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**Information technology — Icon symbols  
and functions for controlling multimedia  
software applications**

*Technologies de l'information — Symboles et fonctions d'icônes pour  
des applications de contrôle de logiciel de multimédia*

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## Contents

1	Scope.....	1
2	Conformance .....	1
3	Normative references .....	1
4	Terms and definitions.....	1
5	Requirements and recommendations.....	2
5.1	Requirements .....	2
5.1.1	Graphic and function .....	2
5.1.2	Arrangement.....	2
5.1.3	Selection .....	2
5.1.4	Visual feedback .....	2
5.2	Recommendations .....	3
5.2.1	Function and graphic.....	3
5.2.2	Metaphor .....	3
5.2.3	Colour.....	3
5.2.4	Cell size .....	3
5.2.5	Appearance.....	3
5.2.6	Text/typeface .....	3
6	Icon specifications.....	4
6.1	Dynamic media controls.....	4
6.1.1	Play .....	4
6.1.2	Stop .....	4
6.1.3	Pause.....	5
6.1.4	Replay.....	5
6.1.5	Play backward .....	6
6.1.6	Scan forward .....	6
6.1.7	Scan backward .....	7
6.1.8	Fast forward.....	7
6.1.9	Rewind.....	8
6.1.10	Step forward .....	8
6.1.11	Step backward.....	9
6.1.12	Record .....	9
6.2	Attributes of dynamic media controls .....	10
6.2.1	Loop.....	10
6.2.2	Set volume .....	11
6.2.3	Mute (Speaker off).....	12
6.2.4	Speaker on .....	13
6.3	Navigation controls.....	14
6.3.1	Go to beginning.....	14
6.3.2	Go to previous .....	14
6.3.3	Go to next .....	16
6.3.4	Go to end .....	17
6.4	Additional controls .....	18
6.4.1	Main menu .....	18
6.4.2	Eject.....	18
6.4.3	Help.....	19
6.4.4	Snapshot.....	19
6.4.5	Save .....	20

## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 18035 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

## Introduction

Multimedia control icons enable users to invoke functions that act upon pre-selected or default objects. Functions initiated by these icons may also be available via text commands on menus. Multimedia control icons provide direct access to functions by graphically representing those text commands.

ISO/IEC 18035 provides guidance of the graphics to be used by implementers of ISO 14915-2, *Software ergonomics for multimedia user interfaces — Part 2: Multimedia navigation and control*.

The icon functions and graphics included in ISO/IEC 18035 have been selected on the basis of their common use across contemporary software platforms and applications.

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# Information technology — Icon symbols and functions for controlling multimedia software applications

## 1 Scope

ISO/IEC 18035 applies to icons that are shown on a computer screen, that users can manipulate and interact with, and that represent computer system functions. ISO/IEC 18035 describes user interaction with and the appearance of multimedia control icons on the screen. Other forms of icons are covered in ISO/IEC 11581 — Information technology — User system interfaces and symbols — Icon symbols and functions.

This international standard defines a consistent set of icons and related functions that are presented by multimedia applications on a computer screen and that users interact with to control such applications. These control icons typically represent actions by association with conventional controls on hardware devices (for example video recorders and compact disk players) that prompt the user to recall the intended actions.

This standard provides a consistent set of controls for such functions as: Play, Pause, Stop, Rewind, Fast forward, Scan forward, Scan backward, Replay, Play backward, Loop, Record, Go to beginning, Go to previous, Go to next, Go to end, Set volume and Mute.

## 2 Conformance

A system, application or set of one or more icons conforms to ISO/IEC 18035 if all multimedia navigation icons available to the user in the system or application conform to sub clause 5.1 of this standard and clause 5 and sub-clause 6.1 of ISO/IEC 11581-1:2000.

## 3 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO 14915-2, *Software ergonomics for multimedia user interfaces — Part 2: Multimedia navigation and control*

ISO/IEC 11581-1:2000, *Information technology — User system interfaces and symbols — Icon symbols and functions — Part 1: Icons — General*

ISO/IEC 11581-6:1999, *Information technology — User system interfaces and symbols — Icon symbols and functions — Part 6: Action icons*

## 4 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

### 4.1

#### **application**

collection of functions with which a user can perform a task

## 4.2

### **dynamic media**

media in which the presentation to the user changes over time

EXAMPLES Video, music, animations.

[ISO 14915-1, definition 3.4]

## 4.3

### **dynamic object**

single instance of dynamic media

EXAMPLE A video clip.

