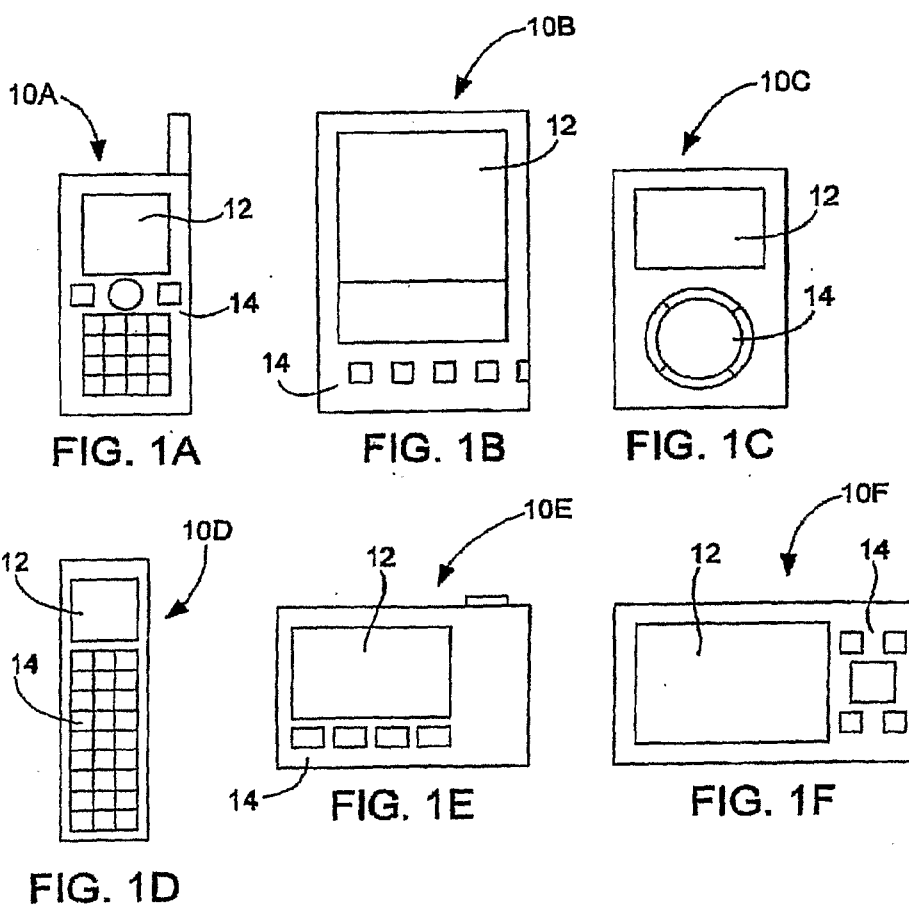


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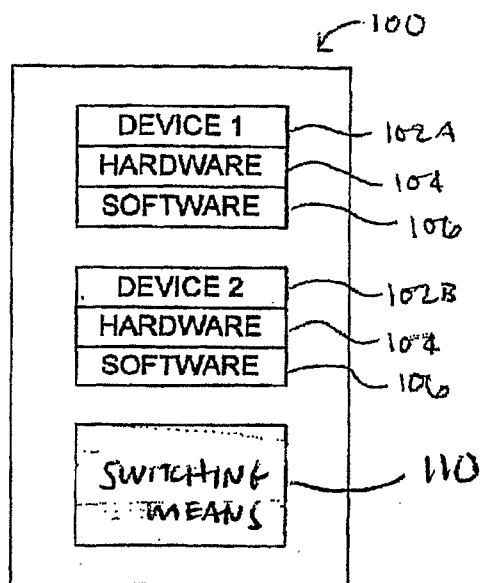


