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(54) **Title:** SELECTING OF TEXT USING GESTURES

(57) **Abstract:** In accordance with some embodiments, a computer-implemented text selection method is performed using an electronic device having a touch-sensitive display. The method can include displaying text on the touch screen display; detecting a text selection initiation gesture with the touch screen display; and in response to the text selection initiation gesture, inserting a text selection area bounded by a first endpoint located in the text at a first location and a second endpoint in the text at a second location. First and second endpoints can be moved by performing further gestures on the touch-sensitive display. Furthermore, word processing functions can be performed on the on the text located in the text selection area.

SELECTING OF TEXT USING GESTURES

Field of the Invention

[0001] The disclosed embodiments relate generally to selecting text
5 displayed on a display screen, and more particularly, to selecting text using gestures
on a multi-touch sensitive display screen.

Background of the Invention

[0002] As portable electronic devices become more compact, and the
number of functions performed by a given device increase, it has become a
10 significant challenge to design a user interface that allows users to easily interact
with a multifunction device. This challenge is particularly significant for handheld
portable devices, which have much smaller screens than desktop or laptop
computers. This situation is unfortunate because the user interface is the gateway
through which users receive not only content but also responses to user actions or
15 behaviors, including user attempts to access a device's features, tools, and functions.
Some portable communication devices (e.g., mobile telephones, sometimes called
mobile phones, cell phones, cellular telephones, and the like) have resorted to adding
more pushbuttons, increasing the density of push buttons, overloading the functions
of pushbuttons, or using complex menu systems to allow a user to access, store and
20 manipulate data. These conventional user interfaces often result in complicated key
sequences and menu hierarchies that must be memorized by the user.

[0003] Many conventional user interfaces, such as those that include
physical pushbuttons, are also inflexible. This is unfortunate because it can prevent
a user interface from being configured and/or adapted by either an application
25 running on the portable device or by users. When coupled with the time consuming
requirement to memorize multiple key sequences and menu hierarchies, and the
difficulty in activating a desired pushbutton, such inflexibility is frustrating to most
users.

[0004] Most portable electronic devices include applications that use text entry. Such applications can include instant messaging applications, email applications, and word processing applications, as well as other applications with text input. Because the screens on portable electronic devices are relatively small, the text and corresponding text entry tools are relatively small as well. Typically, selecting text displayed in on the device has not been available or has been very cumbersome. To date, portable electronic devices have not provided an easy, efficient way to position a text selection area in text displayed on a portable electronic device.

10 [0005] Accordingly, there is a need for portable multifunction devices with more intuitive user interfaces for positioning a text selection area in text and modifying endpoints of the text selection area that are easy to use, configure, and/or adapt. Such interfaces increase the effectiveness, efficiency and user satisfaction with portable multifunction devices.

15 **Summary of the Invention**

[0006] The above deficiencies and other problems associated with user interfaces for portable devices can be reduced or eliminated by the disclosed portable multifunction device. In some embodiments, the device can have a touch-sensitive display (also known as a "touch screen") with a graphical user interface (GUI), one or more processors, memory and one or more modules, programs or sets of instructions stored in the memory for performing multiple functions. In some embodiments, the user can interact with the GUI primarily through finger contacts and gestures on the touch-sensitive display. In some embodiments, the functions can include telephoning, video conferencing, e-mailing, instant messaging, blogging, digital photographing, digital videoing, web browsing, digital music playing, and/or digital video playing. Instructions for performing these functions can be included in a computer program product configured for execution by one or more processors.

[0007] In accordance with some embodiments, a computer-implemented text selection method is performed using an electronic device having a touch-sensitive display. The method can include displaying text on the touch screen display; detecting a text selection initiation gesture with the touch screen display; and in

response to the text selection initiation gesture, inserting a text selection area bounded by a first endpoint located in the text at a first location and a second endpoint in the text at a second location. Word processing function can be performed on the on the text located in the text selection area.

5

Brief Description of the Drawings

[0008] For a better understanding of the aforementioned embodiments of the invention as well as additional embodiments thereof, reference should be made to the Detailed Description of the Embodiments below, in conjunction with the following drawings in which like reference numerals refer to corresponding parts
10 throughout the figures.

[0009] Figure 1 is a block diagram illustrating a portable multifunction device with a touch-sensitive display in accordance with some embodiments.

[0010] Figure 2 illustrates a portable multifunction device having a touch screen in accordance with some embodiments.

15 [0011] Figure 3 illustrates an exemplary user interface for inserting a text selection area in accordance with some embodiments.

[0012] Figure 4 illustrates an exemplary user interface the device of Figure 3 having a ghost handle in accordance with some embodiments.

20 [0013] Figure 5 is a flow diagram illustrating an exemplary process for selecting text using gestures in accordance with some embodiments.

[0014] Figures 6a and 6b illustrate an exemplary text selection initiation gesture in accordance with some embodiments.

[0015] Figures 7a and 7b illustrate another exemplary text selection initiation gesture in accordance with some embodiments.

25 [0016] Figures 8a and 8b illustrate a further exemplary text selection initiation gesture in accordance with some embodiments.

[0017] Figures 9a and 9b illustrate yet another exemplary text selection initiation gesture in accordance with some embodiments.

[0018] Figures 10a and 10b illustrate an exemplary initiation of text selection using a text selection icon in accordance with some embodiments.

[0019] Figures 11a and 11b illustrate an exemplary procedure for changing the location of endpoints of a text selection area in accordance with some
5 embodiments.

[0020] Figures 12a and 12b illustrate another exemplary procedure for changing the location of endpoints of a text selection area in accordance with some embodiments.

[0021] Figures 13a and 13b illustrate a further exemplary procedure for
10 changing the location of endpoints of a text selection area in accordance with some embodiments.

Detailed Description of the Preferred Embodiments

[0022] Reference will now be made in detail to embodiments, examples of which are illustrated in the accompanying drawings. In the following detailed
15 description, numerous specific details are set forth in order to provide a thorough understanding of the present invention. However, it will be apparent to one of ordinary skill in the art that the present invention can be practiced without these specific details. In other instances, well-known methods, procedures, components, circuits, and networks have not been described in detail so as not to unnecessarily
20 obscure aspects of the embodiments.

[0023] It will also be understood that, although the terms first, second, etc. can be used herein to describe various elements, these elements should not be limited by these terms. These terms are only used to distinguish one element from another. For example, a first gesture could be termed a second gesture, and,
25 similarly, a second gesture could be termed a first gesture, without departing from the scope of the present invention.

[0024] The terminology used in the description of the invention herein is for the purpose of describing particular embodiments only and is not intended to be limiting of the invention. As used in the description of the invention and the
30 appended claims, the singular forms "a", "an" and "the" are intended to include the

plural forms as well, unless the context clearly indicates otherwise. It will also be understood that the term "and/or" as used herein refers to and encompasses any and all possible combinations of one or more of the associated listed items. It will be further understood that the terms "comprises" and/or "comprising," when used in this specification, specify the presence of stated features, integers, steps, operations, elements, and/or components, but do not preclude the presence or addition of one or more other features, integers, steps, operations, elements, components, and/or groups thereof.

[0025] Embodiments of a portable multifunction device, user interfaces for such devices, and associated processes for using such devices are described. In some embodiments, the device is a portable communications device such as a mobile telephone that also contains other functions, such as PDA and/or music player functions.

[0026] For simplicity, in the discussion that follows, a portable multifunction device that includes a touch screen is used as an exemplary embodiment. It should be understood, however, that some of the user interfaces and associated processes can be applied to other devices, such as personal computers and laptop computers, which can include one or more other physical user-interface devices, such as a physical click wheel, a physical keyboard, a mouse and/or a joystick.

[0027] The device can support a variety of applications, such as a telephone application, a video conferencing application, an e-mail application, an instant messaging application, a blogging application, a digital camera application, a digital video camera application, a web browsing application, a digital music player application, and/or a digital video player application.

[0028] The various applications that can be executed on the device can use at least one common physical user-interface device, such as a touch screen. One or more functions of the touch screen, as well as corresponding information displayed on the device, can be adjusted and/or varied from one application to the next and/or within a respective application. In this way, a common physical architecture (such as the touch screen) of the device can support a variety of applications with user interfaces that can be intuitive and transparent.

[0029] The user interfaces can include one or more soft keyboard embodiments. The soft keyboard embodiments can include standard (QWERTY) and/or non-standard configurations of symbols on the displayed icons of the keyboard, such as those described in U.S. Patent Applications No. 11/459,606, 5 "Keyboards For Portable Electronic Devices," filed July 24, 2006, and No. 11/459,615, "Touch Screen Keyboards For Portable Electronic Devices," filed July 24, 2006, the contents of which are hereby incorporated by reference. The keyboard embodiments can include a reduced number of icons (or soft keys) relative to the number of keys in existing physical keyboards, such as that for a typewriter. This 10 can make it easier for users to select one or more icons in the keyboard, and thus, one or more corresponding symbols. The keyboard embodiments can be adaptive. For example, displayed icons can be modified in accordance with user actions, such as selecting one or more icons and/or one or more corresponding symbols. One or more applications on the portable device can utilize common and/or different 15 keyboard embodiments. Thus, the keyboard embodiment used can be tailored to at least some of the applications. In some embodiments, one or more keyboard embodiments can be tailored to a respective user. For example, one or more keyboard embodiments can be tailored to a respective user based on a word usage history (lexicography, slang, individual usage) of the respective user. Some of the 20 keyboard embodiments can be adjusted to reduce a probability of a user error when selecting one or more icons, and thus one or more symbols, when using the soft keyboard embodiments.

[0030] Attention is now directed towards embodiments of the device. Figure 1 is a block diagram illustrating portable multifunction device 100 with touch-sensitive display 112 in accordance with some embodiments. Touch-sensitive display 112 is sometimes referred to as a "touch screen" for convenience, and can also be known or referred to as a touch-sensitive display system. Device 100 can include memory 102 (which can include one or more computer readable storage mediums), memory controller 122, one or more processing units (CPU's) 120, 25 peripherals interface 118, RF circuitry 108, audio circuitry 110, speaker 111, 30 microphone 113, input/output (I/O) subsystem 106, other input or control devices 116, and external port 124. Device 100 can include one or more optical sensors 164.

These components can communicate over one or more communication buses or signal lines 103.

[0031] It should be appreciated that device 100 is only one example of a portable multifunction device 100, and that device 100 can have more or fewer
5 components than shown, can combine two or more components, or a can have a different configuration or arrangement of the components. The various components shown in Figure 1 can be implemented in hardware, software or a combination of both hardware and software, including one or more signal processing and/or application specific integrated circuits.

10 [0032] Memory 102 can include high-speed random access memory and can also include non-volatile memory, such as one or more magnetic disk storage devices, flash memory devices, or other non-volatile solid-state memory devices. Access to memory 102 by other components of device 100, such as CPU 120 and the peripherals interface 118, can be controlled by memory controller 122.

15 [0033] Peripherals interface 118 can couple input and output peripherals of device 100 to CPU 120 and memory 102. One or more processors 120 can run or execute various software programs and/or sets of instructions stored in memory 102 to perform various functions for device 100 and to process data.

[0034] In some embodiments, peripherals interface 118, the CPU 120, and
20 the memory controller 122 can be implemented on a single chip, such as a chip 104. In some other embodiments, they can be implemented on separate chips.

[0035] RF (radio frequency) circuitry 108 can receive and send RF signals, also called electromagnetic signals. RF circuitry 108 can convert electrical signals to/from electromagnetic signals and communicates with communications networks
25 and other communications devices via the electromagnetic signals. RF circuitry 108 can include well-known circuitry for performing these functions, including but not limited to an antenna system, a RF transceiver, one or more amplifiers, a tuner, one or more oscillators, a digital signal processor, a CODEC chipset, a subscriber identity module (SIM) card, memory, and so forth. RF circuitry 108 can
30 communicate with networks, such as the Internet, also referred to as the World Wide Web (WWW), an intranet and/or a wireless network, such as a cellular telephone

network, a wireless local area network (LAN) and/or a metropolitan area network (MAN), and other devices by wireless communication. The wireless communication can use any of a plurality of communications standards, protocols and technologies, including but not limited to Global System for Mobile Communications (GSM), Enhanced Data GSM Environment (EDGE), high-speed downlink packet access (HSDPA), wideband code division multiple access (W-CDMA), code division multiple access (CDMA), time division multiple access (TDMA), Bluetooth, Wireless Fidelity (Wi-Fi) (e.g., IEEE 802.11a, IEEE 802.11b, IEEE 802.11g and/or IEEE 802.11n), voice over Internet Protocol (VoIP), Wi-MAX, a protocol for email (e.g., Internet message access protocol (IMAP) and/or post office protocol (POP)), instant messaging (e.g., extensible messaging and presence protocol (XMPP), Session Initiation Protocol for Instant Messaging and Presence Leveraging Extensions (SIMPLE), and/or Instant Messaging and Presence Service (IMPS)), and/or Short Message Service (SMS)), or any other suitable communication protocol, including communication protocols not yet developed as of the filing date of this document.

[0036] Audio circuitry 110, speaker 111, the microphone 113 can provide an audio interface between a user and device 100. Audio circuitry 110 can receive audio data from peripherals interface 118, convert the audio data to an electrical signal, and transmit the electrical signal to speaker 111. Speaker 111 can convert the electrical signal to human-audible sound waves. Audio circuitry 110 can also receive electrical signals converted by microphone 113 from sound waves. Audio circuitry 110 can convert the electrical signal to audio data and transmit the audio data to the peripherals interface 118 for processing. Audio data can be retrieved from and/or transmitted to memory 102 and/or RF circuitry 108 by peripherals interface 118. In some embodiments, audio circuitry 110 can also include a headset jack (e.g. 212, Figure 2). The headset jack can provide an interface between audio circuitry 110 and removable audio input/output peripherals, such as output-only headphones or a headset with both output (e.g., a headphone for one or both ears) and input (e.g., a microphone).

[0037] I/O subsystem 106 can couple input/output peripherals on device 100, such as touch screen 112 and other input/control devices 116, to the peripherals

interface 118. The I/O subsystem 106 can include a display controller 156 and one or more input controllers 160 for other input or control devices. One or more input controllers 160 can receive/send electrical signals from/to other input or control devices 116. Other input/control devices 116 can include physical buttons (e.g.,
5 push buttons, rocker buttons, etc.), dials, slider switches, joysticks, click wheels, and so forth. In some alternate embodiments, input controller(s) 160 can be coupled to any (or none) of the following: a keyboard, infrared port, USB port, and a pointer device such as a mouse. One or more buttons (e.g., 208, Figure 2) can include an up/down button for volume control of speaker 111 and/or microphone 113. One or
10 more buttons can include push button (e.g., 206, Figure 2). A quick press of the push button can disengage a lock of touch screen 112 or begin a process that uses gestures on the touch screen to unlock the device, as described in U.S. Patent Application No. 11/322,549, "Unlocking a Device by Performing Gestures on an Unlock Image," filed December 23, 2005, which is hereby incorporated by
15 reference. A longer press of the push button (e.g., 206) can turn power to the device 100 on or off. The user can be able to customize a functionality of one or more of the buttons. The touch screen 112 is used to implement virtual or soft buttons and one or more soft keyboards.

[0038] Touch-sensitive touch screen 112 can provide an input interface and
20 an output interface between the device and a user. Display controller 156 can receive and/or send electrical signals from/to touch screen 112. Touch screen 112 can display visual output to the user. The visual output can include graphics, text, icons, video, and any combination thereof (collectively termed "graphics"). In some embodiments, some or all of the visual output can correspond to user-interface
25 objects, further details of which are described below.

[0039] Touch screen 112 can have a touch-sensitive surface, sensor or set of sensors that accepts input from the user based on haptic and/or tactile contact. Touch screen 112 and display controller 156 (along with any associated modules and/or sets of instructions in memory 102) can detect contact (and any movement or
30 breaking of the contact) on touch screen 112 and can convert the detected contact into interaction with user-interface objects (e.g., one or more soft keys, icons, web pages or images) that are displayed on touch screen 112. In an exemplary

embodiment, a point of contact between touch screen 112 and the user corresponds to a finger of the user.

[0040] Touch screen 112 can use LCD (liquid crystal display) technology, or LPD (light emitting polymer display) technology, although other display technologies can be used in other embodiments. Touch screen 112 and display controller 156 can detect contact and any movement or breaking thereof using any of a plurality of touch sensing technologies now known or later developed, including but not limited to capacitive, resistive, infrared, and surface acoustic wave technologies, as well as other proximity sensor arrays or other elements for determining one or more points of contact with touch screen 112.

