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(54) **INTEGRATED PERSONAL DIGITAL ASSISTANT DEVICE**

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(52) **U.S. Cl.**
USPC **455/425; 455/422.1**

(58) **Field of Classification Search** **455/422.1, 455/425; 379/211.02**

See application file for complete search history.

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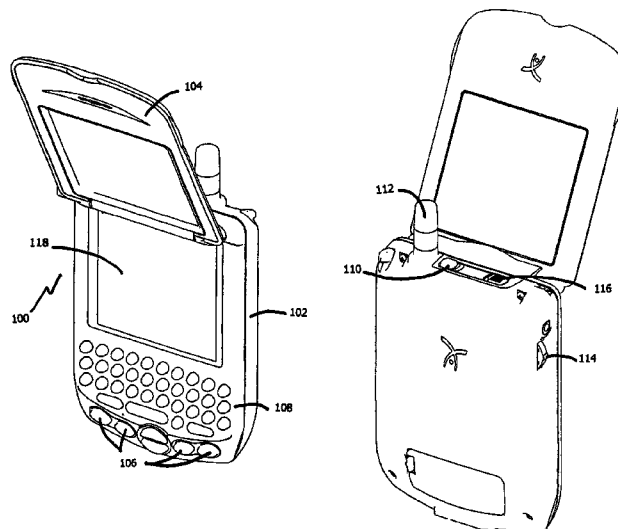
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Primary Examiner — Sam Bhattacharya

(57) **ABSTRACT**

An integrated device provides functionality of both a PDA and cellular telephone. Features include a power button offering control of both the computing and telephony functions of the device; a lid that turns the device on and off and controls additional telephony functions; a jog rocker that activates the device and is used to select from a variety of menu options; application buttons that offer direct access to applications stored on the device, and which can be configured to operate in conjunction with secondary keys to offer added functionality; a keyboard that enables data input into the device; an automatic word completion function that verifies and corrects a user's typing in real time; and a simplified keyboard navigation system that allows the navigation of menus using keyboard shortcuts.

18 Claims, 8 Drawing Sheets



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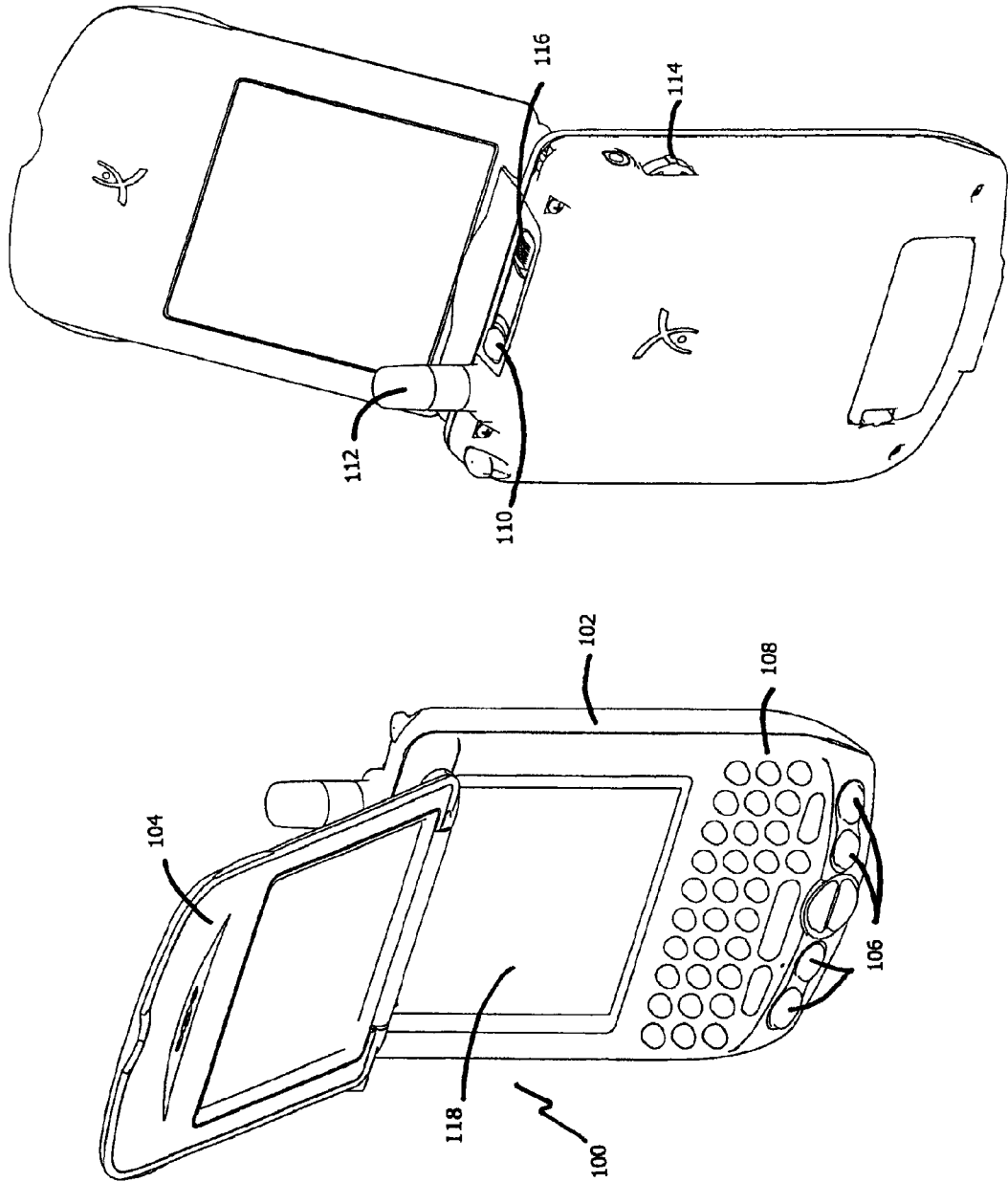