FIG. 2

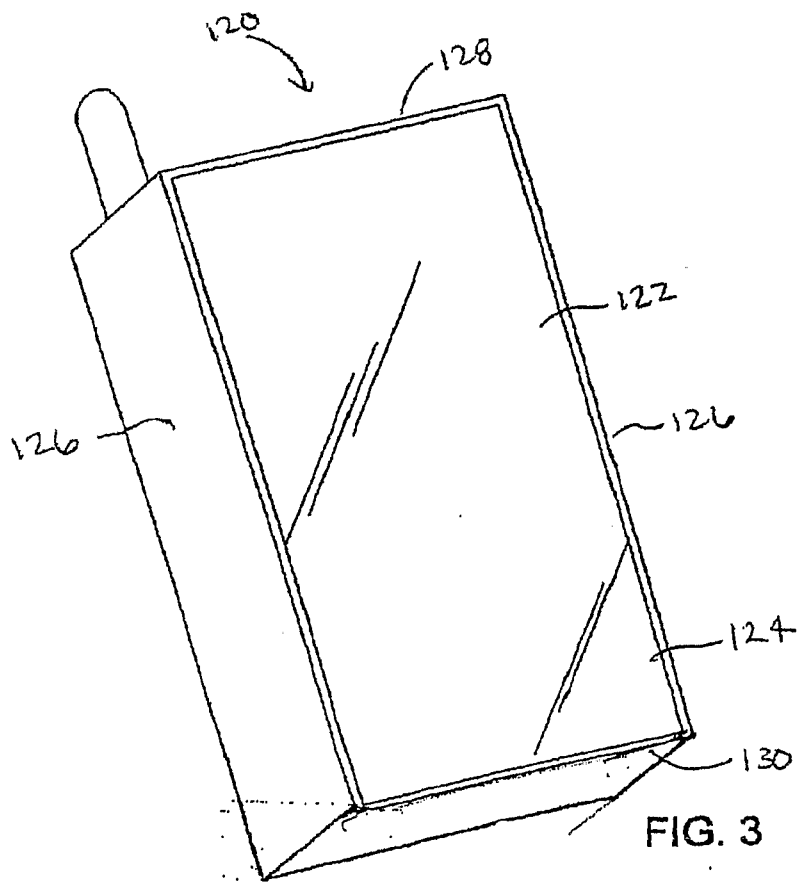


FIG. 3

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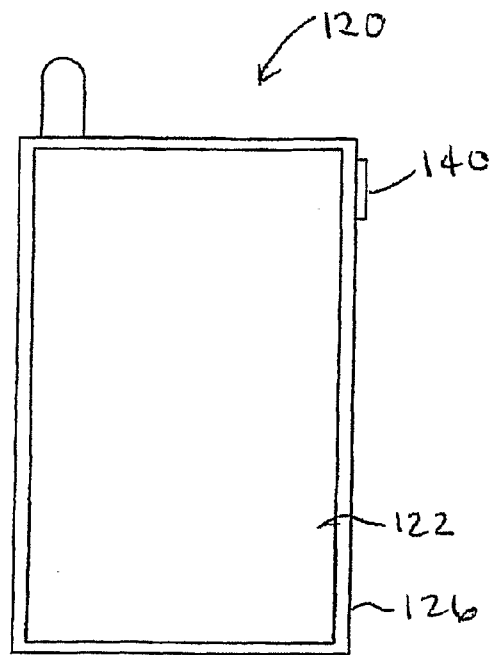


FIG. 4

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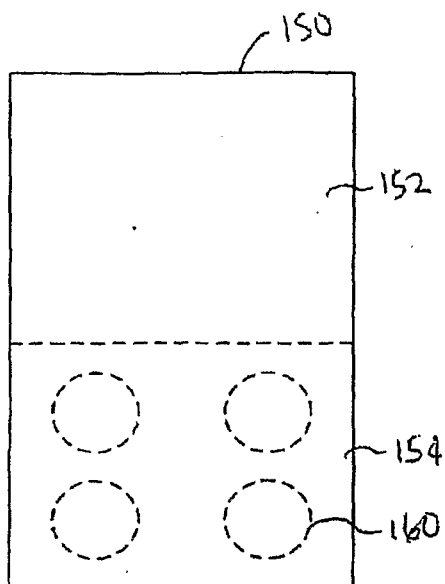


