ABSTRACT

A SYSTEM AND METHOD OF INVOKING A PROCESS IN A GRAPHICAL USER INTERFACE ENVIRONMENT

The present invention discloses a method of invoking a process in a GUI environment. The method comprises displaying a plurality of first objects on a display, selecting one of the first objects with a pointing device, displaying one or more of second objects on the display, and de-selecting it within a defined area of one of the second objects to invoke a corresponding process. The invention also discloses a system of invoking a process in a GUI environment. The system comprises a display controller to display a plurality of first objects and to display or hide one or more second objects on a display, an item controller to control functions of the plurality of the first objects, a pad controller to execute processes corresponding to the second objects, a pointing device to select one of the first objects, to move it into a defined area of one of the second objects, and to de-select it within the defined area to invoke a corresponding process, and a handle controller to check whether the one of the first objects is selected, moved or de-selected.

FIG. 3