FIG. 1

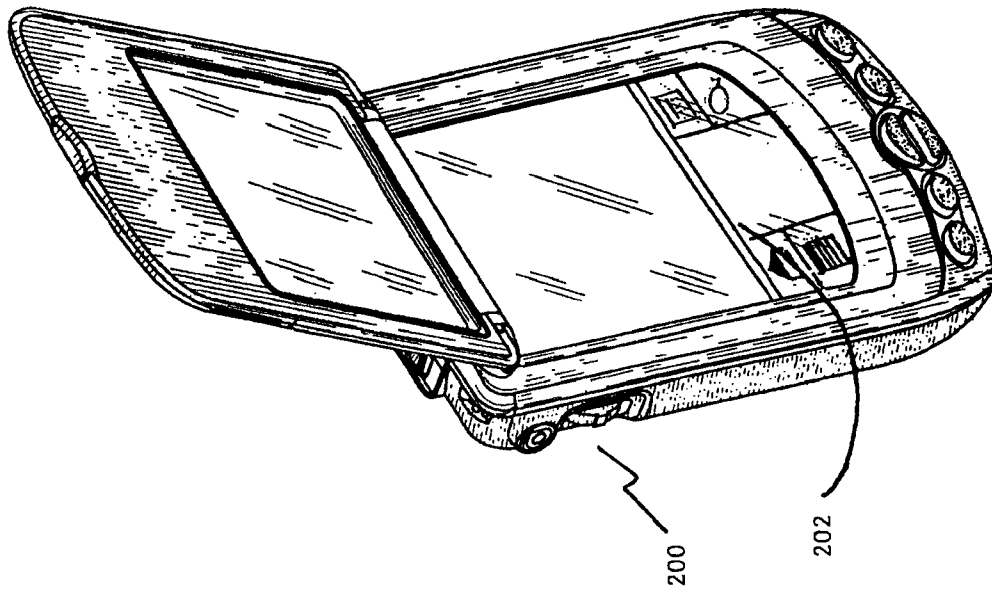
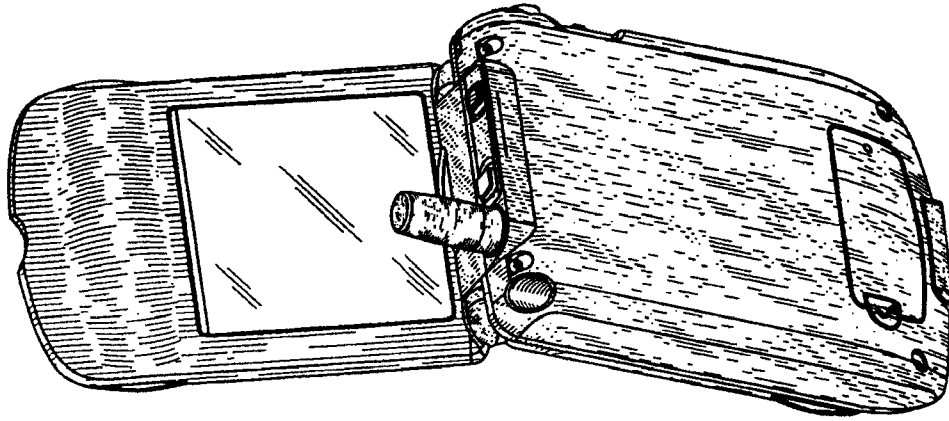