[0041] A touch-sensitive display in some embodiments of touch screen 112 can be analogous to the multi-touch sensitive tablets described in the following U.S. Patents: 6,323,846 (Westerman et al.), 6,570,557 (Westerman et al.), and/or 6,677,932 (Westerman), and/or U.S. Patent Publication 2002/0015024A1, each of which is hereby incorporated by reference. However, touch screen 112 can display visual output from the portable device 100, whereas touch sensitive tablets do not provide visual output.

[0042] A touch-sensitive display in some embodiments of touch screen 112 can be as described in the following applications: (1) U.S. Patent Application No. 11/381,313, "Multipoint Touch Surface Controller," filed May 2, 2006; (2) U.S. Patent Application No. 10/840,862, "Multipoint Touchscreen," filed May 6, 2004; (3) U.S. Patent Application No. 10/903,964, "Gestures For Touch Sensitive Input Devices," filed July 30, 2004; (4) U.S. Patent Application No. 11/048,264, "Gestures For Touch Sensitive Input Devices," filed January 31, 2005; (5) U.S. Patent Application No. 11/038,590, "Mode-Based Graphical User Interfaces For Touch Sensitive Input Devices," filed January 18, 2005; (6) U.S. Patent Application No. 11/228,758, "Virtual Input Device Placement On A Touch Screen User Interface," filed September 16, 2005; (7) U.S. Patent Application No. 11/228,700, "Operation Of A Computer With A Touch Screen Interface," filed September 16, 2005; (8) U.S. Patent Application No. 11/228,737, "Activating Virtual Keys Of A Touch-Screen Virtual Keyboard," filed September 16, 2005; and (9) U.S. Patent

Application No. 11/367,749, "Multi-Functional Hand-Held Device," filed March 3, 2006. All of these applications are incorporated by reference herein.

[0043] Touch screen 112 can have a resolution in excess of 100 dpi. In an exemplary embodiment, touch screen 112 can have a resolution of approximately
5 160 dpi. The user can make contact with touch screen 112 using any suitable object or appendage, such as a stylus, a finger, and so forth. In some embodiments, the user interface is designed to work primarily with finger-based contacts and gestures, which can be much less precise than stylus-based input due to, typically, the larger area of contact of a finger on touch screen 112. In some embodiments, device 100
10 can translate the rough finger-based input into a precise pointer/cursor position or command for performing the actions desired by the user.

[0044] In some embodiments, in addition to the touch screen 112, device 100 can include a touchpad (not shown) for activating or deactivating particular functions. In some embodiments, the touchpad can be a touch-sensitive area of the
15 device that, unlike the touch screen, does not display visual output. The touchpad can be a touch-sensitive surface that is separate from touch screen 112 or an extension of the touch-sensitive surface formed by touch screen 112.

[0045] In some embodiments, device 100 can include a physical or virtual click wheel as an input control device 116. A user can navigate among and interact
20 with one or more graphical objects (henceforth referred to as icons) displayed in touch screen 112 by rotating the click wheel or by moving a point of contact with the click wheel (e.g., where the amount of movement of the point of contact is measured by its angular displacement with respect to a center point of the click wheel). The click wheel can also be used to select one or more of the displayed
25 icons. For example, the user can press down on at least a portion of the click wheel or an associated button. User commands and navigation commands provided by the user via the click wheel can be processed by input controller 160 as well as one or more of the modules and/or sets of instructions in memory 102. For a virtual click wheel, the click wheel and click wheel controller can be part of touch screen 112
30 and display controller 156, respectively. For a virtual click wheel, the click wheel can be either an opaque or semitransparent object that appears and disappears on the touch screen display in response to user interaction with the device. In some

embodiments, a virtual click wheel is displayed on the touch screen of a portable multifunction device and operated by user contact with the touch screen.

[0046] Device 100 can also include power system 162 for powering the various components. Power system 162 can include a power management system, one or more power sources (e.g., battery, alternating current (AC)), a recharging system, a power failure detection circuit, a power converter or inverter, a power status indicator (e.g., a light-emitting diode (LED)) and any other components associated with the generation, management and distribution of power in portable devices.

10 [0047] Device 100 can also include one or more optical sensors 164. Figure 1 shows optical sensor(s) 164 coupled to optical sensor controller 158 in I/O subsystem 106. Optical sensor(s) 164 can include charge-coupled device (CCD) or complementary metal-oxide semiconductor (CMOS) phototransistors. Optical sensor(s) 164 can receive light from the environment, projected through one or more lens, and convert the light to data representing an image. In conjunction with imaging module 143 (also called a camera module), optical sensor 164 can capture still images or video. In some embodiments, optical sensor can be located on the back of device 100, opposite touch screen display 112 on the front of the device, so that touch screen display 112 can be used as a viewfinder for either still and/or video image acquisition. In some embodiments, an optical sensor 164 can be located on the front of the device so that the user's image can be obtained for videoconferencing while the user views the other video conference participants on the touch screen display. In some embodiments, the position of the optical sensor 164 can be changed by the user (e.g., by rotating the lens and the sensor in the device housing) so that a single optical sensor 164 can be used along with touch screen display 112 for both video conferencing and still and/or video image acquisition.

[0048] Device 100 can also include one or more proximity sensors 166. Figure 1 shows proximity sensor 166 coupled to peripherals interface 118. Alternately, proximity sensor 166 can be coupled to input controller 160 in I/O subsystem 106. In some embodiments, proximity sensor 166 turns off and disables touch screen 112 when the multifunction device is placed near the user's ear (e.g.,

when the user is making a phone call). In some embodiments, proximity sensor 166 keeps touch screen 112 off when device 100 is in the user's pocket, purse, or other dark area to prevent unnecessary battery drainage when device 100 is a locked state.

[0049] Device 100 can also include one or more accelerometers 168. Figure 5 shows accelerometer 168 coupled to peripherals interface 118. Alternately, accelerometer 168 can be coupled to input controller 160 in I/O subsystem 106. The accelerometer 168 can perform as described in U.S. Patent Publication No. 20050190059, "Acceleration-based Theft Detection System for Portable Electronic Devices," and U.S. Patent Publication No. 20060017692, "Methods And Apparatuses For Operating A Portable Device Based On An Accelerometer," both of which are which are incorporated herein by reference. In some embodiments, information can be displayed on touch screen display 112 in a portrait view or a landscape view based on an analysis of data received from the one or more accelerometers.

[0050] In some embodiments, software components stored in memory 102 can include operating system 126, communication module (or set of instructions) 128, contact/motion module (or set of instructions) 130, graphics module (or set of instructions) 132, text input module (or set of instructions) 134, Global Positioning System (GPS) module (or set of instructions) 135, and applications (or set of instructions) 136.

[0051] Operating system 126 (e.g., Darwin, RTXC, LINUX, UNIX, OS X, WINDOWS, or an embedded operating system such as VxWorks) can include various software components and/or drivers for controlling and managing general system tasks (e.g., memory management, storage device control, power management, etc.) and can facilitate communication between various hardware and software components.

[0052] Communication module 128 can facilitate communication with other devices over one or more external ports 124 and can also include various software components for handling data received by RF circuitry 108 and/or external port 124. External port 124 (e.g., Universal Serial Bus (USB), FIREWIRE, etc.) can be adapted for coupling directly to other devices or indirectly over a network (e.g., the Internet, wireless LAN, etc.). In some embodiments, external port can be a multi-pin

(e.g., 30-pin) connector that is the same as, or similar to and/or compatible with the 30-pin connector used on iPod (trademark of Apple Computer, Inc.) devices.

[0053] Contact/motion module 130 can detect contact with touch screen 112 (in conjunction with display controller 156) and other touch sensitive devices (e.g., a touchpad or physical click wheel). Contact/motion module 130 can include various software components for performing various operations related to detection of contact, such as determining if contact has occurred, determining if there is movement of the contact and tracking the movement across touch screen 112, and determining if the contact has been broken (i.e., if the contact has ceased).
5
10 Determining movement of the point of contact can include determining speed (magnitude), velocity (magnitude and direction), and/or an acceleration (a change in magnitude and/or direction) of the point of contact. These operations can be applied to single contacts (e.g., one finger contacts) or to multiple simultaneous contacts (e.g., "multi-touch" multiple finger contacts). In some embodiments, contact/motion
15 module 130 and display controller 156 can also detect contact on a touchpad. In some embodiments, contact/motion module 130 and controller 160 can detect contact on a click wheel.

[0054] Graphics module 132 can include various known software components for rendering and displaying graphics on touch screen 112, including components for changing the intensity of graphics that are displayed. As used
20 herein, the term "graphics" includes any object that can be displayed to a user, including without limitation text, web pages, icons (such as user-interface objects including soft keys), digital images, videos, animations and the like. An animation in this context is a display of a sequence of images that gives the appearance of
25 movement, and informs the user of an action that has been performed (such as moving an email message to a folder). In this context, a respective animation that confirms an action by the user of the device typically takes a predefined, finite amount of time, such as an amount of time between 0.2 and 1.0 seconds, or between 0.5 and 2.0 seconds, depending on the context.

30 [0055] Text input module 134, which can be a component of graphics module 132, can provide soft keyboards for entering text in various applications

(e.g., contacts 137, e-mail 140, IM 141, blogging 142, browser 147, and any other application that needs text input).

[0056] GPS module 135 can determine the location of device 100 and can provide this information for use in various applications (e.g., to telephone 138 for use in location-based dialing, to camera 143 and/or blogger 142 as picture/video metadata, and to applications that provide location-based services such as weather widgets, local yellow page widgets, and map/navigation widgets).

[0057] Applications 136 can include the following modules (or sets of instructions), or a subset or superset thereof:

- 10 • contacts module 137 (sometimes called an address book or contact list);
- telephone module 138;
- video conferencing module 139;
- e-mail client module 140;
- instant messaging (IM) module 141;
- 15 • blogging module 142;
- camera module 143 for still and/or video images;
- image management module 144;
- video player module 145;
- music player module 146;
- 20 • browser module 147;
- calendar module 148;
- widget modules 149, which can include weather widget 149-1, stocks widget 149-2, calculator widget 149-3, alarm clock widget 149-4, dictionary widget 149-5, and other widgets obtained by the user, as well as user-created
- 25 widgets 149-6;
- widget creator module 150 for making user-created widgets 149-6;
- search module 151;

- video and music player module 152, which merges video player module 145 and music player module 146;
- notes module 153; and/or
- map module 154.

5 [0058] Examples of other applications 136 that can be stored in memory 102 include other word processing applications, JAVA-enabled applications, encryption, digital rights management, voice recognition, and voice replication.

[0059] Each of the above identified modules and applications can correspond to a set of instructions for performing one or more functions described above. These
10 modules (i.e., sets of instructions) need not be implemented as separate software programs, procedures or modules, and thus various subsets of these modules can be combined or otherwise re-arranged in various embodiments. For example, video player module 145 can be combined with music player module 146 into a single module (e.g., video and music player module 152, Figure IB). In some
15 embodiments, memory 102 can store a subset of the modules and data structures identified above. Furthermore, memory 102 can store additional modules and data structures not described above.

[0060] In some embodiments, device 100 can be a device where operation of a predefined set of functions on the device can be performed exclusively through
20 touch screen 112 and/or touchpad. By using touch screen and/or a touchpad as the primary input/control device for operation of device 100, the number of physical input/control devices (such as push buttons, dials, and the like) on device 100 can be reduced.

[0061] The predefined set of functions that can be performed exclusively
25 through a touch screen and/or a touchpad include navigation between user interfaces. In some embodiments, the touchpad, when touched by the user, can navigate device 100 to a main, home, or root menu from any user interface that can be displayed on device 100. In such embodiments, the touchpad can be referred to as a "menu button." In some other embodiments, the menu button can be a physical
30 push button or other physical input/control device instead of a touchpad.

[0062] Figure 2 illustrates a portable multifunction device 100 having touch screen 112 in accordance with some embodiments. Touch screen 112 can display one or more graphics within user interface (UI) 200. In this embodiment, as well as others described below, a user can select one or more of the graphics by making contact or touching the graphics, for example, with one or more fingers 202 (not drawn to scale in the figure). In some embodiments, selection of one or more graphics occurs when the user breaks contact with the one or more graphics. In some embodiments, the contact can include a gesture, such as one or more taps, one or more swipes (from left to right, right to left, upward and/or downward) and/or a rolling of a finger (from right to left, left to right, upward and/or downward) that has made contact with device 100. In some embodiments, inadvertent contact with a graphic can not select the graphic. For example, a swipe gesture that sweeps over an application icon can not select the corresponding application when the gesture corresponding to selection is a tap.

15 [0063] Device 100 can also include one or more physical buttons, such as "home" or menu button 204. As described previously, menu button 204 can be used to navigate to any application 136 in a set of applications that can be executed on device 100. Alternatively, in some embodiments, menu button 204 can be implemented as a soft key in a GUI in touch screen 112.

20 [0064] In one embodiment, device 100 can include a touch screen 112, a menu button 204, a push button 206 for powering the device on/off and locking device, volume adjustment button(s) 208, a Subscriber Identity Module (SIM) card slot 210, head set jack 212, and docking/charging external port 124. Push button 206 can be used to turn the power on/off on device 100 by depressing the button and holding the button in the depressed state for a predefined time interval; to lock the device by depressing the button and releasing the button before the predefined time interval has elapsed; and/or to unlock the device or initiate an unlock process. In an alternative embodiment, device 100 can also accept verbal input for activation or deactivation of some functions through microphone 113.

30 [0065] Attention is now directed towards methods and systems for selecting text using a multi-touch sensitive device, such as device 100. In general, device 100 can provide a user interface ("UI") that permits easy and quick selection of text

displayed on the UI. From time-to-time, description of devices and methods implementing text selection embodiments may be described in terms of being used in a text editing environment, such as when device 100 is running a word processing, email, note pad, instant message, or blogging application, for example.

5 Additionally, features of the embodiments described herein can also be applied in a web browser environment. Description in terms of these exemplary environments is provided to allow the various features and embodiments to be portrayed in the context of exemplary applications. However, this disclosure should not be limited to these specific implementations, but can also be applied in other ways as would be

10 understood by one of skill in the art after reading this disclosure.

[0066] Figure 3 illustrates device 100 implementing text selection features in accordance with various embodiments. Here, device 100 is shown with UI in a text editing environment or mode. In such a mode, display screen 200 can display graphics 300 in the form of lines of text and soft keyboard 302 for entering text.

15 Soft keyboard embodiments can include standard (QWERTY) and/or non-standard configurations of symbols on the displayed icons of the keyboard, such as those described in U.S. Patent Applications No. 11/459,606, "Keyboards For Portable Electronic Devices," filed July 24, 2006, and No. 11/459,615, "Touch Screen Keyboards For Portable Electronic Devices," filed July 24, 2006, the contents of

20 which are hereby incorporated by reference.

[0067] With further reference to Figure 3, selected text area 305 can be indicated on display 200 as highlighted text bounded by first endpoint 304a and second endpoint 304b. It is understood that selected text area 305 can encompass any portion of the text illustrated in Figure 3, and the text selected in Figure 3

25 is merely one example. Additionally, first endpoint 304a can have an associated first handle 306a and second endpoint can have an associated second handle 306b. As is described in further detail below, handles 306a and 306b can be useful in that they can indicate the location of endpoints 304a and 304b. Handles 306a and 306b can also be used as easily selectable target areas for a user to select in the event a user

30 desires to move one or both of endpoints 304a or 304b. For example, in accordance with various embodiments, a user can move endpoint 304a from its initial location to a second location in text by selecting corresponding handle 306a (e.g., by placing a

finger on touch screen display 200 in proximity to handle 304a) and dragging handle 306a (e.g., by moving finger across touch screen display 200) to the second location. In this manner, selected text area 305 can be modified. In some embodiments, handles 306a and 306b can be in the shape of triangles and can be translucent, but, 5 in other embodiments, handles 306a and 306b can be other shapes and sizes, and can be opaque.

[0068] In some embodiments, a selectable area for each handle 306a and 306b can be a different size than the visible handle itself. A selectable area for a handle 306 can be referred to herein as a "virtual handle." Figure 3 shows virtual 10 handles 307a and 307b associated with handles 306a and 306b, respectively. Thus, for example, a user can select handle 306a even if the centroid of a touch does not fall within the visible area of handle 306a, but instead falls within the area of virtual handle 307a. Accordingly, virtual handles 307a and 307b can be larger than or, at least, extend past portions of handles 306a and 306b, respectively, so that the 15 associated handle 306a or 306b is easier for a user to select by providing additional targeting area. The shape of virtual handles 307 can have any shape, such as a circular, an oval, a triangular or a rectangular shape, for example. In some embodiments, the size of virtual handle 307 can be approximately finger-tip sized; whereas, the associated handle 306 can be smaller than the size of a finger tip.

