HTML>
```

2.41 Mail- related Items

2.41.1 subject, body (attributes)

[Tag]

A

[Format]

[Usage]

- ✓ These attributes are used to activate the mailer and conduct initial setting of the subject and the body.

[Note]

- ✓ Each subject must be under 30 bytes, and the body must be under 100K bytes.
- ✓ When using any characters other than half-size (1-byte) alphanumeric characters for the subject and the body, they must undergo URL encoding.

2.42 Telephone Directory Registering Function

2.42.1 telbook, single byte text, email (attributes)

[Tag]

A

[Format]

[Usage]

- ✓ Registration in the telephone directory is possible by locating in any link in which any one of these attributes is described, through the handset menu.
- ✓ telbook : Name for representation in the address book (20 bytes)
Use of Pictographic Characters not allowed

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- ✓ email : Mail address in the address book (50 bytes)
- ✓ One each telephone number and mail address is specifiable.
- ✓ One entry must be specified for each of telbook, email, href="tel: telephone number."
- ✓ Setup operations that the user performs by use of this function vary from one handset model to another. Details must be confirmed with each Product Manual.

2.43 SMS -related Items

2.43.1 body (attributes)

[Tag]

A

[Format]

[Usage]

These attributes are used to activate the mailer and conduct initial setting of the subject and the body.

[Note]

When using any characters other than half-size (1-byte) alphanumeric characters for the subject and the body, they must undergo URL encoding.

2.44 OBJECT(tag)

[Attributes]

declare Identifier that declares the object
id = "OBJECT tag ID" It is a meaning within HTML.
declare = "declare"
data = "URL "
type = "Content-Type" "application/x-jam",
"audio/3gpp", "video/3gpp", "application/x-shockwave-flash", "application/x-ir"
width = "Length"
height = "Length"

[Format]

<OBJECT declare id="OBJECT tag ID" data="URL " type="application/x-jam">
</OBJECT>

2.45 PARAM(tag)

[Attributes]

name = *1
value = *1
valuetype = "data" fixation

*1 Type attribute of the OBJECT tag (Contents -type) following, as description below it reaches value.

type attribute value of OBJECT tag	name attribute value	name attribute value	Remark
Application/x-jam	CDATA	CDATA	Specify a parameter to be passed to the Java application
audio/3gpp or video/3gpp	count	Number of counts	Specify the limit number of contents play audio/3gpp or counts A value attribute value shall assume an integer. The maximum value that can be specified is 15
	period	Limit period	Specify the limit period when contents may be played. A value attribute specified in the yyyy/mm/dd/hh/mm format shall be valid.

	span	Allowable span	Specify the limit span when contents may be played. An integer value attribute shall be valid. The maximum value that can be specified is 999
	start	Possible play start date	Specify a date when contents can be played start date (possible start date). A value attribute specified in the yyyy/mm/dd/hh/mm format shall be valid.
	Other	CDATA	Not allowed to download
Application/x-shock wave-flash	bgcolor	Color	Specify the background-color of the player.
	loop	loop on true off false	Turn repetitive play ON or OFF. Setting "true" shall be equal to setting "on", and "false" to "off".
	quality	high medium low	Specify the quality of contents.
	other	CDATA	Ignore PARAM tag.
Application/x-ir	body	CDATA	Specify the PARAM property value of vParam. The maximum value of a value attribute is 255byte. Any portion exceeding 255byte shall be discarded.
	url	on	Set the URL of destination for HTML page acquisition in the SRCURL property of vParam.
	other	CDATA	Ignore PARAM tag.

[Format]

<PARAM name= "count" value="10" valuetype="data">

2.46 FONT (tag)

[Attributes]

color = See, 2.37.2.

It corresponds to both the specified absolute value and the specified relative value that is an integer from 1 to 7.

[Format]

3 Other Functions

3.1 Animation GIF

- ✓ The maximum number of frames is five.
- ✓ You can place a maximum of four animation GIFs on one screen simultaneously, provided that the motion starts first with any one displayed first.