FIG 2

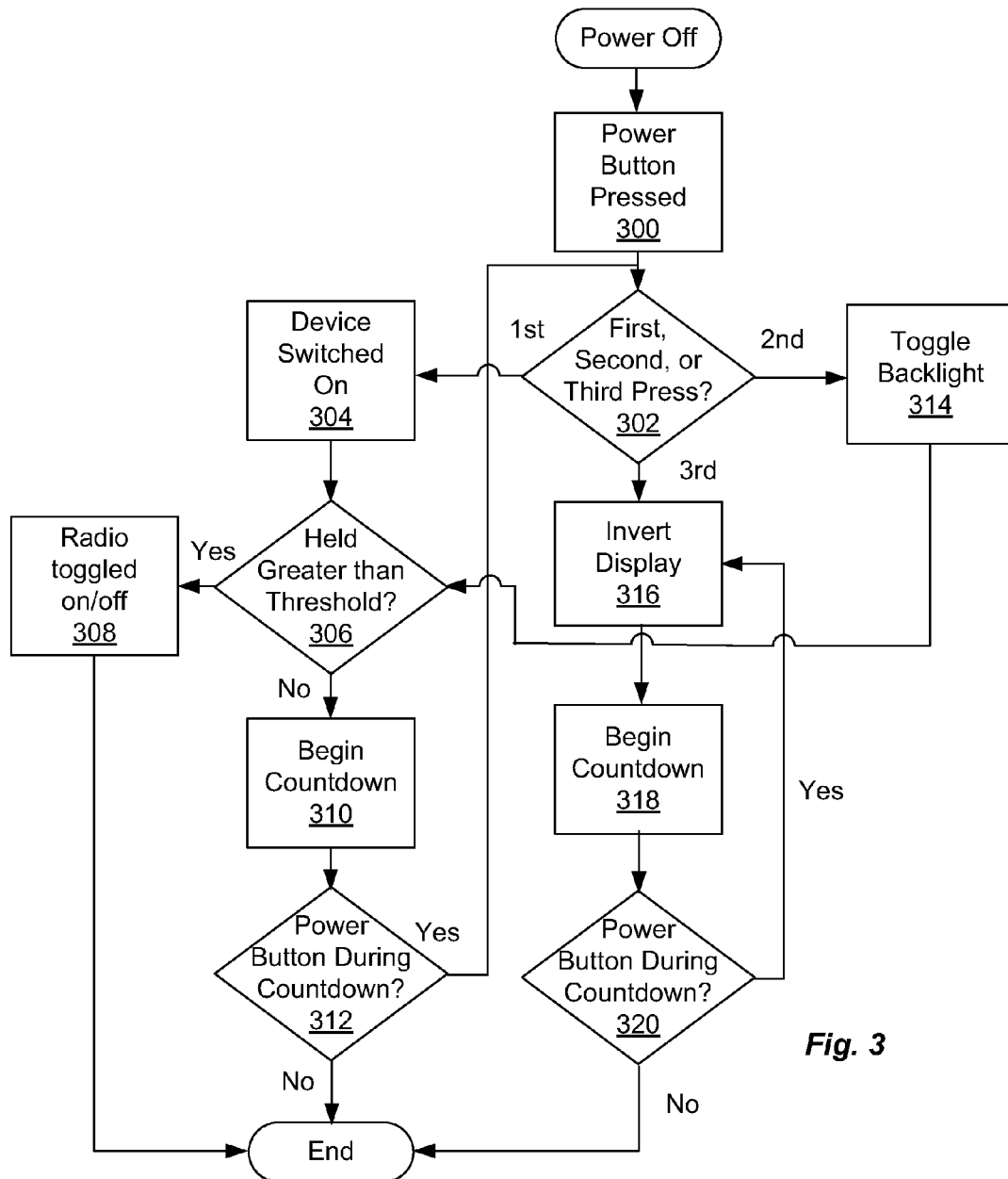


Fig. 3

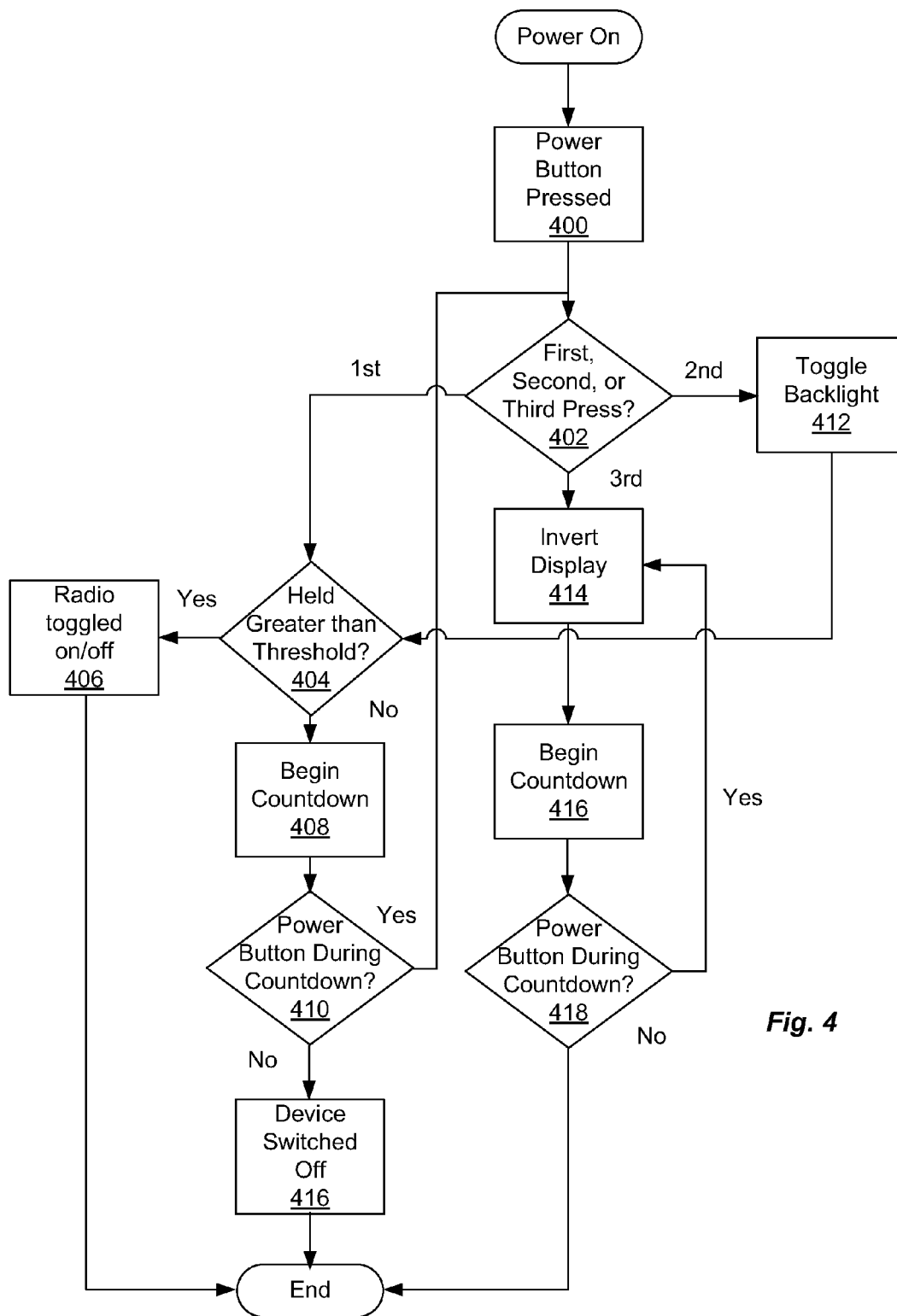


Fig. 4

Action	Device Power On			
	Device Power Off (include Active Headset Call)	Incoming Call	Active Call	
	Within 1s of Notification	After 1s of Notification	No Headset	Headset
Opening the Lid	Nothing	Answers call	N/A	Nothing
Closing the Lid	Nothing	Silences ring, Ignores call, Turns device off	Displays 2-second hang up confirmation, Hangs up, Turns device off	Turns device off, Does not hang up
	504	510	512	518
				516
				522
				520