20 [0069] With reference to Figure 4, ghost handles 406 can be displayed on corners or edges of UI. Ghost handle 406 can correspond to endpoint 304 located off of a viewing area of UI. To illustrate, text can be scrolled downward so that first endpoint 304a is located outside of the display area, for example. Thus, first endpoint 304a is not shown in Figure 4. Scroll bar 310 can indicate the text is 25 scrolled down. Because first endpoint 304a is off of touch screen 200, ghost handle 406a can be positioned on upper edge of text entry area of device 100 to indicate that first endpoint 304a is located outside of the currently displayed text. In some embodiments, horizontal positioning of ghost handle 406a along the edge of the text viewing area can correspond to the horizontal position of endpoint 304a in the non- 30 displayed text. Accordingly, ghost handle 406a can provide a reference as to the location of first endpoint 304a. Furthermore, in some embodiments, selecting ghost handle 406 can trigger device 100 to display the corresponding endpoint 304 and

surrounding text. In other embodiments, a user can grab ghost marker 406 and drag ghost marker 406 to a desired location. A user can cause associated endpoint 304 to be inserted in the location to which the user dragged ghost handle 406.

[0070] Further to Figure 3, text selection icon 308 can also be provided in UI
5 in accordance with various embodiments. Text selection icon 308 can be used to initiate a text selection mode and can be displayed in the form of a clipboard. For example, in accordance with an embodiment, a user can tap text selection icon 308 to initiate a text selection mode. Thereafter, the user can tap touch screen display 200 at a desired location to insert first endpoint 304a in text and then tap touch
10 screen display 200 at a second location to insert second endpoint 304b in text. Any text located between endpoints 304a and 304b can then be highlighted to indicate the currently selected text area 305. This is discussed in more detail below with reference to Figures 10a and 10b. In addition, once text is selected, the user can drag and drop the selected text into text selection icon 308. That text can be later
15 accessed by the user and copied or pasted into a different location in a document or different document entirely, for example.

[0071] Figure 5 is a flow diagram illustrating an exemplary process 500 for selecting text in accordance with some embodiments. As mentioned above, process 500 can be used while device 100 is in a text editing mode, but need not be. For
20 example, process 500 can be used while in a web browser mode.

[0072] In step 502, process 500 can begin when a text selection initiation gesture is detected by device 100. In accordance with various embodiments, a text selection initiation gesture need not be limited to a particular gesture, as various types of gestures can be used. The following is a non-limiting list of exemplary
25 gestures that can be used to initiate text selection in accordance with various embodiments:

- (1) Touching and holding two fingers on touch screen 200 for a predetermined amount of time (e.g., 2 seconds). The fingers can be spread apart, or the fingers can be together.
- 30 (2) Placing two fingers on touch screen display and then spreading the fingers apart.

- (3) A double finger tap on touch screen 200.
- (4) Selecting text selection icon 308 (shown in Figure 4).
- (5) A horizontal slide of two fingers across a portion of display panel 200.

5 (6) A text selection mode can be initiated by first initiating a text marker insertion mode and then performing a further gesture. As an example, a text selection initiation gesture can be a horizontal slide of one finger, which can enter insertion marker placement mode. Insertion marker placement mode is discussed in more detail in U.S. Patent Applications No. 11/965,570,
10 "Insertion Marker Placement On Touch Sensitive Display," filed December 27, 2007, the contents of which are hereby incorporated by reference in its entirety. Device 100 can then enter text selection mode by a touch of a second finger on the touch panel 200 once device 100 is in insertion marker placement mode.

15 Of course, text selection initiation gestures need not be limited those described herein, as others can be used. Furthermore, various embodiments can use one or more different text selection initiation gestures, and need not be limited to a single gesture.

[0073] Next, in step 504, endpoints 304a and 304b can be inserted in text. In
20 some embodiments, endpoints 304 can be inserted into text in accordance with the particular gesture used to initiate text selection. Various gestures used to initiate text selection and resulting endpoint insertion locations are discussed below with reference to Figures 6-10.

[0074] As an example, a text selection initiation gesture can include
25 spreading apart a first finger and a second finger on touch screen 200. To illustrate, Figure 6a shows an exemplary detected finger spreading-apart gesture. Detected beginning and ending finger contact areas of a first finger are illustrated as areas A1 and A2, respectively. Detected beginning and ending finger contact areas of a second finger are illustrated as areas B1 and B2, respectively. Dashed arrows
30 indicate the direction of the detected finger movement across touch screen 200. Thus, Figure 6a shows initial detection of the first finger at area A1 and subsequent

detection of the first finger moving to area A2, and initial detection of second finger at area B1 and subsequent detection of the second finger moving to area B2. Resulting ending locations of the fingers A2 and B2 can then designate locations where endpoints 304a and 304b, respectively, of text selection area 305 are inserted
5 in text 300. For example, Figure 6b illustrates the placement of first endpoint 304a at or near area A2 and the placement of second endpoint 304b at or near area B2.

[0075] As another example, Figure 7a illustrates a text selection initiation gesture that can include detecting two fingers placed and held at locations A1 and B1 on the touch screen 200 for a predetermined amount of time without moving the
10 fingers. Figure 7b illustrates resulting insertion locations of endpoints 304a and 304b as the beginning and end of a word located proximate a centroid 700 (represented as a dot between detected finger contact areas A1 and B1 in Figure 7) of the detected the finger touch locations A1 and B1.

[0076] Alternatively, when using two fingers, first endpoint 304a can be
15 placed on an end of or inside a word located proximate the two finger contact, and subsequent sliding of the two fingers across touch screen 200 to a second location can determine the position of second endpoint 304b. Exemplary detection of such a gesture is illustrated in Figure 8a and the resulting text selection area 305 and endpoints 304a and 304b are illustrated in Figure 8b. In accordance with various
20 embodiments, insertion and movement of text endpoints can be performed in a similar manner to that of movement of insertion markers, which is described in previously referenced in U.S. Patent Applications No. 11/965,570, "Insertion Marker Placement On Touch Sensitive Display," filed December 27, 2007, the contents of which are hereby incorporated by reference again in their entirety.

[0077] As yet another example, a further text selection initiation gesture comprising placing and holding three fingers on touch screen 200 is illustrated in
25 Figures 9a and 9b. As shown in Figure 9a, device 100 can detect finger contact areas A1, B1 and C1 of respective first, second and third fingers on touch screen 200. In response, text selection area 305 can be a paragraph or sentence located
30 under centroid 900 of finger contact areas A1, B1 and C1. Figure 9b illustrates the resulting selection area 305 as including the entire paragraph located under centroid

900; although, as mentioned above, the selection area 305 could encompass a single sentence falling under or proximate to centroid 900 in other embodiments.

[0078] An exemplary text selection initiation gesture using text selection icon 308 is described with reference to Figure 10a and 10b. First, a user can select text selection initiation icon 308 by, for example, tapping the text selection icon 308 with a finger. Next, as shown in Figure 10a, the user can tap over a first location of text 300, which can be detected as finger contact A1, to insert first endpoint 304a and tap over a second location of text 300, detected as finger contact B1, to insert second endpoint 304b. As illustrated in Figure 10b, endpoints 304a and 304b can then be inserted proximate to respective locations of detected first and second taps A1 and B1.

[0079] After initial placement of endpoints 304a and 304b, endpoints 304a and 304b can be moved to new locations in step 506. In accordance with some embodiments, a user can move endpoint 304a or 304b by first selecting its corresponding handle 306a or 306b and then dragging handle 306a or 306b over touch screen 200 to a new, desired location. An example of a user selecting handle 304b and dragging handle 304b to a new location is described with reference to Figure 11. As illustrated, a user can tap handle 304b to select handle 304b. The detected finger tap is represented finger contact area A1. The user can then slide a finger across touch screen 200 (indicated as a dashed arrow) to a second location, illustrated as detected finger contact area A2. Figure 11b illustrates endpoint 304a moved to its second location in text 305.

[0080] In some embodiments, both endpoints 304a and 304b can be selected at the same time and moved simultaneously or concurrently. For example, with reference to Figure 12a, a user can associate first endpoint 304a with a first finger by placing the first finger over handle 306a (represented as finger contact A1), and associate second endpoint 304b with a second finger by placing the second finger over handle 306b (represented as finger contact area B1). Figure 12a also illustrates the user sliding first and second fingers across touch screen 200, in accordance with the respective directions of dashed arrows, to new locations in text 300 corresponding to respective detected finger areas A2 and B2. The user can slide

each finger at the same time, if desired. Figure 12b illustrates selected text area 305 after endpoints 304a and 304b have been moved to their new locations in text 300.

[0081] The finger movement detected in step 506 can also be performed on a portion of touch screen 200 that is located remote from handle 306 or endpoint 304 being moved. In other words, using a finger associated with one of endpoints 304a or 304b, a user can move the endpoint 304a or 304b by swiping touch screen 200 sideways (e.g., horizontally) on a portion of touch screen 200 located remote from associated endpoint 304a or 304b or handle 306a or 306b. The swipe can cause associated endpoint 304a or 304b to move in accordance with the direction and magnitude of the detected swipe. Permitting finger movement in step 508 remote from associated endpoint 304a or 306b and handle 306a or 306b can allow a user to move endpoint 304a or 304b without obstructing the view of associated endpoint 304a or 304b and can require less precise finger targeting. Figures 13a and 13b illustrate an exemplary process of moving first endpoint 304a in such a manner. As an initial step, endpoint 304a can be selected by tapping its associated handle 306a (represented as detected contact area A1). Next, a user can swipe a finger across touch screen 200 remote from endpoint 304a and 306a, which, in the example shown in Figure 13a, can start at detected contact point A2 and end at detected contact point A3. Figure 13b illustrates endpoint 304a moving from its initial location to a second location in text 300 in response to the swipe. In some embodiments, movement of endpoint 304a can be in accordance (e.g., proportion) with the direction and magnitude of the detected finger swipe. Furthermore, endpoint 304a or 304b can scroll along a line of text and continue scrolling along a following line of text. Also, after the first swipe, a user can perform additional swipes to move endpoint 304a or 304b further along the lines of text.

[0082] Various ways can be used to associate a finger with an endpoint 304. For example, association may have already occurred during insertion step 504, where each endpoint 304a and 304b can be associated with respective finger that determined initial placement of that endpoint 304a or 304b. In other embodiments, association can be performed by tapping a finger on an associated handle 306, as described above. Of course, other ways to associate a finger with endpoint 304 can also be used.

[0083] In some embodiments, movement of endpoints 304a and 304b to new locations can be performed simultaneously by moving fingers associated with endpoints 304a and 304b at the same time, for example. In other embodiments, a first finger can be used to anchor (i.e., hold) a location of an endpoint 304 and a second finger can be used to scroll text (e.g., by flicking the second finger on the touch screen 200 or dragging scroll bar 310 illustrated in Figure 4). The first finger can then be moved to a second location in the scrolled-to text, thereby moving endpoint 304 to the second location.

[0084] The above described features can provide various ways for quick and easy selection of text using a touch-sensitive display.

[0085] Referring back to Figure 5, various editing functions can also be performed on the selected text in step 508. Such editing functions can include any conventional word processing, email, note pad, instant message, blogging or web browser editing functions, for example. Such functions can include copying and pasting the selected text, cutting and pasting the selected text, underlining the selected text, holding the selected text, changing the font of the selected text, and the like.

[0086] Note that computer readable instructions implementing process 500, for example, can be stored and transported on any computer-readable medium for use by or in connection with an instruction execution system, apparatus, or device, such as a computer-based system, processor-containing system, or other system that can fetch the instructions from the instruction execution system, apparatus, or device and execute the instructions. In the context of this document, a "computer-readable medium" can be any medium that can contain, store, communicate, propagate, or transport the program for use by or in connection with the instruction execution system, apparatus, or device. The computer readable medium can be, for example but not limited to, an electronic, magnetic, optical, electromagnetic, infrared, or semiconductor system, apparatus, device, or propagation medium. More specific examples (a non-exhaustive list) of the computer-readable medium would include the following: an electrical connection (electronic) having one or more wires, a portable computer diskette (magnetic), a random access memory (RAM) (magnetic), a read-only memory (ROM) (magnetic), an erasable programmable read-only

memory (EPROM) (magnetic), an optical fiber (optical), portable optical disc such a CD, CD-R, CD-RW, DVD, DVD-R, or DVD-RW, or flash memory such as compact flash cards, secured digital cards, USB memory devices, memory stick, etc. Note that the computer-readable medium could even be paper or another suitable
5 medium upon which the program is printed, as the program text can be electronically captured via optical scanning of the paper or other medium, then compiled, interpreted or otherwise processed in a suitable manner if necessary, and then stored in a computer memory.

[0087] As used in this disclosure, the phrase moving "in accordance with"
10 can refer to moving an object relative to another object or moving an object in proportion with another object, for example.

[0088] The foregoing description, for purpose of explanation, has been described with reference to specific embodiments. However, the illustrative discussions above are not intended to be exhaustive or to limit the invention to the
15 precise forms disclosed. Many modifications and variations are possible in view of the above teachings. For example, the features described herein need not be limited to placement and selection of text, as the teachings herein can also be used for placement and selection of other types of graphics, such as pictures, symbols, icons or the like. Moreover, the various implementations disclosed herein are not limited
20 to use of touch-sensitive display, as a touch-sensitive panel that does not display output can also be used. Such a non-display touch-sensitive panel can extend from or be separately connected to a display and can be in the form of a touchpad or trackpad, for example. A display connected to such a non-display touch-sensitive panel can also be touch-sensitive, but need not be touch-sensitive. A touch-sensitive
25 panel in some embodiments can be analogous to the multi-touch sensitive tablets described in the following U.S. Patents: 6,323,846 (Westerman et al.), 6,570,557 (Westerman et al.), and/or 6,677,932 (Westerman), and/or U.S. Patent Publication 2002/00 15024A1, each of which is hereby incorporated by reference in its entirety.

[0089] The embodiments were chosen and described in order to best explain
30 the principles of the invention and its practical applications, to thereby enable others skilled in the art to best utilize the invention and various embodiments with various modifications as are suited to the particular use contemplated.

WHAT IS CLAIMED IS:

1. A computer-implemented method using an electronic device having a touch-sensitive display, comprising:
 - displaying text on the touch-sensitive display;
 - 5 detecting a text selection initiation gesture comprising placement of two or more fingers on the touch-sensitive display for a predetermined amount of time; and
in response to the detecting of the text selection initiation gesture, inserting a text selection area bounded by a first endpoint located in the text at a first location and a second endpoint in the text at a second location.
- 10 2. The method of claim 1, further comprising performing a word processing function on text located between the first endpoint and the second endpoint.
3. The method of claim 2, wherein the word processing function comprises one of copying or cutting the selected text.
4. The method of claim 1, wherein the first location and the second location
15 correspond to the detected locations of a first finger and a second finger of the text initiation gesture, respectively.
5. The method of claim 1, wherein the text selection initiation gesture is detected proximate a word in the text and wherein the first location is located at the beginning of the word and the second location is located at the end of the word.
- 20 6. The method of claim 1, wherein the text selection initiation gesture is detected over a paragraph in the text and wherein the first location is located at the beginning of the paragraph and the second location is located at the end of the paragraph.
7. The method of claim 1, further comprising moving the first endpoint from
25 the first location to a third location in the text by associating a detected finger with the first endpoint and detecting the finger slide across the touch-sensitive display proximate to the third location.
8. The method of claim 1, further comprising:

associating a detected finger with the first endpoint;
detecting the associated finger slide across the touch sensitive display; and
moving the first endpoint in accordance with the detected associated finger
slide to a third location in the text.

5 9. The method of claim 8, wherein the associated finger slide is detected on a
portion of the touch-sensitive display that is remote from the first location.

10. The method of claim 1, further comprising displaying a first handle
associated with the first endpoint and a second handle associated with the second
endpoint.

10 11. The method of claim 1, further comprising displaying a ghost handle
associated with the first endpoint, wherein the first endpoint is located outside
currently displayed text.

12. The method of claim 1, further comprising simultaneously moving the first
endpoint to a third location in the text and the second endpoint to a fourth location in
15 the text.