## 4.4

### **icon**

graphic displayed on the screen of a visual display that represents a function of the computer system

## 4.5

### **interactive system**

combination of hardware and software components that receive input from, and communicate output to, a human user in order to support his or her performance of a task

[ISO 13407:1999, definition 2.1]

NOTE The term "system" is often used, rather than "interactive system".

## 5 Requirements and recommendations

### 5.1 Requirements

#### 5.1.1 Graphic and function

If an interactive system or application uses a multimedia control icon that has the appearance of the icon graphic specified in clause 6 of this standard, within the specific variations given, and within the global variations specified in ISO/IEC 11581-1, it shall serve the primary function specified in clause 6 of this standard.

#### 5.1.2 Arrangement

Related multimedia control icons shall be grouped together. The elements of these groups shall be arranged together in rows, columns or boxes.

#### 5.1.3 Selection

Selection of an action icon shall be made by indicating with the pointer and activating the associated input device (e.g. clicking a mouse button).

#### 5.1.4 Visual feedback

There shall be a clear visual discriminability between multimedia control icons that represent available and unavailable functions.

There shall be visual feedback when a function has been invoked via a multimedia control icon. There shall also be visual feedback that indicates the status of the action.



NOTE Typically, multimedia control icons are presented as, and have the same behaviour as, real, three-dimensional push buttons.

The visual feedback to the user from activated action icons shall be consistent and logical.

## 5.2 Recommendations

### 5.2.1 Function and graphic

If an interactive system or application uses an action icon that serves the primary function specified in clause 6 of this standard, it is highly recommended that it have the appearance of the action icon graphic specified in clause 6, within the specific variations given and within the global variations specified in clause 6.3 of ISO/IEC 11581-1.

### 5.2.2 Metaphor

A consistent highlighting or presentation style should be considered which renders the graphic of the symbols sufficiently prominent in comparison with other information on the screen.

### 5.2.3 Colour

Multimedia control icons may be coloured.

### 5.2.4 Cell size

Icon cell sizes are not required to be square (as can be observed from the various shaped icons depicted in this standard). The sizes shown in clause 6 are relative to the complexity of the design and implementation of the icons. The aspect ratio of the cell sizes are not part of this standard.

### 5.2.5 Appearance

All icons of a similar selection status should be of a similar visual strength.

### 5.2.6 Text/typeface

The use of text inside multimedia control icons should be avoided. However, if text is included, plain typefaces should be used. If text is used, it should be used in a manner that supports adaptation for cultural, linguistic and comprehensibility purposes.

## 6 Icon specifications

### 6.1 Dynamic media controls

#### 6.1.1 Play

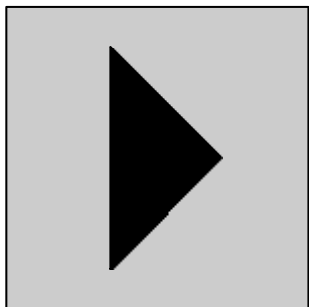
**Primary function.** To enable the user to start the presentation of dynamic media, except where the task requires automatic playing of that media.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.3.

**Specific instance.** A right pointing arrowhead, typically used for the “Play” control on a magnetic tape device.

**Components.** A solid (filled) triangle, directing to the right, with the vertical side to the left.

**Graphic.**



#### 6.1.2 Stop

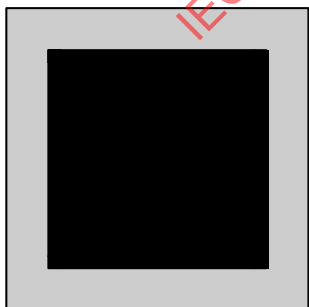
**Primary function.** To enable the user to stop the presentation of dynamic media.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.4.

**Specific instance.** A rectangle, typically used for the “Stop” control on a magnetic tape device.

**Components.** A solid (filled) square.

**Graphic.**



### 6.1.3 Pause

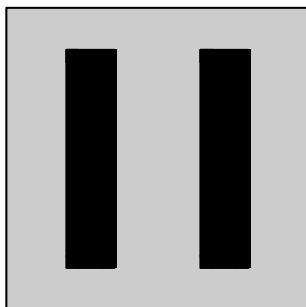
**Primary function.** To enable the user to suspend, and subsequently resume, the media presentation.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.5.