- ✓ The total file size of images displayed on one screen is 10KB.
- ✓ The maximum number of times for repetition is 16 (if a value exceeding this limit is specified, the maximum value specified for each handset applies).
- ✓ The term "delay" is an interval from one frame to the next frame, specified in units of 1/100 seconds. Some handset models, however, do not support this unit of 1/100 seconds.
- ✓ Accordingly, each value of the delay in a file is relative to each other.
- ✓ For example, delay=3 indicate that it is three times as long as delay=1.
- ✓ Files may be created by use of a PC software product.
- ✓ Each frame used in the animation must be of the same size, with the starting coordinate also the same.

3.2 Automatic Image-size Reduction

- ✓ Images larger than the display screen width (including those with the width attribute specified) will be displayed after being reduced to fit the screen width.
- ✓ As a basic rule, no horizontal scrolling takes place.

3.3 Line Feed Codes

- ✓ Excepting literal texts (for example, within the PRE tag element), all texts ignore Line Feeds. Also, they recognize Carriage Return and Tab as a half-size (1-byte) space.
- ✓ Additionally, these texts ignores both a Line Feed immediately following a starting tag and one immediately preceding an ending tag (this rule is applicable, without exception, to all HTML elements).

The following two examples will be displayed exactly in the same way:

[Example 1]

<P>Thomas is watching TV.</P>

[Example 2]

<P>

Thomas is watching TV.

</P>

3.4 How to treat Spaces

3.4.1 Spaces within a Text

Except for literal texts, two or more consecutive white spaces will be interpreted as one half-size (1-byte) space. White spaces at the beginning and at the end of the line, however, will be both ignored.

Literal text: a text description placed between tags such as the PRE tag, the PLAINTEXT tag, and so on.

White space character: space, tab, return, and so on.

3.4.2 Spaces immediately before/after a Tag

Each Space immediately preceding/following a tag also behave in the same manner as though they are placed somewhere in a text. When there are several comment tags are used in succession and there is a half-size space between them, consecutive spaces before and after each comment tag are recognized as a continuous space when they are displayed, thus treated as one space.

3.4.3 Input Area Spaces

When a character string is typed in an input area (INPUT tag type=text attribute, type=password attribute and TEXTAREA tag), the space after this character string will be deleted when this text is submitted.

[Example]

When entered as "Cosmote " + a space in the input area, the character string receivable at the Web Server side is "Cosmote" only.

3.5 Special Characters

When a special character code is specified within a tag or for a character to be displayed, the system will convert it into a corresponding character code for subsequent display or submission.

[Example 1]

Used as a value attribute and a name attribute in each type attribute of the INPUT tag:

<INPUT type="radio" value="value text" name="name text">

The Web Server will receive: value="value text", name="name text"

[Example 2]

Used as a name attribute for the SELECT tag.

<select name="select select">

<OPTION>test 1

<OPTION>test 2

</SELECT>

The Web Server will receive: name="select select"

[Example 3]

Used as a name attribute for the TEXTAREA tag and also as textarea tag data.

<TEXTAREA name="textarea textarea">

test&test

</TEXTAREA>

The Web Server will receive: name="textarea textarea", value="test&test"

[Example 4]

Used when submitted as a parameter following "?" of the A tag.