FIG. 5

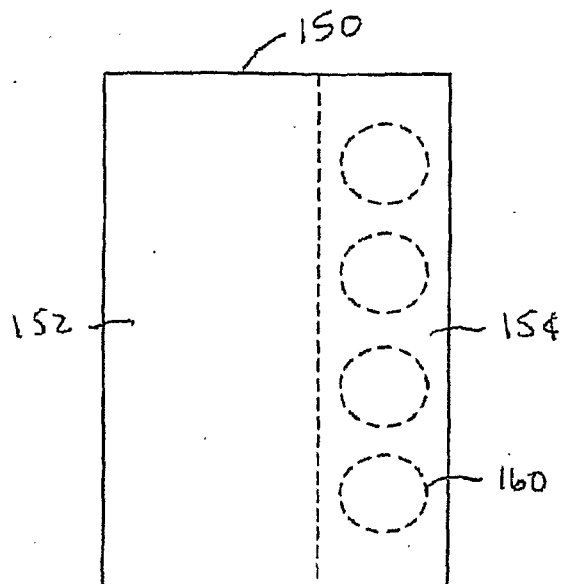


FIG. 6

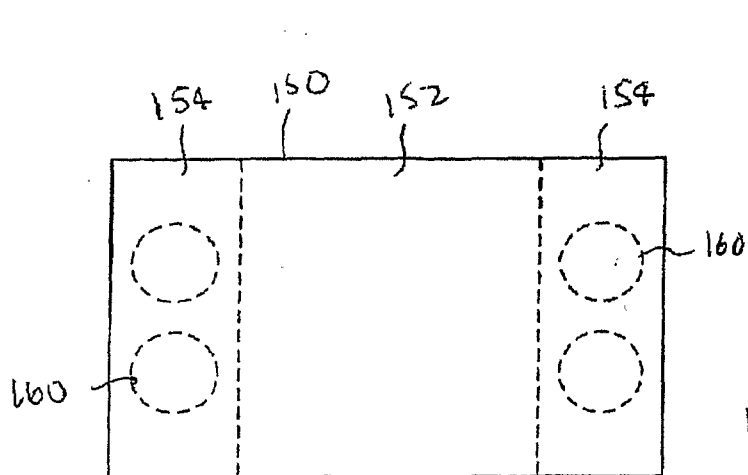


FIG. 7

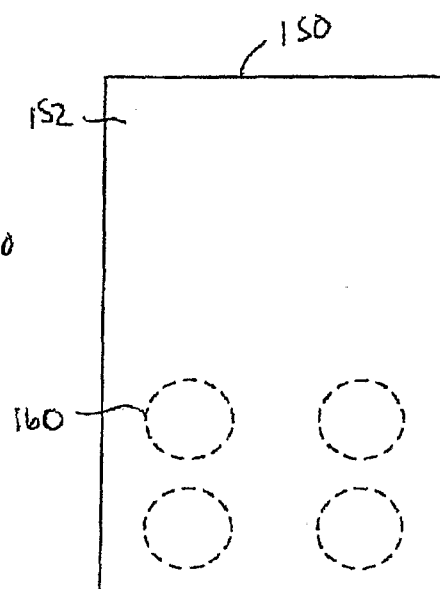
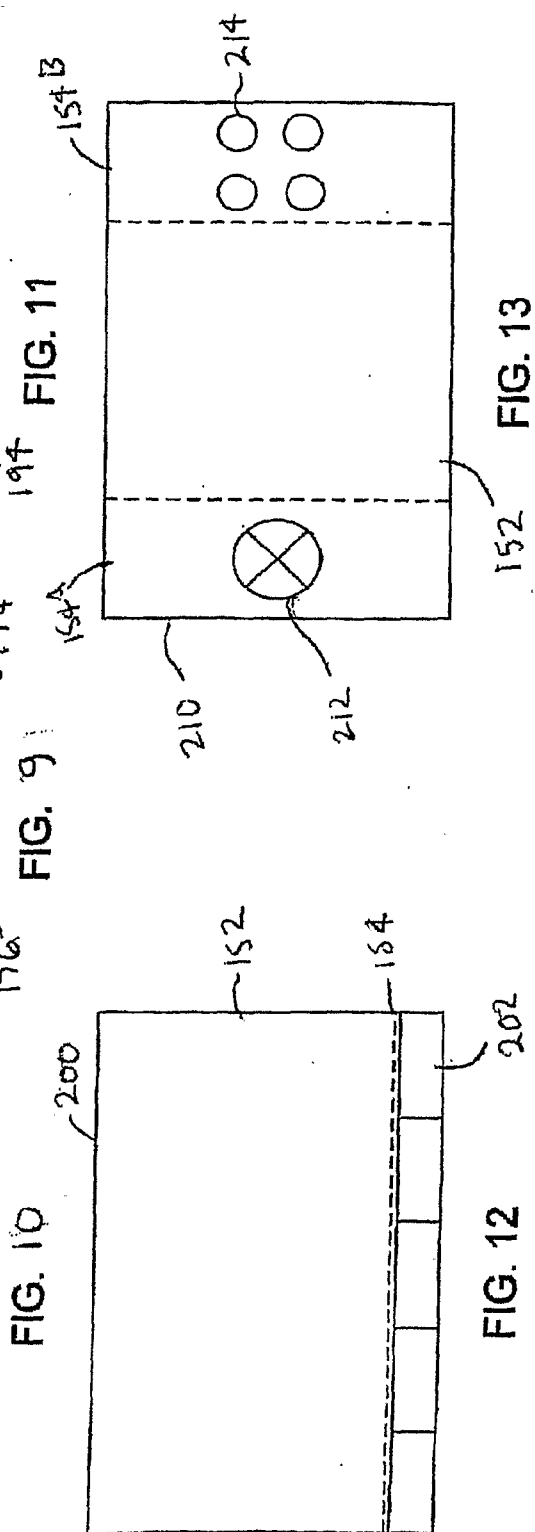
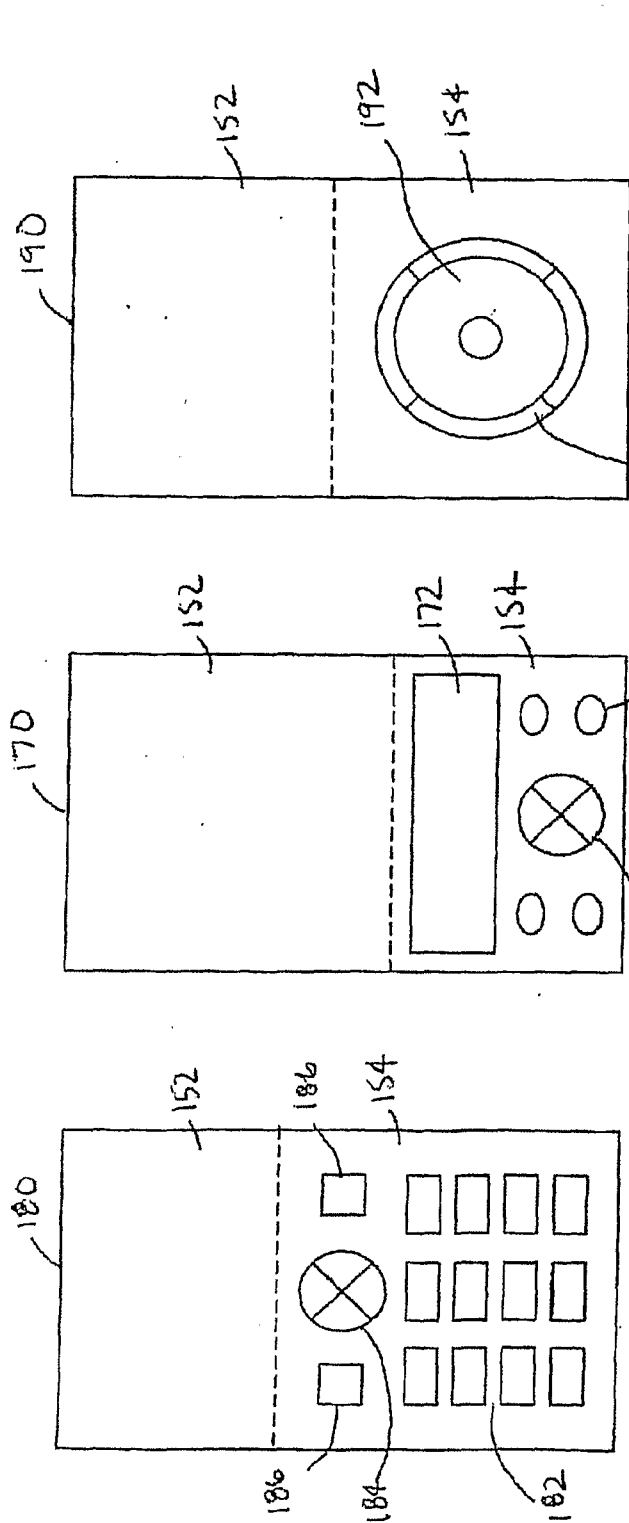


