

Claim limitation repetition in U.S. Patent No. 8,749,507

#	Limitation (claims 1-8)	#	Limitation (claims 9-13)
1[PRE]	A method comprising:		
		9[PRE]	A non-transitory computer-readable medium comprising program code for causing a processor to execute a method, the program code comprising:
1A	receiving contact data from an input device;	9A	program code for receiving contact data from an input device;
1B	determining an interaction with a displayed object on a screen based on the contact data;	9B	program code for determining an interaction with a displayed object on a screen based on the contact data;
1C	responsive to determining the interaction, determining a gesture based on the contact data comprising:	9C	program code for, responsive to determining the interaction, determining a gesture based on the contact data comprising:
1D	determining a pressure and a change in pressure based on the contact data, and	9D	program code for determining a pressure and a change in pressure based on the contact data, and
1E	determining a press if:	9E	program code for determining a press if:
1E1	the pressure is greater than a pressure threshold,	9E1	the pressure is greater than a pressure threshold,

#	Limitation (claims 1-8)	#	Limitation (claims 9-13)
1E2	the change in pressure is greater than a change in pressure threshold, and	9E2	the change in pressure is greater than a change in pressure threshold, and
1E3	a first interval has elapsed; and	9E3	a first interval has elapsed; and
1F	responsive to determining the gesture, outputting a haptic effect.	9F	program code for, responsive to determining the gesture, outputting a haptic effect.
2	The method of claim 1, wherein the contact data comprises an actual pressure and a pseudo pressure.	10	The non-transitory computer-readable medium of claim 9, wherein the contact data comprises an actual pressure and a pseudo pressure.
3	The method of claim 2, wherein the pseudo pressure is based on a change in capacitance resulting from the contact.	11	The non-transitory computer-readable medium of claim 10, wherein the pseudo pressure is based on a change in capacitance resulting from the contact.
4	The method of claim 3, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device.	12	The non-transitory computer-readable medium of claim 11, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device.
5	The method of claim 4, wherein the contact information comprises position data, and further comprising determining whether a		

#	Limitation (claims 1-8)	#	Limitation (claims 9-13)
	contact is made on a softkey based on the position data.		
6	The method of claim 1, wherein the determining a gesture comprises determining a tapping gesture.	13	The non-transitory computer-readable medium of claim 9, wherein the program code for determining a gesture comprises program code for determining a tapping gesture.
7[PRE]	The method of claim 1, wherein determining the gesture further comprises:		
7A	calculating a first value associated with a speed of movement of a contact across the input device;		
7B	comparing the first value to a speed threshold value; and		
7C	outputting a signal if the first value is less than the speed threshold value.		
8	The method of claim 7, further comprising applying a speed filter to the first value before comparing the speed to the speed threshold value.		

Comparing claims 1-8 and claims 14-18.

#	Limitation (claims 1-8)	#	Limitation (claims 14-18)
1[PRE]	A method comprising:		
		14[PRE]	A system comprising:
		14A	a computer-readable medium; and
		14B	a processor in communication with the computer-readable medium, the processor configured to:
1A	receiving contact data from an input device;	14C	receive contact data from an input device;
1B	determining an interaction with a displayed object on a screen based on the contact data;	14D	determine an interaction with a displayed object on a screen based on the contact data;
1C	responsive to determining the interaction, determining a gesture based on the contact data comprising:	14E	responsive to determining the interaction, determine a gesture based on the contact data comprising:
1D	determining a pressure and a change in pressure based on the contact data, and	14F	determining a pressure and a change in pressure based on the contact data, and
1E	determining a press if:	14G	determining a press if:
1E1	the pressure is greater than a pressure threshold,	14G1	the pressure is greater than a pressure threshold,
1E2	the change in pressure is greater than a change in pressure threshold, and	14G2	the change in pressure is greater than a change in pressure threshold, and
1E3	a first interval has elapsed; and	14G3	a first interval has elapsed; and
1F	responsive to determining the gesture, outputting a haptic effect.	14H	responsive to determining the gesture, outputting a haptic effect.
2	The method of claim 1, wherein the contact data comprises an actual pressure and a pseudo pressure.	15	The system of claim 14, wherein the contact data comprises an actual pressure and a pseudo pressure.

#	Limitation (claims 1-8)	#	Limitation (claims 14-18)
3	The method of claim 2, wherein the pseudo pressure is based on a change in capacitance resulting from the contact.	16	The system of claim 15, wherein the pseudo pressure is based on a change in capacitance resulting from the contact.
4	The method of claim 3, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device.	17	The system of claim 16, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device.
5	The method of claim 4, wherein the contact information comprises position data, and further comprising determining whether a contact is made on a softkey based on the position data.		
6	The method of claim 1, wherein the determining a gesture comprises determining a tapping gesture.	18	The system of claim 14, wherein the processor is configured to determine a gesture by determining a tapping gesture.
7[PRE]	The method of claim 1, wherein determining the gesture further comprises:		
7A	calculating a first value associated with a speed of movement of a contact across the input device;		
7B	comparing the first value to a speed threshold value; and		
7C	outputting a signal if the first value is less than the speed threshold value.		

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8	The method of claim 7, further comprising applying a speed filter to the first value before comparing the speed to the speed threshold value.		