13. The method of claim 12, wherein the simultaneously moving step comprises:
associating the first endpoint with a first finger detected on the touch-
sensitive display;
associating the second endpoint with a second finger detected on the touch-
20 sensitive display; and
detecting the first and second fingers simultaneously slide to the third and the
fourth locations, respectively, on the touch-sensitive display.

14. A computer-implemented method using an electronic device having a touch-
sensitive display, comprising:
25 displaying text on the touch-sensitive display;
detecting a text selection initiation gesture comprising a finger slide across a
portion of the touch-sensitive display followed by a finger tap on the touch-sensitive
display; and

in response to the detecting of the text selection initiation gesture, inserting a text selection area bounded by a first endpoint located in the text at a first location and a second endpoint in the text at a second location.

- 15 15. The method of claim 14, further comprising performing a word processing
5 function on text located in the text selection area.
16. The method of claim 15, wherein the word processing function comprises
one of copying or cutting the text located in the text selection area.
17. The method of claim 14, further comprising:
10 associating a detected finger with the first endpoint;
15 detecting the associated finger slide across the touch sensitive display; and
20 moving the first endpoint in accordance with the detected associated finger
slide to a third location in the text.
18. The method of claim 17, wherein the associated finger slide is detected on a
portion of the touch-sensitive display that is remote from the first location.
- 15 19. The method of claim 14, further comprising displaying a first handle
associated with the first endpoint and a second handle associated with the second
endpoint.
20. The method of claim 14, further comprising displaying a ghost handle
associated with the first endpoint, wherein the first endpoint is located outside
20 currently displayed text.
21. A computer-implemented method using an electronic device having a touch-
sensitive display, comprising:
25 displaying text and a text selection initiation icon on the touch-sensitive
display;
30 initiating a text selection mode in response to detecting a tap on the text
selection initiation icon; and
35 when in text selection initiation mode,
40 (i) detecting a first finger touch proximate a first location in the
text and inserting a first endpoint at the first location; and

- (ii) detecting a second finger touch proximate a second location in the text and inserting a second endpoint point at the second location.
22. The method of claim 21, further comprising performing a word processing function on text located between the first endpoint and the second endpoint.
- 5 23. The method of claim 21, further comprising:
associating a detected finger with the first endpoint;
detecting the associated finger slide across the touch sensitive display; and
moving the first endpoint in accordance with the detected associated finger slide to a third location in the text.
- 10 24. The method of claim 21, wherein the associated finger slide is detected on a portion of the touch-sensitive display that is remote from the first location.
25. A portable electronic device, comprising:
a display for displaying text;
a touch-sensitive surface having a plurality of touch sensors configured for
15 detecting one or more touch events on or near the touch-sensitive surface;
one or more processors couplable to the plurality of touch sensors;
memory coupled to the one or more processors; and
one or more programs, wherein the one or more programs are stored in the memory and configured to be executed by the one or more processors, the programs
20 including:
instructions for displaying text on the display;
instructions for detecting a text selection initiation gesture performed on the touch-sensitive surface;
instructions for inserting a text selection area bounded by a first
25 endpoint at first location in the text and a second endpoint at a second location in the text in response to the detecting of the text selection initiation gesture; and
instructions for moving the first endpoint from the first location to a third location in the text in response to an endpoint movement gesture.

26. The device of claim 25, wherein the touch-sensitive surface is located on a surface of the display.
27. The device of claim 25, wherein the touch-sensitive surface is separate from the display.
- 5 28. The device of claim 25, wherein the touch-sensitive surface is located on a surface of a touchpad.