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special character used
The Web Server will receive two parameters: x=1 and y=2

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4 References

HTML 2.0

HTML-2.0: Tim Berners-Lee and Dan Connolly; The Hypertext Markup Language (HTML) Specification Version 2.0 (RFC 1866), November 1995

HTML 3.2

HTML-3.2: Dave Raggett; HTML 3.2 Reference Specification, W3C Recommendation, January 1997

HTML 4.0

RFC-HTML 4.0-971218, HTML 4.0 Specification; W3C Recommendation 18-Dec-1997

GIF

GRAPHICS INTERCHANGE FORMAT (sm) Version 89a
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 (Cover Sheet for the GIF 89a Specification)

5 Appendix A

No	Image *1	Unicode(Hex)	Category	Title	Color
1		E63E	General	Fine	Red
2		E63F	General	Cloudy	Blue
3		E640	General	Rain	Blue
4		E641	General	Snow	Blue
5		E642	General	Thunder	Orange
6		E643	General	Typhoon	Red
7		E644	General	Fog	Blue
8		E645	General	Drizzle	Blue
9		E646	General	Aries	Red
10		E647	General	Taurus	Orange
11		E648	General	Gemini	Lime
12		E649	General	Cancer	Blue
13		E64A	General	Leo	Red
14		E64B	General	Virgo	Orange
15		E64C	General	Libra	Lime
16		E64D	General	Scorpio	Blue
17		E64E	General	Sagittarius	Red
18		E64F	General	Capricorn	Orange
19		E650	General	Aquarius	Lime
20		E651	General	Pisces	Blue
21	-	-	-	-	-
22		E653	General	Baseball	Black
23		E654	General	Golf	Blue
24		E655	General	Tennis	Lime
25		E656	General	Soccer	Black
26		E657	General	Ski	Blue
27		E658	General	Basketball	Orange
28		E659	General	Motor sports	Black
29		E65A	General	Pager	Fuchsia
30		E65B	General	Train	Lime
31		E65C	General	Subway	Orange
32		E65D	General	Bullet train	Blue
33		E65E	General	Car (sedan)	Black
34		E65F	General	Car (RV)	Lime
35		E660	General	Bus	Red
36		E661	General	Ship	Blue
37		E662	General	Airplane	Blue
38		E663	General	House	Red
39		E664	General	Building	Blue
40		E665	General	Post office	Red
41		E666	General	Hospital	Red
42		E667	General	Bank	Fuchsia
43		E668	General	ATM	Red
44		E669	General	Hotel	Lime
45		E66A	General	Convenience store	Blue
46		E66B	General	Gas station	Fuchsia
47		E66C	General	Parking	Blue

48		E66D	General	Traffic signal	Black
49		E66E	General	Toilet	Black
50		E66F	General	Restaurant	Black
51		E670	General	Cafe	Lime
52		E671	General	Bar	Fuchsia
53		E672	General	Beer	Orange
54		E673	General	Fast food	Orange
55		E674	General	Boutique	Red
56		E675	General	Hairdresser	Blue
57		E676	General	Karaoke	Black
58		E677	General	Movie	Black
59		E678	General	Diagonally upward toward right	Black
60		E679	General	Amusement park	Orange
61	-	-	-	-	-
62	-	-	-	-	-
63	-	-	-	-	-
64	-	-	-	-	-
65	-	-	-	-	-
66		E67F	General	Smoking	Black
67		E680	General	Non-smoking	Red
68		E681	General	Camera	Black
69		E682	General	Bag	Red
70		E683	General	Book	Orange
71		E684	General	Ribbon	Red
72		E685	General	Present	Red
73		E686	General	Birthday	Red
74		E687	General	Phone	Black
75		E688	General	Mobile phone	Black
76		E689	General	Memo	Orange
77		E68A	General	TV	Blue
78		E68B	General	Game	Black
79		E68C	General	CD	Blue
80		E68D	General	Heart	Red
81		E68E	General	Spade	Black
82		E68F	General	Diamond	Red
83		E690	General	Club	Black
84		E691	General	Eyes	Black
85		E692	General	Ear	Orange
86		E693	General	Hand (rock)	Orange