FIG. 8

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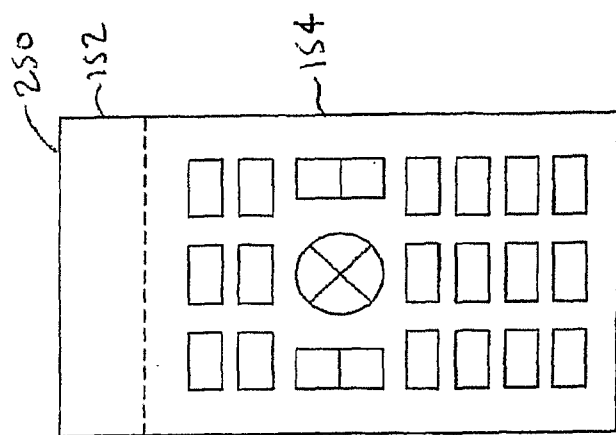


FIG. 17

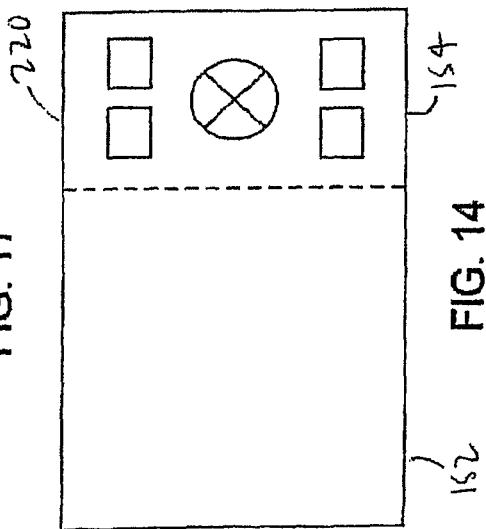


FIG. 14

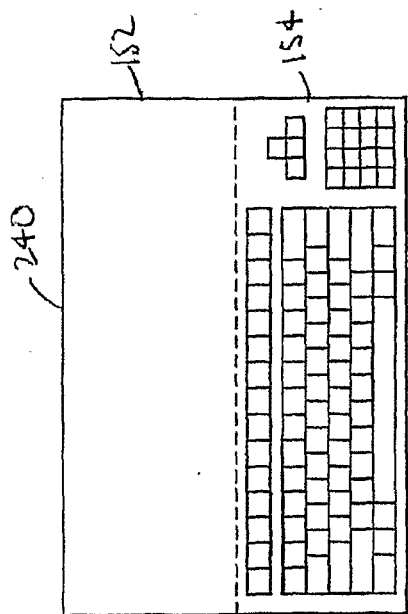


FIG. 16

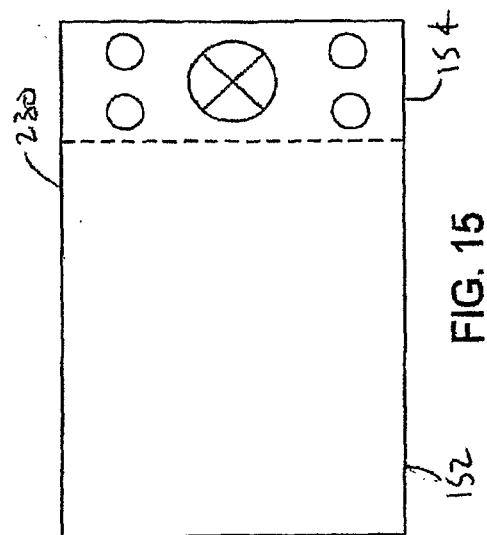


FIG. 15

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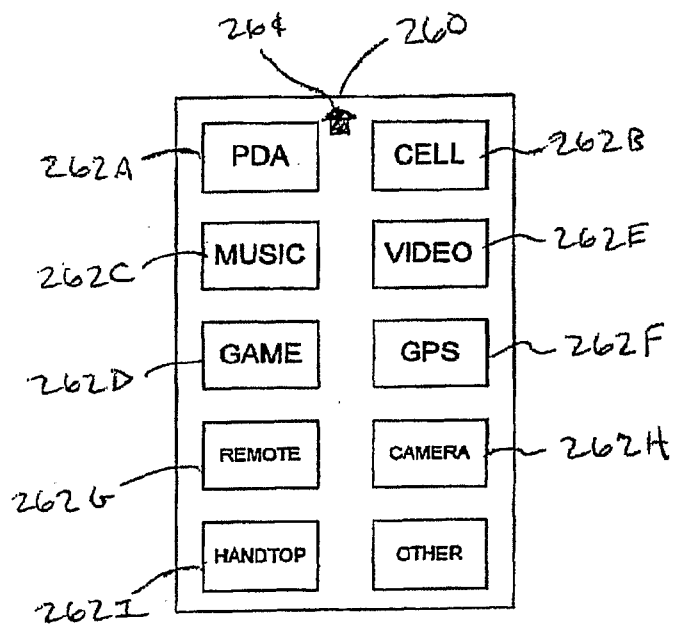