Lid Matrix
FIG. 5

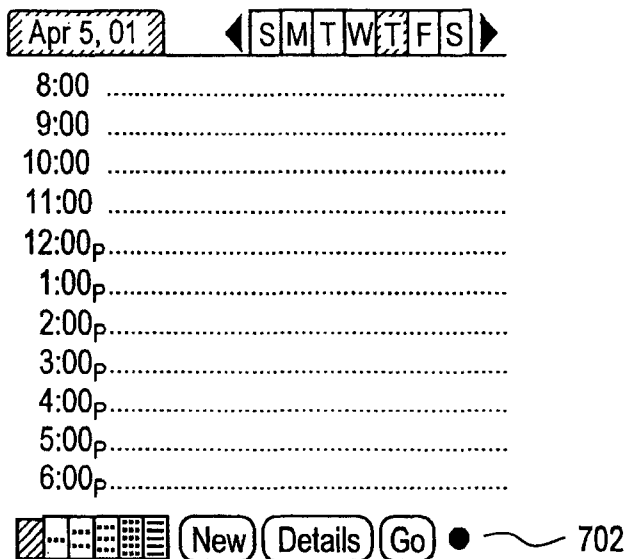


FIG. 7a

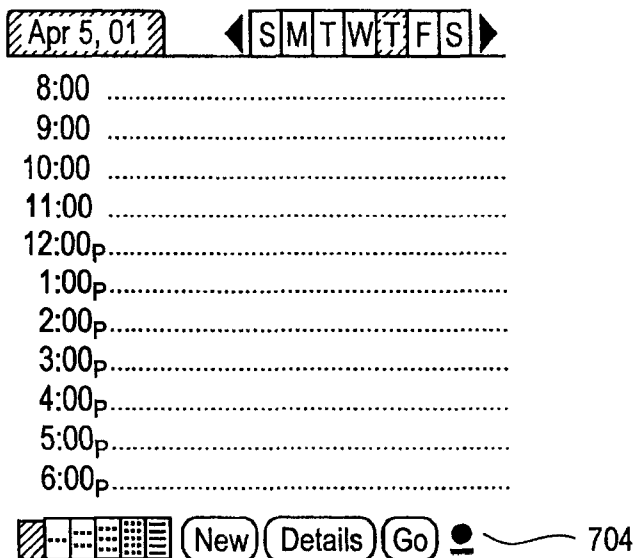


FIG. 7b

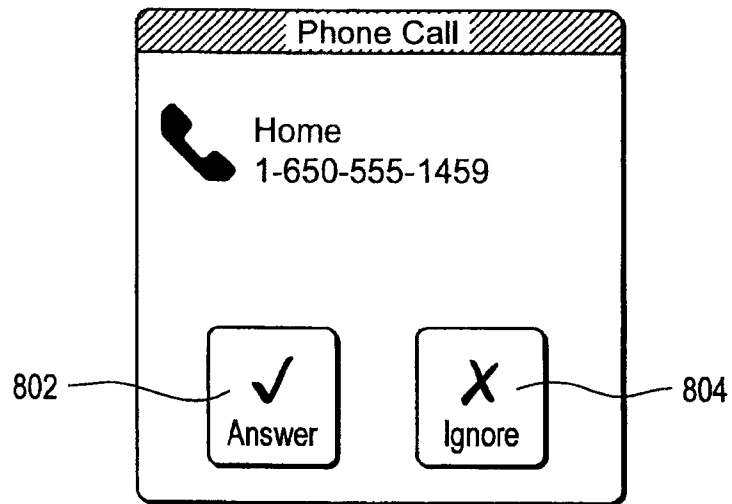


FIG. 8

INTEGRATED PERSONAL DIGITAL ASSISTANT DEVICE

CROSS REFERENCE TO RELATED APPLICATION

This patent application is a continuation of and claims priority to U.S. patent application Ser. No. 12/126,793, which is a divisional of U.S. patent application Ser. No. 09/976,475, filed Oct. 12, 2001, which claims a benefit and priority under 35 USC §119(e) to U.S. Provisional Application No. 60/297,817, filed Jun. 11, 2001, all of which are incorporated herein by reference in their entirety.

BACKGROUND

1. Field of the Invention

The present invention is related generally to a user interface for a personal digital assistant device.

2. Description of the Related Art

Carrying a personal digital assistant (PDA) around is very convenient for tasks such as taking notes at a meeting or lecture, scheduling appointments, looking up addresses, and for performing a whole host of other functions. However, one function not easily performed with a PDA is that of telecommunications. A typical cellular telephone, meanwhile, offers a range of features, from speed dial to speakerphone to caller-ID, phonebook, etc. In order to have the functionality of a cellular telephone and the functionality of a PDA, consumers have generally had to choose from a selection of largely unsatisfactory options. The most common option is to carry both a PDA and cell phone. This is undesirable, however, because of the obvious impractical aspects of having to deal with two separate devices, both in terms of sheer bulk as well as the inconvenience of switching between units. Simply put, there are more things to buy, more things to break, and more things to lose.

Another option is to purchase an add-on telephone device for a PDA. While this option is preferable to carrying two devices around, it still has limitations. For example, an add-on telephone device adds bulk to and changes the form factor of the PDA. In addition, since such a PDA must be designed to operate without an add-on telephone, the degree to which the user interface of the PDA can be integrated with the user interface of the add-on telephone is limited. Thus, an add-on solution is of only limited value, since there is not a true integration between the cellular telephone device and the PDA, but rather two separate devices at best co-existing side-by-side.

Accordingly, what is needed is a system and method for providing a user interface to a device featuring integrated functionality of both a PDA and cellular telephone.

SUMMARY OF THE INVENTION

In accordance with the present invention there is provided a system and method for using an integrated device featuring functionality of both a PDA and cellular telephone. Features of the present invention include a power button offering control of both the computing and telephony functions of the device; a lid that turns the device on and off depending on its state, and can also be used to begin and terminate calls; a jog rocker that activates the device and is used to select from a variety of menu options; application buttons that offer direct access to applications stored on the device, and which can be configured to operate in conjunction with secondary keys to offer added functionality; an override-able ringer switch; a

keyboard; and an Auto Word Completion function that verifies and corrects a user's typing in real time.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is an illustration of a device with keyboard in accordance with an embodiment of the present invention.

FIG. 2 is an illustration of a device without keyboard in accordance with an embodiment of the present invention.

FIG. 3 is a flow chart illustrating power-on behavior of a device in accordance with an embodiment of the present invention.

FIG. 4 is a flow chart illustrating power-off behavior of a device in accordance with an embodiment of the present invention.

FIG. 5 is an illustration of a matrix describing behavior of a lid attached to a device in accordance with an embodiment of the present invention.

FIGS. 6a and 6b are illustrations of a keyboard layout in accordance with an embodiment of the present invention.

FIGS. 7a and 7b illustrates views of a display screen when Option mode and Option Lock mode are activate in accordance with an embodiment of the present invention.

FIG. 8 is an illustration of a dialog box presented to a user when a call is incoming in accordance with one embodiment of the present invention.

DETAILED DESCRIPTION

In the discussion set forth below, for purposes of explanation, specific details are set forth in order to provide a thorough understanding of the invention. It will be appreciated by those skilled in the art that the present invention may be practiced without these specific details. In particular, those skilled in the art will appreciate that the methods described herein can be implemented in devices, systems and software other than the examples set forth. In other instances, conventional or otherwise well-known structures, devices, methods and techniques are referred to schematically or shown in block diagram form in order to facilitate description of the present invention.

The present invention includes steps that may be embodied in machine-executable software instructions, and includes method steps that are implemented as a result of one or more processors executing such instructions. In other embodiments, hardware elements may be employed in place of, or in combination with, software instructions to implement the present invention. The software instructions may be stored in RAM or ROM, or on other media including removable media.

