

[0045] FIG. 22 is a diagram of a GUI operational method, in accordance with one embodiment of the present invention.

[0046] FIGS. 23A-23D illustrate an inertia sequence, in accordance with one embodiment of the present invention.

[0047] FIG. 24 is a diagram of a GUI operational method, in accordance with one embodiment of the present invention.

[0048] FIGS. 25A-25D illustrates a keyboard sequence, in accordance with one embodiment of the present invention.

[0049] FIG. 26 is a diagram of a GUI operational method, in accordance with one embodiment of the present invention.

[0050] FIGS. 27A-27D illustrates a scroll wheel sequence, in accordance with one embodiment of the present invention.

[0051] FIG. 28 is user interface method, in accordance with one embodiment of the present invention.

[0052] FIGS. 29A-29D illustrate a transition effect, in accordance with one embodiment of the present invention.

[0053] FIGS. 30A-30D illustrate a transition effect, in accordance with another embodiment of the present invention.

[0054] FIGS. 31A-31D illustrate a transition effect, in accordance with another embodiment of the present invention.

[0055] FIG. 32 is a determination method, in accordance with one embodiment of the present invention.

[0056] FIG. 33 is a user interface method, in accordance with one embodiment of the present invention.

[0057] FIG. 34A-34F illustrates a sequence associated with the method shown in FIG. 33, in accordance with one embodiment of the present invention.

[0058] FIG. 35A-35F illustrates a sequence associated with the method shown in FIG. 33, in accordance with one embodiment of the present invention.

[0059] FIGS. 36A-36C illustrate a user interface sequence, in accordance with one embodiment of the present invention.

[0060] FIG. 37 is a user interface method, in accordance with one embodiment of the present invention FIGS. 38A-38J illustrate a user interface sequence, in accordance with one embodiment of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0061] The invention pertains to gestures and methods of implementing gestures with touch sensitive devices. Examples of touch sensitive devices include touch screens and touch pads. The invention also pertains to user interfaces and methods of implementing user interfaces with displays. One aspect of the invention relates to determining a user interface mode based on one or more conditions. Another aspect of the invention relates to activating one or more GUI

elements based on the user interface mode (e.g., displaying a GUI element). Another aspect of the invention relates to a virtual scroll wheel.

[0062] These and other aspects of the invention are discussed below with reference to FIGS. 1-38J. However, those skilled in the art will readily appreciate that the detailed description given herein with respect to these figures is for explanatory purposes as the invention extends beyond these limited embodiments.

[0063] FIG. 1 is a block diagram of an exemplary computer system 50, in accordance with one embodiment of the present invention. The computer system 50 may correspond to a personal computer system, such as a desktops, laptops, tablets or handheld computer. The computer system may also correspond to a computing device, such as a cell phone, PDA, dedicated media player, consumer electronic device, and the like.

[0064] The exemplary computer system 50 shown in FIG. 1 includes a processor 56 configured to execute instructions and to carry out operations associated with the computer system 50. For example, using instructions retrieved for example from memory, the processor 56 may control the reception and manipulation of input and output data between components of the computing system 50. The processor 56 can be implemented on a single-chip, multiple chips or multiple electrical components. For example, various architectures can be used for the processor 56, including dedicated or embedded processor, single purpose processor, controller, ASIC, and so forth.

[0065] In most cases, the processor 56 together with an operating system operates to execute computer code and produce and use data. Operating systems are generally well known and will not be described in greater detail. By way of example, the operating system may correspond to OS/2, DOS, Unix, Linux, Palm OS, and the like. The operating system can also be a special purpose operating system, such as may be used for limited purpose appliance-type computing devices. The operating system, other computer code and data may reside within a memory block 58 that is operatively coupled to the processor 56. Memory block 58 generally provides a place to store computer code and data that are used by the computer system 50. By way of example, the memory block 58 may include Read-Only Memory (ROM), Random-Access Memory (RAM), hard disk drive and/or the like. The information could also reside on a removable storage medium and loaded or installed onto the computer system 50 when needed. Removable storage mediums include, for example, CD-ROM, PC-CARD, memory card, floppy disk, magnetic tape, and a network component.

[0066] The computer system 50 also includes a display device 68 that is operatively coupled to the processor 56. The display device 68 may be a liquid crystal display (LCD) (e.g., active matrix, passive matrix and the like). Alternatively, the display device 68 may be a monitor such as a monochrome display, color graphics adapter (CGA) display, enhanced graphics adapter (EGA) display, variable-graphics-array (VGA) display, super VGA display, cathode ray tube (CRT), and the like. The display device may also correspond to a plasma display or a display implemented with electronic inks.

[0067] The display device 68 is generally configured to display a graphical user interface (GUI) 69 that provides an