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REAL-TIME INSTANT MESSAGING

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REAL-TIME INSTANT MESSAGING

ABSTRACT

An application for real-time instant messaging from a sender to a receiver is disclosed. The application sends the text typed in real-time by the sender to the receiver instead of waiting until the sender actually hits “Enter”. The advantages of the method include instant communication to create an effect similar to face to face conversation.

BACKGROUND

More often, when a user is sending a message to a receiver through a messaging application in a system, they type text and further make reviews and edits in their original text before sending the message. Sometimes, the user or sender adds some more words in the text and ends up sending something completely different than what they originally intended to send. Sometimes, they just erase the message and never send the message to the receiver. Meanwhile, the receiver or user at the other end sees the status as ‘User is typing’ and waits for the sender’s message. If the user or sender forgets to send the message, the receiver is left wondering what they are going to say, without receiving a message. If the sender sends the edited message, then the receiver gets a message completely different from what the sender had originally meant to convey. This disclosure provides a method for sending texts in real time while the sender is typing the text to the receiver.

DESCRIPTION

An application for real-time instant messaging from a sender to a receiver is disclosed. The software application attached to a chat server sends the text typed in real-time by the sender to the receiver instead of waiting until the sender actually hits “Enter”. The application sends instantaneous messages, person to person directly, and updates the chat server afterwards rather than act as intermediary between the persons in contact.

In one variant, the receiver or person at the other end watches the message typed by the sender in real time. Once the sender hits “Enter” after finalizing the message, the full message is sent to the receiver. This method sends more data potentially such as deltas of the message every second or so while the sender is typing the message.

In another instance, text prediction is used for sending deltas even quicker by predicting how the user will complete the message. In another aspect, the application may send the prediction to the receiver, before the sender has finished typing the word itself.

The method for providing real-time instant messaging can be implemented with any new or existing communication software applications. The advantages of the method include instant communication to create an effect similar to face to face conversation. In particular, this method may be interesting in intimate situations as the user might type something which could be perceived as being forward but then changes their mind to be less so.