The present invention includes a user interface for the operation of an integrated handheld personal computing device and wireless communication device. Referring now to FIG. 1, there is shown an example of such an integrated device 100. As illustrated in FIG. 1, device 100 includes a base section 102, a lid 104, application and scroll buttons 106, power button 110, antenna 112, jog rocker 114, and ringer switch 116, and display 118. In addition, device 100 includes a keyboard 108. As will be appreciated by those of skill in the art, the present invention may exist in a variety of embodiments, including embodiments in which the integrated device includes more or fewer physical components than are illustrated in FIG. 1. For example, FIG. 2 illustrates another device 200 that does not have a keyboard, but instead has a writeable area 202 enabling input to the device 200 via, for example, a stylus. For convenience and clarity, device 100 of FIG. 1 serves as the illustration that will be referenced throughout

this specification, but such reference should in no way be understood to restrict what is disclosed to such an embodiment.

Device **100** includes an integrated GSM radio (also referred to as a cellular telephone), and while in alternative embodiments is of varying sizes and shapes, in one embodiment the device is designed to fit comfortably in a pocket. While the radio uses the GSM standard in one embodiment, in alternative embodiments the radio may use the CDMA standard, or any of a variety of other well-known wireless standards.

Power Button

Device **100** has a power button **110**, located in one embodiment on the top face, next to the antenna **112**. In one embodiment, the power button **110** performs the following functions:

A single press and release of the power **110** button toggles device **100** on/off.

Pressing and holding the power button **110** toggles the radio on/off.

Double-tapping the power button **110** toggles a backlight on/off.

Triple-tapping the power button **110** inverts the display **118** and insures that the backlight is on.

A single press of the power button **110** when an incoming call is ringing silences the ring but does not turn off the device **100**.

Referring now to FIG. **3**, there is shown a flowchart of the operation of the power button functionality starting from a device-off state. Initially, the device **100** is off and the power key is pressed **300**. If the key is being pressed for the first time within a given period **302** (e.g., it has not been pressed for at least the previous half second), the device **100** is switched on **304**. If the power button is held down for longer than a threshold amount of time, e.g., 1 second **306** then the radio is toggled on or off **308**. If the power button is held down for less than the threshold amount **306**, then upon release a countdown of predetermined length, e.g., ½ second, is begun **310**. If the power button is pressed **312** during the countdown, then the backlight is toggled on or off **314**. If the cycle is repeated and the power button is pressed for a third time during the countdown **312**, then the display **118** is inverted **316**, and the backlight is preferably turned on if it is not already on. If the power button is not pressed **312** during the countdown, then no additional actions take place as a result of the power button press. After the display is inverted in step **316**, the countdown is once again begun **318**. However, if the power button is pressed during this or subsequent countdowns **320**, the display is again inverted at step **316**. This countdown cycle continues until the power button is not pressed during the countdown **320**.

Referring now to FIG. **4**, there is shown a flowchart of the operation of the power button functionality starting from a device-on state. Initially, the device is on, and the power key is pressed **400**. If the power key is being pressed for the first time **402** (e.g., it has not been pressed for at least the previous half second), no action is initially taken. If the power button is held down for longer than a threshold amount of time, e.g., 1 second **404** then the radio is toggled on or off **406**. If the power button is held down for less than the threshold amount **404**, then upon release a countdown of predetermined length, e.g., ½ second, is begun **408**. If the power button is not pressed **410** during the countdown, then the device is turned off **416**. If the power button is pressed **410** during the countdown, then the backlight is toggled on or off **412**. If the cycle is repeated and the power button is pressed for a third time during the countdown, then the display is inverted **414**, and the backlight is turned on if not already on. After the display is inverted **414**,

another countdown is begun **416**. If the power button is pressed again **418** during the countdown, then the display is once again inverted **414**, and countdown **416** restarted. This continues until the countdown expires without the power button being pressed **418**.

In addition, in one embodiment pressing the power button **110** when there is an incoming call silences the ring or vibrate. Further, if a call is in progress, pressing the power button turns off the device **100** but does not terminate the call. Finally, if the device is off when a call comes in, the device is turned on, and the backlight is illuminated, which helps to locate the device **100**, e.g., in a poorly-lit room.

Lid

Referring again to FIG. **1**, there is shown a view of device **100**, having a lid **104** attached to base **102**. In FIG. **1**, lid **104** is connected to base **102** via a hinge or other mechanism that allows lid **104** to open and close. Note that the lid **104** may be connected to base **102** in any of a variety of ways while still including features described herein. The particular embodiment of FIG. **1** is therefore meant to illustrate only one of many possible configurations.

In one embodiment, lid **104** features a hardware switch for lid open and lid close detection, and may additionally include an integrated speaker for flip phone-like functionality. When closed, in one embodiment, lid **104** covers all of base **102** except for application and scroll buttons **106**. In one embodiment, lid **104** also includes a transparent window for viewing the display **118** of device **100** while the lid **104** is closed.

The effect of opening and closing the lid **104** varies according to the state of device **100** at the time the lid **104** is opened or closed. In one embodiment, and referring now to FIG. **5**, opening and closing the lid **104** has the following effect:

If the device is off, opening the lid turns on the device **100**, and launches **502** a predetermined application. In one embodiment, the predetermined application is a speed dial view of a telephone application, however in other embodiments the application can be any application on the device **100**, assignable by the user in one embodiment via a preferences control panel-type application. If the device is off, closing the lid has no effect **504**.

If the device is on, then it is in one of three states: either a call is in progress, a call is incoming, or there is no call activity.

If a call is incoming, then an incoming call notification is given to the user. An illustration of such a notification is shown in FIG. **8**. It will be appreciated that a user may be in the process of opening the lid when a call comes in. In such a situation, the user may not want to actually take the incoming call. For that reason, if the lid is opened within, in one embodiment, one second of the incoming call notification, no action is taken **506** (although the user can still answer the call in other ways, e.g., by tapping a dialog box **802** on the display of device **100**). In other embodiments, the time may be shorter or longer than one second. If the lid is opened more than one second after the initial incoming call notification, then the call is answered **508**. Note also that in one embodiment a user can choose to accept or ignore any incoming telephone call by selecting the answer **802** or ignore **804** options presented in a popup dialog box.

