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(54) **METHOD AND ARCHITECTURE FOR INTERACTIVE TWO-WAY COMMUNICATION DEVICES TO INTERACT WITH A NETWORK**

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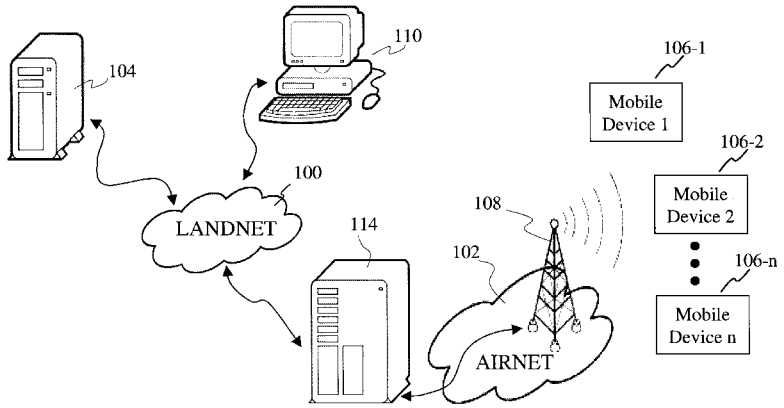
(57) **ABSTRACT**

The present invention is particularly applicable to navigation of Internet by two-way interactive communication mobile devices that are capable of wireless communication via a link server with service providers or network servers on the Internet. Despite the limited computing resources in mobile devices that make it economically and technically impractical for the mobile devices to operate a local browser functioning as if it was in a desktop computer, the present invention allows the mobile devices to interact effectively with the Internet using a control engine operating in the link server and an interface engine operating in the mobile devices. The control engine, which utilizes the computing resources of the link server device, is responsible for tasks that require considerable computing power and memory, such as processing of URL requests, interpretation of markup language files, management of data cache and variable states. Further, working with a message processor in the server device, the control engine communicates with an interface engine using a compact data format that is efficiently transportable in the wireless data network. The interface engine typically performs tasks that do not require considerable computing power and memory, such as receiving input data from users, and the rendering of the compact data format received from the link server device, to cause the mobile device to display contents in the markup language files on a display screen.

49 Claims, 19 Drawing Sheets