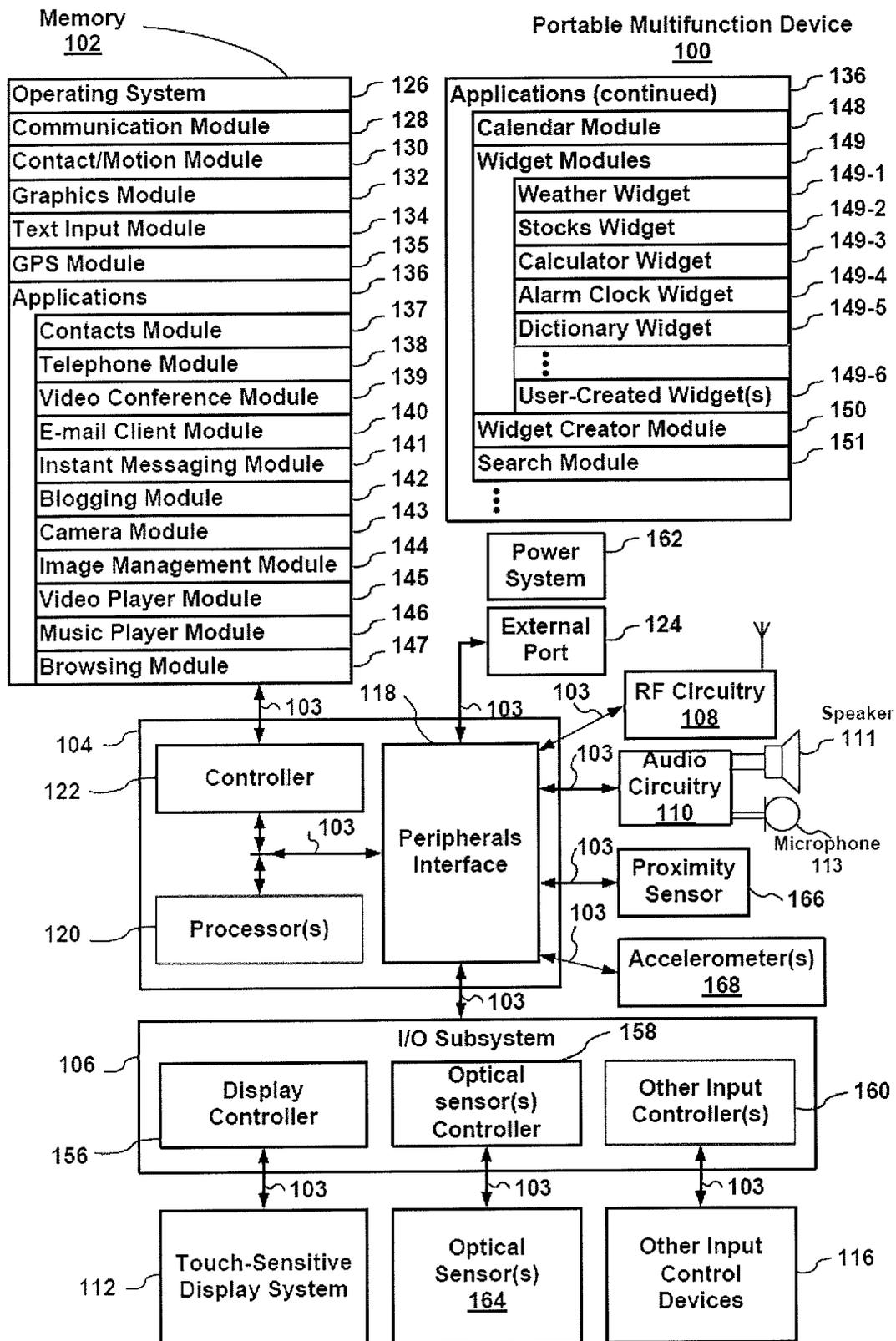


Figure 1

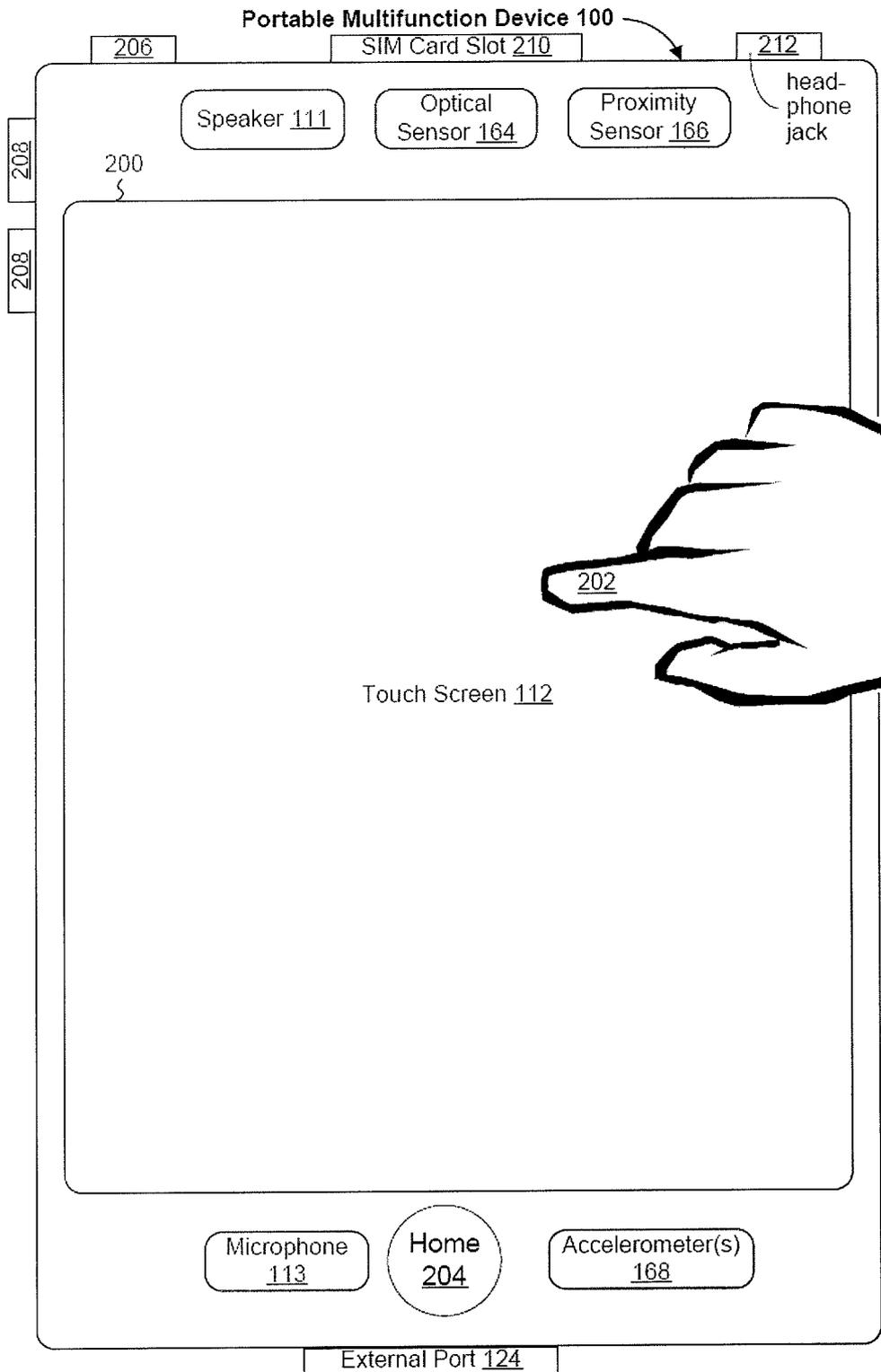


Figure 2

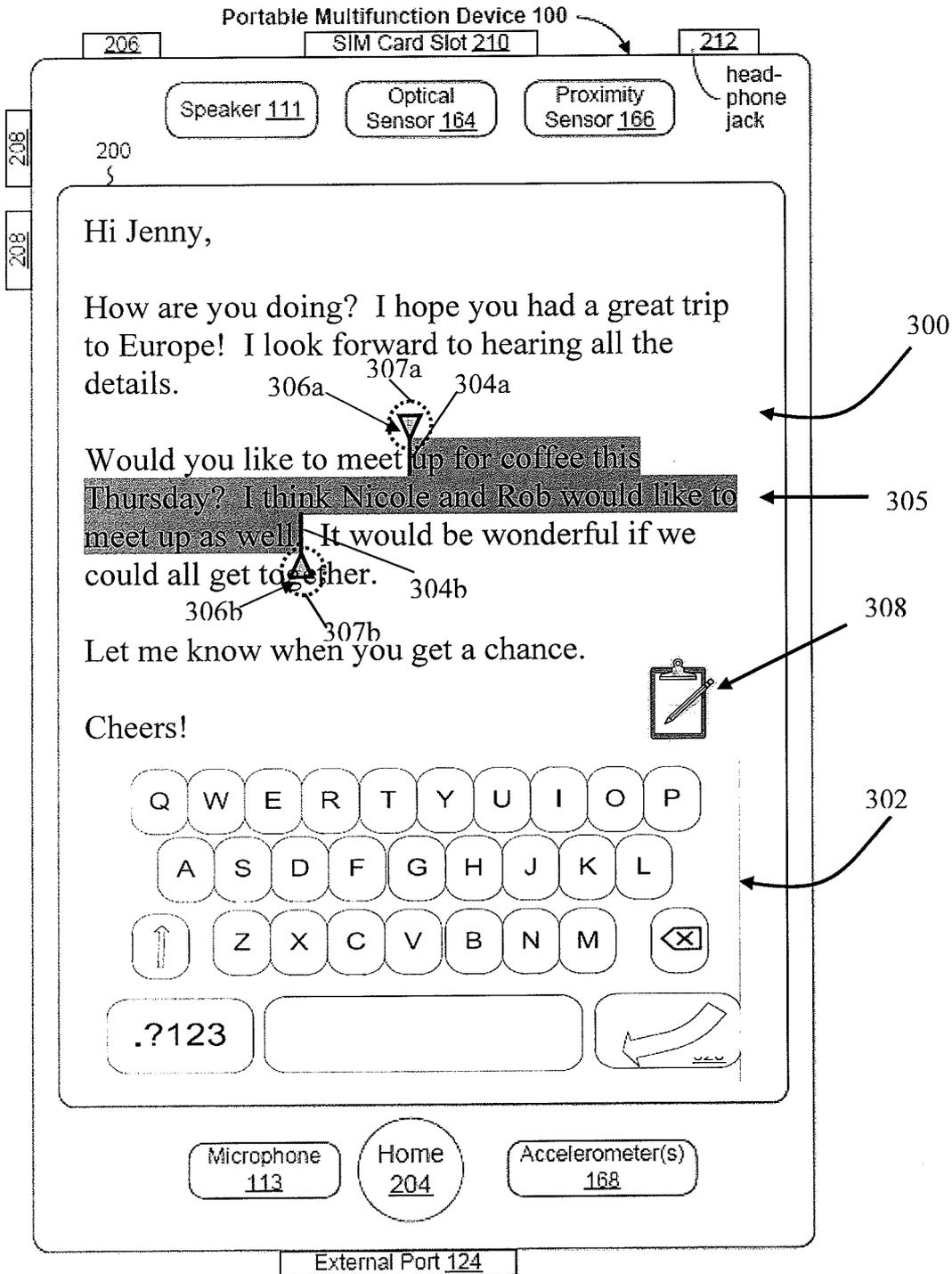


Figure 3

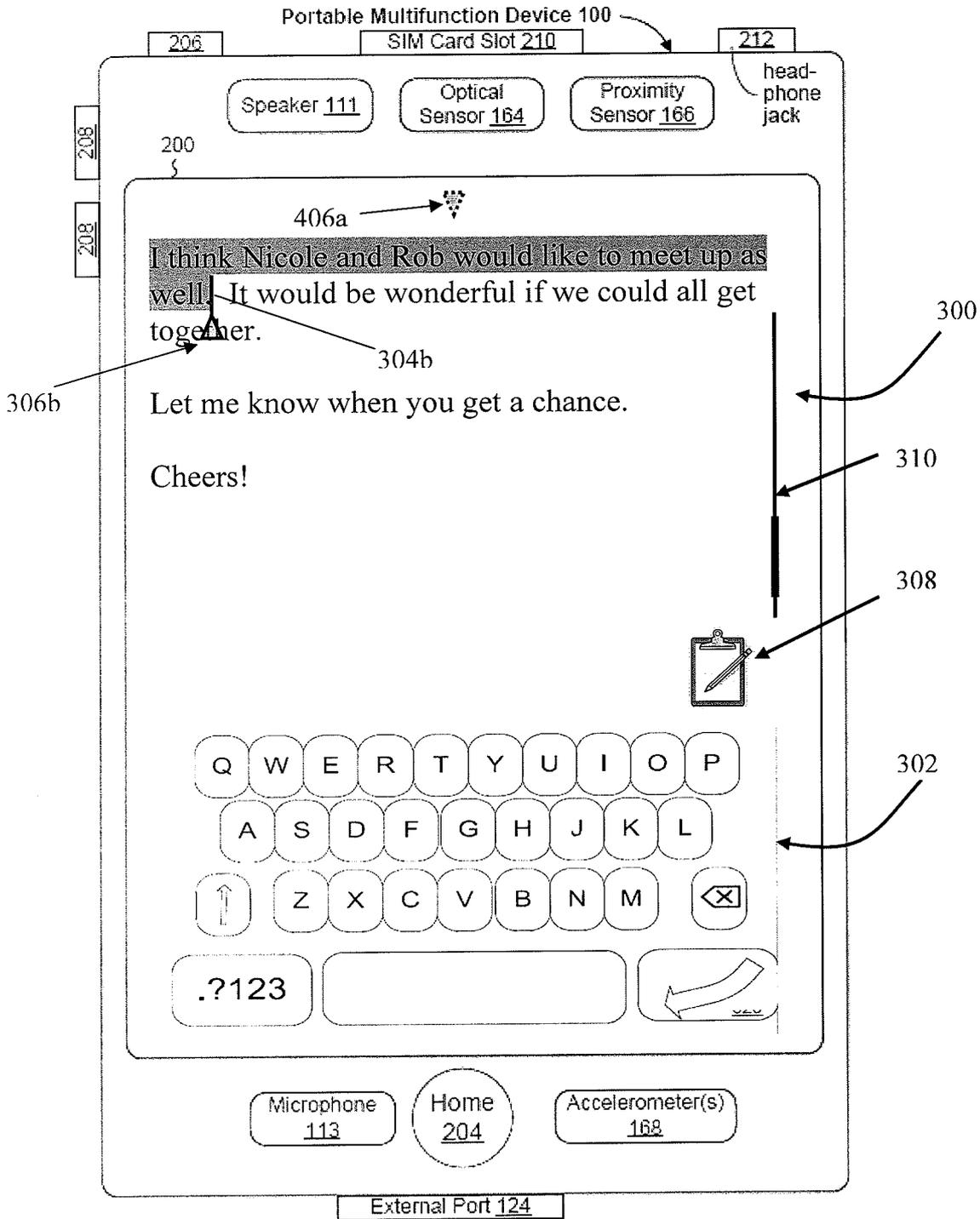


Figure 4

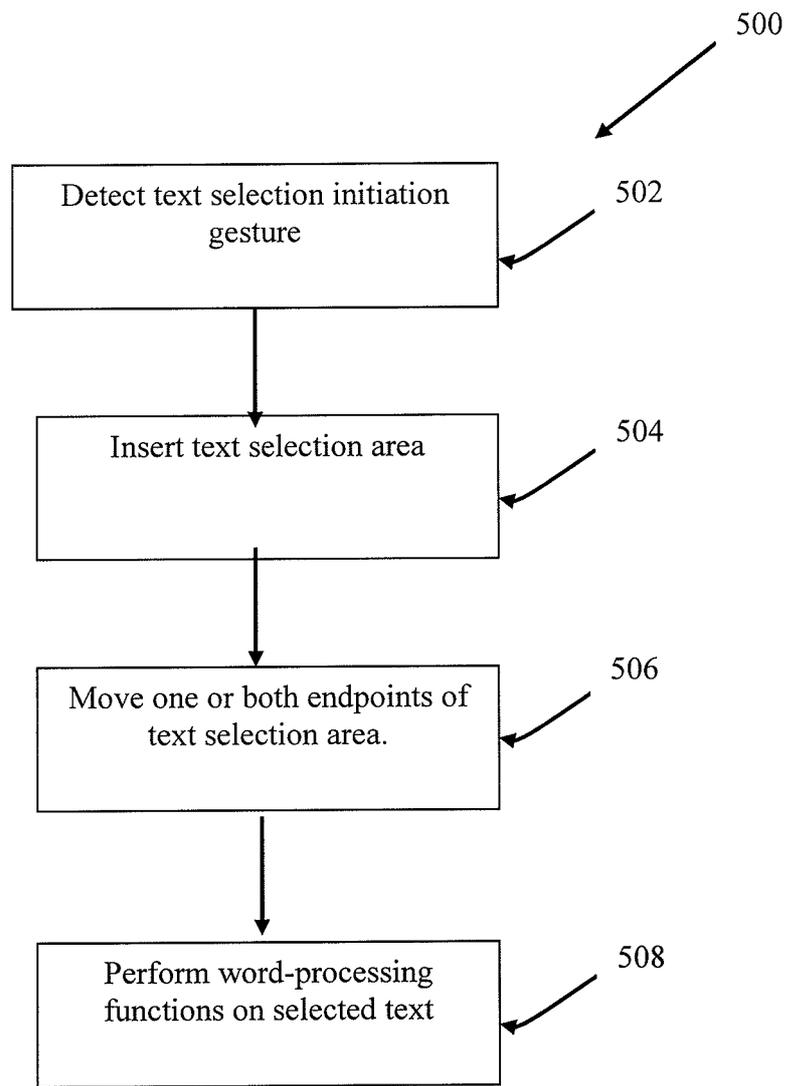


Figure 5