FIG. 18

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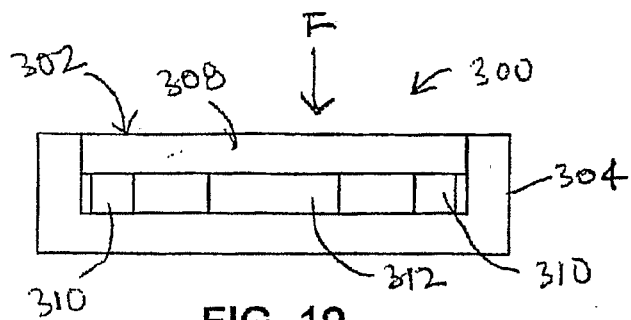


FIG. 19

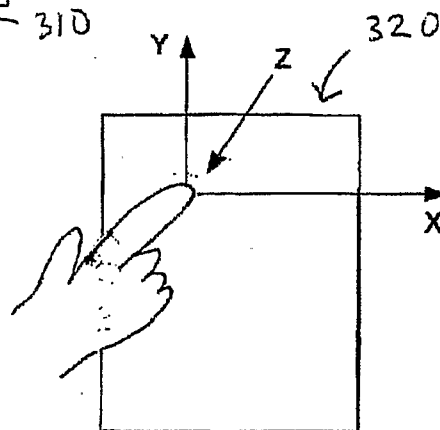


FIG. 20

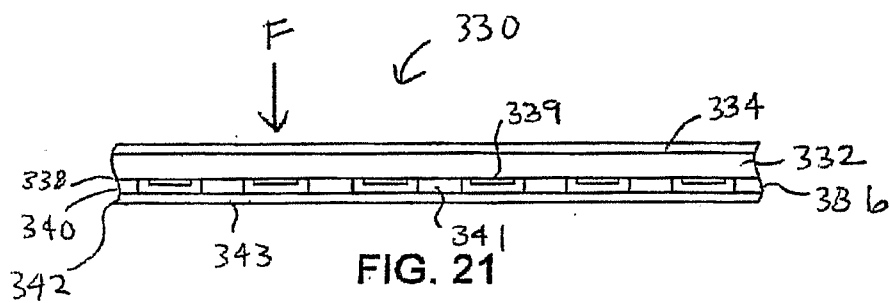


FIG. 21

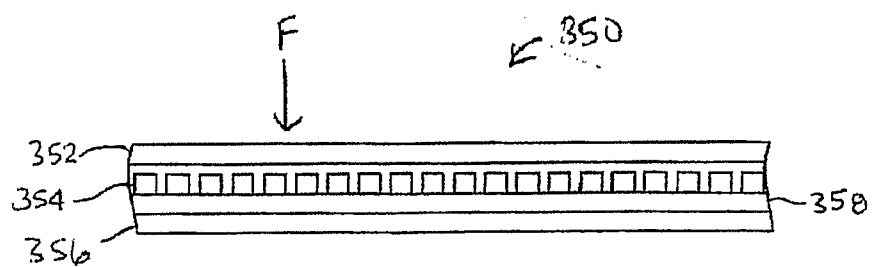
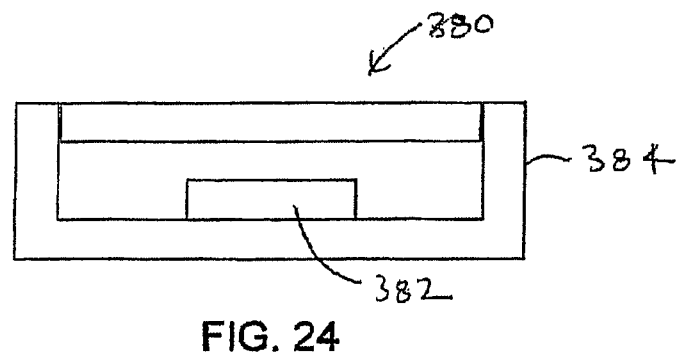
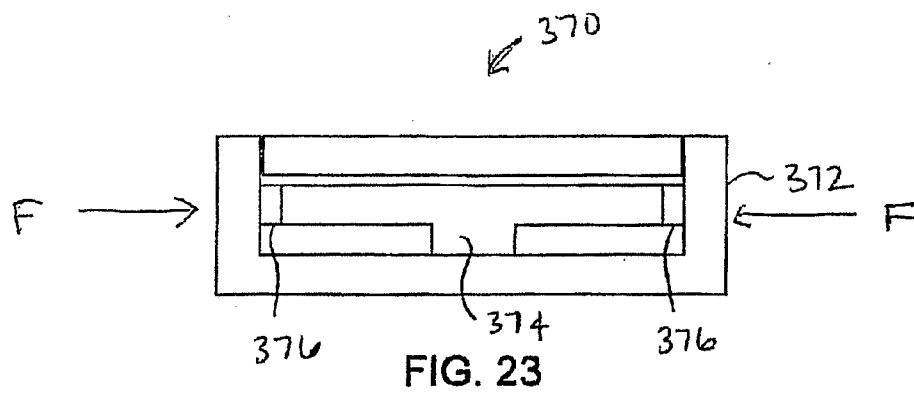