**Specific instance.** Two bars, typically used for the “Pause” control on a magnetic tape device.

**Components.** Two identical parallel, vertical lines.

**Graphic.**



### 6.1.4 Replay

**Primary function.** To enable the user to replay from the start of a composite media object.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.6.

**Specific instance.** A clockwise-rotating arrow.

**Components.**

- Arrowhead: A solid (filled) triangle, pointing upwards and to the left.
- Shaft: Incomplete, circular track.

**Graphic.**



### 6.1.5 Play backward

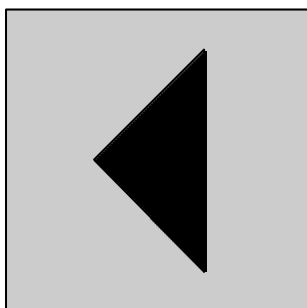
**Primary function.** To enable the user to play the presentation of a dynamic object or composite media object in the backward direction.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.7.

**Specific instance.** A left pointing arrowhead, typically used for the “Play backward” control on a magnetic tape device.

**Components.** A solid (filled) triangle, directing to the left, with the vertical side to the right.

**Graphic.**



### 6.1.6 Scan forward

**Primary function.** To enable the user to move the media forward at fast speed, accompanied with a visual image.

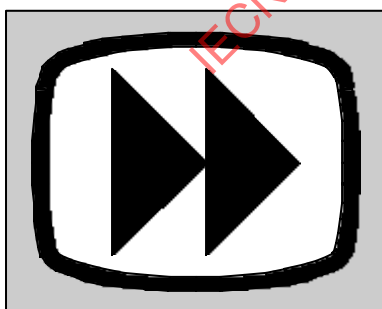
**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.8.

**Specific instance.** A pair of forward (right direction) arrowheads enclosed within a display screen.

**Components.**

- Display screen: A rectangle with curved sides.
- Arrowheads: Two identical, solid (filled) triangles, directing to the right, with their vertical sides to the left.

**Graphic.**



### 6.1.7 Scan backward

**Primary function.** To enable the user to move the media backward at fast speed, accompanied with a visual image.

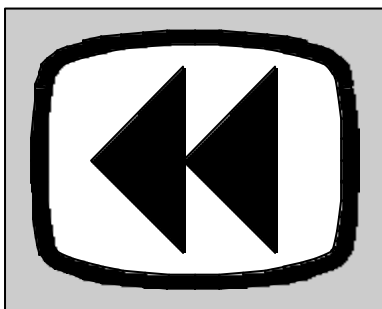
**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.9.

**Specific instance.** A pair of backward (left direction) arrowheads enclosed within a display screen.

**Components.**

- Display screen: A rectangle with curved sides.
- Arrowheads: Two identical, solid (filled) triangles, directing to the left, with their vertical sides to the right.

**Graphic.**



### 6.1.8 Fast forward

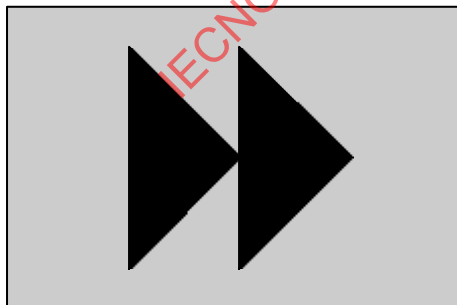
**Primary function.** To enable the user to move the media forward at fast speed without playing it.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.10.

**Specific instance.** A pair of arrowheads.

**Components.** Two identical, solid (filled) triangles, directing to the right, with their vertical sides to the left.

**Graphic.**



### 6.1.9 Rewind

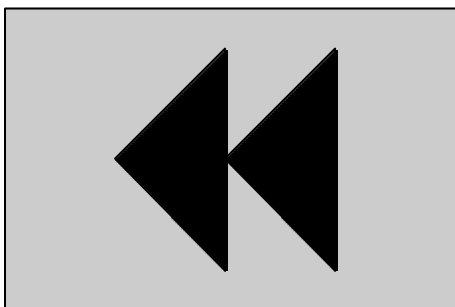
**Primary function.** To enable the user to move the media backward at fast speed without playing it.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.11.

**Specific instance.** A pair of arrowheads.

**Components.** Two identical, solid (filled) triangles, directing to the left, with their vertical sides to the right.

**Graphic.**



### 6.1.10 Step forward

**Primary function.** To enable the user to move the media forward sequentially, one frame at a time, accompanied with a visual image.