Similarly, if the user is in the process of closing the lid when a call comes in, it is desirable to assume that the lid is being closed not in response to the incoming call, but rather by coincidence. Thus if the lid is closed within an initial time, e.g., one second, of the first notification of an incoming call, no action is taken **510**. After this initial period, if the lid is closed, then in one embodiment the ring is silenced, the call is ignored, and the device is turned off **512**.

During an active call, the lid is open in a preferred embodiment, unless a headset is plugged in. If a call is in progress and the headset is being used, then opening the lid has no effect on the call **514**. If the lid is closed while a headset call is in progress, the device is turned off, but the call is not disconnected **516**. If a telephone call is in progress without using a headset, then closing the lid hangs up the telephone, in one embodiment after displaying a warning message confirming that the call is about to be disconnected, and turns the device off **518**. During the confirmation warning message, the user has the opportunity to tell the device not to disconnect the call, e.g. by pressing the scroll-up button. In alternative embodiments, the call is disconnected as soon as the lid is closed.

If a telephone call is not in progress, then in one embodiment, opening the lid when the device is already on has no effect **520**. That is, even if there is an application assigned to be launched upon the opening of the lid, when the power is already on, opening the lid does not launch the assigned application, but rather has no effect on what application is currently executing. Also, in one embodiment, if a call is not in progress, closing the lid turns the device off **522**.

In addition, in one embodiment keyboard **108** is deactivated when the lid **104** is closed, whether the device **100** is on or off. This guards against inadvertent input to the device when pressure is applied to the lid, e.g., if the device is carried in a pocket, or if something heavy is placed on top of the device. In alternative embodiments, the keyboard **108** remains active at all times regardless of lid position. In one embodiment, application and scroll buttons **106** remain active even when the lid **104** is closed. This allows the scroll buttons to be used to respond to dialog boxes that may be presented to the user when the lid is closed. For example, if an alarm goes off, the user can dismiss the alarm by pressing a scroll button, instead of having to open the lid to tap the display **118** or press a button on the keyboard **108**.

Tog Rocker

Device **100** includes a jog rocker **114** such as is pictured in FIG. 1. A jog rocker in one embodiment allows four input actions: up, down, press in, and press and hold.

While individual applications provide specific responses to input from jog rocker **114**, in one embodiment pressing the jog rocker **114** when device **100** is turned off wakes device **100** up and launches a predefined application, such as the phone application in one embodiment.

In one embodiment, this behavior is executed on jog rocker **114** press, not release, so that a press and hold of the jog rocker **114** wakes the device up, launches the predefined application on the press, and then executes within the application whatever that application has specified for a jog rocker **114** hold on the hold.

In another embodiment, jog rocker **114** can be used to provide a scroll-up and scroll-down function similar to that provided by scroll buttons **106**. In one embodiment this is the default use for jog rocker **114** when an application does not provide additional functionality for the jog rocker.

Ringer Switch

Ringer switch **116** is used in a preferred embodiment to select whether incoming telephone calls should produce an audible ringing sound on device **100**. In a first position, device **100** produces such a ring tone, which is customizable in one embodiment using application software stored on device **100**. In a second position, device **100** does not produce a ring tone

for an incoming call. In one embodiment, device **100** is configured to vibrate in response to an incoming telephone call. The vibrate feature of device **100** may additionally be activated by applications executing on device **100**, for example even when ringer switch **116** is in the first position (the audible ring position).

In one embodiment, when ringer switch **116** is in the second position, all sounds made by device **100** are muted, and not just the ring tone. Thus, for example, while a number of applications executed on device **100**, e.g., an alarm, a message alert, etc., may instruct device **100** to produce a sound, the location of the switch in the second position will stop device **100** from actually making the sounds. In yet another embodiment, device **100** allows software resident on device **100** to override the physical setting of ringer switch **116**. This may be of particular use, for example, if the ringer switch is in the first position while a call is in progress and it is undesirable to have sounds from device **100** interfering with the call in an annoying fashion.

Application Buttons

A device such as device **100** typically has one or more application and scroll buttons **106** located physically on the device, providing direct access to applications associated with the buttons, as well as up-down and left-right scroll functionality. Using a keyboard **108** of device **100**, different applications are assignable to the application buttons **106** being pressed in combination with a modifier key. In one embodiment, an "option" key is the modifier key for these key combinations.

In one embodiment, the following applications are mapped to option and ("+") application button combinations:

- Option+Phone Application button maps to Memo Pad.
- Option+Calendar Application button maps to To-Do.
- Option+Internet Browser Application button maps to City-Time.
- Option+Messaging Application button maps to the calculator.

In one embodiment, the Option+Application button key combination works both in series and in parallel. For example, pressing and releasing the Option button (a serial combination), then pressing an application button **106** launches the application that is mapped to that application button's option modification. Similarly, pressing and holding the Option button while pressing the application button **106** (a parallel combination) also launches that application button's option modification.

If the option modification times out before the application button **106** is pressed, then the functionality is the same as if only the application button had been pressed.

Pressing and holding Option, and then pressing an application button **106** while Option is still held down also launches the application that is mapped to that application button's option modification. What occurs if the user continues to hold the application button in is controlled on an application-by-application basis.

In one embodiment, the following application buttons **106** and combinations are mappable:

- a Phone Application button
- a Calendar Application button
- an Internet Browser Application button
- a Messaging Application button

In alternative embodiments, the following combinations are also mappable:

- Option+Calendar Application button
- Option+Phone Application button

Option+Internet Browser Application button
Option+Messaging Application button

Keyboard

In one embodiment, keyboard **108** includes the following keys:

a-z (26 keys)
 . (period)
 Symbol key
 Space
 Return
 Backspace
 Shift key
 Option key
 Menu key

FIG. **6a** illustrates one embodiment of a keyboard **108** layout. In FIG. **6A**, the bottom label of each key indicates its normal character, while the top left label indicates its shift key character, and the top right label indicates its option key character.

FIG. **6b** illustrates just the number/punctuation keys extracted from FIG. **6a**.

In an unmodified state, the keys produce the main character printed on them. In one embodiment, there is no on-screen-modification state indicator for the unmodified keyboard state. In Shift state, the keys produce a capital version of the main character printed on them, as illustrated in FIG. **6a**.