FIG. 22

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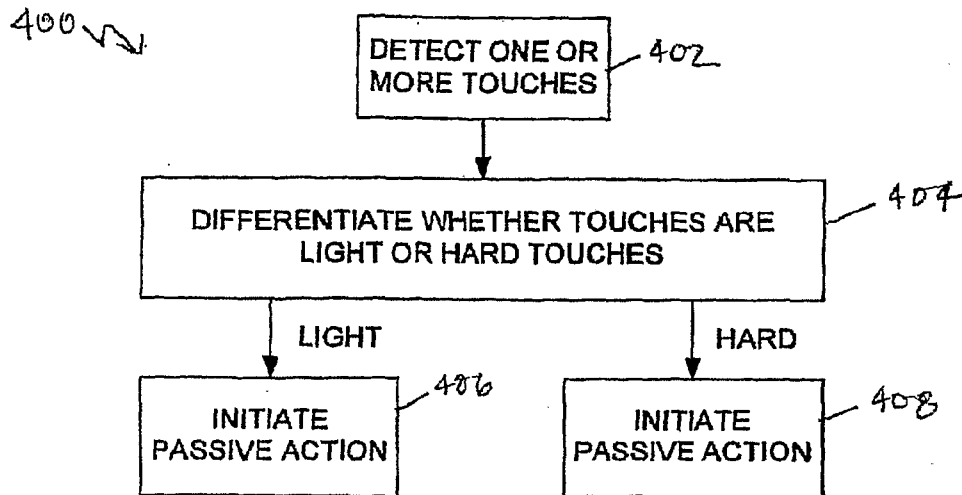