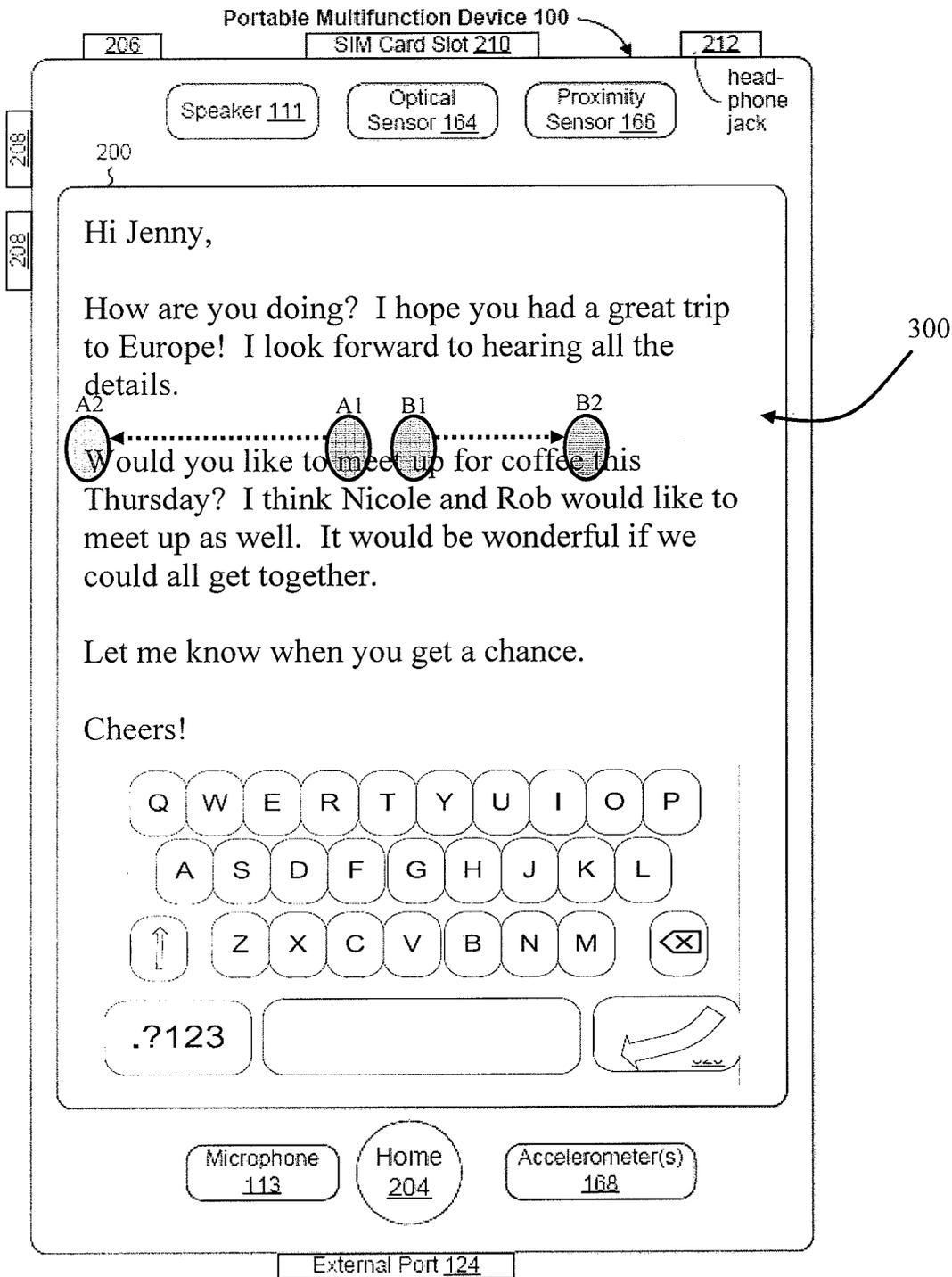


Figure 6a

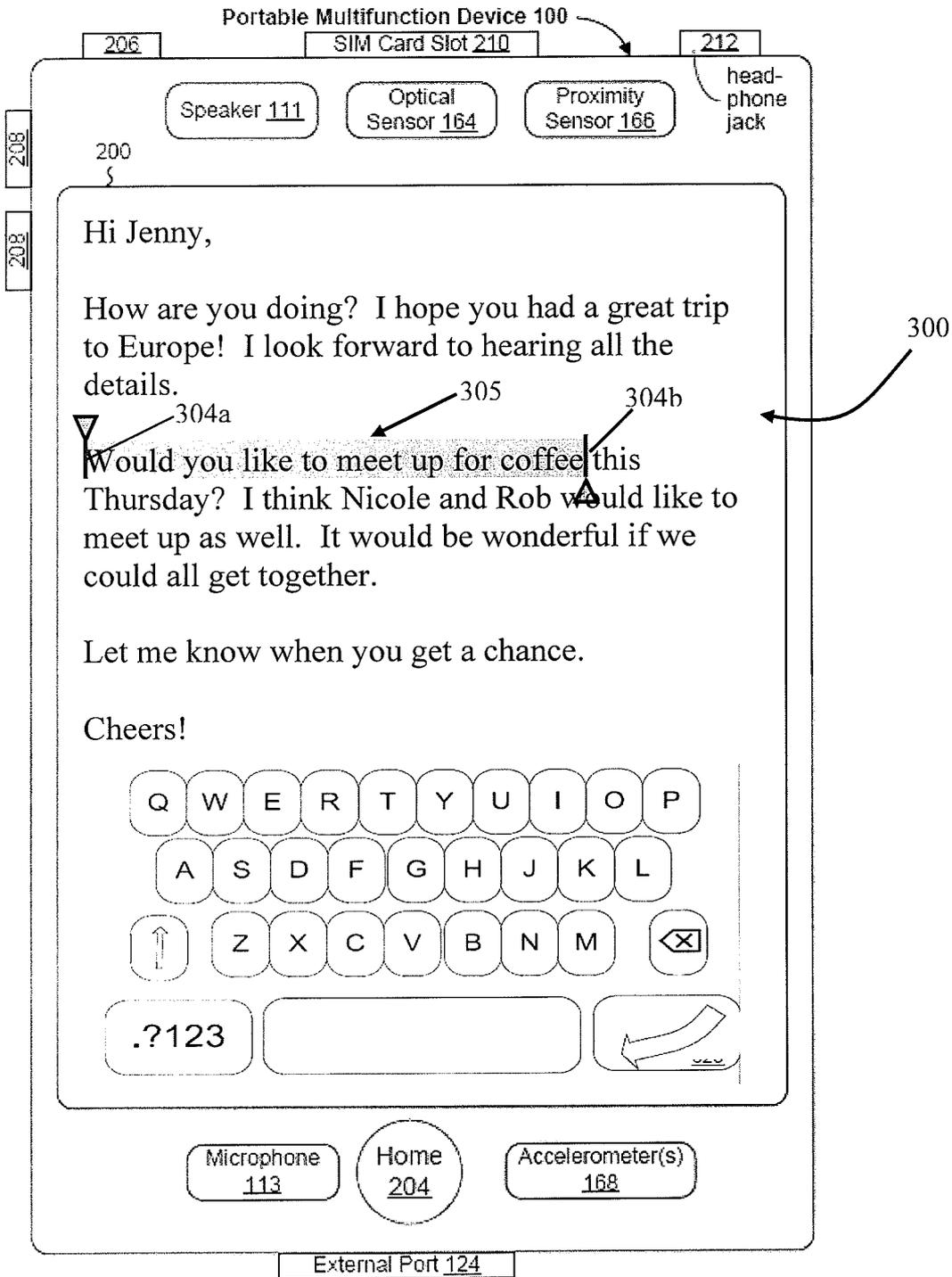


Figure 6b

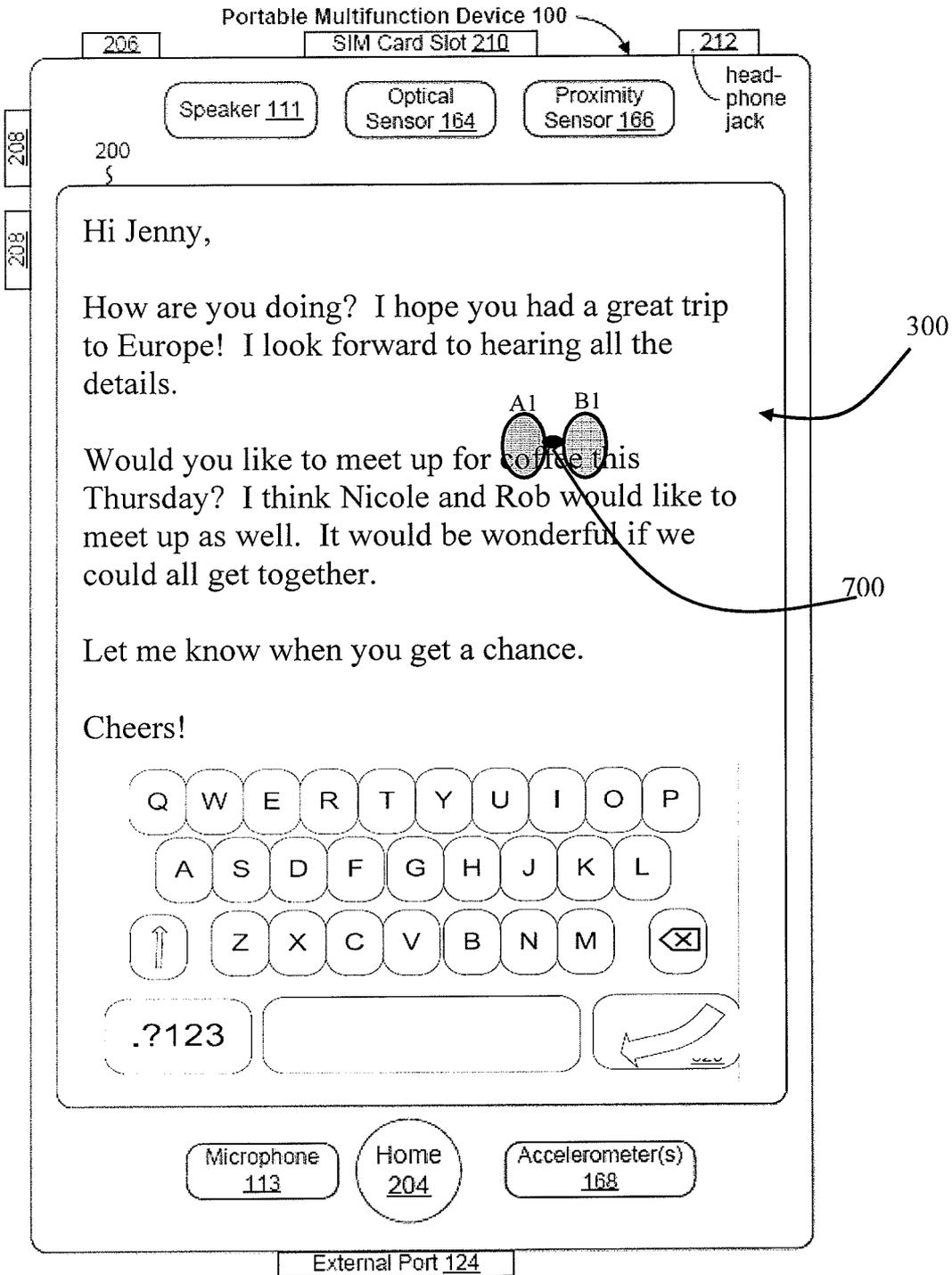


Figure 7a

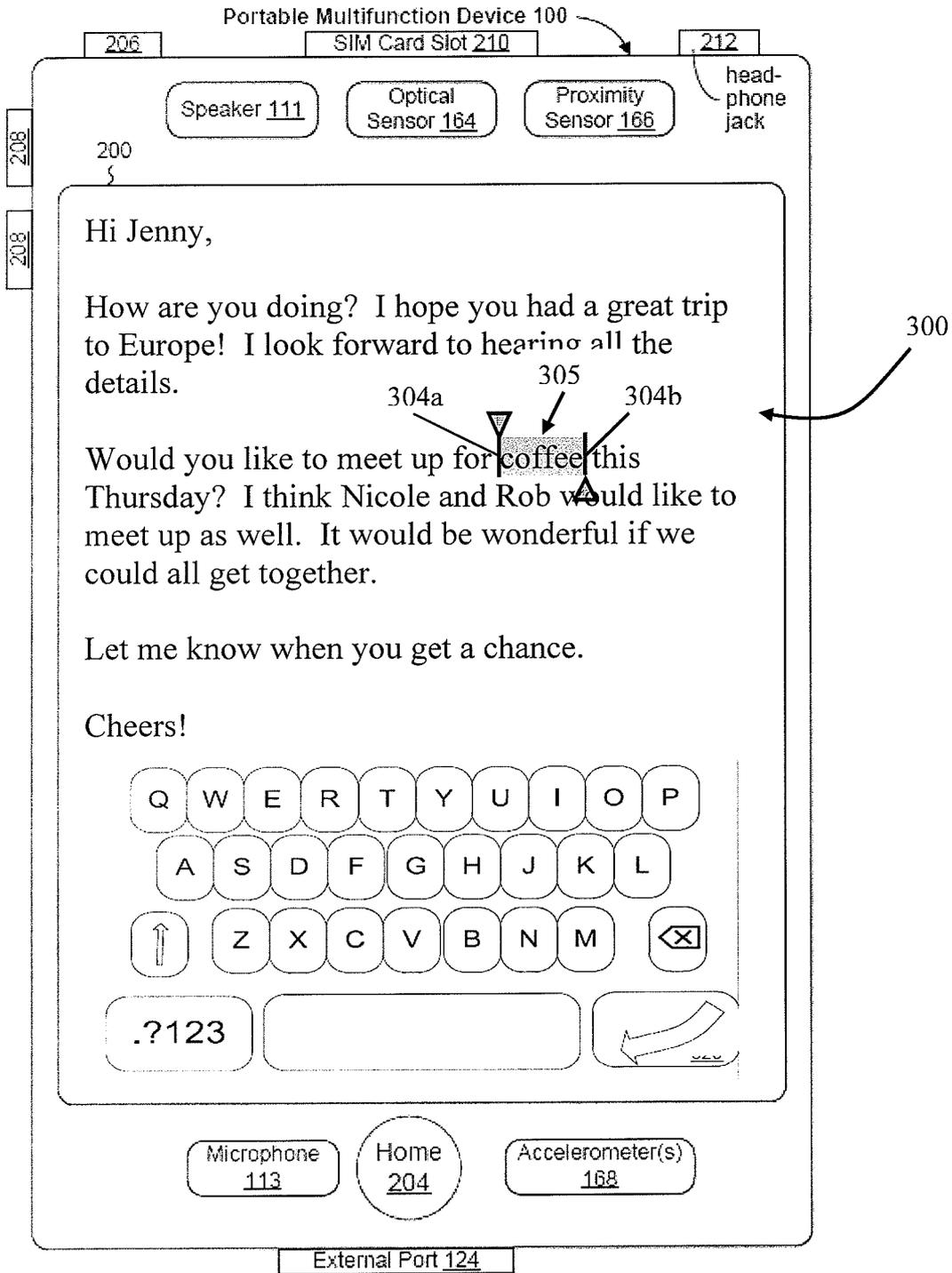


Figure 7b

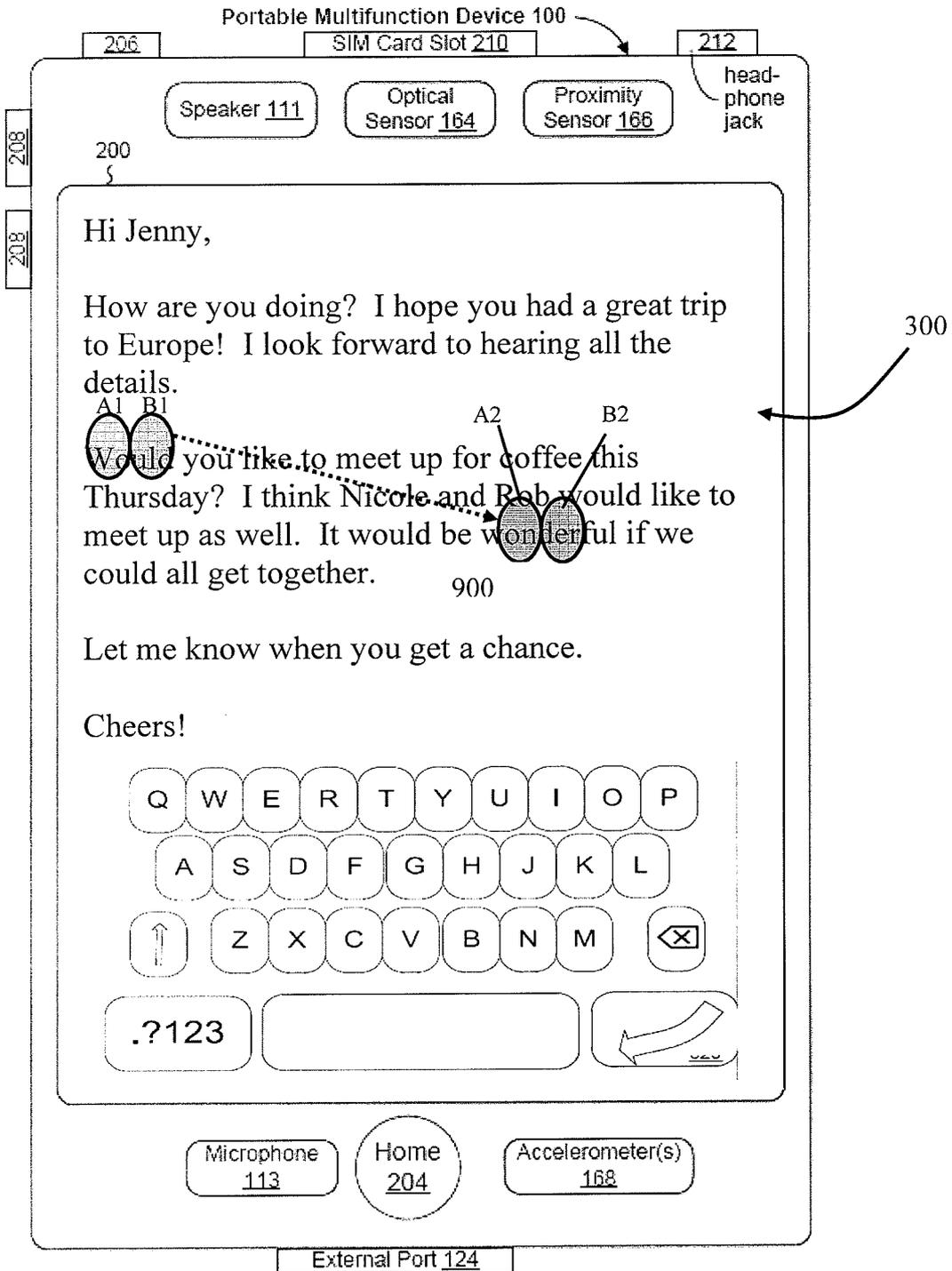


Figure 8a

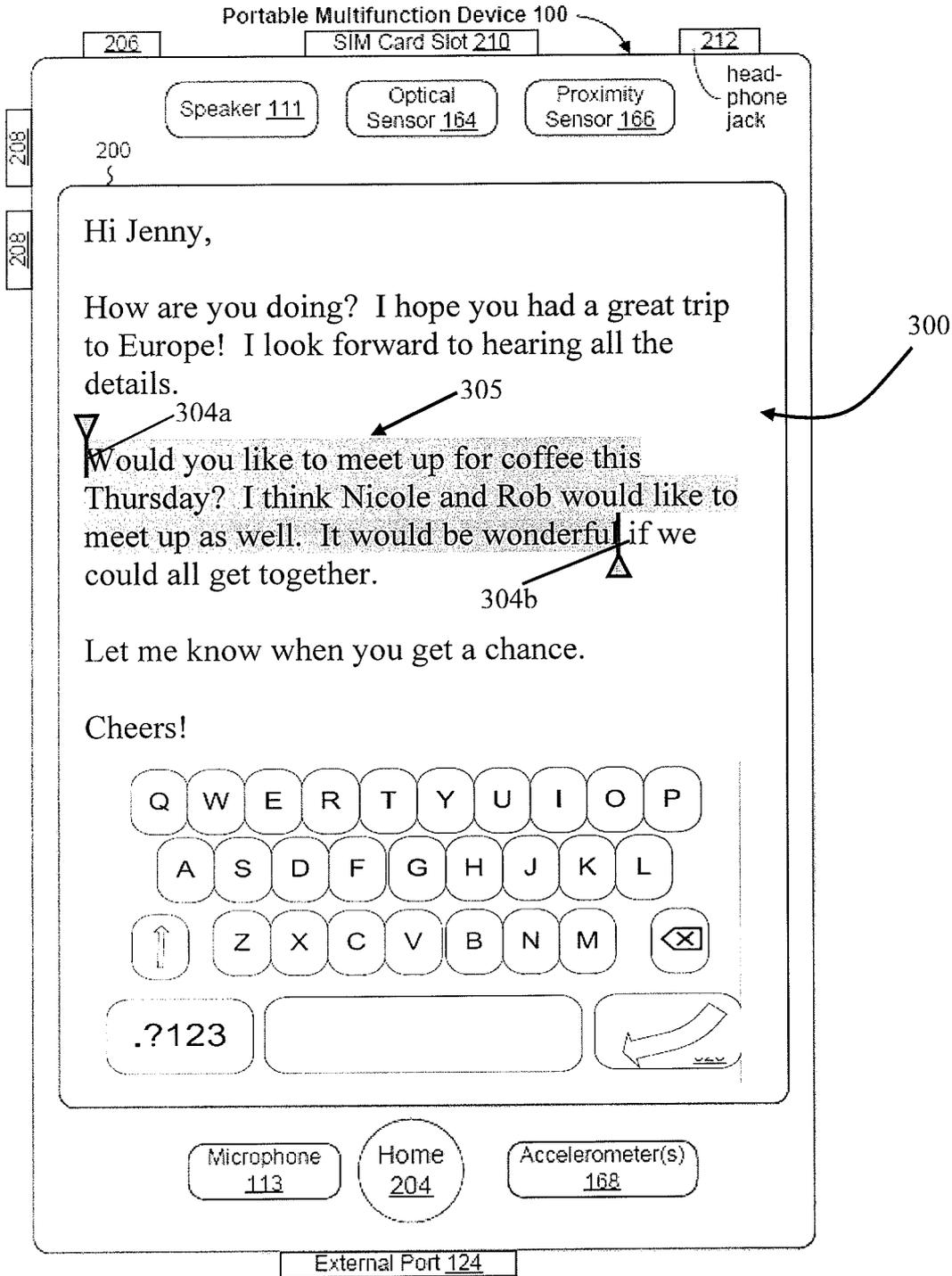