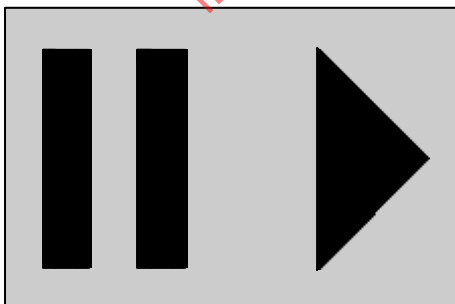
**Specific instance.** Two bars and a right pointing arrow, typically used for the "Pause" and "Play" controls on a magnetic tape device.

**Components.**

- Pause: Two identical, parallel, vertical lines located to the left of the triangle.
- Play: A solid (filled) triangle, directing to the right, with the vertical side to the left, and located to the right of the "Pause" symbol.

**NOTE** The space separating the triangle from the pair of vertical lines, should be a minimum of three times the distance between the vertical lines.

**Graphic.**



### 6.1.11 Step backward

**Primary function.** To enable the user to move the media backward sequentially, one frame at a time, accompanied with a visual image.

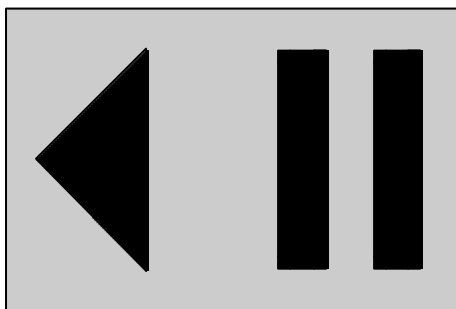
**Specific instance.** A left pointing arrow and two bars, typically used for the “Play backward” and “Pause” controls on a magnetic tape device.

**Components.**

- Play: A solid (filled) triangle, directing to the left, with the vertical side to the right, and located to the left of the “Pause” symbol.
- Pause: Two identical, parallel, vertical lines located to the right of the triangle.

**NOTE** The space separating the triangle from the pair of vertical lines, should be a minimum of three times the distance between the vertical lines.

**Graphic.**



### 6.1.12 Record

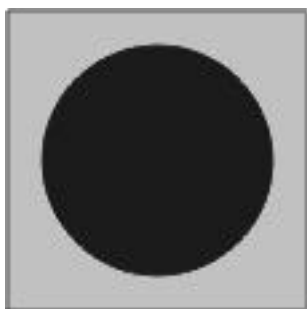
**Primary function.** To enable the user to record/capture information from one source or several sources (microphone, camera...) to a destination (e.g. file on disk, tape).

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.1.12.

**Specific instance.** A circle, typically used for the “Record” control on a magnetic tape device.

**Components.** A solid (filled) circle.

**Graphic.**



## 6.2 Attributes of dynamic media controls

### 6.2.1 Loop

**Primary function.** To enable the user to set the running of the media object or composite media object in a circular fashion, replaying from the beginning when its end has been reached.

NOTE 1 When loop has not been activated the medium will stop at the end of the media chunk and the system should proceed to any further actions that may be linked to the end of playing that media chunk.

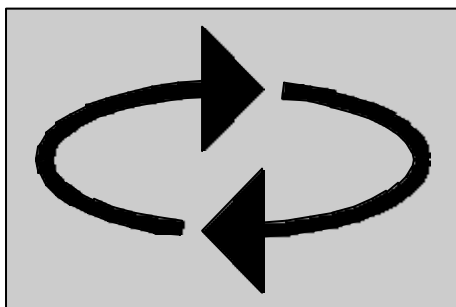
NOTE 2 For a more detailed functional description refer to ISO 14915-2, clause 11.2.3.

**Specific instance.** A pair of arrows rotating in a clockwise direction.

#### Components.

- Upper arrow with semi-circular shaft and solid (filled) arrowhead at highest point in rightward and clockwise direction.
- Lower arrow with semi-circular shaft and solid (filled) arrowhead at lowest point in leftward and clockwise direction.

#### Graphic.





### 6.2.2 Set volume

**Primary function.** To enable the user to set the volume of the audio in a multimedia application.

**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 11.2.6.

**Specific instance.** A sliding, volume control on a radio.

**Components.**

- A triangle.
- A vertical rectangle (slider), superimposed on the triangle.

**Graphic.**



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### 6.2.3 Mute (Speaker off)

**Primary function.** To enable the user to set the audio volume to zero (silent).

NOTE 1 Selecting mute again should reset the volume to its previous value.