87		E694	General	Hand (scissors)	Orange
88		E695	General	Hand (paper)	Orange
89		E696	General	Diagonally downward toward right	Black
90		E697	General	Diagonally upward toward left	Black
91		E698	General	Foot	Orange
92		E699	General	Shoe	Black
93		E69A	General	Eyeglasses	Black
94		E69B	General	Wheelchair	Blue
95		E69C	General	New moon	Black

96		E69D	General	Waning moon	Black
97		E69E	General	Half moon	Black
98		E69F	General	Crescent moon	Black
99		E6A0	General	Full moon	Black
100		E6A1	General	Dog	Orange
101		E6A2	General	Cat	Orange
102		E6A3	General	Resort	Blue
103		E6A4	General	Christmas	Lime
104		E6A5	General	Diagonally downward toward left	Black
105	-	-	-	-	-
106	-	-	-	-	-
107	-	-	-	-	-
108	-	-	-	-	-
109	-	-	-	-	-
110	-	-	-	-	-
111	-	-	-	-	-
112	-	-	-	-	-
113	-	-	-	-	-
114	-	-	-	-	-
115	-	-	-	-	-
116	-	-	-	-	-
117	-	-	-	-	-
118	-	-	-	-	-
119	-	-	-	-	-
120	-	-	-	-	-
121	-	-	-	-	-
122	-	-	-	-	-
123	-	-	-	-	-
124	-	-	-	-	-
125	-	-	-	-	-
126	-	-	-	-	-
127	-	-	-	-	-
128	-	-	-	-	-
129	-	-	-	-	-
130	-	-	-	-	-
131	-	-	-	-	-
132	-	-	-	-	-
133	-	-	-	-	-
134	-	-	-	-	-
135	-	-	-	-	-
136	-	-	-	-	-
137	-	-	-	-	-
138	-	-	-	-	-
139	-	-	-	-	-
140	-	-	-	-	-
141	-	-	-	-	-

142	-	-	-	-	-
143	-	-	-	-	-
144	-	-	-	-	-
145		E6CE	i-mode service	phone to	Black
146		E6CF	i-mode service	mail to	Black
147		E6D0	i-mode service	fax to	Black
148		E6D1	i-mode service	i-mode	Orange
149		E6D2	i-mode service	i-mode (with a frame)	Orange
150		E6D3	i-mode service	E-mail	Black
151		E6D4	i-mode service	Provided by DoCoMo	Black
152		E6D5	i-mode service	DoCoMo point	Black
153		E6D6	i-mode service	Fee charging	Red
154		E6D7	i-mode service	Free of charge	Red
155		E6D8	i-mode service	ID	Red
156		E6D9	i-mode service	Password	Red
157		E6DA	i-mode service	Continuing	Red
158	-	-	-	-	-
159		E6DB	i-mode service	Clear	Red
160		E6DC	i-mode service	Search	Blue
161		E6DD	i-mode service	NEW	Red
162		E6DE	i-mode service	Location information	Red
163		E6DF	i-mode service	Free dial	Black
164		E6E0	i-mode service	Sharp dial	Black
165		E6E1	i-mode service	MopaQ	Black
166		E6E2	i-mode service	1	Black
167		E6E3	i-mode service	2	Black
168		E6E4	i-mode service	3	Black
169		E6E5	i-mode service	4	Black
170		E6E6	i-mode service	5	Black
171		E6E7	i-mode service	6	Black
172		E6E8	i-mode service	7	Black
173		E6E9	i-mode service	8	Black
174		E6EA	i-mode service	9	Black
175		E6EB	i-mode service	0	Black
176		E6EC	General	Black heart	Red
177		E6ED	General	Fluttering heart	Red
178		E6EE	General	Heartbreak	Red
179		E6EF	General	Hearts	Red
180		E6F0	General	Happy face	Fuchsia
181		E6F1	General	Angry face	Red
182		E6F2	General	Disappointed face	Blue
183		E6F3	General	Sad face	Lime
184		E6F4	General	Dizzy	Blue
185		E6F5	General	Good (upward arrow)	Red
186		E6F6	General	Cheerful	Red
187		E6F7	General	Comfort (thermal spring)	Red
188		E6F8	General	Cute	Fuchsia
189		E6F9	General	Kiss	Red

190		E6FA	General	Shining (new)	Orange
191		E6FB	General	Good idea	Orange
192		E6FC	General	Angry	Black
193		E6FD	General	Punch	Red
194		E6FE	General	Bomb	Black
195		E6FF	General	Mood	Red
196		E700	General	Bad (downward arrow)	Blue
197		E701	General	Sleepy (sleep)	Blue
198		E702	General	Exclamation	Red
199		E703	General	Exclamation & question	Fuchsia
200		E704	General	Exclamation × 2	Red