Figure 8b

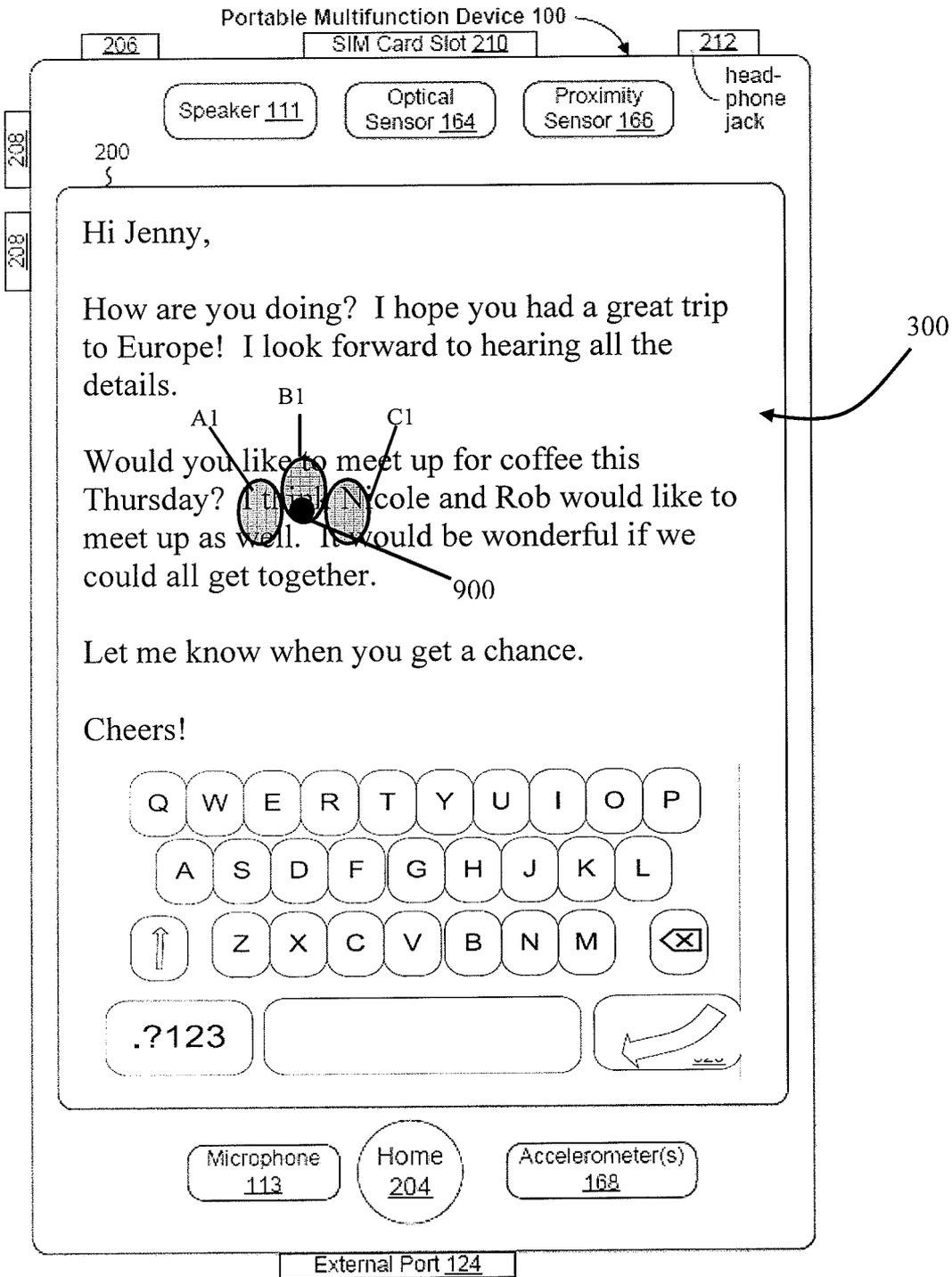


Figure 9a

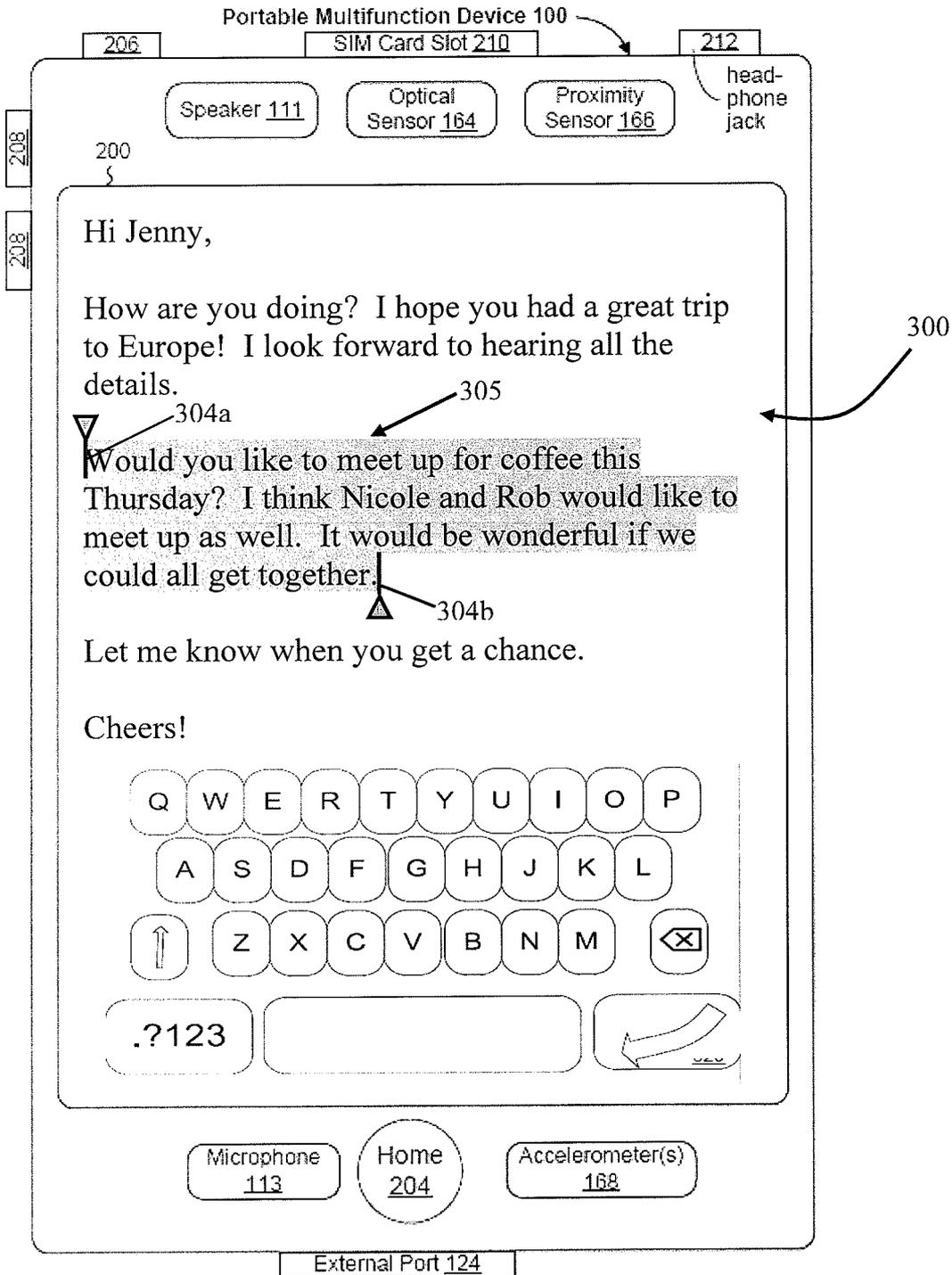


Figure 9b

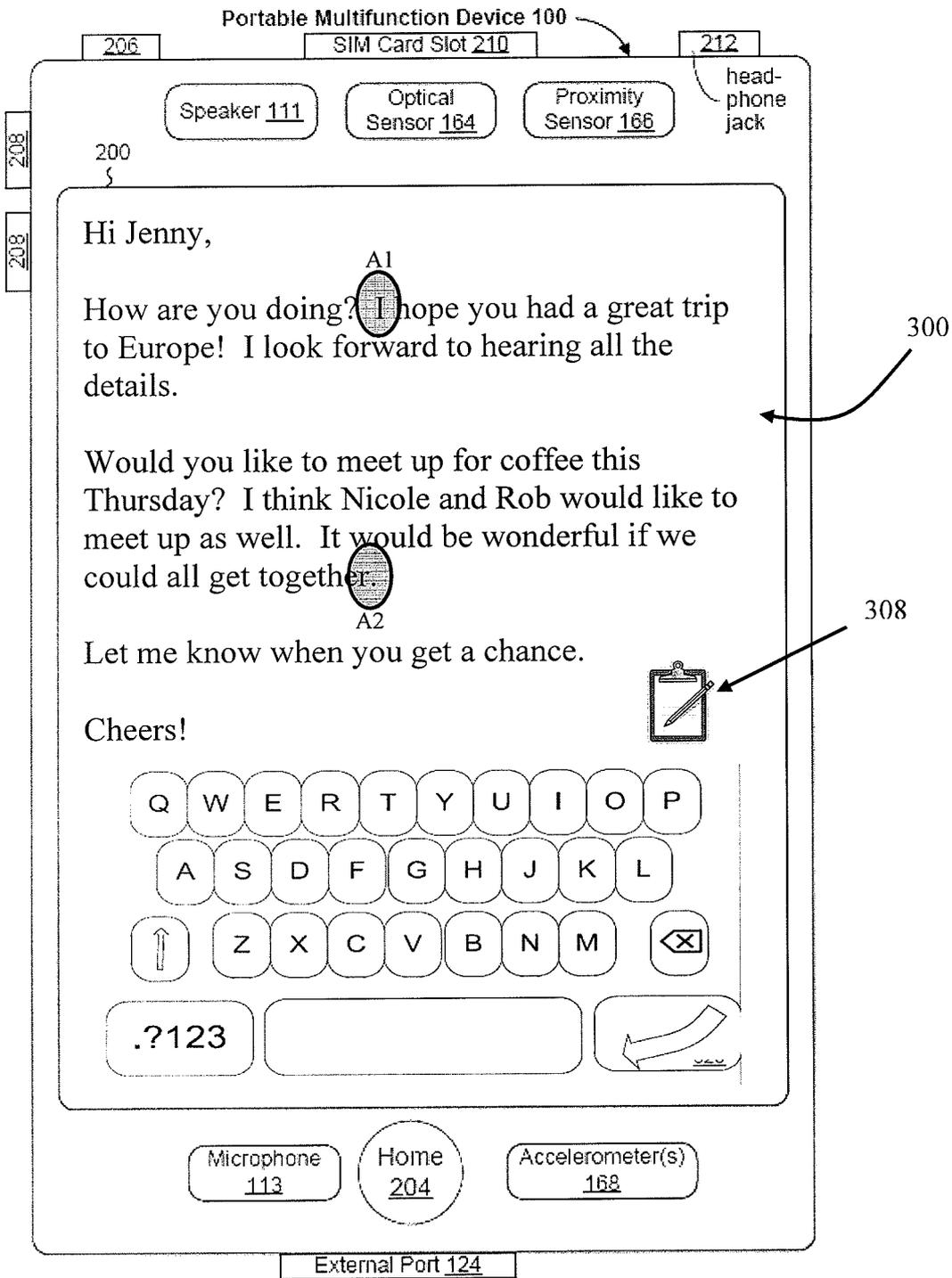


Figure 10a

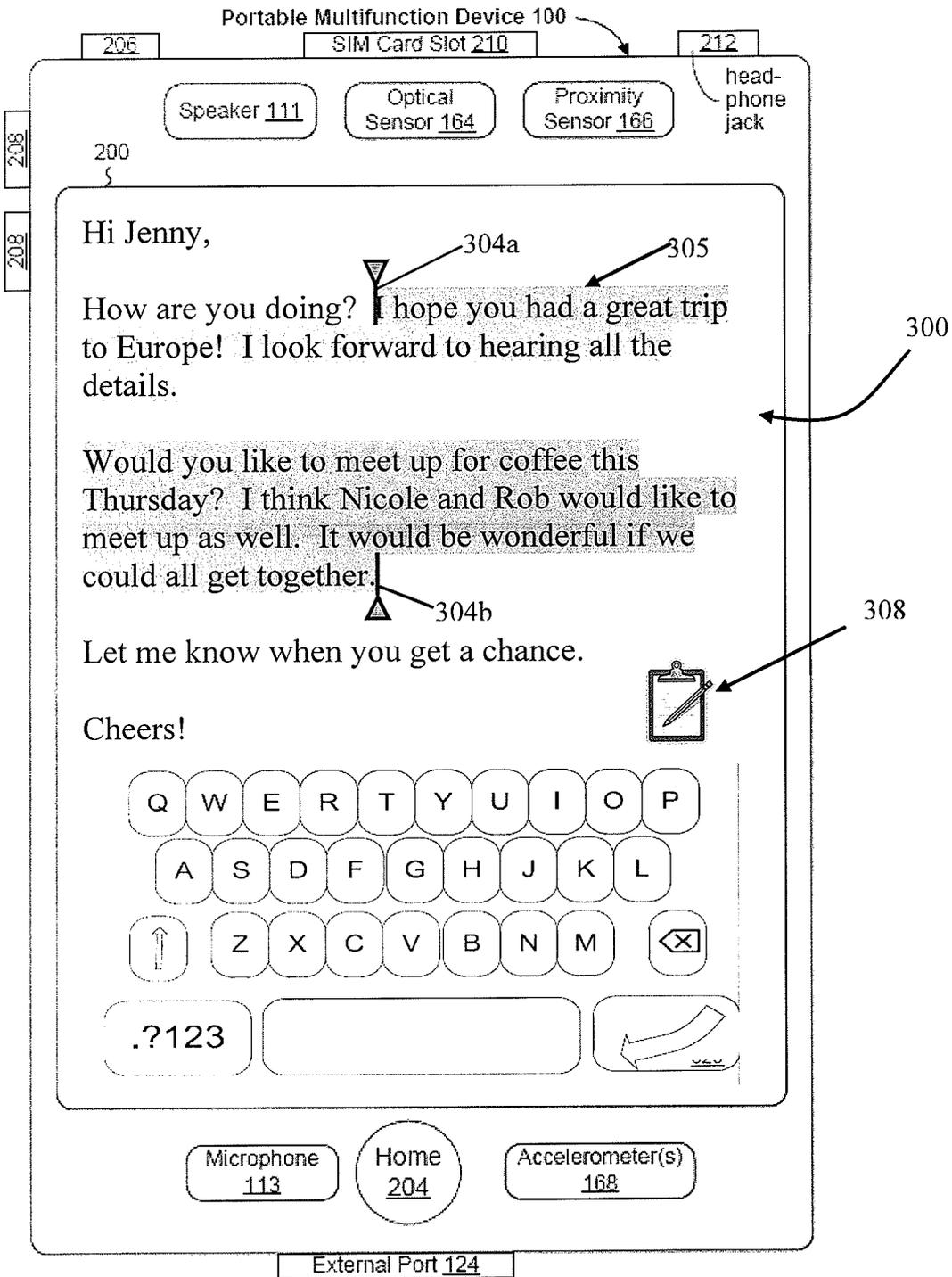


Figure 10b

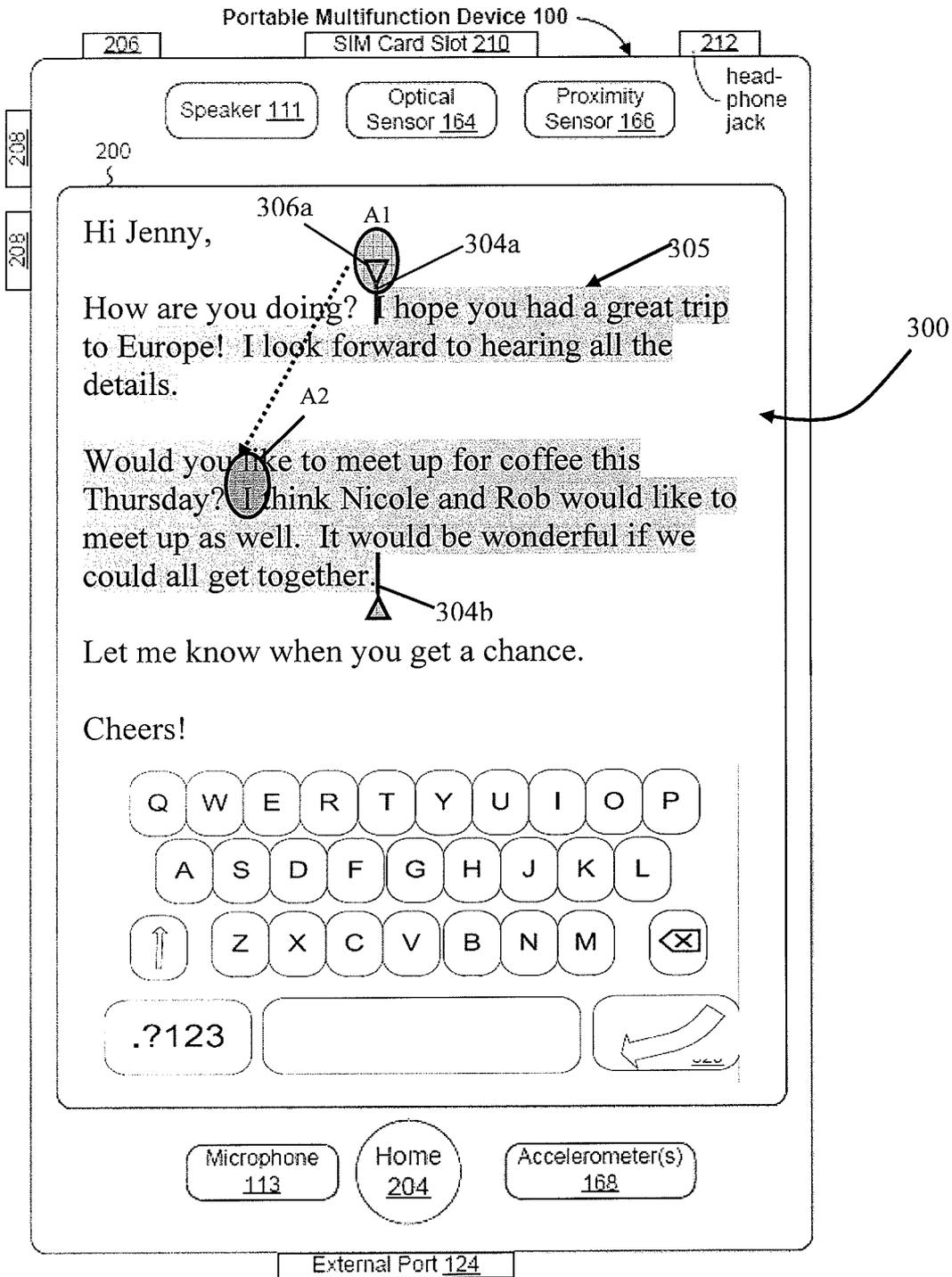