NOTE 2 For a more detailed functional description refer to ISO 14915-2, clause 11.2.7.

**Specific instance.** An audio loudspeaker and overlaid “cancel” symbol.

**Components.**

- Loudspeaker:
  - A rectangle with height greater than width.
  - Trapezoid, joined along its shorter left-hand, vertical side to the vertical side of the rectangle.
- An overlaid "X".



#### 6.2.4 Speaker on

**Primary function.** To enable the user to set the audio volume to on.

**Specific instance.** A loudspeaker with sound waves.

**Components.**

- Loudspeaker:
  - A rectangle with height greater than width.
  - Trapezoid, joined along its shorter left-hand, vertical side to the vertical side of the rectangle.
- Sound waves: Three radiating arcs.

**Graphic.**



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## 6.3 Navigation controls

### 6.3.1 Go to beginning

**Primary function.** To enable the user to move to:

- the start of the entire application
- the start of the current presentation segment
- the start of the current media object.

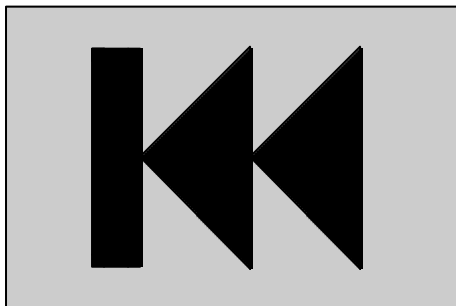
**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 9.2.

**Specific instance.** A pair of arrowheads and a bar.

**Components.**

- Bar: A vertical bar to the left of the triangles.
- Arrowheads: Two identical, solid (filled) triangles, directing to the left, with their vertical sides to the right.

**Graphic.**



### 6.3.2 Go to previous

#### 6.3.2.1 Go to previous state

**Primary function.** If the user is allowed to save the state of an application, this control should enable the user to restart the application from that saved state.

**NOTE 1** For a more detailed functional description refer to ISO 14915-2, clause 9.3.4.

**NOTE 2** Due to the unavailability of commonly used icons, guidance on the specific instance or suitable graphics is not included within this standard.

### 6.3.2.2 Go to previously visited presentation segment

**Primary function.** To enable the user to locate and revisit a previously visited presentation segment.

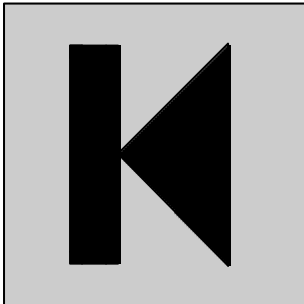
**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 9.3.1.

**Specific instance.** A single, backward (left direction) arrowhead and stopping point.

**Components.**

- A vertical bar to the left of the triangle.
- A single, solid (filled) triangle with the vertical side to the right.

**Graphic.**



### 6.3.2.3 Go to previous media object

**Primary function.** To enable the user to locate and revisit a previously visited media object within a composite media object.

**NOTE 1** For a more detailed functional description refer to ISO 14915-2, clause 9.3.2.

**NOTE 2** Due to the unavailability of commonly used icons, guidance on the specific instance or suitable graphics is not included within this standard.

### 6.3.3 Go to next

#### 6.3.3.1 Go to next presentation segment within the application

**Primary function.** To enable the user to move to the next presentation segment within the application.

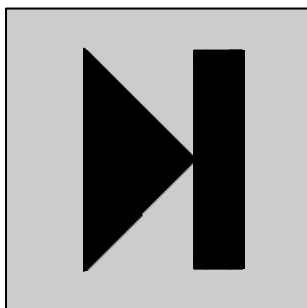
**NOTE** For a more detailed functional description refer to ISO 14915-2, clause 9.4.1.

**Specific instance.** A single, forward (right direction) arrowhead and stopping point.

**Components.**

- A single, solid (filled) triangle with the vertical side to the left.
- A vertical bar to the right of the triangle.

**Graphic.**



#### 6.3.3.2 Go to next media object within the composite media object

**Primary function.** To enable the user to immediately advance to the next media object, or synchronised group of objects, within the composite media object.

**NOTE 1** For a more detailed functional description refer to ISO 14915-2, clause 9.4.2.

**NOTE 2** Due to the unavailability of commonly used icons, guidance on the specific instance or suitable graphics is not included within this standard.