FIG. 25

↙ 500

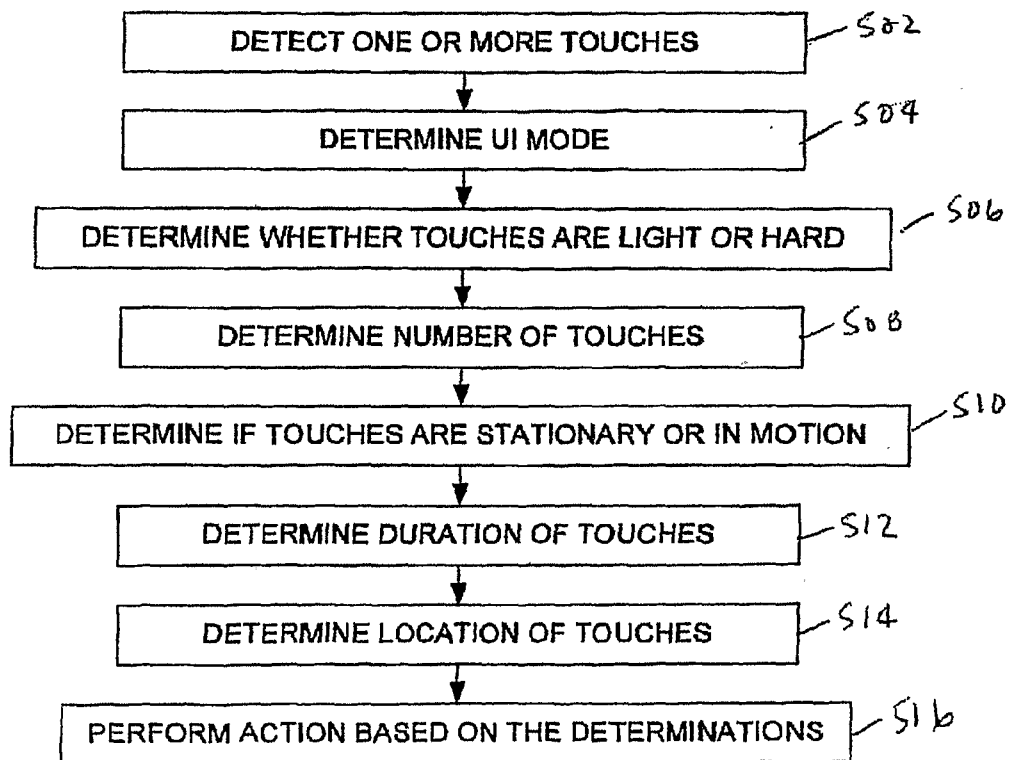


FIG. 26

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#	UI Mode	Light Touch or Tactile Click	# Fingers used	Movement during touch or click	Duration	Touchdown location (virtual button?)	Proposed Behavior	Feedback
Basic list navigation								
List Nav.		light	1	none	any	anywhere	On touch-down, do nothing. On lift-off, highlight item (if any) under touch	highlight item touched
List Nav.		click	1	NONE	short	virtual button / list item	On touch-down, do nothing. On click-down highlight item under touch (if any). On un-click, execute the item clicked	animate screen sliding RIGHT to expose new screen
List Nav.		click	1	NONE	short	PLAY / PAUSE virtual button	On touch-down, do nothing. On click-down highlight Play/Pause icon. On un-click, PLAY/PAUSE	Change PLAY/PAUSE icon
List Nav.		click	1	NONE	LONG	virtual button	On touch-down, do nothing. On click-down highlight item under touch (if any). After delay, bring-up context sensitive menu.	Context sensitive menu pop-up
List Nav.		light or click	1	UP/DOWN	any	anywhere	On touch-down, do nothing. Scroll list UP/DOWN depending on UP/DOWN distance moved, use inertia & brakes, disregard LEFT/RIGHT motion during gesture. If highlighted item slides off visible screen, change highlighted item to one that is visible.	list scrolling UP/DOWN, first few letters enlarged
List Nav.		light or click	1	LEFT	any	anywhere	On touch-down, do nothing. On left motion, open highlighted folder or execute highlighted item (like legacy SELECT button)	animate screen sliding LEFT
List Nav.		light or click	1	RIGHT	any	anywhere	On touch-down, do nothing. On right motion, go back out a folder (like legacy MENU function)	animate screen sliding RIGHT

FIG. 27A

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#	UI Mode	Light Touch or Tactile Click	# Fingers used	Movement during touch or click	Duration	Touchdown location (virtual button?)	Proposed Behavior	Feedback
2D photo thumbnail preview / navigation								
	photo preview	light	1	none	any	anywhere	On touch-down, do nothing. On lift-off, highlight item(if any) under touch	highlight item touched
	photo preview	click	1	NONE	short	virtual button / thumbnail	On touch-down, do nothing. On click-down highlight item under touch (if any). On un-click, execute the item clicked	animate screen sliding RIGHT to expose new screen
	photo preview	click	1	NONE	short	PLAY / PAUSE virtual button	On touch-down, do nothing. On click-down highlight Play/Pause icon. On un-click, PLAY/PAUSE	Change PLAY/PAUSE icon
	photo preview	click	1	NONE	LONG	virtual button	On touch-down, do nothing. On click-down highlight item under touch (if any). After delay, bring-up context sensitive menu.	Context sensitive menu pop-up
	photo preview	light or click	1	UP/DOWN	any	anywhere	On touch-down, do nothing. Scroll list of thumbnails UP/DOWN depending on UP/DOWN distance moved, use inertia & brakes, disregard LEFT/RIGHT motion during gesture. If highlighted item slides off visible screen, change highlighted item to one that is visible.	list of thumbnails scrolling UP/DOWN
	photo preview	light or click	1	LEFT	any	anywhere	On touch-down, do nothing. On left motion, open highlighted folder or execute highlighted item (like legacy SELECT button)	animate screen sliding LEFT
	photo preview	light or click	1	RIGHT	any	anywhere	On touch-down, do nothing. On right motion, go back out a folder (like legacy MENU function)	animate screen sliding RIGHT

Fig 27B

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#	UI Mode	Light Touch or Tactile Click	# Fingers used	Movement during touch or click	Duration	Touchdown location (virtual button?)	Proposed Behavior	Feedback
Now Playing	Now Playing	light	1	none	any	anywhere	do nothing	n/a
	Now Playing	click	1	NONE	any	anywhere	On touch-down, do nothing. On click-down PLAY / PAUSE.	change PLAY/PAUSE icon
	Now Playing	light	1	UP/DOWN	any	anywhere	do nothing	n/a
	Now Playing	light	1	LEFT	any	anywhere	do nothing	n/a
	Now Playing	light	1	RIGHT	any	anywhere	On touch-down, do nothing. On right motion, go back out a folder (like legacy MENU function)	animate screen sliding RIGHT
	Now Playing	click	1	UP/DOWN	any	anywhere	On touch-down & click-down, do nothing. On UP/DOWN motion detect, increase/decrease volume and disregard LEFT/RIGHT motion	Volume slider moves UP/DOWN
	Now Playing	click	1	LEFT	any	anywhere	On touch-down & click-down, do nothing. On left motion, go to next track (like legacy NEXT button)	animate screen sliding LEFT
	Now Playing	click	1	RIGHT	any	anywhere	On touch-down & click-down, do nothing. On right motion detect, go to prev. track (like legacy PREV button)	animate screen sliding RIGHT