Figure 11a

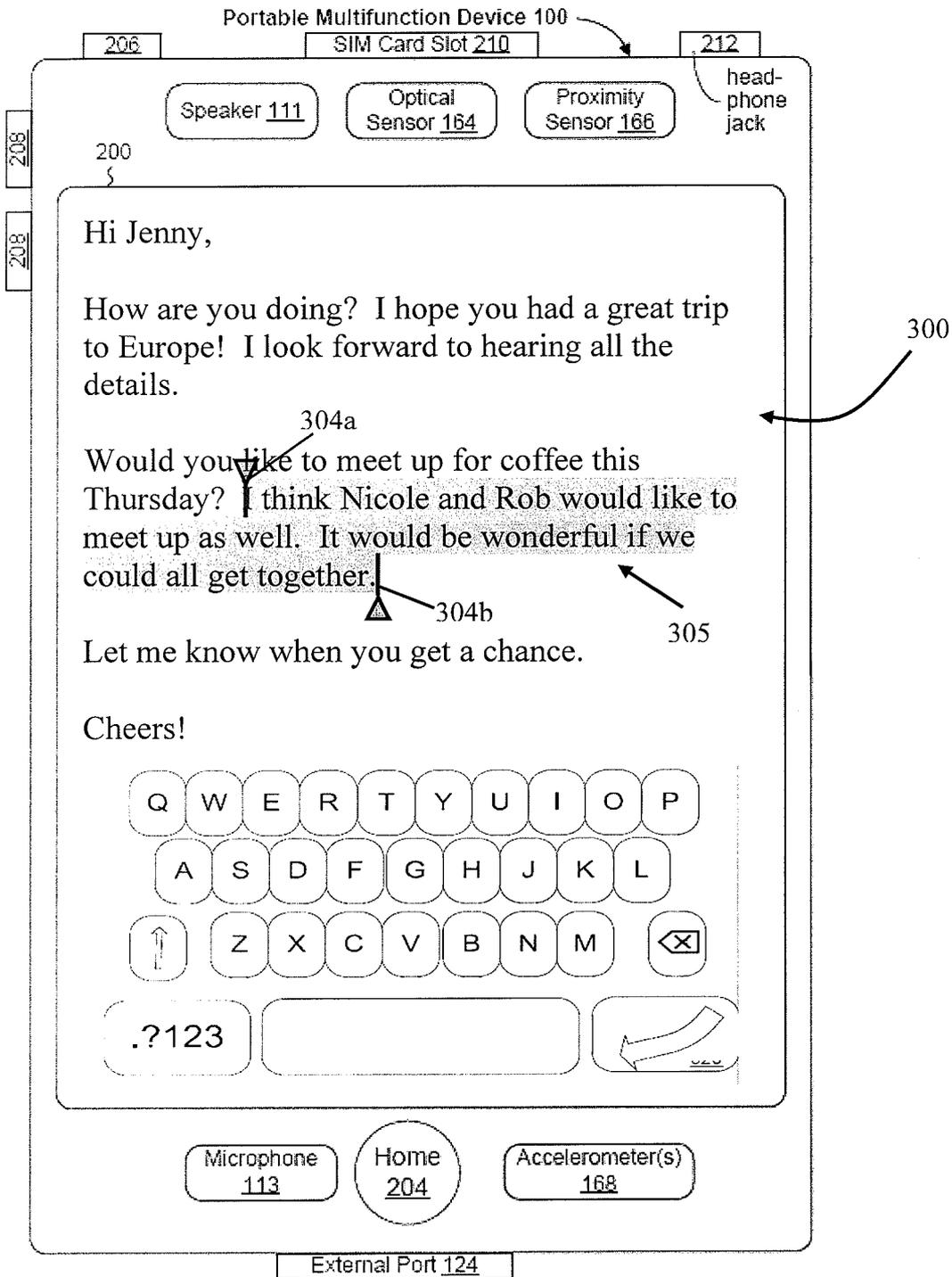


Figure 11b

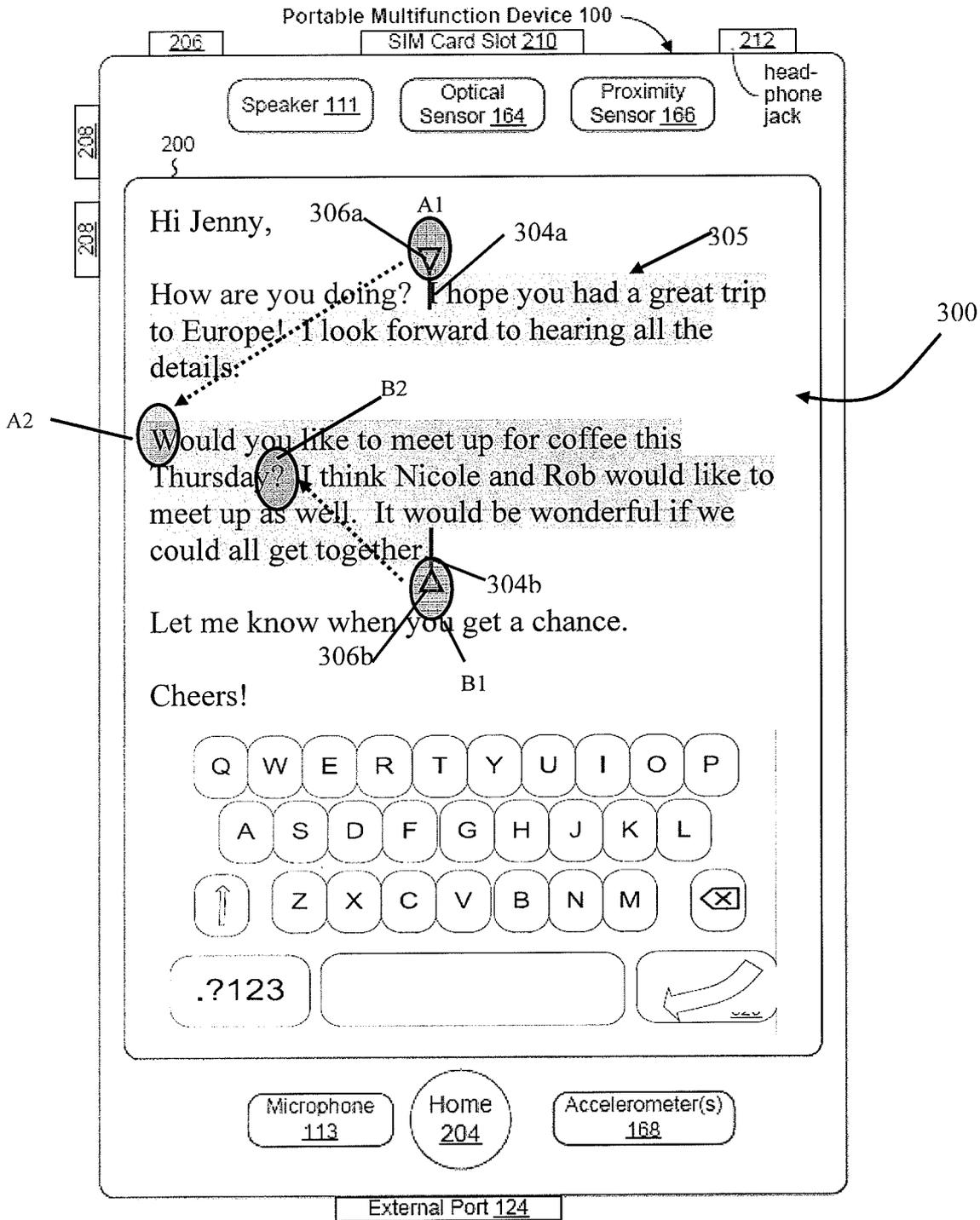


Figure 12a

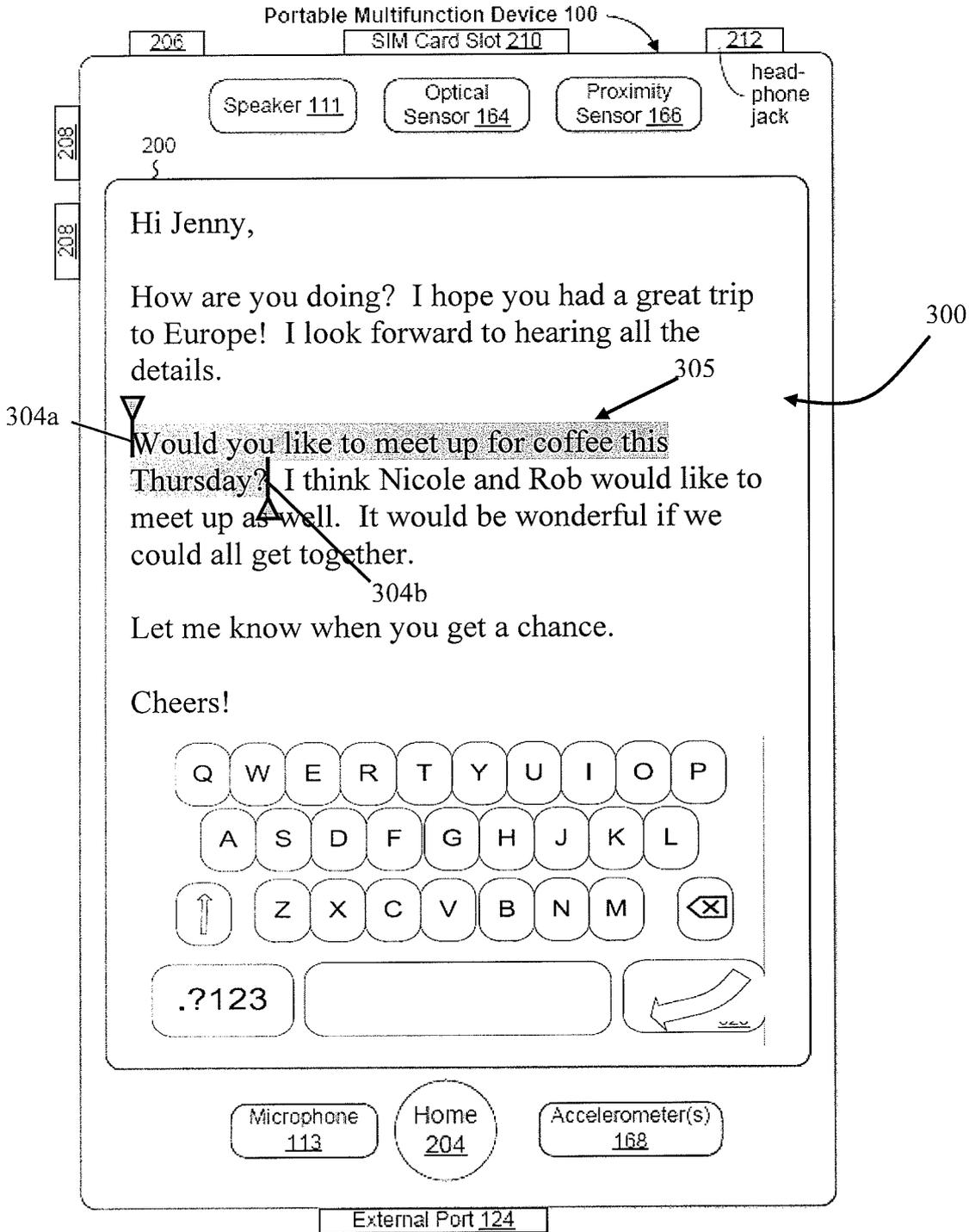


Figure 12b

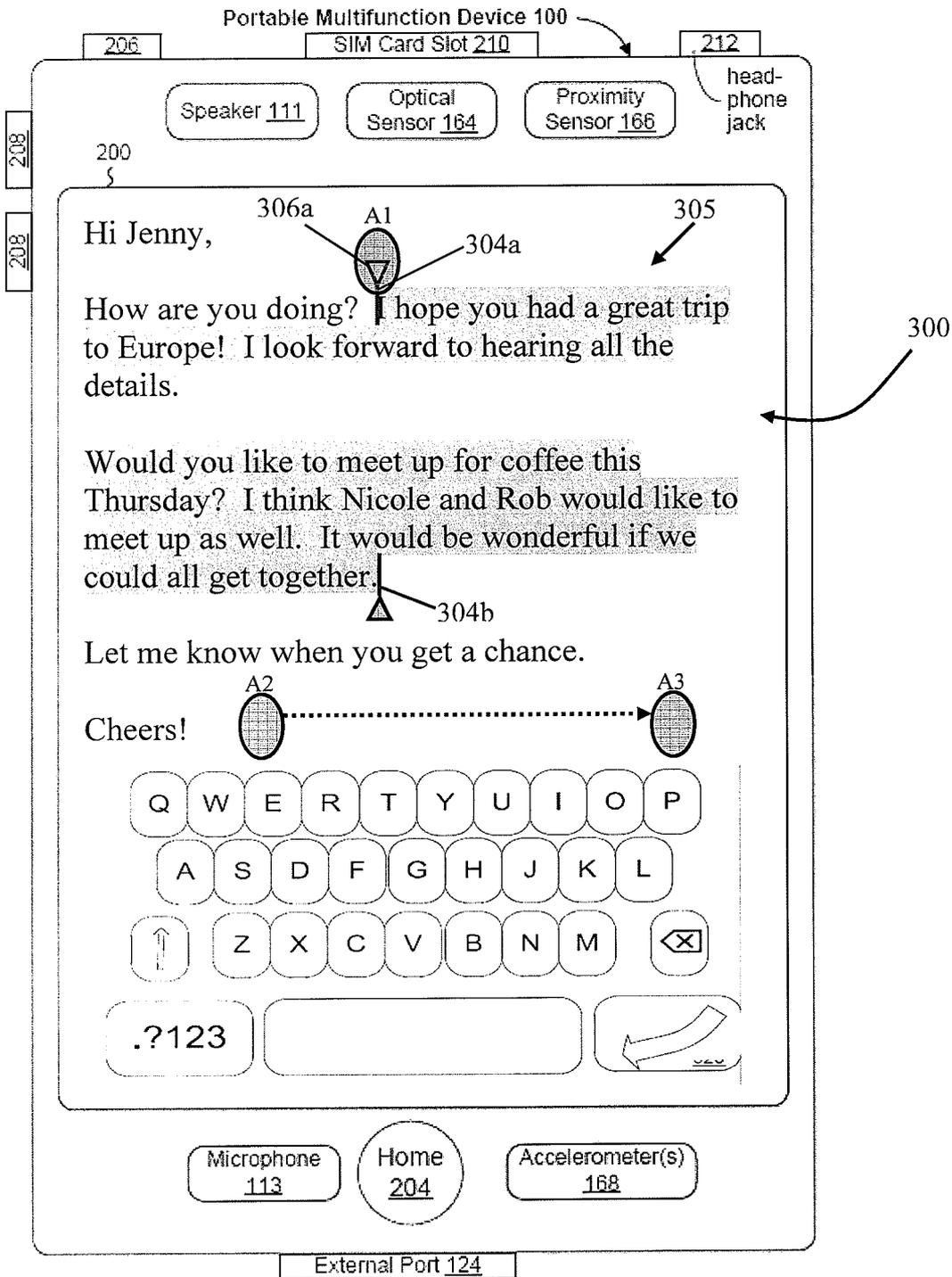


Figure 13a

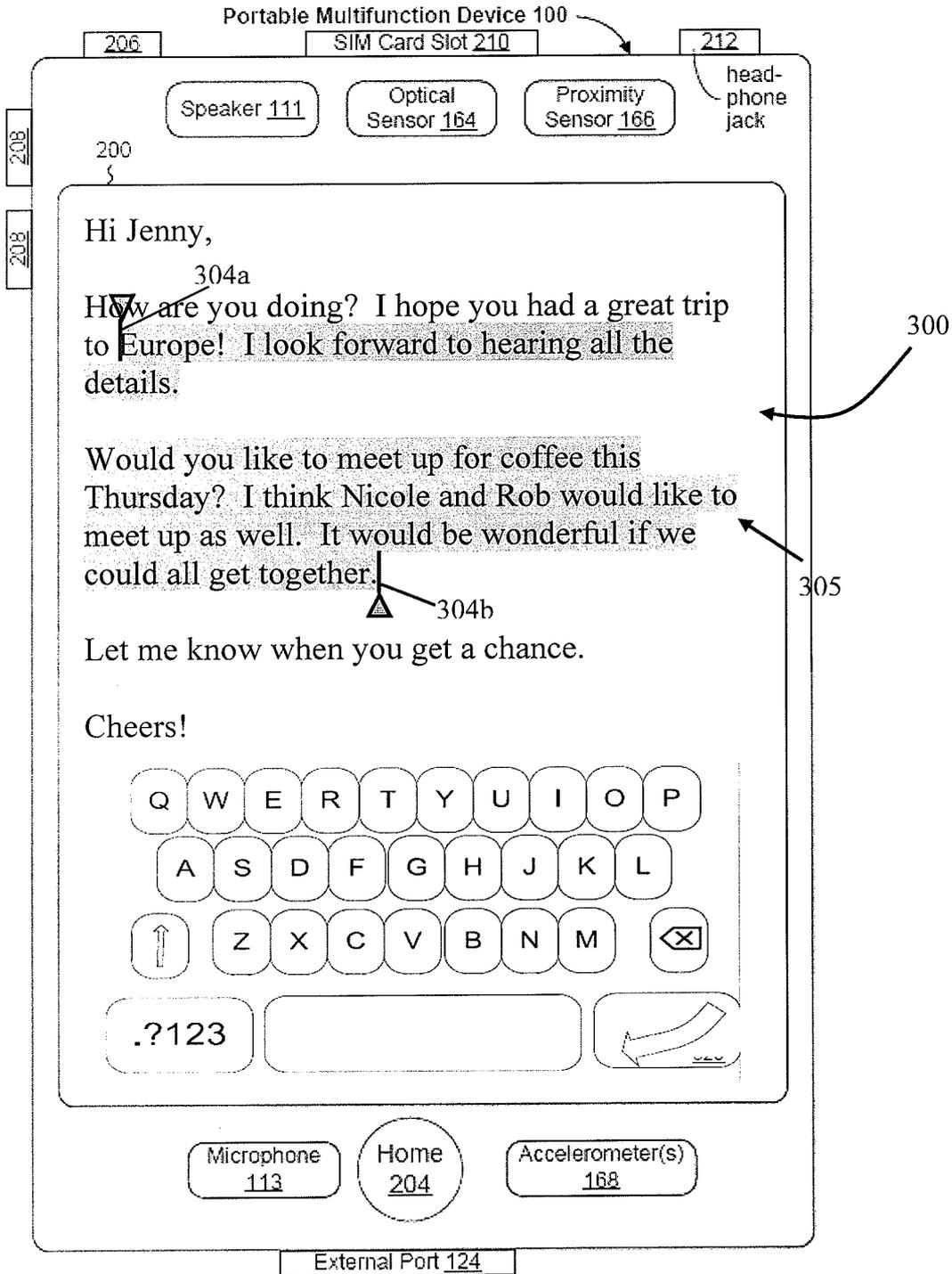


Figure 13b