In Option state, the keys produce the alternate character illustrated in FIG. **6b**.

In one embodiment, pressing the Option key once puts device **100** in Option state. Pressing Option in Option state puts the device in Option Lock state. Pressing Option in Option Lock state clears the state. Option state is canceled upon the entry of the Option-modified character. Option Lock state is not canceled upon the entry of the Option-modified character, hence the Lock-ness. Option state can be canceled without entering a character by pressing the Option key twice (once for lock, the second for clear) or pressing backspace. Note that in one embodiment, backspace cancels Option state, but not Option Lock state.

Referring now to FIG. **7a**, in one embodiment, an on-screen modification state indicator **702** for Option state, which indicates to the user that the Option key has been pressed, is an oval tilted to have the same appearance as the shape of the Option key itself.

Referring now to FIG. **7b**, the on-screen modification state indicator **704** for Option Lock state is similar to the Option state indicator except with a “bottom bar”.

Holding down a key for a prolonged period causes the key to repeat. In one embodiment, all text entry has the same repeat rate, i.e. holding down the j produces j’s at the same rate as holding down shift+j produces J’s and option+j produces 5’s. The Option and Shift keys both “time out” if additional input is not received within a prescribed period of time, e.g., 3 seconds in one embodiment. Note that in one embodiment the Option Lock and Shift Lock states do not time out.

In addition, in a preferred embodiment, when the currently executing application on device **100** changes from a first application to a second application, the Shift state is cleared to avoid unintended Shifted input into the second application. Auto Word Completion

In order to provide a fast and easy way to enter awkward or often-misspelled text, device **100** includes a word auto-completion/correction system that in one embodiment checks every word that a user enters against a database of common misspellings and convenient abbreviations and replaces the entered word with a preset correct or complete version of the

word. For example, if a user enters ‘beleave’, it will automatically be replaced with ‘believe’. If a user enters ‘im’, it will be replaced with ‘I’m’.

In one embodiment, Word Completion executes whenever a user enters any character that signals that they are finished typing the previous word, e.g.:

Space
 Any punctuation
 Tab
 Return
 Next or Previous Field

For instance, when a user types b,e,l,e,i,v,e the word ‘beleave’ is still displayed. If the user then enters a space (or any of the characters listed above) then ‘beleave’ is replaced by ‘believe’. Typing backspace once will erase the space (or tab, new line, etc.) that invoked the Word Completion. Typing backspace a second time will undo the word completion without deleting the last character of the word. At this point, typing any of the characters that usually invoke Word Completion will not invoke it again.

If the replacement word in the database is not capitalized, then the capitalization of the word to be replaced is maintained. For instance, there is an entry in the Word Completion database that has the wrong word “feild” marked to be replaced with “field” so:

feild becomes field
 Feild becomes Field

If the replacement word in the database is capitalized, then the resulting word is capitalized no matter what the capitalization of the word to be replaced was. For instance, there is an entry in the Word Completion database that has the wrong word “im” marked to be replaced with “I’m” so:

im becomes I’m
 Im becomes I’m

Keyboard Navigation and Commands

In one embodiment, device **100** switches off or “sleeps” in order to conserve power after a predefined period of time. In such circumstance, pressing a key on the keyboard **108** wakes the device back up, i.e. restoring the device to a power on state in the same condition that it was in prior to going to sleep. In other embodiments, waking the device **100** up is equivalent to a power on command, which starts the device with a predefined initial application. Note that the keys which will wake the device up may be predetermined, or may be changeable by the user.

In one embodiment, some navigational activities of device **100** are keyboard enabled. Buttons such as “OK,” “Done,” and “Cancel” are mapped to certain keys and key combinations. Common actions, which may also be on-screen buttons like “New” and “Details . . .,” are frequently included as menu items. These menu items have menu button+letter combinations assigned to them so that they may be executed easily from the keyboard **108**.

In one embodiment, menus on device **100** are navigable via a menu key and menu mode. Pressing and releasing a dedicated hardware menu key on keyboard **108** displays a first pull-down menu of the current view. Pressing and releasing the menu key a second time dismisses the menu.

While the menu is being displayed, in one embodiment the user can navigate the menus and execute menu items with the following actions:

Scroll Up displays the next menu list to the right.

Scroll Up from the last menu list scrolls back to the first.

Holding Scroll Up repeats this action at the normal repeat rate.

Scroll Down moves a highlight down through the current displayed list of menu items.

If there is no highlighted item, such as when the menu list is first displayed, then the first press of Scroll Down highlights the first menu item.

Scroll Down from the last menu item in the list scrolls back to the first item in the same list.

Holding Scroll Down repeats this action at the normal repeat rate.

Space executes the highlighted menu item on press. Return also executes the highlighted menu item on press. Backspace dismisses the menu.

At any time when any menu is displayed, pressing any of the short cut letters executes the corresponding menu item, even if that menu item is in a menu list that is not currently displayed.

Typing any character that is not detailed above or a short cut letter plays an error beep.

At any time, whether or not a menu is displayed, pressing and holding the menu key and pressing a one of the shortcut letters executes the corresponding menu item, in one embodiment, without the menu being drawn on the screen. Pressing and releasing the menu key and then pressing the shortcut letter will display the menu, however, in one embodiment.

Any menu that is being displayed is dismissed whenever a menu item is executed. Shift Lock and Option Lock are ignored when entering short cut letters. It is possible, however, to enter an option character as a short cut character in parallel:

- User presses the menu button to enter menu mode
- User presses and holds Option
- User presses x for instance
- The menu item with the short cut character ? would get executed, because the question mark (?) is formed by pressing Option-x.
- Pressing and releasing Option and then pressing x would execute the menu item with the short cut letter x.
- Menu mode itself will not clear the modification state, but the execution of a menu item may clear the modifications state depending on what that menu item does.
- User starts in Option Lock
- User presses the menu button
- User presses the menu button again to dismiss the menu
- The user should still be in Option Lock

Thus, when buttons containing certain text are on the screen, certain keys or key combinations can be pressed that will execute the buttons as if they were pressed on the screen.

The buttons that are mapped to the keyboard in one embodiment are:

- OK
- Done
- Cancel
- Yes
- No
- Next
- Previous

The following four keys/key combinations are used for mapping to certain common on-screen buttons in one embodiment:

- Return
- Backspace
- Option+Return
- Option+Backspace

Option+Return and Option+Backspace will work only in parallel.