FIG. 27C

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#	UI Mode	Light Touch or Tactile Click	# Fingers used	Movement during touch or click	Duration	Touchdown location (virtual button?)	Proposed Behavior	Feedback
Full-screen Item (Photo, map view, calendar day, single contact view, etc.)								
	Full-screen item	light	1	none	any	anywhere	do nothing	n/a
	Full-screen item	click	1	NONE	any	anywhere	On touch-down, do nothing. On click-down PLAY / PAUSE.	change PLAY/PAUSE icon
	Full-screen item	light	1	UP/DOWN	any	anywhere	do nothing	n/a
	Full-screen item	light	1	LEFT	any	anywhere	do nothing	n/a
	Full-screen item	light	1	RIGHT	any	anywhere	On touch-down, do nothing. On right motion, go back out a folder (like legacy MENU function)	animate screen sliding RIGHT
	Full-screen item	click	1	UP/DOWN	any	anywhere	On touch-down & click-down, do nothing. On UP/DOWN motion detect, increase/decrease volume and disregard LEFT/RIGHT motion	Volume slider moves UP/DOWN
	Full-screen item	click	1	LEFT	any	anywhere	On touch-down & click-down, do nothing. On left motion, go to next item (like legacy NEXT button)	animate screen sliding LEFT
	Full-screen item	click	1	RIGHT	any	anywhere	On touch-down & click-down, do nothing. On right motion detect, go to prev. item (like legacy PREV button)	animate screen sliding RIGHT

FIG. 27D

#	UI Mode	Light Touch or Tactile Click	# Fingers used	Movement during touch or click	Duration	Touchdown location (virtual button?)	Proposed Behavior	Feedback
Optional Multi-touch gestures on full-screen item								
	Full-screen item	light or click	2 or more	Up, down, right, left	any	anywhere	translate image according to total incremental centroid translation of contacts, scale (zoom) image according to total incremental spread (radius of gyration) of contacts, rotate image according to incremental rotation of contacts	image translation, scaling and rotation

FIG. 27E

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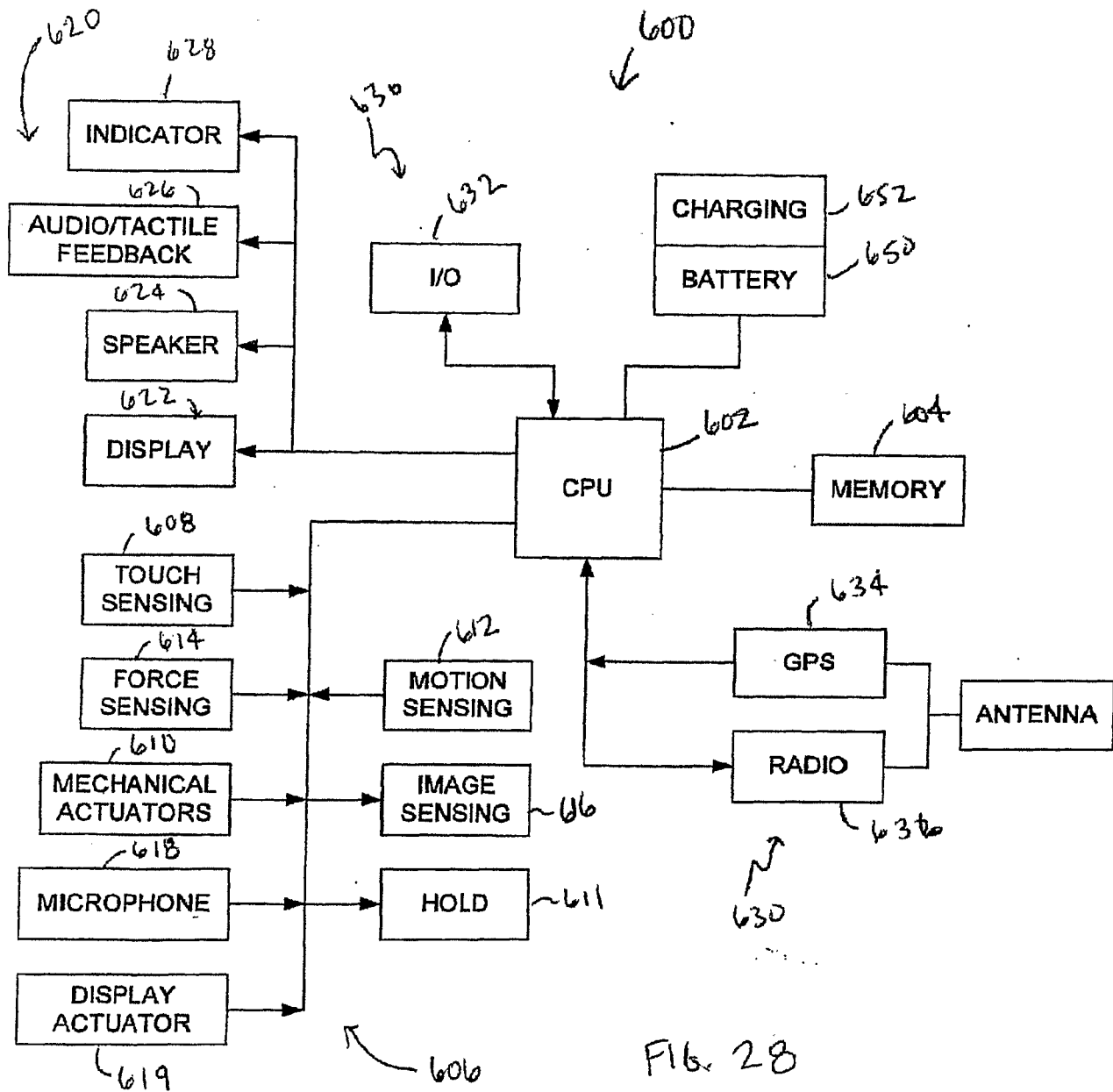


FIG. 28