#	UI Mode	Light Touch or Tactile Click	# Fingers used	Movement during touch or click	Duration	Touchdown location (virtual button?)	Proposed Behavior	Feedback
2D photo thumnail 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