Globally, in one embodiment:

Option+Return executes:

- OK
- Done

- Yes
- Next
- Send
- Accept

Option+Backspace executes:

- Cancel
- No
- Previous
- Back
- Reject

In one embodiment, if there is no opportunity for text entry on a particular screen, then the holding down of the Option key may be unnecessary. Thus, for example, within the context of alert dialogs:

Return executes:

- OK
- Done
- Yes
- Next
- Send
- Accept

Backspace executes:

- Cancel
- No
- Previous
- Back
- Reject

Return and Backspace do not map to buttons in other contexts in one embodiment, since in other contexts there will likely be text areas in which Return and Backspace benefit from their normal functionality.

In addition, in one embodiment the mappings described above also apply to non-English based applications. For example, Option+Return is mapped to "Oui" in a French language application. This allows a user to execute a foreign-language application on device **100** while providing similar functionality to an English-language application.

The foregoing discloses exemplary methods and embodiments of the present invention. It will be understood that the invention may be embodied in other forms and variations without departing from the spirit or scope of the invention. Accordingly, this disclosure of the present invention is illustrative, but not limiting, of the invention, the scope of which is defined by the following claims.

We claim:

1. A method for operating a mobile computing device, the mobile computing device including a power switch, a processor, a memory, a wireless communication module, and a plurality of applications stored in the memory and executable by the processor, the method comprising:
 - receiving a telephone call on the wireless communication module;
 - providing indicia that the telephone call is being received; responsive to an action on the power switch, ceasing to provide the indicia that the telephone call is being received without deactivating the mobile computing device.
2. A method for activating a mobile computing device, the mobile computing device including a wireless communication module, a power switch, a processor, a memory, and a plurality of applications stored in the memory and executable by the processor, the method comprising:
 - detecting a first action on the power switch;
 - activating the mobile computing device; and
 - responsive to the first action on the power switch exceeding a threshold time, activating the wireless communication module.

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3. The method of claim 2, further comprising:
responsive to the first action on the power switch not
exceeding the threshold time, beginning a first count-
down; and
responsive to a second action on the power switch during
the first countdown, turning on a display of the mobile
computing device. 5
4. The method of claim 3, further comprising:
responsive to the second action on the power switch during
the first countdown, beginning a second countdown; 10
responsive to a third action on the power switch during the
second countdown, turning off a display of the mobile
computing device.
5. A method for powering down a mobile computing
device, the mobile computing device including a wireless
communication module, a power switch, a processor, a
memory, and a plurality of applications stored in the memory
and executable by the processor, the method comprising:
detecting a first action on the power switch;
determining whether a length of time of the first action on
the power switch exceeds a threshold time; 20
responsive to the first action on the power switch exceeding
the threshold time, activating the wireless communica-
tion module.
6. The method of claim 5, further comprising: 25
responsive to the first action on the power switch not
exceeding the threshold time, beginning a first count-
down; and
responsive to a second action on the power switch during
the first countdown, turning on a display of the mobile
computing device. 30
7. The method of claim 6, further comprising:
responsive to the second action on the power switch during
the first countdown, beginning a second countdown;
responsive to a third action on the power switch during the
second countdown, turning off a display of the mobile
computing device. 35
8. The method of claim 5, further comprising:
responsive to the first action on the power switch not
exceeding the threshold time, beginning a first count-
down; and 40
responsive to not detecting a second action on the power
switch during the first countdown, turning off the mobile
computing device.
9. A method for operating a mobile computing device, the
mobile computing device including a movable housing mem-
ber, a wireless communication module, a processor, a
memory, and a plurality of applications stored in the memory
and executable by the processor, the method comprising:
receiving an incoming call by the wireless communication
module while the housing member is in a first state;
determining that the housing member has been moved
from the first state to a second state;
determining a time interval between the receiving of the
incoming call and the movement of the housing mem-
ber; and 55
responsive to the time interval exceeding a threshold time
interval, answering the call.
10. A method for operating a mobile computing device, the
mobile computing device including a movable housing mem-
ber, a wireless communication module, a processor, a
memory, and a plurality of applications stored in the memory
and executable by the processor, the method comprising: 60

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- receiving an incoming call by the wireless communication
module while the housing member is in a first state;
providing indicia that the incoming call is being received;
determining that the housing member has been moved
from the first state to a second state;
determining a time interval between the providing of the
indicia and the movement of the housing member; and
responsive to the time interval exceeding a threshold time
interval, ceasing to provide the indicia.
11. The method of claim 10 further comprising turning off
the mobile computing device.
12. The method of claim 10 wherein the indicia that the
incoming call is being received includes an audible ring.
13. The method of claim 10 wherein the indicia that the
incoming call is being received includes vibrating the mobile
computing device. 15
14. A method for operating a mobile computing device, the
mobile computing device including a display, a movable
housing member, a wireless communication module, a pro-
cessor, a memory, and a plurality of applications stored in the
memory and executable by the processor, the housing mem-
ber in a first state, the wireless communication module
engaged in an active call, the method comprising:
determining that the housing member has been moved
from the first state to a second state;
providing a confirmation on the display of the mobile com-
puting device that the active call will be disconnected;
and
responsive to receiving a user response to the confirmation
within a specific time interval, not disconnecting the
call.
15. The method of claim 14, further comprising:
responsive to not receiving a user response within the spe-
cific time interval, disconnecting the call.
16. The method of claim 15, further comprising turning off
the mobile computing device.
17. A mobile computing device, comprising:
a wireless communication module configured to produce a
ring tone on the mobile computing device;
a processor;
a memory;
a speaker;
an operating system stored in the memory and executed by
the processor;
a plurality of applications stored in the memory and
executed by the processor, each application adapted to
output an audio signal via the speaker by signaling the
operating system;
a ringer switch having at least a first position and a second
position, the position of the switch communicated to the
operating system, wherein in the first position, the oper-
ating system enables the speaker to produce audio tones
from the applications and in the second position the
operating system disables the speaker to prevent the
speaker from producing an audio tone from an applica-
tion of the plurality of applications.
18. The system of claim 17 wherein in the first position, the
operating system enables the wireless communication mod-
ule to produce the ring tone, and in the second position the
operating system disables the speaker to prevent the speaker
from producing the ring tone from the wireless communica-
tion module.

* * * * *