201		E705	General	Bump (collision)	Red
202		E706	General	Sweat (dripping sweat)	Black
203		E707	General	Cold sweat	Black
204		E708	General	Dash (running dash)	Black
205		E709	General	- (macron 1)	Black
206		E70A	General	- (macron 2)	Black
207		E70B	i-mode service	Fixed	Red
208		E70C	i-mode service	Java Application *3	Orange
209		E70D	i-mode service	Java Application (with a frame) *3	Orange
210		E70E	General	T-shirt	Blue
211		E70F	General	Purse	Black
212		E710	General	Make-up	Red
213		E711	General	Jeans	Navy
214		E712	General	Snow-Board	Blue
215		E713	General	Chapel	Orange
216		E714	General	Door	Maroon
217		E715	General	Money-Bag	Maroon
218		E716	General	PC	Black
219		E717	General	Love-Letter	Red
220		E718	General	Wrench	Black
221		E719	General	Pencil	Lime
222		E71A	General	Crown	Orange
223		E71B	General	Ring	Fuchsia
224		E71C	General	Sandglass	Black
225		E71D	General	Bicycle	Black
226		E71E	General	Cup	Lime
227		E71F	General	Wristwatch	Black
228		E720	General	Thinking look	Lime
229		E721	General	Relieved look	Fuchsia
230		E722	General	Terrible Sweat	Blue
231		E723	General	Terrible Sweat 2	Blue
232		E724	General	Sulky look	Red
233		E725	General	Vacantly look	Purple
234		E726	General	Heart-shaped Eyes	Fuchsia
235		E727	General	OK (Good!!)	Orange
236		E728	General	Sticking out tongue	Red

236		E728	General	Sticking out tongue	Red
237		E729	General	Wink	Fuchsia
238		E72A	General	Happy face	Fuchsia
239		E72B	General	Endurance look	Navy
240		E72C	General	Cat 2	Orange
241		E72D	General	Tearful face	Blue
242		E72E	General	Tears	Blue
243		E72F	General	NG	Red
244		E730	General	Clip	Blue
245		E731	General	Copy-right	Black
246		E732	General	Trademark	Black
247		E733	General	Run away !	Black
248		E734	General	Secret	Red
249		E735	General	Recycle	Lime
250		E736	General	Registered Trademark	Black
251		E737	General	Danger	Orange
252		E738	General	Prohibition	Red
253		E739	General	Vacant	Blue
254		E73A	General	Pass	Red
255		E73B	General	Full	Red
256		E73C	General	Arrow (Left-Right)	Black
257		E73D	General	Arrow (Up-Down)	Black
258		E73E	General	School	Lime
259		E73F	General	Big-Wave	Blue
260		E740	General	Mt.Fuji	Blue
261		E741	General	Four-Leaf Clover	Lime
262		E742	General	Cherry	Red
263		E743	General	Tulip	Red
264		E744	General	Banana	Orange
265		E745	General	Apple	Red
266		E746	General	Seed Leaf	Lime
267		E747	General	Rea-Leaf	Red
268		E748	General	Cherry blossom	Fuchsia
269		E749	General	Rice Ball	Black
270		E74A	General	Cake	Red
271		E74B	General	Sake (Bottle & Cup)	Maroon
272		E74C	General	Rice Bowl	Orange
273		E74D	General	Bread	Maroon
274		E74E	General	Snail	Maroon
275		E74F	General	Chick	Orange
276		E750	General	Penguin	Navy
277		E751	General	Fish	Blue
278		E752	General	Delicious!	Orange
279		E753	General	ihi-hi	Orange
280		E754	General	Horse	Maroon
281		E755	General	Pig	Orange
282		E756	General	Wine-Glass	Purple
283		E757	General	Scream	Purple

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Notes

- The pictographic characters of "Image" is indication for reference
- *1. These characters shall not be used if there is a problem about trademark right of "alpha" in the country which the handset will be sold. In such cases, the handset also shall not display these characters when user input pictographic characters.